

Shepherds, Sinners, and Shamans

An OWBN packet for Telyavelic Tremere written by Adam Sartori and the 2024-26
Tremere Coordinator Team



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This is not a comprehensive list of Tremere R&U, but only those pertaining directly to Tremere. Please see the OWbN Character Bylaws for a comprehensive list.

Bloodlines

Telyavelic Tremere aka Telyavs (Sabbat) - PC: Tremere Coordinator Notification

Telyavelic Tremere Antitribu (Camarilla) - PC: Tremere Coordinator Approval

Merits

Master Clan Impersonator for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere

Spellbinder for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere

Stolen Library for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere

Witty Survivor for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere

Flaws

Ghosts of the Past for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere

Mark of Goratrix for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere

Favorite of Telyavel for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere

Twisted Blood for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere

Backgrounds

Grove for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere

Combination Disciplines

Call the Ancestors for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC: Disallowed - Coordinator: Tremere

Blood of Telyrael for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC:
Disallowed - Coordinator: Tremere
Might of Telyavel for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC:
Disallowed - Coordinator: Tremere

Ritae

Forbidden Truth for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC:
Disallowed - Coordinator: Tremere
Mantle of the Dead God for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC:
Disallowed - Coordinator: Tremere
Rites of the Old World for non Telyavelic Tremere/Anti-tribu - PC: Disallowed - NPC:
Disallowed - Coordinator: Tremere

Introduction

Welcome to the Telyavelic Tremere!

By no means is a storyteller required to use the items in this packet in their games. It is a tool box of resources for games, storytellers and players to use if they desire to do so. The other goal of this packet is to set the tone and direction for the Telyavelic Tremere of One World by Night. This is the road map and thoughts of the Tremere Coordinator to show the players support for this aspect of the genre and the direction it should be going.

Inspiration was taken from various White Wolf book sources to craft this packet. It is an expansion upon the written material in hopes of enriching the genre and canon for the Telyavelic Tremere.

Only the following items in this Packet have the following approval. Otherwise a Storyteller is free to use these items in this packet however they see fit for their games. Your player should be free to join the various Cults and do not require Coordinator approval to do so. Additionally, anything not listed below is free for player and storyteller to use as they see fit for their Telyavelic Tremere.

A Brief History of The Telyavs

The First Nights

In the early nights of Clan Tremere, before the diablerie of Saulot, a small band of Warlocks made its way into Lithuania. Clan records state that the original goal of this journey was to expand the clan's influence into these lands or to find allies. Some elder Tremere, though, claim that these pilgrims took the journey to escape from the clutches of their clan once and for all.

Whatever the original motive behind the exodus, when the Tremere arrived, they fell in with the pagan peoples of Lithuania and learned of Telyavel, the protector of the dead. The local people saw the vampires — nocturnal, bloodthirsty, and obviously magical — as incarnations or avatars of their death-gods, and the Tremere grew to believe them. They cast off the name “Tremere,” and simply became the “Telyavs”. While they had some infrequent contact with chantries outside of Lithuania, for the most part they remained patrons and predators to the villagers.

This was not to last, however. In the late 13th century, the Ventrue warlord Jürgen the Sword-Bearer destroyed one of the last remaining enclaves of the Telyavs under the

leadership of Deverra. The bloodline managed to limp along for another few centuries, but by the 16th century, the main body of the Tremere reported that all of them had been destroyed when the union of Lithuania and Poland results in the triumph of the Christian religion over paganism through the Inquisition, or so the official stories the Kindred world claim.

While broken but not beaten, the bloodline of Telyvas found themselves facing two choices: The first was to simply hide and hope they would not be noticed, the second was to return to the fold of clan Tremere. Only a fraction of the surviving Telyavs chose to accept Etrius' offer to return to House and Clan, forever under the yoke of the Tremere councilor. The remainder of the bloodline instead chose isolation and the shadows. Hoping to be forgotten in history. They would not, however, have to wait long before another opportunity presented itself.

Breaking the Chains (The Anarch Revolt)

The Telyavs played little part in the growing Anarch Revolt of Europe. With so few in number they avoided much direct involvement; lest they gained the attention of House and Clan once more. A few surviving members of the bloodline though did decide to act in the later years of the Revolt.

These few Telyavs decided to hide among the native clan of Tzimisce in their homelands of Lithuania. When the Anarch Revolt came some members of the bloodline rode with the horde of Anarchs as pretenders to Tzimisce blood. They used their Blood Magic to support the cause of the Anarchs and fight back against the forces of the Tzimisce Antediluvian. Some stories among the bloodline even claim it was their blood magic that helped the Tzimsice Anarchs tear down the wards and protections of the clan founder when they assaulted its haven. That while the Eldest had prepared with his own Koldunic Sorcery it was unprepared to the attacks of the more relatively new blood magic of Sielanic Thaumaturgy.

When the Anarch Revolt ended and the Convention of Thorns had concluded, the Kindred world divided along two lines. House and Clan Tremere became one of the supporting pillars of the New Camarilla. As such the majority of the Telyavs knew they could not join or hide among them. Instead, with the birth of the Sabbat the remaining members of the bloodline choose to quietly hide among the new sect.

