

CLANBOOK

Foreador

5th EDITION





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We see you all and appreciate you, wherever you are.

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Who Are the Toreador?

"Society and all its trappings stem from us, and I don't mean that in only the way of order, but in all the mess it brings. The clash of authority and the rebel, the beautiful expression of the soul carved in sophistication from lifeless stone and the scathing critique that attends to its perceived flaws. All good or ill, gain and loss, blooms outwards from the Toreador. So have we ensured that it is, that it remains. Other High Clans rule with power, with violence and the tyranny of wealth and dominion, postulants of threats and punishment, enacting self-made and expected ambition as sovereignty. Yet here are we, so like the rose, who grows most beautiful and is admired merely as her nature. Her place is secure by the simple being of herself. Bringing pain and beauty to the scene, along with temptation and piercing touch, the centerpiece around which all others gather, and like her we set the stage. Muse and poet, actor and writer. Kindred society is born out of us, grown with our blood, guarded by our thorns, beautified with our poise. We are an indisputable scene in these nightly gardens. Forever a part of, and forever set apart from."

—Garnet de Rune, Senechal of Detroit

Complex and prestigious through the ages. Secular, and yet organized all the same. Despite being comparatively compulsive when compared to the other high clans, the Toreador have remained one of the most stable and venerated of the Clans. However these shifts in preference tend to be tempered by a strong attitude of consistent desire, an obsessive choice of aesthetic that permeates their very mind and body unlike any other. The Toreador believe themselves to have beauty expressed through their very blood, through their motions, and their fixations. It's hard to argue that this is untrue, as out of all the clans, especially those in the Camarilla, the Toreador venerate and perpetuate the humanities and the art that results from them more than any other Kindred, and they do so by no small margin.

During the Dark Ages they regularly fostered the greatest expressions of humanity, holding high the torch of theatre, music, and art, and they would argue that the cultivation of these expressions had helped raise the Kine, and by extension Kindred as a whole, from the dredges of the middle age, and into the beauty of the Renaissance's golden age. Their love for culture, people, and the art expressed therein, as well as the adoration that their looks and powers of the blood evoke from those under and around them, quickly ascended them to the status of High Clan, where they reign in equal parts capricious and steady.

It's no surprise then, almost by necessity of their desire for social and artistic stimulation, that Toreador are intrinsically linked to the Mortals that surround them. While other Clans might keep humans at arms length and treat them as little more than a resource, or food source, the Toreador default to genuinely enjoying their company. Unlike as a part of the Clan of Roses holds the living close and deep, with relations of care and love between a Toreador and Mortal being more common than most other Kindred care for. Contacts, allies, retainers, and Touchstones are emotionally linked to a Toreador's attention, and though this doesn't always mean that the emotion is a positive one, few other Clans lend the amount of emotional attachment to their still-living assets, and fewer still hold them as friends and lovers.

The Toreador in Play

The Toreador tend to find themselves to be one of the most innately understood Clans present in the World of Darkness. Toreador Characters tend to blend elegance, wrestle with dramatic themes, and conjure social intrigues. At the same time their Discipline spread gives them the ability to dabble in expertise needed for any kind of subject, outside of, perhaps, the occult.

The Clan of Roses spans interests and talents across the whole of the spectrum, and within that broad ability they fit into any number of archetypes and ambitions. From the flamboyant dancer that storms through the night in motions too graceful to rival, to the extroverted rumor-monger that sows two lies and a truth with each conversation, or the keen observer pouring over great works and plumbing the depths of knowledge on any given subject. The greatest, and only truly defining trait, of the entirety of the Clan is their obsessions.

Creative Skills

These are pools used to create works of fine art that require a roll. Attributes and skills vary depending on the work being made with Intelligence being the most common Attribute, and Craft being the most common Skill. At the Storyteller's discretion, Artistry that requires a roll might require a Specialty in that Skill, i.e. an auto-mechanic with Craft 4 might not know how to paint without a specialty for it. What follows are some common examples:

PAINTING Dexterity + Craft; Intelligence might be used for works in regards to medicine or other scientific studies. Manipulation may come into play when attempting to evoke specific feelings in the onlooker.

PLASTIC ARTS Dexterity + Craft; Resolve may be used for intensely delicate work.

ENGINEERING ARTS Intelligence or Resolve + Craft; These are creations that take time and effort, examples include watch or clock making, jewelry crafting, or building machines.

PERFORMANCE Dexterity + Performance; Dancing and movement. Charisma is usually used for singing instead.

WRITING Intelligence + Academics; Satirical pieces might use Wits instead, while excessively long research papers on a tedious subject may trade Resolve.

Additional Toreador Archetypes

CALIGULAN

"If this city had but one neck, I would drink it dry"

Named after the mad emperor whose cruelty, decadence, and vanity became legendary. The Caligulan's way of life was present during the fall of Rome, but is seeing a resurgence in the modern nights where there exists vast divides in quality of life. Casting off any moral resistances, Caligulans use their Bane and Beast as the primary driver of their indulgences, which quickly lead to the loss of Humanity and eventually delving into pure sadism.

SUGGESTED CONVICTIONS

- Fulfill your Desire by night's end.
- Never let others dictate to you what is "too far".
- Always drink your fill.

ROLEPLAYING HINTS:

- Enable vices, both in yourself, and in others. When someone tells you to abstain, or another chooses too, find the circular logic that enables best.
- You are adventurous and willing to try new experiences regardless of how dangerous or amoral it may seem.
- Revel in your status as a kindred and that life ultimately has no real meaning beyond your thirst.

SUGGESTED TOUCHSTONES:

- When you first met them, they shone in a crowd of the unremarkable. Beautiful in a way you still can't articulate. They quickly became your favored vessel. Through their blood, you feel you know them intimately. Perhaps more than they know themselves.
- They remind you of who you once were. Or who you could have been before everything spiraled. Disciplined. Focused. Always deferring gratification. A mirror of the self you lost or perhaps who needs someone like you to loose them up.
- An emotionally ruined soul, recently handed a terminal diagnosis. Now they devour life without hesitation. Hedonistic. Nihilistic. Fully alive in a way you can no longer be.

CULTURE WARRIOR

"We are fighting a war of meaning for the very soul of our society"

These Kindred take it upon themselves to engage and actively endorse cultural and ideological beliefs. Advocating for specific social, moral, and even political views, both Kindred and otherwise, they seek to participate in the discourse of their peers and use various forms of art and other media to promote their points. Amongst Anarchs these individuals tend to find camaraderie, pushing against Kindred norms and championing for what they believe will bring about a better world. However it's no secret that their polarizing views can earn them a lot of enemies, though the title of "warrior" is hardly just for show.

SUGGESTED CONVICTIONS

- Advocate for what you believe in.
- Take every chance to change someone's mind.
- Always defend your viewpoint.

ROLEPLAYING HINTS:

- Engage in topics that your character believes in and defend your point of view.
- Art is an expression of culture and the artist. Both can topple empires and tyrants alike.
- Take an active position in conflicts that are associated with your views, and don't back down without a fight.

SUGGESTED TOUCHSTONES:

- An enjoyer of the same culture as you. They spend significant time contributing to their subculture, whether as an organiser or an artist. Whatever it is, it is evident they are as enamoured by it as you are.
- An essayist who offers sharp insight into what this culture means and what it should become. They may critique opposing movements or reinterpret works as actually being of your ideals or aesthetic all along.
- Someone in direct opposition to everything you stand for. And yet, maybe it is their vigour or the earnestness of their belief. You find yourself respecting them deeply. You enjoy every moment spent sparring with them.

ELITIST GATEKEEPER

“An open mind is like a fortress with its gate unbarred and unguarded.”

These Kindred believe themselves to play a crucial role in maintaining the norms and values of what they're interested in, ensuring that no small amount of their passion goes into defending their objectification from change and influence. They argue that things are defined, in part, by their constraints, their borders. That holding true to the thematics of something is as important as the thing itself, even going so far as to argue it is merely a form of maintenance at times.

SUGGESTED CONVICTIONS

- *Never compromise on your interests and beliefs.*
- Those outside your circles of interests should stay there.
- Tolerance is tantamount to cowardice.

ROLEPLAYING HINTS:

- Set trends that bolster your beliefs and manipulate others to deflect from change.
- Filter out those below your standards.
- Be stubborn and obstinate when it comes to change, your standards are your strongest weapon.

SUGGESTED TOUCHSTONES:

- They have spent their whole life looking after a building or place that holds deep emotional meaning for them. They do everything they can to protect it. In them, you see a kindred spirit.
- An inheritor of a legacy their parents built—whether a business, an art scene, or something else. They now work hard to preserve it and continue what was started.
- An influencer who has carved out a niche by championing what came before. They highlight great works of the past and contrast them with the commercialisation of today.

NETWORKER

“People are where they are because of who they know, everything else is secondary.”

The longest lasting lie in history is that people are where they are because of merit, however most get where they are through relations. Day-to-day life, and night-to-night unlife, are both navigated through networking. The Networker isn't exclusive to Toreador by any means, but it does have a prominent role in the Clan's success, winding the strings of relationships into a single web of connection, one that they tend to sit at the center of.

SUGGESTED CONVICTIONS

- Never count or plan around merit, only reputation.
- Take every chance to be social.
- Never lose influence.

ROLEPLAYING HINTS:

- Always try to know a guy, or know a guy who knows a guy.
- Treat your social exchanges as a currency, trading boons for introductions.
- Undermining or exploiting others who have a wide net of contacts is a high priority. You're both spiders competing for the same web.

SUGGESTED TOUCHSTONES:

- A once-wealthy and spoiled child who had to be bailed out one too many times. Now they survive on charm and reputation alone, navigating a world that no longer owes them anything.
- A con artist always slipping into new circles. Ingratiating themselves, seeking fresh marks, dodging consequences. They wear many faces but never accountability.
- A timid and socially awkward person who fumbles through conversation and would disappear from the world if they could. Fortunately for them, they caught your eye. You've taken an interest in improving their life—especially the social part.

ROCKER REBEL

"My blood is fuel, my art is fire."

An artist that lives fast and dies young. Their frenetic and reckless way of life is expressed in high-energy and moving art, both performance and otherwise. Rarely are these Rocker Rebels part of a centralized movement, instead, they operate to challenge authority with their expression, stoking inner fires of courage and inspiration in movements.

SUGGESTED CONVICTIONS

- The moment is what's most valuable.
- Never sell out.
- Take risks if it means having a good time.

ROLEPLAYING HINTS:

- A focus on immediate gratification regardless of consequences.
- Try not to dwell on anything you don't have an intense passion for.
- Hold your moral values as a galvanizer for intense action.

SUGGESTED TOUCHSTONES:

- A grizzled roadie with a demon belt buckle who has seen it all. He was there when the legends were just starting out. He works with quiet diligence, taking pride in anticipating every need of the band. He makes sure the chaos on stage never hits the backstage.
- A musician who's fully embraced the bad boy act. Smashing hotel rooms, starting fights, dragging the audience into the wreckage. Lately, for some reason they've had a hard time finding venues willing to accept them.
- A groupie who left behind a lifeless countryside and a boring life. Now they follow their favorite artists from city to city, hoping to see the world—and maybe find out who they really are.

RUMOR MONGER

"Gossip keeps people on their toes. Shakes things up. It's fun."

These Kindred are masters of their craft, nonchalantly making idle talk and rumors about the private affairs of others. Sometimes it's a variation of what they've heard, while other times they simply bend the truth to get the reactions they want. Rumor Mongers also tend to hoard their secrets, using them as a powerful spark of social change at just the right moment.

SUGGESTED CONVICTIONS

- Always take the chance to find out someone's secrets.
- Share information only when it's a dramatically appropriate moment.
- Keep a conversation interesting by any means.

ROLEPLAYING HINTS:

- Casual conversation is important to this archetype, as is casually lying about other people.
- Give information freely when you tie it to misinformation, especially if it knocks other off balance or causes drama.
- Create a circle of close friends who actually hate one another, but despise others more.

SUGGESTED TOUCHSTONES:

- An assistant who has made it her business to know what everyone thinks in the company she finds herself in. Quick to spill drama or secrets, whether to kill time or make herself seem more important than she is.
- The owner of a cheap newspaper or website. Their "journalism" thrives on clickbait headlines and sensationalism, all for attention and money. They're slightly embarrassed by the content—but not enough to stop.
- An old woman armed with binoculars, diligently tracking the movements of everyone in her neighborhood. She's always ready to report her concerns to management, who know her all too well by now.

TRAGIC ROMANTIC

"I cannot leave until I have finished here and then I will be gone like the dark at dawn"

A Kindred whose Embrace never resurrected them in spirit, it simply animated their corpse and now they are a somber shell of what they were. The Tragic Figure views their state lonely, doomed, and broken. Leaning on sorrow and apathy, though not eschewing romance and moments of happiness. While these Kindred tend to view themselves as cursed monsters, their mindset tends to make them more human than most other Kindred, though at the same time their darker take on their art and circumstance will inevitably lead to a shorter unlife.

SUGGESTED CONVICTIONS

- Keep others at a distance.
- Cherish what you enjoy, it may be gone soon.
- Emotional pain is a certainty.

ROLEPLAYING HINTS:

- Apathy and a darker edge of practicality are sadly necessary in your existence, however valuing the good emotional health of others should be a priority.
- Experiencing moments of joy and hope should be taken in stride, however cherish them as novelties that aren't the norm, and are undeserved.
- Plan towards what you think you'll leave behind after your gone. Others only get strong insights into you when you're not there to keep them at arm's length.

SUGGESTED TOUCHSTONES:

- You faked your death. You had no choice, as much as it hurt you. But not as much as seeing that they didn't move on like the rest of your friends and family. Instead, they spiraled. They still grieve. You can't leave them like this.
- When you were Embraced, it became clear that many doors were now closed to you. It's funny—you only realise how important they were once they're gone. You think back to your old flame from your teenage years. You had left things on good terms. But now, deprived of life, you realise you would have gladly spent your life with them.
- Your life has been a string of tragedies. But in this person, you see a chance for redemption. They're miserable now, but you can see how much potential they have. If you could just help them find happiness, make their life better—then maybe your existence wouldn't have been for nothing.

TRUE CORTIGIANA

"Power isn't a crown or an army, it's the whisper of promising conversation, glowing charm, and most importantly, cunning."

These Kindred engage in relationships with those well above their own supposed Status, acting as socialite with a well-mastered flare for culture, education, etiquette, politics, and art. Truth be told, these individuals provide such good company that their supposed betters tend to find themselves lost without them. It helps that the Cortigiana tends to have a prominent mastery not just over their powers of social and mental graces, but also of their companion's emotional fixations.

SUGGESTED CONVICTIONS

- Engage any and all good company in conversation.
- My worth is greater than the gold of others.
- I am the master of other's emotions.

ROLEPLAYING HINTS:

- Quick wit and patience are the best approaches to discourse, let yourself hang on the words of others, and when you can't, do your best to pretend.
- Diversify your interests, but fixate most on how to make others interested in what you are. The best way to enthrall someone is to make them love you and what you love.
- Gain Social status by proxy and relation. You don't need the limelight, but the arm you're hanging off of does. When the sword falls, make sure it falls on them, while you watch in exasperation, hanging from a new arm.

SUGGESTED TOUCHSTONES:

- Someone's irreplaceable assistant that you looked up to when you were in the same situation. Perhaps they guided you through your still-living youth and provided you with the emotional stability needed while you were still learning to be what you are now.
- The first person you successfully influenced for broader change, a politician, wealthy bureaucrat, or even a production manager. They set you on your path of social understanding.
- Someone you genuinely love and care for, or perhaps did before your death. A person who is worth more than simple monetary value, a sentimental attachment that you'd never allow yourself to make again, but can't give up.

Disciplines

AUSPEX: Whether self-driven or a victim, the Clan of the Rose frequently give into their own whims of sensation. External stimulus is an ever-important part of their experience, and roils in their very blood as a driving fixation. This is in no small part attributed by their preternatural senses of Auspex, gleaning the thread count of an French Tapestry from the 16th century with a simple stare, or seeing the flowing brush strokes of a talented hand play across the canvas. This extends to the ability to pull the very psychic impressions from people and things around them, gleaning information and stimulus from the long-absent, or seeing plainly through the lie of a ghoul.

CELERITY: Technique and precision are important. The act and use of Celerity within the Toreador is one of grace, poise, and flowing movement. Expertise in execution with an agility beyond the capabilities of any Mortal and even most immortals. There's little to explain how this Discipline makes the Toreador an extremely dangerous foe in physical encounters, but few realize that the heightened reflexes and the ability to measure their movements between the seconds also allow for artistry beyond their kin.

PRESENCE: Allure has always been the mark of a Toreador. Already most frequently embraced from the ranks of the most beautiful Kine, the addition of Presence makes the Roses like their Clan's colloquial title: Effortlessly appealing to all who look upon them. Many can attest to the fact that this is not their only mastery, for Presence is not merely allure and beauty can be as terrifying and dangerous as it is enthralling. The fact of the matter is that the use of Presence amongst the Toreador is as a form of emotional manipulation, first and foremost. Terror, sorrow, inspiration, and finally, charm.

NEW COMPULSION: ENTRANCED: Something has caught your eye. A marvel of display, an earworm that you hummed in a dream, or likely some other form of high art that you need again. Until you experience or see what's entranced you again, your resolve is so withered that you cannot spend Willpower to re-roll dice. This compulsion lasts until you are in the presence of what's entranced you; you see it again or experience it once more, or until you've had it for a number of scenes equal to your Bane severity.

NEW COMPULSION: FADING STARLET: Your light is going out. Your intensity is waning and being drowned out in distance, even amongst others, so you must ignite it once more and be *seen*. You suffer a -3 dice penalty to any pools made to hide yourself from others. This compulsion lasts until you garner as much attention as possible from at least two other characters, preferably people outside your coterie, or until the scene ends.

Purple Prose

Flowery descriptors and vernacular used only in the scene of a discerning, obsessive, eye, are common practice, even more so common commerce. The Toreador's ability to sow the seeds of evocative meaning with words is a part of their Clan, and has always been so. This early section serves as a quick reference, listing the vernacular used in this book to refer to various people, groups, entities, and other such terms, as well as how those function as mechanics in game.

ART & ARTIST It is entirely likely that this needs no further elaboration, however for clarity's sake, this book's vernacular uses artist to apply to any creative individual that uses their skill, imagination, and passion to express various works and endeavors that can be experienced by others. At its most foundational level, art is a communicative process, wherein the artist provokes thought, evokes emotions, and hopefully inspires others. This book does not intend to dictate specifics of what is and isn't art, and leaves that open to personal interpretation.

FINE ART While any creative expression can be art, from a well-built car, to a masterfully organized farm acreage, Fine Art itself is defined specifically as Art that exists only for its artistic, intellectual, sentimental, and emotional value, and provides no further use. Paintings, sculptures, drawings, music, performance art, and even basic conceptual sketches. The one case where Fine Art might serve a more practical purpose, is architectural design.

GUILDS Gatherings that form on the whims of those that gather within them. Guilds are usually informal groups of Toreador with a common interest, usually in viewing or experiencing art. They differ from Coteries in that they serve no greater ambition in most cases, though some particularly older Guilds have strong ties across the world.

HARPY A common position in Camarilla Domains, the Harpy is foremost a Kindred with extensive knowledge, especially about other Kindred, and wields their Status and social leverage to amass boons and influence opinions. Once perceived negatively, the position's use has resulted in it becoming a well-appreciated asset. Even Anarch coalitions and Hecata families in some cities now have Harpies.

OEUVRE The complete body of creative work by an artist, writer, or creator. These are usually exceptionally appreciated collections, even if only by a single individual. Examples include an author's complete collection of novels and poems, a director's filmography, or the majority of paintings. In many cases, an oeuvre is simply a creative individual's life's work.

POSEUR Or sometimes posers in the Modern Nights. This term dates back to the Dark Ages, pre-dating even the Camarilla. A derisive term for those that have no artistic ability or who choose not to pursue the arts in any capacity. It has had a mixed application depending on how arrogant the local culture is, with dilettantes even sometimes referred to as poseurs, despite them readily fostering the arts. Many who are accused of being Philistines are also considered Poseurs, though their talents tend to lay elsewhere instead of being non-existent.

DISCIPLINE POWERS



Auspex

The Toreador's ability to deeply sense and experience sensations is a core aspect of their existence, intricately woven into their nightly lives, and the powers of Auspex allow them to raise those senses far beyond even most other Kindred. It's rare that one of the Toreador doesn't develop at least one talent within this Discipline, sometimes even unintentionally.

Many Toreador use the powers of hyper-sensory and psychic impression as a way to gorge themselves on the art they take in. Using Auspex to take in each stroke of the brush, the smell of the pigments and dyes used, and see the colors in a depth they can drown in. Auspex allows a Rose to immerse themselves in art beyond their Kindred, to hear the notes and measure the pitch of each instrument, to see the curvature of a sculpture's polished surface, to glean the neon of the night as it shimmers through raindrops.

These powers can also serve as shields and swords. To wring information from the timbre of a liar's tones, to piece apart the subtle shifts in expressions of stoic love, or glean body language fluently and without pause or doubt.

Above all, the powers of Auspex are information gathering, reading between the lines of someone's face, pulling at the lingering emotional imprint of a time and place, knowing the meaning of a phrase without even knowing the language it's spoken in.

Level 1

QUICKEN SIGHT

Amalgam: Celerity 1

A power that warps perceptive time to the point that it allows one to examine fast-moving objects as if they were nearly still.

Cost: Free

Dice Pools: --

System: The user automatically passes any Tests that would require them to track an object with their eyes and they may make typical perception checks to perceive details of objects as if they were motionless regardless of how fast they're moving. This power does not give the user the superhuman alacrity of Rapid Reflexes (*Vampire the Masquerade Core Rulebook, Pg. 253*) as it confers no physical bonuses, only perceptive ones, to track and study objects. This power works against other powers of supernatural motion, such as Blink or Traversal (*Vampire the Masquerade Core Rulebook, Pg. 254*), however it fails against powers such as Lightning Strike if the user doesn't have Celerity 4 or greater.

Duration: Passive

VIGILANCE

Found frequently in those with a prying mindset, or at the very least a highly suspicious one. This honed sense allows one to sense when the blood has been roused in a nearby Kindred.

Cost: Free

Dice Pools: --

System: The user instantly knows whenever a Kindred within their line of sight makes a Rouse Check and may ask the Storyteller for either the distance or direction of where the sensation came from. Kindred whose Composure or Blood Potency exceeds the user's Auspex rating are detected by this power, however the user will be unable to know their direction or distance.

Despite being a power of Auspex, this power cannot detect those under the effects of concealing Obfuscate powers, such as **CLOAK OF SHADOWS** or **UNSEEN PASSAGE**, if the user doesn't also have **SENSE THE UNSEEN**, and it cannot pierce supernatural darkness, such as that made by **STYGIAN SHROUD** if the user doesn't have the ability to see into, or through, it.

Duration: One turn.



Level 2

AESTHETICAL INSIGHT

What use is a party host who can't converse with guests? Or a courtesan unable to engage their mark with topics? This power is a definitive expression of the social ability of Auspex, allowing a Vampire to divine information from others with a mere look or the start of a conversation.

Cost: One Rouse Check

Dice Pools: Resolve + Auspex vs Composure + Subterfuge

System: Upon speaking with a Character, the user immediately learns one general interest they have, such as a hobby, fashion preferences, or favorite genre of music. The user may also activate this power to learn additional interests by rolling Manipulation + Auspex vs Composure + Subterfuge. The user learns one additional interest per Success. On a Critical Win this power informs the user of an interest the target wants to keep hidden. Using any of these interests in Conversation with the target adds an automatic Success to their Charisma or Manipulation pools.

Duration: Passive

ARTIST'S EYE

Amalgam: Presence 2

A technique developed during the time of the High Renaissance, when the talented artists of the Toreador began to delve deeply into more and more esoteric natures of art and how it reflects both life and their cursed existence. This power calls on the blood of the artist to imbue their works to allow one to use further powers to glean information about a chosen subject's nature, purpose, history, or ambition.

Cost: One Rouse Check

Dice Pools: Creative pools.

System: The user may activate this power when they begin a creative work of art that requires an Standard Extended Test; Difficulty 15+ (*Vampire the Masquerade Core Rulebook, Pg. 293*) and has the subject of a person, place, or object. Each hour spent on the created work allows for one roll using a creative pool associated with the type of art (See: *Creative Skills*).

Upon completion, create a second Extended Test with the same difficulty as the previous. Examinatory Auspex powers can be used on the work as if the users were looking at, or is in the presence of, the subject. Any Successes on Auspex pools used this way on the work are accumulated against the second Extended Test. When this second Test is met, the work loses the benefits of this power. Additionally the subject of the work still rolls to resist any powers used on the work, as normal.

Duration: Created works last as long as they are maintained; Supernatural heuristic powers granted by this work fade upon meeting the second Extended Test.

Level 3

VEDI PENTIMENTO

The Italian word '*pentimento*' when translated into English is '*repentance*'. When used in this context, it refers to the changing and emerging work of a painting as the artist goes through their creative process, painting over parts in order to convey an evolving composition or feeling, until the artist views the work as complete. Those who have this power can look at a work of Fine Art, painting or otherwise, and glean the process of its creation, the techniques used, and earlier versions, not unlike seeing the work being created in reverse, until it remains a blank canvas, slab of marble, pile of bricks, etc. While watching this process of reverse-creation, the user may also divine the intentions or emotions of the artist, or artists. This power does not work when used on 'living art' such as music (even a recording) or performance art.

Cost: One Rouse Check

Dice Pools: Resolve + Auspex

System: This power can be activated to look upon an inanimate work of fine art. Once activated, the user rolls Resolve + Auspex and must spend the better part of a full scene, roughly half an hour, looking at the chosen work. The user gains a piece of information for each Success on the roll, and if they have a Specialty in a Skill that relates to the work of art, such as Sculpting for a Statue or Painting for a mural, they gain one automatic Success. If the user was interrupted or distracted at all while viewing the work, the number of resulting Successes on the roll is halved, rounded down.

Information gained through the use of this power includes, but isn't limited to, the number of artists that worked on the piece, the appearance of an artist, the intentions the artist wished the work to express, techniques used to create the art, the name of an artist, the types of tools used, the emotions felt by the artist during its creation, and any reasons why they might have felt those emotions, etc. The Storyteller has the final say on what information is gained, but it should be information that isn't readily apparent through the use of typical observation.

Duration: One Scene

Level 4

WHAT DREAMS MAY COME

Even during their death-like daysleep and Torpor, a Kindred with this power retains the use of their senses in a kind of passive, dream-like state, and like a fitful dream, perceived threats may wake them from their slumber.

Cost: Free

Dice Pools: --

System: The user adds their Auspex rating to awakening from daysleep (*Vampire the Masquerade Core Rulebook, Pg. 219*) and is passively aware of their surroundings as if they were awake, being able to see even if their eyes are closed. This ability penetrates thin surroundings, such as a coffin lid, smoke, or a door, but fails against anything thicker than a few inches / centimeters. This also allows the user to ignore sensory penalties, even if they do not have the typical sensory organs. While in daysleep the user may also employ other powers of Auspex as if they were awake, paying their associated costs. If the user must make a roll for such a power its Dice Pool cannot exceed their Humanity rating as normal.

Duration: Passive

Level 5

ANIMEA OPUS

Prerequisite: Artist's Eye

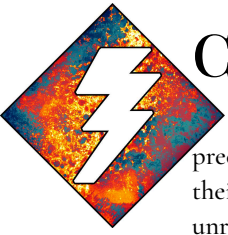
A technique developed during the time of the High Renaissance, when the talented artists of the Toreador began to delve deeply into more and more esoteric natures of art and how it reflects both life and their cursed existence. This power dramatically enhances the potency of Artist's Eye and dramatically strengthens the resulting work's bond to the subject, allowing for the influence of any mental powers upon it, as if the subject were there.

Cost: One Rouse Check

Dice Pools: Variable.

System: As with Artist's Eye, however the user gains the ability to use any and all Mental Disciplines, not just Auspex, so long as the subject is one that can be targeted by such powers. Additionally the second Extended Test has its difficulty doubled, allowing for additional uses of such powers before it loses its properties.

Duration: Created works last as long as they are maintained; Supernatural heuristic powers granted by this work fade upon meeting the second Extended Test.



Celerity

The cornerstone of a Toreador's grace and precision, many within the Clan of the Rose insist that their physical abilities granted by Celerity are unrivaled, that it brings mere motion to a height of art, like that displayed in ballet or martial combat. Some take it a step further, claiming that the creation of the entire Discipline and its powers were made first by them as a way to allow full coordination of the body.

While it's unlikely that the Toreador are the sole artisans of these alacritous techniques, there's no denying that of the three clans who harbor it natively, it is the Roses who have tuned its use to a graceful art.

Level 1

FIRST STRIKE

In a differentiation from *Rapid Reflexes*, those with this power don't merely react, but have the preternatural ability to proactively take action before anyone else. While this power can still fail against something completely unexpected, it never-the-less bolsters reaction to such instances.

Cost: Free

Dice Pools: --

System: When combat starts, the user always goes first, unless against someone with higher Celerity. The user adds their Celerity to rolls to resist being ambushed, or surprised by a similar effect. Additionally, when the user ties in a contest when using their own Dexterity, Wits, or Celerity, the user adds an automatic success to those pools to break the tie.

Duration: --

SURGE OF ALACRITY

A simple, but powerful, bloodborne ability which grants incredible precision and quickness of thought whenever those that have it surge their blood, as if the refined talents of their predecessors are channeled through them with enhanced efficiency.

Cost: As with *Blood Surge*

Dice Pools: --

System: When the user *Blood Surges* a non-Discipline pool that includes their Dexterity or Wits, they add an additional bonus die on top of any bonuses that a *Blood Surge* would add to that pool.

Duration: One turn.

Additional Notes: Many groups have House Rules that extend the benefit of a *Blood Surge*. In these cases it's recommended that this power affects only the first roll, and then the typical benefits of the *Blood Surge* linger as per individual House Rules.

Level 2

BLOOD KNIGHT'S DEVOTION

Amalgam: Fortitude 2

The signature power of the Order of Sabella's Blood. While Kindred aren't known to be especially selfless or protective, there are those few that hold true a rare conviction of positioning themselves in harm's way to physically defend others. This power was also taught to other knightly Kindred orders, such as those of since-disbanded White Company, the Knights of St. Adjutor, and the Lepers of St. Ladre, however none of them employ it as profusely and with such great effect.

Cost: One Rouse Check

Dice Pools: Celerity + Stamina

System: If a target within your immediate striking distance, usually two yards/meters, attacks someone other than you, you can activate this power and roll Celerity + Stamina against their attack roll, moving yourself into the path of the attack and causing you to take the damage of the attack in their place. Subtract *twice* your Fortitude rating from any damage sustained due to successfully using this power. This reduction occurs before halving and cannot reduce the resulting damage below one.

Duration: One use.

MEASURED MANEUVER

When everyone else has made their move, the user becomes the end-stop in the poetry of combat, physical or social.

Cost: One Rouse Check

Dice Pools: --

System: When the user makes a Called Shot (*Vampire the Masquerade Core Rulebook, Pg. 302*) with Dexterity or Wits while this power is active, the Called Shot dice penalty is reduced by an amount equal to half the user's Celerity rating, rounded up. At the Storytellers discretion this power may be used for other Called Shots which are made with precision that somehow don't include Dexterity or Wits. Whenever the user makes a Called Shot with this power active, their initiative order is always last, even after others who have passed.

Duration: One Scene.

Level 3

PREMINENCE

Amalgam: Auspex 3

With the fusion of alacrity and premonition one can choose an action and know whether it will succeed or fail, though not the specifics of how. This technique was created by Meliora Aksum, and is widely employed by the Exemplars of her family's namesake.

Cost: One Rouse Check

Dice Pools: --

System: Before rolling an uncontested Dice Pool, a user may activate this power. If the resulting action would fail or result in a Messy Critical, the user may choose to take an entirely different action instead. If a roll is required for that subsequent, different, action, the user adds three dice to the pool.

Duration: One Action.

Level 4

MORTIFYING RIPOSTE

Amalgam: Presence 3

A masterful and somewhat malicious power employed by various Toreador duelists since the time of Rome. Upon successfully evading an attack, the user may activate this power to immediately make a lightning fast counter-strike that not only deals base damage, but also serves to embarrass whoever sought to hit them. Because the attack is so fast, and also serves to belittle their attacker, it does little direct damage.

Cost: One Rouse Check

Dice Pools: Celerity + Dexterity

System: Upon successfully evading or preventing an attack, the user may activate this power to immediately make a lightning fast counter-attack with Celerity + Dexterity; Difficulty equal to the number of successes on the attack that was previously evaded. This counter-attack can only be made with a light weapon, such as brass knuckles, a knife, baton, or a rapier, or a light ranged weapon such as a pistol or hand crossbow. On a win the attacker strikes with their chosen weapon and deals Superficial Health Damage equal to the weapon's Damage Value and Superficial Willpower Damage equal to the user's Presence.

When using a melee weapon with this power, the user may choose to instantly move a number of yards/meters equal to their Celerity rating towards their attacker in order to get into range, however obstacles, such as tables and chairs, and other barriers may impede their movement at the Storyteller's discretion. This power cannot be executed if the user cannot see who attacked them.

Duration: --

Level 5

FASTIGIUM

Prerequisite: Preeminence

A grand expansion of Preeminence that allows for considerable ability beyond most other Kindred. This power allows one to not only succeed, but perform beyond the constraints of one's physical limitations with speed and precision that supersedes the laws typical to time and space, even allowing a Kindred to momentarily appear in two separate places, performing two entirely different actions, simultaneously.

Cost: As with pre-eminence.

Dice Pools: --

System: The user may now activate Preeminence even in Contested rolls, and when the user activates Preeminence, they may take the subsequent action from Preeminence even if they succeed on the first roll. Both of these actions occur in the same turn.

Duration: One Action.



Dominate

While not unheard of in the Clan of the Rose, the power of Dominate is less rarely employed by the Toreador than the other High Clans, as the emotional manipulations and indulgences of Presence carry a special flavor of satisfaction.

Of course there's always exceptions, and certain less-known Bloodlines even have an inborn preference of this Discipline not seen in most other Toreador. One thing is for certain, while Presence may gain you fear, favor, and everything across the emotional spectrum between, Dominate will always be the quickest way to get the weak-minded chattel to do as you desire without question.

Level 2

WHISPERS OF THE HEART

Amalgam: Presence 2

This power draws on the most vulnerable parts of a victim's psyche: That which they care for, and wields their love against them like a knife. When used, the victim experiences strong memories and hears whispers, both associated with their Touchstones or close loved ones.

Cost: One Rouse Check

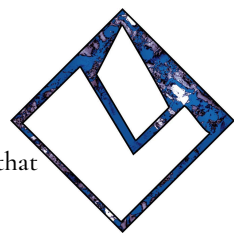
Dice Pools: --

System: The user makes eye or skin-to-skin contact and activates this power, choosing an emotion. The affected target suddenly feels an overwhelming surge of that emotion, associated with a Touchstone or someone else that they're emotionally attached to, which affects them in the form of a Compulsion. The user doesn't know who or what triggers the surge of emotion. Weak or Average Mortals, and Vampires with Humanity higher than the user, cannot resist this effect, while all others can resist with a pool of Composure + Intelligence; Difficulty equal to the user's Presence.

Duration: One scene.

Fortitude

Toreador have historically favored feints and evasions as defensive combat, however it's no secret that skill sometimes falters against luck. Fortitude offers defensive options to survival better than any other Discipline, and the eldest and most wise of the Clan have usually kept it as a secret shield.



Level 1

ADAPTABILITY

Amalgam: Celerity 1

A power that manifests in Kindred who expect to participate in a great deal of physical combat. As their physical body nears its impairment, the blood reacts of its own accord to assist in their dextrous talents, sometimes even using a timely evasion to knit their sundered flesh back together.

Cost: --

Dice Pools: Dexterity

System: When your Health Tracker has a number of marked boxes equal to, or greater than, your Stamina Attribute, this power activates. While active, your Dexterity pools are increased by 1 and when you get a Critical Win on an evasive pool, you automatically mend a point of Superficial Health damage.

Duration: Passive; Until the end of the Scene when activated, even if the activating damage is healed.

SAVE FACE

Amalgam: Presence 1

Every Kindred eventually becomes outmatched in the bloodshed of social conflict. Saying the wrong thing at the wrong time can wipe out a Kindred's momentum, or worse, cost them their facade of strength. This power creates a curtain of emotional briars via the powers of the blood, allowing a Kindred to hold steady.

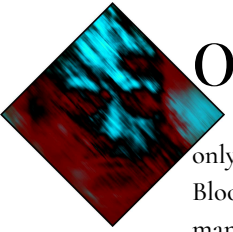
Cost: --

Dice Pools: --

System: After at least one round of Social Combat, the user can disengage from it with Composure + Manipulation and adds their marked Willpower to this last roll. A Win on this pool causes no damage to others, but radiates your Presence in a way that allows you to hold steady and prevent any resulting damage to things like Status, Fame, or Reputation. A Critical Win Stuns those in Contest with the power.

Vampires gain immunity to this power for the remainder of the evening, and if the user is forced into Social Combat again against someone immune to this power, they make their rolls as Called Shots, as any further conflict takes a difficult turn or requires more careful aim.

Duration: Passive; One night for those immune.



Obfuscate

Most rare within the Roses, and found natively only within the repertoire of a single, somewhat rare, Bloodline, are the powers of Obfuscate. Though mental manipulations, glamors, and plays at misdirection are some of the most common tactics of the Toreador, they, perhaps more than any other Clan, adores an audience. Powers within the Discipline of Obfuscate are exactly the opposite of that, diverting onlookers away from the user, or putting of false illusions to appear as someone, or something, else. Despite this, there remains worth in never being picked out. A strikingly beautiful face is remembered most clearly or all, of course.

Additional complications of this power arise as well when it is used against common kin. The powers of Auspex are prevalent within the blood of the Rose, and few members of the clan forego a bit of it. However at least a Toreador knows exactly what they're up against, and the possible blind spots, of such powers.

Level 1

VARLET'S QUIET CHORD

Amalgam: Auspex 1

So subtle is this power that few know if it has origins in the ancient days of the Clan of the Moon, or if it's something that's been divined from the inner id of a contemporary Toreador Bloodline. This power allows one to indecorously require additional exertion in others when they attempt to resist the mental manipulations brought to bare by the powers of a Kindred who knows this ability.

Cost: As with power used.

Dice Pools: --

System: Those affected by the user's Animalism, Auspex, Obfuscate, or Presence must spend an additional point of Willpower to re-roll their pools to overcome such powers. This power may affect other Discipline Powers that have a Mental design to them at the Storyteller's Discretion, such as Oblivion's *Fatal Prediction* or *Passion Feast*.

Duration: Passive.

Level 2

GHOST NOTE

Amalgam: Presence 2

While the power of Silence of Death masks sound that is caused by, or emanates from, the Kindred, this power is instead a strange manipulation that allows the Kindred to create noise and allow others to hear it.

Cost: One Rouse Check

Dice Pools: Wits + Obfuscate vs Wits + Auspex

System: While this power is active, the user may make sound as normal, but those within hearing range will forget about it immediately unless the user wishes them to have heard it, or the sound is interpreted as signaling immediate danger. This allows the user to speak openly about sensitive topics, command others verbally, or even use song-related powers such as Melpominee (*Vampire the Masquerade Player's Guide*, Pg. 80) in a crowded space without drawing attention.

Powers that pierce the effects of Obfuscate, namely Sense the Unseen, work as normal and can allow someone to hear through the memory-altering effects of this power.

Duration: One scene.

THE SHAPE

Amalgam: Auspex 2

Frequently seen in the twin-Clan of the Toreador amongst those Malkavians who have a taste for murder, or at the very least quite terrible mischief. The Crimson Angels use this skill rather extensively. This skill is not unlike Ghost in the Machine, in that it distorts the Kindred's image in the media, but has the added benefit over overwhelming powers of divination.

Cost: One Rouse Check

Dice Pools: Wits + Obfuscate vs Wits + Auspex

System: This power is always active, and instead the cost is paid to deactivate it. Reactivating it costs nothing.

Any non-organic sensor or apparatus that captures the user's appearance will instead capture a grey silhouette with a distorted height and build, making identification completely impossible. Additionally, whenever the user rolls their Obfuscate to resist a revealing effect or ability, such as Sense the Unseen, if they successfully resist, the individual attempting to observe them takes Willpower Damage equal to the user's unmarked Humanity, and their powers of Auspex become Disabled until the end of the scene, or they take a full turn to rest and gather their senses.

This power works without Ghost in the Machine, and overrides other appearance-altering powers, even transformative ones such as Shapechange. If the user does have Ghost in the Machine, however, this power deals its Willpower Damage as non-halved.

Duration: Passive; If deactivated, reactivates at will or at the end of the Scene.

Level 3

MASK OF NARCISSUS

Amalgam: Presence 3

It's no secret that many members of the Toreador were embraced purely for their appearance, but what isn't widely known is that some of those who are Embraced for their looks find *themselves* overwhelmingly attractive afterwards, and stare at their reflection for hours. This power allows a Kindred to wrap another in a glamor that gives them their own appearance, along with all the blessings and curses that may come with it.

Cost: One Rouse Check

Dice Pools: Manipulation + Obfuscate vs Composure + Resolve

System: Upon activation, the user projects their appearance onto someone else in their line of sight and within their presence. Weak and Average Mortals cannot resist, while others can resist with a contest of the user's Manipulation + Obfuscate vs the target's Composure + Resolve. If the user has any look-affecting Merits, such as Beautiful or Repulsive, the target also receives those for the duration.

Victims affected by this power match the user's physical appearance as it was when the power was activated, ignoring illusory effects such as Mask of a Thousand Faces. An onlooker with Sense the Unseen can see through the effects Wits or Resolve + Auspex vs Wits + Obfuscate as normal.

Duration: One scene.



Oblivion

Rare are the alien powers of deepest darkness ever wielded by those outside the abyssal Lasombra or the deathly Bloodlines of the Hecata. Still, there exists Toreador who find themselves enthralled not with the beautiful danger of a searing sunrise, but the cold writhing doom of the void. Such Toreador strand themselves on the shores that border sensible reality and the ocean of dark before them, the rhythmic waves becoming the beat to a forbidden song to which they can't help but listen.

Level 1

LAMBERT DARK

Amalgam: Auspex 1

A power found in the Scrivener's Manuscript, which tells of a time when the ghosts of stars had not yet polluted the sky, and there was dark so deep that it "shined". This power is rare, but is an intrinsic power amongst those within the Scrivener's Bloodline, as well as those who seek his manuscripts. Due to the strange nature of the illumination produced by this technique, users can light an entire room, and yet not even a master of Auspex would notice.

Cost: Free

Dice Pools: --

System: Upon activation, the user radiates lambent dark from anywhere on their person, usually their hand. Lambent dark appears as pale light that can only be seen by the user and those with Oblivion-based powers of perception (such as *Oblivion's Sight* or *The Binding Fetter*, *Vampire the Masquerade Player's Guide*, Pg. 85 or *Crown of the Lost Clan*, *Clanbook Baali 5th Edition Deluxe*, Pg. 11), as well as certain denizens of Oblivion and the Abyss, such as Wraiths and Shades. Lambent dark also differs from typical light in that it works even in supernatural darkness, does not disrupt the powers of Oblivion and is not bright enough to blind others that can see it.

Duration: One scene or until deactivated.

Oblivion Ceremonies

Though the Ceremonies of Oblivion have long been closely guarded secrets of Cappadocian scribes, hidden away in Giovanni Crypts, or meticulously pondered from the depths of the Abyss by Lasombra mystics, there exists a number of manuscripts from the Scriveners of the Dark containing the storied endeavors of Abyssal ascetics, strange fringe groups plagued by the powers of Oblivion, and the doomed ravings of those in-between. These tales express strange permutations of darkness, found nowhere else.

Level 1

POET'S PROSE

Prerequisite: Lambent Dark

A simple procession recorded in the Scrivener's Manuscript, which tells the tale of a Toreador that stumbled across a tutelary poet deep below Abyssal waves where the sun never shown. The manuscript describes a guiding dark, and how one can use the deepest of it to signpost their passage, inscribing their path to keep from getting lost, and leave written words for those that might follow.

Cost: One Rouse Check

Dice Pools: Ceremony Test (Resolve + Oblivion; Difficulty 2)

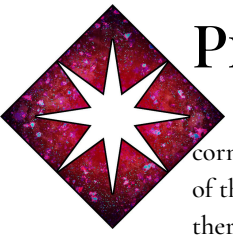
Ingredients: A small sharp implement that can be used to write.

Process: The writer takes their sharp implement and presses it through their skin, allowing vitae to coat the tip, then makes their Ceremony Test.

System: Whether the Test is passed or not, vitae coating the end of the implement will begin to shine with lambent dark, which can then be applied to most any surface to leave secreted messages, unseen directions, or provide decorative ambience. When applied to a surface, the intensity of the lambent dark is diminished to that of mere fluorescence, not unlike certain colors or materials under blacklight.

As with the power *Lambent Dark*, the pigment and the light it casts can only be seen by Oblivion-based powers of perception, excluding even powers of Auspex.

Duration: Twenty-Four Hours on a failed Test or forever on a pass; Direct bright light, or sunlight of any intensity, will burn away the lambent pigments.



Presence

The powers of emotional manipulation are the cornerstone of any Toreador's skills. While the majority of these abilities function only in social endeavors, there are a few powers amongst the Roses that allow for manipulation even during physical feats of expression. It's also no secret that if one is loved, or feared, enough they're capable of avoiding physical altercations altogether.

On its own the powers of Presence are, as the name implies, useful only while in the general Presence of a user. The simplest interpretation of when an individual is in another's Presence is that they can be emotionally affected by their physical location in relation to their own in the current scene; A jaded ex that's shown his face on the dance floor, a traitorous peer that's walking through your office, or a beloved childhood hero that's signing autographs at the end of a long line. These are all examples of being within the range of someone's 'Presence'.

Level 1

SCALPEL TONGUE

Amalgam: Celerity 1

Retorts, quips and catty zingers have come back into fashion like never before, emboldened by discourse that serves more as show than substance in modern nights. In a Clan that indulges in social standing and theatrical shows of wit, this technique, which allows one to employ the powers of the blood to enhance their retorts and zingers to a quick surgical strike, is used to master the show of social stings. However amongst those with genuine social ability, the use of this power is seen as an utter lack of talent. Moreso if it fails.

Cost: Free

Dice Pools: Wits + Insight

System: In a Social Combat contest, the user may use Wits + Insight, in place of another pool to quickly glean what the best remark would be to drive the powers of their Presence deep into the mind of the target and achieve the greatest verbal impact. On a Success, the user deals non-halved Superficial Willpower Damage equal to their Presence rating, and the target becomes Stunned (*Vampire the Masquerade Core Rulebook, Pg. 303*) for one turn. While stunned the user cannot defend against other Social attacks. Using this power on a target the user has very little knowledge of counts as a called shot. If the user fails their roll their remark is nonsensical and they gain the Abashed Compulsion, losing two dice to any rolls done in the presence of others until they score a Critical Win on a Social or Mental pool, or until the scene ends.

Duration: –

ENSNARED

Prerequisite: Celerity 1

Renown for their masterful capture of the hearts of their prey, this power wraps threads of influence onto another, allowing for the pulling of emotional strings at a *dramatically appropriate moment*.

Cost: One Rouse Check

Dice Pools: --

System: When the user would deal Aggravated Willpower Damage, they may choose to *ensnare* the victim instead of dealing damage. At any time the user may release a Character from *ensnarement* and make a Rouse Check to and compel a once-*ensnared* victim in their presence to gain an emotional feeling in regard to another Character or even an object in the scene. Lashing out in anger, abject fear, or desiring their chosen subject are examples of how this works.

Victims cannot resist this power, having already failed a social exchange in the past as their chance to resist. You can have a number of *ensnared* Characters equal to your Presence.

Duration: Victims remain *ensnared* for up to a week, if they are Blood Bound to the user, they're *ensnared* until the bond is broken.

Level 2

KISS OF CONSUMING INSPIRATION

Amalgam: Auspex 1

A truly parasitic Kiss that may seem beneficial, but has an insidious underlying effect. Victims fed upon Roses who employ this power receive a strike of inspiration unlike anything they've experienced before, destroying a creative block outright. However inspiration eventually falls to addiction, and those same mortals will find that when the effects of this Kiss runs its course, the spark of their imaginations flickers to exhaustion, sometimes even depression.

When a Kindred with this power feeds on another of their kind, the Vitae consumed causes a euphoric burst of inspiration and uses the forming of a Blood Bond as a muse-like link.

Cost: Free

Dice Pools: --

System: When the Vampire slakes at least one Hunger from a Mortal, they may choose to affect the mortal with this power. The victim adds the user's Presence to their creative pools (See: *Creative Skills*). These pools include, but might not be limited to, Craft, Insight, Academics, and Investigation pools, as well as to any other pools that are a creative use of Skills, at the Storyteller's discretion. When the effects of this power

wears off, these bonuses are inverted until this power is used on the victim again.

When the user feeds on another Vampire and attempts to use this power, their own creative pools are increased by their Presence instead, but only if they become a step towards a bond with their victim. However, as with Mortals, when the inspiration fades, the user suffers their own Presence as a Penalty.

Penalties brought on by this power can be overcome for a single scene by spending Willpower equal to the user's Presence.

Duration: Positive effects last two weeks, while withdrawal lasts a month.

OPPRESSIVE RESONANCE

Amalgam: Dominant 2

Employed by the strange Leucosianites. Those who utilize this ability broadcast the resonance of their blood outwards to all those present, re-tuning it to their own for as long as it remains active, and as long as others stay nearby.

