

OWbN Gangrel Packet A

Source Book for One World by Night



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Approvals

(All mentions of Coordinator to contact is the Gangrel Coordinator unless specified otherwise)

Abilities

Lore: Clan Gangrel 5- PC: Coordinator Approval - NPC: Coordinator Approval

Rending- PC: Coordinator Approval - NPC: Coordinator Approval

Bloodline(s)

Ahrimanes-PC: 2/3 Majority Vote - NPC: Majority Vote

Anda- PC: 2/3 Majority Vote - NPC: Majority Vote

City-Only if embraced outside the Sabbat or before 1870's PC: Coordinator Approval - NPC: Coordinator Approval

Einherjar-PC: Coordinator Approval - NPC: Coordinator Approval

Ghost Singers- PC: Coordinator Approval - NPC: Coordinator Approval

Greek Gangrel- PC: Coordinator Approval - NPC: Coordinator Approval
Lhiannan-PC: 2/3 Majority Vote - NPC: Majority Vote
Mariners- PC: Coordinator Approval - NPC: Coordinator Approval
Neo-Einherjar-PC: Coordinator Notify - NPC: Coordinator Notify
Noaid-PC: 2/3 Majority Vote - NPC: Majority Vote
Wah'Sheen- PC: Coordinator Approval - NPC: Coordinator Approval Camarilla Coord Approval

Combination Disciplines

Aura of Accursed Rage - PC: Coordinator Notify - NPC: Coordinator Notify - Coordinator: Brujah & Gangrel

Bear's Skin- PC: Coordinator Approval - NPC: Coordinator Approval

Ennoia's Mastery-PC: Coordinator Approval - NPC: Coordinator Approval

Fennis's Talons-PC: Coordinator Approval - NPC: Coordinator Approval

Ghost Singer

i. Ghost Singer Gangrel - PC: Unregulated - NPC: Unregulated

ii. Non-Ghost Singer Gangrel - PC: Coordinator Notify - NPC: Unregulated

iii. Non-Gangrel - PC: Disallowed - NPC: Unregulated

Loki's Gift-PC: Coordinator Approval - NPC: Coordinator Approval

Flaws

Extinct Animal Form- PC: Coordinator Approval - NPC: Coordinator Approval

Merits

Clan Friendship: Gangrel- PC: Coordinator Notify - NPC: Coordinator Notify Totemic

Change for non-Gangrel - PC: Coordinator Approval - NPC: Coordinator Notify

Gift of Proteus for non-Gangrel - PC: Disallowed - NPC: Disallowed

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Lexicon

Fire - A *Fire* is the most personal of the Gangrel meetings. A *Fire* indicates that a Gangrel is present, has opened their lands for hospitality, and are making themselves known. It is not uncommon to see significant figures and extremely old Kindred attending a *Fire* to once again retell their deeds and the Gangrel tales of old. *Fires* can be as few as 2 and as many as hundreds. Fires attracting large numbers tend to transform into *Gathers*, *Things*, and *AllThings*.

Gather - (Libellus Sanguinius 3: Wolves at the Door pg. 13): A *Gather* is the basic form of Gangrel meeting. To call one, a Gangrel need only leave some perceivable signs in nature that would indicate the calling of one. The affair is rather straightforward. Each Gangrel introduces themselves to the others and establishes a rank, based on merits from Rites of Status that are performed. These Rites are typically very straightforward consisting of combat, boasting, or both. If there are some particularly old or aggressive Gangrel present, the Rites may last for quite some time. Once a hierarchy has been established, business can begin. The *Gather* discusses all manner of news: enemies, allies, herd migrations, Ravnos in the area, threats, and any other news of any importance to the generally loner Gangrel. *Gathers* are meant for local

social events. But *Gathers* can also turn into *Things* if enough Gangrel attend.

Thing - (MET Journal 5 pg. 23): The Norse have a tradition of calling a *Thing* to discuss issues of law, diplomacy, trade, and feuding. A *Thing* can last as little as one night or extend for as long as a week. *Things* are occasions of under-the-table deal-making, alliance-shifting, arguing, and boasting. The *Jarl* of each hall in the area attends, bringing an entourage - the bigger the entourage, the more powerful the *Jarl*. This competition can often spark bigger arguments that can spiral into blood feuds of legendary levels.

As well as discussion, the *Thing* is often the site of the *holmgang* and *einvigi*. The *holmgang* is a strict one-on-one duel with limited weapons and no active Discipline use. The two involved parties stand within weapon range, and the accused takes the first swing. Blows are traded until one of them collapses, surrenders, or dies. The winner is the last one standing. The *einvigi* is a more traditional duel in which the opponents are allowed to use armor and weapons of any type. Combatants fight it out in a circle of their comrades, who usually cheer them on and shove them back into the fight if they try to stray too far. Occasionally, there are rules - only three shields, bare hands, no swords, etc. - but otherwise this type of duel is truly unlimited.

AllThing - (Wolves of the Sea pg. 53): A Scandinavian term for a large gathering. An *AllThing* would be called for the same reasons as the local *Things*. The *Thing* was meant to air grievances and to argue disputes. Judges would be selected and after all arguments would be had, the judges would make a decision. The decision of the judges would be binding and be upheld above all else, but for much more serious or larger-scaled issues. It was, generally, a means to settle huge, sweeping disputes or potential feuds to prevent a large war from breaking out. *AllThings* are considered to be a call to the entire clan to show up.

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The Winds - (Libellus Sanguinius 3: Wolves at the Door pg. 30): *The Winds* refers to the immediate environs or habitat which a Gangrel finds themselves in and means much more than simply the wind itself. *The Winds* includes prey, predators, buildings, structures, kindred, and even more supernatural and unseen things such as those hiding in Obfuscate, unmanifested supernaturals, and mystic influences. The main idea and understanding of *The Winds* can be gleaned from its associated Combination Power *Read The Winds*.

Outlander - Another name for Gangrel or to describe the clan.

Clan Enemy

Clan Gangrel handles most strife locally and personally. It is very rare for an individual to attract the ire of Clan Gangrel as a whole and this is reserved for the most severe of offenses.

There are currently no surviving enemies of the clan.

Clan Friendship

Whereas Clan Gangrel has enemies, they seem to make even fewer friends. Those wishing to receive widespread attention and praise of Clan Gangrel must be cut from a similar cloth and prove their worth. A friend of Clan Gangrel will be an individual known for their deeds, but even

more for keeping their word It should be noted that there is a level of rugged individuality and general contrariness amongst the Gangrel. Reputation for them is only what they have personally heard of and so the Clan Friendship merit for Clan Gangrel may be ignored by any Gangrel who do not recognize it.

Standard Embrace Practices

From an outsider perspective, the Gangrel are famous for making so-called "bite and drops" and caring quite little for their Childer. In actuality, it could not be much further from the truth. Because the Gangrel simply wish for the best and hardiest offspring, this is the usual Embrace practice for Clan Gangrel. Variants and bloodlines may have entirely different motivations or practices, but usually if they differ much it comes up distinctly in their culture.

Selection: The selection of a Childer is usually not a quick decision. The Gangrel will pick from the hardiest or most cunning stock to become an Outlander. They will typically watch their candidate for some time before deciding to Embrace them. And yet there are many classic examples of Embraces that appear on a "whim". If a Gangrel decides to Embrace someone they come across in the throes of death, it is usually for some great merit or impression the individual left on the passing Gangrel. All in all, the Gangrel must find something within each

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candidate that leads them to believe the candidate can make it wholly on their own and that they would make an offspring to be proud of

Embrace: The Embrace is as brutal as the Gangrel lifestyle. Unless the chosen individual is already near expiring, the Gangrel hunts them and places them a hair from death. The individual is then Embraced. For the first year of the new Gangrel's existence they are left on their own to survive or die. If the new Gangrel is near one of the major Sects they normally find themselves quickly indoctrinated into the local beliefs and practices of the predominant Sect present. Older Gangrel will occasionally teach the younger Gangrel, but only after the younger Gangrel has proven themselves to be worth keeping around.

Animal Forms

The classic and most distinct power of the Gangrel is the ability to turn into animals. The forms a Gangrel can take are usually somewhat unique for the individual; however, outsiders learning Protean take the form of a wolf or a bat, always.

The power "Shape of the Beast" is the 4th power of Protean and consists of two different and distinct forms: The Fight Form and the Flight Form. The classic examples are of a wolf for Fight Form and a bat for Flight Form. We will use these as an example, but generally Gangrel can choose any predatory or scavenger animal that makes sense. Normally a Fight form is not

substantially bigger than the user. Moreover, a Flight Form cannot be much smaller than a bat it should be noted, however, that it does not need to be capable of flight. Finally, Protean is a rather mutable Discipline, but mythical creatures are not typically possible (for non-Methuselah).

For details and examples please see *Gangrel (2000) pg. 68* and *Laws of the Night Revised pg. 170*

Beast Traits

Mixed Blessings, Beast Traits, Feral and Repugnant

One of the defining features of Clan Gangrel is their flaw. It is a flaw in name mostly, as Gangrel tend to wear their Traits as marks of pride. Too many or too few can be shameful. The Gangrel Flaw gives Traits whenever she enters Rage Frenzy, whether controlled or not, OR when fighting against the flight response to a Rotschreck. While she caps out at 5 Negative Traits this does not stop her from accruing more features and habits for Role-Play purposes.

See the Gangrel Clanbook Revised for examples and relative power level of Mixed Blessings.

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History 101- The Npcs

Clan Gangrel boasts one of the longest running and widespread histories among any of the other clans. Though many would not know this due to the perceptions of simply wild folk, the Gangrel have spoken history dating as far back as any can remember. Clan Gangrel also boasts more Methuselahs still alive and very much active than any other clan. Herein will be detailed many of the major figures in Gangrel history, but that is not to say that this is a totally comprehensive list. Below is a brief list in alphabetical order:

Alex Swift - Dread Names, Red List, p. 44-47

A military mastermind and a high-ranking Gangrel Antitribu of the Sabbat.

Anpu - Cairo by Night, p. 143

Progenitor of the Disciples of Anubis.

Art Morgan - D.C. By Night p. 49

Current Camarilla Justicar of Clan Gangrel

Beckett - Beckett's Jihad Diary, pg. all

Wandering and well-known Noddist that collects stories.

Brunhilde - Clanbook: Gangrel Revised, p. 91-92

She is Head of Valkyries, protector of Odin.

Enkidu - Dread Names, Red List, p. 19, 27, 119

Another name for Ennonia. Currently on OWBN Camarilla Red List.

Ennoia - Clanbook Gangrel p. 11, Clanbook: Gangrel Revised p. 12

According to legend, was a child of Lilith and Adam who was Embraced before the biblical Great Flood, and came to be the fabled progenitor of the Gangrel clan.

Gilgamesh - Clanbook: Toreador Revised, p. 16

Gangrel methuselah that recently hosted a large Gangrel fire that was broken.

Hukros - Dirty Secrets of the Black Hand, p. 65

African Methuselah. Status unknown after attending the Fire held by Gilgamesh

Inyanga - Beckett's Jihad Diary, p. 28-30

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An African shaman of immense power. Former Chicago Primogen for over a century.

Jalan-Ajav - Clanbook: Gangrel Revised, p. 93

Seraphim of the Black Hand, member of the Sabbat since its creation.

Janey Pickman - Tales from the Trails: Mexico, p. 88-89

Country Antitribu. Member of the Boot Hill Gang

Karsh - Clanbook: Gangrel Revised, p. 93-94

Warlord of the Camarilla from the inception of the Camarilla.

Magda - Dark Ages: British Isles p. 118-119

Progenitor of the Lhiannan and ancient Methuselah.

Matasuntha - Libellus Sanguinis 3: Wolves at the Door, p. 21

Known as 'The Hun'. The Hun has competition in the West with the All-High ruling the North.

Mictlantecuhtli The Wanderer - Awakening: Diablerie Mexico, p. 24

Central America Mayan Methuselah. Status unknown to the Clan.

Muricia - Storytellers Handbook to the Sabbat p. 32, 37-38

Progenitor of the Ahrimanes and shaman with a well-known connection to the spirits.

Odin, The All-High - Clanbook: Gangrel Revised, p. 91-92

Known as The All-High, was the center of the Scandinavian Einherjar society.

Quarakh - Winds of the East, pg. 93-94

Known as Untamed and terrifying Methuselah that was prominent in the Dark Ages.

Rhun of Tlntagel - D.C. by Night, p. 49

Methuselah. Status unknown to the Clan after being seen at the Fire held by Gilgamesh.

Xaviar Clanbook: Gangrel Revised p. 94-95

Status unknown by the clan. Former Gangrel Justicar for several centuries.

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The Sects

Anarch

History

The Anarchs presented an opportunity to shake off a significant amount of the stagnating court behavior and to live a somewhat freer life. Many of Clan Gangrel took this opportunity. As most Gangrel had a sufficiently hard time ever earning real meaningful titles during the Time of Princes, many did not have much to lose by entering the revolt. In fact, the rough and hearty lot the Gangrel breed tended to do quite well in the more thuggish and anarchistic society. A Gangrel of prowess could much more easily dominate and run a gang than a court full of bureaucrats and long-winded heraldry.

The Gangrel as a pillar clan sprang from necessity and never some deep-seated duty or loyalty. The Gangrel adapt to new situations and are very good at it. With safety in numbers the Camarilla presented the best option, but the Anarchs became an even better compromise for most. The structure of the Clan was not unlike the Baronies that developed in the Free-State. All in all, Clan Gangrel did and has done well in the Anarch movement.

Lifestyle in modern nights

With more politics and courtly games of intrigue ever-squeezing Clan Gangrel, the Anarch Gangrel's numbers swell by the year. "Malcontentedness" runs rampant among many younger

Gangrel and even in some Elders. A tough Gangrel can enjoy a meaningful lifestyle of moderate freedom as a member of a gang or even as its leader. Many of the Camarilla Gangrel switching over illustrates exactly how uncontent the Gangrel are in the Camarilla system.