Rise of House Goratrix

It was in the 16th century that the Telyavs' history changed once more. To the surprise of the newly created Sabbat, one of the founders of Clan Tremere wanted to defect. Goratrix came to the Sabbat with his own house of Tremere seeking membership. With

him came a cabal of Tremere vampires betraying House and Clan. To empower the Sabbat with its mystical might against the Camarilla and their Tremere. To the Sabbat, the offer was simply to go to look the other way. To the Telyavs they knew the truth: this was a power play by Goratrix to strike at his rival Etrius in clan Tremere.

For the first time in centuries the bloodline convened what remained of its members into a bloodline meeting in Lithuania. Their bloodline discussed how they had to remain separate and hidden among the Tzimisce and other clans, but now there was an opportunity to change. With the coming of House Goratrix and the Tremere Antitribu, the bloodline could hide in plain sight. They could simply join with House Goratrix and appear as members of the Tremere Antitribu. As the bloodline debated the merits of the action, they did find an irony at a chance to steal the secrets of the Tremere Antitribu for their own. Eventually the bloodline agreed. They would unite, act as a whole, and pose as members of House Goratrix within the Sabbat. This allowed them to stay more connected and no longer have to hide their blood magic from the rest of the Sabbat.

First Crack in the Pillar

For a time, the remaining bloodline of the Telyavs hid among the Sabbat as either members of the Tremere Antitribu or of Clan Tzimisce. As the sect started to form into the modern Sabbat, the majority of the Cainites ventured to the New World. In order to forge their own future away from the growing oppression of the Camarilla, the Telyavs migrated with the sect to the New World. However, with little to fight and only the basics of a sect holding it together, the Sabbat fell to Civil War. As brother turned against brother, against the backdrop of the American Revolutionary War, the young Sabbat fought over resources and territory. Few Telyavs joined in the fighting.

Rather than risk being exposed, many Telyavs spent their time creating places of power and groves in the New World. Little did the Sabbat know that the Telyavs waged a secret occult war with the Tremere in the New World. Rather than an overt conflict, the Telyavs worked in the shadows, stealing occult tomes and components. Luckily for the Telyavelic Tremere, the Tremere coming to the New World were focused on establishing themselves and avoiding the blood conflicts of the Sabbat Civil War. To this day, only those of the bloodline truly know that their efforts delayed the Tremere from quickly solidifying power in the New World upon their arrival.

While the Telyavs waged their occult war, the Sabbat lost more and more ground to the encroaching Camarilla. Only in the face of total collapse did the sect give pause. While the Telyavelic Tremere feared that the shield of the Sabbat they hid under might collapse, they could only simply prepare for the inevitable. However, it did not come. At

the last minute, the Sabbat was able to end its internal war to sign the Purchase Pact. With it, the Telyavs gave a sigh of relief.

It should be noted that at this time the Telyavelic Tremere loyal to Etrius were largely uninvolved in the New World. They remained in Vienna as Etrius' little secret and loyal servants. They were still consolidating their own power and purpose to their Tremere master.

Second Crack in the Pillar

If the Telyavs were uninvolved in the first Sabbat Civil War, they unfortunately had no choice but to be involved in the second. With the death of Regent Gorchist, the Lasombra and Tzimisce turned on each other once more. This time the sect's inner war spilled across the world. The fighting of the first Sabbat Civil War paled in comparison to the second. The sect broke into alliances and factions, some of which no longer exist in the modern nights as a result. This time the Telyavelic Tremere had to become involved. With the Sabbat well established in the New World, the Telyavs had become too ingrained among the packs, clans, and dioceses in their hiding. This time they would be noticed.

Collectively, the bloodline gathered to decide what they should do in the second Sabbat Civil War. As a whole, they decided to back the Tzimisce alliance and coalitions. The Telyavs provided mystical support in the guise of being Tzimisce themselves or Tremere Antitribu in the clan's battles against the Lasombra. While the bloodline's numbers did grow through new embraces during this time, many Telyavs died as a result. Some of them even have their names written in the Litany of Blood in Montreal, but noted as Tzimisce or Tremere Antitribu.

When the fires of war finally cooled and the new Regent Melinda Galbraith was appointed, the Telyavs were simply glad it had ended. With the signing of the Code of Milan, the bloodline believed it would do far more than the Purchase Pact ever could. The Telyavelic Tremere were simply glad once more for it to be done. However, unbeknownst to them, it was at this time that the Tzimisce started to notice their existence hidden within the sect. As the bloodline had no choice but to fight and wield their magics, the fiends started to raise eyebrows in their direction. However, with the true forging of the modern Sabbat, the Tzimisce had little time and resources to truly look into and uncover the secret.

Death of the Tremere Antitribu

In 1999, the Tremere Antitribu were all called to Mexico City. To the Sabbat as a whole,

this was the last anyone heard of the Tremere Antitribu. After that night, the entire bloodline was destroyed. All that was found were pillars of ash in the Mexico City chantry of House Goratrix. There are rumors of a few survivors that did not heed Goratrix's call to Mexico City, but they remain little more than ghost stories to the Sabbat. Rumors ran rampant among the Sabbat that the Tzimisce had finally grown tired of the Spellbinders and killed them all. Others claim whatever killed Regent Galbraith took out the Tremere Antitribu first as a precaution. Still, some stories claim it was Tremere himself who finally acted, killing the rogue bloodline. The truth of the event is only known to a select few.