Cost: One Rouse Check

System: While active, Kindred and Mortals in the user's presence replace their current Resonance with the user's (though they do not gain the intensity). This lasts until this power ends, or if individuals leave the user's presence, after which their original Resonance is gained. Kindred, Ghouléd Mortals, and other supernatural characters can resist this effect with a Composure + Resolve; Difficulty 3 Test, granting them immunity to it for the remainder of the scene.

Duration: One scene.

Level 3

LOTUS KISS

Also sometimes called the "Siren's Kiss". Kindred with this power sap the emotion from those they feed on when drinking their blood. Rumors abound where such a power came from, or was developed, with mixed origins being claimed by both the Ravnos and a Bloodline amongst the Lasombra. Regardless of its origins, the Toreador employ it most commonly in these contemporary nights.

Cost: Free

Dice Pools: --

System: When the user feeds on a victim, that victim takes non-halved Superficial Willpower Damage equal to the amount of Hunger slaked by the user. If damage dealt by this power mentally Impairs a victim, the user may restore a single point of Aggravated Willpower Damage.

Duration: --

TWIST THE KNIFE

Your very presence twists the knife when another Kindred has been socially aggressive. Many Toreador use this power to considerable effect, withering the resolve of those in social situations by proxy. This power manifests as a scoff, cutting stare, or some other somatic display. Unlike some other powers, the victim always knows you were the source of additional anxiety, though not necessarily that they were affected by a supernatural ability.

Cost: One Rouse Check

Dice Pools: --

System: While active, whenever someone takes Willpower Damage in the user's presence, the user may make a Test of Manipulation + Presence; Difficulty equal to the amount of damage dealt. On a Win the individual that took Willpower Damage takes additional Willpower damage equal to half the user's Presence rating, rounded up. A Critical Win causes the victim to take Willpower damage equal to the user's full Presence rating instead.

Duration: One use.

Level 4

FILIGREE ENTOURAGE

Amalgam: Fortitude 2

Roses are renown for the adorations of their dazzling entourages, whose numerous presence makes them unapproachable and untouchable. This power turns those individuals into a web of emotional dispersion, allowing the user to parasitically re-direct their own mental harm to those that trust and adore them.

Cost: One Rouse Check

Dice Pools: Composure + Resolve; Difficulty 3 (Resistors)

System: The user may touch someone who perceives them with mutual trust, *ensnaring* them. Kindred who are not Blood Bound to the user can resist with Resolve + Intelligence; Difficulty equal to the user's Presence. The user does not know the result.

Whenever the user would suffer Superficial Willpower Damage due to losing a Social Contest, they may release a Character from *ensnarement* and make a Rouse Check to re-direct damage up to their Fortitude rating to that Character. This is done before halving damage, and cannot be used to re-direct Aggravated Damage or damage from a Critical.

Those released from being *ensnared* by this power cannot be *ensnared* again until they fully recover their Willpower. If this power causes a Character to take Aggravated Damage, they gain a Compulsion related to the damage taken, in addition to impairments. You can have a number of *ensnared* Characters equal to your Presence.

Duration: Victims remain *ensnared* for up to a week, if they are Blood Bound to the user, they're *ensnared* until the bond is broken.

WITHERING PRESENCE

A tyrannically oppressive power that diminishes an attacker's abilities by reinforcing their own mental burdens to distract them.

Cost: One Rouse Check

Dice Pools: Composure + Resolve; Difficulty 3 (Resistors)

System: While active, when another Kindred is the aggressor in a Contest with the user, they suffer a Dice penalty equal to their own marked Willpower. Kindred, Ghouled Mortals, and other supernatural characters can resist this effect with a Composure + Resolve; Difficulty 3 Test, however failing this resistance Test prevents them from making additional attempts to resist this power for the remainder of the Scene.

Duration: Ends when someone makes an attack, Physical or Social, against the user.

Level 5

FERVOR OF A CAPTURED HEART

Warmth, longing, adoration, and obsession. Presence has always been the manipulations of emotion through one's mere proximity. At the apex of their power, a Kindred can learn to exploit this ancient technique to utterly capture a target's heart, becoming beloved by them.

Cost: Two Rouse Checks

Dice Pools: Charisma + Presence vs Resolve + Intelligence

System: The user must put their hand to the chest of a victim and activate this power, rolling Charisma + Presence vs the victim's Resolve + Intelligence. On a Win, the victim must make a Willpower Test; Difficulty 5, to do anything against your wishes for the remainder of the scene as they become completely enthralled by your will. A Critical Win causes the victim to also become one step towards a Blood Bond with the user. A user can capture a number of hearts equal to twice their Blood Potency.

Duration: One Night; Permanent on Blood Bonded individuals.



Protean

The powers of transformation are exceedingly rare within the Toreador, but there exists several of the Clan who have had Gangrel, Tzimisce, or Setite lovers, and have since gained such powers from their bloody union. On the other hand the secretive Bloodline of former-Sabbat aligned Volgirre have twisted the Discipline into their very blood in their dark pursuits of excessive pain and pleasure, and have developed a number of repugnant powers of beautiful flesh-manipulation not unlike the Tzimisce themselves.

Level 1

STIRRING MIEN

Amalgam: Auspex 1

A power developed by the Volgirre Bloodline that allows them to alter the superficial cosmetics of their physical appearance on a whim. While it's not uncommon that the powers of Fleshcrafting seen amongst the Tzimisce accomplish similar feats, such efforts take time, whilst someone with this ability can alter their own appearance at will, though only superficially.

Cost: Free

Dice Pools: --

System: This power cannot be used if the user has Aggravated Health or Willpower damage. The user can spend a full turn to make a number of cosmetic changes equal to half their Protean rating, rounded up, to their own personal appearance. This requires no Test and occurs without the need for touch or shaping as with Vicissitude. Examples of changes include hair, skin, or eye color, hair and nail length, or even the type or category of hair. At the Storyteller's discretion they can allow for unnatural changes such as glowing eyes or tie-dyed skin.

This power may activate involuntarily under emotional extremes and during Frenzy, causing changes such as inhuman eye colors, sharper teeth, or elongated nails. As this is a physical-based power, it can be used while under the effects of other transformative powers (such as *Shapeshift* or *Metamorphosis*, *Vampire the Masquerade Player's Guide*, Pg. 271) to alter the cosmetic appearance of the shape assumed.

Duration: Changes revert when the user takes Aggravated Health or Willpower Damage, or if they use this power.

Level 2

DEVIL'S MARK

Amalgam: Presence 2

An almost ritualistic power developed in the late-90's by two nomadic Toreador Antitribu that practiced their own twisted form of Vicissitude. This mark imprints the user's Presence into a tattoo, scar, or piercing that they add, either to themselves or another. This power requires that the one being imprinted with it feels the pain of the modifications.

Cost: One Rouse Check

Dice Pool: Protean + Resolve

System: The user chooses a Presence power they know and then makes a Test of Protean + Resolve; Difficulty 1 + the base level of the chosen power, spending a full scene making somewhat extensive body modifications to an individual. Examples include multiple piercings, tattoos, or ritual-esque scaring. On a Win the one being imprinted takes a point of Aggravated Damage and can use the chosen power by making a Rouse Check as if they had it themselves, using the Presence rating of the user of this power in place of their own for that power. On a Critical Win the user can imprint two Presence powers.

Duration: Until the Aggravated Damage is mended, or the body modification is marred or removed.

Level 3

FAÇONNAGE

Prerequisite: Devil's Mark or Vicissitude

The signature technique of those Volgirre who might entertain combat. This power exploits a physical prowess at molding clay and other plastic arts to brutally bending bones, twisting musculature, and folding joints. It's rarely known by Tzimisce, who are more likely to employ self-transformations such as Feral Weapons or Body Arsenal.

Cost: One Rouse Check

Dice Pool: Strength or Dexterity + Craft

System: When making an unarmed attack, the user may activate this power and roll with their Craft in place of Brawl. Achieving five or more Successes and a Win with this attack removes any positive Looks Merits from the target, while a Critical Win does the same and inflicts **UGLY** (●), or **REPULSIVE** (●●) if the victim already has any other negative Looks Flaws. Looks-altering effects inflicted by this attack can be mended as though they were a point of Aggravated Damage. Damage dealt by this attack is considered Aggravated to Mortals, and the changes require extensive reconstructive surgery or supernatural intervention to correct.

Duration: One attack; Until mended.

Level 4

DRAUGHT OF BEAST & BEAUTY

Amalgam: Obfuscate 2 or Presence 2

An uncommon power outside of the Volgirre, though some have outlandish claims that it originated within a certain Bloodline of the Nosferatu. Kindred with this power can exert control over the appearance of those who partake of their blood, increasing it to heights that may even come off as inhuman, or withering them to appalling decrepitude.

Cost: One Rouse Check

System: Drinking a Rouse Check's worth of Blood directly from the user allows the user to alter the drinker's Looks by increasing or reducing it one stage. For example a character with no Looks at all may become **BEAUTIFUL** (●●) or **UGLY** (●), while someone who is **REPULSIVE** (●●) may become **UGLY** (●). Other Looks Merits can be granted at the Storyteller's discretion. Additional drinks allow the user to affect the intensity of the drinker's appearance by another stage. Nosferatu who have the base Bane for their Clan cannot have their looks affected by this power, and if they use this power, it will instead always result in lowering Looks one stage or cause a Looks Flaw of some kind to those who drink with twice the normal intensity.

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



New Predator Types

Hunting amongst the Clan of the Rose differs primarily in their social inclinations, their need to be close to, and spend a great deal of time with and around, the Kine. While other Kindred might hunt as sport, from the outside in, the Toreador exist as an internal parasite, hunting from within the social circles, institutions, and human organizations that they themselves are a part of, or serve as the primary patron.

Cardillac

An artist and master of their craft. This Kindred has a nearly unrivaled talent in their city, and has garnered a following of clients and patrons who purchase and adore their works. However they hold close a dark secret: That they hunt and feed upon those who have their works, sometimes even killing them, and usually in an effort to get such works returned.

- Add a specialty: Craft, Performance, or Academics (Chosen Art)
- Add one dot of Presence or Protean
- Gain the Background: Resources (●●) - You've quite the income from valuable sales.
- Gain the Background: Fame (●) - Well-known as a master of your craft amongst either Kindred or Mortals, perhaps even both.
- Gain the Vendetta Flaw: The One That Got Away (●) - Pick a collector who has purchased your work in the past as a *Vendetta* that you've failed to hunt. Build them as a Gifted Mortal.
- Gain the Enemy Flaw: Gifted Mortal (●) - Either your *Vendetta* above, or a member of law enforcement that has their eye on you.
- Lost one dot of Humanity.

Predator Pool: Dexterity or Intelligence + Craft, Performance, or Academics (See: [Creative Skills](#)). This broad Predator Pool is based on what creative outlet you have, and the resulting art. For art such as paintings or plastic crafts, they can be prepared ahead of time, and then have their hunt roll made when shown to a buyer to gauge how effective the piece is and if it will be purchased. Alternatively a Cardillac may stalk a previous buyer with Dexterity + Stealth.

Coven Partier

Hunting can be a lonesome prospect, so you enjoy it best when it's done along with others of your kind. Whenever you get the chance, you hunt in tandem with at least one other Kindred, and you usually make an effort to create some kind of social event of it.

- Add a specialty: Leadership (Event Organization) or Subterfuge (Distractions)
- Add one dot of Celerity or Presence
- Gain the Feeding Merit: Romantic Duet (●) - You slake that little bit more, even when someone else is feeding from the same vessel.
- Gain the Background: Status (●●) - With other Kindred you regularly do these group hunts with.
- Gain the Bestial Flaw: Hopeless Dependancy (●●) - You've gotten so used to the company of fellow monsters, that being without them makes you yearn for your inner-monster more.

Predator Pool: You gather a group of Kindred and go out on the town, taking charge with Leadership + Wits or gathering the attention of a group while the others take easy prey with Charisma or Manipulation + Subterfuge. When appropriate, you can use your Status in place of other Skills for quick hunts.

Romanticist

This Kindred is not unlike the Siren, however they actively try to foster romantic involvement, or an exchange of emotional investment, in those that they feed on. They long for a romanticized interaction with their prey, and sometimes even treat them well. Though in the end, regardless of how this vampire feels, they subsist on the blood of their victims like everyone else.

- Add a specialty: Insight (Confidant) or Performance (Prolonged Seduction)
- Add one dot of Auspex or Presence
- Gain the Psychological Merit: Living Empathy (●●) - Romanticizing interactions with the living has made you especially attached to them.
- Gain the Looks Merit: Unblemished Rose (●) - You look alive when you're fresh and the night is young.
- Gain the Bonding Flaw: Manille Inversée (●●) - You have to make a genuine effort of some kind for your affections to be returned. There's no easy way to force people to adore you.

Predator Pool: You think of the perfect thing to gain your target's affections with Charisma + Etiquette, or make an elaborate display with Charisma + Performance.

Extravagant

The act of feeding isn't just a way to satiate your Beast, but also indulge. To drink your fill and then some. To completely flood yourself with the ecstasy of the Kiss and blood and make it an event to remember (at least for yourself). Indulge, and indulge greatly.

- Add a specialty: Leadership (Parties) or Intimidation (Caprice)
- Add one dot of Presence, Protean, or Blood Sorcery (Baali, Banu Haqim, and Tremere only)
- Gain the Background: Resources (●●) or Fame (●●)
- You either have wealth enough for your extravagant parties, or are well-known as someone who can make or throw them.
- Gain the Feeding Flaw: Cormorant (●) - You don't just drink blood, you indulge in it, and a lot of it if you can.

Predator Pool: Hunting tends to be an hours-long event for Extravagants, who love to savor their feeding. You organize an event with either Charisma + Leadership and feed from as many guests as you can, or you inexplicably lose your composure and socially rip into a victim who doesn't appreciate your eccentricities with Wits + Intimidation, and when they've run off to pick up the pieces of their reputation to descend upon them.

Limerent

There's a single individual that you long for. One you think about, and strangely consider when making choices, even if they will never know the outcome. You have become utterly fixated on them in a way even you can't rationally quantify, and you long to feed from them above all others, but you want it to matter, and more importantly, want them to last, even if it's only so they're out there somewhere, waiting for you to find them again.

- Add a specialty: Stealth (Your Obsession) or Insight (Your Obsession)
- Add one dot of Auspex or Obfuscate
- Gain the Obsession Merit: Temperance & Temptation (●) - You desire your *Obsession's* blood, and this strange ritual of very-nearly obtaining it, is sometimes better than having it.

Predator Pool: You stalk after your *Obsession* and eventually get into fang's reach with Resolve + Stealth, or get near and try to create the perfect moment between the two of you for feeding with Manipulation + Insight. In either case, you can always get the chance to resist taking a bite with Temperance & Temptation. If you do, instead get a quick bite from someone else in the area, Slaking only a single point of Hunger.

Opportunistic Host

This Kindred hunts in the limelight of high society, hosting extravagant galas, art exhibits, and exclusive events. It's not uncommon that they also happen to be Keepers of Elysium. Using these gatherings as their hunting grounds, feeding on attendees who are often too enthralled or distracted to notice. They're a master of the social scene, ensuring their events are the talk of the town while they discreetly satiate their hunger.

- Add a specialty: Etiquette (High Society) or Performance (Hosting)
- Add one dot of Presence or Dominate
- Gain the Psychological Merit: Utterly Enthralled (●●) - There's a specific place, or piece of art, that gives you peace.
- Gain the Background Merit: High Society Status (●) - You have some pull in various circles of the upper-crust.
- Gain the Background Flaw: Enemy (●) - Someone has tried to vandalize what enthalls in the past, and they're looking to do it again.

Predator Pool: Arriving at an event, you maintain the facade of the "respectable" upper class with Charisma + Etiquette, or you've been hired, volunteered, or organize such an event and host it with Charisma + Performance.

Orbiter

A Kindred who prefers to orbit a specific Mortal, feeding on the bodies that they keep near, but rarely on who they orbit. The one who keeps them near is usually a Touchstone or an Obsession, sometimes even both. A person that this Kindred needs in their weekly unlife.

- Add a specialty: Stealth (Stalking) or Subterfuge (Disinterest)
- Add one dot of Dominate or Obfuscate
- Gain the Obsession Merits: Creeper (●) and Social Anchor (●) - You're circling a Mortal who has drawn your interest, keeping just out of arm's reach, or you're directly interacting with them and keeping your nature well-hidden.
- Gain the Background Merit: Herd (●) - A very small group that's within the gravitational pull of your Obsession.
- Gain the Obsession Flaw: Until Death (●) - This Mortal is your fixation for as long as they're around, and you'll keep it that way.

Predator Pool: You find someone easy to belittle with Wits + Insight or think of the worst way to embarrass a victim with Intelligence + Intimidation.

Mean Girl

With a tongue as sharp as their fangs, these Kindred don't just prey on a victim's blood, they also drain their emotional resolve. Preferring to feed on the mentally exhausted, the bullied, or the broken, their feeding tends to include belittling and shaming – A chattering dance of words to weaken their prey.

- Add a specialty: Insight (Cutting Remarks) or Intimidation (Embarrass)
- Add one dot of Auspex or Presence
- Gain the Feeding Merit: Prey on the Weak (●) or the Social Merit: Two-Faced (●) - Mental exhaustion is a taste you resonate with, both in blood and in preference.
- Gain the Background Merit: Retainer (●) - You've bullied someone into serving you, and then bound them to you as well to keep them loyal.
- Lose one dot of Humanity.

Predator Pool: You find someone easy to belittle with Wits + Insight or think of the worst way to embarrass a victim with Intelligence + Intimidation.

Party Crasher

Uninvited, but hardly unnoticed, the Party Crasher infiltrates any kind of social gathering, from weddings, to birthday parties, and charms their way through the crowd. Feeding on unsuspecting guests and revelling in the thrill of a risky feeding, these high-stakes hunters are regularly on the Sheriff's shortlist for Masquerade breaches, and their status as the uninvited only makes them stand out even more.

- Add a specialty: Stealth (Infiltration) or Subterfuge (Blending In)
- Add one dot of Celerity or Dominate
- Gain the Contact Background (●●) - You know someone that knows where a party is happening tonight, or they know someone that knows someone. Or their cousin overheard that someone else does.
- Gain the Background Merit: High Society Status (●) - You have some pull in various circles of the upper-crust.
- Gain the Background Flaw: Enemy (●) - Someone has tried to vandalize what enthralls in the past, and they're looking to do it again.

Predator Pool: Arriving at an event, you maintain the facade of the "respectable" upper class with Manipulation + Etiquette, or you've been hired, volunteered, or organize such an event and host it with Charisma + Performance.

Patron of the Arts

A discerning and usually powerful figure, these Kindred harken back to the High Renaissance, and even before that to the Long Night of the Dark Ages, where the Toreador would ensure the propagation of art and culture by providing all the resources and reputation needed, though there's a price to pay for such an ascendant rise. One in blood.

- Add a specialty: Intimidation (Coerce) or Awareness (Talent)
- Add one dot of Presence or Oblivion
- Gain the Herd Background (●) - You have a small group of artists that depend on your graces and are willingly to look the other way for strange, bloody, requests.
- Gain the Background: Masterwork (●●) - You have a piece of art that's desired by most others.
- Gain the Background Flaw: Adversary (●) - There's another Kindred Patron out there that's trying to poach your artists.

Predator Pool: You hunt by extorting blood from artists and leveraging your patronage with Manipulation + Intimidation, or you scout new talent to feed off of with Intelligence + Awareness.

Vandewalt

Named for a particularly scathing and influential art critic. These Kindred feed primarily from those whose work they view as bereft of meaning or talent. Make no mistake, those who hunt this way exist not only as established cavilers, but can also be arm-chair critics who are quick to give their opinion on anything and everything. Some of them even have a sick sense of morality, in that they view the subject of their negative comments as mere food, without substance or talent.

- Add a specialty: Academics (Art Critic) or Awareness (Talent)
- Add one dot of Celerity or Obfuscate
- Spend three dots across Fame and Bestial Merits - You either leverage your standing in the local scene to bludgeon others with your opinions, or you give into the whims of an inhuman monster instead of having a conscious.
- Gain the Psychological Flaw: D mesure (●●) - You have a strangely high opinion of your own opinion, especially when it comes to art.

Predator Pool: Tearing down an artist or their work with Wits + Academics or looking for an artist with Resolve + Awareness that seems to show no real talent, at least in your opinion, and would serve the world better as a juice box.

Optional Advantages

New Merits, Bloodlines, Loresheds, and Flaws that Players and Storytellers can use to build their characters. Many of the Advantages here are designed with the Clan of Roses in mind, and some of them might only properly fit into the archetypes of that Clan as they lean towards social aims and a flair for the dramatic. However it is ultimately up to the Storyteller, and the Player who wants to use them, to decide if they fit into the character they're creating.

Storytellers and Players are encouraged to think about the whys and hows of these merits, and consider what events may have led 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.

(••) BOON OF ARTEMIS Your Beast desires as you do when you're hungry enough, and prods you towards the crimson indulgence that both of you seek. While at Hunger 4 or higher when you perform a Quick Hunt, add two additional dice to the roll, however any Criticals on a Quickhunt are always considered Messy.

(••) CAPRICIOUS PURGATION The Beast holds its sway over you, and you feel it like a vice that strains your expressions and creations, but as you release yourself from its influence there is catharsis. Whenever you rid yourself of a compulsion through an effect other than it naturally ending through passage of time, you recover a point of Superficial or Aggravated Willpower.

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.

(••) CAJOLED BEAST While in Frenzy, you may make a Willpower Test; Difficulty equal to your unmarked Humanity, to assume control for one turn. This Test cannot be made if you have any Stains.

(•• or •••) FIGHT OR FLIGHT When taking this Merit pick Terror or Fury Frenzy. Add +1 bonus die to resist the chosen Frenzy, but you suffer a -1 die penalty to resist the other. This bonus and penalty is doubled if this Merit is purchased at three dots.

Flaw: (••) DOOMED ROMANTIC You feel the weight of your waning Humanity far more than others. Whenever you would make a Remorse Check at the end of a Session, you first gain another Stain.

Flaw: (••) HOPELESS DEPENDANT You're less comfortable whilst all on your own, and so seek company with your Beast. Whenever you're in a Scene without any other Kindred –Even enemy Kindred, your Difficulties to resist Frenzy are increased by your Bane Severity.

Flaw: (••) KINDER ABERRANCE While your Humanity is at 6 or above, you have a -1 die penalty to any pools made to Manipulate or lie to Humans, if your Humanity is at 5 or below this penalty applies to Kindred instead.

BONDING With a mixed opinion, the power of the Blood Bond has been treated as both a pivotal part of the Toreador's social arsenal and treated as a gauche act that those with experience and talent have no need for. Regardless of opinion, there's no doubt that it's used within the Clan of the Rose, with some even craving the extra level of obsession that grants it.

Flaw: (••) MANILLE INVERSÉE The bonding properties of your blood are treacherous. Whether due to some curse, or perhaps a simple oddity of your Bloodline, when someone drinks of your Vitae, you gain a step towards a Blood Bond to *them*, instead of them to you. This can bond you even to non-Kindred, such as animals or Mortals. This effect occurs even for Tremere. You cannot take **UNBONDABLE** with this Merit.

FEEDING As with the core Advantages, what follows are several new advantages and flaws associated with hunting and imbibing in blood of various kinds. Some of these return from previous releases where thematically appropriate, while others are completely new.

(•) PREY ON THE WEARY When you slake at least 2 Hunger from someone who has a fully marked Willpower Tracker or a Compulsion, you always gain an Intense Phlegmatic Resonance.

(•) ROMANTIC DUET When you slake at least one Hunger from a vessel that's simultaneously being fed from by another Kindred, you slake an additional point of Hunger. If multiple effects would allow you to slake additional Hunger, choose one and ignore the rest. If the Kindred feeding with you is your *Obsession* they also benefit from this Merit's effect.

(••) TORMENTOR You kick others when they're down. When you deal Superficial Willpower Damage to someone who has a Compulsion, or a non-Kindred who has a physical injury, you may remove one of your own Compulsions.

Flaw: (•) NARROW APPETENCE Pick a specific Resonance when you take this flaw. You slake one less Hunger from blood that doesn't match your chosen Resonance.

Flaw: (• or ••) CORMORANT When you drink, you always try to do it deeply. When you Slake at least 1 Hunger, you must pass a Willpower Test; Difficulty 2 (or 4 if this is taken as a 2-dot flaw), or you will instead

drink 3 Hunger worth of blood from the source. This happens regardless of your current Hunger.

LOOKS No other clan seeks comfort in the shallow appearance of a person more than Toreador. While there are many of the Clan of Rose don't necessarily put high importance in being attractive, the fact of the matter is that a person's appearance goes a very long way amongst the Roses, even if they try to consciously ignore the aspects of their Bane that push them towards such basic interests. After all, many Toreador are Embraced simply because their Sire found them so unrelentingly alluring to begin with.

(•) UNBLEMISHED ROSE While you have no damaged Health and Willpower, you automatically gain the effect of Blush of Life and the Looks Merit - Beautiful. If you already have **BEAUTIFUL** you gain **STUNNING** instead.

Flaw: (•) or (••) PECULIARLY OFF-PUTTING You're not bad looking by any means, but for some reason those of a specific Clan regard you as **REPULSIVE**. When taking this Flaw, choose a Clan. You lose two dice from all Social Pools when conversing with the chosen Clan. This Merit isn't mutually exclusive to other Looks Merits, however your positive Looks Merits will have no effect on the chosen Clan. Only Nosferatu and Hecata may purchase this as a two-dot flaw.

MYTHIC The Toreador hold fast their historied origins, which usually inspired myth and legend, though in equal the Clan of the Rose themselves sometimes revised their own blood through various means in order to mimic the tales of old. Regardless of case, it's no secret that every Clan and Bloodline therein has within their lineages inexplicable strangities, which set them apart in both boon and bane, from their Kindred.

(••) ISHTAR'S SWEET SAP Your blood carries with it properties associated with the goddess Ishtar, or perhaps the Bloodline at the very least. Anyone who drinks at least one Rouse Check worth of your Vitae adds +1 Bonus Die to their pools to create art or sexually satisfy others. You also gain this bonus, on top of any others, when you Blood Surge those same pools.

OBSESSION & VENDETTA Toreador are famous (or even infamous) for fixating on individuals so strongly that the Clan of the Moon might even consider it a bit extreme. 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 new *Obsessions* or *Vendettas* 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.

Obsession (•) SOCIAL ANCHOR While in conversation with your *Obsession*, add 1 die to your Charisma pools if your Humanity is 6 or higher, otherwise add 1 die to your Manipulation pools. This bonus applies so long as you're in active conversation with your *Obsession*, even if they're made towards others also participating in that conversation.

Obsession (•) NOVELTY EXTROVERT Your *Obsession* cycles quickly, sometimes even nightly. You can choose a new *Obsession* at the start of each Session, or whenever someone rolls a Critical Success in front of you, you can choose them as your new *Obsession*. This cannot be taken along with Merits that prevent you from changing your *Obsession*.

Obsession (•) TEMPERANCE & TEMPTATION Once per night, immediately before feeding on your *Obsession*, you may make a Willpower Test; Difficulty 3. A Win allows you to refrain, and increases the dots in this Merit by 1, up to a maximum of 5. When you Test for Frenzy, if this Merit is at 3 dots or higher, add +2 Dice to your pool to resist, then reduce the number of dots in this Merit by 2.

Obsession (••) SIREN'S LURE While in the presence of your *Obsession*, if you Blood Surge a Social or Mental pool while engaging with them, or attract their attention, roll an additional Rouse Check and choose the better outcome.

Obsession (••) MUSE OF PASSION A specific person serves as your creative inspiration, someone so intrinsic to your process that without them you feel less passionate. While in the presence of your *Obsession*, you may re-roll up to three regular dice on any pool made toward a creative effort without spending a point of Willpower; Usually writing, painting, sculpting, or any other such forms of art.

Obsession (••) HUMANITY SHIELD Once per Story, while you have Stains in the presence of your *Obsession*, you may immediately make your Remorse Test and add one Bonus Die to the roll. If your *Obsession* is your Touchstone, add two Bonus Dice instead.

Vendetta: (• to •••) BITTER CAMPAIGN When you launch a Project to damage your *Vendetta's* Backgrounds, you may add this Background to the Stake in addition to any others used. If you do, add a number of dice equal to the number of dots in this Background.

Vendetta: (••) SCAPEGOAT When something goes wrong and you attempt to convince others it was the fault of your *Vendetta*, add +1 Bonus Die to any Social Pools made to do so.

Vendetta: (•••) VENGEFUL AMBITION Successfully working against, or sabotaging, your *Vendetta* recovers two Superficial, or one Aggravated, Willpower.

Obsession (•••) JEALOUS PROTECTOR You despise when other predators attempt to interact with your fixation, which projects a conceptual barrier of resistance to their charms and ploys. Your *Obsession* adds an additional die to resist any Social or Mental pools from other Kindred.

OBSESSION & VENDETTA FLAWS

Obsession Flaw: (•) HAPLESS CREATIVE The absence of your *Obsession* causes a void in your inspiration and passion. While not in the presence of your *Obsession*, you suffer a -2 dice penalty to any pool made toward a creative effort; Usually writing, painting, sculpting, or any other such forms of art.

Obsession Flaw: (•) THE ONE THAT GOT AWAY When you fail to hunt a Storyteller Character, they become your *Obsession*. You have a -2 Dice penalty to hunt anyone other than your *Obsession*.

Obsession Flaw: (• to ••) SPONTANEOUS INFATUATION The Storyteller chooses your *Obsession* at the beginning of each Story. This Flaw can be taken at 2 dots if you have at least 2 positive dots worth of Obsession Merits.

Vendetta Flaw: (•) THE ONE THAT GOT AWAY When you fail to hunt a Storyteller Character, they become your *Vendetta*. You have a -2 Dice penalty on all rolls to hunt anyone other than your *Vendetta*. When you successfully feed on your *Vendetta*, you regain your previous *Vendetta* if you had one.

Vendetta Flaw: (••) WRATH TRIGGER Your *Vendetta* makes your blood boil. Whenever you see them you must Test for Fury Frenzy; Difficulty 2. While in Fury Frenzy, add +1 to all Physical pools made in aggression towards your *Vendetta*.

Vendetta Flaw: (• or ••) HIGH STAKES BLUNDER The first time you enter a contest with your *Vendetta* in a scene, you suffer a -1 die penalty for each dot you have in this flaw.

Obsession or Vendetta Flaw: (•) BINDLESS HANG-UPS Choose *Obsession* or *Vendetta*. Your choice is strangely immune to the effects of your attempts to Blood Bond them, if they were bound before becoming your choice, that Bond lowers in strength by one step each night.

Obsession or Vendetta Flaw: (•) UNTIL DEATH Choose *Obsession* or *Vendetta*. You cannot change your choice unless they die. This Flaw may be taken multiple times for each *Obsession* or *Vendetta*, you have. This Flaw cannot be taken for an *Obsession* or *Vendetta* that is affected by another Merit that changes which Storyteller Character it affects.

Obsession or Vendetta Flaw: (••) NEMESIS When you choose an *Obsession*, it also serves as your *Vendetta*, and must always be a Storyteller Character that is an Enemy or Adversary of you or one of your Touchstones.

PSYCHOLOGICAL Mental divergences that separate one character from the next. What follows are a set of Toreador-themed fixations and quirks, many of which have patterns or distresses that might be found in the Toreador's sibling Clan, the Malkavians.

(••) ANTI-AESTHETICAL While in a surrounding that you consider beautiful or comfortable, you gain +1 Bonus Die to resist Fury Frenzy.

(••) LIVING EMPATHY While other Kindred lose their tether to what makes them human as they age, you have a stronger tie to the living despite any waning Humanity. When interacting with Mortals socially, treat your Humanity as one higher.

(••) TORTURED ARTIST Your mind is a vehicle for creative expression, and the art you express is magnified by your own mental unrest. While under the effects of a Compulsion, add dice to any creative efforts you make equal to the largest Dice Penalty that Compulsion confers. Additionally, you cannot suffer penalties from Compulsions to your creative dice pools.

(••) UTTERLY ENTHRALLED A piece of art, a building, or even another Kindred has a psychological grip on you that is so strong that it allows you to reflect on your own humanity. Spending a Scene in the presence of what enralls you restores a point of Willpower, if it is damaged you take a Stain, and its outright destruction warrants 2 Stains.

(•••) CREATIVE EXISTENTIALIST Unlike other Kindred, your creative power remains steady, perhaps even emboldened, as you feel the livelihood of your Humanity slip through your fingers. You suffer no penalties to creating art due to being at Humanity 5 or lower.

Flaw: (•) DISILLUSIONED DEAD Your skill remains, but in death your work doesn't evolve or change anymore. You cannot purchase dots or specialties in Craft, Insight, or Academics.

Flaw: (•) PHTHONUS INCARNATE You have an irrational streak of jealousy when it comes to those who are important to you. When one of your *Touchstones*, *Obsession*, or *Vendetta* shows preference for someone other than you, you suffer a -2 Dice Penalty to your Willpower pools for the remainder of the scene.

Flaw: (••) DÉMESURE You have an extravagant and outrageous pride in something about yourself, or a belief you have. Pick a single trait, such as clothing

style, a physical talent, or even a facet of your personality. You have utmost pride in that trait, and when it's insulted you take an additional point of Willpower Damage. If insulting that trait provokes Frenzy, its Difficulty to resist is increased by 2.

Flaw: (••) SUBJUGATED BY URGE Your Beast has a grip on your psyche whenever it can compulse you towards another direction. Whenever you suffer a Compulsion that causes a penalty to your Dice Pool, the severity of that penalty is further increased by your Bane.

Backgrounds

HAVEN MERITS AND FLAWS Additional Addon Merits that help create and build out a Haven for the Kindred who needs to take their show on the road, or provide a good social scene.

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

HAVEN ADDON (• to ••••) NIGHTSPOT This Haven is known to the broader society of Kindred in the area, and functions as a place of interest. For each dot in this Background, add a die to convince others to hold functions and events at your establishment.

HAVEN ADDON (• to •••) REGULAR You have some regulars that can act as equivalent dots in Allies, Contacts or Fame once per Story.

HAVEN ADDON (• to •••) TERRIFIC ACOUSTICS Your Haven features good acoustics. Add 1 die to all Performance-pools to sing or play musical instruments for each dot in this add-on.

HAVEN ADDON (• to ••) WATERING HOLE This Haven has a large gathering of Kine. It serves as a location with an equivalent of twice this Background's rating of Herd, which anyone in attendance can use.

Flaw: HAVEN ADDON (•) TOTAL EYESORE Your haven is particularly unpleasant to look at, even if it's otherwise completely functional and even comfortable. Toreador always suffer from their Clan Bane whenever it's in

their sightlines, and serious discussion or Social Pools needed for it, suffer a two-dice penalty, as those present are distracted by peeling wallpaper, a terrible smell, or gaudy decorations.

RESOURCES Unlike the other High Clans, raw wealth is rarely an aim for a Toreador, it is merely a result of their interests, their ability to seduce it out of others, and the pure fact that their talents and the results of those talents tend to be worth a great deal of value.

(•• to •••••) MASTERWORK You have a piece of art that isn't just valuable, it accumulates value. This work can be sold for a number of Dots in Resources equal to the Masterwork's rating, minus one. At the end of each Story, you may roll dice equal to the number of dots in this Merit. On a Crit increase the number of dots in the associated masterwork by 1, up to 5. Additionally if a sufficiently long time passes, such as fifty years, the rating increases by 1 automatically, as age tends to make such works more valuable.

MASTERWORK ADDON (•) DEATH EFFECT When an artist dies, their work sometimes sky-rockets in value, a phenomenon called the "Death Effect". This Merit can only be purchased for Masterworks whose creators still live. However if, or when, that creator dies, the Masterwork immediately gains 2 dots in value.

MASTERWORK ADDON (•) EXPOSURE This Masterwork is consistently popular and draws attention. Any Tests related to getting the word out about it, or where it will be, have their pools increased by the Masterwork's rating.

MASTERWORK ADDON (•) PROVENANCE Once amongst the collection of an Elder, this Masterwork is treated by descendants of that Elder as a truly rare piece, and if located, they will offer *equal* dots in other Backgrounds in place of Resources, such as Contacts, Mawla, Status, or Retainers.

Flaw: MASTERWORK ADDON (• to •••) EERIE A Masterwork that is directly affected by a supernatural quality, making it difficult to maintain, store, or sell. Vinyl records that chill the room when played, paintings that sometimes bleed ink from their frame, or a metalwork that serves as a super-conductive antenna for strangeness, are all examples of Eerie Masterworks. As a general rule they cause disruptions that increase difficulties in their presence by their rating.

Flaw: MASTERWORK ADDON (•) PURLOINED A stolen piece that can only be sold on the black market, or to a very discerning buyer. If sold without care, it will likely attract official law enforcement of some kind.

Flaw: MASTERWORK ADDON (••) PRETENTIOUS This is only a Masterwork amongst a specific group or art scene, as most others find it crude, reductive, or perhaps even offensive.

SOCIAL No clan extols, applies, and outright requires the social tags of individuals as much as the Toreador do. What follows are backgrounds similar in use to Status or Fame, however these carry with them the weight of social application. In most cases most everyone amongst the local Domains know or have heard of these backgrounds and who they're attached to, either due to gossiping Roses or an especially categorizing Primogen or Harpy.

(•) TWO-FACED You cultivate trust and attachment, but know when best to turn practiced barbs towards those same individuals if needed. When you enter Social Combat with an individual that trusts you, any Specialties you have add +2 Bonus Dice, on top of any other bonuses.

(•••) FEAR MONGER When you get 5 or more Successes on any Dice Pool that includes Intimidation, the next Social Pool you make in the same scene gets an additional Bonus Die.

(• to ••••) REPUTATION For each dot in this Background, you gain a trait that directly impacts your Social pools whenever it comes up, positively or negatively. Examples of a reputation include things such as *Reliable*, *Deadeye*, *Cunning*, or *Loyal*. Add +1 Bonus Die to Social Pools made in line with your reputation, or in regard to it. However you suffer a -1 Die penalty to Social Pools made against your reputation.

EXAMPLE OF USE

*Dorean Dublanc has completed an impossible task for the Queen of Bordeaux and has taken, or gained, the **REPUTATION: RELIABLE**. Later, he finds himself having to convince a Primogen that he can resolve a problem, fortunately his **reliable reputation** contributes to his social dice pool in this interaction adding an additional die to the pools to convince that Primogen of what he's capable of.*

*Alternatively if the Primogen were to ask too much of Mr. Dublanc and he attempts to downplay his **reliability**, he would lose a die to any such pools made towards doing so.*

Flaw: (•) KALOKAGATHIA Beauty may be in the eye of whoever beholds it, but you equate what you behold with qualities beyond mere looks, thinking skin-deep appearances provide insight to a person's quality of character. Those who have a positive Looks Merit, such as *Beautiful* or *Stunning*, gain an additional +1 Bonus Die in any Social and Discipline Pools they use against you. Additionally you cannot attempt to make empathetic or Insight-based rolls on characters with negative Looks Flaws, such as *Ugly* or *Repulsive*.

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, not too dissimilar to building out a Haven with its addons.

RETAINER ADDON (• to ••) FETCH Your Retainer looks almost exactly like you. Perhaps they are your still-living twin, a relative that's achieved the same genetic likeness, or they've been shaped to look the same as you have through the molding powers of Protean. At one dot they can pass for you in any informal situation but may have a different manner of speech or a noticeable difference like eye color or hair tint. At two they are indistinguishable from you, even in voice. If someone tries to identify a difference between your Retainer and you, add dice equal to the dots in this Background to any rolls to resist such scrutiny.

RETAINER ADDON (•) OATHBOUND Your Retainer is wholly indebted to you in a legitimate way. Perhaps you saved their life, saved a loved one, pulled them out of a life-altering circumstance, or provided for them in a way unlike anyone else has before. Regardless of circumstance, they will always be loyal to you outside of extreme cases, even without a Blood Bond.

RETAINER ADDON (•) DAY-PLANNER This Retainer exists only to deal with your daytime upkeep, which includes guarding your place of rest. Any Retainer with this addon causes them to count as 1 dot higher, however they rarely appear at night, other than to hand off information.

LORESHEETS

The history of the Clan of Roses is vast and long, and the storied works of their talents, the societal constructions of their humanities, and the tumultuous expanse of their interests has made itself a body of work unlike any other Clan. These Loresheets provide mere glimpses into their vast gallery that has been showcased throughout the history of the Kindred, some dating back to before the creation of the Ivory Tower itself, others painting a picture of how the Ivory Tower was sculpted in stone by their architecture. More still are contemporary, showcasing the ever-changing pace of a Clan with their love for culture, both within Kindred society, and without.

Each Loresheet here is meant to be a self-contained way to play a character, however further elaboration can be found in the Toreador in Modern Nights section, as well as in bits and pieces in thematically aligned powers and merits. All of these Loresheets are meant to give a player the foundation they need to set themselves apart from their peers, while also complimenting them, or at the very least adding to the social pettiness of the night.

As always, certain Loresheets might be too disruptive for certain chronicles. Players should work with their Storytellers to see which sheet might serve their table best, or to hammer out specifics that might need to be altered to fit the story they want to tell together. The Storyteller is the final arbiter of anything presented here.

ABSTRACTS

(TOREADOR CHARACTERS ONLY)

The Ivory Tower is meant to be the seat of power for the Clan of the Rose, but it has become their mausoleum. Those who remain within its walls die a little more each night, forgetting what it means to feel alive and to have meaning. Those who abandon the Camarilla to chase that ethereal sensation of being free and alive are called the Abstracts—though they would simply say they refuse to die a second time.

For many Abstracts, the Anarch Movement offers fertile ground—a place where their obsession and hunger for self-expression cannot and will not be limited by “good taste,” endless codes of conduct, or the obligations of the Camarilla. Most Abstracts like to portray themselves as aloof artists, interested only in self-expression as an end in itself, indifferent to the plotting and manipulation of their Camarilla counterparts.

And yet, their work more often than not attacks their enemies, crowns new martyrs, and twists reputations into grotesque caricatures. They claim to be above the maneuvers of harpies, yet they seem to thrive on the entourages they cultivate—rallying Kindred and mortals alike with their work, whether for self-aggrandizement or under an anonymous persona the mystery only deepening their status.

← Lore →

● **Provocative Imagery:** You know how to force your audience to feel something. Add an additional die to rolls for using art to influence or provoke a reaction in others. If your work challenges an authority figure or tradition, add two dice instead.

●● **Blood is Blood:** You have a kindred spirit in another sect. Though ideology divides you, they see you as family, a reckless soul in need of protection. Gain that individual as a Mawla (●●). Once per story, you can ask them for the equivalent of a Minor Boon so long as it doesn't actively harm their position. If sect tensions rise too high, this Mawla may be forced to betray you to prove their allegiance to their Sect—but will always give you a subtle warning before doing so.

●●● **Obsession Piece:** You Possess the work of a rebel or an abstract that came before you. Whenever you share a scene with it taking the time to admire it you regain 2 Willpower. Additionally, it serves as a

source of inspiration for your own creations, halving the cost of purchasing advantages related to your work are halved. However, if this masterpiece is damaged or subjected to a scathing critique, gain a Stain.

●●●● **Exhibited:** You have orchestrated a great work, a project, a symbol that lays bare the crime or misgiving of a single kindred, word of what they are, of what they have done is now on the lips of every kindred. Choose one effect

CARICATURE A ruthless mockery anyone who leverages this caricature gains +1 damage to social pools against the target additionally it negates their Status for the night.

RALLYING CRY The artwork grants a two dice bonus to social rolls and a free reroll when rallying others to the cause that the work depicts.



●●●●● **PROFOUND TRUTH** Looking upon the work forces a Willpower; Difficulty 4 Test. On a fail the onlook experiences a profound truth. Kindred gain an appropriate compulsion, while others take two points of non-halved Willpower Damage.

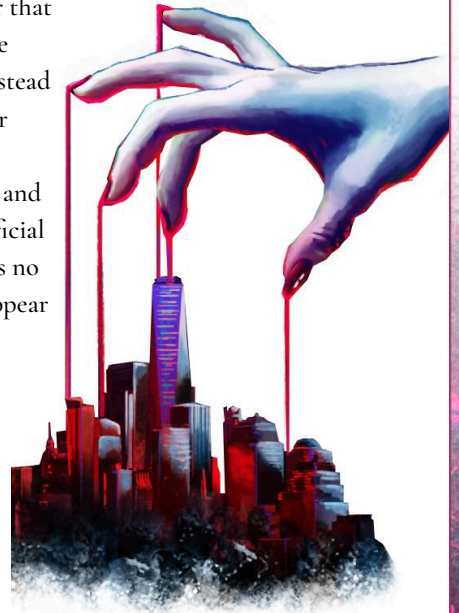
●●●●● **Change the Narrative:**

Through your work and influence, you reshape how the Kindred world perceives someone—either elevating their reputation or turning allies against them as public opinion shifts. Once per Chronicle, choose a Kindred and add or subtract up to six dots across Mawla, Contact, Allies, or Status. This shift lasts until the end of the Story, unless you manage to keep it relevant, otherwise Kindred social circles will tend to abruptly move onto the next scandal, shifting these alliances away elsewhere.

ASPIRING HARPY

Ever since your Embrace, you have been captivated by the callous power that the Harpy holds as judge, tastemaker, and breaker of reputation. You've observed from afar Kindred for the position, so rarely assigned, and instead attained through underhanded, but decisive, methods. Leveraging their social influence, amassing supporters via ruthless tactics that make most mortal bullies look tame. You covet that deep power over the domain's tastes, opinions, and politics, not to mention the keeping and tracking of Boons. Despite being no official position, the Harpy is a pivotal role and a vital part of any Prince's court, and it's no wonder certain Anarch and even Hecata Domains have seen similar positions appear in recent nights. You've taken note of the common pitfalls of the position, and watched as other Harpies have come and gone, how those closest to them are quick to pounce on the first sign of weakness, but you've quietly learned from those mistakes, and now it's time for you to step into the light.

Your obsession with the position will be a much needed edge in its competition. Though largely maintained by the Clan of the Rose, who consider themselves the eyes, ears, and voice of society at large, it's not uncommon for other Clans to manage the position. Examples of those outside of the Toreador who usually assume the role of Harpy include brow-beating Brujah, socially fixated Malkavians, gate-keeping Tremere, and in more recent nights, malicious Lasombra who are unable to obtain more "official" titles due to their recent joining.



Lore



● **The Vibe:** You're on the cutting edge of Kindred opinion in your Domain. Once per session, you can automatically glean a general, public, opinion of the Kindred in your area by simply thinking on background gossip, or conversations you've had within the last few nights. You also have Status (●●) with Kindred so long as you aligned with that opinion.

●● **Popular Opinion:** Your thoughts on matters of Social standing are followed by at least a few other Kindred. Gain a group of no-Status Kindred as Mawla (●) and Fame (●) or Status (●) amongst them. Add an additional free dot to this Fame or Status for each other Background purchased on this sheet.

●●● **The Blacklist:** You've uncovered the Touchstone of another Kindred, giving you leverage over them. At the start of each Story, you may pressure that Kindred to provide you with Allies (●●●), Contacts (●●●), Retainer (●●●), or gain them as a Mawla (●●) and add two bonus dice to Social pools made against them, as you leverage their Touchstone. That background lasts until the end of the Story or until used, whichever comes first. These benefits last until the end of the current Story, after which the choice repeats.

●●●● **Dirty Secrets:** It's your job to know where people wash their dirty laundry and what skeletons are in their closets. You learn three Dark Secrets. One from someone who owes you a Boon, a second from

someone with less Status than you, and finally a third from someone with more Status than you. As long as you keep these secrets add an additional Bonus Die to any pools made in Social Combat with those characters.

●●●●● **Boons Ungiven:** Your leverage and influence over the local Kindred Domain grows stronger in nightly matters, so much so that you become a keeper of the tradition of pre-emption—More widely called a Boonkeeper. Upon taking this Background, choose four non-Player Kindred and split them into two groups. The Storyteller chooses one of these groups, and you gain a Major Boon over each Kindred in that group. Repeat this process at the beginning of each Chronicle.

COPPER SUN

The band was an experiment. A handful of daring Kindred who sang of something real—who bled their true nature into lyrics about hunger, addiction, abjection, and the slow, inescapable rot of the damned. Kine and Kindred alike danced to the song of the doomed, their broken melodies sinking into marrow, refusing to be forgotten. But it wasn't supposed to last.

The Camarilla smothered them. Anarch warlords took offense at their nihilism and spilled their guts on the club floor. Hunters burned their havens to the ground. The band died, again and again. But the idea of Copper Sun refused to stay buried. The ones who heard them carried the legend forward, whispered their name in the backrooms of dive bars, sent distorted recordings between each other in furtive IRC channels, and hummed their melodies in Elysium.

The Copper Sun rose again. New city. New sound. New damned souls behind the mic. The faces may change, the aesthetic may shift, but the message is always the same: The rot is real. The Beast is inescapable. You were part of the scene—feeding on wasted groupies, drifting between cities with the last iteration of Copper Sun. Or you were, right up until the drummer caught a phosphorus round mid-rehearsal, the lead singer got swallowed by a Bloodhunt before the encore, and the Second Inquisition finished off the rest before they could regroup. Now the dust has settled, and the choice is yours: Let the music die—or take the mic.