Camarilla

History

Clan Gangrel was a Founding Clan of the Camarilla. Created in 1435, this new league of mutual support based on prestatation was formalized. This was due in large part to the War of Princes

and the 1st Anarch Revolt. A bold assault upon Castle Hardestadt made it clear the a united front. In 1486, the first Conclave is held, changing the title of the Founder to Justicar, and creating the position of Archon. Clan Gangrel, as representatives of Hardestadt's Camarilla, met with members of Clan Tremere in 1489, and brought about the end of the Gargoyle's creation through ritual. Clan Tremere vowed to never again create another Gargoyle, and Clans Nosferatu and Gangrel would abide to allow the Tremere to join the Camarilla. The Convention of thorns soon followed, again with Milov and Karsh present and accounted for, among others.

From the outset, Clan Gangrel has been ever-present within the Camarilla. In it, those who have chosen this way, see the Sect as a means to an end—adaptability and survivability in an ever-changing landscape. They claim seats among the Inner Circle, are often searched out for

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their knowledge and advice, maintain seats of powers in many Domains, can be found as Princes in some locales, and command the highest seat of military power in the Camarilla: Karsh its Warlord.

Lifestyle in modern nights

Modern Gangrel of the Camarilla have their feet in two worlds. Known to many outsiders as wanderers and beasts, there are still others who find comfort in the political jungles of high society.[adaptable predators all-around.

As changing as their blood are the ways of Clan Gangrel in the Camarilla. Scourge, Seneschal, Sheriff, Prince, Archon. You will find Clan Gangrel in all strata of the Sect. Seeing in the Camarilla a way forward to not repeat the fires of the Inquisition, those who have chosen the Tower way of life have made it their home. They struggle against stereotypes, or lean into them. They display the heights of Humanity, and also serve as examples of the Noble Beast. Holding traditions older than recorded history, and defending Traditions created in the modern nights, Clan Gangrel stands as a conflict within itself; Old and New, Beast or Human, Civilization or Wild. As its blood calls to the individual, so do the members of Clan Gangrel stand each to their own, bound only in their decision that the Camarilla way is the best bet towards the future.

Independent

History

As long as there have been Gangrel, there have been those of the clan Independent from all others. The wanderlust and primal bestial behavior of the Gangrel can require a life devoted to solitude and complete freedom from others and their systems. For millennia, Gangrel have found this largely free life to be to their liking and few dissuade them. Most clans enjoy the life of cities and think little of the deep woods where many Gangrel call home. Combined with the indisputably robust and ferocious abilities of the Clan, few can challenge the life choices of an Independent Gangrel. Some entire bloodlines have remained Independent all their days such as

the Noiad or the Anda. Others like the Lihannan or Ferals are solely devoted to their own interests, none of which are served in what they would consider a weak and servile system. The idea of Gangrel keeping to themselves and focusing on nothing more than the primal world and survival has always and will always be a strong theme of the Blood of Ennoia.

Lifestyle in modern nights

Even with less free space to wander and much of the world built into cities, Independent Gangrel do as they have always done. Keeping to their own, they are the least-affected by all the worldly changes and like it that way. Their cousins in the Camarilla and Anarchs tend to understand why they are the way they are and generally respect or look the other way when

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their paths cross. Even the fervent Sabbat Gangrel do not readily hunt their Independent cousins without cause, though they show them no real kindness.

Sabbat

History

The Sabbat has always had the promise of “true” freedom on their lips. These are Words that are honey to the ears of some Gangrel and irresistible to others. While some Gangrel were caught up in the religious fervor, a fair few of the joining Gangrel came for the bold stances and the staunch exaltation of the freedom so many of the Clan crave. With the formation of the Sabbat came the formation of the Gangrel *antitribu*. The Sabbat not only allowed the Gangrel to follow or act in a more bestial manner, but in fact encouraged it. These exceedingly violent Gangrel ended up forming a lot of the Sabbat stereotype for animalistic fury and their crazed tenacity. Other less feral Gangrel came for the fervent religion promising the return of Caine and the ways of old. As the Clan most entrenched in the pagan ways, promises of freedom and a return to a simpler time, coupled with discontent with the Camarilla, made it an easy choice for many to join. Unlike many other clans, Gangrel on either side of the proverbial fence somewhat understood the position of the other. This mutual interpretation is a far-flung thing from outright peace or civility.

Lifestyle in modern nights

Sabbat Gangrel diverged into 2 distinct forms: the Country and City Gangrel. Each has their own set of Disciplines and ways of life (as detailed further in the packet.) *Antitribu* share a few things in common. All Sabbat Gangrel are tough by breed and can be even tougher in character. They are notorious for their frontline abilities and their bestial ferocity at the forefront of the Sabbat war-parties. This nature does lend more than a few to Final Death and Sabbat Gangrel can be notoriously short-lived. All in all, the Gangrel who devote themselves to the Sabbat relish what they see as “true” freedom and the only option to truly unleash and run with their Beast. For most in their typically shortened lives, they are quite thrilled.

Clan Variants and Bloodlines

Note: There are as many Gangrel factions as there have been cultures. The Huns, the Native Americans, Bikers, Celts, Burners, Hillbillies, Guttersnipes, Aztec, Latino, Mayan, Santeria, Urban, Bayou, Anubi, and many many more.

Ahrimanes (2/3 Majority Vote)

Vampire Player's Guide to the Sabbat (1997) pg, 21; Laws of the Night 1st Edition (section labeled Bloodlines); Vampire the Masquerade 20th Anniversary Edition pg. 414; Gangrel Clanbook (2000) pg. 48

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Note: A book known as *Bloodline Book: Ahrimanes* does in fact exist; however, it is not a White Wolf publication. The Office of the Gangrel Coordinator does not recognize this book.

Additional Note: *Brunhilde and the Valkyries: Dark Age Ahrimanes* – Although there is a mention of the Methuselah Brunhilde, childer of the All-High Odin as becoming an “Ahrimane”, the Office of the Gangrel Coordinator does not recognize this as part of the bloodline described herein. Brunhilde is considered at best an aberration and players seeking to be a “Dark Ages Ahrimane” will be denied. The suggestions in *Dark Ages* are simply too different from the established American bloodline.

Sobriquets: Cats

Founder: Muricia (>8th Generation)

Disciplines

An Ahrimane is artificially-made from an existing Gangrel and therefore has the Disciplines the Gangrel originally had in addition to Spiritus. For example, a Country Gangrel turned Ahrimane would still have Animalism, Fortitude and Protean. No Male Gangrel are known to have survived this ritual.

Unique Discipline: Spiritus – inherent to the Ahrimanes

Spiritus is Coordinator Approval to be taught to non-Ahrimanes

Spiritus

As per V20 *Dark Ages* pgs 254-256 with these MET conversions. The alternate form is disallowed.

Basic

Aid from Spirits: The character touches an item, and then spends a point of blood and makes a static social challenge retest occult, difficulty 8. The player receives a number of bonus traits to

be used with that item equal to the player's level in the Spiritus discipline. These bonus traits are expended when declared in a challenge, but may be split up among multiple challenges. Unused bonus traits fade at the end of the scene. The character may reactivate this power or use it on multiple objects in the same scene, as long as she expends the blood for it.

Summon Spirit Beasts: By concentrating on the connection with spirits and giving blood, the Ahrimane can summon an animal spirit to materialize and aid her. The Ahrimane spends up to 3 blood and makes a static social challenge, retest animal ken, difficulty 10. Upon success, she facilitates an animal spirit to manifest. The animal lasts 1 turn and can do anything the animal could conceivably do were it not a spirit. The animal spirit is slightly smarter than a normal animal of its type, and can follow simple telepathic commands. Otherwise, it has the same stats as its living counterpart. For each social trait spent, the duration of the summon increases. One

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trait increases the duration to 5 turns, two traits increases the duration to a scene/hour, three traits last the night, and four traits last an entire week.

Intermediate

Aspect of the Beast: The Ahrimane takes on the guise of animals to increase her own abilities. The Ahrimane spends 2 blood while concentrating on an animal in her mind. She then gains an aspect of the animal she has chosen. The Aspect of the Beast lasts for the scene/hour. Please refer to V20 Dark Ages section for examples of aspects.

Engling Fury: The Ahrimane is part spirit, but still part beast. She can take advantage of this nature to fortify herself. The Ahrimane can ambush, hunt and then devour the spirit to regain Willpower. The spirit that is devoured is utterly destroyed. The amount of Willpower is up to the Storyteller but it is suggested to be between 1-3

Advanced

The Wild Beast: The Ahrimane has reached the pinnacle of predation and can show such in this form. By taking one round and spending 2 blood, the Ahrimane assumes the form of the Wild Beast. She gains Brawny x 3, Quick x 2, and Resilient x 2. Claws and fangs of the Ahrimane elongate giving them each an extra aggravated damage. The character is considered to have all senses heightened and Eyes of the Beast and is up four traits in perception challenges relating to scent, sight, and hearing. This horrifying beast form also confers the negatives of Bestial x 3 and Feral x 3. The user can not initiate non-intimidation based Social Challenges while in this form. This form can be assumed for a number of hours equal to the user's Willpower rating.

Elder (NPC Only)

The Spirit Beast: The Ahrimane spends one blood and one willpower and fully merges with an animal spirit. The Ahrimane gains Unstable x 2 and Oblivious x 1 while in this form. They are no longer affected by sunlight and may remain awake without a challenge at the cost of two Willpower points daily. The vampire is co-inhabiting with a spirit, and can choose to be

corporeal or incorporeal. She may travel freely back and forth to the Umbra. She can use Animalism, Celerity, Fortitude, Potence, and Spiritus while in Spirit Beast form. The duration of Spirit Beast is indefinite, though the vampire must pay another blood point and willpower point to change back. A vampire who can not pay this cost and has no means of re-acquiring either might find themselves stuck.

Clan Advantage: Ahrimanes gain a dot of animal ken and occult.

Clan Weakness: An Ahrimane's blood resists the ties of bondage. She suffers the effects of Infertile Vitae, unable to create ghouls or create blood bonds. The Ahrimane's blood does, however, still function for Vaulderie.

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History

Another pseudo-bloodline of Gangrel, this one was the result of Gangrel-Antitribu and a Native American Shamanic ritual. The result could not embrace but could perform the ritual on other Gangrel, forever converting them. The ritual was only performed on women and resulted in the Ahrimane. Ahrimane were a very reclusive and secretive "bloodline" nominally associated with the Sabbat before they disappeared. They had a closeness to the spirit world as a result of the ritual performed in their creation and some say they possessed a form of thaumaturgy, while others claimed they possessed a unique discipline called Spiritus. Still others in the quiet of a predawn fire whisper tales that they were once something else.

Muricia was like many other Gangrel, but the war she was tossed into by her sire was more than she could stand. Upon arrival in the new world Muricia fled from her pack and searched the native tribes for some means to break her blood bond to her sire. She desired freedom from the war, from her sire, and from the life she had been leading. Somewhere among the mystics of the natives she found her answer. Some rituals she performed allowed her to break her bonds and something else. She found herself strangely weaker corporeally, but much stronger of spirit. She had become unlike any other before her, the first of the Ahrimane.

Understanding the secrets of the ritual and some say laying waste to the tribe that aided her leaves Muricia the sole proprietor of her line. She would choose female Gangrel who are all of like mind to join her in her new-found sisterhood. With a mind bent toward freedom and the new power to take it, she petitioned for a loose affiliation with the Sabbat. The Sabbat, like minded in their own pursuits of power and freedom, accepted.

The unlives of Ahrimanes depend on the individual. The only constants seem to be at the very least a nominal claim of Sect as Sabbat, a strong desire for freedom and a friendly if aloof association with the rest of their kin. Ahrimanes can deal with problems from a rather unique angle given their natures and their particular Discipline called Spiritus. As an extremely new bloodline, the Ahrimanes are still very much in a period of building who and what they are in these troubled final nights.

Embrace: Ahrimanes are peculiar in that none are Embraced. The lineage is only ever continued through a ritual known only to the clan founder Muricia. To date, Female Gangrel are the only ones to be made Ahrimanes. The aloof Muricia has not commented on why this is the case.

Dubious rumors abound of attempts at creating male counterparts, but it is unknown whether the current dynamic is due to a flaw in the ritual or an outright preference. At any rate, only females previously of clan Gangrel are Ahrimanes, without exception.

Lifestyle in modern nights

The modern nights are a rather troubling and mysterious time for the Ahrimane. Muricia has disappeared along with a fair share of their kin. For the first time, the Ahrimane face the world without their lineage's progenitor and with even fewer sisters than ever before. Some Ahrimanes keep doing as they've always done, while others struggle with the ramifications. Still some believe Muricia selected those worthy upon a spirit quest of great import and her return will be a deep and powerful revelation.

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Sect Politics: Strictly speaking, the Ahrimanes are Sabbat. The Sabbat allows for much more freedom than the Camarilla for the lifestyles Ahrimanes tend to lead. Doubling in with Muricia having been Gangrel *antitribu* and the location of the newly founded clan across the Southern United States, they are firmly Sabbat.

Anda (2/3 Majority Vote)

Gangrel Clanbook: Revised, pg 50, Wind from the East pg. 52; Player's Guide to the Low Clans pg. 122; VtM 20th Anniversary Edition pg. 416; VtM: Dark Ages 20th Anniversary Edition pg. 72

Sobriquets: Tartars

Founder: Dobrul the Brave (4th Gen Gangrel)

Disciplines: Animalism, Fortitude, Protean

Clan Advantage: As per Country Gangrel. As per *Wind from the East pg. 70*, the Anda may learn one Ma power for free.

Clan Weakness: The off-shoot experiences their parent clan flaw, but every other frenzy; however, the nomadic lifestyle has incurred additional issues over the years. The Anda can never gain rest from the same square miles of land after 3 days. Each day beyond the 3rd reduces the Physical Traits of the Anda by 2 as their body tires until falling into Torpor. Anda in Torpor are unaffected by this portion of their curse.