The Telyavelic Tremere that had been hiding among the Tremere Antitribu received no such call to Mexico City. When nearly all the Tremere Antitribu suddenly died, the Telyavelics were left in an awkward position. If they remained in the public light, they would still be known by their Tremere Antitribu identities and questions would certainly be asked that they did not want to answer. Quickly, the bloodline gathered to decide what to do next. They knew they would eventually be revealed to the Sabbat as a whole, but feared their persecution by the Salubri Antitribu that had just arrived in the sect as well. So, the bloodline turned to their old allies, the Tzimisce.

The bloodline as a whole journeyed to the Land Beyond the Forest. They sent messengers to meet with both Count Radu of Bistritz and the ancient Velya. It was at this meeting that they revealed who they were and what they knew of the death of the Tremere Antitribu to the two Tzimisce elders. They threw themselves at their feet in hopes that the clan that hated the Tremere might be their only salvation. Eventually, an accord was agreed upon. The Telyavelic Tremere would gain shelter among the fiends, but were to remain in hiding. This last provision was decided by Count Radu, as he knew the newly entered Salubri Antitribu would not be ready for or understand that the Telyavelic Tremere are not the Tremere. To pay back this debt to clan Tzimisce, the Telyavelic Tremere agreed to support and push the Tzimisce clan agenda in any way they could. They shared their secrets of blood magic with the elders and considered them their closest allies. To this night, only a handful of Tzimisce elders know the truth, and it is only by their will that the secret is maintained.

Third Crack in the Pillar

The Third Sabbat Civil War had little effect on the Telyavelic Tremere. The affair itself only lasted a hundred nights and was largely contained within New York City. However, that does not mean the Telyavs didn't pay attention to it. Ultimately, the Third Sabbat Civil War was about the Antitribu and bloodline rights in the sect against the dual leadership of Lasombra and Tzimisce dominance. In the end, the Caitiff of the Sabbat were made into the bloodline known as the Panders. While the sect largely went back to

business as usual, the Telyavelic Tremere found hope. In the rise of the Panders and the demands of the Antitribu, the bloodline hoped they might one day come from the shadows and enjoy being open among the Sabbat.

It was, however, during this time that the now Telyavelic Tremere Antitribu loyal to Etrius made their way to the New World. Only a handful of the blood, perhaps a dozen, arrived in America. Here, they claimed to be normal Tremere apprentices sent from Vienna to support the growing chantries in America. In truth, Etrius had sent these Telyavelic Tremere Antitribu to spy on Meerlinda and her growing powers in the United States. While they did not act against his fellow councilor, they did provide valuable information to their patron protector within Clan Tremere.

Modern Nights

Tonight, the bloodline of the Telyavelic Tremere remains divided. The vast majority of the bloodline remains in the Sabbat under the protection of Clan Tzimisce. They move among the Sabbat as Tzimisce witches, offering their aid and support to the sect whenever they can. More recently, the bloodline has started embracing once more to grow their numbers. This is Something that will eventually come to a head with Clan Tzimisce, as the clan can only hide so many. The bloodline moves carefully in this, selecting only those who fit best for the blood. They also plan ahead, while acting as Tzimisce, to earn favors and renown among the Sabbat for when the day comes that they need to reveal themselves to the sect as a whole. Only through earning the approval of the Tzimisce, Assamite Antitribu, Salubri Antitribu, and the Consistory itself can they hope, when the night comes that they reveal themselves, to not be destroyed. As such, the bloodline works ever towards this goal, that one night they may walk openly among the Sabbat.

As for those called the Telyavelic Tremere Antitribu, they have no such hope of walking openly among the Camarilla. They are forever Etrius' secret and servants. They play the role of Tremere and have little hope of ever deviating from that line. Should they ever be uncovered, they will likely be exterminated by the Sabbat or House and Clan as a whole. As such, they simply carry on following their masters' orders.

The Telyavelic Tremere are at a crossroads of sorts. No secret can remain hidden forever. To the world of Kindred, they are a cautionary tale at best and utterly extinct. Eventually, however, the truth always finds a way to be revealed. When that happens, the Kindred world is likely to be shocked by the revelation that the bastard experiment of the Tremere that went rogue survived.

Tonight's Shepherds

The Telyavelic Tremere are, above everything else, survivors. Their bloodline is believed dead to any who even heard of their existence. Since then, they have either subjugated themselves to the Tremere and Etrius or hidden among the Sabbat who would protect them from the Camarilla and House and Clan. With the death of the Tremere Antitribu, the bloodline has had to find new allies to help shelter them within the Sabbat. Quickly, the Tzimisce were more than happy to offer them aid, as the Telyavelic Tremere hate the Tremere as much as they do. Tonight, the Telyavelic Tremere gather into what is known as Circles. Each carries a piece of history and legacy of the bloodline from over the centuries and the places they have had to hide to survive. Not every Telyavelic Tremere needs to join a Circle, though it is highly encouraged by the members of the bloodline. Going it alone, however, can be far more dangerous than when you have allies among your blood and Circle.