— Lore —

● **Sparkling Feedback:** The music you make isn't just meant to send a message, it's a resonating feeling that anyone can relate to, and feeds back positively into you. When an audience is captivated, emotionally moved, or responds positively to your performance as a band, every member restores a point of Willpower. In addition music related specialities add an additional die

●● **Copperheads:** A devoted following is always an indication of a band's success, and Copper Sun has always had it. You gain two of Herd in the form of Groupies, well as a band bus that counts as a Haven (●) with Mobile Shelter (●). This bus is large enough to house your bandmates and the fans provided by this Merit.

●●● **Charismatic Impact:** Turning people into fans just takes a certain amount of showmanship, performance, or style. Gain Fame (●●) with your fanbase, and once per Session when you happen upon a non-fan that isn't an Enemy or Antagonist, you can attempt to turn them into a fan with a Charisma + Performance or Fame; Difficulty 3 Test. You can also do this to a group, such as a small audience, with Difficulty increased to 5.

●●●● **This One Goes Out:** Once per session, when you perform a song publicly, you can choose a Character in the audience to dedicate it to with Charisma + Performance. If you do this with praising intent, that Character adds half the successes, rounded down, to their next Willpower pool that night. If you do it with derision, that character instead takes Superficial Willpower Damage equal

the Successes plus your Fame instead.

●●●●● **Never Fade Away:** The truth of the matter is that your time's running out. Always has been since you donned the mantle of the Copper Sun, but that doesn't mean you won't go down without a fight. When a Sect or the Second Inquisition has finally had enough of you, you can go down swinging. Any Backgrounds that are also your fans become an equal rating in Allies that will always answer your call until the end of the current Story, providing you with refuge, accouterments, vehicles, and anything else, and will be willing to rally behind you if you move against those that seek to snuff you out. Any Background used this way become damaged until the end of the next Story, however, as they drop off your radar to lay low.

ECHOES OF THE BECKONED

The Beckoning has been a cataclysmic shift across Kindred society, but for you it's been outright profound. You shared a romantic bond with an Elder, and while others whispered behind your back, claiming you just a tool, toy, or pet, you know in your unbeating heart that it was far more. It had to be. They were as devoted to you, as you to them, and your relationship was made of two halves that fit together to create a whole. It was supposed to last forever.



While many Kindred rejoiced in the vanishing of the Elders and their plots, their twisted shackles of their blood breaking as they traveled to distant lands, you feel as if a piece of you vanished overnight. Your love disappeared without warning, leaving a wrenching hole in your nights. An empty void in your heart. You continue now, uncertain if you'll ever be whole again, though sometimes, in restless daysleep, they still feel so close.



Lore



● **Belong to Only One:** You belong only to your lost love, and no one else. When you Blood Surge a pool to resist another's Charisma, Manipulation, or Mental Disciplines, add an additional die. If these pools mean to coax you romantically, add two additional dice to the Surge instead.

●● **Love's Echoes:** Your love taught you much about the Kindred world, but also was open of their worldly experience at large. Though you lived a life of your own, and have had your number of lifeless nights, the lessons from these intimate moments ring in your mind still. Once per Story, when failing an action, you may take a full turn and make a Test of Intelligence + Resolve; Difficulty 3 to search your memory. On a Win add the margin of Successes to the previously failed pool made again in the same Scene. A failure on this Test results in taking a point of Aggravated Willpower Damage however, as your heart sinks and you realize there might be a hole in your love's experience.

●●● **Cherished Inheritance:**

While your love has gone, what they love remains. You've happened across two of your love's Touchstones that tied them to their Humanity. Surely they must be protected at all costs if your love were to ever return. These Touchstones are counted as a Retainer (●●) and a Contact (●●), and *both* of them become your Obsession.

●●●● **Lonely Legacy:**

Your love has left behind many secrets. Information they held dear. Once per Story the Storyteller permanently gives you two-dots in a Background of their choice; A secret library behind a false door, an anonymous benefactor that provides unlikely help, and even a cache of wealth are just some examples. However the Storyteller may also choose to, instead, give you information on up to three dots in another Character's Backgrounds, including flaws such as Dark Secrets, or where they hide their wealth. This information is usually discovered at random, on old notes, by time-release

delivery or in some other mysterious manner.

●●●●● **Bonded by Grief:** Your lover had a sordid past with a previously unknown Childer, who cared deeply for your beckoned lover as well. Wandering at a loss until they found you, they've been requested by your love to watch over you. They count as a Mawla (●●●●) that will do anything to ensure your safety and when you spend time commiserating, or continuing your love's aims or ambitions, you restore a point of Willpower. Despite this, you serve as an eternal reminder for their lost Sire, and their smothering attachment to you could be for better or worse.

EXEMPLARS OF AKSUM

(TOREADOR CHARACTERS ONLY)

A group of combat-minded Roses, sometimes referred to as "Thorns" within certain circles of the Camarilla. These Exemplars seek to be the most martially-capable Kindred in their Domain, and usually have an even mix of arrogance and talent, with a mind tempered to consider physical and strategic adversity and strife as a baseline state of undeath.

Founded by the Toreador Elder, Lady Meliora Aksum, the Exemplars once consisted solely of her own Bloodline, however the Long Dark's rise in military-engaged Domains brought the Embrace to warriors of all kinds. Over the centuries Meliora would personally train hundreds of Toreador in advanced combat techniques and tactics, even evolving with the times to include firearms training in more recent nights. Throughout history these Exemplars would prove to be an elite group of combatants, defending Domains from exterior threats and digging their thorns into enemy territory.

While Lady Meliora has since left the Domains of the Ivory Tower, taking her fight to the fields of the Gehenna War, her trained Thorns continue her work and tutelage, ensuring that the Exemplars are there to defend Camarilla cities against both new and old threats with a prowess that is nearly unrivalled.



Lore



● **Death Dealer:** Exemplars pride themselves not just in their ability to hunt Kine and Kindred, but to bring down other threats to the Domains of their home. Choose a type of non-Kindred monstrous opponent that isn't broadly applicable, such as Infernalists, Shapeshifters, Wraiths, Szlachtas, etc. You gain the chosen creature as a Specialty in Athletics, Brawl, Firearms, or Melee, and also in both Intimidation and Academics.

●● **Wet van Orde:** Law and order are foremost in the Exemplar's conduct. You have Status (●●) with the local Kindred enforcers of order in the city, including figures such as the Hounds, Sheriff, Scourge, Praetorian, or even an Archon. When they need another hand, you're the first they call on for assistance, additionally if such a position opens, you're likely on the shortlist of considered Kindred.

●●● **War-Time Leader:** Combat is always around the corner, and you're talented at group tactics needed for victory. You have two Ghouled Retainers (●● each) that are adept at combat. When you know a specific conflict is on the horizon, you can spend at least a night practicing tactics with them, if you do, add an additional die to any Teamwork pools made between the three of you during that specific conflict.

●●●● **Sum Meliora:** You aim to embody the same reputation as Lady Meliora herself. Whenever you take down an opponent from another Sect, increase your Fame by one dot, or two if they were Bloodhunted, up to a maximum of four. However if you're defeated by an opponent this Fame is lost, and you must build it back again. Once per Story you may add this Fame to pools made to

coerce, lead, or inspire another Kindred.

●●●●● **Spina Bellorum:** You've been given the rank of War Master, and it falls upon you to protect the Domain from external threats, usually of a Kindred nature, though there are a great number of terrible things that go bump in the night. You have a fortified Haven (●●●●) with Hidden Armory (●●) that serves as your command center. During times of open conflict with Anarchs, Sabbat, Hecata, Atavists, or any manner of other supernatural group that threatens the safety of the City, the Kindred look to you for strategic advice and wisdom to maintain the sanctity and order of their Domains.

JOSÉPHINE'S FLOWER

(TOREADOR CHARACTERS ONLY)

Art is a reflection of the world, and this one is rotten. A world made not of craftsmen, but of workers, preoccupied with production scale and industry, rather than leaving a skilled mark on history. Such are the views of Joséphine Aigremont, a respected Toreador Elder of great influence, and a close personal friend of François Villon, Prince of Paris. Since her Embrace during the Renaissance, Joséphine has been dedicated to the cultivation and preservation of the Great Works of antiquity, viewing them as powerful expressions of humanity over the ages.

Obsessed with these works, and the ideals of upholding the talents that made them so, she has appointed a number of caretakers and safeguards to protect against what she views as a "New Dark Age", which has arrived in the modern nights. The greatest of these measures taken, is the Golden Garden, a society of like-minded traditionalists whose goal is to ensure the persistence of what they regard as true art, and reintroduce such are into the populace at the right time.

Membership within the Golden Garden is prestigious, so much so that many seek membership without even knowing what it is, let alone having the refined tastes to qualify for it. Many a Rose who aspires to Joséphine's demanding and precise vision of art strive to become one of her curators, however her approval is equalled by her scorn, and such curators find their prestige and status halted in stasis, should they invite Joséphine's displeasure.



Lore



● **Golden Petal:** You've been gifted a piece of jewelry or accessory from Joséphine's personal collection. Beautifully crafted, Once Per Story, when worn or shown openly, the piece is eye-catching enough that it always catches the attention of another character of your choice at least once that night.

●● **Secret de la Fleur Dorée:** You've been officiated as a member of *Le Secret de la Fleur Dorée*, a famous publication, and club of critics under the patronage of Joséphine, which provides you with a Mask (●●). When attending a high-end establishment under the guise of this mask, they will always allow you access and do anything to get a good review from you.

●●● **Continental Boon:** You've provided Joséphine with an oeuvre, a work of great skill, for the Golden Garden's collection. This has granted

you a Major Boon from Joséphine herself, though she's unwilling to travel from Paris, she is so internationally influential that you can spend or trade this boon to likely gain access to a number of assets or to sway opinion locally.

●●●● **Custodial Master:** You are an expert in a specific field of arts, (i.e. visual, performance, literary, applied, etc.) gaining that field as a Specialty in Academics. When you use this Specialty to launch projects related to it, it adds three dice to the Launch Roll. Additionally, because of this specialty, Joséphine has gifted you a Domain (●●●) with a Haven (●●) that counts as, or displays, a work of art in your specialized field. Joséphine has personally demanded that you keep this work viewable to the public eye, however an group of others has found it offensive to their tastes of beliefs, counting as an Enemy (●●●) that will attempt to

destroy that art. You will be held personally responsible and lose Domain, however Each time you defend this work from an attack, restore a point of Willpower, Aggravated or Superficial.

●●●●● **Golden Keeper:** Joséphine feels the Beckoning, drawing her away to the great works in a far land, where she is needed. However she has found you a worthy candidate for maintaining her Golden Garden. Within the next month, Joséphine will arrive to see each candidate's personal collection to judge it, and see how well-kept it is. Gaining her favor makes you her successor when she travels east, granting you the untold treasures and wealth of the Garden, however every other candidate for miles will be looking to undermine your curation until then.

PHILISTINE

(TOREADOR CHARACTERS ONLY)

Once a derogatory term given to Toreador who resisted the Clan's artistic inclinations, it has now become a moniker for members who are frustrated by the hedonism and trivial pursuits of their clan. The term now encapsulates a broader segment of Toreador, from perfectionists who believe that the pursuit of art distracts from skills applicable to the accruing of power, to younger Toreador dejected by artistic standards they cannot ever hope to meet. These Philistines are now a small, but growing, counterculture force contemptuous of the current Clan culture within the Ivory Tower. Many of these self-proclaimed Philistines use their powers and abilities to dismantle the artistic traditions and pursuits of old, instead choosing to recreate the Clan in what they deem superior fashion—one based on the perfection of utilitarianism and pragmatism.

When pressed, many of these Philistines argue that art was never meant to be the primary drive of the Clan, only an avenue of control over the Kine and Kindred of the world. Some more extreme individuals even believe that the Clan once existed as deities, divine powers that inspired art, rather than become seduced by it. Whatever the case, these Roses are contrary to the common beliefs of their Clan as a whole.



Lore



● **Petty Spite:** When you would gain the Toreador Clan Compulsion *Obsession* (*VtM Core Rulebook*, Pg. 210), you instead gain *Denigrate*, which confers a -3 Dice penalty to Charisma and Insight pools until you attack someone's taste in art, or until the scene ends. Whenever you successfully rid yourself of this compulsion by acting in an appropriate fashion, you recover three Willpower.

●● **Utilitarian Perfectionist:** Useful talents are what matters most, and you've honed talents in such areas in your spare time. Art-related Specialties cost you five experience to purchase instead of three, however you gain two non-Art Specialties in Skills of your choice. Your Retainers also have these gained Specialties.

●●● **Will of Crete:** In the ancient days your Clan was worshiped as gods. Tribute was a means of control, art was meant to inspire obedience, and beauty a manipulative tool with no deeper purpose. While under the effects of your Bane you suffer no penalty to any pools that include Manipulation or Leadership.

●●●● **Prune the Rose:** You've spent enough time among your fellow Kindred that you've not only identified what their artistic preferences are, but know what mechanisms they employ to enjoy them. You know these preferences, even amongst non-Toreador, and can exploit them. Add two dice to any pools made towards manipulating people via their preferences, and once per Story you may damage two dots in your Backgrounds to automatically

damage an equal amount in another's Fame or Status circles until the end of the Chronicle.

●●●●● **Adversity from Art:** Frivolous expressions are your anathema, and you can cultivate this opinion amongst the other local Kindred, even in other Clans. Once per Chronicle, you can outright destroy a piece of art, such as a treasured artifact, renowned gallery, the iconic statue at the center of the city, etc. and you will receive nothing but total support for doing so. This act strikes such a quaking blow to the local Toreador that they fall into in-fighting and blame-shifting in their attempts to fix it, or overcome the loss of the piece at least until the end of the next Story.

THE SCARLET THREAD SOCIETY

(TOREADOR CHARACTERS ONLY)

Founded by Jasmine Bertin after her Embrace into the Toreador, in life she belonged to a family of merchants that designed and sold fashionable textiles and clothing, specializing in both practical and high fashion of the day. After her Embrace, by a Kindred client, Jasmine's talents were made to be eternal. However she quickly found the Courts of Kindred to be strict, suffocating, and overly polite, to the point of stagnation.

Despite her dislike of her new unlife, Jasmine's talents accrued favor quickly, especially with the more recently embraced of her Clan, or those that would see the status quo altered, eventually creating a language of threads, colors, and fashions that could communicate meaning and message without speaking out of turn or offended a stale Elder. This language is the foundation of the Scarlet Thread Society. A Guild of Toreador that speak through their garments and fashionable wear, and whose aims eventually eliminated the boorish of the Court one by one.

You are a protege or full-on member of this society, and have learned the communicating methods they use to warn, signal, and spread intelligence –without anyone else ever knowing.



Lore



●● **Boutique:** You own and operate your own personal shop that sells clothing and jewelry. Various Kindred will approach your shop for couture fashion, and your Craft specialties add two dice instead of one while working within your boutique. Additionally Projects launched and Tests made toward crafting fashionable attire have their pools increased by one more.

●● **Threaded Wear:** The work of the Scarlet Thread has spread enough that various members of the local Kindred court can communicate via what they wear and when. These Kindred count as a Mawla (●●●) and come to you for clothing that spreads specific messages, ones you will always know, and will remain discrete outside of your circle. They can even spread your personal messages without knowing to others within the Society, however this Mawla group

will likely refrain from helping in other ways.

●●●● **Stunning Garb:** You have a hand-made work that stuns onlookers to the point that it counts as the wearer having the Stunning (●●●●) Looks Merit. This counts even for Nosferatu and other individuals who can't normally gain such Merits, as the outfit itself gives them the mental and physical confidence to ignore even a Bane. This effect lasts a single evening, and the next time it's worn it confers no bonuses. You can launch a Project to create a new outfit of such quality whenever you wish, however it must always be made for a specific character.

●●●● **Scarlet Hall:** Several members have organized to create a Guildhall for your private organization. You gain six dots to spend across Contacts, Haven, Haven Addons,

Resources, and Status, however this guild has placed you as the local head, deferring to you for any complications.

●●●●● **Jasmine Needlework:** All your passion and technique have been poured into this singular creation—a Masterwork (●●●●●) of unmatched craftsmanship. Designed for a specific setting, it functions as a Mask (●●), allowing the wearer to blend seamlessly into that world. They feel compelled to wear it when appropriate.

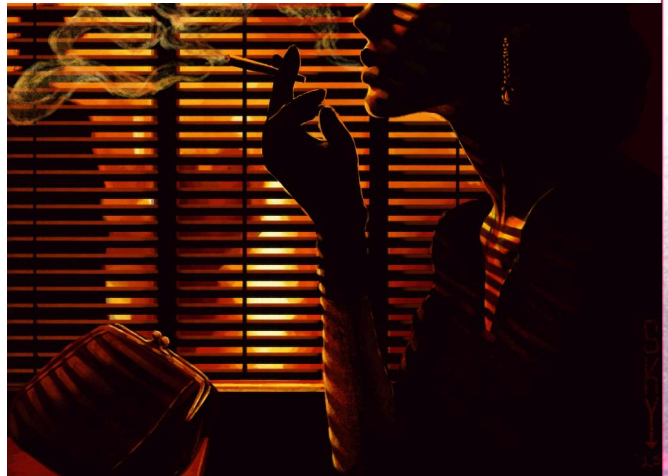
If the wearer has no Status, they gain ●● while adorned in this piece. The creator is always considered one dot lower in Status than the wearer, recognized as their tailor or architect. Your name is whispered in the wake of their rise

PROGENY OF MADAM THORNE

Troubled is the tale of Vanessa Thorne, whose mortal life was plagued by poverty and ever-demanding means of pragmatism and cunning to survive in the seedy underbelly of L.A. and was embraced by a duped lover within the Clan of the Rose. As a member of the Anarch Free State of Venice, just south of Santa Monica, Thorne became known as the Black Rose, and accrued a great deal of wealth and influence puppeting mortal and Kindred alike, even having discretely buried her claws into the law-enforcing Reeve of the area.

However her ambitions would prove her downfall. As the turn of the century came, and all of her sins and dark manipulations finally caught up with her, Thorne's grab for domain wouldn't go uncontested. For all her manipulations, her vast influence, and secreted wealth, she was assassinated by the powers that be in the area, and her existence quietly done away with.

You, however, are one of Madam Thorne's clandestine embraces, or an adopted Childe, and while inheritances aren't common within Kindred unlife, her wealth, secrets, and web of influence are yours by birthright, or at least that's what you might think. It's no secret that your Sire was a woman willingly to do anything to get what she wanted, but in a world this dark, who is to say she wasn't wholly justified. Is it so wrong to wrong in a city of monsters?



↳ Lore ‹

● **Deceiver of Fools:** A lie is a truth until proven wrong, and you're good at twisting the truth. You gain three dots to spend across two of your choice amongst Allies, Contacts, or Mawla, and further purchases in such backgrounds cost two experience per dot, rather than three. However, one of those Backgrounds is always aware when you lie to them.

●● **Tech Noir:** Your late Sire had a shadowy club that counts as a Haven (●●) with Luxury (●) and Security (●). Once per Story you can ensure any deal that goes down here won't get out, ever, unless you or one of the participants has loose lips. However local authorities are constantly casing the joint, looking for any reason to rummage through it and take it from you.

●●● **Thorns of the Past:** While defending in Social Combat, you can imply that you're the Childe of the Black Rose of Venice Beach. If you do your attacker takes a point of Willpower Damage and you suffer no Compulsions from Bestial Failures. You can do this once per Story.

●●●● **Fangs of an Old Wolf:** A handsome devil, a murder, a mystery. Evidence of who killed your Sire has fallen into your lap providing you with Resources (●●) and Contacts (●●), but all of it points to the dangerous Gangrel, Inspector Wolfe. However even a cursory glance of this evidence looks like a set up for Wolfe. Hiring him to find the real killer will cost the Resources and Contacts provided by this Background, however finding who dunnit will solve a legendary murder case, awarding you Status

(●●) and a waterfront Haven (●●) with Security (●●●).

●●●●● **The Cold Comfort of Monsters:** You've been entangled in the lives and unives of the city long enough now to know the talents and occupations of all the biggest players, as long as they aren't operating against their usual business, you know what it is that they do and how good they are doing it, and if you don't, you know who you can manipulate into telling you. When you need someone to get something done, and do it quietly and perfectly, you can roll Manipulation + Contacts; Difficulty 5 to find the perfect person for the job, however if it's a big ask, they'll refuse you without proper compensation. However, as long as they're happy, it'll always go off without a hitch...

GUILD OF THE WATCHERS

(TOREADOR CHARACTERS ONLY)

The only conflict that should be pursued is the conflict between the interests of the Camarilla, and that of the Toreador. The Watchers are a guild of Toreador that was created with the advent of the Camarilla, their sole aim to ensure the interests, control, and power of the Clan of the Rose remains a constant. That the Rose's place is secure, and not throttled by the vines of others in their own garden. In their games of hidden influence, the pushing of the Ventrue, the prodding of the Tremere, the victimizing of the Malkavians, and the distant disgust of the Nosferatu, they have no rival. The Camarilla has been shaped by these methods, shaped by the Watchers and the Toreador Clan as a whole since the beginning, to maintain their position.

Whispers in the halls of the Ivory Tower, among those members most prominent, tell that the Watchers may have orchestrated the sabotage of the Ministry's introduction, and they now make meticulous and secret movements to ensure the Banu Haqim and Lasombra have a place –A specific one, and that they *stay* in their place. A secret kept even better, is that the Watchers ensure their own Clan doesn't lean towards 'un-Toreador' trends, disrupting cultural cohesion. While these actions may cause younger generations to flee, those youth are deemed unworthy to stay, and regarded as controlled opposition.



— Lore —

● **Midnight Encounter:** You have a Mask (●●) specifically for Kindred society, one that stands up under the scrutiny of a Sect of your choosing. If this mask becomes compromised due to being affiliated with a breaking of the Traditions, or any other local Kindred laws, you can pin the Mask on another Kindred entirely, but you lose it forever.

●● **Garden Variety Nepotism:** As a member of the Watchers, your duty is to get members of your own Clan into key positions. Each time you manage to raise the clout of another Toreador, including getting them into a titled position or raising their Status, Fame, or Influence, they become part of a group of Mawlas (●●●) for you.

●●● **A Useful Fool:** You have either managed to get a relative moron from another Clan into a prominent position, or know such an individual with a great deal of pull in the local politics. They're easily influenced, to the point that you add three dice to any Manipulation pools made towards them, making them a useful puppet.

●●●● **Zhdanov Doctrine:** Art is culture, and the Watchers maintain a discerning control over both. Once per Story you can blast an artist as undesirable, reducing the rating of all of their Masterworks to two dots, at the same time praising another artist, counting their Masterworks as two dots higher. This lasts until the end of the current story and only affects the

local scene, or groups you have Status in.

●●●●● **Catastrophic Fall:** A city is always beset by peril, by adversity, or by some other circumstance of scandal. Once per Chronicle you can call on other Watchers to orchestrate a calamitous event that will destroy the reputation of an entire Clan in your City. From that point on, no member of that Clan can have their Status with the Camarilla, or anyone directly affiliated with them, raised above two dots and any titles they hold will be ceremonial at best.

IVORY MASK

A guild created by Rafael de Corazon mere months after the Inner Circle was formed. The Ivory Mask was created to safeguard the Ivory Tower's interests outside its spheres of influence. While Brujah scream for revolution and Venture wield their economic sovereignty as a sceptre, the Roses in the Ivory Mask operate with subtlety and elegance, acting as ambassadors who whisper the right words in the wrong ears to ensure the Camarilla's interests. On the surface this Guild presents itself as facilitators of diplomacy, an organization of emissaries ensuring that alliances are made and kept, and treaties and agreements are upheld.

However, beneath the mask of negotiation and compromise is the true work: Covertly constructing fifth columns, funding dissidents, sabotaging fragile alliances, and maneuvering compromised Kindred into positions of power that most benefit the Ivory Mask and the Camarilla. With the Ivory Tower fortifying and isolating itself in a position behind bastions of policy, exclusivity, and power, this Guild's role has become that much more vital. As the nights outside the alabaster walls of the Ivory Tower destabilize as new movements and Sects rise, the Ivory Mask finds itself as one of the few with the political leverage and power to exude the Camarilla's power outwards and into the nights of their enemies.



Taking this Loreshheet while playing a Kindred outside of the Camarilla, means you are an undercover agent. Those outside the Tower have no knowledge of your true allegiance.



» Lore «



● **Sect Tutelage:** You have been trained in the political intricacies of Sects. Gain a free Specialty in Politics (Camarilla, Anarchs, or Independent Kindred). That specialty adds an additional die to pools made towards getting information on the secret meeting places of that Sect.

●● **Court of Whispers:** You have a network of useful people that have an eye to the sky and an ear to the ground. Take this network as a Mawla (●●) that has an idea of rumors and recent events that few others do. When you stake them on projects to sabotage, manipulate, or strengthen relationships between any two Sects, they add an additional two dice to the Launch roll.

●●● **Compromised Solution:**

You've created a Mask (●●) with Zeroed (●) specifically used to communicate anonymously. Once per Story, when using this Mask, you may provide another Kindred with false information that seems completely legitimate, only for it to collapse into utter nonsense when it would best suit you.

●●●● **Opportunistic Dilemma:**

Once per Story, a desperate Kindred from another Sect approaches you with a problem. Whether it's smuggling assets, securing a secret meeting, or eliminating an obstacle, they need your help—and you are willing to provide this aid if indirectly. Add two bonus dice to Social pools made to convince your Background to solve the problem for you. This keeps you hands clean if things go wrong, and once the issue is resolved,

that Kindred will be in your debt, a dangerous position to be in.

●●●●● **Diplomatic Impunity:**

You have the full authority of your Prince and act as their voice when they're not present. To harm or disrespect you is to insult the Camarilla itself. While acting in the Ivory Mask's, or the Camarilla's, best interest, you may treat your Status as equal to your Prince's in regards to other members of the Camarilla. When you call on this Status in conversation with those outside of your Sect, you can add it to your Intimidation pools to cow them into silence, putting fear enough in them that they'll keep their mouth shut, while within the Camarilla itself you can use it to override the objections of an Kindred with less Status than you, automatically.



BLOODLINES

Though nearly all Toreador have similar predilections towards the humanities, art, mortals, and most everything in between, their fixations on such things diverge in places, along the lines and changes of their blood, creating a variable bouquet of roses that each has their own traits, desires, abilities and wants, as broad and strange as any given society itself, though all tending to be anchored in the attachments of their whims and their fixations of mortals. Bloodlines of the Toreador outside of the main Clan tend to be somewhat more rare than in other Clans, with the vast majority of the ancient members of the Roses taking pride in their individual tastes, rather than veering off and becoming a different lineage with altered powers.

This doesn't mean that divergent lineages don't exist at all, however. In locations such as Africa and West Asia, the Ishtarri outnumber contemporary members of their Clan at least five-to-one, while misbegotten and comparatively modern lines like the Volgirre and Crimson Angels are borne out of Antitribu who long relished the crafts of their Beasts and have begun to spread like wildfire through the coastal cities of the Americas and Western France—No longer tethered to Sabbat packs and masters. Other emotionally monstrous lines, such as the enthralling Bacchics or the abyssal-blooded Scrivener, have stranger and less apparent origins, and express powers that wouldn't be out of place in different Clans entirely.

Obsessive Killers

"You call me inhuman? I am more human than humanity itself. Look around—really look—at what captivates them. Social media feeds filled with lives being snuffed out. Barely veiled biographies of killers and their exploits, served up as entertainment. You don't understand humanity. You cling to some romanticized ideal of it. But I? I love them—truly, deeply—in all their darker hues. Theirs is an aesthetic of the macabre, of passionate killing, of the grotesque.

—And soon, you'll understand the dark sublimity as I do—once I've turned your love into a canvas."

Once, they were known as Toreador Antitribu, degenerates, perverts—those tainted by Zantosa blood. Now, they have a new name: Crimson Angels. They were once creatures of the Sabbat, but when the sect crumbled, its killers did not vanish. They simply moved on, drifting from city to city, feared and reviled in equal measure.

Their nature is a question without a satisfying answer. Some believe it is inherited, a sickness passed through the blood—particularly among the Zantosa, the Revenant family long favored for the Embrace by Toreador within the Sabbat. Others whisper that cruelty begets cruelty, that a particularly vicious sire can twist their childe into something darker, something worse. But the most unsettling theory is the simplest: that any Toreador has in them the capacity or fixation for cruelty, and in truth these Crimson Angels are only one step-removed from their cousins. That beneath the façade of civility, each Rose might carry the same hunger. That all it takes is to finally admit that there is beauty in the violence:

To admit that there is beauty in the perfect arc of arterial spray.

To admit that there is beauty in the trembling silence before the scream.

To admit that there is beauty in the way the light catches the tears of loss

Some would call it monstrous. The Crimson Angels call it art. The only difference between them and other Toreador is that they embrace it, rather than flinch away. They rarely move together. Most drift alone, hiding in plain sight, pretending to be upstanding members of their sect while indulging their obsessions in secret. Others stalk like beasts, tracking Kine with singular purpose, feeding not just on blood but on terror itself. And some blend pleasure with power, climbing the ranks of the Camarilla or the Anarchs, not for ambition, but for the dark sublime of the moment. Kine or Kindred to them *everything* is a canvas.

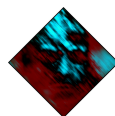
Optional Discipline Spread



AUSPEX Used to identify the best victim, the one with weakest spots, or who might make the most traumatically gorgeous canvas. The Crimson Angels exploit the power of Auspex to ensure that no one can run and hide from them, they see to the core of their victims, so that their artistry can bite deepest.



CELERITY Inhuman alacrity at the edge of a victim's eyes, perfect precision that cuts tenderly. Mercurial motions that hone like a caress on flesh, dancing between bones. This Discipline is mastered so greatly by this Bloodline that its not uncommon for them to have mastered it at the expense of their other bloody talents.



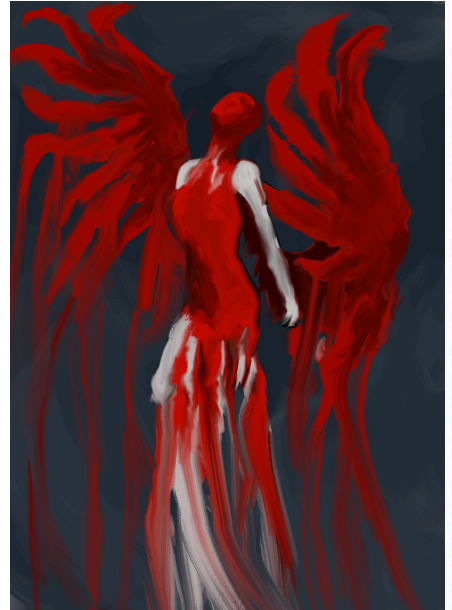
OBFUSCATE The veracity of the Crimson Angels having Presence has always been in question. Their ability to warp their appearance to look like a nondescript janitor standing at the end of a hall, or seem to vanish halfway through a double-take is owed to their actual mastery of powerful glamors of the blood, allowing for a talent in subterfuge beyond the others of their Clan..

THE CRIMSON ANGELS

(BLOODLINE; TOREADOR CHARACTERS ONLY)

Art requires a certain form of cruelty. The Toreador have always claimed to be the closest to humanity, using it as a way to portray themselves as moral—but that also means reflecting its darker hues. The fascination with the morbid, the curiosity of how a body is torn apart on the train tracks, or how a head bursts like a firework when the trigger is pulled. The crescendo of a stalked victim, killed at the perfectly dramatic moment. These darker inclinations have always lurked within the Toreador, mingling with the inhumanity of the Beast. The crimson angels, unlike the others, embrace it.

Once known as the Toreador *antitribu*, with the disintegration of the Sabbat, these Kindred are now called Crimson Angels—killers and obsessors of humanity’s most violent and depraved urges. To the vulgar, it is mere butchery. But to the discerning, it surpasses such crude labels as crime or cruelty. It is art the cultivation of the dark sublime. The psychology of the victim, the understanding of what pain they fear, what avenue of death enraptures them with the deepest dread—only when their very essence is piqued does the final act begin.



Optional Discipline Spread: *Auspex, Celerity, Obfuscate*



Lore



● **Bloody Indulgence:** You derive pleasure from the act of artful killing. When you go for the killing blow you may use Performance in place of another skill. If the kill is successful, you restore a point of Willpower. If it was a Critical Success, you may restore a point of Aggravated Willpower Damage.

●● **Play With Your Food:** At the start of each Story, choose a mortal *Obsession*. Any Stains gained from violent acts while chasing or hunting your *Obsession* are reduced by one and you add a bonus die to any pools made to attack others Mortals on your path. You gain no Stains if your *Obsession* dies by your own actions. If you do not feed on your *Obsession* by the end of the Story, you receive a point of Aggravated Willpower Damage.

●●● **Strings of Fixation:** At the start of each Story you fixate on a Mortal Storyteller Character, making them your *Vendetta*. You study your target, getting to know others in their life and their daily routines. These people count as Herd (●●●) and Contacts (●●). However at the end of each Story, if your *Vendetta* still lives, you take a point of Aggravated Willpower Damage.

●●●● **Sublime Terror:** Your Bloodline has warped Obfuscate into a terrifying power. Once per Story, you may add your Obfuscate to any pools that would invoke fear in a target. A Win rattles the victim to the core, causing non-halved Willpower Damage equal to the margin of Success. Mortals who take Aggravated Willpower Damage from this collapse into paralytic terror, while Kindred must Test for Terror Frenzy; Difficulty equal to the damage taken.

●●●●● **Death Mask**

Production: You've become something of a legend, gaining Fame (●●) in the underground horror media and fiction scene, and now Death Mask Productions, the infamous snuff film distributor, has taken notice counting as a Contact (●●). Once per Story, you may release a recording, evidence, or a recreation of a kill to gain three dots of Backgrounds across Retainer or Resources that last until the end of the current Story. These come in the form of admirers that offer themselves or wealthy buyers and collectors willing to pay for your work. At any time you can choose to make the "Final Cut", draining the head of Death Mask Productions, losing them as a Contact and instead gaining a Dyscrasia of the Storyteller's choice, and creating a recording of the deed that counts as a Masterwork (●●) with the addons Exposure (●) and Eerie Flaw (●).

Laibon of Love & War

"You have wandered this desert alone for so long, all your life you have been searching without knowing for this moment. I see it in your eyes—you were meant to find me. Rest now. You will never have to wander again. Give me your love and all that you are. Put your belief in me. I am your purpose. I am your meaning. I am your salvation of the drudgery and mediocrity that wants to swallow you whole. Turn your back on the desert and those who would keep you parched. Drink deep from me, and you will never thirst again."

The Ishtarri once considered themselves divine, descendants of the very goddess of their namesake. Once they ruled as gods, demanding blood and adoration from atop their ziggurats, basking in the worship from the ancient cities of Mesopotamia, indulging in whatever they desired, without regard for consequence or consideration. While their empires have long since crumbled, their hunger for devotion and vice remains in their blood. In the Modern Nights, these Ishtarri, or Gluttons as other Laibon refer to them, crave to belong. While they no longer beguile from temples—They instead call forth devotion through the blue glow of a screen, through whispered promises in secret societies, in the houses of the broken and bereft, and to those starving for adoration and meaning.

Where once they were divine rulers, now they are influencers, celebrities, cult leaders—Figures of authority upon whom others place their faith. They gorge themselves on the blood and trust of those that follow them, weaving small fanatical entourages that serve and adore them. This practice also draws together scattered groups in a tangle of connection to gain influence and power, not unlike their more typical Toreador cousins. The Ishtarri are gratuitous in their affections to those that love them, but they also taken what they need—Blood, wealth, homes, trust, secrets, and favors.

To well-learned Kindred, their excess is legendary. Many of these Gluttons fall to their own indulgences, Embracing from poor short-sighted choices or losing themselves in the ecstasy of their own mythological origins. While it's not purely arrogance that blinds them, there's little to prove the opposite in the eyes of other Kindred. Overreach and prodigious herds of kept Kine usually results in their downfall, but the zeal of their followers ensures their survival. When powerful threats, like the Second Inquisition comes knocking, many Ishtarri have no qualms about throwing their own devout, even their lovers, into their path to cover their escape.

After all, there is never a shortage of broken Kine, looking to belong to the flock of a self-styled deity, to hang on the words of an impossibly beautiful lover, to climb to the heights of a grand ziggurat, or gaze into the blue screen of the unattainable with awe.

Optional Discipline Spread



CELERITY A god must always be seen, but never caught. The Ishtarri move like whispers through the crowd, a flicker of gold in the candlelight, a touch that vanishes before it's felt. To chase them is to chase the ethereal—by the time you reach where they were, they are already somewhere else, laughing.



FORTITUDE The Ishtarri revel in excess, indulgence, and sensation—but nothing touches them unless they allow it. They have the appetite of a god and the endurance to bear it unlike their weaker cousins.. Gods do not break. And neither do they.



PRESENCE Faith is not asked for; it is taken. A glance, a smile, a whispered promise—they pull mortals and Kindred alike into their orbit, drowning them in adoration until devotion is the only thing left. To convince them that they owe everything to them. To offer their own consumption to them with a smile.

PRIDE OF ISHTAR

(BLOODLINE; TOREADOR CHARACTERS ONLY)

This Legacy lineage of the Toreador claims direct lineage to Babylonian goddess, the *Queen of Heaven* herself, Ishtar. Unlike the other Legacies of the Laibon, the Ishtarri lack a definitive origin in Africa, but none-the-less have become an intrinsic piece of the culture across the continent, specializing in socializing and networking between groups that are normally partitioned from one another, most especially Mortals and the Undead. Through their connections Ishtarri tend to become influential warriors and traders, able to run Mortal-facing businesses that directly influence living society, while also supplying the bloody Hunger of their peers.

In addition to their natural ability to connect scattered groups, the Ishtarri tend towards decadence, indulging in vice with little care for abstinence, and are famous for being undone by their own deep passions and the whims of their fleeting desires. This leads them to sometimes indulge in darker commerce, such as that of more carnal pleasures. Due to this, the Ishtarri are heavily involved in the trade of living vessels, to suit *any* appetite. Especially their own.



Optional Discipline Spread: *Celerity, Fortitude, Presence*



● **Love & Vice:** You keep in your company a pair of Retainers (● each), who even without a Blood Bond, adore you above all others. Each of these mortals has the *Beautiful* (●●) and *High Functioning Addict* (●) Merits, as well as the *Hopeless Addiction* (●●) Flaw (*Vampire the Masquerade Core Rulebook, Pg. 179*).

●● **Lioness of War:** Ishtar was a goddess of conflict and power. These Laibon have favorably compared themselves to Lions, and when pressed into physical fights show why. Once per Story, you can make a Rouse Check to call upon this fierceness, rolling seven dice to attack in place of other Attributes or Skills. This attack suffers no Minor Action Penalty to close short distances, and has a +2 Damage Modifier regardless of what's used.

●●● **Wealth in a Life of Death:** Even more than the rest of their Clan, the Ishtarri interface with mortals on a nightly basis, navigating mortal society with uncanny ability and grace. You gain five dots to spend across Allies and Contacts. At any point you may kill these individuals for their wealth and belongings, immediately granting you that many dots in temporary Resources that last until the end of the current Story.

●●●● **House of Heaven:** The Ishtarri differ from other Roses due to their need to be directly involved with humans, to *belong* and be *accepted* by them –And to a As many of them as they can. This runs strong in your blood, in your Beast. You've managed to create a safe Haven (●●) with *Luxury* (●) and *Herd* (●), symbolizing humans who languish in your den of indulgences. At the end of each

Story, so long as this Haven persists and remains secure, increase the Herd rating that lives there by one dot. This Herd cannot exceed five dots, however you can send the excess members to another one of your Havens, if you have more.

●●●●● **Swallowed by Vice:** The Ishtarri have only ever been their own undoing as they strive to bury themselves under a mountain of their indulgences. At the start of each Story, pick a vice that negatively impacts you. Whenever you're able to spend a full scene deeply indulging in that vice, you may restore any amount of your Superficial or Aggravated Willpower Damage, however the indulgence is so tectonic that it damages one of your other Backgrounds.

Eclipsed Hearts

"I have never stopped loving them and all the fragile moments between us—the way they smiled, the way they shared their inner thoughts, all the broken promises they made, the way they sobbed in the dark as I tore them open for all to see. I love it all, and it will always be a part of me, just like you will be. There are many paths to ruin, and we want all of them, I and you, and together we will walk a new one more beautiful and blissful than any others."

Noée, the siren of Bordeaux

The Leucosianites hold no allegiance to Sect or Prince, easily passing themselves off as typical Toreador to all but the most knowledgeable of classical Kindred lore. Those very few that know of their true lineage within the Roses do their best to keep the Sirens at arm's length, regarding them with suspicion, as they know these Roses are quickie to exalt their lovers with spite and misery, as quick as they are to love.

Toreador, and Kindred society as a whole, persists and thrives on bonds—Blood Bonds, oaths, loyalties, obligations, prestation—and the Sirens mere existence is to unravel such chains, even if unintentionally. Through their feeding and their inherent inclination to thrive amidst betrayal, amidst the spurned, a single Leucosianite can set off a reaction of shattered loyalties that chains all the way to the top, with at least one myth telling that their presence has toppled the balance of an entire city.

They feed by luring Mortals into betrayal, drinking deep from the raw sustenance of heartbreak. Cruel, perhaps, but there's always the argument of it being one of kinder fates amongst the teeth of the night, as their thirst might be slaked with Blood dipped in sorrow, than in violence. A slaking of emotional distress, sometimes even greater than pleasure. In this way they operate as tempters and seducers, or just as often play the fool—Masquerading as the perfect mark, feigning naivety, allowing Kindred who believe themselves clever enough to think they are the ones doing the manipulating plays, but at a dramatically appropriate moment the Siren's mask falls, and the game has changed its paces, the moves undone, and a new stage is set for an unseen act.

Yet for all their cunning, the Leucosianites are hardly immune to their own deceptions, to their own whims and inclinations. Heartbreak might be what they inflict upon the objects of their affections, or Hunger, but they too are subject to a need for some amount of cruelty, cursed to destroy the things that they love most of all. In this way they are pathetic, but wholly dangerous, their love so strong that it crushes everything they hold dear, leaving them to pick up the pieces of their own hearts.

For these reasons, the Methuselahs of old forbade them from their courts, and once held long since lost laws that barred these Eclipsed Hearts from Domains of old. Wherever a Leucosianite treads, chaos is quick to follow.

Optional Discipline Spread



AUSPEX The sirens use their heightened senses to see past the mask and lies that even the most jaded kindred tell themselves. But it is their power to project their empathic manipulation that truly unsettles. As legends of siren songs echo once again not from distant shores but from penthouse and skyscrapers.



DOMINATE Love and loyalty are illusions, shaped by perception and choice. The Sirens ensure those choices are theirs to make, erasing minds and twisting memories to secure their presence and maintain control. A forgotten betrayal, a rewritten love. A small price to pay for a beautiful lie



PRESENCE The Sirens wield their power to enhance betrayals and deepen obsessions, pulling strings until devotion and dependency are all that remain. Whether through subtle seduction or all-consuming infatuation, they compel others to need them, crave them, perhaps even adore them—until escape is no longer an option

LEUCOSIANITES, THE SORROWFUL SIRENS

(BLOODLINE; TOREADOR CHARACTERS ONLY)

The Sirens are a bloodline rumored to come from a Toreador named Leucosia fell deeply in love with a Thracian king but the Thracian king only feigned his adoration hoping that she would give him the embrace that he may save his true love from death, when Leucosia gave him her greatest possession her blood. The king abandoned her, this broke Leucosia who filled with betrayal and rage snuck into his palace and broke his bones and drained his true love in front of him, so that he may feel to have what they love taken away. After that night, a hunger awoke in her broken spirit that can only be stirred and satisfied by profound emotional pain she felt that night. In the modern nights this bloodlines keep their true nature to themselves, seen as a bad omen or causer of suffering by those who know of the mythical bloodline. However the truth is that a siren rarely needs to take action in this world of darkness

When taking this loresheet the Siren gains the unique **Flaw: Damned Empathy**. When you suffer the loss of a Touchstone, or experience betrayal from someone you trust, it shifts the foundations of power in your very blood and you suffer a Dice Penalty to your Discipline Pools equal to your Bane Severity. This lasts until the end of the Session and is not additive to any penalties caused by your typical Bane.



Optional Discipline Spread: *Auspex, Dominate, Presence*



↳ Lore ‹



● **Passionate Appetite:** Legend holds that Leucosia drew sustenance from heightened emotions, which subdued her very Beast. Once per Story when you slake at least one Hunger from a victim with an Intense or Acute Resonance, you may remove that Resonance to Slake any additional point of Hunger, this cannot reduce your Hunger to zero. If multiple effects would cause you to reduce additional Hunger, choose one and ignore the rest.

●● **What Lies Beneath:** Your bloodline has developed a keen sense for rooting out the deep seated passions of those around you as you beast craves for that emotional high. You can make a Rouse Check to automatically pierce another character's façade and see how they truly feel, however you gain the Toreador Clan Compulsion (*Vampire the Masquerade Core Rulebook, Pg. 210*) with that Character serving as the subject of their fixation.

●●● **The One Who Stayed:**

You've made mistakes in the past, gotten too close to Kine and your Beast lashed out. In at least one case, you've kept close to a Kindred that had been close to a Kine you hurt, whether out of sympathy or opportunity, providing them with emotional stability and they with you. You gain them as a Mawla (●●) and when either of you comforts the other, you restore a point of Aggravated Willpower Damage. Add an additional die to Disciplines you use against them, but if they ever find out what you did, your unmarked Humanity is filled with Stains.

●●●● **Leucosia Vengeance:**

Your blood stirs and lashes out and tears at yourself in a vengeful fashion, akin to Leucosia herself when she was betrayed. When a Contact, Retainer, Ally, Mawla, or Obsession betrays you in some way, they become your Vendetta. Add three dice to any Discipline Pools used against them.

Additionally, *Vendetta* adds you purchase cost two experience per dot, rather than three.

●●●●● **Siren Song:** Your Bloodline's namesake isn't mere suggestion, they were masterful makers of thralls and fools that served them. Once per story, when you successfully seduce a mortal, they become a Retainer with dots appropriate to their usefulness, if that mortal is your Obsession, add your Hunger in bonus dice to any rolls made towards seducing them for the remainder of the scene and they remain your Obsession until the end of the next Story even if another effect would cause you to gain a different one. Your Dominate and Presence add twice their dice against Retainers gained from this Background. These Retainers last until the end of the Chronicle, and can be purchased as permanent Retainers at a cost of 2 experience per dot.

IL SANGUE DI SABELLA

"In those days Kindred society was a different creature. Nights were wilder and foes were dire things. Not yet did the Camarilla come to be and hold sway their traditions. So amongst our peers were established the romantic companies of Knights. Of honor and code and chivalry. To separate those in servitude to their Beast, and those in service of the commonwealth of Kindred and the Kine they fed from. The rather exclusive Blood Knights of Sabella were nothing if not unwavering in their conduct. Steadfast defenders of decency and order, against the teeth in the night."

—Lady Sophia of Leeds, Regal Knight of Avalon

In the dark of the mid-1200s lived the young Sabella di Verona, whose father and brother counted themselves amongst the Cavalieri Addobbati –elite Italian Knights of their time. Though accomplished and of incredible skill, her brother and father met their deaths in conflict at Montebello, leaving Sabella alone. Despite the wrenching tragedy, her beauty and pure heart ensured the attention of many suitors, though she had eyes only for Tomás of Andorra, the squire of her father.

Tomás had no titles or wealth of his own, yet Sabella cared not, and the two were wed in a controversial union of the time, and there was happiness once again in their house. However, not long after the birth of their daughter, Sabella fell ill with a strange sickness. Her servants fled in fear of the illness, and soon remained only her husband Tomás, who swore to find a cure for his loving wife. Taking up her father's sword and her brother's armor, Tomás set out and campaigned across a war-torn Europe, seeking blessings and wisdom, but few knew what had befallen Sabella, and fewer provided cures. It was only when he attracted the affections of the enchanting Marchesa Caterina of Montebello that he was promised a solution. Returning with Tomás to Verona, the Marchesa cast a matriarchal pallor over the manse, and in time Sabella recovered under the Marchesa's care.

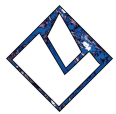
However that care was soon a burden, as Caterina's manipulations put Sabella under her thrall, and their once venerable house became a hive of underhanded and shadowy dealings with all manner of strange guests. Seeing his wife so wholly enchanted by the Marchesa, Tomás eventually learned from Sir Castillo, a Spanish knight from Andorra, that the Marchesa was a wholly unholy creature of the night, one that he sought to destroy. Together the two accosted the Marchesa, ending in a bloody fight that left both Tomás and his love dying, Sir Castillo, who himself was revealed as Kindred, drained them, and poured the wilting blood of the Marchesa into the lovers, as repayment for their aid.

Embraced into the Clan of the Rose, Sabella soon sequestered herself away from their daughter, as she refused to heed the Beast and slake her thirst, and sought torpor in her family's mausoleum. Before this, however, she made her devoted Tomás swear to forever protect their daughter and her descendants, until the end of time. Thus was born the Order of Sabella's Blood, a Knightly company that persists into the modern nights, who are each charged with any found to be of Sabella's mortal bloodline, which has expanded outwards from Verona and across the globe.

Optional Discipline Spread



CELERITY The finesse and superhuman precision that lay in the blood of these Rose Knights made them incredible fighters, and lent a fleetness to always be there in someone's time of need. In tandem with their natural talent in Fortitude, the capable combatants of this Bloodline style themselves as valiant defenders.



FORTITUDE Sir Tomás himself believed that the Marchesa belonged to an ancient lineage that hailed from Mesopotamia, and so their blood held in it durability in place of sight. However if such beliefs hold true, this line of Knights lacks any inclinations or inborn weaknesses for the Ishtar's vices.