History

A bloodline appearing on the steppes of Mongolia, the Anda understand their close blood relationship with their parent clan, but take to a very different lifestyle. Founded when a Methuseulah named Dobrul the Brave found himself impressed with the tenacity of several Mongol warriors, the Anda became a new force and source of influence to the people of the steppes to the north of China. While Outlanders typically embrace that which they are no longer

a part of: human society, the Anda are much more entrenched in the culture of their people that they use as a mobile territory and herd. That is to say, the cornerstone of the Anda were the people of the steppes who they depended on for sustenance and candidates for embrace.

The Anda revered the Earth Mother Itugen whom they sought shelter in, away from the sun. The ability to bond with the earth was a profound and integral ability to the Anda both physically and spiritually. The Anda did not deny that they were now apart from their old lives, but neither mourned nor lamented for their mortal lives before the Embrace. To them, the embrace was a gift and an opportunity to be something different and higher, an existence of spiritual significance. The spirit nature of the Embrace can be found in their very unique use of Animalism lending to new powers making life on the steppe more than possible.

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The steppes of Mongolia are by no means a hospitable place for mortals, let alone the undead. A vast open and coverless terrain does not lend itself to shelter from the sun. The Anda, however, thrived in their own way. Considering themselves no less than spiritual warriors, the Anda acted as supernatural defenders to the people who they followed in their nomadic lifestyle. Most all Anda society was composed of more-or-less equals. Indeed, Anda only deferred to other Anda as greater when some such show of leadership or strength inspired such confidence. Even at that stage, the Noker (the one submitting fealty) would expect the Noyan (chief) or Khan (king) to be a continuous source of physical courage and strong leadership. It should be noted that the only difference between the terms noyan and khan is purely regional and not a larger hierarchy.

Despite the very loose hierarchy, Anda are typically unified in their mentalities and general way of life. The Anda would enjoy a fairly large amount of success in the progress of the Khans and the Golden Horde, making expansive conquests east, west and south. Some Anda, due to their clan flaw, would even rove beyond their herd deeper into European lands. On occasions, Anda could be found as very temporary members of coteries in their roaming. They enjoyed many of the same lifestyles as Gangrel of the time, save for their ethnicity lending to terror in mortals. The Mongols were akin to “boogeymen” for most of Eastern Europe. Similar to their Norse cousins, the Anda would occasionally meet to discuss movements and threats to their collective nomad encampments. These meetings known as “kuriltai” were typically conducted under the New Moon which held significance in their culture and beliefs.

Unlike many bloodlines, the Anda were open about their nature to their people. The people were reverent and cautiously thankful for the presence of the Anda, though their presence did unnerve the ‘families’. Thankfully, most Anda worked in the secrecy of the night somewhat easing this issue, not that it made life on the steppe any less lonesome. A similar relationship can be seen with the Noiad detailed in this packet.

The Anda of the past were not to last as a prominent force. The same boons they incurred from the expansion of the Mongols would be doubly returned in their fall.. Indeed, most Anda of the dark ages were systematically hunted down by the Wan Kuei of China, their bitter enemies.

Embrace: Traditionally, the Anda were nearly exclusively chosen from among the most powerful Mongol warriors. Until the expansion of the Golden Horde, the Anda were indeed nearly 100% Mongol warriors, and mostly men. Their expanding campaigns allowed for a more diverse population, but still only choosing from more self-sufficient and nomadic people. Much like the

Gangrel, the Anda would carefully choose their Embraces. Upon selection, however, the Anda would first discuss their choice with other local Anda to come to a consensus on if the candidate was indeed worthy. Post-Embrace, the neonate would be left alone and tested by the local Anda for around 1 year of time, the neonate would not know they were being tested only that they needed to adapt to their new needs and their new responsibilities as a higher spiritual force and defender of their people. Upon 1 year, the final test would determine if the new Anda would indeed be recognized by their fellows. The neonate would be taken to an incredibly barren section of steppe to prove they could truly survive by bonding with the Itugen, the Earth Mother. Prevented from leaving, moments before dawn the other Anda would meld with the Earth and the new member would either pass into “adulthood” or no longer be of consequence.

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Lifestyle in modern nights

Though the system of Noyans and Noker were destroyed in their homeland, the Anda, like their parent clan, are truly survivors. The advantageous and flourishing time of the Mongol conquests allowed for a more widespread pattern of Embrace. As such, a limited amount of Anda live on and find their own ways to thrive. The Anda of modern nights may no longer resemble the Mongol raiders of yore, but many habits and lifestyles do not die easily. Anda even on modern embrace are carefully chosen, though perhaps without discussing it with other locals (lending purely to a lack thereof). The Mongol are still very much living the nomadic lifestyle due to their inherent clan weakness and must still be self-sufficient survivors. Many chosen for the Embrace still exhibit the qualities cherished by the long dead khans such as physical prowess and a strong willful devotion toward what the mortal would call their “family” or “tribe”.

Morality

Road of the Yasa: A morality path for vampires of the Steppes. Known as the Barbarians for those from the west who know of the path.

Sect Politics

Many Anda of the ancient homeland never bothered to involve themselves in politics outside their own kinsmen. Modern Anda are not much different and prefer being Independent. Much like clan Gangrel, however, Anda could potentially be found among the Camarilla and Sabbat. The Camarilla offers a place in which an Anda’s chosen people could be potentially protected. Moreover, their willfulness to lend their strength to a strong Nnoyan allows them to willfully balance between being nomads and coterie members. In the Sabbat, however, the Anda’s fierce loyalty toward their chosen people allows some to devote themselves wholly to a pack. Overall the Anda would have no issue joining the Anarchs or simply remaining Independent.

City Gangrel (Gangrel Coordinator Approval if embraced outside of America or before 1870. Also if outside the Sabbat [requires Sect Coordinators Approvals and Gangrel Coordinator Approval])

Gangrel Clanbook: Revised, pg 50; Vampire Storyteller’s Handbook to the Sabbat pg. 40;

Sobriquets: Coyotes

Founder: The most congruent and running theory is that the first Sabbat pack of Gangrel performed some bloody ritae that kickstarted the bloodline, but none have cared much to delve into it as little truly matters outside the Sabbat's holy war. Other running theories include Einherjar, or even the fabled Greek bloodline.

Disciplines: Celerity, Obfuscate, Protean

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Clan Advantage: As per Laws of the Night Sabbat Guide pg 36

Clan Weakness: As per Laws of the Night Sabbat Guide pg 36

History

These Gangrel tend to be almost exclusively Sabbat and number similarly to their "Country" brethren within that Sect. Some claim that these Gangrel are descended from the first Einherjar to reach the New World, some claim simply that they are the descendents of the first Sabbat Gangrel packs, still others claim them to be descended from the elusive Greek Gangrel. By and large City Gangrel don't care which legend is true. City Gangrel tend to have more unusual forms and Traits than their cousins, including the more obvious urban adaptations.

Lifestyle in modern nights

A predator is a predator and a wolf a wolf, no matter the setting. This is no less true for the fairly new bloodline of Gangrel. Cities tend to breed their own types of environments and the City Gangrel can be found at its apex. Savvy as they are savage, the City Gangrel are some of the most prominent predators of urban environments. City Gangrel are masters of combat in the city in the same way a Country Gangrel is peerless in the wooded foothills. The Final Nights stir many things and the City Gangrel can be found on the Sabbat's forefront as masters of urban tactics and the sturdy combative stock that all of Clan Gangrel are known to possess. The high turnover rate of the Sabbat has encouraged a very healthy population of City Gangrel in their tireless religious war with the Antediluvians. Unlike their country cousins, the City Gangrel have a preference for remaining in the cities they stalk and are much less nomadic. That being said, a wolf is a wolf and they are perfectly capable in the woods as well.

Sect Politics

The City Gangrel are almost exclusively Sabbat with a few exceptions among the Independents, Anarachs, or Camarilla.

Country Gangrel-Antitribu

Vampire Storyteller's Handbook to the Sabbat pg. 40; Vampire the Masquerade 20th Ann. pg. 429

Sobriquets: Hunters

Founder: Ennoia (3rd Gen; Country Gangrel are not truly different in heritage from the main Clan's body, but are more a Sect distinction)

Disciplines: Animalism, Fortitude, Protean

Clan Advantage: As per Laws of the Night Revised, page 51

Clan Weakness: As per Laws of the Night Revised, page 51

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History

The history of the Country may be the simplest of any Gangrel variation. They are simply members of the main body of Clan Gangrel who have joined the Sabbat in their holy fervor. They are not unlike the traditional members of Clan Gangrel in their aptitudes, but may be a bit different in their application. Mainly, the Country Gangrel are less likely to avert glorified violence and enjoy their bestial nature even more than their parentage.

Lifestyle in modern nights

The Final Nights are a time of great turmoil and the members of the Country Gangrel are built survivors and predators. As some of the heartiest stock of the Sabbat, they can be seen in a variety of brutal and fierce roles. Not all members of the Sabbat are creatures reveling in their own violent slaughter and blood. Such propaganda is spread by the Camarilla and is not true, though it would seem the Country Gangrel take many steps to prove it correct.

Sect Politics

Though similar to the main body clan, they are truly *antitribu* and are very much Sabbat. They are in fact wholesale Sabbat as a Country Gangrel in the Camarilla is simply a member of Clan Gangrel, the main body standard. The "variation" of Country is a distinction given solely by the Sabbat and is simply categorical.

Cults of Veles

Player's Guide to the Low Clans pg. 30

Sobriquets: Veela (Outsiders, if any know of them, would mistakenly refer to all Veles worshippers as Veela)

Founder: Unknown. The ancient cult is older than memory serves and has no specific founder, though most all cult members are Gangrel with a few select exceptions.

Disciplines: The Disciplines innate to the cult member's clan, most likely Gangrel and thus

Clan Advantage: Standard clan advantage of the cult member's clan, as per Country Gangrel as per Laws of the Night pg 51

Clan Weakness: Standard clan disadvantage of the cult member's clan, as per Country Gangrel as per Laws of the Night pg 51

History

Many thousands of years ago, the Cult of Veles was formed. Given its nature and general composition, the cult founder was most likely a very old Gangrel. The cult's god, Veles, is the Slavic god of magic, the underworld, oaths, trade, and horned animals. More than anything else, however, Veles is the god of the hunt. The Cult was like many other Pagan cults with one large thematic exception: The Wild Hunt. Many Cainites of different walks know of and perform The Wild Hunt, but to the Cult of Veles it is a central and integral theme. The Wild Hunt is the most glorious event done by the Cult and once per year, the Cult would select a predator symbolizing Veles and a prey to participate. The symbol of Veles was most always a male priest who could take the form of a wolf or bear. The prey, however, was strictly chosen through divination, foe or even friend alike was possible. Divination was used as there could be no judgment other than the divine to correctly choose the prey. Though the prey usually lost, if it could escape, the same normal rules of The Wild Hunt applied. It usually would not result in a Cainite's final death, but on especially important or significant hunts it is possible that the heart's blood would make an excellent sacrifice. Culturally, males and females enjoyed the same benefits in the priesthood; however, the females were known as Veela and acted as a Slavic form of Valkyrie who performed the task of choosing those Dead considered worthy. Furthermore, unlike most cults, the Cult of Veles was able to spread far and wide under a Hellenistic approach. Where they went, they absorbed the names of the local gods and implemented their new cults to more or less the same god. Veles can be found in traces of others, such as Baltic god Velenias, the Norse god Odin and the Celtic Herne the Hunter. In fact, the Cult of Veles consider most Einherjar as a lost outgrowth of their faith. Most Einherjar do not believe this, but are just as comfortable as pagans and come to few overall disputes.

Those outside Clan Gangrel and Rivals: It should be noted that the land worship done in the name of Veles attracts two things to the Cult of Veles: Tzimisce and the rival Cult of Perun. It is no wonder that several Tzimisce so tirelessly tied to the land could take up and champion the Cult of Veles. The Cult of Perun, however, is quite the opposite. Mythologically, Perun is the god of thunderstorms and truth as well as the foe and rival of Veles. Though the cults may have ancient contentions, the Dark Ages find them both scrambling for the same kind of survival from Christianization and putting them into little real conflict with each other. After all, both are devout pagan cults and that, in itself, gives them some modicum of mutual respect and interest.

Lifestyle in modern nights

In the new rise of Paganism and religious tolerance, the various Cults of Veles may find new life and energy. The Cult's Hellenistic tendencies give it a wide and generous avenue to reinvigorate itself. In these Final Nights, mysticism of the old ways enamors and captures the attention of many Cainities, although few, vast wilds and secluded hunting grounds can still be

found.

Sect Politics

As an old pagan cult, the members are almost always, without a doubt, Independents. The Christianization afflicted them like so many other Gangrel variants, but had a lesser

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detriment due to their regional location. The Slavic lands were not nearly as easily changed from their old ways.

Disciples of Anubis

Cairo by Night pg. 143

Sobriquets: Children of the Jackal

Founder: Anpu (considering age, direct conflict with Set and aiding of Osiris, and the ability to create the Rite of the Sun-King, Anpu is of considerable Generation. He is most likely 4th generation, but no less than 5th)

Disciplines: Auspex, Fortitude, Protean

Clan Advantage: As per Country Gangrel

Clan Weakness: As per Country Gangrel

History

In millenia eternal, Egypt has known one great conflict. It is that of Set and those who would oppose him, the Osirian League, led by none other than Osiris. In these long=forgotten days of conflict, a Gangrel known as Anpu was tasked with protecting the Cult of Isis. Anpu and his progeny are known as the children of Anubis and their holy mission is the same as their father, to stop Set and his evil ilk. In time, the Cult of Isis was ill-fated and fell. Blaming himself, Anpu devised a plan to break the Setite control of the pharaohs and to restrict the Bane Mummies created by Set gaining the Spell of Life from the devastated Cult of Isis. He created the Rite of the Sun-King and bided his time until a final component would present itself. The spell, unfortunately, required constant maintenance from someone beyond the Skinlands and that person was Hatshepsut, a decisive pharaoh queen. With her receiving the Spell of Life, she began a millenia-lasting campaign of oppressing the Setittes. Never since has such a long and sustaining blow been dealt to the progeny of Set. Thus the children of Anubis, as they are called, defend their lord and lady, Osiris and Hatshepsut. They maintain guard against the vile influence and machinations ever present by the great serpent sorcerers.