Circles

The Telyavelic Tremere gather themselves into four distinct groups known as Circles. Below, you will find a description of each of these groups and their goals. A fifth Circle is formed exclusively by all members of the Telyavelic Tremere Antitribu, and only they may be members of it. A Telyavelic Tremere may only be a member of one Circle and may never leave it for another.

Chosen of Telyavel

Members of this Circle focus their efforts towards veneration and sacrifice to the god Telyavel. While it is through this god that their blood magic is fueled, they also view the god as the clan's savior. It was Telyavel's might that allowed them to survive the purge of their bloodline. Tonight, the Circle focuses on exploring and developing Sielanic Thaumaturgy and its ties to Koldunic Sorcery as well. As a result, members of this Circle have the Path of Rego Mentem in Sielanic Thaumaturgy reduced in rarity to R2 instead of R3 (See below).

Wardens of the Grove

This Circle of the Telyavelic Tremere focuses on the mystical power of nature itself. They tend to create elaborate groves and gardens of power. They seek to tap into the power of the Earth itself to unlock its secrets and gain power. They will often develop the power Earth Meld to sleep within their grove to communicate with their spirits and arcane power. This habit has unlocked an attuned nature to understand their dreams and others' from exploring the secrets of the Earth while they slumber. As a result,

members of this Circle have the Path of Gift of Morpheus in Sielanic Thaumaturgy reduced in rarity to R2 instead of R3 (See below).

Spellbinders

The Circle of Spellbinders is from when the Telyavelic Tremere hid among the Tremere Antitribu of the Sabbat. After centuries of doing so, old habits die hard for these members of the bloodline. They seek to take the knowledge of the Tremere Antitribu and continue their legacy as the heads of House Deverra. In many ways, they operate and function as the Tremere Antitribu of old once did and still cling to those identities as the last survivors of the Tremere Antitribu purge. As a result, members of this Circle have the Path of Father's Vengeance in Sielanic Thaumaturgy reduced in rarity to R2 instead of R3 (See below).

Children of Deverra

This Circle of the Telyavelic Tremere is the most dedicated to the bloodline founder Deverra. They keep her teachings sacred and hold her in the highest regard. They do not believe she has met the Final Death as the stories claim and believe she remains enslaved under Etrius in Vienna. This Circle hunts for any knowledge or history of Deverra and works every night to see her return to lead the bloodline anew. As a result, members of this Circle have the Path of Video Pellis in Sielanic Thaumaturgy reduced in rarity to R2 instead of R3 (See below).

Servants of Etrius

This is the only Circle of the Telyavelic Tremere Antitribu allowed to exist. Those few who do join swear an oath to be the guardians and servants of Councilor Etrius of the Tremere above all else. They are his to command and will follow him to the ends of the Earth. They are grateful that he spared their existence over extinction and live every night to repay their debt to him. Obviously, among the Telyavelic Tremere, this Circle is the highest betrayal and should be hunted down and murdered to the last. Through their loyalty to Clan Tremere, they have been rewarded by Etrius himself. As a result, members of this Circle have the Path of Curses in Sielanic Thaumaturgy reduced in rarity to R2 instead of R3 (See below).

Calling the Circles

Once a year, the Telyavelic Tremere gather in Lithuania at their traditional chantry in Latvia. These gatherings call all surviving members of the bloodline to the chantry and

are called only by Ankstakojis, the Great Blacksmith. At their only place of power left, their chantry grove in Latvia, the bloodline meets to catch up on the previous year.

As the bloodline gathers, they share news, secrets, and new discoveries in magic with one another. Ankstakojis will set the agenda for the bloodline for the coming year and hear any of the blood who have concerns for the bloodline as a whole. Additionally, though rarely approved, should two members of the bloodline have issues with one another, Ankstakojis will authorize a form of Certamen and Monomacy mixed together (should there be no other way to resolve issues among members of the bloodline, and only as a last resort).

At the conclusion of the Calling of the Circles, Ankstakojis leads the entire bloodline in a grand ritual, one dedicated to both the god Telyavel and Deverra to remember their history and renew their bonds. This usually culminates in a bloodline Vaulderie and hunting in the woods of mortals. In the end, the agenda is set for the next year for the whole of the bloodline. Bloodline policy and direction are set, and members of the bloodline are expected to act on them and support one another. Sometimes the Calling of the Circles will even allow honored Tzimisce guests to attend as well. Rather obviously, Telyavelic Tremere Antitribu are not welcome at a Calling of the Circles and would be exterminated if they did. Rather, they attend normal Tremere functions and gatherings.

Character Creation

Nickname: Shepherds

Appearance: The Telyavelic Tremere tend to dress to blend in with their fellow Sabbat and clan Tzimisce. Among their clothing, however, they carry jewelry and secret symbols of their faith and practices. Only members of the Bloodline or Tzimisce with knowledge of them might recognize them. Among the Telyavelic Tremere Antitribu they tend to appear and dress similarly to a normal Tremere in suits to best blend in. In either case, when alone they will often don the traditional robes and markings of their blood.