PRESENCE The Order of Sabella's blood tends to employ the dishonest manipulations of this power less favorably than other Roses, however it's far from rare that they don't broadcast their presence in order to turn the opinion of a courtly gathering, innocently indulge in their displays of talent, or most frequently to inflate the morale of their comrades.

BLOOD KNIGHTS OF LADY SABELLA

(BLOODLINE; TOREADOR CHARACTERS ONLY)

A Bloodline with origins amongst the Order of the Blood of Sabella. These chivalric Kindred are rare in the modern age, Embraced only from Kine who are willing to put their lives on the line for those they care for, namely the biological descendants of Lady Sabella herself. These descendants have since spread across the world, causing this Bloodline to expand in a similar breadth, as each Embraced into this line are done so specifically to guard such a descendant, and who were likely close to them in life. Sometimes they are even Embraced from the descendants of Sabella herself, though this is seen as a faux pas by older members.

Upon taking this Loreshheet, one of your Touchstones is a direct descendant of Lady Sabella, and they are made to be your *Charge*. This Loreshheet has several Backgrounds that interact directly with your *Charge* in unique ways.

Optional Discipline Spread: *Celerity, Fortitude, Presence*



Lore

● **A Knight's Ward:** The cornerstone of your order is that each Knight has a *Charge*, whom they share a deep protective bond with. Your *Charge* is also your *Obsession*, you gain the Humanity Shield (●●) Merit and the Until Death (●) Flaw. Additionally, add a bonus die to your Stamina pools while in the presence of your *Charge*.

●● **Peace and Lavender:** The Lady Sabella refrained from ever giving into her Hunger, instead choosing eternal torpor amongst the lavender and roses of her family tomb. Her resolve and poise runs in your blood, and once per Story, you may forgo making a Rouse Check and instead spend two points of Willpower. In the presence of your *Charge*, this cost is reduced to a single point of Willpower.

●●● **Valiant Guard:** Your forebears forsook selfish aims as part of their oath to defend their *Charge*, using shields as their primary implements in combat. While wielding a shield, add an additional bonus die when you make an All-Out Defense and anyone standing on the opposite side of you from attackers count as having full cover. In modern nights, anything large enough to cover your upper body, durable enough to take a hit, and light enough for you to carry, counts as a shield. Contemporary Knights have used everything from ballistic shields, to soldered hub caps with a grip on the back.

●●●● **Thou Shalt Not Forsake:** Though your Bloodline lacks the inherent talent for supernatural senses and divination, a glimpse of that ability can still be called on, though only in regards to those important to you. At any time you may take a full turn to concentrate with your eyes closed,

visualizing your *Charge*, a Touchstone, member of your *Herd*, or your *Obsession*, and roll a number of dice equal to your Humanity; Difficulty 3. On a Win you see a still image of the chosen individual and what state they're currently in, a Critical Win also allows you to see their immediate surroundings. Individuals with *Auspex* or similar abilities will always know they're being watched.

●●●●● **The Mortal Gifts:** Your *Charge* has begun to manifest strange supernatural gifts. Becoming a Gifted Mortal with two dots in one Discipline, and one in another. These Disciplines are not vampiric in origin, and should be treated as inherent abilities due to some unique condition or previously unknown heritage. These new abilities have attracted the attention of a Kindred or another supernatural threat in the form of a supernatural *Enemy* (●●●) or *Adversary* (●●●), who seeks to harm or take your *Charge* from you.

THE POET AND HIS MUSE

"An artist wants to create, and sometimes—even most times really—their act of creation is more important than sense. More important than breath, or sustenance, a need that they become entirely seduced by. Something that has saturated their imagination, filled it to the brim, pushing them to the brink. What happens when this seduction is something dark? Something distant? The melancholic void becoming their muse? A nothing that wishes to be put to paper, silhouetted on canvas, cut away into marble, seen in the invisible frames between seconds. The act of art is transmutation, taking a thought and converting it into the physical realm. Something, made of nothing."

—Anonymous

In a distant time when the boundary between light and shadow was tenuous, there lived a solitary poet known now only as the Scrivener. He roamed the forsaken corners of the world, driven by an insatiable curiosity for the unknown, chronicling the lonely fears lurking in the endless night. In these darker, untamed times, his work became a haunting hymn of the primordial terror that gnawed at the edge of Kindred understanding. But his obsession with the void led him to a revelation—a communion with the Abyss itself. In this communion, the deep dark gifted him devastating knowledge: of how everything is only a projection gleaned from muddled primitive senses across unknowable distances, of how the spaces between atoms are filled with the abscesses of all the nothing that came long before them, how all the forces of the universe are spasms of violent struggle against its true nature, how light and matter is the fever-pitch of a cosmos in the throws of stretching itself too-thin across the profound nothingness of an endless celestial thundersong.

Fleeing from this harrowing truth, the Scrivener poured his revelations into his craft, drafting words into a Manuscript, shaping the emptiness into stories and knowledge. Yet, this work became more than art—it was a vessel for the void, seeping Oblivion's negative space into a physical record. Overwhelmed by his creation, which was too beautiful to destroy, but too wicked to keep, the Scrivener Embraced a successor to help him bear the weight of his deed. This act birthed a Bloodline, forever tethered to the shadows, drawn inexorably to the mysteries of the dark unknown, and reproduced through their craft.

Over the centuries, the Scriveners themselves simply became another facet of the Toreador, their origins mostly lost to time. A group of Roses inclined towards finding the beauty in the soothing calm of a solitary evening, nostalgia for an old song from younger years, or the grace found in a fleeting moment. Some, however, submerge themselves in the same dark as the Scrivener did, their works bearing the stains of distant darker shores. These individuals, while not usually dangerous in and of themselves, can sometimes connect with the same nothingness that preceded them, and it pours out through their craft, threatening to drown them, and everything they care about.

Optional Discipline Spread

Scriveners of the Dark maintain the same spread of Disciplines as their more typical kin, however with the Bloodline background Herald of Darkness, a Scrivener may begin with Oblivion, or learn it later.



AUSPEX Through the use of Auspex, the Scriveners see into the unknown, reaching out with senses beyond most others, to glean answers and omens from things they shouldn't, to inspire themselves to do what shouldn't be.



CELERITY Lesser-employed by this bloodline, there's still no doubt that Scriveners need superior avoidance and precision for their art. The dark that hunts them is inhuman, and so an inhuman speed is preferable to none.



PRESENCE Many modern Scriveners are Embraced from the ranks of talented creators, writers, poets, painters, photographers, and auteurs. This considerable talent is rarely without the attention that gains them some celebrity, and after their Embrace, many of this bloodline employ Presence to maintain their reputation, or sometimes to shake it off completely.

SCRIVENERS OF THE DARK

(BLOODLINE; TOREADOR CHARACTERS ONLY)

A shadowy bloodline with a bleak fixation spiralling through their minds. These darkly-blooded Kindred descend from the enigmatic Scrivener of the Dark, a Toreador poet who became seduced by darkness and the dread that came with it, treading abyssal waters to craft alien fiction and painted with ever darker pigments.

Many of this line live their existence without ever really knowing what they are. Embraced from those who dwell on fear, melancholy, and the unknown, many of these Scriveners believe that they are simply Toreador with a bleaker fixation, not knowing they are tied to some distant darker will that subtly draws them in, seducing them to deeps of mind, beyond the pall of mundane reality, causing their art to embody the stained nature of Oblivion itself, manifest through inspiration and expression.

Optional Discipline Spread: *Auspex, Celerity, Presence*



Lore



● **Creator's Dilemma:** Reality is a mere fabric, overlaying a vast ocean of night, and your creative power can send out ripples to alter its shape. Once per Story, you may spend a scene creating a piece of fine art that portrays your current Desire (*VtM Core Rulebook, Pg. 174*). For the rest of the Story, add two bonus dice to any pools to obtain that Desire within the current Scene, and such pools suffer no penalties from Compulsions. However your Dice Pools made to avoid that Desire suffer a two-dice penalty.

●● **Dark Disquiet:** A constant unease lay at the back of your mind and in your blood, so when instances of tension, fear, or anxiety occur, you're poised to keep from looking away. When you resist a fear response, including provoked Frenzy, it must beat a difficulty equal to your Marked Willpower. You cannot use this Background if you are Mentally Impaired.

●●● **The Poet's Muse:** Your Bloodline was born from the seductive dark. Whenever you attempt to understand something that usually requires an Academics or Occult roll, you may instead spend a scene creating fine art of any kind and use that art's creative pool instead, allowing the darkness itself to drip-feed you understanding. When you do this, pin one of your Hunger Dice to an automatic 10, setting it aside and rolling the remainder of the pool. A Win on the Test grants you understanding, and you gain a free specialty in your used Skill in regards to it, however a Messy Critical causes you to take non-halved Superficial Willpower Damage equal to the Successes, in addition to any other repercussions.

●●●● **Herald of Darkness:** The abyssal depths scratches from within. Gain one free dot in the Oblivion Discipline and it's counted as in-Clan for the purposes of purchasing additional dots with experience. However a 1 or 10 on a Rouse Check made when activating a power or

ceremony of Oblivion causes the Abyss to spring forth into reality, manifesting as a dark doppelganger that actively works against you. This dark twin has all your Attributes, Skills, Disciplines, and Secondary Stats, however as a manifestation of Oblivion it suffers Aggravated Damage from direct bright light, and Superficial Damage from other light sources.

●●●●● **Children of the Elder God:** The Scrivener's Manuscript sent ripples out into the sea of night, attracting the Ascetics of the Dark, a group of Lasombra practicing primordial mysticism. You have three pages of the Scrivener's Manuscript, counting as a Masterwork (●●●). You also gain an Ascetic of the Dark as a Mawla (●●●). You can give any number of these pages to the Ascetic, reducing the rating of the Masterwork by one dot, and they will repay you in equal Backgrounds of your choice, or perform a Power or Ceremony of Oblivion for you, even in combat. Alternatively, the value of these pages increases if you hold on to them, as per any Masterwork.

DANCERS OF THE MACABRE

“This world will choke the life out of you if you let it. Stay. Move. Not too fast. Not too slow. Obey. Submit. Or die. Everything conspires to beat you into stillness, to grind you into a rut, to lay you flat on the ground and leave you there. Hey! Look up. I’m not mocking you! –Take my hand.

Dance with me.... Come ooooooon—DANCE. There you go. That’s it. Move your feet. Do you feel it? The beat. The pulse. It’s been waiting for you. Together, we can outrun the world, its chains, its cruelty and yes, even its angry god. Even if it’s just for one night. One night in our little danse macabre.”

An incredibly rare bloodline that existed as little more than an urban legend. In recent nights the Beckoning has resulted in the tempo of their prevalence increasing, as the Bacchic's Elders revel in the old ways, Embracing new borns from the scattered attendants of their revelries made on their travels towards the doom of the Gehenna War. Rudderless and without guidance, but bound by instinct and intent, these scattered souls find refuge largely in the Anarchs where Freedom is the end of all means, though their refuge amongst the Sect is not entirely without friction.

The few who slip into the Ivory Tower do so with no small amount of care, hiding their nature and leaning into a mythical allure that whispers the forbidden pleasures of carefree nights, where one drown out their inhibitions with dance and the frenetic temptations that keep themselves out of reach. The Bacchics double down in the face of refusals when they know those in their company are on the edge of giving in, claiming that an eternal life isn't worth living without some abandon and wonton distractions to satiate the flesh, free the mind, and elevate one's spirits.

The high from party and pleasure lasts only so long however, and many Kindred realize that these enthrallers are liabilities, spontaneous agents hell-bent on momentary stimulus at the expense of what many, especially in the Camarilla, view as common-sense governance. This is reinforced further by the Bacchic's preferred method of feeding deeply from anyone that surrenders to their charming invitations, which can complicate matters when such indulgences results in bodies and blood bonds.

Yet there's no denying something potent in their rhythmic expressions of movement, something greater than physical seduction, a pacing power that can even raise the tempo of a dead heart, and alight the mortal pleasures in an elder's skin and vitae. Their supernatural presence makes them folkloric—like dryads, fae, or the spirits of ancient rites. Whether coaxing, luring, or ensnaring, they take pleasure in watching the tightly wound unravel, urging Kindred and Kine alike to taste freedom, and in doing so liberate their allies and lead their enemies to ruin. Weaving movements with power as a mesmerizing and unnatural dance, turning feeding into a performance, melody to catastrophe. Other Toreador, ever drawn to what is striking and forbidden, find Bacchics irresistible, despite how utterly dangerous they are.

Optional Discipline Spread



DOMINATE Bacchics wield the commanding powers of the blood to immerse those around them, to tempt them into a flow state in which the tempo of the night's surrenders to a hazy tempo of their moment. Memories slide to blurred recollections as liberating revelries consume them.



PRESENCE In tandem with the commanding manipulations of Dominate, a Bacchic Kindred radiates a promise of ecstasy, of freedom from mundanity and the evils of anxiety. Their charm ensures that they are rarely ignored at any gathering, and compels others to join these beautiful creatures in dance, not unlike such creatures of legend.



CELERITY Moving with an uncanny quickness and impossible grace. Celerity is as much a tool of temptation as it is one of athleticism. Used in tandem with their emotional temptations, or as a talent in physical combat, Celerity has long kept these enthralling Kindred out of harm's way, or allowed them to dance upon its keen edge.

BACCHIC ENTHRALLERS

(BLOODLINE; TOREADOR CHARACTERS ONLY)

The Bacchic dancers are beings of primal revelry, obsessed with life and indulging deeply in its pleasures. Originating in Greece as a Dionysian cult, they expressed their devotion through drug-fueled ecstasy and frenzied dances that often ended in sacrificial offerings. These rituals burned away the hardship of their worshipper's lives, transforming them into devout followers reborn in the dancer's image. These revelers remained hidden, even to other Roses, until an Elder woke from torpor towards the conclusion of the Long Night.

Met with the realization that the Kine had long become shackled by stagnation, duty, and the penance of religion, this Elder rolled out chaos, freedom, and comfort like a red carpet across Europe, entralling the masses. The strongest in attendance to these revels were Embraced. However where this Elder saw liberty and vitality, others saw defiance and heresy. The First Inquisition was quick to burn out these dancing tempters, and their disruptions gave their Kindred peers little reason to defend them.

In the Modern Nights, those Bacchics who remain hide in the plain sight of the dance floor, using the camouflage of neon and basslines to replace the torches and drum circles. They tempt both Kine and Kindred alike, beguiling them with spontaneity and the disruption of their stagnant existence.

Optional Discipline Spread: *Celerity, Dominate, Presence*



— Lore —

● **The Invitation:** The Bacchic Dancer's allure is subtle: a whispered invitation, a knowing look, a perfectly extended hand, coaxing others to abandon their burdens—if only for a night. Add a bonus die to your Persuasion and Subterfuge pools when urging someone to act spontaneously or indulge in something long denied. On a Win, you both recover a point of Superficial Willpower.

●● **On the Pulse:** You know every shadow, every heartbeat, every shifting body in your chosen venue. Here, you gain Status (●●) when dealing with Kine as your reputation and a two dice bonus to evasive pools when slipping effortlessly through the crowd. Once per story you may pick a nameless mortal who has locked eyes with you, danced too close, or tasted something they shouldn't have. For the rest of the session, they become your Retainer (●), caught in your wake, willing to do

as you ask—until they wake up the next day with only a fading dream of you.

●●● **Step to My world:** Once someone joins the dance, their resistance begins to slip as the motion amplifies your supernatural powers. Add a bonus Die to Presence and Dominate pools made to convince someone to dance with you. Double that bonus in regards to people dancing with you already.

●●●● **Dionysian Release:** You exude a pheromone-like pull, lowering inhibitions and stirring the Beast of others. Once per Story, when another Character becomes mentally impaired due to your actions, you can make a Rouse Check to force them into a state of ecstatic abandon—where they confess their deepest desires and act without hesitation for the remainder of the Scene. Unlike Frenzy, this is not rage, hunger, or fear of the Beast—it is

surrender, indulgence, and reckless want. While they're in this state, add three bonus Dice to your Charisma and Manipulation pools made against them.

●●●●● **The Bacchanalia:** You can host an extravagant Bacchanalia, drawing crowds from across the city and beyond. The revelry attracts Herd (●●●●●) with Intense or better Resonances, as Mortals spontaneously provide music, food, drink, and entertainment. Attendees enter a euphoric haze, remembering only their feelings, while Kindred freely gain the Blush of Life, savoring Mortal pleasures such as food, drink, and sex. Kindred can extend the party with a Difficulty 3 Willpower Test each hour past sunrise. Those who declined the invite suffer a one-dot damage to their Status until the end of the current Story. A Bacchanalia cannot be held again until after the end of the next Story.

THE VANITIES OF VOLGIRRE

"Monotropa uniflora, recognizable due to its resemblance to a spine and brain stem, along with a waxy pale lustre that gives it a deathly appearance with a pink hue." He smiled as I read, breath baited with the promising pain of beauty. "It is notable for its mycoheterotrophy –Meaning that it's a parasite of fungi– which allows its growth in deep dark forests where sunlight is scarce, or wholly unpresent." I lifted a cutting of the plant, a beautiful gift from a rather astute Gangrel whose conversation I found quite enamouring. Grown from her own garden, a confession of intimacy I had not known from a Feral. My eyes traced the pink stem wrapped in ghostly leaves, a mournful bell flower at its height hanging in a wallowed pitiable beauty. "Before sunrise, we will make you so dolorously fetching." I looked from the spider orchid to him, his eyes watered and beamed bittersweet, longing to be liberated from his imprisoning physicality, to be art. Mine and his.

–Solenne, Keeper of the Mortal Garden

An obscure group of Toreador that descend from Philippe Volgirre, a French Baron who was already a miserable elder by the War of Princes. Volgirre was mired by a deep cynicism, and dwelled entirely on artistic pursuits of petty spite or outright agony, pushing the boundaries of acceptable conduct even in the face of mounting threats from the Courts of Love. He fostered these same presences in his Childer, who existed in a state of misery as his muses, or under his oppressive tutelage. Eventually, having had enough, Phillippe Volgirre was staked by one or more of his Childer and left to burn in his own gallery, amongst the vanity of his misery.

Finding refuge in the nascent Sabbat, the Volgirre were free to express the pain that had been inflicted upon them. Their high society refinement afforded them amicable bedfellows amongst the Tzimisce, while their undeniably artistic expressions of agony enthralled many Antitribu Toreador, allowing them effortless existence in both. Owing to a Sire talented in Vicissitude himself, and their accommodations within halls of the Tzimisce, fostered the talents of fleshcraft deeply into their blood. Over time, however, disillusionment with the Sabbat's animalistic and rather simple depravity led many of these aberrant Roses to defect, and by the late 1990s, over half the Bloodline had joined the Camarilla, often securing false identities and residences with minimal resistance.

Freed from the Sabbat, many Volgirre found themselves taking to acts of physical refinement, even postulating that one's own form should express their desire as much as their works, creating outer manifestations in the physicality of themselves and others that matched the inner wants and needs of one's mind and spirit, and if such changes are considered taboo or contrary to common perceptions, they are all the better.

While this can prove altruistic, many Volgirre still hold fast to backbiting, preying on the insecurity of another's physicality, and then offering their talents as savior. More rarely there are those neonates that take these beliefs of inner and outer beauty as genuine convictions, and practice them on themselves, and others. Even so, these more magnanimous Volgirre still carry the capacity for cruelty, as there is no greater catalyst for change than suffering for one's art. No greater catalyst of change than to grow out of the agony of what you weren't, to bloom beautifully into the bliss of what you are.

Optional Discipline Spread



AUSPEX The Volgirre see the potential for the sublime and the horror in all things, their heightened senses attuned to a dreadful empathy. They use this power to seek out those who share their fixations—or to bring them a transformative satisfaction only they can provide.



PRESENCE Pain is an art, and emotion is its canvas. The Volgirre use Presence to heighten suffering, to turn agony into ecstasy, and to draw others into the depths of their exquisite torment. Some even turn its power inward, basking in their own beautifully curated agony.



PROTEAN The origins of Protean within the Bloodline remain rather unclear, but the Volgirre have talents in it with clear parallels to the Tzimisce. Theirs is not about function, but form—a grotesque artistry, expressions of flesh as shapes that defy, mock, or emulate nature. Clay and canvas, flesh and bone –Little difference.

THE ABERRANT VOLGIRRE

(BLOODLINE; TOREADOR CHARACTERS ONLY)

An obscure group of Toreador whose lineage stems from the Methuselah Philippe Volgirre, a French Baron that had already lived a long miserable unlife by the War of Princes at the start of the 13th century. Volgirre was mired in a deep cynicism, and dwelled on the artistic pursuits of petty spite or outright agony, even fostering such preferences in his own Childer, who existed in a state of misery as his muses, or under his cruel tutelage. Eventually having had enough, one or more of his Childer staked him, and left him to burn in his own gallery, amongst the vanity of his misery.

Years later his descendants sought refuge in the nascent Sabbat, where they found like minds to master the arts of pain and pleasure. Many Volgirre found themselves taking to a philosophy of artistic self-expression, making the bodies of themselves and others in the shapes of inner wants and needs, and if such changed shapes were considered taboo, then all the better to show one's strength of person in the face of adversity.

When they arrived in the Ivory Tower in the 90s they filled an artistic void that the Toreador never knew they had; modifying physical self-expression. These Roses don't merely dress in fashionable clothing, but alter their appearance on a whim to fit their expressions, molding a new physical shape like a Toreador would dye their hair, change their make-up, or don a new outfit.



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Optional Discipline Spread: *Auspex, Presence, Protean*



Lore



●● **Alla Prima:** Baron Volgirre's fascination with pain was complimented by a talent in *fleshcraft*, something usually seen only amongst the Tzimisce. You may purchase the powers of Vicissitude and Fleshcrafting using levels in *Auspex* as the required Amalgam in place of *Dominate*. This can affect other such powers at the Storyteller's discretion.

●● **Pittura dal Vivo:** Vestiges of precision and grace still linger in fleeting bursts somewhere in your rosy blood. When taking this Background, choose a Level 1 *Celerity* Power. You can make a Rouse Check to gain that power for a Scene, treating it as if you had one dot in *Celerity* for its pools and other mechanics if you have none. You must still pay any other costs associated with using it.

●●● **Intaglio:** Your Bloodline's defection from the Sabbat came with a number of promises and perks from the Ivory Tower as part of the deal. The local Camarilla authority has provided you with a Mask (●●) that gives you a false name and lineage, as well as a Haven (●●). The details of these backgrounds are fully known by who provided them so snubbing or betraying them may damage or remove one or both backgrounds until you make amends.

●●●● **Vieux Amis:** While the Volgirre have been a secret addition to the Camarilla for almost two decades, their former peers amongst the Lasombra are rather new ones. You and a Lasombra who has recently joined the Camarilla are in a mutual level three blood bond due to a Sabbat blood rite.

This same rite has ensured that this bond will never fade, but has the benefit of making you unbondable to all others.

●●●●● **Arte Vivente:** Part of why your Bloodline was welcomed into the fold of the Camarilla was due to the Volgirre having almost six centuries of unique art. Much of this art was the result of your Bloodline's ability to mold flesh and bone. You have a Ghouled Retainer (●●●●) that has been either passed down to you by your Sire, or simply gifted to you by another of your line. This Retainer is a work of living art, whose body was used as canvas. They have *Stunning* (●●●●) and count as a *Masterwork* (●●) that you and one other Toreador is *Utterly Enthralled* (●●) with.



THE TOREADOR IN MODERN NIGHTS

"A true artist is not one who is inspired, but one who inspires others."

—Salvador Dali

The Clan of the Rose is quick to be dismissed, even derided, as one of elitist artisans or superficial socialites, with even members of their own blood accepting this mantle, or perpetuating such opinions against one another. The reality, however, is that this image is one that has been curated, both carefully and unintentionally, by the elders and forebears of their lineages. A construct that lasts into this Modern Nights amidst even avant guard changes in their blood, or fixations that undermine their own predecessors. Like art itself, the Clan of the Rose constantly strives to embody their own expressions, however deep or superficial such things might be.

These acts of passion, however small or great, are the defining features of the Toreador, who are not just a Clan of artists or socialites, but one that is the most human of the Kindred. With flaring fixations for both good and ill, mercy and cruelty, adversity and indulgence, the Clan of the Rose has long spent their nights unified only by a single trait, one that both unifies them and divides them; Passion.

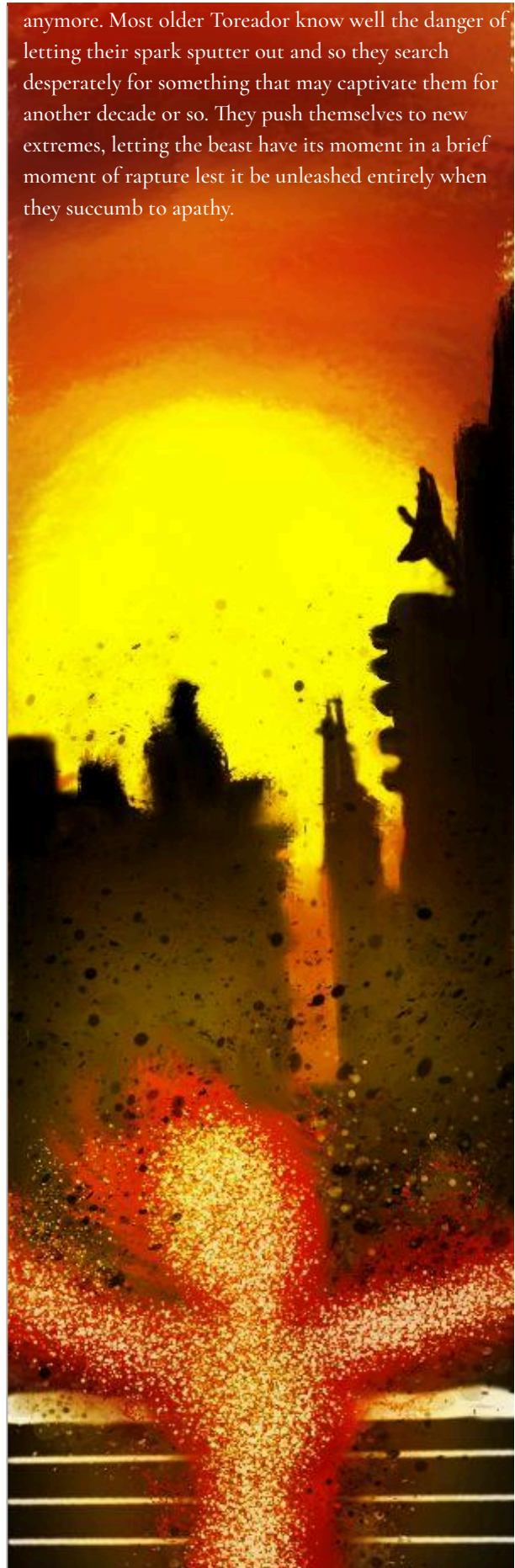
The Spark

“The spark represents our driving force, the essence that bestows meaning upon our existence. This spark, in stark contrast to the Beast within, is a beacon of creation, love, and being. It is the remnant of our humanity, a wellspring of limitless creative energy that persists even after the Embrace. Neglect or fail to cherish this spark, and it wanes or extinguishes, leaving us bereft of warmth. Its absence renders us inert, makes us forget the simplest human acts like blinking or breathing, and strips us of the ability to experience joy, sorrow, or any semblance of emotion. Without this spark, we are left with nothing but a raw thirst for power or the ravenous grip of the Beast; a hollow shell amidst the ruinous landscape of Kindred existence. The spark is everything, for its loss dulls the brilliance of creativity, stripping it of meaning and purpose. Mastery of technique, even surpassing the finest living artist, means little without it. Art devoid of the spark lacks soul –it fails to evoke passion, joy, or sadness, both in its creator and its audience. If art cannot inspire such feelings in its creator, how can it resonate with others? And if it fails to resonate, what purpose does it serve? This is the grim fate that our kind strive to elude. Our existence hinges on the preservation of it, the very essence of what makes us who we are –artists, lovers, creators. It is not just our legacy, but our very survival that depends on keeping this flame alive within the darkness of our eternal night.”

No matter the outlet, what the Toreador have accomplished would not be possible without that joy, drive or obsession that differs them from the other kindred.

While many kindred may roll their eyes or question how this spark or passion is any different from the one that animates them. That it is merely a poetic description of a flight of fancy or cycle of emotion that all feel. Such skepticism is countered when one observes a Toreador whose passion has turned against them, when that spark they speak of has sputtered out. They grow cold and possessed with a quiet despair as that which once drove them now brings nothing, they become less tethered to the world forgetting to breathe and blink, a great depression that compels them to sit in silence and refuse to take vitae. Preferring to starve then remain, such quiet desperation only interrupted when the beast becomes unshackled and is set loose in terrifying fashion, while the better half sits quietly in their mind unable to justify even resisting the beast

anymore. Most older Toreador know well the danger of letting their spark sputter out and so they search desperately for something that may captivate them for another decade or so. They push themselves to new extremes, letting the beast have its moment in a brief moment of rapture lest it be unleashed entirely when they succumb to apathy.



Passions and Vices

"The only way to get rid of a temptation is to yield to it."

—Oscar Wilde, 'The Picture of Dorian Grey'

While many Toreador may fear destruction, or the typical banes of fire and sunlight, they are mundane dangers in comparison to an eternity bereft of passion and creation. While their very blood moves them to feel deeply, every Toreador knows the importance of keeping the flames of passion alive within them to keep that feeling real. Those who are initiated within the Toreador think that spending time with Kine is enough, but surrounding yourself with them is more a mirror than anything else, as being unable to speak their language, to relate to them, will show a Rose just how wilted they've become. The mere presence of humans does not necessarily stoke or maintain Humanity within one's self, one needs to know their language, experience their same thrills, and become an avatar of their creativity —of their idealization, to inspire and be inspired in turn.

Immortality has, in many ways, simplified the mundanity of a Toreador's life, it allows them to avoid being distracted by the lesser drives of a mortal, and to become a conductor of their creations to live out art and the art of others with only the distractions of sleep and hunger. Every Toreador needs a project or an ideal to strive for to keep their fire burning, to stoke their humanity, to maintain the vernacular of the living.



The Obsession

"When your obsessions begin to fade, you experience a wave of relief at first, followed by a clarity of thought. Then you see everything for what it is: dull and lifeless, bereft of meaning, the spark in you begins to die, as colors begin to lose their luster. My Sire claimed that when you lose your obsession, it's like being in a siege. Trying to outlast the Beast and apathy that are at your walls, you must squeeze every last drop of blood from the stone that was once your obsession. Holding out in the hope that you will find something that will enrapture and reignite the spark. I hope I find it soon. I saw how my late Sire spiraled, in the end the embrace of the sun was a kindness"

The Toreador's spark may brighten their way of life and keep at bay the monotonous demands of their predatory beast, but it has a cost. To keep that spark within them alive they dedicate themselves entirely to a single pursuit to truly know a thing, to focus all their being and pursue its ideal no matter how detach it may seem from this world or good sense and morality. Barriers of good taste, and morality become routinely tested as the beast is temporarily fascinated. Urging the Toreador to do whatever is necessary, to experience the object of their obsessions in its perfect pure form. It may seem innocuous enough to start, and even conducive, to a better city or self, but one quickly changes their mind when an obsessive collector is orchestrating the death of those unwilling to sell their possession. The adoration a Toreador shows to a mortal or kindred may seem quaint and charming until you realise they know everything about them and intervene in their lives in countless ways to preserve their "essence". The object of their obsession is not always rational. Finding qualities in the bizarre and unsavoury. The blood of Caine intermingled with the tenuous psyche of man and all his sins resulting in obsession that if not properly controlled threaten to consume both the Toreador and those around them.

The Narrative Arch

"There's a western play that I very much enjoy, I watch it in each place I travel, and my favorite line will always be 'A rose by any other name would smell as sweet.' I like to think it means that what something is labeled doesn't matter, the inherent nature of it is always there, and I think that fits a Toreador perfectly, thorns and all."

—Rial, Akunanse Lorekeeper

More than any other Clan, the Toreador have influenced and been influenced by the meaning of stories and narratives passed down and adapted throughout the centuries. It should come as no wonder that they have internalized many of their trappings, using them as a guide in their own lives and narrativizing the game they play as if it were theatre to an unseen audience. Such passion projects are of a grand arch—decades or centuries in the making where they play the role of orchestrator—songs sung to the rhyme of social engineering at the legato beat of irony; moral lessons at pitch with dramatic flair as if they were conductors in some grand symphony of the night.

While some Clans may weave their plots with cold, Machiavellian precision, the Toreador does so with eloquence foremost. They deliver monologues to humiliated foes, isolate themselves for weeks to lament betrayals, and express their emotions with heightened theatricality—even when they risk dancing too close to the Beast. Such projects, often grand in scale, inevitably attract other Toreador, who become enraptured and compelled to play a part, one given, earned, or self-made. In Elysium or similar spaces, the latest developments of these sagas dominate the conversation, with Toreador taking sides not merely for power or opportunity, but to make a bold show of their desire and leave a mark on the evening. As Shakespeare is so fondly quoted, *"all the world's a stage"* and most every Rose wishes to participate in play.

Kindred struggle to understand this compulsion; why such things as an innocuous or petty problem spiral into complex tapestries of rumors and power plays. Many Princes tolerate this phenomena seeing it as a distraction to keep kindred occupied, but still they remain wary not to get entangled in the Rose's thorns lest they draw blood.

Aesthetical Debates

"Fools believe that beauty is an indulgence, in truth aesthetic is the rhythm by which we endure eternity"

—Sevilla Harpy of the Court of Bordeaux

Nothing preoccupies the mind of the Clan of Roses more than the ideal of art and aesthetics. This preoccupation, or rather utter obsession, leads to fervent debate over art, architecture, music and literature. Vast topics numbering thousands of words, pertaining to what is "good art" or "poor art", what invokes awe and what kills the soul of it, what technique is a subversion, deconstruction, or codification. Such discussions range from civilized symposiums of scholarly analysis and debate over artistic expression to the sounds of yays and nays, to outright duels of honor that feature flashes of steel and carved flesh as canvas to illustrate points.

These debates are hardly ever considered intellectual exercise, and the veneer of objectivity is hardly entertained in earnest. Rather those that argue the merits of their viewpoint appeal to praise and support from peers, amongst their own Clan most of all. However deep-seated and niche beliefs of what the purest or most genuine forms of art can quickly become divisive, devolving into negative vision, as groups of Toreador turn on each other over the pettiest divergences in taste, splintering and reforming into new cliques, sometimes on a nightly basis. Each one dedicated to discrediting their rivals, all in the supposed service of proving that their chosen aesthetic is the only one worth admiring.

Technique and Expertise

"Many of my ilk obsess over beauty in the abstract, but the mastery of technique—grounded in reality—is more breathtaking than a thousand 'what-ifs' framed on canvas."

—Abigail "the Philistine"

It is a facile stereotype amongst the Clans that the Toreador are all artistically inclined in some way. In reality the grating expectation of being talented in some form of artistic pursuit or lavishing one's own expressions in performative feats can prove burdensome to those who have no such talents, or even if they do, no such interests. Over time this draws the ire of many Toreador that fit into this "unartistic" palette. However, regardless of their talents or interests,

the entirety has a single defining drive in their blood: Obsession.

Sometimes this amounts to finding unconventional endeavors as artistic outlets, such as charting the passage of stars in the sky to know how best to sail, smithing thousands of precise mixtures of metal into the same configuration of blade to find which produces the keenest edge with the best weight distribution, or the sudden development of a fixation to spend nights entirely consumed with the observance of a T.V. Novella to know all the tropes, character relations, flaws, and perfections therein for their own attempts at a screenplay.

Despite this, there exists a faction within the Clan that has rejected the creative ideal entirely –The Philistines, as they've come to be labeled, by both themselves and other Roses. This term, once a bitter insult to Toreador who held no proper artistic talents and were usually Embraced only for their use or appearance, has now become a title for those Roses whose fixations are more pragmatic, usually at the expense of a pursuit of fine art. They make no attempts to blend in, donning the label as a defiant identity when pushed by the heckling or stern words of the greater Clan.

Philistines regularly instead find passion in pursuits far removed from traditional art, carving their niche in business, science, engineering and even medicine. Some claim that the Philistines embody the true spirit of the Toreador; That of unyielding ambition, perfectionism, and mastery of their chosen craft—regardless of whether it involves a brush or a balance sheet. It of course comes as little surprise that many Philistines have defected to the Anarchs, where the crushing expectations of their Clan hold less sway and their Abstract peers show little reason to belittle a fellow rose-blooded Kindred. Freed from the constant judgment of their so-called betters, they pursue their passions without apology or consequence.

Before the modern age, Elders would spend centuries in pursuits of such inartfully strange precisions, treating their efforts as a passion of expression beyond the understanding of the peers of their Clan. In modern nights these drives are maintained by younger Kindred, who lose interest only once they have mastered their field, or found a greater, newer, fixation elsewhere that requires their encompassing attention. It's not unheard of for a young, aspiring, Toreador to reach an apex through sheer natural talent, dumb luck, or their youthful spark of

passion, only to toss their effort away when their fleets of fancy find something else. Whenever this occurs, it naturally rekindles the attention and interest of those Roses who share the Neonate's interests, creating a sense of competition and drive, even across others who might merely wish to watch. ■

A Parasite of Another Kind

"Before I leave I would like to do so unburdened, and for your efforts in besting me, I reward you with a confession that has laid heavily on my soul ever since I was Embraced into this supposed "Clan of artists". That we are no such thing, not truly. We put on the masks, recite the lines, play the part –That we are the lifeblood of art itself, its immortal appreciator. We style ourselves it's anonymous benefactors for those with a creative spark in their breast. The truth is that we drain art of its vitality as much as we cultivate it, if not even more. It is the cursed thirst of a second kind.

"We stalk the night looking for those with talent and we show them the rose they could be, while wrapping our thorned vines around them, biting deep. We proclaim to uplift them, providing patronage through wealth, support, guidance, and exposure, but they bleed out all the while, as we dig deeper, their blood runs spoiled to the earth, and our starving roots drink with abandon. We twist their organic development to suit our whims, utilizing the insidious tools of a disapproving glare, the turning of a disgusted lip, the wry smirk of satisfaction, or the adornment of outright praise. Their self expression is choked out of them, and we make of them an annual flower, styled as we like, an ornament of our garden. One that will never gain rightful praise, natural popularity, or eminent prosperity that outshines our rose. A hedge that cannot outgrow us before we prune it to stagnation.

"These aims need not even be purposefully destructive. Sometimes our gardening of their art begins with good intentions, to prevent them from making our mistakes, to introduce them to the right concepts, to grant them the techniques and knowledge of decades beyond their mortal life. In the end, it's rare that they ever break free of our smothering, puncturing, brambles, and rarer still that their passions survive the attempt, that their inner spark of creative vision outlasts ours. The scars we leave are so deep that the artists are existentially changed. Ruined in perpetuity. Withering on our vines.

"We Roses take pride in our fostering of the humanities, our ability to blend in with Kine, to be both art and artist, to function amongst the innovative with the tribulations of experience at our beck and call. Yet our garden is one of extinction. A gallery of crushed spirit, free from anything that would expand beyond our vision, or escape from it. We are the greatest enemies of art in this way, the felonious murderers of humanity; Turning self-expression into an expression of only ourselves. Sowing beds with our seeds that may only flower as our proxy.

"That is hardly to tell you, my Childe, of those amongst us who find such horticulture as an expression of art itself. As if the vitae we take wasn't enough, that they must cultivate the creativity of others until they express an exacting vision, treating their failures as weeds, to be ripped from the earth, and their successes as fruits of labor, eventually harvested.

"Heed this confession, these marked words; You aren't fostering anything but what you sow. So while you host this gala, begotten with art beyond the talents and skills of me and mine; While you poach my youthful prodigies and parade them about these gawking fools, you're less a gardener than you are a butcher. Presenting a fresh slaughter to ravenous beasts, and one day you will be like them. Like me."

The Clan of Humanity

"You'll think it's love at first. To be seen by them, the way they touch you, the way they carry your name like silk. They whisper promises in your ear, and you believe every one. They make you feel alive. They show you warmth—until their obsession passes you by. Then they discard you, leave you to the cold. It would have been far less cruel if they never showed you warmth at all."

The Toreador derive meaning, or their *raison d'être*, in its multitude of forms, but ultimately it is derived from a world they are no longer a part of. Many Toreador don't just refuse to accept this fact, some don't even realize it at all.

They submerge themselves in the ideals of humanity and of humanism surrounding themselves with kine and works that celebrate their accomplishment. Such Toreador become obsessed with becoming "more human than human" and proving it to the rest of their peers and themselves. But such attempts to drown out the white noise of their true nature rarely last forever, only making the fall greater when the world and themselves cannot lived up to their romanticized ideal

The Toreador, ever enamored with the Kine, have anointed themselves the "Clan of Humanity"—a title that fills them with pride and the rest of the Kindred with weary exasperation. While many recoil from mortal ties seeing such attachment as a liability, the Roses embrace it, believing their connections with the Kine tether them to something real, to anchor them in the world. To them, it's not parasitic, but symbiotic: They have their finger on culture's pulse, and mortals may bask in their gifts.

Many a Toreador entangles themselves in the lives of others, obsessing over human lives, on their habits, passions, and trivialities. This fixation manifests as relentless observation, parasocial attachment, or vicarious indulgence through a mortal proxy—recreating a life once lost or chasing a fantasy. Some go so far as to maintain a relationship with a mortal or even adopt children, playing the role of an eccentric Samaritan who appears only in the dark hours of the night, explained away by the convenient fiction of an all-consuming career. Some worm their way into mortal families, host lavish gatherings, or partake in subcultures to ensure a constant influx of fresh faces, so they may sample all that humanity has to offer.

On Ghouls

The Toreador encourage their ghouls to see them as affable masters, preferring to be regarded as friends or confidants rather than distant masters. They actively cultivate trust, playing the role of approachable allies. Some even urge their ghouls to maintain families and carefully construct cover stories. After all, the days of loner servants abruptly vanishing from public life are long gone. Besides, a ghoul with strong mortal ties is far more useful.

These Toreador appear supportive—inquiring about their ghouls' lives, offering help where they can, even fostering a sense of mutual care. That ghouls with outside connections also provide convenient feeding opportunities is, of course, purely incidental. Most Roses would be appalled at the suggestion that their kindness is anything but genuine—though the convenience remains, regardless of whatever justifications they tell themselves. Compared to the miserable wretches bound to a Lasombra or Tzimisce, Toreador ghouls are treated with remarkable warmth. And yet, this familiarity often serves more to satisfy the Toreador's own need for admiration than any true altruism. A blood bond is not a partnership—it is an asymmetrical relationship, one where the Toreador holds all the power. Any misplaced closeness or disappointment on the ghoul's part is swiftly met with sudden coldness, a well-aimed verbal wound only an intimate could inflict, and a sharp, inescapable reminder of their place in the world.

The Darker Side of Humanity

"The tilt of her lip, the hem of her dress, the soothing cold of her hands. She loves me even though I'm helpless. I love her more than I can love. More than I can worship. Sometimes I think she hates me, but then I'm at her feet, her king of apologies. Her pathetic savior. We're in love."

This closeness to humanity can prove dangerous, a doubled-edge sword that threatens to slice away the very humans, and humanity, that the Roses cherish. Most Kindred have a preference for treating humans as little more than extensions of their will—Pawns to be dismissed, used for a purpose they'll never benefit from, or cast aside in sacrifice for something greater—The Toreador grow close to their favored Kine, so much so that some even refuse to use the utterance Kine altogether. However this favor, this closeness, this attempt at Humanity also makes a Toreador so very human in spite, so bestial in their ability to afflict their beloved mortals, so complex in their cruelty.

The very traits they cling to in order to maintain their connection to the living also leave them vulnerable to the worst of mortal flaws—pride, envy, paranoia, and petty vindictiveness. They fixate on slights that other Kindred would barely notice, let alone care about, and are quick to seek retribution. Some lash out in impulsive, dramatic displays—cutting their target to the quick with words that rake and bite as briars. Their empathy for mortal fragility twists into something wicked—a weapon to drive their victims into a downward emotional misery.

Vindictive Toreador favor passive-aggressive barbs and "harmless" jests, small acts of sabotage woven seamlessly into their victims' lives. Their pettiness extends to obsessively monitoring their victims, savoring every new misfortune as a source of amusement. Occasionally, guilt sets in, leading to hollow apologies or grandiose atonement—an attempt to convince themselves they are better than those who give in to baser urges. Many emotionally intelligent Kindred are quick to point out that such gestures do little but shift the burden onto the Kine, forcing them to soothe the Toreador's guilt rather than heal the harm done.

Toreador Influence on the Kine

"Those who wish for our destruction know already of our existence, is the world really that much worse if those that love us do too?"

Last words of Loranzo, Childer of the Primogen of the Rose

Unlike most Clans, who prefer direct control over the kine, the Toreador favor a lighter touch. While a Ventrué would rather own the asset outright, issuing commands in top down fashion, the Toreador prefers a more subtle approach: exploiting emotional vulnerability, leveraging nepotistic social ties, and twisting reputations before offering the convenient solution in return for something. Some Roses weave intricate social webs, entangling every significant figure in their mark's life. Setting the stage and dictating every role, leaving their victim little choice but to play their part and further the design of their manipulator.

More pragmatic Toreador cultivate ghouls for specific roles, entrap skilled professionals through debt or desire, or seduce useful individuals into servitude. These assets handle the daytime necessities of business, keep the Clan's interests moving forward, and provide a convenient smokescreen against the Second Inquisition. Even then, most Toreador pay only as much attention to these kine as is necessary, intervening only to offer financial assistance or to make an example of failure.

The most socially preoccupied Toreador devote their nights to shaping entire subcultures to reflect their tastes, embedding themselves within niche scenes that cater to their particular desires. Many dismiss this as mere social engineering, little different from what other Clans do to control the living. These Toreador would argue otherwise—such crass comparisons, they claim, fail to grasp the artistry of true influence.

Though the Toreador can and often do shape aspects of mainstream culture, their ability to influence it on a grand scale is limited. The internet's frenetic pace makes large-scale manipulation nearly impossible—trends rise and collapse in days, buried beneath the churn of greater distractions. Worse still, the Second Inquisition has developed an algorithmic talent for detecting Kindred influence before it can take root. Thus, the Toreador's role in mainstream culture is largely reduced to distant curation. Any true enthusiasm for it is usually the domain of recently Embraced fledglings—whom elder Roses regard with pity, dismissing them as cattle feeding on cultural gruel meant only to placate the masses.

Love, and Other Such Afflictions

"I was addicted to the look of her. To her affectations.. To her blood dripping from my pale lips. To the taste of her life. I would do anything for her."

—Harvey, *Blood Knight of Sabella*

While Toreador are master manipulators of social scenes and the artistic expressions of emotion, and they are known for their ability to seduce a mortal with a look alone, it's a poorly kept secret that they are also the most at risk for falling into the seductions of a mortal, even against their own protests. No other Clan can become so thoroughly enthralled by a mortal's presence. By their artistic talent, their unique beauty, or the resonating emotions of their blood. Many Toreador who exist were embraced entirely by accident, when their Sires became too infatuated, too seduced, and drank too deeply, but couldn't bear to lose what they loved.

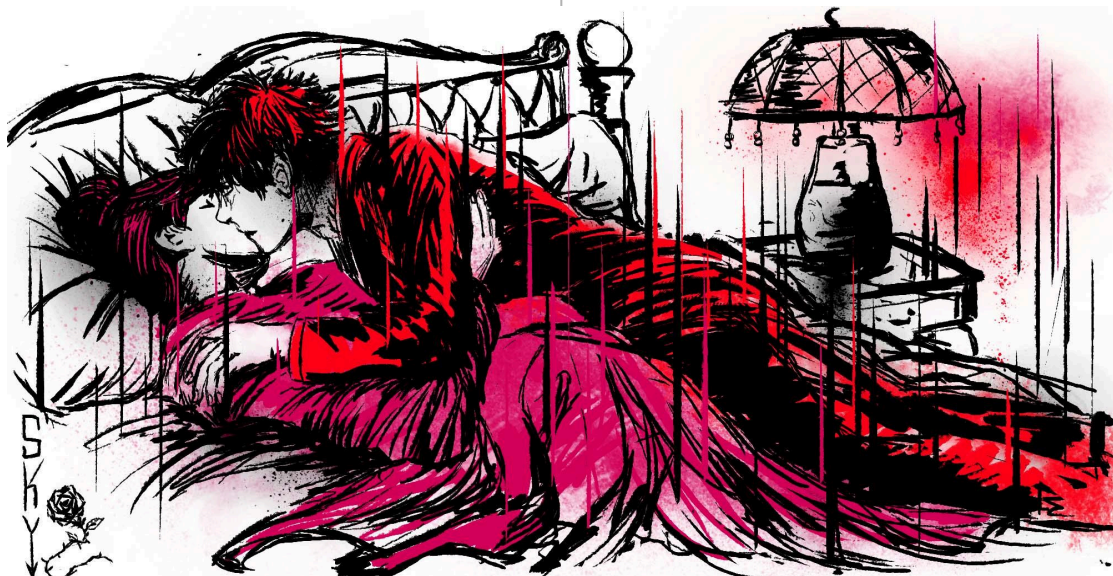
To the Toreador, these feelings are not unlike love. A complex and multifaceted barrage of thoughts that are irrational and usually overwhelming, characterized by a need for the target of their obsession. Yet beneath it all, though it draws countless parallels, the mind of the vampire lacks the chemical processes of a human that causes such a physiological drive. Instead the infatuation is purely a mental one. A hyper-fixation that wants to be embraced, and while it can be present in any Kindred, it's most intense within the Clan of the Rose as part of their ancient compulsions and romantic view of the world.