Lifestyle in modern nights

The modern nights prove many challenges to the children. Set's brood seems to now

have the strongest upper hand that they have had in millenia. With the Week of Nightmares toppling the legendary Rite of the Sun-King, the children are faced with the new task of not only defending the land from the Setite influences now freed, the Bane Mummies of Set, but also in mystical plans to restore the meditation of Osiris in Duat and the slumber of Hatshepsut to rekindle the Rite of the Sun-King.

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Sect Politics

The devotion of the children of the Jackal is of singular purpose. They are a great line of defense for the Cult of Isis (or what remains of it) and staunch opponents of Set and his progeny. Sect is Independent, but their mission transcends something so nominal. In all that they do, they hold the line against Set.

Einherjar (**Gangrel Coordinator Approval**)

Ashen Thief pg. 81; MET Journal 5 pg. 21; Dark Ages: Europe pg. 149; Wolves of the Sea pg. 41 & 51 (though the entire book is especially useful); Dark Ages: British Isles pg. 93; Guide to the Low Clans pg. 34

NOTE: It is HIGHLY recommended to read the entirety of *Wolves of the Sea* before attempting to play or use Einherjar. They are of a very particular and ancient sort with a very hardline opinion on most everything. They have a great deal of (viking) honor, but none would really be considered nice or hospitable by any modern standard. Furthermore, the Einherjar had a vast terminology specific to them. It would greatly benefit anyone utilizing Einherjar to understand their words as well as their ways.

Sobriquets: Vikings

Founder: Odin, The All-High (4th Gen) Embraced the First Einherjar, Canarl (5th gen)

Disciplines: The appropriate In-Clan Disciplines of the Einherjar's Clan; however, the vast majority are Country Gangrel and, therefore, Animalism, Fortitude, and Protean

Clan Advantage: The appropriate Clan Advantage of the Einherjar's Clan; however, the vast majority are Country Gangrel as per Laws of the Night pg 51

Clan Weakness: The appropriate Clan Disadvantage of the Einherjar's Clan; however, the vast majority are Country Gangrel as per Laws of the Night pg 51

History

To understand the Einherjar one must most notably go to their creation story, the story of Odin.

Odin, the All-High, One-Eye who Sees All, Spear-Thruster, Necromancer, Raven-Glutter,

Lord of the Slain, All-Father A being of many names and even more epics. It has been known since ancient times, the true creation myth. In the void of nothing were the Aesir and Vanir created, born of long forgotten giants. It was Odin who slayed Ymir and created Midgard thus of his body. All hail to Odin, creator of the World and all seeing mystic.

And so in his all-seeing, it was known to Odin the days of the final nights, the storm and rage, the battle of Ragnarok. So in his wisdom, he gained the title Necromancer, Lord of the

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Slain, and Rune-Winner whereby he hung himself upon the branches of Yggdrasil, impaled upon Gungnir. Nine days he hung to understand all. He then ventured forth as a master of life and death to call to him those of great valor and tremendous honor for the coming battles at the end of all things.

Upon the fields, run red upon the ground did he travel, he and his Valkyries. He is to find only those worthy to join him in his ways and to take up sword and shield for all time until Ragnarok and the cleansing and rebirth of the world. It is here in his wanders we find the near slain Carnal, Bastard and Outlaw. For so great was his Rage and Berserk that Carnal was cast out by his kin. He among his fellows and only his fellows did follow his Berserker heart and to this end he was felled by the spae-craft as too many valorous do.

Odin, All-High, did look upon the near dead man surrounded by the bodies of his fellows and he spoke to him. Carnal, marked of the Rune, could not die, but only just. From the tip of Gungnir did the All-Father feed the worthy Carnal, of the blood of the All-High was Carnal given the Blood Rite and thus he was blooded. Rise did Carnal, neither dead nor alive, but both. So too did his fellows. Thus the Chosen Dead of Odin began and thus remain this night, ever preparing for Ragnarok so they may engage in the ultimate battle beside their Father.

Einherjar is a term describing the Dark Ages (and earlier) group of devoted Pagan vampires who worshiped Odin and fully embraced the paragon ideals of the Norse. The Einherjar were to themselves and their devout mortal followers, the Chosen Dead of Odin. Blessed were they that they should be the ones to fight in Ragnarok, the culmination of all the tireless battle of the Norse and the rebirth of a perfect Midgard. Essentially this classifies the Einherjar whose sole purpose was to preserve the Old Faith and Ways until they were needed in the Final Nights as a Gehenna Cult. It is classified in the same manner, but the Einherjar not only do not recognize the story of Caine and Abel, but consider the entire story unmanly and unworthy of them. They are born of Odin, All-Father and All-High. A being of incredible power and wisdom that had no cowardice and immense honor. The European Cainites are fools and weaklings to believe they are born of a cowardly kin-slayer who would practice Secret Murder.

The Einherjar were very, very different from their European cousins. Not only did they reject the Cainite Heresy, but moreover, they rejected the idea of the Silence. To the Pagan peoples of Scandinavia, the Einherjar were the Chosen Dead and thus were to be endorsed and even worshiped. They were essentially automatically heroes. With such respect, the Einherjar openly ruled their people and were their guiding arm in all aspects of life. There was no filial responsibility between Sire and Childer. To be chosen as an Einherjar was to be Einherjar, an equal in esteem for the coming end times. The great differences in their respective cultures caused many issues and outright violence between the European and Scandinavian vampires.

Although the Einherjar were quite potent, their peoples were ultimately like any other. In time, the peoples of Scandinavia were Christianized and this turned the Einherjar society on its head. Their once loyal communities were suddenly and violently opposed to their rule and even their existence. Things came to a head, when the people of Sweden rebelled against the All-High himself and burned his famed temple to the ground causing the All-High to disappear

all together. This blow was the death-knell many of the Einherjar realized, the death of their Old Ways. Some fought tooth and claw, others tried to preserve what culture they could, while others cared not and solely prepared for their ultimate goal, Ragnarok.

While it thrived, the Einherjar way of life strived to be the fullest embodiment of the Norse traditions. The sacraments to the Old Gods and Way were always respected and committed to fully. Honor was highly prized and unique in their culture. Things such as stealing or secretly murdering someone were among the highest crimes. Conflicts among each other,

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however they were resolved, were open and public for all to see. For the time that their ancient ways held sway, the Einherjar acted as vicious yet fair leaders of their individual fiefs carved into the frozen landscape. There were even some more democratic elements such as *Things*, local assemblies to discuss and air grievances and settle disputes. Moreover, there was the event known as the *Althing* or *Allthing* which was a congregation of all the vampires of the Northern Territories. Typically the *Allthing* was reserved for very large and serious disputes to head off wars that could leave the Einherjar too weak for Ragnarok. It could be said that the Einherjar were a Gehenna Cult of sorts, that posed more as an open and ancient religion that was treated ultimately as a Sect unto itself and was commonly mistaken as a Gangrel bloodline.

Clan Gangrel made up the heavy bulk of all Einherjar, but this is more due to the hardiness and common mindsets of Clan Gangrel. Other Clans could be found among the Einherjar; the only real requirement for the Einherjar to accept a member was their devotion to Viking Honor, battle, valor, glory, and the Old Ways worshiping or working for the Aesir so that Ragnarok could be won.

It should be mentioned that two distinct roads were held by some of the Einherjar: *Via Einherjar* and *Via Aesirgard*, the former akin to the *Path of Honorable Accord* in regards to Einherjar culture and the latter similar to *Via Caeli (Road of Heaven)* in respect to the Aesir. Each is detailed in *Wolves of the Sea* pg. 72 & 73 respectively.

Lifestyle in modern nights

The modern nights are not truly any kinder to the Einherjar. Though a Paganistic revival has been pushed into the religiously tolerant modern era, the nights of the open ruling of Odin's Chosen are long dead. If any Einherjar were to remain in these nights they would most likely be in Torpor, awaiting Ragnarok and their father, Odin. The few who would stir would either take to the deepest coldest wilds to await Ragnarok or attempt to live somehow in this modern era with at least a somewhat broken spirit as the Old Ways truly seem to be dead.

It should be known, however, that things of such ancient and raw power do not remain slumbering forever. Brunhilde, Childe of Ulfsdottir, Childe of the All-High has come to new hope and conviction by way of finding the torpored corpse of none other than her grandsire, Odin. He seems to stir little other than to momentarily disappear and return, fresh blood upon his beard with more than a few dissected werewolf corpses nearby... In these final nights, perhaps Ragnarok is not as far off as one would think.

Sect Politics: The Einherjar were fiercely all their own. To call them Independent or simply Einherjar is most appropriate. The Chosen Dead await and attend the All-High, nothing more.

Ferals

Note: It is HIGHLY recommended to read the entirety of *Road of the Beast* before truly getting into playing a Feral. Common misconceptions about *Via Bestiae* include they are completely animalistic and do not possess learning, planning, higher thought or tools beyond their own claws and fangs. If this is what you believe to be the essence of *Via Bestiae* then you are not ready to embrace real roleplay with the concept of them. Remember above all else, the strong

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thrive and the weak perish. But never forget that beasts of all sorts are cunning, wily, and few ever survive to be fools. It should be further noted that *Via Bestiae* appears in a very different light in the Vampire 20th Anniversary Edition books, but the correct understanding of *Via Bestiae* comes from the original Dark Ages books, especially the eponymous *Road of the Beast*.

Sobriquets: Ferals

Founder: Ennoia (3rd Gen; founder of *Via Bestiae*)

Disciplines: The Disciplines innate to the initiate Gangrel

Clan Advantage: As per Country Gangrel

Clan Weakness: As per Country Gangrel

History

Caine, founder of Cainites, built the Second City and Ennoia was witness to it all. Caine saw the benefit of civilization, easing the constraints of hunting and making for an easier life for his children. Ennoia saw much else, she saw weakness and distraction. Her brethren chose to master the decadence and distraction of the Beast rather than mastering themselves and understanding the power of the Beast. Like Caine before her, she wandered without a word into the wilds of the ancient world to live as a wild thing to gain mastery of her Beast. Forty years later she emerged with perfect control of her Beast. She gathered a great number of her progeny to declare and teach what she had learned. A joyous surprise, her progeny were eager for her message and her ways as they too had felt a part of the “civilized” world of decadence. Thus, *Via Bestiae* was born as the oldest road made of the road of Cainites.

Via Bestiae, or the Road of the Beast, is founded on principles that embrace the Beast rather than ignore or willfully deny it. The Beast is a part of the very soul and denial is not only wrong, but detrimental. Ferals are strict adherents to the road’s precepts which consist of concepts that are seemingly simple, but much more complex in action. Simple does not always mean easy or straightforward.

Lifestyle in modern nights

In essence, cities have changed. Humans have moved forward. The laws of nature, have not. Thus, neither have the Ferals. Although not much has changed from ancient practices, distinctions and refinements have arisen. *Via Bestiae* has given rise to four paths flowing from its core.

Via Praedator - Known now as the Path of the Hunter, the supreme focus is the essence of hunting and using the beast in conjunction with oneself to achieve success in the hunt. One must be a predator and prey upon those weaker than themselves; to do otherwise is to blaspheme.

Via Erronis - Known now as the Path of the Nomad, the supreme focus is the anathema of civilization. One must do as Ennoia and avoid the trappings of civilization and wander far and wide to master the beast. To do otherwise is folly.

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Via Feritas - Known now as the Path of the Savage, the supreme focus is the wrath and fury of the Beast. When one strikes, it should be as if they are a wild thing and to the vicious extent the Beast can possibly go. To do less than commit fully in this way is to reject the true essence of the Beast.

Via Venator Umbra - Known now as the Path of the Grey Hunter, it is the supreme embracing of the changing hunting grounds of civilization. Man has built civilization and it progresses astonishingly. It is not in the avoiding of the trappings of civilization that brings mastery, but the embracing of this change and truly understanding its futile meaning. The new jungle of humanity is fraught with niceties and distractions of all sorts, but the purpose for the Beast is the same: to survive and to feed. Tactics and strategies may have changed, but the goal of the hunting blind remains unfettered and unchanged. The Beast is not only strong and savage, but it is crafty. To be less than all these things is to fail your potential.

Sect Politics

True Ferals are Independent. Followers of the Path of the Feral Heart embody a similar and commendable spirit, but are not true Ferals.

Ghost Singers (**Gangrel Coordinator Approval**)- **OWbN Created Bloodline**

Sobriquets: Singers

Requirements: Must be descended from a PC Bloodline-Ghost Singer

Clan Advantage: In addition to the standard Gangrel advantage, a Ghost Singer is instinctively drawn to sites where Gangrel have fallen.

Upon arrival, the Ghost Singer may Earth Meld, remaining there for a full day during which time the Singer absorbs some of the animus, the psychic residue of the fallen. This results in vague,

emotional, and indistinct dreams. This advantage functions identically to the Ghost Song Combination Discipline.

Disadvantage: In addition to the standard Clan disadvantage, these impressions continue to haunt the Ghost Singer while they sleep, resulting in the equivalent of the Nightmares flaw while they hold the power of a song. Ghost Singers are also down Two Traits against Auspex powers due to their openness to psychic energies.

Special: The Ghost Singer Bloodline may teach their power of the Ghost Song to other Gangrel as the Ghost Song Combination Discipline.

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Disciplines

Animalism, Protean, Auspex

History

A newer addition to Clan Gangrel, the so-called Ghost Singer spawn from rather contentious sources. It is said that the workings of Dark Magics and Romani blood has caused this psychic mutation of sorts. The Ghost Singer is able to pick up and understand traces of felled Gangrel, gaining their stories. The leftover psychic residue can be of great use to the Clan as a whole. Clan Gangrel has always cherished the telling of tales and boasting of deeds around their *Fires*. The loss of an ancient or potent Gangrel to Final Death may render some tales to never be told again. The Ghost Singers could in fact act as a new lineage of Loremasters, recovering stories of Elders since lost to time and the sun. However, their origins spark significant controversy.