Haven: Most members of the Telyavelic Tremere in the Sabbat haven with their pack members, but maintain their own personal groves for their own use. Among the Telyavelic Tremere Antitribu, they make haven among the regular Tremere and in their chantries.

Background: The original bloodline was embraced among the Lithuanian people of the 13th century. Modern nights, Telyavelic Tremere can be found among a variety of people. While the bloodline does have a majority female membership, it does not

exclude male members. Among the Sabbat, the members of the bloodline look for mortals who have an inclination towards pagan faith and can blend into the Tzimisce clan. Among the Telyavelic Tremere Antitribu, they look for more academic scholars of theology and the occult.

Character Creation: Telyavelic Tremere characters tend to prioritize Mental Attributes first among all others, with a secondary focus on Social Attributes. Among abilities, these characters tend to focus on Occult, Leadership and Investigation in that order of priority. Within disciplines, the focus of the bloodline is mostly on mastery of Sielanic Thaumaturgy.

Clan Disciplines: Auspex, Presence, Sielanic Thaumaturgy

Advantage: All Telyavelic Tremere gain the bonus abilities *Occult* and *Investigation* at character creation.

Weakness: Telyavelic Tremere find it difficult to counteract the effects of True Faith or the display of Christian holy symbols. The difficulty to resist frenzy is two higher than usual when confronted by an enemy who uses her True Faith as a defense, and the Telyavs recoil from the sight of the cross or other symbols of the Christian faith.

Telyavelic Tremere Benefits and Drawbacks:

- Able to learn Koldunism at out-of-clan cost (Tzimisce Coordinator Approval for all paths/rituals)
- Must take the Flaw *Enemy* for the Tremere
- May purchase the Background *Mentor* to level 5 for a Tzimisce elder NPC.

Telyavelic Tremere Antitribu Benefits and Drawbacks:

- Able to learn Hermetic Thaumaturgy from their fellow Tremere at the same rarity scale as regular Pyramid-loyal Tremere at out-of-clan costs.
- Cannot be killed through tribunal, and will be sent to Vienna for re-education if found guilty of extreme offenses of the Oath.
- Must take the Flaw *Bound to the Council*
- Must take the Flaw *Enemy* for 3 points (Telyavelic Tremere)

Preferred Paths: In the Sabbat, the Telyavelic Tremere find most common ground with the Path of Death and the Soul. Some members of the bloodline also gravitate to the Path of the Feral Heart. A small but growing number also enjoy the Path of the Cathari. Lastly, due to their time among the Tzimisce, some members of the bloodline have taken to the Path of Metamorphosis.

The Telyavelic Tremere Antitribu are generally only found on Humanity.

Organization: To most of the vampire world, the Telyavelic Tremere are members of the Clan Tzimisce. They tend to follow its structure and form when in public among other vampires. In private, however, the clan has its own structure. The Telyavelic Tremere adhere to a modified Pyramid. Each generation drinks twice of the blood of the previous generation, thus bringing them to the verge of forming a Blood Oath with their sires' generation. Typically, a number of Telyavs gather together to oversee the Embrace of a new member, thus ensuring a sufficient supply of elder blood to establish the hierarchical bond between generations. Those among the Sabbat, however, replace this with the Vaulderie instead of the Blood Bond.

The Telyavelic Tremere have only a few elders left, and their current leader is Ankstakojis, the great forge master of the bloodline. Among the Telyavelic Tremere Antitribu, their leader is Etrius.

Curse of the Blood

By their very nature, the Telyavelic Tremere call upon pagan beliefs and rituals to power their blood magic, which is central to their bloodline culture. As a result, the bloodline suffers an aversion to the Christian faith. Some members suspect this was developed by the bloodline as an instinctual survival reaction to their persecution by Christians in the 13th century. Others believe it was the price Telyavel charged in its own war against Christianity to break their chains to the Tremere and change their blood into what it is tonight.

In the modern nights, this curse gives little pause compared to the Long Night. However, Christian churches and iconography have spread farther across the world. Most members of the Telyavelic bloodline simply avoid them as best they can. However, their bloodline curse does make them easy targets for Hunters. They will recoil from the sign of the cross and often give the church hunters an advantage against them. Furthermore, and perhaps more problematically so, some Kindred who know could easily mistake a Telyavelic Tremere for a Baali or an Infernalist. It is more for this reason members of the bloodline hide their curse as best they can, lest they be destroyed in zealous fervor against the forces of hell by other Kindred or worse, Sabbat Inquisitors.

Characters and Traits

Concepts

“Tzimisce” Witch

You hide and are sheltered by the Tzimisce of the Sabbat. Only the eldest members of the clan know your true nature. To everyone else in the Sabbat, you are a Tzimisce, but an odd one. However, due to the diversity of the Tzimisce family lines, you don't stand out too much and are often brushed off as another “weird revenant” embraced into the clan. You are happy to have a home among the fiends and have adapted quite nicely to them. Their ancient ties to Eastern Europe and the faiths of those people fit you nicely to hide among. Above all else, you are a survivor.