This of course leads to all the messy dramatics of love with very few of the upsides. A Kindred can never fully live a life with a mortal they adore due to their nature as a dark parasite. A dead thing that stalks the

night as a consumer of life will never be as healthy a partner as a real human being. Yet some Toreador are so genuine, so masterful, in their affections that they will be the most devoted lover someone might ever have. In these cases a Toreador's mortal lover, or lovers, benefit profoundly from their undead companion, at least from their perspective, calling to mind stories of a valiant superhuman protector, or a love so intense that it alone is enough reason to drive oneself against the entire world. The closed-off college boy who opens up to the affections of a dead girl that gives him a reason to risk the structure of his life, the widow with an empty nest finding new purpose in quiet nights poured over a glass of wine spent in the company of her pale neighbor, or the artist collapsing under the weight of debt and obscurity suddenly gaining a lover and patron that helps hold that weight.

Such instances rarely have as happy an ending as one would like. The fact of the matter is that Toreador can be equally in love with tragedy as any other feeling, and Roses are no strangers to relationships that can quickly become harmful, negative, and destructive.

The grim matter is that Toreador are comfortable reigning over the mortals of the night, and rarely give up that reign, even when the object of their obsession makes them weak with desire. A Kindred in such a situation might struggle against the bonds of their infatuation, using emotional exploitation, humiliation, gaslighting, and other forms of manipulation to maintain control, usually causing themselves no small amount of grief in return; A Rose who shatters the legs of her favorite author to keep him to herself, the stalking century-old Ancilla watching a high school student while she sleeps, or the talented artist who maintains a facade of love and humanity while viewing any partner's relationship as strictly transactional. ■



Pillar of the Camarilla

"The structure of the Camarilla has been owed to the Toreador since the beginning. When the ideation of its creation was made at the Convention of Thorns, it was met with apathy. It was Rafael de Corazon who stoked passion in the audience, who espoused the old Traditions as law. It was one of our Clan, who planted the seed in the hearts of Kindred."

—Garnet de Rune, Senechal of Detroit

In the Dark Ages, the influence of the Clan of Roses was restricted, more confined to Guilds that operated within the more feudal society. Usually organizing themselves in relation to their artisanal craft, or unified ambitions, they maintained an outward presentation of civility and culture, while orchestrating long campaigns of in-fighting and social flourishing. Whole Guilds would rise and fall due to inner-struggle, but those that survived tended to be the strongest, or most capable, social and cultural circles within Kindred society during the Long Night.

During the Long Night many such Guilds had fortified themselves as linchpins of Kindred Society, mirroring the Kine's upward progression and titled standings, and then reinforcing those mirrored stratas back onto other Clans and humanity as a whole. This was largely done organically, due to the simple fact that the Toreador's power comes from the maintenance and construction of culture itself, especially during the later War of the Princes, when many Kindred institutions faltered due to a sudden lack of rigidity. Guilds in this time became examples of Kindred societal bastions in the strife-ridden nights, showing how strength and unity could be borne simply by common interests in ethics, art, and honor.

The advent of Camarilla saw a surge in the power of the Roses as a whole. Influential members, such as Rafael de Corazon, gave impassioned speeches and examples of proper governance, citing a stricter enforcement of the sixth tradition: The Masquerade, which had been largely ignored during the Dark Ages, catalyzing the Burning Times of the Inquisition. Wielding their own examples of art and culture, of subtle manipulations and enforcements of indirect power, the Toreador captured the attentions, support, and possibly even hearts, of the Ventrue and Tremere. Hence, the Traditions as law can be owed almost entirely to the Toreador who convinced the Brujah, Gangrel, Malkavian, Nosferatu, and Tremere to enforce

their merits as strict laws of survival, rather than mere mythic suggestions that had supposedly been handed down by their Dark Father.

From then on the Clan of the Rose were instrumental within the Camarilla, often serving as vital intermediaries, influential allies, and socially minded advisors to the Ventrue who would engage and exercise power and governance. The Toreador themselves adopted a more subtle approach, and arguably one that is more nuanced, exercising profound manipulations of societal norms, culture, and public perception, the Clan of the Rose would gather the support of the people, both Kindred and Kine, by shaping the social environment itself. Societal norms that were shifted to align with a Toreador's aims are almost universally seen by the Clan as better ways to govern effectively. Though that's not to say that the employ of insidious engineering of civilization through the shifting of public opinion isn't as, or even more, effective. Regardless of a Rose's choice of control and influence, there's no denying that it is likely a stronger form of control than overt political motions, especially when applied to the Kine, who rarely have an appreciation of plans that last decades or centuries.

Red Roses, Blue Bloods

"Stability and prosperity are two entirely different things, yet both are needed within the Ivory Tower. There's a reason the Ventrue and the Toreador, the King and the Rose, exist together with such complementary strength. We are as our natures make us, and when one stumbles the other is there to be a steady brace. We maintain morale, they maintain order. Strategic acumen, social finesse. Strength of oaths and precision of policy. Tradition backing culture. There's complexities and depths unseen, yes, but the matter is still a relatively simple one. When these things fail, cities fall, and it's easy to see where all the blame lies. Where one buckled, and the other was crushed under the weight."

—Trevi Moncler, former Keeper of Lyon

This intrinsic understanding of society's power dynamics often lead many members of the Clan of Roses into positions of power and influence, though not necessarily those that have overt positions of leadership. Rather the Toreador are commonly seen as Domain's Harpy, having particularly strong Primogen that can sway a Prince's ruling, and holding prestigious positions of power such as the Seneschal or Keeper of Elysium in especially large Kindred cities, preferring

these positions of influence decision-making. Even with that in mind, however, it is not uncommon for the Toreador to become Princes, as despite their prominence in non-Princely ranks, they number second only to Ventrue as those who claim praxis over mortal cities. In most cases, however the ambitions of the Toreador see them as a power beside the throne, and it is not unheard of that they might abdicate their sovereignty to shift rule to a revered Venture.

This style of rule between the two Clans; The Ventrue's preference for direct applications of law and power, and the Toreador's manipulations of opinion and understanding of the humanities, has lead to a powerful and synergistic relationship between the two more prominent Clans of the Camarilla, with the Bluebloods exercising powerful edicts and applications of raw wealth, while the Roses shift currents and shape trends to bring them in line. There is little who can argue the stability and prosperity of a Domain overseen by the Ventrue and Toreador whose ambitions and aims are as one. Even with disagreements and inter-Clan upheavals, as well as inner-Clan power plays, the ability for each of these High Clans to compliment their strengths, and cover their weaknesses, allows for prosperity. Within the Camarilla, the Toreador will be forever relevant and in high positions, even if only because they serve as an invaluable lifeline to civility and a clearer understanding of emotional exploitation and manipulation.

STATUS AND VANITY

To the Toreador of the Ivory Tower, vitae is not the only sustenance—status is their true addiction. In many cases, it was their first love, long before the Embrace, and undeath has only deepened their devotion. Within the sect, Roses play the grand game of influence, elevating their own and stalling the rise of others. Some may sneer at this as petty vanity, but those who hold status control the flow of power. They shape artistic movements, dictate cultural narratives, and ensure that their projects thrive while others wither.

The Toreador's weapons of choice range from gossip mills to carefully placed favors, all designed to craft informal obligations—debts untracked by boons, yet far more insidious. Unlike a contract bound by prestation, a Toreador's favor is a noose that tightens over time. It is not uncommon for unsuspecting Kindred to find themselves caught in a social proxy war, turned into unwitting pawns in a conflict they scarcely understand the thorns.

The Toreador are deeply intertwined with the Tower; it is their prized asset, and they ensure it is protected from outsiders. Only a fool would believe the Toreador are mere fragile flowers. While these physically-minded Roses may not rival the more martial clans in numbers, what they lack in quantity, they more than make up for in quality. Those among them who pursue martial expertise do so with relentless dedication, driven by their obsessive quest for perfection in their chosen field be it combat or reconnaissance making them ideal candidates for roles like Scourge or enforcers of Camarilla's interest. Notable examples include the Exemplars of Aksum or the operatives of the Ivory Mask.

Many secretive guilds and coteries, financed by the Camarilla court, exist in the shadows, where exquisitely crafted weapons are forged and lethal talents are honed night after night. These "Thorns" are held in reserve as elite strike teams as required by their ego and their patrons dispatched only to address the most critical tasks requiring finesse or worthy of their talents. Some martial Toreador leverage their combat prowess through old customs or the traditions of their guilds, lobbying Princes to permit duels of honor in the style of a bloodthirsty Cyrano de Bergerac.

THE ARISTOCRACY

To be a Toreador is to inherit a certain standard—and with it, a duty to fulfill. But some rise far above the rest, either through prestigious sires or by navigating the nepotistic circles of the Camarilla's elite. These aristocrats enjoy a life of privilege, where prey is provided at exclusive parties and special services cater to the upper echelon of vampiric society. Removed from the nightly struggles of lesser Kindred, they are seen as the very embodiment of unmerited elitism that the Anarchs loathe. Yet the rabble rarely understand the nuance of their existence—so far removed from the mundane realities of other Kindred that survival demands an entirely different kind of cunning.

To exist among the powerful is to move through a world where alliances are made and broken in an instant, where secrets are currency at lavish galas, and where blood bonds and marriages seal pacts stronger than any contract. Status is not merely an advantage—it is the means of existence. These Toreador are expected to uphold their legacy, bound by duty and expectation. But the higher one climbs, the further there is to fall.

For all their privilege, these aristocrats are among the most vulnerable should they be cast out. Typically

the childer of influential Toreador, they survive on nepotistic handouts, playing the roles of hosts, intermediaries, and patrons of high society. But without status, they are nothing—left to wither like a rose without sunlight.

GATEKEEPER

The Camarilla once claimed that all Kindred were part of its grand design. But in these nights of calamity, it has become far more selective. Only the elite are granted membership—those too influential or useful to be ignored. While admittance is ultimately the Prince’s prerogative, whether a newcomer thrives or flounders depends on the Toreador. Or, more accurately, on the approval of a select few. Acceptance into the sect is rarely a matter of politics alone; it is a question of taste. One can linger on the fringes without a Toreador’s blessing, but it will be an uphill battle. Invitations will dry up. Opportunities will wither. Potential allies will hesitate before associating with them, lest they risk being seen as equally unworthy. But those who earn the Roses’ favor? They find doors flung open, their rise smoothed by unseen hands, their image curated and elevated until resistance becomes irrelevant.

The Beating Heart

The Toreador are the beating heart of the Camarilla. Without them, the ancient and powerful sect would become stagnant and by its own weight, collapse in lethargy, like the ailing empires that came before. The Roses ensure that Vitality still beats in its great heart ensuring that no blood clot form from those would rather wall themselves off.

CULTURAL PULSE

The Camarilla, more than any other sect, is filled with Kindred whose time has long passed—elders who would be utterly disconnected from the world if left to their own devices. Even with the Beckoning pulling many away, those who remain either stir from torpor or make their final preparations, clinging desperately to whatever influence they have left.

Many Toreador, formally or informally, take on the role of a bridge between past and present, ensuring that elders and court officials remain at least passably aware of modern culture. They spare the old guard from the indignity of appearing out of touch, preventing them from embarrassing themselves—and, more importantly, their allies.

They do this tastefully, strategically—offering carefully curated glimpses of mortal life, feeding it to elders in a way that does not overwhelm them, but instead seduces them into engagement. Exclusive galas, performances, and salons tailored specifically for Kindred audiences serve as both education and entertainment, disguising instruction as indulgence.

Of course, such Toreador understand the power in this role. Presenting a "curated view" one that reflects their own. A version of modernity that reinforces their own ideals, shaping what is considered relevant, valuable, and fashionable. After all, who will contest the vision of one of these Toreador once they have the support of a few ancient influential elders? In doing so, they become a patron for such powerful elders who are more likely to lend their ear to their proposal or future opportunities thus increasing the prestige of such a toreador.

SOCIAL CIRCULATION

Paranoia and power-hoarding are natural Kindred instincts, but they are also a disease. Left to their own devices, the elders of the Camarilla would form stagnant cliques, their influence pooling in dark corners, withering in isolation. Making a sect that is slow to react and unwilling to pool resources. Toreador excels at social mobility moving from group to group acting as intermediaries, ensuring that power does not pool too long in any one set of cold, dead hands.

NEW IDENTITY

The Second Inquisition has made the nights of being a faceless recluse a thing of the past. Kindred who refuse to integrate, who fail to understand the necessity of blending in, are liabilities. The Toreador ensure that proper social camouflage is maintained—not just for themselves, but for the entire sect. They manufacture entire lives for them. Members of the Camarilla may benefit from clean paperwork, a fabricated mortal job, a curated digital presence, a list of kine that can vouch for them. Those too monstrous to pass in polite society are given an angle—an eccentric identity, an artistic mystique, a convenient alibi. A veil made possible by working hand in hand with the Ventrué.

They dictate how Kindred should present themselves, ensuring that even the most inhuman among them can still pass in the right circles, at the right angles, under the right lighting. Of course, this service is never free. The Toreador who manage a Kindred’s public image own them in ways deeper than blood. A misstep, a broken alliance, and suddenly the

carefully curated narrative that shielded them crumbles—exposing them not just to the Tower, but to the world beyond it.

The Canvas City

A city is not merely a domain—it is a living thing, one that can be persuaded, curated, and reshaped to see the world through your vision. Every structure, every institution, every aesthetic choice serves a purpose, whether mortals realize it or not. And no one understands this better than the Toreador.

Through supernatural charisma and an extensive network of wealthy, influential Kine, the Toreador ensure that the city develops in the right way. Surveillance is quietly curtailed in key areas, allowing Kindred to operate unseen—while other districts see an inexplicable rise in cameras, patrols, and digital tracking, making them untenable for Anarchs or other rival sects.

Mortal bureaucrats, under the Toreador's subtle influence, approve new zoning laws that keep abandoned but beautiful districts untouched, preserving their "historical and cultural value" even as the homeless population swells beyond control. Petty Toreador sabotage the rise of undesirable subcultures, ensuring that the features for such a subculture to thrive are strangled in the crib, their shared history severed before it can take root.

Meanwhile, economic starvation is weaponized against Kindred rivals—their hunting grounds reduced to places of melancholy and despair, forcing them to feed only on sorrow and stagnation, draining the will of their rivals to fights and willing to find a "compromise" What the Camarilla calls Praxis, the living call gentrification, urban renewal, and city beautification projects—all of which see Toreador and their assets flourish while others wither.

Camarilla-friendly establishments find themselves nestled in densely populated areas, ensuring that any potential Second Inquisition operation would require an unacceptable amount of human collateral. This strategic positioning makes Camarilla domains too costly to attack, while rivals find themselves pushed into less defensible spaces, where secrecy is fragile and mortal oversight is suffocating.

And then, of course, there is the matter of containment. The unseemly, the grotesque, the unwanted are pushed to the periphery. Kept far away for aesthetic reasons or simply to ensure that clans who

flourish in such conditions are removed from the Toreador's sphere of influence. Such rival Kindred find themselves fighting each other over limited, small feeding areas, forced into conflict over dwindling resources. All of it—the isolation, the deprivation, the slow erasure of their place in the city. All the work of the invisible hand of the Toreador's grand design. ■

Elysium

For most Clans, Elysium isn't just a formal gathering, it is a construct to exert power, gain information, foster relations and exert social pressure. For the Toreador, however, this gathering is a *place* of power. An event that makes or breaks reputations. A game of intrigue and a playground to toy with the unfamiliar. To the Clan of Roses, Elysium is a veiled battleground, where words are as deadly as blades, and winners leave with the fortune of status and fame, and losers may as well be dead.

These venerated nights of tradition, dating back thousands of years, have long been treated by the Toreador as a stage. A play of roles, where their intrigues are founded, reputations are forged, and mettle is tested amongst their peers. This theater displays finesse, the ability to keep a veneer of politeness and poise held steady with an audience. Success at playing the game upholds the esteemed reputation of the Toreador as sovereigns of the social scene. While many Clans will crush the weak or unfit beneath their wheels, the Toreador are quickest to do so with a surgical precision of social murder beyond the comprehension of the typical Kindred. In a Clan where talent and reputation are everything, they must maintain the outward appearance of both.

Couture Armour

Attending Elysium requires a certain presentation. The right clothing, a specific stance, a chosen poise. Even without the intention of participating in the social struggles of the evening, one's appearance is key. It sends a message to everyone else looking on; The Nosferatu who dresses only in garbage bags quickly shows what she thinks of the night, the Banu Haqim who chooses traditional garb over contemporary fashion stands out, while a Lasombra might choose to adopt a simple black suit and tie to show how her Clan can look better than the Ventrue in similar apparel.

The Toreador, even sometimes unintentionally, have mastered the intention of appearance beyond the capabilities of most others. Whether wearing an excessively priced couture piece of fashion, or an outfit thrown together from a thrift shop, the Clan of the Rose has the eye for detail, and the impetus of expression, that allows them to look the part they want. The ones that can't quickly learn to think on their feet,

donning what best armor they can to survive the aforementioned battlefields of Elysiums. So great is the Toreador's ability to compose a look, that there are whole Guilds and institutions who wear choice apparel to signify membership or communicate entire messages between one another. The Red Thread Society is one of these groups, capable of signaling entire strategies of action without saying a word between them, even bringing down an entire court.

In These Hallowed Halls

A regard for etiquette and social rules and boundaries are foremost within the Toreador's presence in Elysium. Clans of similar High Clan pedigree may keep the hallowed traditions and rules of these social gatherings sacred and enforce them with fervor, sometimes even under threat of final death, the Toreador tend to hold them as a social contract more than a tradition. Breaking a rule of Elysium isn't just breaking a law, it is a gauche expression of lacking restraint, an offense not just to the strictures of the Keeper's Elysium, but a social taboo that is simply bad taste.

The theatre of the night can supersede these taboos if done at the right moment. The subversion of a Prince's decree made in secret, the backhanded compliment to a Sheriff too dull to react without losing face, or a Rose ripping apart a vessel in fury to paint the scene and make a point. While these events are usually against the rules of the gathering, they are as pivotal an experience as slaking thirst to some Toreador.

Despite this, it's rare that Elysium is taken as seriously as other Clans, and so the Roses keep it as structured as one possible can. So treasured is this code of conduct, that some Roses go to extremes to maintain a 'pure' battlefield. Stories abound of particularly capable Harpies employing specially sensitive Ghouls who can identify the use of Disciplines through the combination of Auspex and similarly preternatural senses, usually honed through sensory deprivation and the rousing of the blood of Caine. Similarly are those Toreador who enforce thematic evenings, sometimes forbidding the utterance of certain topics, names, or even phrases, to ensure that the night goes as they design. These instances, while outliers, still showcase just how seriously the ancient tradition of Elysium is taken, and how the sanctity of it is kept close to the cold, dead, chest of the Toreador Clan's members.

A Part to Play, Apart to Play

Toreador tend to splinter off into small tightly knit groups of Kindred that share their interests, values, or are simply dependable members of their Clan. In most cases these "ensembles" consist of other Roses, however it's not entirely uncommon for them to include other Clans, especially ones in vogue or who are considered especially unique or successful. A Toreador arm-in-arm with a Banu Haqim that's on the fast track towards the title of Primogen would likely be seen as a power move by other Roses, and a quick way to foster good graces with the city's Haqimites.

Regardless of group composition, these ensembles tend to exist to foster or maintain information and influence, or at the very least provide interesting company. Particularly power ensembles of this nature sometimes dictate entire evenings from behind the scenes, manipulating the drama and flow of information, sometimes just for entertainment. In especially cutthroat cities, with especially cutthroat gatherings of Elysia, some of these cliques even compete for new members, or even poach from one another. Those of lower prestige within an ensemble tend to be the worst off, made to adapt to their norms and tastes, or at the very least get adept at feigning interest and enthusiasm, else they risk social exclusion. Lowly positions such as this of course foster discontent and resentment, which lead to the eventuality of undermining and betrayal. A relatively well-kept secret, however, is that many socially capable Toreador would rather have the drama of a double cross than the banality of a boring night.

These games and roles eventually lead to citation of a kind of elaborate Mexican standoff, where each member has dirt on one another or a case of such grand revelation of dark secrets that the illumination would lead to mutually assured destruction. Stakes like these create social webs and intrigues that ensure a towing of the line, and a keeping of the status quo, at least until the disruptive and even dangerous outcome would lead to a better show. Fortunately long time rivalries are few and far between with most relationships being impulsive with friends becoming rivals and vice versa—Wholly dependent on one's reputation. Thus the opportunity for social mobility by aligning yourself with a rising star or separating from those who have suffered setbacks means the social landscape is always in a state of flux.

Codes of Conduct in Polite Society

Within the especially historied domains, Elysium holds fast to specific codes of conduct to maintain a polite society. While this ensures tradition is maintained, the High Clans have long become masters of using these codes as a strategic code to keep younger Kindred in a state of social unease. Toreador in particular can be especially pernicious when they're left to their discretion as a Harpy or Keeper without express interference of the Prince or Baron. This allows for the crafting of especially elaborate and obscure Codes of Conduct, which are used to destabilize the standing of others and provide a precision strike at an ideal moment or upon a particular target. However these tools can always cut both ways, and especially savvy Kindred, regardless of standing, can use these to their benefit to provoke others into violating their own well-made mechanisms of control. While these codes can vary from city to city, what follows are some examples.

THE RISING AND FALLING MOON

Those of high status or great reputation, but holding no official title, may be invited by the Harpy to take the prestigious role of the Rising and Falling Moon, wherein they are to provide an opening or closing statement at Elysium. While this ceremony is held in especially high regard in this context, a fumble of either statement would ruin the participant's reputation, and worse, might lead to embarrassment. The Harpy knows this well, of course.

SILENCE OF DISCRETION

A didactic that you must only speak to a higher ranking member if they address you first. This allows for higher ups to control the conversation. In some stricter cities lower ranked members are not even able to speak amongst one another. This allows conversation to filter down from Prince to their subjects uninterrupted and unabated, and ensure that the ability to speak is earned.

THE HALL OF MIRRORS

Inspired by the hall of mirrors at Louis XIV's court of Versailles, this code was made to ensure that certain topics of conversation were spoken of only before certain mirrors present in Elysium. In contemporary nights this Code has been adapted to simply mark specific places as associated with topics, though many Camarilla cities that enforce this code are reverting back to mirrors, merely to motion to their new Lasombra 'allies', whose opinion can be largely ignored. While enforced, this conduct allows the court, especially the Primogen and Prince, to understand what's most on the minds of Kindred in their city. Harpies tend to use this as a way to listen into interesting conversations, and even regulate the loss or gain of Status.

THE RIGHT OF GIFTING

Said to have originated within the courts of the Vovoide, it remains a practice to this day where those invited to Elysium for the first time must offer a gift to the one that invited them. Some would consider this the Prince, others the Keeper or the Harpy. Especially cautious kindred would do well to have three gifts at the ready.

THE FLOW OF LIAISON

The intrigue of Elysium can become stagnant as Kindred becomes entrenched in their habits and those they converse with. That's why some Harpies have implemented the right of liaison where those present must switch conversational partners, or be assigned one if they remain stubborn. While those who enforce this code claim it fosters familiarity and cohesion, most know that it is merely an attempt to cause a scene of some kind, or waste certain Kindred's time.

THE TABOURET AND RIGHT OF SEATING

The tabouret is a seat of honor, wherein a Kindred is chosen to sit beside the highest ranking members of the court for the evening. While this position might lead to exceptionally high social pressure, it none-the-less provides the honored with a pivotal position of proximity, able to see and hear things they never would normally. Many Harpies tend to relish employing this code against the unsuspecting just to watch them squirm.

CODE OF HIERARCHY

This code covers anything from the right of seating from those in upper echelons, to the arrival, to even the order of feeding. The principle however remains the same in all cases; Those of higher status act first and those below after. ■

Outside the Tower

"Despite what other Clans want to claim, there's quite a bit of danger beyond the pale portcullis of the Ivory Tower. The passage is a dark one that tempts terror, invites agony. One can choose to tie themselves to others, forming Coteries and making shackles of expectation and camaraderie. But true freedom beyond the Camarilla's reach requires confiding in the dark. In the fear brought by freedom. Art from adversity. It is only then that the way to self-governance becomes apparent."

—Red Sinatra, Toreador Primogen of Detroit

Existence outside of the Ivory Tower isn't usual to the Toreador as a Clan, though it tends to be rare. As with the Ventrue, the Toreador are Camarilla natives, not just because of having helped found it, but also due to the structure it provides; The etiquette, the salons, Elysium, Traditions. The very culture of the Ivory Tower is one that most Toreador regard as intrinsic to the nature of being undead, though that's not to say it's always well-loved, it's rare that a Rose would abandon the Camarilla and spend nights outside of it, and when they seek change, it tends to be from within.

However there's no small number of Toreador who would stake their claim elsewhere, foster a following of their own, or create Courts of Love somewhere beyond the Camarilla's reach. Art is not meant to be constrained, and neither is the intent or expressions of the artist. It is for this reason that some Clan of the Rose abandon the Praxis of Princes, and even rise against them. There is a certain beauty in mastering a craft all your own, unbent to ancient traditions and out-of-touch authorities, and of bringing it to bear against the misers of the night.

Anarch Abstracts

While the Toreador have been known as historical allies of the Camarilla since its inception, not every Toreador is comfortable within its ivory towers. Some struggle against the monolithic nature of their Clan's culture. Within the Camarilla, the young are forced to pay homage to supposedly superior Kindred, create according to their tastes, contort to their philosophy, and feign pleasant smiles for those they would rather avoid. They are compelled to play the game. However, amongst the Anarchs, they are truly free to be artists, or whatever else they wish to be.

The Camarilla Toreador, for their part, do not hold a grudge against these dissenters, perhaps out of curiosity for what they will produce or simply seeing the Anarchs as a release valve for those unwanted and unneeded within their ranks. Certain kindred suspect

that some Toreador within the Camarilla are testing the waters, seeing how well these Abstracts do before committing to becoming Anarchs themselves. Meanwhile, some within the Anarch movement are suspicious of this lack of outright hostility from their Camarilla counterparts, wondering how committed the dissenters truly are to their sect.

A SOFTER TOUCH

The Anarch state is still finding its footing. With the only common ground among them being that they aren't the Camarilla. Their views diverge greatly on what the alternative should be. Questions of who should be in charge, who owns what, whether there should even be ownership, and how they should organize and conduct themselves all lead to high tensions. These points of friction, combined with ego and Kindred nature, make for an explosive combination. This is where the more socially inclined Anarch Toreador find their place, leveraging their talents as social chameleons to blend in with the various subcultures and domains of the Anarchs.

Their tactics vary from individual to individual. Some, more pragmatic, offer their services as "fixers," leveraging their mortal networks in the criminal underworld and acting as middlemen between various influential Anarch members. Meanwhile, others opt for spectacle creating grand events or nightspots that act as gathering points, like informal Elysiums. More experienced Toreador weave relational webs, offering to arrange blood unions between different Anarchs to avoid conflict.

While it would be a stretch to say they do this out of the kindness of their hearts, the impact they have on the cohesion of the sect is undeniable especially in preventing outward conflict. This arrangement is considered invaluable to the influential Anarch Kindred, who wish to avoid wasting resources on petty squabbles and mitigate opportunities for other sects to exploit. They keep such "doves" and "mediators" close as assets while also ensuring they don't become too influential.

ARTIVIST

The Artist believes their work can not only impact the Anarch movement but is essential to its development, seeing it as their duty to "guide the conversation" within the sect through art. The Artist is a fervent believer in the power of art to influence thought and action, using symbolism within their work to incite action or dissent among specific Kindred. Such symbolism is often hidden, requiring knowledge of local Kindred culture to fully understand. Some Artists even eschew creating art pieces all together

projecting symbolism onto seemingly conventional objects or works of art. Usually without the knowledge of their peers.

NIHILISTS AMONG THE TOREADOR

"I thought I would be free—free from the Camarilla, from its cold uncaring nature. I thought I could escape the darkness it nurtured in us, the way the Tower twisted us into the worst versions of ourselves. But now I see the truth. The Camarilla didn't create the darkness—it only directed it. Brutal, callous, uncaring... but it was structure. Without it? If you don't have the will, the spiral takes you."

Some claw at the Camarilla's gilded cage, enthralled by the myth of Anarch freedom, romanticizing the idea of the Anarch Movement. Many believed it would be a silver bullet to kill the thing inside them dragging them down, a path to a better life. Instead, all they found was freedom without structure—a freedom that allowed them only to indulge in hedonism and pursue grand projects. These endeavors serve as desperate attempts to embody, or perhaps cope with, the realization that no matter which sect they follow, the blood of Caine and its cursed nature cannot be escaped. The same ambition is present in all sects.

Many Toreador see the end of Kindred society as inevitable. To them, it's only a matter of time before the Inquisition wipes them out—and if anyone survives, it won't be Kindred like them. Resigned to this fate, they throw themselves into cults of pleasure, often shepherded by the Setites. Caligulan excesses not seen since the time of Rome begin to resurface in underground venues and at extravagant parties, thrown either by these Toreador or the circles of contacts they cultivate.

Still, some retreat into the familiar embrace of creation, crafting monumental works that echo the Kindred condition, caring little whether the kine are able to decipher their meaning. For some, these creations are a means to make a lasting mark on the world, a desperate effort to leave behind a legacy before the inevitable destruction consumes them entirely. Most are preoccupied with leaving something that maybe doesn't excuse them but at least justify their existence.



Three figures stand on a private balcony, looking down at the raving masses that fling their bodies in wild abandon to the music. This club, Enrapture, has enjoyed a meteoric rise in prominence in the past few nights, and the Kindred above it all bask in their success. The smoke-filled balcony tangles with the neon lights of the show. A young man, whose eyes gleam with enthusiasm, speaks:

"The reason we are better than them is because our work actually has meaning, something our stagnant cousins in the Cam lack. They waste their time venerating ashes, but we Anarchs can truly do something to better it all."

VISIONARIES

The traditions of the Camarilla are a gilded cage—a beautiful one, perhaps, but a cage nonetheless. Endless resources are wasted, creativity stifled, and vision blurred by the petty demands of the influential. In the Anarchs such strictures are gone. The Brujah, fractured as they are, remain united by one creed: *‘There will be no compromise.’* The visionary aims to sculpt this eclectic chaos of a sect into something beautiful, be it through venues, people, culture, art, or even force. You will bind them to your obsession, to your vision.

Notorious for their relentless pursuit of their goals—often at the expense of everything else. They will ruthlessly tear down anyone they deem incompatible with their vision or subtly undermine their rivals' work. Their obsession becomes all-encompassing, driving them to pursue it with single-minded intensity and to spread its influence at any cost. This fixation often pushes them to the brink, leading them to hunger and awakening their Beast which they use to add an element of untamed ferocity in their endeavours. Whether in a performance, a project, or simply to compel others to follow. Their philosophy is simple: burn bright.

Always demanding the spotlight and outshining other Kindred even when it compromises security. Whether as charismatic figures or notorious anonymous artists, they teeter on the edge of exposing themselves, their fragile adherence to the Masquerade barely holding. Sometimes, they even revel in overt displays of their nature, cloaking it in layers of irony and parody or theatrics to deflect suspicion.

THE EXILED

Some vampires join the Anarch Movement not out of idealism or conviction, but because they have nowhere else to go. The Machiavellian nature of the Ivory Tower can turn any misstep—or the enmity of a sufficiently powerful rival—into a death sentence. For some, the only escape is defecting to a powerful Anarch. These influential Anarch leaders often keep such exiles close, using them as pawns to irritate the Camarilla, glean insider knowledge, or destabilize rival cities with minimal investment. Cunning Brujah sometimes weaponize these outcasts, threatening their Camarilla rivals with promises to support the exiles—offering them resources and protection—unless certain boons are paid. Meanwhile, less prominent Toreador might flee the constraints of the Camarilla to protect someone or to live a life that neither the sect's rigid Masquerade nor its restrictive politics would ever tolerate.



The second man facing him lit a cigar illuminating his scarred face, a red streak running down his eye. He leans onto the railing looking over the sea of flash-lit bodies, his leather jacket creaking almost loud enough to hear against the rave itself.

“Listen kid, I’ve seen this act before. Sure, you’ll pull in some old-timers, maybe even shake things up for a bit, but rallying cries like yours? They burn out fast. The youth always thinks they can take down the Cam or ‘the man’ with art and counter-culture, like it’s enough to change the world. But it never sticks. The elite don’t care about contradictions in their values or the music that plays at their favorite clubs—people just want to belong, to feel the vibe.

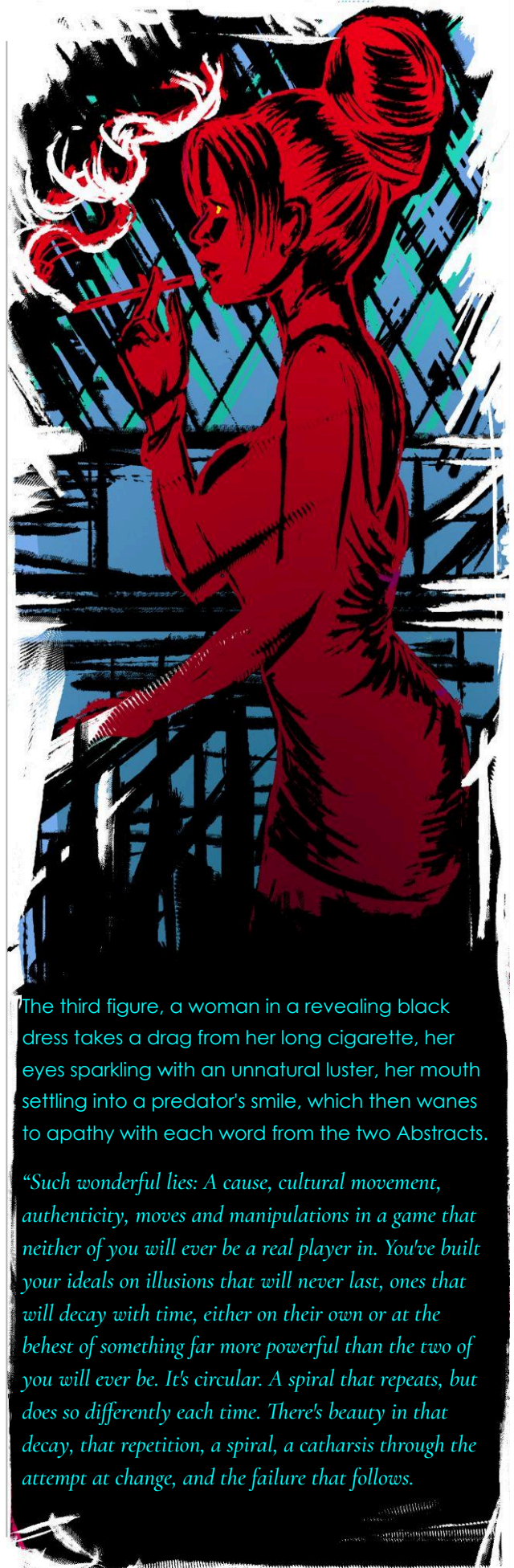
“I used to believe in the punk scene too, back when we thought it was a real banner for fighting the powers that be, a way to push back. Before it got co-opted, turned into just another genre to sell, all nice and commodified. Funny thing is, punk used to mean getting screwed over in prison before it became our little rebellion. And now? Full circle. We’re right back where we started—getting fucked over.

AUTHENTICITY VS UTILITY

The debate of utility versus authenticity presents two viewpoints. The utilitarian argues that art is defined by its meaning; it represents a struggle—the struggle that all of our actions create in the world we live in, even our inactions. Art functions similarly regardless of if you speak out or remain silent, it is political and has the power to change and influence culture. Abstracts tend to recognize a need to work together to create a more just and free world that takes collective action through art and expression.

Using art as a vector of broad influence and impression creates the trends and social atmosphere that inspires others to take action, and if done well enough, the action they'll take is one that aligns with the artists themselves. Many Abstracts use their influence to spotlight like-minded artists, Kindred or Kine, and create iconography that highlights all the changes they believe to be necessary. This presents not just a united front for change, but one that encompasses the masses amidst the shadow of the Ivory Tower.

Conversely, there are Anarchs who believe that these concepts are idealistic and deeply flawed. For many Anarchs the point of leaving the Camarilla was to forge their own path, not to be constrained by someone else's vision or agenda. Their art is about creating something authentic and true to themselves, not sell it as a political vessel to shake things up for the sake of it. This authenticity often becomes corrupted—not by the artist themselves or those who love their art, but because they believe they can exploit it, whether for monetary gain or because they think it wields influence. Artists such as these believe in personal freedom of expression above all things, and tend to become a kind of gatekeeper for their art against those that would corrupt it.



The third figure, a woman in a revealing black dress takes a drag from her long cigarette, her eyes sparkling with an unnatural luster, her mouth settling into a predator's smile, which then wanes to apathy with each word from the two Abstracts.

"Such wonderful lies: A cause, cultural movement, authenticity, moves and manipulations in a game that neither of you will ever be a real player in. You've built your ideals on illusions that will never last, ones that will decay with time, either on their own or at the behest of something far more powerful than the two of you will ever be. It's circular. A spiral that repeats, but does so differently each time. There's beauty in that decay, that repetition, a spiral, a catharsis through the attempt at change, and the failure that follows.

ABSTRACT PATRONAGE

Abstracts, unlike their counterparts within the Camarilla, don't play the role of an aloof financial backer pulling strings from the shadows. Instead, they choose to get deeply involved with the Kine they see as having potential, viewing it as a collaborative effort. They are there to inspire or promote them, either by creating opportunities that allow them to better reach within their subculture or providing feedback or enhancing their work with their own. For some Abstracts, the goal is to be a watchful guardian, ensuring their patronage allows their benefactor to enjoy the success they deserve and, of course, to vicariously live through them—much to the chagrin of many a Baron trying to uphold the Masquerade.

Then there are those who believe they are there to safeguard the vision and the values of their benefactors and what they stand for, playing a careful balance of maintaining their audience and their place within the subculture, but strategically undermining and causing mishaps whenever they get too close to mainstream appeal. Those less charitable might call this sabotage, but an Abstract will always argue that they are ensuring these artists do not lose sight of who they are and that their art stays "true". Detractors might argue that they fail to appreciate that artists, especially human ones, change over time, and that they aren't unchanging like Kindred are, that they deserve to have their work bring them stability rather than remaining on the periphery of culture and success indefinitely in a stagnant stupor. Such proponents of being a sellout are largely ignored however. What matters is the art, after all, and the message it needs to send. Especially if that message is the Abstract's own.

PURITY OF EXPRESSION

While many Abstracts seek to maintain the expression of freedom and the art that coincides with those expressions, there's no question that many of them have seen numerous counterculture movements become adopted, commercialized, and diluted within the mainstream. This mutation of what was originally intended, taken and changed by a populace that's swayed away from the artist's original intent, has sparked a form of paranoia within many of them. The modern advent of the internet, and all the high-paced social media that has come with it in the twenty-first century, has only accelerated this trajectory. Many Abstracts who were turned in the eighties or nineties struggle to maintain pace with the modern world, and frequently watch as their art is consumed, processed,

altered, regurgitated, and altered beyond anything they were ever capable of imagining.

To combat the impossible pace of the modern age, many Abstracts have been turning in increasing numbers to curate and create more localized art scenes within their city. These attempts to replicate the art scenes of the sixties and seventies have mixed results, but with enough effort and support, even the smallest gathering of artists can get off the ground to create something more personal and relevant to the local public, or local Kindred. Some Abstracts take these more intimate gatherings even farther, hosting underground and invite-only venues in places like abandoned factories or under bars at closing hours, sometimes even making such places as purposefully inhospitable as possible to the average person to deter "poseurs" and "normification"!

Some of the newer-blooded Abstracts, especially those more recently turned, attempt to use the power and speed of the internet to their advantage, paying influencers to bring attention, manipulating algorithms to get viral advertisement, or to manipulate online permutations of their art in ways that allow them to course-correct. These Abstracts don't just brush up against the Masquerade, but usually break it entirely, taking refuge in their always-online artist persona as a shield against prying SI who might view their sudden absence as a signal of being a 'Blankbody'. The best of these Kindred manage to craft a persona that explains away a flash of fangs, or why all of their art shows tend to be after the sunsets, but the attention this brings will inevitably lead to the wrong Hunter tracking them down. Such Abstracts must be constantly aware of this possibility, and hope that the attention they get is worth the cost of a stake through the chest or a dragonfire round to the cranium.

THOSE THAT SPIRAL

Then there are those who have gone beyond the need for causes, authenticity, or whatever else they proclaim is real or matters. The Anarch Sect provides a safe harbor for many such trailblazers, where they can have the freedom to pursue their own path, their own ideals, and make their own choices. However, that freedom can wind in on itself, becoming a path that twists inward, repeating the same mistakes, attempting to right the same wrongs. It's easy to become trapped by oneself, when left to your own devices, and the Abstracts tend towards this almost as much as the Clan of the Moon.

These "spirals" have a philosophy of hedonism and individualism, ultimately believing that their fixations

are the only truth to be had or that they're inescapable truths that can't be ignored. Those preoccupied with physical indulgences will seek ever more intense forms of release, usually finding greater excess in order to attain the highs of their previous indulgences. Such obsessive behavior rarely leads somewhere positive, though there is something to be said of the experiences, so very carnal, and yet so very human.

Others walk along a shore of conceptual preoccupation, delving into knowledge lost to time, or seeking powers beyond the understanding of others, sometimes brushing up against other Clans who seek sights beyond mundane reality, such as the Hecata, Malkavians, Tremere, or Lasombra.

In either, or any, case, these Toreador that spiral down a destructive path attempt to express their experiences through their art, writing, painting, mixed media, even directing and creating films. Such art captures the soul of the artist, and what that soul has experienced, a piece of the extremes that those who spiral have lived. From some of these come the creations of emotionally charged artforms; Paintings capturing the pain of substance abuse through the draining of drug-addled vessels, songs that play the mournful cries of lost souls beyond the veil, or literature that stands as a record from before time was time. These masterworks aren't merely expressions of the artist, they are imprinted with the residue of the artist's experiences themselves.

These individuals that spiral down their own roads are by no means purely an Anarch problem, however the stricter and more domineering nature of the Camarilla tends to keep these behaviors in check, or destroy them outright; however, in Anarch cities, such hedonists will dance on the edge of morality. In outwardly destructive cases, these Abstracts may recognize the power that hardship and substance abuse have had on artists, they aim to create or influence work to be for and about them, using the Kiss and their gifts of the blood as the substance, the addiction that the artist craves, so that every work or song they make is turned, bound to the path of their vampiric patron. This corruptors of expression have no qualms about becoming the center of attention or living their life with wild abandon, be it partying on a rooftop until the sun is about to rise or quietly indulging in their passions to keep their darker thoughts at bay. Some Anarchs wonder if they should intervene, either by helping them to cease spiraling or by destroying them before they become too much of a liability. Most only have so much patience before resorting to the latter.

THE END OF THE PATH

Amongst the Toreador, especially the Abstracts left to their free devices, unconstrained by other Clans and the architecture of the Ivory Tower, it is statistically likely that they will make an overt show of their Kindred nature. In times past these would invite torches and pitchforks, or invite the ire of some other forces lurking in the dark.

The average Kindred's power and influence over their own life is negligible—Sects, factions within factions, Elders, secret wars, and the Gehenna War—it will eventually engulf all who walk the night as cursed children of Caine. Perhaps those that delve beyond the jihad, outside the comparatively petty antics of the Sects, and seek their own path have the right idea. Safety in self destruction, or in finding something beyond the dangers typical to Kindred kind. ■

The Courts of Love: A Renaissance



Near the latter half of the Long Dark, during a time known as the War of the Princes, much of Western France was under the control of four feudal courts, each of which was reigned over by a powerful Toredor monarch. Starting as a social movement within each Court, the three queens and one king would eventually align their ideals. This alignment of their institutions would become known as the Courts of Love and went on to become inspired by, and to inspire, the romantic concepts of courtly love, oaths, chivalry, and beauty in all things. They quickly became the de facto authority on proper Kindred culture, valuing knighthood and the arts as the pinnacle of nightly ways of living.

By the end of the 13th Century, they had become the un-beating heart of Kindred society in Europe, and exercised enough soft power and influence to refute the reputations of powerful Princes and Barons, such as Alexander of Paris, and Mithras of Avalon, both of whom were powerful Methuselah Princes with considerable holdings. However, despite their incredible presence in Toredor history, the Courts of Love would eventually fall during the Burning Times, in which the first inquisition would tear through Europe, setting Kindred to the flame.

Well into the modern nights, the legacy of the Courts would remain as a testament to the Toredor's ability to exert power through overwhelming charm, social machinations, and cultural beauty. Many Roses in contemporary nights follow the same ideals that were set by the Courts of Love centuries before –With most of them having never even heard of Queens and King of the Courts and their romantic ideals. Many Kindred historians go so far as to cite these four Sovereigns as having an eternal place in the actions and ideals of their Clan, with some even suggesting that the Toredor, if moved to great enough attention to govern, can do it more naturally than any other High Clan.

A NEW KINGDOM OF HEARTS

With the vacuum of power created by the Beckoning of numerous powerful Elders across France, younger Kindred have risen and fallen across the region, bringing the horrors of instability and uncertainty to a Kindred's night-to-night, and the Toreador as a whole. The Camarilla itself has buckled in several areas, losing themselves to wide-scale conflicts and the rise of older enemies in the night. Seeking to mend this, four Toreador Princes rose to take up the mantles of Love, christening themselves after the mythical sovereigns of the Courts of Love who reigned with poise and grace during the tumultuous Dark Ages. Seeing the insular nature and instability of the Camarilla as a fatal flaw, these four monarchs have aligned their domains and influence like the Queens and King of old, reigning in their names and spirits, to breathe new life into the old ways of the Courts of Love.

These Courts have reignited the power of the Toreador throughout Europe. As they cast off the oversight of the Ivory Tower they freely exert their combined charm and grace to disarm their rivals in social gatherings, while bringing about a united militant front to encroaching Sabbat, Anarch upstarts, the growing presence of Hecata, and anything else they find to be of particularly poor taste in the face of their cultural supremacy of art, poetry, music, and beauty.

Outside of the stability and security they provide, the Courts of Love find themselves uniquely equipped to set the stage against the raised walls of the Camarilla, as membership is merely a matter of proving one's good conduct, artistic merits, or appreciation of love and high chivalric values. Because of this, membership within the Courts has grown quickly, but has managed to maintain a pervasive level of quality and talents in its members, which can include any Clan, not only Toreador.

MONARCHS OF LOVE AND WAR

Lady Ambre de Rennes is the eldest of the new Monarchs of Love. An Elder who was embraced during the violence of the French Revolution who went on to watch the Napoleonic War unfold in the youth of her nights as Kindred. She abhors wonton violence, and instead took it upon herself to organize a specialized duelling society, which gained a great deal of popularity amongst bored Elders and confident Neonates. By the 21st Century, Lady Ambre had gained enough influence

that she could claim dominion over her home of Rennes, rallying the support of her fair and uncompromised vision of settling disputes in the most civil ways available, even when those ways can only be solved violently. During her reign as Prince, Ambre watched many of her peers and elders be Beckoned east or die at the hands of the SI. With the Fall of London, and the loss of the Camarilla's seat of power in Paris, she took the fate of her Domain into her own hands, formally renouncing the Camarilla in Europe, she sought other Toreador rulers who had enough of the Ivory Tower's instability, and from her will the New Courts of Love were born.

Béatrice de Jean, revered as the Queen of Oaths, reclaimed the city of Bordeaux from the Sabbat during the tumultuous early nights of their march toward the Gehenna War. Her victory was not born of mere brute force, but of charisma, as she rallied the hearts of Lady Aksum's Exemplars, who were themselves journeying through France en route to the Killing Fields of Gehenna, turning their pilgrimage to war into an opportunity to take back the city. Her success transformed Bordeaux into a bastion of civility and structure, where martial ability is as beautiful as art and culture, one where everyone is held to their word under penalty of a Bloodhunt. Out of all the New Monarchs of Love, **Queen Béatrice** maintains the highest level of martial might and stability, employing not only Exemplars who remained in her kingdom to train a new generation of Toreador in Europe, but also many of the resurging Knightly Kindred orders who hold the same ideations of chivalrous values. Though her fiefdom remains the smallest, as she holds only Bordeaux and the surrounding communities, it is **Queen Béatrice** who holds the most blades and guns at the ready to fight in the name of love and dignity.

Fleur de Volgirre, claiming to be the true heir to his Bloodline's namesake, has styled himself *Roi de la Loire*. **King Fleur** amassed a great deal of influence and respect in a very short amount of time due to his rather cutting, but quick and apt, judgement. Which allowed him to claim Praxis over Blois in the name of the Camarilla at the turn of the new millenia when the previous Prince was Beckoned away. When the Lasombra sought a place within the Camarilla, he once again demonstrated quick action, and opened favorable negotiations with the newly-allegiant Clan of Shadows. Those Lasombra that performed their duty well were granted Domains along the Loire, and were made to secure it in **King Fleur's** name. This securing of the

Loire River for safe use allowed Kindred to travel and smuggle, creating an artery of strength that runs west all the way to the Bay of Biscay.