Since time immemorial, the Gangrel have had feuds and the occasional outright war with the Ravnos. In this day and age, dissent and hatred of them is not much less. The possible "Dracian magics" running through the Ghost Singers causes some of Clan Gangrel to have disdain for their stripping cousins despite their possible advantages. The distrust has made it rather difficult for the Ghost Singers to rightly fit into their Clan, but Gangrel are nothing if not adaptable and as such they endure and strive further. While doing what some consider a sacred or needed duty, the Ghost Singers do what they can to earn their place among Ennoia's children.

Lifestyle in modern nights

The Ghost Singer is more aloof than the average Gangrel; their concern with their reclaiming of stories keeps them fairly nomadic. Their psychic magnetism to sites of felled Gangrel is generally how they decide where to travel next. Moving from recovery site to recovery site suits them fairly well, but in the Final Nights and so many Gangrel facing Final Death, they can be quite busy.

Sect Politics: The Ghost Singers do not truly tend toward any particular Sect. Due to their controversial nature, Childer tend to stick with their sires more tightly than their parent Clan, keeping with whatever Sect their sire claims. Ultimately their distinction from Clan Gangrel is an internal affair and few outside of the Gangrel really know (or care) of their existence. Due to

their nomadic nature, they would most certainly have Independent leanings.

Greek Gangrel (Gangrel Coordinator Approval)

Libellus Sanguinis 3: Wolves at the Door pg. 32

Sobriquets: Claudians (named so after the first commissioner of the Roman aqueducts, Appia Claudius Caecus)

Founder: Unknown but Gangrel have always existed in cities since the first stone was laid in Babylon. It is most likely not a single progenitor, but an evolution of some broods of Gangrel

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sticking to cities for centuries and centuries and expressing the adaptation of stealth over hardiness.

Disciplines: Animalism, Obfuscate, Protean

Clan Advantage: As per Country Gangrel - Laws of the Night pg 51

Clan Weakness: As per Country Gangrel - Laws of the Night pg 51

History

The Greek Gangrel seem to be somewhat of an eccentricity and are rather mysterious compared to even the more esoteric bloodlines. What little is known of the Greek Gangrel comes mainly from outside impressions from time long forgotten. In the days of the Roman empire and eventually in Constantinople, a line of Gangrel existed somewhat isolated and alone, even from their own Clan parentage. Unlike any other Gangrel line, the Greek Gangrel not only stayed within cities, but seemingly abhorred to venture for long periods away from cities. Their sobriquet is a good example. They were known to hide among the sewers and aqueducts, much like Clan Nosferatu. They had similar leanings in learning their environments and their herd within the city. Though cut off from the main body of Clan Gangrel, the Greeks had no real animosity with their brethren. The relationship was one of confusion and puzzling interest. Before they disappeared from history, there was talk they would want to become friendlier with their parent Clan, though they never did officially show up to any gathering of the Gangrel. After the fall of Constantinople, the fate of the Greek Gangrel is largely a complete mystery as they left no clues to where they had ultimately gone.

Lifestyle in modern nights

It is unknown if any Greek Gangrel bred true into these Final Nights. As seen in many other "dead" Bloodlines, the Greek Gangrel line could survive into the modern era, especially considering their skill sets tended toward being better city predators. Aside from hearsay and rumors, no one has genuinely heard from those claiming to be of Greek descent since the fall of Constantinople. The strongest theory is that the Greek Gangrel or what progeny they left ultimately became the modern City Gangrel. The nominal state of Clan Gangrel within the Camarilla may have prompted the street-savvy lineage to find an opportunity to grow anew.

Both lines are gifted with Obfuscate as no other lineage. The City Gangrel appeared in the beginning of the New World and showed a discernible dislike for the “great outdoors” their Country cousins so enjoyed. This trait and the possible renewable opportunity would greatly explain the myth of the Greek Gangrel. Perhaps the fall of Constantinople taught the variant Clan as a whole that they would need to take a more direct approach to their unlives rather than remain completely hidden. Moreover, it is possible that the adaptations of Obfuscate over Fortitude raised a further transfiguration in Animalism being replaced by Celerity. After all, it is better to remain unseen in human populations rather than simply take the blows. Would it not suffice to reason that outrunning your opposition would prove more effective than summoning the comparatively small animals commonly found in urban environments?

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Sect Politics

The Greek Gangrel tended to keep to their own. Very akin to Nosferatu in their habits and habitats, the Greek Gangrel would mainly put fellows of their bloodline before other political loyalties to a degree slightly surprising for some Gangrel. Ultimately, if any survive, they most likely prefer to keep their existence either unknown or in complete anonymity.

Knights of Avalon

Player's Guide to the Low Clans pg. 218

Sobriquets: Knights

Founder: Sir Godfrey du' Auffay (founded the Order, not to be confused with siring its members; unknown generation, but did command Sir Arthius Morgant {7th gen} and must be of conceivably low generation, most likely 6th)

Disciplines: The Disciplines innate to the Order member's clan, most likely Gangrel and thus Animalism, Fortitude, and Protean

Clan Advantage: Standard Clan advantage of the Order member's Clan, more than likely the Gangrel mixed blessing. Moreover, the hatred for this portion of the Curse of Caine has granted true Knights of Avalon training in controlling their Frenzies and are up 1 Trait for any attempts to

Frenzy whether self-induced or brought about by some power.

Clan Weakness: Standard Clan disadvantage of the Order member's Clan, more than likely the Gangrel mixed blessing; however, the Knights of Avalon consider beast features to be a true mark of sin and a besmirching of their honor, they are likely to have no more than 1 or even 0 features at creation.

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History

Sir Godfrey du' Auffay's embrace was like many others, but the childe found himself feeling no sense of comfort or belonging. He did not take solace in the wilderness, nor in holy orders, but he found one reprieve: the songs of the troubadours. The valorous tales of knights brought him comfort, hope, and strength in this new and terrible form. He did not wish to commune with his Beast, nay he sought to remain "pure" of its control and his Clan's curse. He sought out Mithras who enjoyed the proposal of an Order. Thus, Mithras aided Godfrey in creating the Knights of Avalon and tasked them with slaying monsters and fiends wherever they may be found. Though few, the Order had a main stronghold in Cornwall and were active in their assignments. Though the Order only ever had Gangrel Knights, there was never any rule against other Clans joining.

The original Knights of Avalon were: Sir Arthius Morgant, Sir Percival of Ghent, Sighurd the Saxon, and Sir Godfrey himself. The Order also had a Squire, a Nosferatu known as Master Humphery who one day hoped to be honored enough to be a Knight.

Lifestyle in modern nights

Even into modern times, when chivalry seems all but spent, the few and proud of this Order still live by the same codified word of their founders. They abhor the conditions of the Gangrel Curse and strive to maintain a purity of form and spiritually with their high Christian ideals and their iron willed resolve. As the Camarilla still enjoys its many traditions, a Knight of Avalon finds little trouble in finding work among the many Princes, especially among those who would value an inexorably loyal warrior-scholar who works for honor.

Sect Politics

The Knights of Avalon as an Order were under Mithras. In the modern nights, they are solidly Camarilla. No other course of action makes sense for a stout knight of valor.

Lhiannan ($\frac{2}{3}$ Majority Approval)

References: *Wolves of the Sea* pg. 58; *Vampire the Masquerade 20th Anniversary Edition* pg. 424; *The Long Night* pg. 97; *Faith and Fire* pg. 73; *Dark Ages Vampire (2002)* pg. 77; *Dark Ages Companion* pg. 68; *Dark Ages British Isles (whole book is useful)*; *Guide to the Low Clans* pg. 129; *Libellus Sanguinis 3 – Wolves at the Door* pg. 7; *Gangrel Clanbook (2000)* pg. 51

Sobriquets: Druids

Founder: The Crone

New Founder: Magda, the Witch of Connacht (Known to be 5th Generation, previously 4th)

Disciplines

Animalism, Ogham, Presence

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Ogham is Coordinator Approval to be taught to non-Lhiannan

Clan Advantage: per Faith and Fire page 74: Mortals who follow the pagan ways constitute a Herd from which they may gain one Blood Trait per level of Ogham she possesses. The Lhiannan must have access to her Herd, and each Trait gained requires 15 minutes out of play. Because of their ties to the old ways, Lhiannan begin play with one Trait each in Occult and Hearth Wisdom.

Clan Weakness: Due to the new ritual performed by Magda, the new Lhiannan suffer a very different breaking of their spirit shard. Whenever a Lihannan Embraces a new member it reduces the sires generation. For example, if an 8th gen were to Embrace, the resulting children and sire would BOTH be 9th gen. Magda may in fact have seen this as a boon for it not only discourages needless Embrace, but discourages Diablerie within the Bloodline.

Additionally, Lhiannan are even more tied to their land than the Tzimisce. A Lhiannan who leaves her territory becomes uncomfortable or even physically ill. They suffer a one-Trait penalty on all challenges for each week that they remain outside her territory. Once they return to her territory, her Traits return to normal within a few hours.

History

The Lihannan are as old as most can remember and have practiced the old faith of the Druids just as long. In days long before the counting of days, we see a story involving the mysterious figure known as The Crone, a Methuselah named Magda, and a very large, very potent wild Spirit. The Spirit, knowing the expansion of man and the destruction of nature, was a terrible and jealous thing. It wanted to live and live and live. The Crone in her great power and wisdom created a plan for both enriching the Methuselah and aiding the Spirit. It bound them together so that Magda and the Spirit were as one. The Spirit would live on through her and her children. Magda and her brood would protect the groves of the Spirit and they would be more powerful in their old traditions and because of the Spirit within each of them. Magda made a brood, each one breaking off a piece of the Spirit to be preserved within them. For many years the enemies were few, the druid followings they built flourished, and the old wisdom prevailed.

As all old things give way, druidic tradition did not stand up as well against change as many other pagans. The largest of changes being the arrival of Christianity and its spread across the Gallic lands. The Lhiannan at this time had no reason to hide. They were marked by their Spirit nature and stood as the central figures for the druid followers to give tribute to and to preserve them. In the coming of Christianity and the Inquisition this marked nature turned into their destruction. Among all Kindred, the easiest to spot were the Lhiannan and their bond to

their glades and groves restricted their mobility. All of this coupled with a need for one's own territory left the Lhiannan the least prepared to fight off both mortals and supernaturals. The children of Magda dwindled to nothing until the poor Witch was by herself.

Many a night Magda would call out to her kin to find no reply. Bitterly knowing the score of things, she elected to never leave her glade and continue to preserve what she could. The Witch of Connacht is among the most cunning and wily of creatures. Despite the attempts of myriad Gangrel, Garou, Inquisition, Hunters, and mortals, Magda was never once caught, defeated, or forced out of her glade. She bade her time until she could strike back once more

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and restore her children. She would eventually fall into blessed obscurity and then only legend...waiting for her chance to renew.

Clan Gangrel Perspective: As the only Gangrel offshoot without Protean, clan Gangrel has had some rather violent and unhappy opinions involving the Druids. Some Gangrel did in fact spearhead the widespread extinction of the Lhiannan. Many older Gangrel claim they are traitors to all of the Gangrel Clan in ancient times, calling them cowards who fled a great battle. They say this is why they are not blessed with the signature Protean. In more modern nights, it is yet to be seen how the Clan would take them. Most believe they are extinct and no longer a problem, and they are so long gone that most do not even know of their existence.

Embrace: The Lihannan of the Dark Ages only ever Embraced with purpose or great need as it weakened their spirits within them. The Lihannan of modern nights are no different. A candidate must be a good fit for the archaic and potent ways of the Druid and above all a fervent pagan faith is necessary. As they are weakened with each Embrace, the Lihannan take exceptional care when picking children and do so only rarely.

Lifestyle in modern nights

The time is now right for Magda to bring back her fervent druidic children. In the rise of new age paganism and the widespread practice of religious tolerance, the old faith is ripe for a strong return. Magda is potent and wise enough to use her mistress' ritual and once again bring forth the bonding of Spirit and Cainite. But Magda is even wiser now and she knows the new needs for secrecy, even in a more "accepting world". She has chosen her Spirit wisely, giving her new children an easier time blending in, though at the cost of a weaker brood.

The Lihannan of modern nights are much like their antiquarian counterparts. They strive for bonding with the land and preserving their ancient ways. They are more secretive than ever, never allowing outsiders to learn of their true nature. The new Lihannan seek out the true believers of the pagan resurgence to add to their growing following. The true rituals of the Lihannan require sacrifice greater than most are willing to make, but *some* are always willing.

Sect Politics

Highly selective and secretive, the ways of the Druids do not find its way into any major Sect. Magda has taught her new children well, and they are wary of most outsiders. They are therefore, nearly exclusively independent. The only group the Lhiannan might have some

rapport with could be those of Lillith considering their origin through the Crone and the possible respect for some of their more painful traditions.

Mariners (Gangrel Coordinator Approval)

Gangrel Clanbook: Revised pg 51; World of Darkness: Blood-Dimmed Tides pg. 34-36; Vampire the Masquerade 20th Ann. Edition pg. 435; Guide to the Low Clans pg. 30 (Maharbaal the Phoenician)

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Sobriquets: Dagon (if you have seen one you'd understand why)

Founder: No Distinct Founder can be claimed as the anomalous Bloodline seems to surface and disappear mysteriously. A Mariner may sire and non-Mariner and vice-versa.

Disciplines: Animalism, Fortitude, and Protean

Clan Advantage: As per Country Gangrel.

Clan Weakness: As per Country Gangrel but they receive aquatic Animal Traits making it harder to fit into society on land.

History

One of the more mysterious Bloodlines, the Mariners are aquatic Gangrel. They are as rare as they are strange. Their blood does not always produce similar progeny and "normal" Gangrel can sometimes produce this off-shoot. One working yet ambiguous theory is the ancient Maharbaal the Phoenician. As he amassed so much treasure, he traveled extensively and Embraced just as much. It is said that after he squirreled away his goods for a bout of Torpor, he Embraced a Childer at every port known to man (and perhaps a few beyond that) before disappearing in a shipwreck. His mass oceanic Embracing spree may have not been responsible for the Mariner line per se, but such conditions and virility could account for a large portion of their numbers. The origins all in all, remain as cloudy as the murky waters these alien folk tread.