Tremere Agent

You are part of the original group of Telyavelic Tremere that chose to submit and serve Clan Tremere rather than be destroyed. You are part of Etrius' personal project and bound to the whole of Clan Tremere. You still hide among the normal Tremere, but all your goals are towards the betterment of the Clan. Should any of your bloodline still exist outside of Clan Tremere they will surely hunt you as a traitor to the blood.

Pack Priest

You feel the call of the Soul of the Sabbat in your veins. The Ritae, Paths, and the Book of Nod call to you. In these you see the parts of the culture your blood came from. However, you are a neonate of the Telyavelic Tremere. All you know is the Sabbat. You enjoy blending your ancient magic with Sabbat rites and falling deep into the Church of Caine in your soul.

Gardener

Some may mistake you for a Bahari, but you don't know or truly care for Lilith. You simply find comfort and solace in tending to your garden. It brings you peace and calm in a chaotic world. This mentality, however, has transferred over to your night-to-night thought processes. The world is a garden that needs tending. Some things need to be trimmed for others to grow and flourish.

Cultist

You lead a blood cult of mortals who believe you are the chosen of the god Telyavel. Your flock looks to you for guidance and faith in arcane and supernatural rituals to lead them towards salvation and worship. For you, this is a useful tool of mortals to feed from and influence, allowing you to spread and hide among mortal society. You are their Shepherd and voice of their god on Earth. While other vampires may find you bizarre, older vampires respect your dedication to the old ways of manipulating mortals.

Merits and Flaws (4 Merits, 4 Flaws)

The following are Merits and Flaws that are appropriate for Telyavelic Tremere. They are unique to the bloodline and may only be taken by Telyavelic Tremere characters.

Master Clan Impersonator (2pt Mental Merit)

The Telyavelic Tremere with this Merit has spent decades among other clans hiding in the Sabbat. As a result, they have developed a near-second nature to sliding into their hidden identity. The character enjoys 2 Bonus traits on all challenges related to preventing the reveal of their true clan as a Telyavelic Tremere.

Spellbinder (3pt Social Merit)

You somehow managed to have your secret found out by Clan Lasombra. As a result, you are considered one of the last surviving members of that bloodline and protected by the clan. While you may be despised by the Tzimisce, Assamite Antitribu, and Salubri Antitribu, you do enjoy the benefit of being protected by Clan Lasombra. As true Sabbat, and the last of a dead bloodline some members of the Clan Lasombra will seek to protect you. You gain 2 Bonus traits in all Social Challenges with members of the Clan Lasombra that are, by nature, related to being antagonistic to your being a member of the Telyavic Tremere.

Stolen Library (4 pt Mental Merit)

From your time among the Tremere Antitribu, you were able to steal volumes of occult knowledge from the Tremere Antitribu. As a result of your stolen collection, you gain a free Occult Influence action once a month to research a Basic Ritual.

Witty Survivor (2 pt Social Merit)

You have learned to adapt and blend in with vampire social circles as a Telyavelic Tremere. You have mastered the ins and outs of your chosen identity and have become something of a social butterfly as a result. You gain 2 Bonus traits on all your uses of the Presence discipline.

Ghosts of the Past (4 pt Supernatural Flaw)

You are haunted by the spirits of the dead Telyavelic Tremere. They speak to you, crying out for revenge. You hear these voices nightly, that torment you to act for the bloodline. As a result, you are down 2 traits in all Mental Challenges in a scene unless you first spend 1 Willpower trait.

Mark of Goratrix (3pt Supernatural Flaw)

For whatever reason, when you were part of the Tremere Antitribu, the mystical mark that affected the Tremere Antitribu also affected you. The mark appears on your forehead and can only be seen by members of Clan Tremere. However, it does mark you as a Tremere Antitribu even though you are not of that bloodline.

Favorite of Telyavel (4pt Supernatural Flaw)

Much like the vampires who practice Voudon Necromancy can find themselves possessed by Baron Samedi, you find yourself being possessed by Telyavel. This happens at random and is determined by the Storyteller. You have no control over your character at this time, and the Storyteller dictates what actions your character's actions.

Twisted Blood (2pt Supernatural Flaw)

Due to the history of the blood of the Tremere in your veins, or perhaps from hiding among them for so long, the innate nature of your blood has changed. As a result, your Telyavelic Tremere character does not possess Presence as an in-clan Discipline, but instead possesses Dominate as an in-clan Discipline.

Backgrounds

The following Background is suitable for Telyavelic Tremere characters. This background may not be taken by non Telyavelic Tremere characters.

Grove

The Telyavelic Tremere do not create or cultivate Tremere Chanttries like their parent clan, rather, the Telyavelic Tremere grow and create mystical groves that stem from their culture and history of the bloodline in Lithuania. Each is personalized, but contains some form of dedication to the god Telyavel. Each level of this background grants the Telyavelic Tremere certain mechanical benefits, as detailed below, to their use of Sielanic Thaumaturgy.