However, at the dawn of the Second Inquisition, *La Calcédoine* swept through **Fluer's** Domains, putting many Kindred to the flame, and when **Fluer de Volgirre** saw the Ivory Tower's Prince of Paris flee his throne in cowardice, he organised his own subjects to secure their holdings and lay low, even going so far as to promise Domains to those that would safely house their peers. Realizing that the Camarilla and their power structure was quickly failing, **Fluer de Volgirre** broke his Domains free from the Camarilla entirely and crowned himself King of the Loire. Once again acting quickly and decisively, he allied himself with the three Queens of Love to form a stronger, more beautiful, front against the fires of the SI and the growing presence of the Sabbat pouring out of Lyon. He now ensures that culture and beauty flow freely outwards from his new seat in Tours by manipulating markets and financing the creation of travelling art galleries, as well as securing patronage from organizations like the Circulatory System for those of a more discerning taste.

Lady Amicia, the youngest of the New Monarchs of Love, fell into her power more than took it. Unrelentingly intelligent and beautiful, when the holdings of the Ivory Tower fell in Nantes and the surrounding areas, she rallied those of strong wits and drive, and organized the survivors into a guerilla-like force, taking out roaming Sabbat, rowdy Anarchs, and convoys of SI, all the while securing the art and artists of the Kindred that lived there. For this the Kindred of Nantes and the surrounding domains named her *La Reine des Passages*, or the **Queen of Passage**, for her ability to protect roads and know who travels them between cities. Together with **Fluer de Volgirre**, the two monarchs have ensured safe passage through Western France for nearly a decade. Her ability to manage and organize with an appreciation for the arts and cultures of her domain has only expanded her influence outwards, and she holds not just Nantes, but Poitou, Angers, and Le Mans within her influence.

THE PRICE OF SOVEREIGNTY

With so many French cities once having been Camarilla strongholds, many within Kindred society, both in the Ivory Tower and in the Courts of Love themselves, have wondered why there's been no overt attempts to bring the Queens and King of Love back into the fold. Not even the whispers of a Justicar or their Archons attempting to coerce the sovereigns or

their members, at least not directly. Most attribute this to the simple fact that the Courts and their members are significantly more powerful and influential than they appear, which holds no small amount of truth.

Many powerful Kindred, especially amongst the Roses themselves, have flocked to the Courts of Love as a bastion of good taste, cultural romanticization, and safety. Another simple reason is that even Toreador outside of the Courts can't help but find the resurgence of the Court's foundations and practices as something to applaud and admire, and even strive for within the Ivory Tower itself. In many Elysia across the world, even outside of France and Europe, a show of support for the Court's Lovely ideals has become a *topic du jour*, with some Toreador even funnelling support and their own art across the globe and into the Sovereigns' Domains. Roses who do such things flirt with treason, but it's difficult for any given Prince to reign in one of the most populous, and indeed more influential, Clans within their Domain.

Behind the stage of the Ivory Tower, the Inner Circle views the Courts as little more than a temporary construct, bastions of power that uphold similar enough ideals to the Camarilla that one day they will simply be welcomed back into the Tower, and subsumed under their authority once more. In this way, the Inner Circle sees these Courts as little more than the result of a tumultuous time, and of poorly prepared and weak European Princes, which tarnished the Camarilla's image more than a simple entrenchment of Toreador upstarts. There's also the grim fact that the Camarilla struggles to maintain its power structure across Europe, as many cities have indeed been lost to young Anarchs, Sabbat armies travelling to the Gehenna War, strange Blood Cults, and even the rising number of Thin-bloods. This means that it's better to have a strong ally with sensible similarities, than making yet another enemy, especially one that a core pillar of the Tower —The Toreador, finds so endearing. The Inner Circle and many powerful Princes across Europe openly allow the Courts of Love to persist, instead playing a patient game and waiting them out, hoping for the Courts of Love to quietly suffocate while it dreams of better tomorrows.

What action is taken against these Courts is done so quietly, behind velvet curtains, where agents like those of the Ivory Mask use their own legacy of intrigue and courtly espionage to foil the expanding strength of the Courts of Love where they can, a fitting occurrence, as the Ivory Mask themselves serve as a legacy of France's Kindred, and once harbored members of the original Courts of Love themselves.

The Queens and King of the Courts, despite knowing of such outer threats being sent in from other Sects, are more than happy to welcome emissaries and ambassadors into their Domains, using their own ploys to manipulate and bend the information such spies send back to their masters. This creates an entanglement of lies and truths, intrigue that circulates within and without, where loyalties are tested, enemies are destroyed, and allies find themselves playing a game of fact and fiction. Much to the frustrations of insurgents and spies, the upper echelons of the Courts are quite savvy at such political games, so much so that diplomats from other Sects frequently end up as mere pawns, used to test the oaths and convictions of the more chivalric orders and members of the Courts of Love with envious efficacy.

Despite any animosity between the Courts of Love and the Ivory Tower, they align enough that both can coexist for the time being. After all is said and done, the Courts uphold a high standard of admission, enforce the Masquerade with no small amount of lethality, and their ideals cycle back into the Camarilla itself in the form of chivalric oaths of loyalty and romanticism.

COURTING MITHRAISM

The Courts and its Monarchs know their position, despite being strong, is still a precarious one. They constantly strive to foster attributions, allegiances, and oaths. The Queen of Bordeaux, *Béatrice de Jean*, has been watching smoke rise from London with a wary eye. The Court's contacts along the shore of the English Channel speak whispered truths of the destruction of Queen Anne, the loss of London as a whole to the fires of the Second Inquisition, and the possible resurgence of the Mithraic Cults, who claim that their god has returned. The fracturing of the Camarilla's holdings, the fires of the SI, and the resurgence of old powers and ways of governance are too poetic for *Queen Béatrice* to ignore. Along with the elder *Lady Ambre*, these two monarchs now pursue members of this cult, hoping to secure them as a relic of the past not unlike the Courts themselves, and regardless of them being a relic, they are one of law and order first and foremost, something that the Courts see as something Kindred society is in dire need of in these modern nights.

They now send out emissaries into the shadows of the northern banks of France, and even into the dangers of the British Isles themselves, to foster union and refuge between the Courts and those who worship Mithras, hoping to secure the blood god himself, or the

inheritor of his authority. Those in their courts applaud their initiatives, however there are many in the Courts of Love, even amongst the other two sovereigns, who send their own emissaries, hoping to secure the potential alliance of this methuselah cult in *their* name instead.

Others within their kingdoms are quick to undermine such attempts, claiming that they would be mere pawns to a god-king of such power, while have given rise to rumors that *Lady Ambre* herself might be, or had been, a Mithraist in her youth. Despite these nay-sayers, the Courts have seen passive support from select groups across Britain, Belgium, and the Netherlands, who claim no open membership in any Mithraic Cult, but send nods and trappings to the two *Queens* that betray their omissions none-the-less.

COURTLY PATRONS AND ALLEGIANTS

The Monarchs of Love have begun to attract the admiration and loyalty of those outside of France, sometimes even as far as the Americas, and while the Camarilla remains an openly neutral political party, the Courts themselves have secured several groups of interest as useful allies across France and Europe at large. These include various resurging Chivalric Kindred Orders, such as the Regal Knights of Avalon, the Order of Sabella's Blood, and the Lepers of St. Ladre. Additionally, the Lasombra and some members of the Order of Saint Adjutor have sworn a great deal of support to *King Fleur*, who has granted them titles and Domain along the Loire, so long as they maintain its safety and keep it firmly within the influence of his Court.

Outside of Cults and Sects, select influential Toreador have thrown their lot in with the Courts as well, such as the taste-maker and art curator, Joséphine Aigremont, as well as non-Toreador like Matilda the Red, who leads a group of Greece-based archeologists into ruins and tombs across the Mediterranean and sends the works found to the Courts for safe keeping. Meanwhile, in a strange twist of circumstance, the *Chantry de los Reyes* in Toledo, Spain has sworn oaths to the Courts as they move to solidify their position as a solitarichy, sending forth several blood magi to serve as occultic blood sleuths and advisors —All with a strange earnestness that is normally unbecoming of the Tremere.

ENEMIES OF BEAUTY AND ROMANCE

For all their vaunted circumstance and safety, the Queens and King of Love remain feudal lords at best, or Monarchs of cultural supremacy at worse, judging the movements of less eloquent Sects, such as the Sabbat, Anarchs and Hecata, as well as most Blood Cults, as tasteless fools of the night. Those from Sects that are considered enemies of sensible tastes, lacking in social finesse, or simply unappreciative of the romantic ideals the Courts hold in high regard are referred to as *Ignares*.

France itself holds no small number of Sects, and is home to several militant Anarch groups, the oldest of which date back to the first revolt. These Anarchs quickly became emboldened at the loss of the Camarilla's various holdings across the country, organizing themselves into tactical squads that would take back the cities that the Camarilla had quickly lost. Many of these Anarchs in, and around, Nantes quickly assembled to take back the city, however they found themselves at odds with both lingering Sabbat, and the patrolling groups of the SI in the countryside. When the charismatic *Lady Amicia* began to organize guerilla strikes to take these Domains back, many of these demoralized Anarchs quickly rallied behind *Queen Amicia's* militant re-taking of Nantes and the surrounding territories, as her willingness to lead the charge inspired many to take up arms in her name. Many of these Anarchs, when *Queen Amicia* was crowned, swore themselves to her Court, and remained by her side. Due to the loss of these members and holdings, as well as the simple fact that the feudal Courts of Love tend to run opposite to Anarch values, many French Anarchs now seeth with great hatred for the new Sovereigns of Love and their subjects. These Anarchs have organized a coalition of baronies across northern France, calling themselves *Les Révoltés Sans Couronne*, and they engage in open conflict with the Courts and Camarilla, testing the delicate Masquerade.

Hecata have also mobilized from holdings both in and outside of France. Seeing the Courts of Love as only half-born with one foot in the grave, Harbingers of Ashir and Giovanni remnants have set their eyes on their wealth and holdings, quick to send spectral spies, or travel through columns of Oblivion and by-pass the well-watched roads entirely. Though this new "family" makes no open moves against the Courts, even sometimes being guests in their halls, but there is no love lost between them, and one would quickly rid themselves of the other if given the chance.

The worst and most worrisome of the Court's enemies however, remains the Domain of Lyon to the east. Whether due to the effects of the Gehenna War, or

some other strange occurrence, Prince Caspian Delacroix, a Tzimisce that held the city from the early nights of the Dark Ages to the mid-fifteenth century, has re-taken the city at the turn of millennia and now fields militant and organized groups on an expansionist mission to bring all of France under the his reign. Though Prince Caspian styles himself not unlike an Archbishop of the Sabbat, he and his Cainites merely entertain allegiance to that Sect as a product of the Prince having once attributed himself to it merely due to lineage alone. These nights, few who leave Lyon travel to the killing fields of Gehenna, and instead fix their eyes on taking back their recently lost holdings, such as Bordeaux.

INFLUENCE DU COURT

It's readily apparent that the Monarchs of the Courts of Love style themselves and their Kingdoms as the bastions of Kindred culture and beauty. Their ability to not only hold onto their land with physical might but also maintain it through negotiation and charm makes it difficult to argue with their claims.

However, there are divergences of taste amongst the Monarchs and their Courts. For example, in *Queen Ambre* and *Queen Béatrice's* spheres of influence, those Kindred deemed "eyebrights" are forced to wear extravagant masks, with repeat offenders sometimes being locked into full-headed casques or simply Bloodhunted on the spot. While one might assume that an eyebright refers strictly to those lacking a certain quality of physical appearance, the grim reality is that some are given the designation for petty or vague offenses. Examples include skipping *Bonjour* in Elysia, talking openly about one's finances, hiding one's hands in their pockets, or even arriving early to a gathering without request to do so. Such "offenses" are taken seriously as Courtly *faux pas*, even when they are conjured on the spot at the whim of one of the two Queens.

What might confuse outsiders even more is that those widely considered visually repulsive, such as the Nosferatu, sometimes attain the status of a beautiful member within these same Courts—granted they demonstrate a deep understanding or appreciation of the arts and beauty. Nevertheless, even those fortunate enough to be accepted are still silently expected to shield observers from their appearance in some way.

In contrast, *Queen Amicia's* Court takes a different approach. She desires that everyone appear as they wish, and in this way, she aligns with *King Fleur*, who would rather see individuals as they truly are—or wish to be—rather than forcing them to don masks and

conceal their true intentions behind a veil of lies. While both of these Monarchs are more lenient than their peer's northern and southern Courts, they still require their subjects to practice beauty in spirit and actions, especially in maintaining ideals and a strong defense against outside interference.

One thing is certain however, if a Monarch of Love becomes particularly offended by another Kindred, especially in matters of art or taste, they are quick to deal with the offender, usually via an orchestrated destruction of their standing, or a Bloodhunt. Even Kine might unknowingly draw the ire of the Courts, in which case they become a boon bounty, wherein anyone who can remove them from the offended's Domain by the end of the night is granted a Minor Boon.

Status and power within these Courts of Love are even more formalized when compared to most other Sects. Everything revolves around proper etiquette and the subtle art of ingratiating oneself with the Monarch of the Kingdom in which they currently reside. Those who contribute to the vision of a more beautiful night, which can be done by creating art, or even serving as a dilettante, freely enjoy at least a small amount of recognition, while those who make broader demonstrations, such as influencing urban planning to foster gothic and neoclassical styles throughout a given city might enjoy considerable fame and attention. Regardless of case, the rights of feeding and Embracing Childer is reserved only for those that have proven themselves to the Sovereigns of these Courts.

These ways of manipulation and governance sometimes echo the court of Louis XIV, where nobles vied for the honor of holding his mirror, granting power not merely through Sovereign might, but by mere proximity. Such favored individuals spent their days basking in the Sun King's royal presence, and like such a position, those awarded a similar proximity to a Monarch of Love find themselves tending to royal vessels, managing opulent Havens, or even granted access to a hidden Touchstone. This level of trust and information is greater than Status or Fame.

Those within the Courts of Love Kindred compete not for mere ambition and power, but foster the culture and arts of the Courts themselves, with even that parallel of symbolic closeness serving as a form of real influence and fame, which can even be leveraged to gain more favor.

GRANDEUR CODETTA

The Courts of Love remain just one of many powerful groups that have been born from the ashes of the previous millennium. One that seeks the nostalgic foundation of an institution from the distant past, in order to build a celebrated Domain of refinement. The reign of the three Queens and single King of Love is one of intricate politics, whispered alliances, and artistic grandeur, where beauty and taste are both weapon and shield, and where the Ivory Tower is merely a clouded mirror of proper Kindred governance. To the Camarilla, and many other Sects, these Courts are nothing more than a moment of Toreador indulgence –One that will soon fade into the Kindred history. Yet the Sovereigns who preside over these courts dream of total autonomy that will last an eternity, a thought that is shared by their subjects, who dream of the supremacy of beauty and the assertion of that supremacy, of Kindred sculpture, carved artfully into total permanence.

For now the Courts stand relatively unchallenged in open warfare, wielding diplomacy as they deftly enforce the Masquerade better than the Camarilla itself. But beyond their gallery halls and orchestrated spectacles, shadows of the night stretch long over the streets and fields of France. Anarchs light their fires, Hecata weave a deathly conspiracy, and the resurgence of Prince Caspian's eyes are drawn to lost territory with a predator's hunger. All the while, across the Channel, whispers of Mithras carry promises of salvation and destruction at the hands of a creature far older than any Kingdom of Love can comprehend.

What is certain, however, is that the wielded beauty is not merely an aesthetic—it is survival, adaptation, manipulation, and the ability to shape perception itself. So long as the Courts continue to dictate the tempo of France's dance, any drums of war will beat to their tune, and their crescendo will rise above the cries of their enemies, their rule unbroken, their influence unfaltering. Whether they ascend further, securing legacy beyond even their immortality and ephemeral praise, or fade into the waiting arms of the Ivory Tower, is yet unknown. For now, in these modern nights, the Sovereigns of Love play their songs with an enviable grace, their hands steady upon the strings of an empire built on allure and control. ■

Toreador Left Behind

*"We were four—me, Tom, Reggie, and Elizabeth.
Always the same four, always the same spot.*

The beach had been ours since high school, a sacred little stretch of sand where the world seemed to stop. We'd sit around the fire at the edge of the sea, watching the horizon darken before sunrise. Elizabeth would bring her violin casually playing between disputes, drinks and laugh, our cackles over the crackle of the flames. Sometimes we'd drum on whatever was nearby—buckets, bottles, anything—to turn it into a mess of sound. Our sound.

It was the last place we ever felt safe.

At first, we didn't see her, the figure watching from the shadows. Not until the firelight caught her eyes, glinting like some animal on the road. Then the tall figure was behind Tom biting him deep into the shoulder. She shook him like a rag doll before tossing him aside. Her movements—vicious, but graceful. Elegant, even. We froze, paralyzed by shock and fear. All except Elizabeth. She didn't scream. She didn't run. She even seemed to recognise her. She just... picked up her violin and started to play.

Her hands were trembling, her breath hitching between notes, but the music never faltered. The monster stopped. It circled the fire, entranced, its head cocked to the side like a curious predator. Blood dripped from its mouth as it watched her, and for a moment, it looked almost human.

*Elizabeth nodded to us, tears running down her face.
"Go." Her voice was barely a contained sob "go"*

So I did.

I ran like a coward. I left her there, playing for that monster. We made it to the car before we heard it—a single false note, sharp and wrong, followed by a scream. Then, silence.

Even now, on nights when the wind dies and the world holds its breath, I hear her violin in the distance.

Forgive me, Elizabeth."



For the Toreador, awe can be found in everything—from the vastness of the night sky to the shimmer of city lights reflected in the rain. Many see this sensitivity as a curse, an affliction that leaves them too vulnerable to the world's beauty. Yet, to some, it is the purest tether to existence, proof of the inherent good within it.

But what of those Roses whose awe is awakened not by splendor, but by suffering? By the delicate flinch of a body recoiling from trauma, the slow cascade of blood from a broken form, or the distant, panicked look in a victim's eyes as they weigh an impossible choice?

For these Toreador, this sublime, awe-inspiring sensation does not bring them closer to humanity—it pulls them further from it, toward the Beast. They begin to embrace beauty as something irrational, uncaring, and cruel. Those aware of this phenomenon reassure themselves that such tendencies are limited to the depraved or former members of the Sabbat. And yet, in moments of weakness, even they feel it—that undeniable spark of wonder in something they know to

be wrong. Some flee from it, afraid of what they might become. But others, disillusioned with the world, turn toward it instead, embracing the darkness.

Then there are those who are drawn to the grim and foreboding by nature. They romanticize the poetry of loneliness, the weight of trepidation, the artistry of loss. These Toreador distance themselves from their Clanmates, delving into esoteric and academic pursuits that few others understand. Among them are the Scriveners—scholars, historians, and artists who, in life, never shied away from the uncomfortable or the obscene. After the Embrace, they become part of a doomed bloodline, one that stares unblinking into the abyss—not in ignorance, but in fascination.

Regardless of how these Toreador arrive at this path, the outcome is the same. They are shunned by their kind, forced to indulge their obsessions on the periphery, left to feed their delusions in isolation. And for those whom even the Beast does not claim—what they become is far worse than any wight.

THE WOULD BE GODS

"There's nothing left—none of it was real. The things they told me, the relationships we had, the friends and lovers—they never truly loved me for who I was. One mistake, and suddenly, I am cast out. Did I judge them for their shortcomings in the past? No. Yet the moment they saw me for who I was, they turned me away, tried to change me, or even destroy me. The only one who can truly care about me is myself. I am blessed; I must have passion for myself so that others may feel it too. Look at everyone out there cheering my name—in this moment, they are as captivated as I am when I take the stage. Together, we will unite with one purpose: that purpose is me."

While not completely unique to the Toreador, there are some who crave attention and adoration as much as blood. Their ego is usually boosted by a contrivance of their own making; Chosen by fate to do great things, a figure meant for renown, or a gift to Kine and Kindred. Fostering cults through their powers of the blood to fuel their own narcissism and madness.

Many such Roses are notorious for crafting cults around their persona, drawing Kine and Kindred alike into their webs of obsession. Called mockingly by others as "would-be gods," a moniker that reflects their insatiable hunger for worship. In the distant past these took the form of Elders and other even more ancient Kindred, such as Ishtar, Minos, and Mi-ka-il who would garner faith from whole cities and nations. In the modern nights, these "would be gods" manipulate

others into viewing them as divine figures, attempting to echo those ancient times. Employing a combination of charm, fear, and manipulation, these Toreador keep their followers stricken with awe and fear. They ruthlessly exploit this adoration, using it to fuel their godlike narcissism and unrelenting vanity, perpetuating the delusion of their own divinity while callously discarding those who cease to serve their needs.

THE WET MARKET

"We are not monsters, we are connoisseurs."

Most Toreador like to tell themselves they are above such creatures—those whose tastes are alien, grotesque, or those that indulge in excesses of the Beast. And yet, in the quiet shadows of high society, behind veiled transactions and encoded messages, these outcasts and perverts find patronage. Their work is financed by mysterious benefactors, their tapes and "performances" circulate in the collections of Elders who would never publicly admit to such tastes.

The Crimson Angels and other Antitribu find their recordings not just seized for Masquerade concerns, but archived by collectors. Some for study. Some for nostalgia. Some for the simple joys of the night.

The Wet Market is not a place, but a network, a whispered circuit of forbidden experience—where violence, torture, and brutality are not just commodities, but to these rather depraved Toreador, a form of art. Obscure corners of Elysium host secretive screenings, Kindred gathered in silence, watching what they will later deny ever seeing.

Some pay a premium for more than just recordings. There are those who request the victims themselves, barely alive, bodies broken, minds shattered—so that they may feed on the trauma, experience the suffering vicariously. They never swung the blade, never whispered the commands—but they still drink the aftermath. And in that moment, they pretend to themselves they are innocent. Because, after all—they only watched. They only fed. They never did it themselves.

MINOAN

Some Kindred crave admiration; the Minoans demand absolute, exclusive devotion from one—and only one. Named for the mythical Minos, or perhaps the supposed sire of Helena, these Toreador display a unique manifestation of their clan's curse: their Bane can twist into an aesthetic compulsion tied entirely to the object of their fixation. But this isn't love. This is need—hollow, desperate, all-consuming.

Most who become Minoans do so after losing everything they once cherished—an obsession, a rival, a Touchstone. Left with nothing, they latch onto one soul with feverish intensity, demanding that their chosen beloved return their affection at the expense of all others. The Blood Bond is the most obvious tool, but many prefer more insidious methods: emotional manipulation, stripping their beloved's identity down to its rawest parts, then reconstructing it with the Minoan as the center of their world.

Over time, the need festers into something worse. The Minoan begins to see the outside world as a corruption, a threat to their perfect love. They isolate their beloved, severing every connection, cultivating dependency with calculated cruelty. The most extreme go further, imprisoning their cherished one in gilded cages, hidden havens, places where they exist only for the Minoan's affection. The darkest stories speak of Minoans who, unwilling to risk even the passage of time, embrace their beloved and keep them as wretched, starving monsters—nothing but shriveled remnants of their former selves, fed only enough to persist as a permanent, devoted possession..

CALIGULAN CULT

Do we make you sick?

Do our imperfections make your blue breath run thick?

Give me scars and stripes.

It does not please me to be easy on any of your eyes.

Any of your eyes.

Beautiful, Beautiful Is Boring.

The temptation to elevate blood beyond mere sustenance has always lingered in the minds of Kindred, driven by their Beast. For the Toreador, however, this temptation transforms indulgence into a lifestyle, a *raison d'être*. They push themselves to new extremes as their previous pleasures grow dull. Caligulans are known for their excess—gorging themselves at orgies, drug dens, bathing in blood, or dancing over the corpses of their victims.

These Kindred are often nihilists, believing that nothing matters except the pleasure and journey before they are inevitably put down. Once popular among

elders and celebrated in august societies, such careless indulgence is now seen as unfashionable and offensive, especially under the scrutiny of the Second Inquisition. Yet, it is always surprising to discover just how well-connected the Caligulans remain.

Legacy of the Sabbat

"A pull of his little ribs around me, left to bleed, whipping about the shoulders.

Calcium shards flying, sick with youth, his breath labored externally.

I see the shine in his eyes, imbrued with terror, a wrong cry trembling about it all.

The Sheriff won't appreciate my canvas, she's visionless, with unimaginative violence."

—Robin Volgirre

In the early days of the Gehennan War, before the first moves against the ancients were made, the Toreador Antitribu within the Sabbat had already made moves of their own. Having frequently held high the philosophies of the Sect, codifying it in artistic expression and shaping the trends, they saw first hand the direction the Sabbat was going, and many contacted their cousins in the Ivory Tower, desiring sanctuary from what they helped wrought.

As the Sect headed towards all-out war to gorge on the blood of ancients, a few select Antitribu managed to secure a position within the Camarilla, quietly, and without many other Clans ever knowing. These Roses were known and feared for their dark passions. Whether these Kindred were always inclined towards such depravity, or if their time in the Sabbat encouraged them to embrace inhumanity and the extreme aspects of their vampiric nature remains to be discovered.

Amongst those who defected were the Bloodline of the Volgirre, who partook in a secret deal to bring their brand of art into the Camarilla. During the nineties and the early decade of the new millennium, these Volgirre posed as a typical member of their Clan, but in recent nights, as the Ivory Tower becomes more desperate for Kindred with diverse talents, they have taken a more prominent and public role in some cities. There is even talk of a Volgirre Prince in the southwest United States and one having certainly taken control of their progenitor's estate in France, where they reign as a **King** in a renaissance of the Courts of Love.

Regardless of Bloodline, these Toreador's inclusion in the Ivory Tower has allowed their predilections to

reach new extremes; Twisting bodies, tormenting lives in elaborate narratives, indulging in dark debauchery of mind and flesh, and engaging in torture that only the most skilled Tzimisce could rival. When the Sword of Caine was shattered, going eastward to fight the elders, these "Perverts" reveled in their new freedom, no longer bound to the thin morality of the Sabbat's forced cooperation amongst its pack vinculum. Stranger still, other Toreador welcome these ex-Sabbat as new taste makers, shaking up what some think has become a stagnant and tedious scene. Some of the main Clan has gone so far as to help them form underground gatherings, and leverage their own influence to throw off the hardliners of the Camarilla. ■



Clan and Culture

Anyone can see, even from a distance, that the Toreador lack any semblance of a centralized, stable, form of Clan-maintained hierarchy. Too many Roses lack the desire for overt governance, even of themselves, and almost all of them have a mind for more than just politics. Additionally prestige and title within the Clan has always been one of popularity rather than anything else. A highly respected taste-maker will hold more sway than an awkward fool, regardless of their wealth or position. Even more, it's rare that Roses maintain exclusive interaction with their Kindred peers, as they are frequently found amongst mortals and all their trappings. These distractions of relationships, fixating on petty criticisms, and beauty itself, create a Clan environment that simply doesn't have the attention needed for the rigidity of rank.

Toreador do keep track of what is owed to them, and how to get what is owed. In this way, the manifestation of positions such as the Harpy suit them better than any other. While few Roses value their monetary wealth beyond its ability to purchase an extravagant piece of art, the currency of social exchange is another matter entirely. Boons owed are boons owed, and it's no wonder that the keeping and accounting of them, and the repercussions of not, are so thoroughly and vehemently enforced by the Toreador.

Clan Identity and Standards

"There's a western play that I very much enjoy, I watch it in each place I travel, and my favorite line will always be 'A rose by any other name would smell as sweet.' I like to think it means that what something is labeled doesn't matter, the inherent nature of it does, and I think that fits a Toreador perfectly, thorns and all."

—Rial, Akunanse Lorekeeper

Much of the power of the Toreador derives from their image as sophisticated artisans, patrons of the arts, and nobles of high society—an image that is aloof yet plays a vital role within the Camarilla. This image is no accident; it is the result of rigorous standards and constant vigilance, a curation through the ages that has ensured a Sire Embraces proper Childer that continues the appreciation for what makes the Clan what it is.

Younger generations do not undo what their elders have painstakingly built, and are usually Embraced from mortals who have similar talents or interests. Many Toreador Elders, along with their Childer, take it upon themselves to uphold these standards, using decorum, social excommunication, peer pressure, and, when necessary, more subtle means to ensure that the essence of what it means to be Toreador is not diluted by the vulgar trends of modernity. Even those Roses who are at bitter and spiteful ends with their Sires tend to maintain art and purpose as one, ensuring the Clan's image persists even in the face of betrayal and destruction. While this might lead to stagnancy or decay in other Clans, the ever-shifting desire of re-invention within the modern nights, while still upholding the same values of art, artist, and the culture that exists from them, keeps the Toreador strong and ever evolving, while allowing them to fit into their same positions of power with relative ease.

The exception tonight is likely the most obvious one. The Beckoning has disrupted the stricter guides of the Clan, with many younger Toreador having been thrust into positions of power, bringing their own inclinations to bear against the vanishing populations of Elders. Some, eager to cement their legitimacy, embrace the traditions and reputation of old, enforcing them with even greater zeal to prove their worth. Meanwhile, rebels within the clan exploit the Elder's absence to forge their own path, exploiting the opportunities and shifting dynamics of the modern nights to push trends and rules that might be utterly repellant to their forebears. This quiet battle for change within the clan now rages as an unsteady strife, as rivals and newcomers to the Camarilla threaten the Toreador's position of prominence within the sect with what might be regarded as short-sighted ideals and unwarranted changes in the status quo.

In response, the Watchers—a once small Guild of Toreador focused on ensuring the Clan's interests—have redoubled their efforts and grown their ranks, rising to positions of prominence. They now maneuver hand picked Toreador into key positions of power and guide those who might stray from the clan's values, ensuring that the Toreador legacy remains intact in a way they see fit. It is no secret that because of the loss of guiding Elders The Toreador now frequently find their peers defecting as a form of protest, finding themselves amongst Anarch ranks and even sometimes seeking solitude on the fringes to simply live an unlife amongst their art and interests.

Guilds

"It's another reason to dress up and act petty. I can't imagine having a better time. The best part is that these gatherings also have other things you're genuinely interested in."

—Kenton, *Aspiring Harpy*

During the Dark Ages, before the creation of the Camarilla and the institutions that made the Toreador the what they are today, there were Guilds that taught the talents and specializations which fostered the Clan's identity. These medieval institutions served the purpose of communicating mastery and technique from master to student. Once a defining pillar of Kine society, for much of recent history they had become something of an old relic, kept together by alumni and old keepers, or created out of nothing by simple gatherings of like-minded Toreador who have similar interests.

From then, till now, Guilds have always been composed locally, and usually create and maintain a code of etiquette that can easily mark one as a member that's been officially inducted. Certain Guilds tend to maintain strict codes of conduct, and are known to expel members based on affronts to their codes, while others are much more informal, existing as little more than the equivalent to a social gathering. Whether due to tradition, or simply because it's interesting, most Guilds gather near, or on, a full moon. Participating in the observation and tutelage of art. Certain older Guilds even hold extravagant and formal balls on Halloween, choosing some grand theme of costume, with a masquerade being the most obvious and frequent choice.

MEMBERS AND MEMBERSHIP

"All in all it's just another name for cliques of us that share similar interests and good taste in... Well, whatever the Guild meets for that week –Sometimes it lasts longer if the artists are particularly enthralling. It's a power-play like anything else, though usually a harmless one. Well, harmless enough that it can only end your social career for a few nights. Usually. If you don't like the content you can always leave. No one's keeping you in a Guild. Well usually they aren't."

—Regina, *Toreador Whip*

In most cities where there are Toreador there is usually a "Guild" where enthusiasts in a certain art may organize and network with one another. Membership

tends to be divided into the positions of "Poseur", "Artist", and "Patron".

Poseurs tend to admire the art, or artist, but ultimately use the gatherings of the Guild as little more than mechanisms of networking or influence within the Clan, and though it might sound like a derogatory position to have, they are accepted members that keep the relevance of the Guild alive and bring in fresh new faces and prestigious places to gather.

Artists are providing the guild with talent and expertise, usually supplying what brings the Guild together. Despite their name, they aren't always affiliated with the creation of fine art, but merely provide what interests the Guild and allow it what it might aim for. This can include anything from painters to professional killers, depending on the Guild itself. Artists within a Guild are regarded as their foundations, and though they are not always treated well, they are always needed.

Patrons ensure that the Guild has what it needs to gather, which includes funding artistic forays and projects, securing places to gather, and usually organizing such gatherings in tandem with the other two types of members. They also usually have the final say on what aims the Guild might have, if any, beyond the common interest in cultivating talent and aligning ambitions.

In very rare cases, non-Toreador can assume membership within these guilds if they are officially invited by the Toreador; A particularly connected Nosferatu might be considered a Poseur, while the otherworldly poetry of a Malkavian might serve as the talent that Guild adores, and a wealthy Ventrue might exercise an interest in seeing the creation of a strong art scene the Domain. In these cases the non-Toreador are treated with a bit of distance, and some Roses might still argue if they're even true members of the Guild at all, or just a mechanism maintained to ensure the Guild's persistence until someone from within the Clan can be found to replace them.

A LASTING LEGACY

In these more modern nights, it's rare that these Guilds hold any real power outside of the Toreador, and rarer that they command the level of strength and influence that they once had. The ones that persist are largely hollowed shells that exist purely as social gatherings with an attached legacy, wielding only indirect influence via the Clan itself, a tertiary power that gathers out of common interest and little else.

There are always exceptions however, and certain Guilds have been maintained as institutional parts of a city's power structure for decades or even centuries. This is usually done through preoccupation with maintaining certain strict guidelines of membership and the excellency of those members, which creates a position of stability that the city begins to depend on over time. Within these rare Guilds are greater benefits, such as the granting of prestige and even title, to the artisans who are marked as beneficial members. This might take the shape of a Guild assisting in helping a member attain a position within a Prince's court, being granted various perks such as status with other groups and organizations, or even the authority of a city treating the Guild as a part of the city's governance itself.

Examples of such Guilds include the secretive Ivory Mask, who maintain an aim of fostering diplomacy and open lines of communication between the governing Camarilla of their city, and those without, applying tactics of manipulation and the subtle, but firm, application of threats or social pressure. Less conventional examples include the Exemplars of Aksum, who despite operating as a relatively small Guild in Grand Rapids Michigan, has managed to train multiple high-profile combatants that have gone on to become capable warriors of the Ivory Tower.

For more specific examples and information on Guilds, and how they function in the modern nights, see Page 120.

As Ambassadors

"The art of diplomacy is to politely remind the opposition of the consequences."

—Ninimma, Ishtari Envoy

The Camarilla has persisted for as long as it has through a careful application of power, not merely its overt exploitations. This rings truer especially in the age of the Second Inquisition, where many arrogant Princes have taken heavy losses before employing the subtle knife in place of the sword.

The best way to keep the Camarilla's foes distracted and away from their haunts is to ensure they are too busy fighting one another or too divided to meddle. Princes and other Kindred have begun to heavily favor the velvet glove of "ambassadors", Kindred skilled in the art of diplomacy, negotiation, and

misdirection, to keep the other sects divided. Acting as the face of their Sect in the city, these Ambassadors use their talents and resources to ensure the prosperity of their Sect, instigating meet-ups, brokering trades, and setting up false flag attacks to sustain conflict amongst their enemies –All while backing Kindred who are either agreeable to their aims, or at least subject to blackmail. The Ambassadors of the Ivory Tower tend to lean into unscrupulous tactics especially well.

There exists too Anarch Ambassadors, who tend to have once been within the Sect but have since dissented to bring about sweeping change through a ground swell of fostered support in opposition of the Ivory Tower itself, playing their own game against them.

In some circumstances, Ambassadors maintain Sects in other cities just enough to draw the attention of the SI allowing them to make their larger maneuvers while their attention is diverted.

Central to this methodology within the Camarilla is the resurgence of the Ivory Mask, one of the older Guilds that has earned respect and fear from Princes and Barons both. Founded by Rafael de Corazon near the inception of the Camarilla, the Ivory Mask is an institution built to safeguard the sect via diplomacy, and sometimes finds itself acting as patrons to other Guilds, such as the Watchers, and even act as intermediaries between some of the High Clans of the Tower, maintaining etiquette and order in cities where Clans compete against one another too fervently. They operate where violence is constrained by protocol, decency, and civility, creating opportunities to undermine other Sects, finance fifth columns, and gather critical information. As the Camarilla has shifted to a more defensive posture, the utility and influence of the Ivory Mask has only increased.

Monitoring potential threats (both within and outside the Camarilla), disrupting emerging ones, and creating links with emissaries from other sects. Many a Prince has expressed concern at their rise, seeing it as a threat to their authority; Tales of Princes that disagree with the Guild being usurped by a well resourced rival who also happen to be agreeable to the Ivory Mask have only helped fuel this sense of unease. But for the moment the guild is allowed to thrive unimpeded, their specialties being too useful to do without in the time of emerging Anarch states and other Sects such as Atavists and Hecata.

Faith

To the faithful Toreador, while their non-believer ilk indulge in mere obsession, they contemplate beauty as a pathway to the divine and sacred. Through the perfect symmetry of a cathedral's architecture, the subtle brushstroke of a religious mural, or the harmonious sound of a choir, each experience carries them closer to understanding something greater than themselves. Such Toreador embrace their Clan's claim of being "closest to humanity," seeing it as their duty to shepherd and protect His flock. Through this duty, they hope to find a path to redemption.

Of course, among the Toreador, there are those who adopt the trappings of religions not out of genuine belief but for the aesthetic allure they provide. The ancient rituals and melancholic majesty offer them a sense of refinement—Not to mention, making faith an ideal vehicle for networking and creating in-groups and out-groups within their local Kindred community.

Cynically minded Kindred are quick to point out that this newfound religiosity amongst the Roses seems to have occurred around the same time that the Banu Haqim and the Lasombra were accepted into the sect, two clans that tend to be heavily inclined towards faith and ritualism. These Toreador that do show interest in Catholicism or Islam are met with mixed reception, both by their new allies, and those who have known them for longer. While Cults of the Blood Gods have sprung up in earnest all over the world in the modern nights, there's still few Kindred who see conversion to the beliefs shared with Kine as something one might pursue. Despite this, whether due to the fixations of their blood, desire to form bonds with new Clans, or a genuine need for a higher power, no small number of Toreador find themselves taking up the trappings of modern day faiths.

Bloody Matrimony

*OH! Lady, think not that my heart has grown cold,
If I woo not as once I could woo;
Though sorrow has bruised it, and long years have rolled,
It still doats on beauty and you;
And were I to yield to its inmost desire
I would labour by night and by day,
'Till I won you to flee from the home of your sire,
To live with your love far away.*

Arranged marriages grew out of the common practice that began in mortal society. A somewhat common practice that can be traced back to early antiquity, they fell off in popularity by the time of the High Renaissance as Toreador began to simply become disinterested in their use. Blood Marriages for Elders were seen by their Childe as abusive and repulsive, while arranged marriages between Ghouls required too much upkeep for their benefits.

However the Vermillion Wedding that bound the Toreador and Banu Haqim through the union of Victoria Ash and Tegyrus has surged interest in matrimony within Kindred, bringing things like Blood Weddings, as well as other forms of marriage, back into vogue. In the case of arranged marriages, all the old practices and stipulations of them have returned, both good and bad.

Many Kindred now show interest in weddings, whether it be for genuine love and romance, or the performative display of emulating, perpetuating, and participating in them. This fad-chasing has spread outwards from the secret few as influential Kindred, even outside the Clan of the Rose, have shown a resurgence of interest in matrimony and relationships. Amongst scholars of contemporary Kindred society, it's believed that this interest in the product of several factors; The Toreador themselves spreading it outwards in a relatively positive manner, the dramatically lower average and mean age of Kindred as a whole, and the ability to apply political maneuvers to the joining of two people.

Many Kindred are seeing the benefits they can reap from these renewed practices, with tales of century-old Ancilla wedding up and coming Neonates to get back into touch with their waning humanity, or to learn the youthful language of the night that they've missed in the last ten decades.



BLOOD WEDDINGS

Kindred who undergo a Blood Wedding usually do so out of political interest, rather than for genuine affection. In many cases, these Blood Weddings were arranged by Elders, who effectively gave away their Childe to be wed to another Elder, or a Childe of that Elder, and in return may have received political power or promises of non-aggression. By the end of the War of Princes, when many such marriages proved to provide little stability in the binding ties they created, they fell out of favor. This was reinforced by renaissance-era Kindred, who saw them as a genuine abuse of an Elder's power over their Childe. During the age of the High Renaissance the opinion of bloody matrimony was so low, that even Kindred who were genuinely affectionate for one another, would refuse any kind of binding label for their relationship.

This all changed with the advent of the Vermillion Wedding, which not only saw the wedding of Victoria Ash to Tegyrus, but the inclusion of the Banu Haqim as staunch allies and members of the Camarilla. While many saw the wedding for what it was when it occurred, a political move by Victoria Ash to gain considerably more power within the Ivory Tower and a Clan that has always deftly avoided the influence of the Camarilla, the Toreador were quick to romanticize it, as they do with all things.

Blood Weddings are now performed for one of three reasons; As a political maneuver to secure allies, such as a Prince and a Baron joining to ensure their Sects will stand together against an encroaching force such as Lupines or the SI; A performative act, such as a Toreador bonding to a Banu Haqim to throw a huge wedding and subsequent party; and lastly as a form of genuine romantic interest, or at least an attempted emulation of said romantic interest.

It's unknown how these Blood Weddings will impact Kindred society as a whole. The Lasombra and other former members of the Sabbat see them with no small amount of irony, as the forced-Blood Binding between two individuals to foster trust and reliance between them is not unlike the packs that they left behind during their nights as the Sword of Caine. Others see them as a quick way to ruin your future, binding yourself to another in a kind of sick obsession-spiral, and removing any ability for self-agency. This opinion is especially prevalent in regards to the performative aspects of Blood Weddings, which consist of Kindred who are throwing their future away in the name of a fad.

MATRIMONY AND UNIONS OF OTHER KINDS

Outside of Blood Weddings, some Kindred have begun to orchestrate the joining of their favored Ghouls, or Childer, as a sign of good faith and to foster trust and communication between them, as well as an alignment of interests. Such individuals are usually indispensable to the Kindred who promises them, having been in use for decades or being such a close confidant and ally that their loss or betrayal would likely ruin the position of the Kindred who arrange them.

These "Weddings" are not unlike the arranged weddings of old, wherein the two to be wed are unlikely to have ever really met one another previously, but are expected to care for, or at least support one another. Moreover, both are expected to represent the interests of their respective Kindred in good faith, becoming a direct line of communication between the two, which of course can be used as a strong manipulation tactic, either between them, or an easier way to orchestrate manipulations outside of their pairing in an aligned aim.

NUPTIAL BOONS

A form of arranged marriage, usually between two Ghouls but sometimes Childer as well, that is done by one Kindred to arrange for a benefit, such as Major Boons, shared use of resources, or reputational favor. Toreador use these arrangements to effectively marry-by-proxy, marrying off a valuable or talented (or extremely beautiful) Ghoul or Childer to a powerful Kindred who couldn't get such an individual otherwise. Should the marriage become disrupted in any way, the benefits of such agreements usually end immediately.

In certain cases there's additional agreements that are joined between the two parties; Belongings to one spouse are inherited by the other upon one's death, a form of "Prima Nocta" in which the ceremony ends with those who were wed drinking a draught of the Prince's blood, the need for a higher power to ceremoniously bless the union, the requirement of a public announcement in Elysium, a kind of dowry wherein one or more Kindred promise physical compensation for the joining, or even the outlawing of consanguinity to enforce companionship outside the Clan. ■

SOCIAL OUTINGS IN YOUR CHRONICLE

Kindred society has operated on the meeting of minds since the nights of the mythical First City. Just as mortals tend towards social gatherings and entertainment, so do Kindred. Whether it is a casual grouping with like-minded Kindred, such as those that happen amongst most Guilds, a Coterie outing to let off some steam, or a gathering in the hallowed halls of an organized Elysium, these soirees are a common occurrence for almost all Kindred. However it's no secret that, especially amongst the Toreador, these groupings can be a dangerous place. Anarch bashes are rife with rivals who have a beef over turf disagreements, Camarilla salons are a minefield of underhanded social strata and politics, and non-Kindred social gathers always carry the dangers of Hunters, Lupines, or social predators of another kind.

The benefits and dangers of such social gatherings can be both expected and unexpected, and can add an enormous amount of drama or agency to any Chronicle. In this section are examples of various social gatherings to have in your Chronicle to serve as plot hooks, drum of drama, or simply help build out the World of Darkness in a way that gives a bit more weight and lived-in feeling. This section also features optional rules using the Tension system first shown in our previous book, *Clanbook: Gangrel 5th Edition Deluxe*, and how they can be applied to social gatherings to add a mechanical metric to them.

Tension

As Kindred spend their night in a social gathering, there is always the possibility for a chaotic turn of events, it's a grim truth that the more people in an area the more that tends to go wrong and the harder it becomes to maintain control of the situation. Secrets are revealed, reputations are changed, and ability to make subtle maneuvers against a wary foe become much more difficult. For these events, **Tension** serves as a rating, 0-to-5, similar to Hunger. In this case, 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 engagement becomes. **Tension** lasts until the end of the current Story, or until the group manages to fully resolve the fallout of a social gathering. Certain Chronicles that follow an especially social Coterie or take an entire Chronicle to resolve the events of a social soiree 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.
- Finding a way to exit the social scene without considerable damage to one's reputation becomes difficult as unanswered insults and claims will tend to stick, the local police have been called to solve a heated dispute between Kindred, or the ability to return to such a spot becomes undesirable as a Player Character has been outright banned from the location or gathering.
- At Tension 3 the Beast begins to feel uneasy. Tests to resist Fear Frenzy have their Difficulties increased by 3.
- At Tension 4 the ability to phone a friend might become unusable, stranding the group without help that's normally available.
- At Tension 5 the group suffers a terrible event. The Sheriff shows up to solve the problem, another rival group causes an all-out brawl, they attract the attention of something else in the night that frequents the area, or a Touchstone gets pulled into the scene in a bad position.

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 Nights Out and About

The outright danger and difficulty of social gatherings is well-known within Kindred society as a whole. Regardless of age or Sect, any such meetings are usually a play of masks, a stage of practiced social tact and dramatic flair that can jump-start or end ambitions, long-cons, city-changing undertakings, and reputations. When the typical nightly life of a Kindred is already hard to survive, why would any bother entertaining a pantomime of pretense in the presence of other predators? It's a simple answer, really. Most Kindred *need* to gather. Even the Nosferatu will crawl out of the sewers to engage with haughty Roses to gain information, or exploit their own. Additionally, Elysium and other similar gatherings can be quite compulsory, especially amongst Barons and Princes who wish to get a finger on the (lack of) pulse amongst their Domain. The sections that follow this have several ideas that can help a Storyteller pull a Coterie into a social circumstance that might give an interesting twist, or even alter an entire Chronicle.

Host

ATTRIBUTE FOCUS: SOCIAL / MENTAL

Someone in the Coterie, or someone the Coterie owes, has been picked to host the next big gathering of Kindred in the city. Success here can open many doors and boost status, but failure might tarnish those involved forever.

WHAT COULD HAPPEN

■ The assignment to hold the gathering has been quite last-minute. At low Tension this might be a night or two away, while at high it could be in as little as a few hours. The Coterie must be quick-witted and pool their backgrounds to find a proper location. If using one of their own Havens, all the boons and banes of that Haven should be brought to the fore for the night. Things such as security, possible blood supply, and acceptable dress code are all things the Coterie might need to deal with.

■ A group of rowdy Kindred, usually from another Sect or a rival Coterie, have managed to crash the party. They may have done this by muscling their way in, getting help from another Kindred that was formally invited, or one of the Coterie members themselves being too generous with their invites previous to the event. Dealing with them, or removing them, without causing a scene requires a subtle and delicate touch, as the Coterie might have accusations of poor security thrown at them should the party crashers cause too many problems.

■ Without warning, the highly influential Toreador, Rene Haze, respected by the local art and social scene, has arrived at the gathering, exacerbating any previous issues of the gathering, even small ones that might normally be ignored. Should they be impressed with the Coterie's efforts it garners them an increase in Status or Fame, however their disapproval may instead cause the inverse.

PARTY CRASHERS

GENERAL DIFFICULTIES: 4/3

Storytellers are encouraged to use their own characters for this group, however if such a group isn't immediately available, or that group simply lacks stat blocks to draw from, these have been included to keep momentum.

This block is for four Kindred party crashers that go by the names **JASON EMERSON**, **STAR**, **DAVID SOUTHLAND**, and **MAGGIE DARLING**. Each member is meant to have their own talents and abilities meant to cause chaos.

Clans: Gangrel (*Jason*), Toreador (*Star*), Brujah (*David*), Tremere (*Maggie*)

Desire: Have a good time at another's expense.

Standard Pools: Physical 5, Social 5, Mental 5

Exceptional Pools by Member:

Jason: Athletics 7, Melee 6, Survival 8; Animal Ken 4, Intimidation 7, Leadership 6; Awareness 6, Politics 3

DISCIPLINES: Animalism 2, Protean 3, Fortitude 1

Star: Firearms 8; Etiquette 8, Insight 7, Performance 8 (Singing), Persuasion 7 (Seduction), Subterfuge 6; Politics 6

DISCIPLINES: Auspex 2, Dominate 2, Presence 3

David: Athletics 9, Brawl 7, Drive 6 (Motorcycles), Larceny 8; Intimidation 7, Leadership 8, Streetwise 8; Awareness 6

DISCIPLINES: Celerity 3, Potence 3

Maggie: Stealth 8; Intimidation 7, Leadership 8, Streetwise 8; Awareness 6

DISCIPLINES: Auspex 1, Blood Sorcery 3, Dominate 3

Notes / Other Traits: When using a member's Discipline along with one of their established dice pools, be sure to take half, i.e. rolling Mental 3 + Auspex for an associated power, instead of the full 5 rating.