Due to their extreme adaptations, these Gangrel have an even harder time fitting into society than their land-dwelling cousins. This leads them at large to forgo most any interaction with kine or kindred in favor of the solace of the waves. They seem to have a reverence for their waters and do claim and protect their territory from incursion. Some Mariners actually borderline on deifying the ocean and can be quite fanatic about them. As their only possible anchor, the only time Mariners will readily interact with those above the waves is to deal with invaders or to prevent some sort of terrible ecological damage. It would seem humanitarian, but the truth behind this seems more akin to survival. After all, a lack of proper prey severely affects kindred no matter their locale.

Mariners will typically feed on sharks or whales, but are not very picky. If it has blood and swims, then it's fair game. The occasional beach party or shipwreck is certainly not out of the question either. The Mariners have also discovered certain spiritually charged animals of the ocean that provide exceptionally potent blood akin to werewolf blood, though they are impossible to outright detect and tend to be guarded by even greater monsters than the

Mariners themselves.

Just as alien as the world they come from, each Mariner's behavior and beliefs are quite individualistic and can vary. The only factor tying them all together is their love of the sea. They are typically of low generation and many years as they Embrace very, very rarely. A candidate may be chosen from someone who finds beauty in all faces of the ocean such as a fisherman or a marine biologist, but only after prolonged and careful observation.

Lifestyle in modern nights

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In modern nights, not much has changed the ways of the strange Mariners. The progress of cities and their ports both helps and hinders the Mariners much the same way the City Gangrel found a use for the world of man. The growing sea traffic may get on some Mariner's nerves, but others may thoroughly enjoy docks constructed and filled with late night workers. All in all, the ocean has always been a mysterious thing, full of the unknown. In this day and age, this simple fact has not changed.

Protean Variants: The Protean of the Mariners has mutated to better suit their aquatic needs. This "version" of Protean can be taught, but rarely would a Mariner do so. Already enough fish in the sea, so to speak.

Mariner Adaptations

Basic Protean - Dolphin's Un sight

Dimmed Tides pg 36

MET: This power replaces Eyes of the Beast and allows those who learn it to replace vision for most tasks (except reading and discerning color or the like) while underwater. The user effectively has Sonar. This sense is fully effective out to 100 meters and one Trait penalty for every 50 meters beyond that(this includes ranged combat.) This power is useless on land.

Basic Protean - Phocidae an Webbing

Dimmed Tides pg 36

This power replaces Feral Claws and allows those who learn it to triple their underwater swimming speed and negate all difficulty penalties for underwater movement. While Phocidae an Webbing is active the Gangrel is down two Traits on fine manipulation Challenges. This Webbing causes Aggravated Damage as Feral Claws.

*It should be further noted that Mariner's have Fight and Flight Forms equally aquatic as their other Protean adaptations

Sect Politics: The Mariners are too tied to their isolated waters and care nothing at all for politics. Although convenient deals could be struck, the Mariners are Independent without exception. Since most Cainites do not care a great deal about living underwater, it is quite easy for most to give the Mariners the wide berth they desire. Both the Sabbat and Camarilla, on the rare encounter, have offered them membership. All offers have been declined.

Neo-Einherjar (Gangrel Coordinator Notify)

Gangrel Revised (2000) pg. 91 ; Encyclopedia Vampirica pg. 39; children of the Night pg. 79

NOTE: The Office of the Gangrel Coordinator recognizes Neo-Einherjar as those joining the new age movement of the Einherjar and were never a part of the original Norse Einherjar.

Sobriquets: Neo-Vikings

Founder: Brunhilde (6th Gen; Movement Founder)

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Disciplines: Animalism, Fortitude, and Protean (though Gangrel variants in the Anarchs could potentially join with the slimmer possibility of other Clans being welcomed)

Clan Advantage: As per Country Gangrel (or the appropriate Clan Advantage for the rare few others who join)

Clan Weakness: As per Country Gangrel (or the appropriate Clan Disadvantage for the rare few others who join)

History

Following the violence of World War 1, Brunhilde awakened from her slumber and stumbled upon the Torpid body of her Grandsire, The All-High. She found the Einherjar leader remained perfectly in torpor and only occasionally stirred to consume large quantities of werewolf vitae. Keeping this to herself, she immediately reformed the Valkyries and spread influence of her ancestral line all across the North of Europe, including assassinating a Prime Minister. The Einherjar do not play games or boast falsely, so her claim of doing so is proof enough. She then became intrigued with the outside world, yearning to once again work toward the goals of Einherjar to combat Ragnarok. She longed to once again choose the worthy dead. She easily found an intriguing answer in none other than the Anarch Free State.

The desires and malcontent of the freedom-minded Anarchs was not overlooked. The Einherjar way of life, of brutality but honor and fairness, appealed to many of the Gangrel within the movement. Thus, Brunhilde tasked four of her own to go sow the seeds that would become the Neo-Einherjar within California.

The Neo-Einherjar differs from their old namesake in a few ways. Unlike the Einherjar of old, the Neo-Einherjar do not have the same luxuries of free fiefs or openly ruling their people. What they lack in material possessions however, they double in spirit. The harsh philosophy of freedom and valor ring strongly in a less than happy Gangrel populace. The Neo-Einherjar fully embrace the ideal of equality among their ranks and fight for their freedom in the ways they currently are able. The Old Ways of traditional government are strikingly similar in some ways to the Baronies of the Anarch Free States. The convening of Gangrel to air grievances and settle disputes in their *Fires* resonates with the *Things* and even the *Allthing*. Living the everyday unlife as an open Aesir fighter awaiting the end times may be nigh extinct, but the deep-seated Gangrel lust for freedom and brutal glory is well and eager for such teachings.

Lifestyle in modern nights

The Neo-Einherjar are a fairly new movement of like minded Gangrel within the Anarch Free State. Many Princes do not enjoy the brutal and overt approach that Brunhilde is taking, but find that each crackdown upon the Anarchs leads more and more of the downtrodden into the grasp of the Valkyries. At this point many of the Camarilla watching this movement are awaiting to see how they choose to advance as a movement. The discontent grows and so too does the Neo-Einherjar all while the Hanged God and All-Seer sleeps.... awaiting Ragnarok.

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Sect Politics:

The Neo-Einherjar are exclusively working among the Anarch movement, centered mainly in California. It would not be out of the question for an Independent to willingly seek out and join the new movement, but the Neo-Einherjar are simply focusing their recruitment efforts within the Anarch Free-State.

Noiad ($\frac{2}{3}$ Majority Vote)

References: Player's Guide to the Low Clans pg. 130; Dark Ages: Europe pg. 151; VtM 20th Anniversary Edition pg. 426

Sobriquets: Wanderers

Founder: Unknown Methuselah of Incredibly Ancient Origin that migrated from Africa Northward

Disciplines

Animalism, Auspex, Protean

Clan Advantage: As a Gangrel offshoot, the Noiad have the same mixed blessings as their parent clan. The Noiad are much older than most scholars can say and have been entrenched into the culture of the Sami as some of the first Cainite presence on the continent. As such, the Noiad starts with 3 free dots of herd.

Clan Weakness: As a Gangrel offshoot, the Noiad have the same mixed blessings as their parent clan. In fear of the machinations of their southern cousins, the Noiad drove their kin north pushing the Sami to the brink and severely reducing the supply of animals. Over many years, the Noiad have lost the ability to feed effectively from animals and can only subsist on human and Cainite blood. In addition, the incredible isolation and fierce refusal to incorporate any change lends the Noiad to having zero modern skills or knowledge.

History

In days long forgotten, an ancient of Clan Gangrel wandered North and found themselves among the Sami. In these long bygone days, the ancient founded a Bloodline that would serve as spiritual advisors and protectors of the tribe. Thus the Noiad were born. Of the tribe's ancient origin even their eldest who remain are unsure, though they claim to predate the idea of Caine. Since their inception they have driven the Sami to self-sufficiency, enraptured in the pagan pantheon of the Sami culture. In the thousands of years hence they have served and been served by the Sami. Heading further north, the tribe is spurred on by the Noiad's interpretation of messages from the Sami god within the Northern Lights, or as they call them *Guovssahas*.

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In the many years serving their role, they have become completely dependent upon the tribesmen they mentor and guide. In the deep north, the land of the midnight sun proves a substantial threat to the Noiad. Some 3 months of eternal sun, the Sami watch over, feed and protect their patrons. It was only after the pressing of the church and the white Christ that the Noiad saw something in the *Guovssahas* and decided to move all their people even further north, away from their life giving caribou herds. This decision kept this chosen isolated culture intact, while other portions of the population continued life elsewhere. Due to the extreme xenophobia and fanatic isolationism, these chosen Sami have not adapted to modern times and maintain ancient practices, even where they fail them. The Noiad have so far removed themselves from all other societies so well and for so long that ghostly figures clad in many animal skins are unrecognizable in comparison to their fellow kindred. They are mysterious and alien entities of the least hospitable wastes on earth. As so few even know of the Bloodline's existence, it is a wonder if any truly survive. No other mystics have been able to interpret the means behind the natural phenomenon of the *Guovssahas* and perhaps they exist in the one place free of the terror Gehenna has in store. As far as the Noiad are concerned, time marches on, the lights foretell the many portents of gods, long dead to the world, and the tribe must survive as it always has ad infinitum.

Due to their reclusive nature and complete isolation, the Noiad only Embrace among the Sami people. Little is known of their practices, but it is inferred that a neonate would be expected to survive similarly to Gangrel children. Candidates of Embrace would be looked at especially for the valued skills of divination and hearth wisdom. On the off-chance of an incidental Embrace, a Noiad disconnected from the Sami and their kin should not be granted the advantage of the 3 dots of herd as indicated in the clan advantage. As stated in most references, the Noiad are largely difficult to play and require a great deal of care and understanding to play effectively.

Lifestyle in modern nights

Even in modern nights, little to nothing is known of this ancient and feral lineage. With the ever present expansion of technology and exploration, the infringement upon the Noiad and their Sami charges is still somewhat present. Gehenna nearly upon them all, expeditions to the North and other newer contact could lead to certain accidental meetings and perhaps more in desperate gambits. None can say for sure what the Noiad see within the messages of their pagan gods in the twinkling light overhead, but it can be said surely, these alien beings are known only unto their own.

Sect Politics

The Noiad are fiercely uninvolved with Cainite politics. Their entire existence and unives are a testament to this. It makes little sense for any member to gather away from their tribesmen and their spiritually fueled Guovssahas, let alone join a major Sect.

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Taifa (Camarilla Coordinator Approval)

Libellus Sanguinis 3: Wolves at the Door, pg 21; Veil of the Night pg. 132; Darkening Skies (V20) pg. 102

Sobriquets: Moors

Founder: Zayyat, the Sandstorm (5th gen, Taifa is a movement that split from the Wah' Sheen)

Movement Founder: Shabaqo (presumed 6th gen considering Zayyat is 5th generation)

Disciplines: The Disciplines innate to the Gangrel who becomes a follower of the Taifa movement, generally Animalism, Fortitude and Protean

Clan Advantage: As per Country Gangrel as per Laws of the Night pg 51

Clan Weakness: As per Country Gangrel as per Laws of the Night pg 51

History

A very powerful ancient of the Clan Gangrel, a former Wah' Sheen named Shabaqo, was converted to the Islamic faith. So great was the event that a movement sprang up around it and many others began to join. Generally centered around Iberia and North Africa, the now dubbed Taifa Gangrel established their own culture around and within the Moors and the Islamic peoples. Sticking to some of their known roots, the Taifa chose their progeny among spiritual warriors and still valued strength, though of somewhat different flavors than their cousins. They kept more to themselves and no longer attended regular Gangrel meetings. They instead had semi-annual conclaves to convene in more or less the same manner, although with a much more spiritual focus. All in all, the largest enemy of the Taifa would be the Shadow Reconquista, but unlike other Islamic Sects, the Taifa did not directly oppose Christianity, though they considered them obviously misguided. The Taifa tended to live primarily in cities and among their people, but curiously they would not feed upon Muslims if given other options. They were more likely to prey upon the Jewish and Christian communities. The Taifa used their religious convictions to combat the Beast rather than be in tune with it as most of the *Via Bestiae* adherents worked toward. This difference showcased the largest distinctions between the Taifa and most all their relatives' Bloodlines. The only cousins they are close to geographically are the Wah' Sheen, but they are only close on a proximal level. The Taifa and Wah' Sheen are very much bitter enemies. Having split from the pagan Wah' Sheen, they are seen as rebels from their old fellows. In fact, the two have quite opposite philosophies. Though the meetings

between the city dwelling holy warriors and the wasteland wanderers are somewhat rare, each battle is incredibly vicious and very spectacular, always to the Final Death. The main reason for this hatred beyond betrayal is the jeopardization of the long tradition of the Wah' Sheen with the Ashirra at large: to remain wanderers and enjoy freedom at the price of non-affiliation.

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Lifestyle in modern nights

Ultimately, the Moors were driven from Iberia and subsequently the Taifa lost a lot of ground. This driving backward toward the Middle East pushed many Taifa into more direct conflict with the Wah' Sheen. Still, in modern nights Islam still thrives and as such the Taifa remain. The largest of their population is centered toward the Middle East and Northern Africa, but it would not be unreasonable for pilgrims to make it to about anywhere in the world. After all, modern society is a lot more religiously tolerant, making easy work for these cursed missionaries abroad.

Sect Politics

The Taifa are their own independent movement; however, the basis of Islam used to combat the undead condition fits perfectly fine with the Camarilla. Moreover, the Islamic faith holds true the story of Caine and Abel and the Taifa can, therefore, also be found in the Sabbat without much scrutiny. It really depends on the individual, but many do remain Independent, preferring to solely pursue their scholarly endeavors.