- A Small rooftop garden: The Telyavelic Tremere gain 1 Bonus Trait to all uses of Sielanic Thaumaturgy when in their grove.
- A normal backyard garden: The Telyavelic Tremere gain 1 Bonus Trait and 1 retest (once per night) to all uses of Sielanic Thaumaturgy when in their grove.
- A middle sized garden found at a home: The Telyavelic Tremere gain 2 Bonus Traits and 1 retest (once per night) to all uses of Sielanic Thaumaturgy when in their grove.
- A normal Park sized garden: A middle sized garden found at a home: The Telyavelic Tremere gain 2 Bonus Traits and 2 retests (once per night) to all uses of Sielanic Thaumaturgy when in their grove.
- A grand elaborate garden that is the size of a park: A normal Park sized garden: A middle sized garden found at a home: The Telyavelic Tremere gain 3 Bonus Traits and 2 retests (once per night) to all uses of Sielanic Thaumaturgy when in their grove.

Combination Disciplines

Below are some of the unique Combination Disciplines of the Telyavelic Tremere. Only members of this bloodline may learn and purchase these Combination Disciplines. They cannot be learned by others.

Call the Ancestors (Sielanic Thaumaturgy 4, Auspex 4)

The Telyavelic Tremere carry with them a legacy of their faith from Lithuania. They care deeply about both their mortal and vampiric ancestors. As such, members of the bloodline developed this Combination Discipline to call up the souls of their deceased ancestors to gain knowledge and insight that they themselves may lack.

System: The character spends 1 Blood Trait to activate this power for the next scene or an hour. Once activated the character selects 3 Abilities he would like access to. These abilities may be distributed in any manner and may increase their own abilities beyond their generational maximum as well. Storytellers are the final authority on whether an ability is allowed to be gained through this power. Additionally, this power does not stack.

XP Cost: 6

Might of Telyavel (Auspex 3, Sielanic Thaumaturgy 3)

The Blood of the Telyavelic Tremere is tied forever to the god Telyavel. It gives them strength and purpose. Members of the bloodline developed this Combination Discipline to draw on that connection and gain strength from their god for a small amount of time. Once used, the Telyavelic Tremere takes on aspects of the god, and their form will even shift and change to reflect it.

System: The character spends 3 Blood Traits to activate this power, which lasts a scene or an hour. During that time the character gains 3 Bonus Traits to distribute among their attributes as they see fit. Once selected, these Bonus Traits may not change categories and this power may not stack.

XP Cost: 6

Blood of Telyrael (Presence 4, Sielanic Thaumaturgy 4)

The Telyavelic Tremere developed this unique Combination Discipline to draw power from their god to increase the potency of their blood for a longer time than even normal.

By channeling their blood magic and calling to Telyavel they may defeat some of the limitations of the Path of Blood, but only at great cost and sacrifice.

System: The character may spend 1 permanent willpower trait to activate this power. If they do, they are allowed to use the power Potency of Blood for a second time in a night. They may not use this power more than once a night in and of itself.

XP Cost: 9

Sielanic Thaumaturgy

The Telyavs learned to utilize the power of Siela, the animistic spirit latent in the earth, stone, plants, and animals of their adopted homeland. Based on shamanic practices, these Paths combine aspects of both nature- and spirit-based magic. Some Tremere outside the bloodline believe that Sielanic Thaumaturgy is an offshoot of Koldunic Sorcery and look upon those who practice it with suspicion and distrust.

Sielanic Thaumaturgy is not a distinct Discipline – it is fully compatible with normal Hermetic Thaumaturgy. It does, however, share some similarities with Koldunic Sorcery, allowing vampires with knowledge of the Sielanic Paths to, with extensive time and effort, learn the ways of kolduns through their arts. However, learning Koldunic Sorcery still requires *Tzimisce Coordinator Approval*.

Sielanic Thaumaturgy follows the following rarity System in One World by Night:

Rarity 1: Storyteller Approval

Rarity 2: Tremere Subcoordinator Approval

Rarity 3: Tremere Coordinator Approval

Paths

Rarity 1: The Green Path, Weather Control, Path of Blood, Path of the World's Blood, Hands of Destruction

Rarity 2: Path of the Shadow World, Lure of Flames, Alchemy, Oneiromancy, Elemental Mastery, Path of Mars, Spirit Manipulation

Rarity 3: Video Pellis, Rego Mentem, Path of Curses, Path of Father's Vengeance, Gift of Morpheus

MET Conversions

Path of the World's Blood

This power allows the vampire to become part of the natural world that surrounds her,

partaking of the abilities inherent in the earth, trees, rocks, and life forms of any ground to which she has attuned herself. While most practitioners of this Path regularly use it within their “home” territories, a simple ritual (see below) enables the character to attune herself to any plot of ground, provided she has sufficient time in which to do so.

This path occasionally requires the vampire to ingest some rather foul concoctions of her own blood mixed with animal blood, soil, and even leaves and grass. It remains a continual mystery (particularly to those outside the Telyavelic Circles) how the practitioners of this Path can drink these mixtures without promptly heaving them. Some Telyavs claim that study of the Path prepares one for such necessities, while others point out that a form of transubstantiation, such as that which is said to change the bread and wine during Mass, is at work. Whatever the reason, the Telyavs continue to swallow and work their magic without difficulty. For Koldunic Sorcery, the Way of the World’s Blood is a Mastery Way of the Way of Earth.