Each Party Crasher should have the priority of causing some form of problem for the Coterie this evening; Jason riling up animals, Star tempting too many Kine into joining the festivities, David getting into a huge fight with another guest, and Maggie bringing a hexing brand of sorcery to upset the vibe.

RENE HAZE

GENERAL DIFFICULTIES: 4/2

A Kindred that effortlessly moves between Anarch and Camarilla Domains, and has even been known to frequent Hecata gatherings popping up in the southern United States. She is an ambitious and shrewd critic who runs a rather well-known chain of galleries across both American Continents, Europe, and even one in Hong Kong.

She has a rumored past of having once been in the rebellious band, *Copper Sun*, but most Kindred contest this as these nights she is seen as a powerful businesswoman that values money and influence over ethical quandaries. She care primarily for talent and how to exploit, and is willing to uplift or trample over others depending on the situation.

Clan: Toreador

Sire: Red Sinatra

Embraced: 1937 (Born 1900)

Ambition: Find a rare talent to exploit on the world stage.

Convictions: Always take the most cutthroat option; Never be undermined

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

Secondary Attributes: Health 5, Willpower 6, Humanity 5, Blood Potency 3

Skills: Athletics 3, Craft 2 (Sculpting), Drive 4, Firearms 4, Stealth 3; Insight 4, Performance 3 (Guitar, Singing), Persuasion 3, Subterfuge 3; Academics 4 (Art), Finance 4 (Art), Technology 3

Disciplines: Auspex 4 (Vedi Pentimento), Dominate 2, Celerity 2, Presence 3, Oblivion 2

Notes / Other Traits: Rene has a chainsaw tattooed along the spine of her back. She also has the band name and insignia of Copper Sun tattooed high on her left thigh, which can only be seen in a state of near, or total, undress.

At high Tension the Storyteller is recommended to have her be noticeably displeased or, worse, entirely bored with the Coterie's efforts. If the Coterie has one or more artistic members that impress her, it's entirely likely that she will become their patron, purchasing their art to sell, however she will demand exclusivity. Agreements to be represented by Rene will increase Status, Fame, and Resources by 1 dot, but she will likely continue to appear, unprompted and without warning, with further demands.

FIRSTLIGHT AGENTS

GENERAL DIFFICULTIES: 5/3

If Tension gets to five or extreme breaches of the Masquerade occur, it's recommended that the Storyteller introduce the SI as a threat to the gathering.

These are five exceptional field agents who go by the codenames **FLANK**, **PHASE**, **LIFELINK**, **ECHO**, and **RAMPAGE**. Each agent has talents that give them incredible team working abilities, covering one another's weaknesses.

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

Secondary Attributes: Health 7, Willpower 5

Exceptional Dice Pools by Agent:

Flank: Melee 8 (Outnumbered Target), Drive 9 (Motorbikes); Animal Ken 6 (Horses)

Phase: Athletics 8 (Throwing Knives), Stealth 10; Insight 6 (Non-humans), Subterfuge 7; Academics 9, Investigation 7, Technology 8

Lifelink: Brawl 9 (Stakes); Academics 8, Medicine 10, Occult 8, Science 8

Echo: Firearms 9 (Crossbow), Survival 9; Persuasion 7; Investigation 8

Rampage: Athletics 9 (Whips), Drive 9 (Motorbikes), Survival 8; Leadership 7;

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

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

FLANK has a carbon fiber baton, **PHASE** has neon throwing knives, **LIFELINK** has a coat full of snakewood stakes, **ECHO** has a crossbow that fires wooden bolts, and **RAMPAGE** has a segmented whip made of silver.

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

Elysium

ATTRIBUTE FOCUS: SOCIAL / MENTAL

The tradition of Elysium has always served as the cornerstone of social gatherings and organization for Kindred. A place of motives and movements, where the socially apt and those of high status prosper, while others try to keep their heads down –All under the watchful eye of the Harpy. In this scenario, the Coterie has been invited to attend Elysium by a Harpy, or someone equivalently important. While the invitation isn't *technically* compulsory, not attending would be a very bad move.

For this entire scene, the Harpy should be present and aware of what's happening. Raising Tension may invite their ire and destroy the group's reputation, or create an unwinnable social scenario where they are pulled into steep agreements, expectations, or alliances.

WHAT COULD HAPPEN

- Upon attendance, one or more of the Coterie is immediately pulled into an argument between two high-status Kindred speaking on a divisive subject related to the local Kindred. A socially inclined player may be able to navigate the conversation with detachment and remain uninvolved, however the more likely outcome is that an answer will be expected that draws the other's ire.
- A Mawla of one of the player's is seen as being belittled or socially destroyed by the Harpy. Players can swoop in to their defense, cause a disruption that draws the eye of the Harpy away, or even join in with the Harpy and heartlessly ravage their own asset to gain the Harpy's favor. Depending on the outcome, the player may gain a boon from their Mawla, or possibly even the Harpy as a Mawla (●●).
- The Harpy is exercising the [Flow of Liaison](#) (Pg. 75) to disrupt social stagnation in tonight's Elysium. Throughout the night Players will be forced to socialize with other random Kindred, usually undesirable ones or ones they don't know. These may lead to shifts in social standing and Social Combat, or simply new enemies and allies.

ELYSIUM HARPY

GENERAL DIFFICULTIES: 4/2

A modified version of the Elysium Harpy from *Vampire the Masquerade Core Rulebook*, Pg. 374. The Harpy is usually the sharpest and most influential socially-inclined Kindred in the city. They know everyone and have an idea of all their secrets, and are willing to share such information for a price. They are feared and despised in equal measure, and in many cases also serve as the court's Boon Keepers.

Clan: Usually Toreador

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

Secondary Attributes: Health 5, Willpower 6, Humanity 6, Blood Potency 3

Skills: Athletics 1, Brawl 1, Craft 1, Drive 2; Etiquette 5, Insight 4, Intimidation 3, Leadership 1, Performance 3, Persuasion 4, Streetwise 3, Subterfuge 4; Academics 2, Awareness 4, Finance 2, Investigation 3, Politics 4, Occult 1

Disciplines: Auspex 3, Celerity 2, Fortitude 1, Presence 3

Notes / Other Traits: The Harpy in this context is designed to function well with the use of Tension System. As Tension rises, the Harpy's negative impact on the scene increases; The argument leads to heavy Social Combat that results in one or more participants suffering total destruction of their Status until the end of the Story; the Mawla that has drawn the Harpy's ire starts their confrontation with Aggravated Willpower Damage equal to the current Tension, which may lead to a Frenzy; or the Harpy begins to purposefully match members of the Coterie with Kindred that despise them during the Flow of Liaison.

Additionally the Harpy should take dramatic advantage of high Tension by spending Willpower to increase their Dice Pools whenever it would be most damaging. This Kindred is at the height of the social strata for a reason, and the Storyteller shouldn't be afraid of exploiting their influence and power whenever they get the chance, as this will illustrate exactly why the Harpy is where they are.

It's recommended that a Storyteller using this Chronicle scenario makes the Harpy the stand-out threat for the night, even to most other Storyteller Characters sharing the scene.

Drown

ATTRIBUTE FOCUS: PHYSICAL / MENTAL

The Coterie has been called upon by a high ranking member of the local Kindred scene to do a wellness check on Eddy Cross, a once prominent member of the art scene who has fallen into a stupor in recent years. Rumors abound that Cross has been destroyed by a cell of Hunters, a group of Atavists, or even entered a voluntary Torpor to escape from his own consciousness.

WHAT COULD HAPPEN

■ As the Coterie sets out to Cross's Haven, which is located on a long private road outside of town, they may make Survival or Investigation Tests that will show that no one has traveled this road for at least a week, while Awareness or Occult will bring bring Fadeouts to their attention. Four or more Successes on any Occult roll in regards to the Fadeouts will give information on how to defeat them.

■ The house in which Cross is meant to reside is period manor from the 1960's, counting as a **HAVEN** (●●●) with **LIBRARY** (●●), **LUXURY** (●), **WARDING** (●●) - Against Fire, and the **HAUNTED** (●) Flaw. Light in the Haven travels a third the normal distance, batteries drain very quickly. The house itself, regardless of material, shows extensive signs of water damage, leaking ceilings with no discernable origin, and the electrical fails in most rooms. At High Tension, figments of the Coterie's Touchstones may appear within the house; turning a corner at the end of hallways, hanging over the stairway, or drowning in a tub. These may cause their associate Kindred to Test for Frenzy, or cause a point of Willpower Damage.

■ Locating Cross requires someone to go into the attic and find his painting studio. Depending on Tension, Cross will either be in the corner mumbling nonsense (Tension 2-to-4) or has become a Wight (Tension 5). In the case of Cross being a mumbling mess, if the Coterie has a Malkavian or the power Cipher Lingua, they can understand Cross well enough to learn that something he has painted is flooding the house with negative energy from "a dark place". Destroying the Painting requires the players to roll against the Haven's Ward. Removing the painting from the house is also possible, and if taken elsewhere will cause similar Hauntings. The painting also counts as a **MASTERWORK** (●●●) with **DEATH EFFECT** (●) and **EERIE** (●●●).

FADEOUT

GENERAL DIFFICULTIES: 3/2

Manifestations of Oblivion from deep in the Abyss, Fadeouts appear as free-standing silhouettes, usually humanoid in shape, but have no other discernible features. Though easily dispersed by bright light, when neared or discovered these insubstantial shadows can spontaneously assume a corporeal form to attack and interact with physical matter. Fadeouts tend to mumble to themselves quietly, and will sometimes utter seemingly random phrases when they interact with others, such as "*I drifted far...*" "*Wade in the deep...*" "*Lost at sea...*" or "*Drowning...*"

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

Secondary Attributes: Health 4, Willpower 6

Skills: Athletics 2, Brawl 3, Stealth 10; Intimidation 6, Subterfuge 5 (Lure Victim); Awareness 4, Occult 4

Disciplines: Obfuscate 1, Oblivion 3, Celerity 3

Special: These manifestations count as Vampires with Blood Potency 1 in regards to damage from Fire and Sunlight. They also take a point of Aggravated Damage from direct bright light and may take damage from other incorporeal or magical beings at the Storyteller's discretion.

The Fadeout can spend a point of Willpower to become corporeal and attack once, then recede back to Oblivion. A Critical on this attack makes it corporeal until the end of the scene. Due to their temporary nature, Storytellers are encouraged to use them prodigiously as obstacles, more than typical enemies.

Malkavians will feel repulsed by these entities, suffering a 1 die penalty to attack them, but adding 1 die to defensive pools.

At Tension 4 or higher, Fadeouts can make ranged attacks with a pool of their Dexterity + Oblivion, dealing two flat points of Superficial Damage. This can occur even if they haven't become semi-corporeal.

EDWARD CROSS

GENERAL DIFFICULTIES: 4/2

A once prominent Kindred painter, who has since began to spiral into an obsession with isolation and darkness, locking himself into his Haven for nights on end, sometimes going a week or more without feeding. When met in the Drown scenario, he is at least at Hunger 3 and his Willpower Tracker is fully marked with Superficial Damage.

Eddy is haunted by his own Bane, an aesthetic that now includes only aspects of darkness, making him light sensitive. He has recently become obsessed with attempting to paint in the dark, using some form of pigment that few can even see.

Clan: Toreador (Scriveners)

Sire: Cynthia Weaver

Embraced: 2010 (Born 1975)

Ambition: Illustrate the true depths of the Dark.

Convictions: Art washes the soul of ignorance

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

Secondary Attributes: Health 5, Willpower 6, Humanity 5, Blood Potency 2

Skills: Athletics 3, Brawl 3, Craft 4 (Painting), Drive 2, Firearms 3, Stealth 3; Insight 4, Intimidation 3, Persuasion 3, Subterfuge 3; Academics 3 (Writing), Finance 4 (Art), Technology 3

Disciplines: Auspex 4, Celerity 3, Presence 2, Oblivion 3

Notes / Other Traits: Once the party finds Eddy, he will attempt to defend the painting plaguing his house, even at the cost of his well-being. If the party is to destroy it, they should do so without telling him as he is completely obsessed with it.

Each time anyone touches the painting, named "Drown", the Storyteller rolls a single die. Anywhere the painting is stored will immediately chill and a sheen of moisture will cover most hard surfaces.

If Eddy is found as a Wight, he will be under the effects of Fleetness, and despite being in a type of Frenzy, can use Oblivion + Resolve to conjure a Fadeout for every two successes on the roll.



Reputation

ATTRIBUTE FOCUS: PHYSICAL / SOCIAL

Reputation is power. It defines a Kindred's standing amongst their peers and can mean the difference between a survival or destruction. Word has reached the Coterie that a smear campaign, claiming that one of their members has broken the Masquerade. The primary perpetrator of this smear is apparently at a Kindred-run black market, referred to as a 'Night Market', located across town.

If this accusation goes unaddressed it'll not only damage their reputation as dependable and cautious, but may reach a point where the local enforcers of the Masquerade are called in to make an example of the Coterie or one of their members.

WHAT COULD HAPPEN

■ The Coterie heads across town to the Night Market, getting a tip from another member of the court or one of their contacts, on how to get in. The black market itself features a broad array of equipment and individuals, including weapons, occult-themed items, access to rare Blood Resonances, and even Kindred from other cities who have traveled there. Purchasing most anything at the market is expensive, and requires a Player to damage at least one dot of resources. Violence is prohibited at the market outside of an underground duelist's club.

■ Upon finding the Kindred perpetuating the rumors, it's revealed to have been an individual that was previously helpful in some way to a member of the Coterie, such as a Mawla. This individual will hold their ground, claiming that they have seen evidence of the breach first hand. If pressed further, usually with Social (or maybe non-Social) Combat, the individual will reveal who they got the information and proof from; An aloof Toreador by the name of Valmont. The location of Valmont is also revealed, and for momentum's sake, the Storyteller can choose to have him be present at the Night Market as well, or somewhere else that might serve as a better place of confrontation.

■ As Tensions rise, the Sheriff, Scourge, and several Hounds appear on the scene to raid the Night Market. Evasion is the best course of action if the Coterie has no rapport with the Sheriff, as they are already juggling accusations of breaking the Masquerade, and being in the Night Market hardly helps their case.

I-SEUAL VALMONT

GENERAL DIFFICULTIES: 5/2

A wealthy Toreador that doesn't regularly appear in official Kindred gatherings. He holds vast wealth and a number of Boons over various Kindred, and is on good terms with the Harpy. Despite the above, he is well-disliked by the law enforcement of the local Kindred, whether that be a Camarilla Sheriff or a local Reeve, and they will likely look the other way if the Coterie does anything to Valmont.

If confronted, Valmont is adept at both Physical and Social Combat, and comes with a small entourage of what he calls "Petals". The Storyteller can choose to match the number of Petals to the amount of current Tension, or should use a number appropriate to their Coterie's ability to deal with them.

Clan: Toreador (Volgierre)

Sire: Chanson Valmont

Embraced: 2002 (Born 1978)

Ambition: Accumulated the most influence and power in the Domain.

Convictions: Other Kindred are pawns

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

Secondary Attributes: Health 5, Willpower 5, Humanity 5, Blood Potency 3

Skills: Athletics 4, Craft 4 (Sculpting), Drive 2, Brawl 2 (Claws), Stealth 3; Insight 4, Persuasion 3, Subterfuge 4; Academics 3, Finance 3 (Gold Products)

Disciplines:

Auspex 2, Celerity 2 (First Strike), Presence 3 (Scalpel Tongue), Protean 3 (Eyes of the Beast, Vicissitude, Façonnage)

Notes / Other Traits: Valmont prefers a Social altercation, but isn't afraid of physical combat. In social situations he will attempt to manipulate the Coterie, seeming to be in good faith, and give them a recording of one of them caught feeding in return for a Major Boon. If any member of the Coterie has Beautiful or Stunning, the subject of the recording will feature them. In all cases, regardless of previous transgressions, the recording will have never actually happened, though the visual evidence is irrefutable even if taken to an expert.

The reality is that Valmont himself will have used Vicissitude to take on their appearance and performed the acts without constraint to blackmail the Coterie. This will only be revealed if the group succeeds in combat of either kind with Valmont. In combat Valmont uses Scalpel Tongue and Façonnage to alter his Dice Pools and capitalize on advantages.

PETAL

GENERAL DIFFICULTIES: 3/2

Ghouls that have been flesh-shaped. Petals are rare, though their creation tends to be prized. These individuals can take many strange and alien forms, but always appear to be incredibly beautiful (**STUNNING** ●●●●). Though not unlike a Tzimisce's Szlachta, these 'handcrafted' individuals are made for expressions of the Volgirre's art, rather than as tools to wage war. For this reason they are comparatively less effective fighters.

In this case they serve as Valmont's entourage wherever the Masquerade is unconcerned, and serve as both his clique and bodyguards.

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

Secondary Attributes: Health 8, Willpower 4

Exceptional Dice Pools: Two skills at 7, usually related to their form.

Disciplines: Protean 1, Celerity, Fortitude, or Potence 1

Special: Petals are usually Blood Bound to the Volgirre that 'created' them. In most cases these ghouls will fight for their master even at the expense of their own lives. Unlike Szlachta, Petals cannot deal non-halved Superficial Damage on attacks, as Volgirre rarely have the knowledge of how to reproduce the effects of Feral Weapons in their creations.

Due to emotional and physical abuse, as well as the high content of their Regnant's Vitae in their Blood, Petals are immune to the powers of Presence from any source other than their Regnant's.

Saturnalia

ATTRIBUTE FOCUS: PHYSICAL / SOCIAL / MENTAL

A once in an un-life time event is being thrown somewhere just outside the Domains of the city, in a group of large warehouses that have long since been abandoned. This all-night rave is open to anyone and everyone, and the Masquerade itself seems to be entirely optional, with some veil descending upon mere mortals and keeping them in a haze of revelry.

Anyone and everyone, even Kindred from outside the city, are in attendance, as well as enough Mortals to provide the players with easy feeding opportunities, and a broad sampling of Resonances. Those few Kindred who don't attend will likely regret it for decades afterwards.

WHAT COULD HAPPEN

■ Feeding on Kine at the rave is rather simple, requiring only the equivalent of a quick-hunt pool at Difficulty 2. Outside of a total failure or a Messy Critical, there should be no lasting complications, not even in regards to the Masquerade. However in attendance is an entirely irresistible Kine that will be spotted on the first hunt roll with four or more successes. This individual holds a parasite within it, one that will attempt to attack and bore into the Kindred feeding on them.

■ The hosts and organizers of this vast festivity are a trio of Kindred named Laetitia, Calliope, and Cassian. Each of them is from a relatively rare or unheard of Bloodline that have inherent talents in emotional manipulation and performance. Players with Status (●●●) or Fame (●●●●) will be able to easily gain audience with this trio. Alternatively if a Player brings enough attention to themselves, they will become a person of interest, and be invited to the trio's private suite. If further impressed by Players, or at the very least finding their company and conversation enjoyable, the trio will gift them a *Chef-d'oeuvre* named Alex, who is sealed in a glass coffin. The trio may also provide various other backgrounds at the Storyteller's discretion, such as Contacts or Masterworks. Gaining the trio as a Mawla (●●●●) requires one of the players to be of the same Bloodline as at least one of them, however they are a temporary gain, and will leave the city to hold another revelry elsewhere by the end of the next Story.

■ The night's entertainment is a mixture of live performances, primarily something one would find at an underground rave such as DJs and live bands. If any of the players have the **Copper Sun Loresheet**, it's entirely likely that they will be part of the live entertainment for the evening, in which case treat them as having Fame (●●●●) while in attendance. Additionally there is a large group of "Caligulans" in a faux-Roman-meets-raver aesthetic that are providing an inordinate amount of mortal vessels for those in favor with them, and have sectioned off part of the warehouse as a gladiatorial arena where Kindred can compete for praise and rewards, while audiences indulge.

THE THING UNDER THE SKIN

GENERAL DIFFICULTIES: 4/2

A parasite with supernatural qualities that hides in the bodies of Kine. They inflame their host's desires and reproduce via moments of euphoric physical intimacy.

Standard Pools: Physical 6, Social 6, Mental 2

Secondary Attributes: Health 5, Willpower 7

Exceptional Dice Pools: Athletics 8, brawl 8, stealth 5; Animal Ken 6; Awareness 6 (Victims), medicine 8 (Anatomy), occult 3

Disciplines: Potence 3, Celerity 2

Special: This creature will emerge from its host's mouth during intimate moments of high pleasure. Appearing as a writhing mass of tentacles and fanged maws, it is quick enough to match a Kindred's Celerity, or even surpass them. It grapples with its Brawl, latching on and causing a point of Aggravated Damage on a success; if it succeeds on grappling for three consecutive turns, it will burrow into the flesh of its victim. Mortals don't remember this happening.

While Within A Host: Hosts add three dice to any pools made to attract attention or seduce others. Attacks to strike the Thing itself are done as -2 Called Shots and it has the equivalent of Armor 4. Should it root itself in a Kindred's body, that Kindred I gains a permanent Intense Animal Resonance, but will take a point of Superficial Health Damage when their Hunger reaches 4 and 5. The Thing can be removed with an Intelligence + Medicine; Difficulty 6 Test. A failure causes two points of Aggravated Health damage to the host.

THE REVELERS

A trio of like-minded Kindred who live to throw the largest festivals ever seen. Combining their natural talents as well as the powers of the strange bloodlines, these Kindred arrive in a city, throw the largest party the Domain might ever see, and then leave before the blowback hits.

LAETITIA

GENERAL DIFFICULTIES: 4/3

Tall and lithe, with thick black hair, and dark skin. Laetitia keeps a stern demeanor and is terse with words. She isolates herself in a sectioned off room hanging from the ceiling of the warehouse, where she keeps an eye on the chaos of the festival's floor.

She will stand as the final combatant in the gladiatorial arena should a player participate and get far enough.

Clan: Toreador (Ishtari)

Sire: Elektra

Convictions:

Pain is the best teacher.

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

Secondary Attributes:

Health 6, Willpower 5, Humanity 5, Blood Potency 2, 11th Generation

Exceptional Pools:

Athletics 3, Melee 3 (Short-Swords), Craft 3 (Pottery), Stealth 3; Intimidation 4, Leadership 2, Performance 3 (Guitar), Persuasion 3, Subterfuge 2; Awareness 3, Finance 2, Investigation 2, Occult 1, Politics 2, Technology 1

Disciplines: Celerity 2, Fortitude 3, Presence 4

Notes / Other Traits: Laetitia is the most punitive member, throwing people out or reducing them to an emotional wreck with Presence. She's largely in charge of security, ensuring the SI and local Kindred authority keeps from ruining the night's festivities. In combat she wields a +2 Light Short Sword and employs Celerity and Fortitude to evade and shrug off attacks. She also has the **LIONESS OF WAR** background from the Pride of Ishtar Bloodline sheet.

CALLIOPE

GENERAL DIFFICULTIES: 4/3

Pale with blue hair with blue and pink rave attire that glows under black lights. Archetypical of her bloodline, Calliope can be found on the dance floor, where she will tend to gather an enormous number of Kine around her, losing herself to the beat. She has a genuinely positive outlook, but has no long-term plans or ambitions.

Clan: Toreador (Bacchic)

Sire: Night Eyes

Convictions:

I'm never too old to die young.

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

Secondary Attributes:

Health 6, Willpower 5, Humanity 5, Blood Potency 2, 11th Generation

Exceptional Pools:

Athletics 3, Melee 3, Survival 3; Insight 4, Insight 2 (Lies), Performance 3 (Dancing), Persuasion 3, Subterfuge 3; Awareness 3 (Crowds), Investigation 2, Politics 4 (Rumors), Technology 3 (Lights)

Disciplines: Celerity 4, Presence 2, Dominate 2

Notes / Other Traits:

Calliope's attitude borders on self-destructive, and she's more than willing to go down in flames as long as she's having a good time.

If asked she helps throw these massive festivals to see how long she can get away with it before all the consequences catch up to her.

As a Bacchi Enthraler, Calliope should have three dots to spend across backgrounds from that Bloodline sheet.

CASSIAN

GENERAL DIFFICULTIES: 4/3

Broad-shouldering but thin, with olive skin and shoulder-length black hair. Cassian has the look of an 80's rocker. He surrounds himself with some of the most beautiful people at the festival, and will perform an opening song to kick off the gladiatorial fights if they take place. After that he'll keep himself entertained drinking from various Kine on any kind of substance, and will even drink from other Kindred.

Clan: Caitiff (Child of Cacophony)

Sire: Ari Henestra

Convictions:

Always listen to a new song.

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

Secondary Attributes:

Health 6, Willpower 5, Humanity 5, Blood Potency 2, 11th Generation

Exceptional Pools:

Athletics 3, Brawl 4, Larceny 3, Stealth 2; Animal Ken 2, Insight 2 (Singers), Performance 5 (Singing), Persuasion 4, Subterfuge 1, Streetwise 2; Academics 2 (Music), Awareness 3, Finance 3, Medicine 2 (Injuries), Technology 3 (Audio)

Disciplines: Fortitude 3, Presence 3, Obfuscate 3

Notes / Other Traits: Unlike the other two in the trio, Cassian is from a relatively unknown Bloodline that has a bloodborne talent for singing. He'll claim to be Toreador if asked, but means to identify his Clan will identify him as Clanless.

Cassian has **UNBONDABLE** and **HIGH FUNCTIONING ADDICT**.

When he sings, he doubles the amount of Presence dice added to his pools.

ALEX

GENERAL DIFFICULTIES: 4/1

A mortal that's considered to be a living work of art, known in underground circle as a Chef-d'oeuvre. Alex has been made into a masterfully crafted "vintage" and exists in a coma-like state, living in an unwaking sleep, dreaming of a looping set of memories and events that roots Acute Resonance in the blood, rebounding on itself at all times.

When gifted to the players, Alex is kept in a glass coffin lit by LED lights, is very finely dressed, and surrounded by roses. The coffin has its own module to provide Alex with an intravenous drip. Despite never eating or drinking, Alex's body heals much faster than a typical mortal and requires very little upkeep.

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

Secondary Attributes: Health 6, Willpower 7

Exceptional Dice Pools: Stamina 8, Resolve 8

Special: Alex counts as Herd (●●) for the players, but recovers a Hunger worth of Blood every three days, rather than weekly, only requiring a basic IV drip and one Rouse of vitae a month to survive.

Alex's Blood has an Acute Resonance that counts as both the Choleric and Sanguine and provides the Starcrossed Dyscrasia to anyone that slakes two or more Hunger. Kindred with the Starcrossed Dyscrasia add three dice to any Charisma Pools made towards their Touchstones or their *Obsession*. It can also be consumed to automatically pass the next Rouse Check made towards activating a Celerity, Potence, Blood Sorcery, or Presence power.

When drinking from Alex, Kindred must make a Willpower Test; Difficulty equal to their Hunger to entering a Hunger Frenzy due to the blood being of such high quality..

Tools

All the night is populated by others, individuals that color it and all the society within it. Every vampire story needs a supporting cast to direct upon the stage, people, animals, and other such things that play their part. This section provides Storytellers and Players numerous stat blocks that are designed to help them populate their corner of the World of Darkness, primarily with the themes of social encounters, though other such dangers can be found here to conjure greater drama in the face of more physical threats.

The extensive number of Mortals, Kindred, and even some other terrifying supernatural Things in that Slipped into the Garden, are made to quickly populate the courts and clubs of the night..

Mortals

Populating the vibrant cultural hubs, elite social circles, and struggling artistic enclaves, mortals are not just prey, but muses, patrons, rivals, and puppets. They fuel the passions of the Toreador, serve as conduits for their ambitions, and sometimes, unwittingly, become the victims of their obsessions.

Art Critic

General Difficulties: 3 / 2

These art critics usually have a great deal of influence in the local art scene, to the point that the quality of what they critique is usually meaningless, only their opinion.

Standard Dice Pools: Physical 2, Social 6, Mental 5

Secondary Attributes: Health 5, Willpower 8

Exceptional Dice Pools: Performance 7 (Make a Scene), Academics 7 (Written Reviews, Art History),

Awareness 7,

Special: The Art Critic can roll their Performance to scathe a piece of art in front of an audience. A Critical on this roll damages a Masterpiece until the end of the next story. Alternatively if they praise a piece with Academics and get a critical, until the end of the Story that piece becomes a Masterpiece, or its rating increases by 1 if it's already a Masterpiece.

Aspiring Artist

General Difficulties: 3 / 2

A young creative brimming with hopes and ideas, constantly seeking inspiration.

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

Secondary Attributes: Health 6, Willpower 7

Exceptional Dice Pools: Craft 7, Performance 6

Special: When spending Willpower to re-roll a creative pool, if it's a subject they're inspired by, this artist has the energy to re-roll the entire pool.

Chef-d'oeuvre

General Difficulties: 3 / 2

Kine that have been emotionally crafted over the course of years to alter the very state of their blood. They are widely sought after by *blood aficionados* as the ultimate indulgence, and when they enter the market usually fetch an incredible price, with Kindred offering up anything from Havens to Major Boons as trade. Certain domains even run on the cultivation and trade of these sanguine masterpieces, exporting them outwards as bargaining pieces, gaining and leveraging influence outwards, amongst the elites across Sects.

Standard Dice Pools: Physical 3, Social 2, Mental 5

Secondary Attributes: Health 6, Willpower 7

Exceptional Dice Pools: Subterfuge 6, intimidation 6, Technology 6, Streetwise 6,

Special: These mortals always have an *acute* resonance with a potent Dyscrasia, more-so than typical vessels, and such Dyscrasias can be gain from slaking only two points of Hunger when feeding on them, though Kindred must make a Willpower Test; Difficulty equal to their Hunger to resist draining the *Chef-doeuvre*.

Death Mask Distributor

General Difficulties: 3 / 2

A purveyor of the grotesque, dealing in forbidden footage and unspeakable horrors, catering to those whose appetites have long since outgrown mere depravity. Their trade is vile, their clients worse, yet they operate with chilling detachment.

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

Secondary Attributes: Health 6, Willpower 7

Exceptional Dice Pools: Subterfuge 6, intimidation 6, Technology 6, Streetwise 6,

Special: Those who watch content produced by Death Mask Productions suffer a 1 die penalty to resist Manipulation. Kindred who indulge in such media suffer at least one Stain.

Gallery Owner

General Difficulties: 2 / 2

A savvy businessperson who knows both art and commerce, constantly scouting for the next big thing.

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

Secondary Attributes: Health 5, Willpower 7

Exceptional Dice Pools: Persuasion 4, Finance 3, Awareness 3

Special: Can assess the authenticity and estimated market value of any piece of art.

Groupie

General Difficulties: 3 / 1

These super-fans throw themselves into the adoration for musicians, obsessing over them with blind devotion, and clinging to their idols as their religion.

Standard Dice Pools: Physical 2, Social 5, Mental 3

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Athletics 4, Drive 4, Larceny 6 (Concerts), Stealth 4; Leadership 4 (Other Groupies), Performance 1 (Favorite Song), Streetwise 6 (Secret Shows)

Special: When near their chosen icon they can spend Willpower to add two dice to any rolls to get their attention. If rejected by their idol they take a point of Aggravated Willpower Damage.

High Society Snob

General Difficulties: 3 / 2

A smug, condescending aristocrat or product of nepotism who thrives in the upper echelons of society, using their charm to manipulate those below them.

Standard Dice Pools: Physical 3, Social 6, Mental 4

Secondary Attributes: Health 6, Willpower 6

Exceptional Dice Pools: Etiquette 4, Insight 7 (Flaws), Intimidation 5, Persuasion 7, Politics 6

Special: Considered to have Status (● to ●●) in their own social circles.

Investigative Journalist

A relentless pursuer of truth, unafraid to ask the tough questions and dig up hidden stories

General Difficulties: 3 / 2

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

Secondary Attributes: Health 6, Willpower 7

Skills: Insight 5, Streetwise 4; Academics 7 (Writing), Investigation 7 (Hidden Information)

Special: When this character ties an Insight or Investigation pool in Contest with another character, add an additional success to break the tie. Usually carries a small +2 firearm, along with a notepad, pen, and audio recorder.

Local Celebrity

General Difficulties: 2 / 2

A widely admired figure in their social scene often surrounded by admirers.

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

Secondary Attributes: Health 3, Willpower 8

Exceptional Dice Pools: Performance 4; Persuasion 4, Streetwise 4

Special: These Characters have Fame (●●●) or higher whilst in relevant scenes, and usually throw around Resources (●) or more when attending social gatherings, usually to show off.

Raver

General Difficulties: 3 / 2

The bass thrums like a heartbeat, the strobe lights flash like fading memories, and the music drowns out the screaming hunger. Dance and lose yourself—because tomorrow we die. And tomorrow we rise to the rhythm.

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

Secondary Attributes: Health 6, Willpower 5

Exceptional Dice Pools: Athletics 5; Performance 6 (Dancing), Streetwise 6 (Underground Parties)

Special: This character always has some kind of illicit substance on them, wears peak fashionable attire that attracts attention, and adds an additional die to all pools while at parties.

Runt of the Party

General Difficulties: 3 / 2

An outcast in social circles, often toyed with or overlooked, yet keenly aware of their surroundings. Brought along to parties for entertainment.

Standard Dice Pools: Physical 2, Social 3, Mental 4

Secondary Attributes: Health 4, Willpower 5

Exceptional Dice Pools: Athletics 4, Stealth 5;

Streetwise 2, Subterfuge 3; Awareness 7

Special: Use to being demeaned they are quite adept at exfiltrating and disappearing from a social outing.

Those that are attempting to keep an eye on these characters need to beat the Runt's Stealth rating with a Wits or Resolve + Awareness pool.

Scorned Lover

General Difficulties: 3 / 2

A bitter ex whose life has been consumed by resentment and revenge against perceived wrongs, they last out in both direct and indirect ways.

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

Secondary Attributes: Health 5, Willpower 5

Exceptional Dice Pools: Brawl 5 (Personal Grudges), Firearms 5 (Concealed Weapons), Subterfuge 4 (Manipulation)

Special: These characters have the lover that's drawn their ire as their *Vendetta*, with (● to ●●●) to spend across various *Vendetta* Merits. Additionally, they add an automatic Success to their Brawl or Firearms pools made in contest with their *Vendetta*.

Security

General Difficulties: 3 / 2

A seasoned guard or bouncer, trained to keep troublemakers in line and respond to threats.

Standard Dice Pools: Physical 5, Social 2, Mental 3

Secondary Attributes: Health 8, Willpower 6

Skills: Brawl 6 (Restrain), Firearms 6, Awareness 4

Special: When acting in defense of others, this Character adds a bonus die to their physical pools.

Serial Killer

General Difficulties: 4 / 2

A disturbed individual who views murder as an art, each kill meticulously planned and staged for dramatic effect.

Standard Dice Pools: Physical 5, Social 3, Mental 4

Secondary Attributes: Health 6, Willpower 6

Exceptional Dice Pools: Melee 6 (Blades), Stealth 9, Survival 6; Investigation 7 (Crime scenes); Awareness 5 (Those that hide)

Special: These sick individuals carry their "tools" on them, usually some sort of +2 light bladed weapon, some tools for restraining or chloroform and are masked as to keep their identity secret, usually performative in some way.

Socialite

General Difficulties: 2 / 2

The life of every party, effortlessly navigating social gatherings and leaving a lasting impression.

Standard Dice Pools: Physical 3, Social 6, Mental 4

Secondary Attributes: Health 4, Willpower 5

Exceptional Dice Pools: Persuasion 7, Subterfuge 7 (Social Maneuvers)

Special: This character can reroll an additional die in the Social Pools when re-rolling with Willpower.

Starving Artist

General Difficulties: 2 / 2

A passionate artist whose emaciated figure and poor clothes do little to deter their ambitious dreams of making it big.

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

Secondary Attributes: Health 4, Willpower 4

Exceptional Dice Pools: Craft 6 (Painting); Insight 4, Persuasion 7 (Hard Sell), Performance 6, Streetwise 6

Special: Starving artists have strong convictions when it comes to their art, but they lose three dice to resist when promised a meal ticket.

Unsanctioned Companion

General Difficulties: 3 / 1

The Masquerade is clear: Kindred should remain distant from the living, never forming bonds that could expose them –And yet, some cannot let go. Whether it's love, guilt, or *obsession*, they cling to a mortal anchor, risking everything for fleeting moments of warmth in the cold eternity of undeath.

Standard Dice Pools: Physical 3, Social 5, Mental 4

Secondary Attributes: Health 6, Willpower 6

Exceptional Dice Pools: Insight 7 (Kindred Companion), Persuasion 6, Awareness 6

Special: If this character is a Kindred's Obsession, whenever that Kindred is able to spend a Scene with this character, both of them restore a point of Willpower.

Wealthy Patron

General Difficulties: 3 / 2

A benefactor with deep pockets and an appreciation for fine art, wielding influence through money and prestige. They are always dressed impeccably and have a confident attitude.

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

Secondary Attributes: Health 6, Willpower 7

Exceptional Dice Pools: Drive 4 (Expensive Cars);

Etiquette 5, Insight 6, Intimidation 5 (Financial Coercion), Persuasion 5, Subterfuge 5 (Promises);

Academics 6 (Business School), Finance 7 (Monetary Worth), Politics 6

Special: This character has Resources (••••) or more, ready to spend at any given time. If they need to spend more than that, they may roll their Finance to haggle or call their accountant to get the required amount.



Kindred

"I have walked the Savage Garden and met many of its flowers—some cruel, some hautain—ah, forgive me, not all speak the language of diplomacy. Haughty, then. Some delirious, others cunning and duplicitous. Some eager to prove themselves, others desperate to prove they have nothing to prove. Would-be gods and aspiring legends ready to leave their mark on history. But whatever their shape, all are bound by the same obsession—our blood, our art, our adoration"

Bacchic Enthraller

General Difficulty: 4 / 2

A living revel, a dancer who turns any gathering into a frenzy of emotional and physical indulgence. Few who join them in their Danse Macabre leave unchanged—or unscarred.

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, Larceny 2, Melee 2, Stealth 2, Survival 3; Etiquette 3 (Clubs), Insight 3 (Dancing), Performance 3 (Dancing), Persuasion 3 (Seduce), Streetwise 3 (Parties), Subterfuge 4; Academics 2, Awareness 3 (Crowds), Occult 2 (Revelries)

Disciplines: Auspex 2, Celerity 3, Dominate 2, Presence 3

Notes / Other Traits: Those who dance with the Bacchic Enthraller the Indulgence Compulsion. While under this Compulsion, they suffer a -2 Dice penalty to any pools to resist impulsive indulgences.

Blood Knight

General Difficulty: 4 / 3

A kindred of the Order of Sabella's Blood, who has vowed to protect the Lady of the Order's namesake's descendants—Their *Charge*. Their entire being is dedicated to protecting this *Charge*. A conviction that they follow with all their heart even at the cost of their own immortality.

Attributes: Strength 3, Dexterity 3, Stamina 5; Charisma 3, Manipulation 2, Composure 4; Intelligence 3, Wits 3, Resolve 4

Secondary Attributes: Health 8, Willpower 8, Humanity 8, Blood Potency 1

Skills: Athletics 4, Brawl 4 (Shields), Drive 2, Melee 3 (With Shield Off-hand), Stealth 2, Survival 3; Animal Ken 1, Etiquette 3 (Elysium), Insight 3 (Empathy), Intimidation 2 (Guardian), Leadership 3, Persuasion 2; Academics 2, Awareness 4 (Sentry), Investigation 2, Medicine 2 (First Aid), Occult 2 (Kindred Knights)

Disciplines: Celerity 3, Fortitude 4, Presence 2

Notes / Other Traits: The Blood Knight will *always* Blood Surge to defend a Mortal, and if that defense fails, they will always spend Willpower to re-roll that pool, even if it results in Aggravated Damage. Additionally they sense when their *Charge* is in danger, even from across a city, and can find them with unerring precision.

Copper Sun Musician

General Difficulty: 4 / 2

A member of the infamous Copper Sun Anarch-aligned band, they live the message through the powerful live shows they put out, burning bright before burning out—But each will gladly pay the price to leave his mark.

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

Secondary Attributes: Health 6, Willpower 5, Humanity 6, Blood Potency 2

Skills: Athletics 4, Brawl 4, Drive 3, Firearms 2, Larceny 3, Melee 3, Stealth 2; Insight 3, Performance 4 (Chosen Instrument or Singing), Persuasion 2, Streetwise 4, Subterfuge 1; Awareness 3, Politics 3, Technology 4

Disciplines: Auspex 2, Celerity 2, Potence 2, Presence 4

Notes / Other Traits: While performing before an audience, this Musician becomes consumed by their art, automatically resisting any Social and Mental Pools that would interrupt them, even Frenzy.

Crimson Angel Killer

General Difficulties: 4 / 2

Though all Kindred are serial killers, the Crimson Angels that hail from the Sabbat consider the act as an art form, not killing merely for sustenance, but as an expression, or an obsession. To these blood-thirsty Kindred, a beautiful death is the greatest fate.

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

Secondary Attributes: Health 6, Willpower 5, Humanity 3, Blood Potency 2

Skills: Athletics 3, Brawl 3, Melee 4 (Blades), Stealth 3 (Stalking), Awareness 3; Insight 2, Intimidation 3, Subterfuge 3

Disciplines: Auspex 3, Celerity 3, Obfuscate 3, Presence 2

Notes / Other Traits: Kills performed by a Crimson Angel Killer count as a Masterpiece (), as they are a fully staged grotesque tableau designed to express a message. Any attempt to investigate or clean up the scene takes twice as long, as Kindred are compelled to study it, unable to look away.

Elder Gatekeeper

General Difficulties: 4/3

A Camarilla elder who has stood watch over their city for longer than most of its denizens have existed. They decide who belongs, who rises, and who is cast out. To them, unlife is a carefully curated garden, and the unworthy are ripped out like weeds.

Attributes: Strength 3, Dexterity 3, Stamina 4; Charisma 5, Manipulation 4, Composure 3; Intelligence 4, Wits 3, Resolve 4

Secondary Attributes: Health 7, Willpower 7, Humanity 5, Blood Potency 4

Skills: Etiquette 5, Persuasion 4, Politics 5, Insight 4, Subterfuge 4, Awareness 3, Academics 3

Disciplines: Auspex 3, Celerity 3, Fortitude 2, Presence 4

Notes / Other Traits: This character can damage the Status of any other Kindred whenever they win a Social Contest against them. Additionally, those that draw

this Character's scorn become *persona-non-grata* until they repair their Status.

Ishtari Would Be God

These Kindred style themselves as gods, using their charm and dread to surround themselves with those that worship the ground they walk on, barely concealing their vampiric nature.

General Difficulty: 3 / 2

Attributes: Strength 2, Dexterity 4, Stamina 3; Charisma 5, Manipulation 5, Composure 3; Intelligence 3, Wits 3, Resolve 3

Secondary Attributes: Health 6, Willpower 6, Humanity 5, Blood Potency 2

Skills: Athletics 2, Craft 2, Stealth 1; Animal Ken 1, Etiquette 3, Insight 3 (Followers), Intimidation 3, Leadership 4 (Followers), Performance 4, Persuasion 3, Subterfuge 4; Academics 3, Occult 3

Disciplines: Presence 5, Dominate 4, Auspex 2

Notes / Other Traits: These Characters have access to Allies (●●●), Herd (●●●), and add 2 dice to their Willpower Pools while in the presence of their followers.

Ivory Operative

General Difficulties: 4 / 2

An agent of the Ivory Mask, posing as a negotiator and diplomat for the Camarilla. In truth, they are here to fracture rival sects from within, whispering poisoned promises into the right ears. If all goes well they need not even dirty their own hands.

Attributes: Strength 2, Dexterity 3, Stamina 3; Charisma 4, Manipulation 5, Composure 3; Intelligence 4, Wits 3, Resolve 2

Secondary Attributes: Health 6, Willpower 5, Humanity 5, Blood Potency 3

Skills: Drive 3, Firearms 2, Stealth 4; Etiquette 5, Insight 3, Intimidation 3, Persuasion 2, Subterfuge 5; Academics 2, Awareness 3, Investigation 4, Politics 5

Disciplines: Auspex 3, Celerity 2, Fortitude 2, Presence 3

Notes / Other Traits: This character can fabricate paper trails, has access to several boons on one or more other Storyteller Characters that they can use to leverage, and usually knows of, or has a connection to, at least one Background from each Player Character.

Leucosianite Heartbreaker

General Difficulty: 3 / 2

A Leucosianite who has entwined themselves deep in the hearts of Kindred and Kine alike. They inflame passions, sow obsession, and discard lovers like old canvases. Those who try to discard them find themselves victims of hypocritical vengeance.

Attributes: Strength 3, Dexterity 3, Stamina 3; Charisma 5, Manipulation 5, Composure 3; Intelligence 3, Wits 3, Resolve 3

Secondary Attributes: Health 6, Willpower 6

Skills: Persuasion 5, Subterfuge 5, Insight 4, Etiquette 3, Performance 3, Streetwise 3, Academics 2

Disciplines: Presence 5, Auspex 3, Celerity 1

Humanity: 7

Blood Potency: 2

Notes / Other Traits: Anyone who has shared an intimate moment with the Heartbreaker finds them impossible to forget. Even if the Heartbreaker leaves them behind, their former lovers will dream of them, obsess over them, and eventually come crawling back—even if it destroys them.

Scrivener

General Difficulty: 4 / 2

A Toreador writer that has been seduced by anxious designs of the darkest kind. They transcribe from the brink of madness, recording whispering waves that crash in babbling rhythm on a dark, distant, shore. The question is not whether their writings contain truth—it is whether you can handle it. In any case it is quite clear that the Scrivener cannot.

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 3, Manipulation 2, Composure 4; Intelligence 5, Wits 4, Resolve 4

Secondary Attributes: Health 5, Willpower 7; Humanity 6, Blood Potency 2

Skills: Athletics 2 (Hiking), Drive 3, Firearms 3 (With Flashlight), Stealth 2 (Darkness); Insight 3, Performance 3 (Dancing), Persuasion 2, Subterfuge 2; Academics 4 (Writing), Awareness 3 (Darkness), Investigation 2 (Cults), Medicine 1, Occult 3 (Oblivion), Technology 3 (Generators)

Disciplines: Auspex 4, Presence 2, Celerity 2, Oblivion 2

Notes / Other Traits: Masterworks produced by the Scrivener always come with the Eerie Flaw, and those who read the works usually fall prey to the Paranoia Compulsion.

Toreador Duelist

General Difficulties: 3 / 3

An expert duelist trained in the ways of Aksum's Exemplars. Their wit, skill, and bravery is unmatched by most others, not unlike a vampiric Cyrano de Bergerac.

Attributes: Strength 4, Dexterity 5, Stamina 3; Charisma 3, Manipulation 3, Composure 4; Intelligence 3, Wits 4, Resolve 3

Secondary Attributes: Health 6, Willpower 7; Humanity 6, Blood Potency 2

Skills: Athletics 4, Brawl 3, Melee 5 (Dueling), Performance 3, Persuasion 3, Awareness 3, Subterfuge 2

Disciplines: Auspex 3, Celerity 4, Presence 2, Fortitude 2

Notes / Other Traits: The Duelist's reputation is so great that refusing their challenge is a loss of face. Any Kindred who refuses suffers a -2 Status penalty for the next week unless they publicly prove their worth by defeating another opponent.

Volgirre Torturer

General Difficulties: 3 / 2

While many of this Bloodline have higher standards of making others talk, there are still Volgirre who take no small amount of pride in inflicting misery as an art form. These Volgirre usually found themselves as honored guests or consorts of Tzimisce Voivodes, honing their ability to inflict agony and extract information into an art.

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

Secondary Attributes: Health 7, Willpower 4; Humanity 4, Blood Potency 3

Skills: Athletics 3, Brawl 2 (Claws), Melee 3, Stealth 3; Animal Ken 2, Etiquette 4, Insight 3 (Confessions), Intimidate 4 (Coerce), Persuasion 3, Subterfuge 3 (Mercy); Academics 3, Awareness 2, Investigation 3 (Blood), Medicine 4 (Wounds), Occult 2, Politics 3

Disciplines: Auspex 3, Potence 2, Presence 3, Protean 3

Notes / Other Traits: While torturing an individual, this character deals non-halved Superficial Willpower Damage.

The Things That Slipped Into the Garden

I was woken from dreams of worms burrowing into my sleep, I opened my eyes, my gaze meeting the unblinking stare of the woman with the pretty tattoo from last night. Her jaw was broken and dislodged. Saliva and blood dripped from her mouth like raindrops on a window. She did not stir. Her dead eyes locked onto mine, accusatory, unyielding.

I tried to move. I couldn't.

Panic clawed at my mind, but my body remained still—breathing slow, steady, unnaturally calm. It is a strange sensation, to rage inside while your flesh remains calm

I lay there, unmoving, until a sudden jolt spasmed through me. My spine tightened, my nerves twitched. I felt my eyes well up—but no tears came.

Then, pressure.

A pulsing, shifting weight along my spine, tension building and releasing, over and over, until I thought it would snap. I tried to resist, but the moment I did, a fresh rush of pain punished me—sharp, electric, undeniable. The pain came and came until my will to fight was gone.

I wanted to scream. I wanted to tell them to run.

Instead, I smiled. I laughed. I spoke with easy charm and warmth from a mind that was not my own. That's when I began to feel its hunger. Its desire to spread. I fought, I screamed inside—but I was forced to watch, helpless, as each child left the "nest" in search of their own host. There was nothing I could do for I have a mouth, and I cannot scream

Artemisia

General Difficulties: 4 / 2

A sigil-bound manifestation that feeds on passion. The exact nature and origin of these entities are relatively unknown, with them sometimes being attributed to Carna Theatrics, mortal magicians, or even fae-borne curses. These mercurial facsimiles feed off of creative passions and obsessions, usually becoming a physical manifestation of such passions. These entities will feed on the passions of those around them and cannot be removed until their sigil is destroyed. Many Toreador find themselves prey to these creatures, losing themselves to its siphoning effects, until only the Beast remains.