Victorian

Victorian Age Vampire pg. 55

Sobriquets: Adventurers

Founder: Ennoia (3rd Gen, Victorian Gangrel is more or less the mind-set and practices of main body Clan Gangrel during the Victorian Age)

Disciplines: Animalism, Fortitude, Protean

Clan Advantage: As per Country Gangrel as per Laws of the Night pg 51

Clan Weakness: As per Country Gangrel as per Laws of the Night 51

History

The Victorian Age had many advances in the arts and sciences. However, the Victorian Age also advanced on nature itself, namely the loss of pristine hunting blinds and wilderness. This was a less than happy affair for most Gangrel. The so-nicknamed Adventurers may stir thoughts of heroic and dashing globetrotters, but in the Victorian sense this could not be further from the

truth. The Victorian Adventurer was a con man or a hustler who would prey on the weak and the Gangrel style of living was not that far off. A Gangrel would not readily pass up an easy mark to feed off of, but rarely out of cruelty, just simple necessity. The largely nomadic Clan was now having to come to terms with the way the physical environment was changing. It is in this time frame that regionality and other factors changed the course of the Clan's history.

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The severe loss of nature, the addition of electric lights and the general organization of man was quickly causing the darkened forest and unlit roads the Dark Ages Gangrel thrived upon to vanish. Some reacted by making the city yet another new hunting ground, while others fiercely defended great swaths of the remaining wilderness, claiming as much Domain as they could physically patrol. At this stage, many Princes and other leaders found themselves with issues of Gangrel terrorizing the countryside and creating the last real images of monsters in the woods for mankind. Many left the Gangrel to their own devices as their vicious claims of Domain might make life hard for those in the city, but impossible for whatever else tried to lurk in the shadows of the forest. With less wild places to call home, some even settled into the more physical roles of the Camarilla such as Scourge. Even in this age though, the primary motivation of all of Clan Gangrel regardless of choice or region is survival and autonomy. Those two traits as always are the supreme importance to the Clan.

Lifestyle in modern nights

What would be left of the classic Victorian Gangrel would harshly depend on the individual. Some who adapted to the Victorian lifestyle simply adapted further to fit the modern nights. Such examples would be no different than the average modern Gangrel and fit in just as well. Others never left the Victorian ways and still stalk the wilds just outside of society in the vain hopes of thwarting civilization that has grown too large to dominate while others remain steadfast in their "adventurer" mentalities. Images of a big game hunter continuing to polish their old elephant gun as they remain Scourge of a sizable Domain are called to mind. In fact, to some Victorian Gangrel the image of Van Pelt in the movie *Jumanji (1995)* could be the spitting image of a relic of the Victorian Age.

Sect Politics

As Clan Gangrel was then Camarilla and is still Camarilla, Victorian Gangrel would almost always be Camarilla, but could possibly be found among the Gangrel that are Independent or Anarch.

Wah'Sheen (Camarilla Coordinator Approval)

World of Darkness, 2nd Ed. pg. 93; Veil of Night, pg 132

Sobriquets: Animals

Founder: Zayyat, the Sandstorm (5th Gen)

Disciplines: Animalism, Fortitude, Protean

Clan Advantage: As per Country Gangrel as per Laws of the Night pg 51

Clan Weakness: As per Country Gangrel as per Laws of the Night pg 51

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History

The Methuselah Zayyat, the Sandstorm, has done a great number of things since ancient times in the Middle East. Spawning his lineage in the Arabian Peninsula, Zayyat and his fellows made their unlives in more or less the "most Gangrel " of fashions. The Wah' Sheen are the wanderers of the trackless desert wastes. They are one of the most nomadic of all Gangrel variants, even rivaling the Anda in this regard. Moreover, the Wah' Sheen have little appreciation for permanent settlements other than the passing fascination. Much like the Ferals, the Wah' Sheen commune heavily with the Beast and have quite the opposite view of groups like the Knights of Avalon. They consider each "gift" of the Gangrel Curse to be yet another benefit for surviving one of the harshest environments on Earth. More solitary than most, the average Wah' Sheen prefers to spend months, years, even decades without making social contact, other than laconic words with a passing desert animal. This preferred isolation leaves most of them to hide nothing in body or speech. Most are generally naked, bearing their proud cursed features, and gruff in conversation with no real patience for lies. If they are to be clothed, they would wear traditional garb of the nomadic people they would travel around or from their original breathing life. So invested in solitary lives are they that the only time a Wah' Sheen will actively venture into a city is to test themselves against other Cainites. This being said, the Wah' Sheen can be bartered with to make excellent guides across the desert should a deal or interest truly suit them. The Wah' Sheen act very much like Ferals and stalk the fringes of the desert people who still hold faiths predating Islam and as such are not Islamic in nature. The exception to all of this is when crossing paths with Taifa Gangrel, their cousins they consider betrayers. The Taifa split off from the Wah' Sheen with the conversation of the ancient Shabaqo becoming Islamic warrior scholars. Not only did this betray the long held way of Wah' Sheen life, but threatened the traditional role of the Wah' Sheen as those who hold no political ties or affiliations in exchange for the freedom to be their bestial selves and freely wander the deserts. Indeed, the Taifa became literate city dwellers of strong faith and political ties. They abhorred their Beast and sought to control it through penitent study and rigorous spiritual training. All things completely anathema to the Wah' Sheen their brothers became before their very eyes in such a short span of time. Any Wah' Sheen coming into contact with Taifa Gangrel are sure to fight them until Final Death. Each such death match is always bloody, visceral and a truly marvelous sight to behold.

Lifestyle in modern nights

The Wah' Sheen do as they have always done. They still hunt the trackless wastes as the most efficient and solitary predators the desert has to offer. All in all, the ancient traditions that give them this freedom in exchange for their non-affiliation hold strong.

Sect Politics

The Wah' Sheen have no political affiliation by both choice and treaty . In exchange for

being allowed to wander the desolate hinterlands of Arabia and the deserts, the Wah' Sheen remain non-affiliated with any political faction. Moreover, the only great issue they take with any other Cainite is the hated Taifa who they consider betrayers.

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Paths

Clan Gangrel has a unique relationship with the *Via Bestiae* and all its many variations and permutations. Said to be the first path developed and to have been created by the Clan founder Ennoia, herself, Gangrel have always been its primary practitioners. The Clan has historically also embraced the *Via Humanitatis* as well as the pagan variations on *Via Caeli*. While the Road of Heaven followers have dropped off and even Beast followers have dwindled, Humanity still runs strong. It is not unheard of to see a Gangrel walking Kings, Sin, Cathari, Einherjar, Aesirgard, Watchful Gods, Eightfold Wheel or even Lilith. Some Paths are almost exclusively found within a given Sect, while others keep mostly to the Independents.

Einherjar, Aesirgard require Gangrel Coordinator Approval

Non-Gangrel on Hunter, Nomad, Savage, and Grey Hunter require Gangrel Coordinator Notify.

Non-Sabbat Gangrel on Caine, Honorable Accord, or Orion require Gangrel and Sabbat Coordinator Approvals

Certain paths are further restricted for Camarilla characters (Character Bylaw 10.m.vi)

Abilities

LORE:

Clan: Gangrel (**Gangrel Lore 5 is Gangrel Coord approval and requires 5 teachers**)

Gangrel Lore 1: You know that the primary Gangrel Disciplines are Animalism, Fortitude and Protean. You know that all Gangrel are cursed to reflect the natures of their Beasts upon their bodies. You know that the Gangrel Clan is known for survival. You understand that the vast majority of the Clan is independent of Vampire politics, but those that make the choice to join are often driven beyond Clan Loyalty. You know of the City Gangrel and Ferals.

Gangrel Lore 2: You have heard in passing of some of the legendary Gangrel. You understand that the Gangrel were embraced for adaptability. You have knowledge that many Gangrel, though not all, express variations in their forms. All are predatory or scavengers; only the very rare express the forms of noble prey animals. Many ancients arose in 2019 and traveled to the Lands in Ohio, an almost yearly gathering to celebrate Gangrel Unity and a victory over the Rose of Many Thorns. You know of the Einherjar, Neo-Einherjar, and Ghost Singers.

Gangrel Lore 3: You know of the most common combo powers the Clan possesses. You know that while Africa has been a home and refuge to the Clan, the foothold that the Clan has is tenuous at best and nonexistent at worst. You know it is possible to Meld into many substances through experience. You know of Gangrel whose forms change on a nightly basis. You have heard tales of Shamanic power within the Clan. You understand the vast number of Gangrel

who operate within the Sects, and that they are often more fanatical for their choice. You know of the Ahrimanes, Disciples of Anubis, Greek Gangrel, and Mariners.

Gangrel Lore 4: You know of many of the rare combo powers and skills that the Clan has developed throughout the ages. You know the tales, and the conflicting variations, of the Clan's

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enemies through the ages: Ravnos, Akunase, Tremere, Tzimisce, and Kuei-jin. The knowledge that the Clan has frequently in the past been used as caretakers of ancient Cainite relics. You understand that ancient Gangrel and deep understanding of Protean, allows for mythical forms unique to the Elder. You know that a driving force of many Gangrel Ancients is caretaking and preserving that which might be lost. You know of the Anda, Cult of Veles, Knights of Avalon, Lhiannan, and Noiad.

Gangrel Lore 5: You are able to recall the most ancient tales of the Clan, knowing specifically what is truth, and also that the truth of the stories contradicts itself. You are able to perform and know Ennoia's Tale (Road of the Beast, page 77). You know of the Taifa and Wah'sheen. You know the legends of the Bloodlines, and their offshoots: Ahrimanes, Anda, City Gangrel, Cult of Veles, Disciples of Anubis, Einherjar, Ferals, Ghost Singers, Greek Gangrel, Knights of Avalon, Lhiannan, Mariners, Neo-Einherjar, Noiad, Taifa, and Wah'sheen. You know of a few Cainite Relics within the grasp of the clan.

RENDING (Gangrel Coordinator Approval)

Anarch's Cookbook pg. 54-55

The vampire must declare her attempt to Rend when she makes her claw attack. This attack is retested with Rending, not Brawl. If the player has no Rending left she may not initiate a Rending Challenge. If Successful the target loses one Blood Trait regardless of damage dealt unless all the damage from the attack was negated with Armor. The loss of Blood from Rending only functions against Vampires.

Note to Players: This ability can only be learned from a Gangrel that has Rending 3 or higher

SAGAMAN

Wolves of The Sea pg. 68

Merits

Clan Friendship: Gangrel

There is a level of rugged individuality and general contrariness amongst the Gangrel. Reputation for them is only what they have personally heard of and so the Clan Friendship merit for Clan Gangrel may be ignored by any Gangrel who do not recognize it.

Hive Minded (1 to 2 point Merit) - V20 Lore of the Clans pg 86-87

Gift of Proteus (1, 2, and 4 Trait Merit) (Gangrel Coordinator Approval)

Adapted from Gangrel Clanbook pg. 37

This merit allows the Gangrel to “fine-tune” the shapes achieved by the Protean Discipline. The number of points spent determines the scope of the variation, which must be specific, approved by the Storyteller, and defined when the merit is chosen.

Examples:

For 1 point, the character can vary the special effects. The character may modify the incidental effects of a form. Red Eyes might glow an eerie green instead of red.

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For 2 points, the character may achieve a minor variation on a form. For instance, a player may determine the actual breed of wolf which her character may become.

For 4 points the character may make a significant variation in one of the Protean shapes, (as long as it is still a shape traditionally associated with Vampires), such as becoming a black cat instead of a wolf. Among the forms traditionally ascribed to Vampires were those of cats, crows, black dogs, wolves, toads and bats.

Note: Can not be taught outside of the Clan

Lesser Mark of the Beast (4 point Merit) - v20 *Lore of the Clans* pg 87

Shaman (2 point Merit) - *Shining Host* pg 109

Skald (2 point Merit) - v20 *Lore of the Clans* pg 87

Totemic Change (5 point Merit) v20 *Lore of the Clans* pg 87 **(Gangrel Coordinator Approval for Non-Gangrel)**

Your Protean forms are flexible; you may choose a different animal form each time you change shape. The form you choose each time must follow all the conventions and rules of standard Protean animal shapes; you simply may choose to appear as a different animal each time you take Beast Form.

Animal Forms

Any vampire that learns Beast Form can change into a wolf and a bat. But Gangrel have a stronger connection to the wild. Like the berserkers of old who slaughtered bears so they could become them, Gangrel are hunters in a way no other vampire understands. They don't meekly accept the wolf and the bat; they steal the forms of other animals. They hunt them, kill them, eat them. They wear their skin, grind the bones, mix it with blood, and force it all down their throats. Once they have taken every part of the beast, the animal form is theirs.

When a player makes a Gangrel character and purchases the Protean power Shape of the Beast, she should choose her animal forms. One of those forms should be that of a large predator (such as a wolf), and the other should be that of a smaller, flying or swimming predator (such as a bat or a fish). Once those forms have been chosen, they are set for the character's existence. She will always change into that specific wolf, and that specific bat, with individual markings and appearance. Note that non- Gangrel characters always turn into a wolf and bat, unless they select the Totemic Change Merit.

Flaws

Extinct Animal Form (2, 4, and 6 Trait Flaw) (Gangrel Coordinator Approval) Whether it is because of some spiritual tie to your beast form, or the years that you have spent in torpor, the animal form(s) that you are able to turn into with Protean is now extinct. While

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Mask of 1000 Faces can change your appearance to a degree, the tracks left in your passage, as well as possible photos or camera recordings can definitely lead to your downfall. If this flaw is taken at the two point level, your flight form is an extinct animal of some kind, and at four, your fight form is extinct, and at six Traits, both are extinct. Remember that regardless of the form chosen beast forms cannot be larger than your normal human body.