Attributes: Strength 3, Dexterity 5, Stamina 3; Charisma 2, Manipulation 4, Composure 2; Intelligence 4, Wits 5, Resolve 4

Skills: Athletics 5, Brawl 5, Stealth 4; Awareness 4, Insight 4, Subterfuge 3

Secondary Attributes: Health 4, Willpower 4

Disciplines: Celerity 4, Obfuscate 3

Special: This creature uses Celerity to appear anywhere at great speeds, regardless of obstacles. Even if destroyed, it will manifest after two turns if its Sigil isn't broken. Toreador and others who have a passion or obsession for this creature's current form have their Willpower pools halved in its presence.

"A Bouquet"

General Difficulties: 4 / 2

If *Petals* are the Volgirre equivalent to a Tzimisce's Szlachta, then *A Bouquet* is the closest they come to crafting a Vohzd, being the fusion of numerous works into a singular magnum opus, a grotesquely beautiful expression of the Volgirre's aberrant brant of art. However like the Petal, *A Bouquet* is art first, and a combatant second. Examples of *A Bouquet* might be a full choir fused into a single living instrument of throats, a multi-bodied ballerina, or even more abstract fusions. Some are made to be an amalgam of whole audio dramas, can recite an encyclopedic amount of poetry in any timbre, or simply be a multi-faceted creature capable of hypnotic grace and reverence.

Yet for all its purpose as living art, *A Bouquet* is still a monster. At its master's command—Or when provoked to violence—this creature will lash out with brutal ferocity, usually at the expense of its own existence. Volgirre, in their own savage way, tend to allow the destruction of their own art in this way, the contradiction of beauty and carnage taking precedence over practicality and perpetuity.

Standard Dice Pools: Physical 8, Social 0, Mental 4

Secondary Attributes: Health 12, Willpower 4

Exceptional Dice Pools: Brawl 10 (Grapple), Performance 10, Persuasion 5 (Mercy), Athletics 12

Disciplines: Protean 2, Fortitude 3, Potence 3

Special: A Bouquet is always visually impressive, having **(STUNNING ●●●●)**, it is usually fairly stationary and cannot move faster than a slow walk unless it makes a

Stamina + Athletics Test; Difficulty 3. On a failure it takes a point of unpreventable Aggravated Health Damage, as a large piece of it tears away. The lost flesh may remain alive until the end of the scene. A Bouquet that is especially large or complex may instead leave behind autonomous Petals. A Bouquet is immune to the powers of Presence and Dominate from any source other than their Regnant's.

Fadeout

General Difficulties: 3 / 2

Manifestations of Oblivion from the Abyss, Fadeouts appear as free-standing silhouettes, usually humanoid in shape, but have no other discernible features. Though easily dispersed by bright light, when neared or discovered these insubstantial shadows can spontaneously assume a corporeal form to attack and interact with physical matter. Fadeouts tend to mumble to themselves quietly, and will sometimes utter seemingly random phrases when they interact with others, such as "I drifted far..." "Wade in the deep..." "Lost at sea..." or "Drowning..."

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

Secondary Attributes: Health 4, Willpower 6

Skills: Athletics 2, Brawl 3, Stealth 10; Intimidation 6, Subterfuge 5 (Lure Victim); Awareness 4, Occult 4

Disciplines: Obfuscate 1, Oblivion 3, Celerity 3

Special: These manifestations count as Vampires with Blood Potency 1 in regards to damage from Fire and Sunlight. They also take a point of Aggravated Damage from direct bright light and may take damage from other incorporeal or magical beings at the Storyteller's discretion.

The Fadeout can spend a point of Willpower to become corporeal and attack once, then recede back to Oblivion. A Critical on this attack makes it corporeal until the end of the scene. Due to their temporary nature, Storytellers are encouraged to use them prodigiously as obstacles, more than typical enemies. Malkavians will feel repulsed by these entities, suffering a 1 die penalty to attack them, but adding 1 die to defensive pools.

Object of Obsession

General Difficulties: 3 / 2

Certain mortals carry a strange quality, something that makes them all the more endearing, attractive, or worthy of notice. These rare individuals are almost supernaturally appealing, especially to those Roses who find themselves fixating on them. In many cases these mortals have some form of unique heritage or quality, such as being a dormant magician, having fae ancestry, or simply being lucky enough to be born with some spark that sets them apart.

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

Secondary Attributes: Health 6, Willpower 6

Skills: Three skills at 4, five at 3, seven at 2

Special: When an Object of Obsession becomes the mechanical *Obsession* of a Kindred, all positive and negative *Obsession*-based Merits and Flaws that Kindred has have their effects doubled.

Petal

General Difficulties: 3 / 2

Ghouls that have been flesh-shaped. Petals are rare, though their creation tends to be prized. These individuals can take many strange and alien forms, but always appear to be incredibly beautiful. These creatures are not unlike a Tzimisce's Szlachta minion, however they are usually twisted to be expressions of the Volgirre's artistic "talents", rather than anything strictly practical. For this reason they are comparatively less effective fighters.

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

Secondary Attributes: Health 8, Willpower 4

Exceptional Dice Pools: Two skills at 7, usually related to their form.

Disciplines: Protean 1 and the choice of Celerity, Fortitude, or Potence 1

Special: Petals are visually impressive and always come with (**STUNNING** ●●●●). They are usually Blood Bound to the Volgirre that 'created' them. In most cases they will fight for their master even at the expense of their own lives. Due to their extensive emotional conditioning by their 'creators', Petals are immune to the powers of Presence and Dominate from any source other than their Regnant's.

The Thing Under the Skin

General Difficulties: 4 / 2

A parasitic thing that writhes beneath the skin of Kine, living hidden at the base of their spine, from where it hijacks their endocrine system, causing its hosts to become inflamed with desire and release pheromones that make them irresistible, even to Kindred. While in the throes of passion, this thing will erupt from the back and leave its host physically drained, while attempting to bore into the mouth of another. The previous victim is left permanently maimed and immunocompromised, and will soon die as larva left in their flesh will soon mature. Occasionally this thing competes with Kindred for 'food', and sometimes even manages to root itself into a Kindred host, where it will remain and incubate its young –And so, the hunter might soon find themselves the hunted.

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

Secondary Attributes: Health 5, Willpower 7

Exceptional Dice Pools: Athletics 8, brawl 8, stealth 5; Animal Ken 6; Awareness 6 (Victims), medicine 8 (Anatomy), occult 3

Disciplines: Potence 3, Celerity 2

Special: This creature will emerge from its host's mouth during intimate moments of high pleasure. Appearing as a writhing mass of tentacles and fanged maws, it is quick enough to match a Kindred's Celerity, or even surpass them. It grapples with its Brawl, latching on and causing a point of Aggravated Damage on a success; if it succeeds on grappling for three consecutive turns, it will burrow into the flesh of its victim. Mortals don't remember this happening.

While Within A Host: Hosts add three dice to any pools made to attract attention or seduce others.

Attacks to strike the Thing itself are always done at -2

Called Shots and it has the equivalent of Armor 4.

Should it root itself in a Kindred's body, they will gain a permanent intense Animal Resonance, but will take a point of Superficial Health Damage when their Hunger reaches 4 or 5. The Thing can be removed with an Intelligence + Medicine; Difficulty 6 Test. A failure causes two points of Aggravated Health damage to the host.



OSKAR
2025

LOVERS AND QUARRELS

The section below provides a list of NPCs for those who wish to delve deeper into the dark romance or objects of desire tropes prevalent in Vampire lore. These NPCs offer potential partners or intriguing situations for other NPCs that players can discover (and exploit), or serve as templates for players interested in exploring such themes. If used with players, I recommend tracking affection levels and avoiding treating them like retainers to be commanded. Instead, let them be proactive in safeguarding or aiding the target of their affection. Cynically minded players or NPCs should have the option to gradually figure out what makes them tick and how best to exploit their behavior. "Show, don't tell" is ideal—allow players to intuit through interactions or make appropriate rolls, such as Insight, provided they spend significant time with the NPC.

MEREDITH / MERRITT

Personality: Meredith/Merritt is cold, calculating, and known for their ruthless efficiency in getting the job done. They have a no-nonsense approach, often preferring the direct route through intimidation to achieve their goals, regardless of the cost. They take pride in their ability to handle any situation with brutal precision and the reputation that comes from it, that is everything to them. Emotions and relationships are but a tool and a means to an end or at the very least values results over her relationships.

What they want: Driven by an unrelenting ambition to climb the ranks within their sect, seeking prestige and power. Their ultimate goal is to be recognized as the sect's top problem fixer whose name alone commands respect and fear.

Redlines and complications: Reputation being everything to them, if someone were to compromise their standing or tarnish their image, they will take swift and direct action to rectify the situation, even if it means arranging their lover's final death. However, even though knowing better they will get someone else to carry out the execution, rather than having any direct involvement in what they see is a necessary but deeply regrettable act.

How they show affection: They might show favor by offering protection, sharing critical information, or handling a difficult situation on your behalf. Their way of caring often involves solving problems ruthlessly to ensure your safety or success, and they might also offer guidance or mentorship, sharing her own methods and tactics to help you become more efficient and formidable.

How to increase their affection: To earn their favour, the player must act with decisive efficiency, and a ruthless approach to dealing with problems. Show her that you share her ambition and are

capable of executing plans with precision and without hesitation, and she will begin to see you as a valuable ally and asset to be cherished.

How to decrease their affection: They have no tolerance for incompetence, sloppiness, or half measures. If you fail to execute a plan, hesitate when decisive action is required, or rely too much on others to solve your problems, their respect for you will plummet. Additionally, any behaviour that reflects poorly on them or compromises their reputation will infuriate them.

SEVILLA / SEVILLE

Personality: Incredibly ambitious with a keen eye for detail and a master player in the game of Kindred politics.

What they want: To maintain their position in the upper strata of their sect and undermine their many rivals above and below their rank.

Redlines and complications: They have played the game long enough to know that the Kindred of this city will do anything to get to them. Not to mention they have seen too many Kindred fall victim to lovers who eventually become rivals. For this reason, their affection is a double-edged sword: the more they care, the tighter they hold the reins. Every gesture of love is entwined with a calculated move to keep you close, both physically and emotionally. At the peak of their affection, they may be tempted to keep you in a gilded cage, such as a secure haven, and limit your movements.

How they show affection: Sevilla shows affection through acts of protection and control, using their influence and established power to clear your path and neutralize enemies (real or perceived). They carefully orchestrate social maneuvers and political plays to put you in a position of

prominence, always keeping an ear out for potential opportunities or information circulating in the upper strata of the sect to share with you.

How to increase their affection: By showing unwavering loyalty, no matter the cost, and providing useful information that advances their position. Demonstrating subtle but growing dependence on them and making them feel indispensable will significantly increase their affection.

How to decrease their affection: While they appreciate someone who can navigate the halls of power, signs of striking out on your own or following your own calling without their approval or knowledge will breed mistrust and paranoia. They also deeply value secrecy and will see any exposure as a betrayal of trust.

JULIANA/JULIAN

Personality: A gossip and astoundingly beautiful, they flaunt their appearance and enjoy being the object of desire for many, seeking the approval of the powerful for prosperity and to boost their sense of worth. They are willing to seduce and be seduced, especially if the target holds a position of prominence.

What they want: They crave validation and admiration, particularly from those in positions of power, always seeking to have their ego boosted.

Redlines and complications: While they are fine with seeing others or pretending to have affection for others, they will become filled with hypocritical rage and jealousy if the player is not exclusive. This jealousy may manifest destructively, sabotaging the player's other relationships and social standing.

How they show affection: Juliana/Julian shows affection by sharing the juiciest gossip and secrets they've gathered, granting access to high-status gatherings. Their affection is also expressed through physical intimacy, shared moments of pleasure (feeding scenes with dyscrasia), and hyper-fixation on the player's schemes, helping to spread their reputation.

How to increase their affection: Lavishing them with gifts and praise will make them feel adored, particularly if you theatrically devote yourself to them and make them feel desired. Supporting their schemes, no matter how ill-advised, will further increase their affection.

How to decrease their affection: Neglecting them or failing to provide the constant validation they crave will quickly cause their affection to wane. Showing romantic interest in others will spark intense jealousy and insecurity.

MORGANA/MORGAN

Personality: A deformed body, whether from birth, Embrace, or inflicted upon them, has caused deep self-loathing. This internalized hatred, exacerbated by Kindred society, leads to a hostile outlook and deep suspicion of others. Fiercely defensive, they are quick to anger and slow to trust, with a demeanor mixing bitterness, yearning for acceptance, and a relentless drive to protect themselves from further harm.

What they want: They believe that acquiring some form of deterrence or leverage—whether through political power, a deadly reputation, or a powerful ally—will shield them from ever feeling vulnerable or small again.

Redlines and complications: Morgana/ Morgan's life of hardship has conditioned them to expect betrayal, escalating conflicts quickly. Their real vulnerability lies in the rare few they allow close. If one of these trusted individuals were to betray them, they would fly into a murderous frenzy, driven by heartbreak and rage. If the target of their rage is unreachable, their bitterness may turn inward, leading to self-destructive behavior.

How they show affection: Morgana/ Morgan's affection is more likely to manifest in acts of loyalty, standing up for someone in conflict, or offering rare glimpses into their past. Their love language is aggressive or protective actions that show their willingness to fight for those they care about.

How to increase their affection: Gaining Morgana/ Morgan's trust requires consistent presence and kindness. Patience, persistence, and standing up for them in public will gradually break down their defenses, increasing their regard for you.

How to decrease their affection: Morgana/ Morgan is highly sensitive to any form of blame or mockery. Blaming them, making jokes at their expense, or belittling them will rapidly erode their trust. Even perceived slights can trigger anger and paranoia.

LUCIAN/LUCY

Personality: Lucian/Lucy has a weary outlook on the world, marked by cynicism and a dry, cutting wit. They have a strong protective instinct toward those they consider "their people," providing guidance to steer others away from the darker paths easily trodden in this world of darkness. Beneath the surface, they carry deep regret for the mistakes and atrocities of their past.

What they want: They have seen and done many things they are not proud of and seek redemption, specifically by guiding someone and shaping them into a better version of themselves. They don't hope for forgiveness but wish to ensure their legacy is ultimately positive and to give meaning to their (un)life.

Redlines and complications: They refuse to see the object of their affection make the same mistakes they did, and will do everything in their power to ensure you follow their guidance. First, they try subtle means, but if that fails, they will resort to more direct measures. If the object of their affection embraces their Beast and becomes a great monster with no morals, Lucian/Lucy will, with a heavy heart, take it upon themselves to put you down, seeing you as their responsibility.

How they show affection: Their affection is shown through actions more than words. They offer guidance, protection, and hard-earned wisdom, often cloaked in sarcasm or biting humor. They may engage in acts of service, going out of their way to solve problems for those they care about, or share pieces of their past in moments of vulnerability, using their own experiences as cautionary tales. If their affection reaches a high enough level, they may even return to their darker methods of the past to safeguard the ones they care about and their legacy.

How to increase their affection: Despite their hardened exterior, they appreciate a positive outlook, no matter how naive. Following their advice and expressing gratitude will go a long way in increasing their affection. Offering a sympathetic ear to their confessions and acknowledging their pain without judgment will further endear you to them and show you understand the burden they carry.

How to decrease their affection: Disregarding their advice or pursuing a path that mirrors their past mistakes will anger them deeply. They see you as their chance at redemption, and anything that

challenges that narrative will hurt them. Embracing the darker aspects of your vampiric nature could lead to severe conflict, potentially ending in violence.

LILY/LYLE

Personality: Lily/Lyle is a charming yet unsettling presence, oscillating between moments of childlike innocence and eerie insight. Their behavior is unpredictable, often speaking in riddles or cryptic metaphors.

What they want: Lily/Lyle seeks to uncover a hidden truth from their past, something they remember only in flashes. They aren't quite sure what it is, but they know it's of great importance and involves their Embrace. Obsessed with recovering it, they have delved into strange and unorthodox methods that give them fleeting moments of remembrance.

Redlines and complications: Obsessed with the supernatural, omens, and prophecies, they may stubbornly pursue dangerous courses of action simply because they were "prophesied." This could involve risking themselves or significant others. Their unpredictable mood swings and childlike disposition mean they are quick to sulk and become deeply sad if the person they care about loses their temper with them.

How they show affection: Lily/Lyle expresses affection through cryptic gifts or strange acts that may seem nonsensical but have deep personal significance, often proving beneficial in the long run.

How to increase their affection: Those who engage with their cryptic messages and childlike behavior, demonstrating patience and compassion for their eccentricities, will win their favor.

How to decrease their affection: Pressuring Lily/Lyle to act "normal" or suppressing their unique behavior will push them away. Dismissing or mocking their insights will provoke sadness and lead them to withdraw.

VIVI/VIVIAN

Personality: Vivi/Vivian is utterly devoted, eager to please, and completely enamored with their partner. Cheerful, attentive, and fiercely loyal, they are always ready to cater to their lover's needs and desires, no matter how unreasonable. Having once been deeply bonded in an abusive blood bond, their sense of self-worth is entirely tied to their ability to serve and support the one they love.

What they want: Vivian seeks validation and purpose through unwavering devotion. They crave their lover's approval and recognition, believing their worth is defined by how indispensable they are. Having previously been blood-bonded, they feel a void and uncertainty without it and will push to establish a new blood bond with the person they care for as quickly as possible.

Redlines and complications: Vivian's desire to please can lead them to overstep boundaries, taking actions that may be harmful or intrusive in their eagerness to help, potentially causing unnecessary collateral damage. Their unwavering loyalty also makes them susceptible to manipulation by others who might exploit their devotion.

How they show affection: Vivian shows affection through acts of service, going above and beyond to ensure their lover's comfort and happiness. They are always thinking ahead, anticipating needs, and offering unwavering support.

How to increase their affection: Involving them in decisions, big or small, will make them feel trusted and respected. Small gestures of reciprocity will greatly increase their affection. Opening up to them (or feigning vulnerability) will also strengthen their bond, as it plays into their desire to feel needed and valued.

How to decrease their affection: Rejecting their affection or refusing their help will hurt them deeply, causing them to withdraw or become desperate in their attempts to please. Public criticism or embarrassment will shatter their sense of worth, leading to severe emotional distress and potentially destructive behavior as they try to regain approval.

ELIAS/LENORE

Personality: Elias/Lenore is a distant and melancholic figure. They are gentle and caring, yet often lost in their memories, unable to fully engage with others despite craving connection. They fear that bringing someone close will only cause them pain.

What they want: They yearn for someone who can help them find meaning in their eternal existence, to rekindle the fading light within them. If not that, they seek someone who will stand by them as they approach the end.

Redlines and complications: Elias/Lenore is easily overwhelmed by emotions, and pushing them too hard may cause them to retreat into themselves, becoming unreachable. Betraying their trust, especially by exploiting something they said in confidence or reminding them of past losses, will devastate them.

How they show affection: They express affection through small, tender gestures, like sharing a memory or crafting something meaningful. Often, they leave little tokens or handwritten notes that reveal their feelings in subtle, understated ways. They also work behind the scenes to open up opportunities or help the person they care about, usually informing them through notes left in unexpected places.

How to increase their affection: Standing by them in moments of weakness and reassuring them that they are not alone will go a long way in gaining their trust and affection. Showing compassion for their pain and giving them the space to open up at their own pace will deepen their bond.

How to decrease their affection: Belittling or ignoring their sadness will cause them to shut down emotionally, believing that no one can truly understand them. Pressuring them to move too fast will also push them away, as their fear of losing someone again is too great.

Toreador Societies and Guilds

The Toreador are social creatures, gathering to mingle, discuss, and plot—all under the guise of a cause or the mastery of a technique. Every salon, every guild, every society is a stage where power is bartered and secrets are whispered behind those they "admire". Where ambition is masked behind noble causes, their rivalries behind artistic critique, and their conspiracies behind etiquette.

Prestige and status are wielded as leverage, granting hidden advantages to those canny and cunning enough to navigate these social circles.

Below is a list of such societies and guilds that Storytellers and players alike can use to develop their characters and cities.

LA CHAMBRE DES CHIMÈRES

Ever since its founding in the city, it has been equally reviled as it is enticing. La chambre des chimères is an exclusive venue where a select clientèle are invited to forget the troubles of the nights and lose themselves in the pleasures that this world can offer, boasting that they can revive the senses of even the most jaded elder. To most kindred it seems like yet another exclusive club for debauchery disguised under a veil of sophistication, but to those in the know it is far more insidious for its members are cajole and pushed into darker and more questionable to taste and while it being unbeknownst to them recorded as blackmail material. Its creator Benoît de Sade a mysterious Toreador who always ready to offer new temptations with a smile and clean up afterwards, unbeknownst to most of its members, this Toreador is Volgire who reuses the vessels for its own craft, such as his "rose petals" broken ghouls.

Objective: To entrap influential members into indulging into their darkest desires and film it. Using it as blackmail material.

How it recruits: People who either have the means to provide "entertainment" for their members or are members of influence (status 2 will find themselves with an invitation).

Influential member: Benoît de Sade is a Volgire who was part of the first of his bloodline to join the camarilla, obsessed with approaching the dark sublime creating more and more elaborate "petals" their skin stretching to new extremes, reflecting who they truly are within, beauty for him being the synchronicity of their outwards appearance with what they are inside. He uses his large amount of blackmail material to leverage or sell to others, all through an intermediary of course.

Minor member: A degenerate Ventrue who can only feed on those indulging in debasement. Gilles, despite his reputation as a hedonist, possesses significant connections to the city's Ventrue elders, giving the society considerable leverage.

What they respect: Those that tempt others or those who are willing to go to deeper depths of depravity. To push themselves to the extreme spectrum of what the world has to offer. Its leader ensures that all those who climb its rank have compromised themselves in some way.

Power source/asset: La chambre des chimère hold many dark secrets on various members of the city, amongst them is a heavily indebted member who also happens to be very influential within the dominant sect. This kindred is treated as Mawla (••••).

Conflict/problem (internal) and (external):

Internal: One of the attractions a vessel has escaped the complex and killed her ghoul captor and needs to be found lest she informed the wrong of the true nature of this society

External: One of the blackmailed kindred is deeply resentful and is secretly working to undermine this society and get rid of the evidence on him

Benefits of status within:

Status 1-2 : Members at this level are granted access to the outer circles of Mélusine's venues. They may attend the more public events and soirées, where indulgence in excess is encouraged but closely watched. They also gain access to certain "favours" from the society, such as introductions to useful Kindred and mortals, but no real power.

Status 3-4 : You are invited to dine with Benoit de Sade in private where over polite conversation you may learn the dark secrets of the kindred inhabitants once per story.

Status 5 : Benoit de Sade has taken a liking to you and is willing to provide a small army of 5 Petals (Page 117) to use at your discretion though he expects you to find replacement should any of them wither.

GUILD OF THE VEILED BRUSH

The guild of veiled brush was founded by an exiled Toreador aristocrat who had planned to end his unlife until he came across a young aestheticist who was depicting the cliffside that he had planned to burn on with the rising sun. After speaking with the man, who began to speak of why he chose this place and what it represented to him, it awoken a new lease of life in the Toreador aristocrat, he decided to dedicate his new lease of life to capturing these moments of intense desperation and the renewal, the darkest night and the dawn in canvas.

Objective: To create a labyrinth of beauty—a grand haven that melds the various works and collection of beauty in a single haven, arranged not in anarchistic fashion but in an aesthetical one, all united in depicting the despair and hope of renewal. Though over time the guild has become fixated on the ghoulish beauty of despair.

How it recruits: An applicant must create an “oeuvre de l’ame” which expresses a real moment of true despair that has happened. The work is then judged by its most influential members on merit and if it encapsulates the goals of the Guild. Over the years their members have become more and more demanding on the “despair” aspect, demanding more and more details and even proof that such despair occurred in their life. Some new members have gone so far as to orchestrate terrible tragedies so they may depict them.

Influential member: Amadiel became the inheritor of the guild after its founder mysteriously disappeared one night. She has attempted to embody the guild’s philosophy of “darkest night and the dawn,” but over time, her personal tragedies have accumulated. The resurgence of the Second Inquisition has only deepened her despair. Amadiel no longer believes the dawn will ever come, and she has become fixated on capturing the brutality of hopelessness. Despite her somber obsession, she is strangely warm to those who are able to capture the darkest night effectively.

Minor member: Bastien, a talented ghoulish artist, lost his master when the latter’s obsession with portraying despair led to carelessness. His master tortured the homeless to capture their anguish on canvas, but hunters eventually tracked him down and burned him alive in his haven. Bastien survived, though badly burned, and was accepted into the guild after painting with the ashes of his master. Desperate for the Embrace, each of his paintings grows increasingly morbid, driven by his desperation. The other members are largely amused and intrigued by his macabre dedication, with one Kindred in particular pushing him to greater extremes—encouraging him to paint with his own blood or depict his own self-mutilation after doing so. Bastien complies without hesitation in hopes he will be embraced or given vitae.

What they respect: Those that are able to live by the axiom of “art for art’s sake” and whose work transcend the mundane of this existence. Especially those who are willing to do whatever it takes to capture the darkest night in painting of not only themselves but of others.

Power source/asset: Art trade and speculation (Resources ●●●) and Influence in art scene (●●).

Conflict/problem (internal) and (external):

Internal : Rivalries and clash of egos has caused some of its members to go so far as to orchestrate the downfall or tragedies in the life of other kindred and members, all the while painting it in advance.

External : A group of Philistines threaten the cohesion of the group by targeting exhibits and using them as examples of why obsession with art is detrimental to the Clan as a whole.

Benefits of status within:

Status 1-2 : You are invited to the members “outings” into the city where they hunt together, hunting with them is treated as a team effort.

Status 3-4 : Once per story may get into contact with any art critic within the city who is treated as Contact (●●).

Status 5 : A personally created masterpiece by a renowned kindred who destroyed himself shortly after. Gain a Masterwork (●●●) with the add-on (●) Death Effect.

THE SCARLET THREAD

Founded by Jasmine Bertin this guild is infamous for its renowned works and garments that are adored and envied by the upper echelons of kindred society. The success of Lady Bertin's work, allowing for many of her protégée to create other branches within the city. What those in the know realize is that subtle messages and symbols are woven into the fabric, allowing kindred to communicate and conflict with another subtly via symbols and one up ship.

Objective: Amassing favors and boons from the most influential Kindred by controlling their image and perfecting their craft.

How it recruits: An applicant is invited by a senior member of the guild and becomes their apprentice, learning from them. The guild is organized into pairs with a senior member teaching them what they know. Their apprentice is usually considered a mere extension of themselves, many do not teach their apprentice everything they know out of fear of being upstaged.

Influential member: Donna is a close confidante to the founder. Quiet and reserved, rather than the gregarious personality most expect from someone in her position. She makes up for it in her work—whether by elevating the efforts of others or lacing her critiques with veiled insults and well-placed mockery.

Minor member: Oliver is a Ventrue who is considered the supply master for the guild. He holds quite a bit of influence in an import and export business which he uses to bring in the finest and exotic materials for the Scarlet thread's work...and the bodies to wear them.

What they respect: Those that are able to respond to the work of others, putting them down through their craft, or to make thinly veiled insults at others through their work or one upmanship.

Power source/asset: Having to weave messages and symbolism into many prominent kindred's clothes, means they have an uncanny knowledge of people's positions/preference and past actions.

Conflict/problem (internal) and (external):

Internal: The guild has been going through models at an alarming rate with many ending up hospitalized as they force the model to fit the design rather than compromise. And so many of its members in fight to

pick the cream of the crop. Some outside of the guild are using it as an opportunity to attack its member calling them an "imminent masquerade breach".

External: A non member is imitating their style unbeknownst to them adding codes and symbolism that leads to misinformation/ incorrectly interpreted.

Benefits of status within:

Status 1-2 : You have access to exclusive fashion shoots and modeling which are prime hunting grounds as well as being a spot rife with intrigue and gossip.

Status 3-4 : You have been offered a model to be at your beck and call and act as a Retainer (●). They are conventionally beautiful and anything she wears is seen in the best light.

Status 5 : Access to high net worth clients that normally would be inaccessible thanks to the guild's obstructionism. Once per story pick a Contact(●●●) who holds Influence (●) in a field of the player's choosing (finance,criminal,etc)

SOCIETY OF LETTERS

The society of letters prides itself on being an intellectual crucible where kindred of standing can confer with one another and speak frankly of the topics of kindred without having to worry about the petty indignations of the intellectually stunted. At least that is what they proclaim themselves to be, modeling themselves after the enlightenment café that formed across Europe in the age of enlightenment. In practice many of its occupants are more interested in the rhetoric. Most of its members' ideas and positions change more frequently than the seasons.

Objective: Those who participate usually do so to champion their cause amongst their fellow kindred or for a sense of belonging to a team or group, more come to network and influence like minded kindred and of course there are the rare few who are genuinely here for discourse.

How it recruits: Selecting only from those who are intellectually curious, prospective members are engaged in casual debate and if they show promise are introduced into the Guild.

Influential member: An archivist Lucien Marat is a charismatic speaker whose passion is to give lectures on various topics and subjects, his knowledge of written works allowing him to effectively argue any point, his haven is rumored to be a vast private library filled with works.

Minor member: A Brujah by the name of “Max Stone” or known as the fool by many of its Toreador members, he is a fiery speaker and filled with righteous indignation that his fellow members take great delight in baiting into losing his temper thus losing face and the argument. However the “fool” remains learning much from their rhetorical games.

What they respect: To the society of letters how you argue your point is more important than the point itself. Being able to keep your sang-froid and justify your position with eloquence and poise while baiting your foe into looking foolish will provide many accolades. Those who excel at this will find themselves a fashionable addition to many social cliques.

Power source/asset: The Guild rarely holds any power relying on its members prestige and ability to convince others to lend support/finance them. Their sole holding is their luxurious haven where they gather.

Conflict/problem (internal) and (external):

Internal: Some of its members have begun to use violence or intimidation to stop others from speaking outside of the Guild.

External: A rival of a key member of this guild attacks it saying that it promotes dangerous ideas and discourse that will disrupt the sect of the city.

Benefits of status within:

Status 1-2 : The guild most prominent member Lucien is willing to share his insight on your position or speech you have prepared.

Status 3-4 : Many of its members have begun to admire your skill and have begun to flock around you, parroting your views and takes uncritically.

Status 5 : You have somehow managed to unite the disparate groups of the Guild into a single cause. Have your cause or view championed by the guild itself in all strata of kindred society.

THE IVORY MASK

The ivory mask is one of the more respected and somewhat feared guilds unlike the others whose influence if any can be attributed remains soft and niche. The Ivory mask is one of politics and powers, finding those with potential and forming them into ambassadors. The Ivory mask keeps its presence hidden for the most part, having a representative at the court that usually enjoys high status with the court, for the insight and connections they have. Rumours of it being an arm of a Toreador Justicar persist, making many prince uneasy and wary of directly confronting them as their influence spreads and take initiative on how best to further the interest of the Camarilla within the area. An ambiguity the Ivory mask is more than willing to take advantage of.

Objective: The Ivory mask prime focus is to find assets that can help expand their means of monitoring and influencing other sects be it diplomatically or covertly. All in the name of the security of the Camarilla.

How it recruits: Members of the ivory mask will approach a person of interest who shows great potential and begin to ingratiate themselves as a reliable contact. Using any boons or debts they have accrued to obligate the kindred in question to do a risky if open ended task such as getting an influential kindred to change their decision or to gain intelligence on a person of interest. If successful they are invited into the Ivory Mask after a rigorous vetting process by another via the use of Auspex.

Influential member: Justicar founder though exact identity is unknown simply called the founder.

Minor member: Dhole is an arms dealer and information trafficker formally an Anarch. He secretly works for the Ivory Mask by facilitating infighting and dealings through unofficial channels.

What they respect: Those who expand the means of the Guild and who have multiple agents or assets under their sway will find themselves quickly climbing up the ranks. Though further status requires the backing and recommendation of a higher up.

Power source/asset: The Ivory mask has a large network of safehouses, emissaries and agents who knowingly or not serve their interest. They also trade

boons with many different sects that they use as leverage and allows them to be self-sufficient.

Conflict/problem (internal) and (external):

Internal: A schism exists in the leadership between those who advocate a realist philosophy, emphasizing power and control to secure the Camarilla's dominance, and those who believe in shaping the political landscape through manipulation of shared values and alliances. This ideological divide creates tension among the guild's leadership, as each faction vies for influence over the Ivory Mask's strategy and the future of their political maneuvers.

External: The Ivory mask has never been very transparent and many Princes worry that they are a threat to their position. Thus many outside of the Guild attempt to undermine them subtly or leak their assets identity so they may succumb to an untimely fate.

Benefits of status within:

Status 1-2 : You have earned the trust of a fellow operative within the Ivory Mask, granting you a Contact (••) who can provide information or minor favors within Kindred society.

Status 3-4 : The Guild provides access to a well-secured safehouse, complete with supplies and resources suited for espionage, diplomacy, or discreet retreats. Gain a Haven (••) with add on security system (•), postern (•) and hidden armory (•).

Status 5 : You have gained the rare privilege of direct communication with the Founder, though their true identity remains a mystery. Whether this is an honor, a test, or a trap remains to be seen.

THE MARBLED COURT

The Marbled court primary goal is to create a city worthy of the power that flows through the veins of its inhabitants. Many influential kindred are willing to finance the guild, so that they may leave their mark on the city. Secretly many of its assets are being turned towards its current leader's obsession with giving life to stone.

The marble court has its origins in Italy from its renowned founder Alessandro Vittori, his work is renowned amongst many Toreador for his ability to capture the raw emotion of his subject matter in a way that is uncanny bordering on the disturbing, with some saying that he in fact freeze poor subject in place and sculpt stone around them sealing them

into a tomb. The marbled court has blessed many a city or haven of a kindred with works that impress even the most jaded of kindred.

Objective: Learn the secret of Gargoyle creation though publicly make the city beautiful.

How it recruits: To be inducted the candidate must craft a perfect stone replica of their first victim and have it judged by Loronzo who either accepts you into the guild or berates you until you leave.

Influential member: The current head crafter is a short tempered perfectionist known as Loronzo Martelli, he is extremely talented but has an ego and jealousy to match. Many of his rivals or apprentices have suddenly disappeared. Unbeknownst to anyone else Loronzo experiments on such upstarts attempting to create Gargoyles using the limited knowledge he has, so far he has been unsuccessful resulting in his subject's final death.

Minor member: Silvano the Unseen is a secret thin blood that Loronzo keeps in the guild as his eyes and ears. His talents of blood sorcery have caught the Toreador's eye and Silvano not wishing to be cast out follows his command diligently and reports back to him.

What they respect: An attention for details and those who are able to provide any new insights into stonemasonry. Those who walk the careful line of being competent and a skilled artist while not endangering its elder's ego will find themselves climbing the rank.

Power source/asset: A Lot of the construction work in this city is controlled by members of this guild who collaborate to ensure the prosperity of the guild.

Conflict/problem (internal) and (external):

Internal: There exists a clash of ego between Loronzo and his protégé who has begun to surpass him. Tensions are flaring and some wonder if they should back this young new upstart.

External: The current founder Loronzo Martelli has a choleric nature and has made many enemies having snapped at the harpy of the city who he calls "an insipid bitch" the harpy has made it their goal to destroy the Guild.

Benefits of status within:

Status 1-2 : You have been gifted a fine statue from the workshop. Gain a beautiful if heavy Masterwork (••)

Status 3-4 : You have some pull on who and when the constructor companies will win their contract in the city. Gain Influence (••) in city planning

Status 5 : One of Loranzo experiments was partly successful in creating a gargoyle though it is clearly sick and unstable, despite that it has been made to respect Lorenzo’s authority and serve his “good friends”. Gain a “Gargoyle” Mawla (•••).

GUILD OF ELYSIUM FIELD

The Guild of Elysium Fields, initially renowned for creating grand villas and secure havens where Kindred could host lavish parties within defensible perimeters tailored to any specification—from escape rooms to servant quarters—has evolved with time. In the modern era, they now function more like an estate agency, specializing in securing luxury havens complete with proper documentation to ensure everything appears officially up-to-date. Although they still offer some customization, their services are reserved for a discerning and affluent clientele. The Guild of Elysium remains a prestigious institution, extending invitations only to the most well-connected individuals. Those fortunate enough to be invited may find themselves at exclusive housewarming parties or allowed to roam through select havens, albeit at a steep price.

Objective: The Guild of Elysium Fields has for the most part transitioned from being architects of haven suited to their kindred patron to more akin to estate management, ensuring the Kindred elite can acquire and maintain luxurious, secretive havens that comply with both the masquerade and mortal legal frameworks.

How it recruits: Recruitment is done by invitation of an existing member, usually nepotistic, though those members are usually very wealthy, or connected to property in some fashion, or have a set of unique skills or means to enhance the guild's operations.

Influential member: Architect Lysander Mercator, once a renowned builder of Venetian palazzos, who leads the Guild. His vision is

responsible for modifying existing structures with modern security and arcane protections, setting the gold standard for haven safety and elegance.

Minor member: Donovan Pierce was a highly successful real estate agent in the mortal world, specializing in luxury properties across the West Coast. Known for his sharp instincts and tenacity to close a deal to the point of annoyance.

What they respect: Those who are able to close the most deal find themselves climbing the rank to a point. To truly achieve the apex of the Guild hierarchy one must be able to create or own beautiful havens that provide luxury and security. Power source/asset: Kindred have a lot to be afraid of the SI, of losing control and most of all of being exposed. The Elysium field provides all the necessary mask and paper trails to keep their clients hidden all while providing security and luxury. The demand is naturally quite high and with it their leverage.

Conflict/problem (internal) and (external):

Internal: There is a divide between those who are pushing for creating more affordable havens that are not as luxurious or secure but provide more boons as they cater to an untapped market and the old guard who believe this commodification compromises their reputation and the masquerade.

External: The supply simply can't keep up with demand as the SI has closed in on many kindred old havens and those who are desperate are willing to use whatever means to secure their survival.

Benefits of status within:

Status 1-2 : You are trained and are well established enough that you can spot the weakness in a structure and thus are able to give an accurate appraisal of it. Gain a one die bonus to awareness rolls related to structures.

Status 3-4 : Invited to exclusive events and be able to bring a plus one.

Status 5 : You are able to reside in a Haven (•••••) with the luxury (•) add on. The haven does not belong to you and has not been sold yet but you are allowed to stay here as long as you are discrete.

THE HUMANE SOCIETY

Founded decades ago by a Toreador, Adrienne Leclerc, The Humane Society began as an earnest attempt to make amends for those times that she had let the beast slip. Adrienne, troubled by the constant struggle between her vampiric nature and her lingering human conscience, envisioned a society where kindred could undo the damage but at least find a way to pay clemence for the pain their beast have inflicted on the world. Such uneasiness was quickly turned from its original vision into a gathering where kindred made increasingly more performative displays to show how much better of a person they were compared to another. This one upmanship and desire to be seen doing good combined with the typical social politicking of their members means that the aid actually being used to provide real change becomes a secondary concern.

Objective: The guild mission is to aid the human population by quietly shepherding it and ensuring their quality of life is improved, at the very least in theory.

How it recruits: There are no restrictions for those who are willing to help, of course nobody is obligated to inform you where the next meeting will be.

Influential member: Adrienne is a wealthy philanthropist who presents themselves as a shepherd to humans and a mentor (if somewhat condescending) figure for kindred. Well aware of the tendencies of kindred he manipulates them in the name of making a difference to the most vulnerable in the city.

Minor member: Evelyn presents herself as someone who is deeply preoccupied by the plight of the needy and the duty we have to humanity and what is right. This is all a masquerade for her shameless arrogance and opportunism.

What they respect: Those that go to great lengths to help the city the more effort and money spent the greater the prestige, those who show great concern or passion for the dispossessed.

Power source/asset: The human society proclaims not to have any sway on the city and if they did they would expend it immediately on improving the lives of its kine inhabitants. In reality their influential members combined with the necessity to sway the city's authority means they have a tight hand on many charities and local NGO.

Conflict/problem (internal) and (external):

Internal: A long dispute amongst the society is how to redistribute the resources and the direction of its charitable activities, with some members favouring more public, high-profile actions over others that may be more effective but less glamorous. The former usually wins in this regard.

External: The charity unbeknownst to many has become subject to investigation for misuse of funds and corruption. Such investigations don't usually go very far but a well connected individual is aiding this investigation.

Benefits of status within:

Status 1-2 : You know the best feeding grounds in the city where those who would not be missed gather and more importantly when those who will miss them aren't present.

Status 3-4 : Gain an invite to any social Gala in the city. However the guild's members are under no obligation to inform you of its whereabouts.

Status 5 : Sometimes the kine fail to see the big picture. Once per story you may redirect the funds of well financed charity or NGO under the sway of the guild.

20 Kindred works of Art and Performances

Throughout Cainite history, the undead have sought to capture the beauty of their own damnation. Pain, tragedy, and bloodlust have been shaped into art, twisted into performance, each piece a reflection of its creator's eternal hunger. Like their makers, these works transcend the mundane, taking on a sinister and supernatural hue—masterpieces steeped in vitae, obsession, and madness.

Below are twenty such creations, whispered about and coveted from the grand Elysiums of Chicago to the fire-lit gatherings of the Anarchs. Some inspire awe, others revulsion—but none can be ignored.

1 The First Feast: A painting depicting a great feast in the first city of Enoch, done in the style of Bosch.

2 Blood from the Vine: A wine collection that has been infused with vitae, said that each vintage tells a chapter in the creator's life.

3 Ennoia's Song: A Kindred singer whose choir are birds trained via Animalism to sing specific notes.

4 Shadow's tune: A Kindred violinist whose shadow dances as she plays.

5 Basarab's Grave: An abstract painting with various splashes of red, said to be the destruction of a revenant family.

6 Pompey's crash: Three photos of an Abstract anarch dropping a priceless vase from Pompey and smashing it on the ground.

7 Dance of Blades: A sword fighting duel done to resolve an old dispute, each strike must be followed by flourish or you lose.

8 Last Embrace: a series of statues from a now dead elder that depicts various Kindred in the moment of their embrace, agony and rebirth frozen in marble.

9 Carnival of Fools:

Considered poor taste by some, it's a carnival where the most deformed of Kindred put on a performance for the morbidly curious.

10 The Black Ballet: A ballet that portrays the tale of a kindred who lost himself to oblivion, it is performed entirely in the dark, so dark vision is required to admire it.

11 Withering Rose: An oil painting depicting a single rose wilting, symbolizing the decay of the clan of rose done by a Toreador artist.

12 The Sanguine

Symphony: A set of 13 large glass sculptures that appear to be slightly red and fluid, warm to the touch, if hit gently will vibrate and create a pleasant tune if done in the correct order.

13 Memories to Ashes: A series of black and white photographs capturing the ashes of various clans and backgrounds.

14 The Carthaginian Harp:

A harp said to have been made from the bone of a prominent Brujah or his ghoul, ornate with strange demonic iconography the sounds seems slightly off and echoey.

15 Wallachian Trespasser:

Statue depicting a man of exposed muscle, the details are amazing. His facial expression is one of pain.

16 Fall of Detroit: An abstract painting depicting the sabbat devouring the old regime

17 Mirrors of the Abyss:

Srying mirrors created by a Lasombra circa 1400's. They condensate and tremble.

18 Feast for the Vain:

Created in the medieval times by Malkavian jesters, it's a satirical performance where Malkavian performers portray their court in exaggerated and comedic fashion. Rarely ever repeated.

19 Chant of Humanitas:

Gregorian chants said to have been created at a Lasombra congress, its chant lament the damned state of kindred and denial of their redemption.

20 Eternity Past: This vast tapestry of over thirty length and fifteen feet height, is woven by a Toreador elder who incorporates his own vitae to the work giving it a supernatural luminescence and shimmering quality. It depicts Kindred history from the first embrace of Caine to the Convention of thorns.

20 Backhanded Compliments and Insults

There's an art to cruelty. A well-placed insult can break a man, but a carefully crafted compliment? That can make him destroy himself. Here are twenty cutting remarks, perfect for deflating egos, seeding doubt, or ensuring a rival's humiliation lingers long after the night has ended.

I "You're so brave to wear something like that."

II "I wish I could be as relaxed about my appearance as you are."

III "I've always admired how you don't care what anyone thinks."

IV "You have such a unique sense of style; no one else would dare wear that."

V "Unlike you I am not young enough to know everything."

VI "You are a peacock in everything but beauty."

VII "It's amazing how much confidence you have considering... everything."

VIII "Bravo! I didn't expect you to understand, but you almost got it!"

IX "They say familiarity breeds contempt, I shudder to imagine what will become of me if I stay here any longer"

X "Oh I am not doubting your virtue. It just that you have all the virtues I dislike and none of the vices I admire"

XI "Ah we finally meet in the flesh! I envy how photogenic you are."

XII "You've come such a long way for someone with your limitations."

XIII "I've never met anyone like you before. I hope I never will again."

XIV "I have great sympathy for people such as yourself, it must be exhausting keeping up with us"

XV "You're really good at making a first impression... too bad it doesn't last."

XVI "You're the smartest person in the room...as long as it is empty"

XVII "A modest kindred, who has much to be modest about"

XVIII "Living proof that money can't buy taste"

XIX "You're so refreshingly unpretentious—almost like you don't even try."

XX "Your confidence is inspiring. I guess ignorance really is bliss."

20 Toreador Gossip and rumors

Every reputation is built on perception, and perception and it is oh so easy to shape. A well-placed whisper can make a Prince untouchable—or leave them flailing in social ruin before the night is through." Below are twenty rumors circulating among the Roses—some scandalous, some insidious, some so absurd they simply must be true. Whether they are fact or fiction hardly matters. After all, the truth is only as important as the number of Kindred who believe it.

I Minstrel's Hill: There is a mound not far from the city where you can hear music.

II A Union in Blood: Two primogen within this city are arranging a blood marriage to formalize their alliance.

III Trinket of a god: An Ishtar trinket has resurfaced and is being transported through this city on its way to its final destination.

IV The Ghoul That Wasn't: A ghoul's body has been found; they thought it was a Szlachta at first, but the modifications do not seem organic; some say it's a servant of a Volgirre.

V Fun Police: The sheriff is investigating rumors of large blood orgies being held in private venues.

VI Anvil Reforged: The Vined Anvil was once an old guild that crafted arms and armor for the soldiers of Florence; a Toreador has taken the name and has opened up a guild offering weapons to those with boons and money to spend.

VII The White Bull: There have been sightings of a white

bull, said to be a ghoulish of great strength, in Greece.

VIII Petty Raid: The police raid on an abstract exhibit was orchestrated by a jealous rival.

IX Undiscerning Taste: One of the Camarilla Toreador of high status is suspected of being an Anarch sympathizer.

X The New Favourite: The prince of the city is showing particular favor to a newly embraced neonate.

XI Death Mask Production: There exists a series of videos sold on the dark web and on USB that depicts gruesome murders made possible only with the use of disciplines from "Death Mask Production."

XII A Harpy, Dull and Plucked?: A Toreador who is supposedly friends with the harpy said that she found her to be a dull and unremarkable person.

XIII Nephilim Escapee: A Toreador has escaped the Cult of Nephilim and has in their possession an artifact belonging to the Nephilim cult.

XIV A Rose's Spite: The Primogen of the Rose is in love with an ancilla of another clan, but the ancilla only has eyes for a newly embraced neonate. I hear the Primogen of the Rose has begun to seduce that neonate as revenge.

XV Mysterious Muse: A particularly promising Toreador has been spotted with an utterly ravishing mortal. A new muse, perhaps? What is most interesting is I called in a favor, and I can't find any official information or even a birthdate on him.

XVI A Flight Before The Vows: I saw a Kindred who is supposed to be betrothed soon by their elder locking lips with another near the dock; I think they are going to attempt to flee. What a shame if people found out beforehand.

XVII Gala Vanishing Act: The toast of the local art scene in our city has vanished without a trace at her own Gala. Some think it is to build suspense, but I suspect foul play.

XVIII Mainstream Rat: I hear one of our own, said to be

a "pop artist," has been enjoying meteoric success, and it's not for talent, that's for sure. I hear a Nosferatu elder has been pulling the strings to help his rise.

XIX The Club That Never

Sleeps: One of the blue bloods has been having trouble at his

club; it's become too successful, and nobody wants to leave—they just keep dancing. If this continues, the Sheriff may have to investigate.

XX Ancient Benefactor:

Ever since that prominent member of the court was beckoned away. An anonymous

benefactor has been funding several young Kindred's lavish lifestyles and art projects. Speculation is rife about their identity and motives. Some suspect it is a rival of the beckoned elder who is making his move or perhaps it's the beckoned elder pulling the string from afar.

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.

If you liked what you read and want to support future projects, consider following us on social media or [joining our Discord](#) to be notified when the next book drops. We'd deeply appreciate it if you left a review—it really helps us out. And if this book piqued your interest, be sure to check out [Clanbook Baali](#) and [Clanbook Gangrel](#) as well. Each of which has a free version. Thank you for purchasing the *Deluxe* version of [Clanbook: Toreador](#), we hope you've appreciated all of the additional content and tools that might help you play more socially inclined Kindred in this blood-soaked World of Darkness.

Clan Lasombra will be our next Clanbook. Hope to see you there (when we get there)!

Got feedback or questions? We'd love to hear from you. Feel free to leave a comment on the discussion page of Storytellers Vault, or email us directly at GreyGecko@mail.com