Law Bound (2 pt Flaw) - Wolves of the Sea pg 77

Lupine Enmity (2 pt Flaw) - Wolves of the Sea pg 77

Outspoken Pagan/Christian (4 pt Flaw) - Wolves of the Sea pg 74

Member of the Pack (2 pt Flaw) - v20 Lore of the Clans 87

Rat in a Cage (2 pt flaw) - v20 Lore of the Clans 87

Disciplines

Protean Variants Protean has many variations among Gangrel, from changing what color Eyes of the Beast glow to what forms an individual Gangrel takes to (in very rare cases) what they meld with to more significant variation such as those seen in the Mariner. However, if being taught Protean out of Clan and or Bloodline variant (for example: A Mariner teaching their protean to anything other than their Bloodline) the student will only gain the normal adaptation from Laws of the Night pgs 169-170.

Combo Disciplines

Combination Discipline- Restrictions

Combo Name	Approval Level Source
Alpha Glint	ST discretion <i>Counsel of Primogen, pg 104-105.</i>
Aura of the Accursed Rage	Brujah Coord and <i>Players Guide to the Low Clans, pg</i> Gangrel Coord Notify <i>158-159.</i>

Bear's Skin	Gangrel Coord <i>MET Journal 5, pg 27.</i>
Beast's Vigor	ST discretion <i>Players Guide to the Low Clans, pg 159.</i>
Blood Thorns	ST discretion <i>Lore of the Clans (V20) pg. 89.</i>
Body Armory	ST discretion <i>Lore of the Clans (V20) pg. 241.</i>

Call the Wild Hunt ST discretion *Libellus Sanguinis 3: Wolves at the Door, pg 30.*

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Claw Immunity	ST discretion <i>Gangrel Clanbook: Revised, pg 72.</i>
Enhance the Wild Ride	ST discretion <i>Libellus Sanguinis 3: Wolves at the Door, pg 29-30.</i>
Ennoia's Mastery	Gangrel Coord <i>Road of the Beast, pg 72.</i>
Fenris Talons	Gangrel Coord <i>MET Journal 5, pg 27.</i>
Flesh Wound	ST discretion <i>Gangrel Clanbook: Revised, pg 72.</i>
Ghost Song	Gangrel Coord Notify OWBN Specific.
Hatch the Viper	Gangrel Coord notify <i>Players Guide to the Low Clans, pg</i> for Gangrel <i>161-162.</i> Setite Coord Notify for Setite
Instantaneous Transformation	ST discretion <i>Archons and Templars, pg 143.</i>
Itügen's Embrace	Gangrel Coord <i>Wind from the East, pg 71-72. (MA Power)</i>
King of the Beast	ST discretion <i>Lore of the Clans (V20) pg. 90.</i> Gangrel Coord
Loki's Gift	<i>Players Guide to the Low Clans, pg 162.</i>
Read the Winds	ST discretion <i>Libellus Sanguinis 3: Wolves at the Door, pg 30.</i>
Revoke the Gift of Adam	ST discretion <i>Road of the Beast, pg 74.</i>
Sanguinary Expulsion	ST discretion <i>Archons and Templars, pg 142.</i>
See the Reflected Form	ST discretion <i>Gangrel Clanbook: Revised, pg 72-73.</i>

Shared Entombment	ST discretion <i>Players Guide to the Low Clans</i> , pg 165-166.
Shared Strength	ST discretion <i>Wind from the East</i> , pg 70-71. (MA Power)
Shattered Fog	ST discretion <i>Players Guide to the Low Clans</i> , pg 166.
Shatterproof	ST discretion <i>Lore of the Clans (V20)</i> pg. 90.
Spirit Tracking	ST discretion <i>Lore of the Clans (V20)</i> pg. 90.
Steal the Terrible Swiftess	ST discretion <i>Wind from the East</i> , pg 70. (MA Power)

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Stone Meld	ST discretion <i>Players Guide to the Low Clans</i> , pg 166.
Test the Road	ST discretion <i>Road of the Beast</i> , pg 72.
Torpid Hibernation	ST discretion <i>Players Guide to the Low Clans</i> , pg 167.
Tree Meld	Gangrel Coord Notify <i>Players Guide to the Low Clans</i> , pg 167.
Wintering	ST discretion <i>Wolves of the Sea</i> , pg 71-72.
Wolf's Lament	ST discretion <i>Players Guide to the Low Clans</i> , pg 168.

Per bylaw all Tabletop costs for combination disciplines are half cost rounded down if no MET cost is given.

MET conversions are suggested mechanics for powers that do not have MET write-ups and supported by the Gangrel Coordinator Office.

Alpha Glint (Animalism 4, Fortitude 3)

Counsel of Primogen, pg 104

MET: Alpha Glint can only affect those creatures that have Beasts. The player makes a contested Willpower Challenge with anyone acting aggressively towards her, retested with Animal Ken. She adds half her Social Traits on this challenge unless the aggressor is a Lupine. If the Gangrel is successful her opponent is cowed and behaves respectfully toward her for the rest of the scene. If the Gangrel attacks this effect is broken for the person she attacks.

Note: Suggested Mechanics for this is that it should be activated at the top of a round and only works against those in their presence when the power is activated.

MET Cost: 10

Body Armory (Protean 3, Vicissitude 3)

V20 Lore of the Clans, pg 241

MET: This power costs 2 Blood per weapon. Though weapons with the Two-Handed special costs 4 Blood per weapon. Each weapon takes two turns to create. Weapons with the Two-Handed special take three turns to create. Weapons created from this combination discipline cause aggravated damage.

MET Cost: 9

Blood Thorns (Protean 2, Potence 2)

V20 Lore of the Clans, pg 89

MET: This ability allows a Gangrel to fire a claw or barb at someone within 10 meters of the character. The Gangrel spends a Blood Point and makes a physical challenge, retesting with firearms. Success inflicts three aggravated damage. It takes three turns for a barb or claw to regrow. Any claw or barb fires turns to dust ten minutes after being fired. MET Cost: 6

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Call the Wild Hunt (Animalism 5, Protean 4)

DA Libellus Sanguinis 3, pg 30

MET: A static social challenge, retest animal ken, difficulty 8. For each Trait risked the user may target a ghoul under their influence (human or animal). On a fail the vampire automatically enters a frenzy. Upon success, each ghoul enters a frenzy, but will not attack each other or the controlling vampire. If the ghouls leave the sight of the vampire they automatically calm and leave frenzy. Each member of The Wild Hunt automatically gains the benefits of Protean 2, or one of its variants. The Blood is automatically spent from the ghouls' Blood Pools. The controlling Vampire becomes immune to frenzy and Rotschreck checks. This power lasts for the night.

MET Cost: 10

Enhance the Wild Ride (Animalism 4, Protean 4)

DA Libellus Sanguinis 3, pg 29-30

MET: This power works the same as Subsume except where noted, use the following table in place of the one used for that power.

One Trait: Auspex, and Presence

Two Traits: Dominate, Dementation, Animalism, and Obfuscate

Three Traits: Thaumaturgy, Chimerstry, and Fortitude

Four Traits: Protean, and Potence

Five Traits: Celerity, and spend Blood to enhance Physical Traits

The vampire may spend the animal's own Blood Pool, however if it drops below half it dies instantly. The Negative Feral Traits garnered from the use of this power are removed at a rate of two Temporary Willpower per Feral rather than the one per Feral of Subsume. MET Cost: 7

Ennoia's Mastery (Animalism 1, Protean 3)

DA Road of the Beast, pg 72

MET: No Conversion Needed.

MET Cost: 10 XP

Ghost Song (Auspex 3, Protean 3)

The Ghost Singer is instinctively drawn to sites where Gangrel have fallen. Upon arrival, the Ghost Singer may Earth Meld, remaining there for a full day during which time the Singer absorbs some of the animus, the psychic residue of the fallen. This results in vague, emotional, and indistinct dreams. The Singer may expend the power of this emotional resonance when telling a story before a group of Gangrel to inspire them. This telling is augmented by ghostly images and sounds which accompany the Singer's chosen story.

System: When a Singer Melds with the site of a Gangrel's death, which has not been already absorbed by another Singer, they absorb some of the psychic residue of the Gangrel's death. As long as the Ghost Singer holds the power of a Song she suffers as if she possessed the Nightmares flaw. A Ghost Singer may hold up to half her Permanent Willpower Traits in "Songs". A Singer may expend a song she has absorbed when telling a story before a group of three or more Gangrel to inspire them. This expenditure adds cosmetic effects to the tale in the form of ghostly sensations, such as images drawn from the tale, smells, sounds, emotional impressions, etc. Any Gangrel who listens to the story gains the benefit of one free Inspiration magical retest on any challenge which may not be canceled and must be used within the next 24 hours.

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Ghost Song costs 8 Experience Points to learn.

***Ghost Songs: Ghost Songs are not immediately available to absorb by Bloodline: Ghost Singers. A 60 Day (Two Month) moratorium will be placed on a fresh death as the emotional and psychic residue is still too strong.

Instantaneous Transformation (Celerity 2, Protean 5)

Archons and Templars, pg 143

MET: Static Physical Challenge of 8, spend normal Blood amounts, shape change occurs at the end of the turn the Blood is expended in.

MET Cost: 12

Itügen's Embrace (Animalism 1, Protean 3)

DA Wind from the East, pg 71-72

MET: Spend an extra Blood to Earth Meld with your (1) Ghoul, Childer, or anyone under Blood Oath to you.

MET Cost: 5

King of the Beasts (Fortitude 2, Animalism 4)

V20 Lore of the Clans, pg 90

MET: Animals brought to you by Animalism receive the benefits of level 1 Fortitude as long as they remain within line of sight.

MET Cost: 9

Read the Winds (Animalism 4, Auspex 5)

DA Libellus Sanguinis 3, pg 30

MET: The player makes a Static Mental Challenge difficulty 9, retested with Animal Ken. Upon success the player expends a number of Traits to determine distance and detail. 1 - Within Earshot General impression

- 2 - About a Mile Blurry details
- 3 - A couple of miles See details
- 4 - 50 miles See details, hear faintly
- 5 - 100 miles See and hear clearly

The player divides (the number of Traits + 1) between distance and details. For example, if a player expended 3 Traits he could use three to get the range of a couple miles and one to get a general impression (it is raining). He could instead spend three to see details of things within earshot, like whether there is a Lupine in that area. With the expenditure of a single Trait, the vampire gets a general impression of the area within earshot. The vampire cannot see things that are Obfuscated or hidden using this power. Gangrel often use this power while interred in the earth.

MET Cost: 10

Sanguinary Expulsion (Fortitude 2, Protean 3 or Thaumaturgy 3)

Archons and Templars, pg 142

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MET: The player makes a Physical Challenge against a static difficulty of 10. If she fails, the Blood is consumed normally and all effects occur normally. If she succeeds, the character is able to hold the Blood internally without absorbing it, and may vomit it back up later. This prevents Blood Bonds, Vinculi, poisons, or other abnormal properties of the Blood from affecting the character. While this Blood is being held, no Blood may be spent until the tainted Blood is regurgitated; if Blood is spent for any reason the power ends and the Blood is absorbed as normal. When regurgitating an additional Blood Trait is purged and lost.

MET Cost: 7

Shared Strength (Animalism 3, Protean 2)

DA Wind from the East, pg 70-71

MET: Spend 1 Blood, which is fed to the mount, and spends a variable number of Social Traits (up to 5) for the following effects:

- Double the Mounts active movement speed over long distances
- Double the Mounts galloping speed (In action steps)
- Add 3 to the Mounts Physical attributes (up to a maximum of double its base Traits) ● Adhere the user to the Mount. They cannot be unmounted, but spectacular attempts to unseat the rider may damage both the Rider and the Mount.

MET Cost: 6

Shattered Fog (Auspex 1, Protean 5)

Players Guide to the Low Clans, pg 166

MET: No Conversion Needed.

MET Cost: 17.

Shatterproof (Fortitude 4, Protean 3)

V20 Lore of the Clans, pg 90

MET: Spend 1 Willpower to gain “base” healthy health levels equal to their Fortitude rating for a single turn. These “base” health levels only function against aggravated damage. MET Cost: 10

Spirit Tracking (Animalism 2, Protean 2)

V20 Lore of the Clans, pg 90

MET: Mental Challenge, Retest Survival. Replace successes with Mental Traits Spent. Otherwise use as printed.

MET Cost: 6

Steal the Terrible Swiftmess (Animalism 2, Fortitude 1)

DA Wind from the East, pg 70

MET: Spend 1 Blood. You may travel overland at 20 mph until you stop or slow to half or less of your max speed for any reason. Physical Traits, to a maximum of 5, may be spent to increase the speed by 5, for a total maximum speed of 45 mph. The player may spend a Willpower to stop or slow their travel without breaking the effect.

MET Cost: 2

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Torpid Hibernation (Fortitude 3, Protean 3)

DA Players Guide to the Low Clans, pg 167

MET: A vampire may enter torpor and reawaken at a time pre-determined by the vampire. By spending a Willpower when activating: Earth, Tree, or Stone Meld the vampire may determine when they rise, however, they will be delayed until dusk, if it is during the day. MET Cost: 10

Wintering (Animalism 4, Fortitude 2)

Wolves of the Sea, pg 71-72

MET: A vampire voluntarily entering torpor may use this ability to conserve stores of Blood for later use upon awakening. The vampire must make a base Static Physical challenge against 10 Traits, retest Survival. For each Blood Trait that the individual wishes to preserve beyond one, increase the Challenge Traits by one and they can only hold up to the limit of her current Blood Pool as their Generation dictates. The use of this power does not mean that the Blood cannot be stolen by Thaumaturgy or attack while the vampire sleeps; it simply allows the vampire to store Blood that would normally be consumed during torpor.

MET Cost: 9

Wolf's Lament (Animalism 1, Obfuscate 2)

DA Players Guide to the Low Clans, pg 168

MET: As written except as follows: The Player makes a Static Social Challenge difficulty 8, retested with Animal Ken, and then expends a number of Social Traits for distance; 1

Trait for 5 Miles/8 Km

2 Traits for 10 Miles/16 Km

3 Traits for 50 Miles/80 Km

4 Traits for 100 Miles/160 Km

5 Traits for 250 Miles/400 Km

MET Cost: 7

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