•*Eyes of the Earth*

The vampire “sees” everything that goes on within 10 miles of her haven (or shrine) by utilizing spirits of the grass and other plants, trees, rocks, and animals in the vicinity. Thus, a Telyavelic Tremere, dealing within her chantry, may know instantly of the approach of worshippers or strangers. In addition, she can view events transpiring within the range of her attunement. Such visions do not come with handy explanations, though. No sound comes through, and unless the Telyavelic can read lips, she cannot know anything that is being said in a spied-upon location. Further, if the sorcerer wishes to keep track of a particular person as he travels, and if she views him for longer than one night, she must locate him once again after each broken contact (to sleep or perform other actions, for example).

System: The vampire ingests an infusion of her own vitae mixed with soil, grass shoots, leaves, animal fur, and bird feathers (or blood from the creatures). The number of Willpower spent at the time of casting determines the duration of the subsequent “earth-sight”

1 Willpower	One turn
2 Willpower	One Hour
3 Willpower	One Night
4 Willpower	One Week
5 Willpower	One Month

••*Roots of Power*

This ability enables the Sielanic practitioner to draw upon the power latent in the earth itself to enhance her own physical abilities—so long as she remains in contact with the soil.

System: The vampire expends a blood point by cutting the soles of her feet and letting her blood soak into the naked earth. Once activated, the vampire gains three Physical Traits of their choice for the next scene or an hour. They must remain within 50 feet of the casting point or lose the effects of this power.

•••*Arbor of Protection*

The vampire uses this ability to seek refuge within the living wood of trees. Thus, be able to encase their body within any tree that stands inside their realm of attunement. In this fashion, they may conceal their presence from enemies. aura blends with that of the tree in such a way that increases the difficulty of detecting their presence through Aura Perception. In addition, the character may use Discipline and abilities not dependent on physical gestures that they possesses; although the vampire can “see” their surroundings, they cannot make eye contact with specific creatures, so any power which requires meeting the victim’s gaze does not function. Should the vampire enter a tree to avoid the coming dawn, they are protected from the sun so long as they stay within the tree. If the tree is chopped down, the vampire suffers five levels of damage and is forced out of the trunk; setting the tree afire inflicts the same amount of aggravated damage.

System: The vampire drinks a mixture of blood and tree sap prior to the player expending a blood point and one Willpower point. The vampire may maintain his position within a single tree for up to 24 hours. When the time limit expires, the tree ejects the vampire.

••••*Course of the Beast*

This power gives the Selanic practitioner the power to assume the shape of any animal that exists within her domain and, in some cases, to change from one animal form to another. The vampire gains all the physical attributes and skills of the chosen creature, although she retains her undead nature in all forms. While transformed, the vampire may use any mental Disciplines she possesses, as well as other powers the Storyteller considers reasonable within the limitations of her form. The ability lasts from moonrise to moonrise.

System: The vampire mixes her own blood with that of an animal and drinks it, then expends three blood points to activate the power. Each Willpower point spent after casting grants the character the ability to shift into one animal form. Thus, three Willpower spent enable the vampire to assume the shape of a deer for swift travel, then transform into a fish to conceal herself and move about easily underwater, and, finally, take on the form of a bird to fly to safety.

•••••*Way of the Stone*

The vampire uses this power to transform himself into what resembles a stone dolmen.

As such he can withstand the rigors of daylight and is immune to flame. In addition, he can even move about in a very limited fashion. The legends of stones that walk and move about during the night come from the practice of this potent art.

System: The vampire expends three blood points by allowing his blood to drain onto a boulder, at which point he assumes the boulder's rough shape and consistency. The number of Willpower points spent at the time of casting determines how long he may remain in his stone form. The features of the vampire become indistinct, taking on a semi-carved aspect with barely discernible facial features and body parts. Nevertheless, his eyes, ears, mouth, and appendages all function normally, except they are considered down two traits in all Physical actions and their movement is at one-fourth normal rate.

1 Willpower Spent	1 turn
2 Willpower Spent	1 scene
3 Willpower Spent	1 hour
4 Willpower Spent	1 night
5 Willpower Spent	1 week
6 Willpower Spent	1 Month

These durations represent the maximum time limit; the vampire may abort the effect earlier if he wishes

Path of the Shadow World

Through this power, the Sielanic practitioner reaches across the border between life and death, using her own unloving body as a conduit for contact with the world of the dead. In addition, at more advanced levels of this path, the sorcerer is able to touch the essence of Telyavel himself. Way of the Shadow World is a Mastery Way of the Way of Spirit.

•*See the Dead*

The vampire can view the ghosts of the dead that inhabit the area upon which she forces her attention. In addition, she can determine the general attitude of these wraiths. Relatives of a person who has recently died often seek out the local shaman to ask whether the soul of the departed seems content or if it needs propitiating in some fashion.

System: When activated, the vampire may see into the Shadowlands for the rest of the scene or hour.

••*Repel the Angry Dead*

With this power, the vampire can banish hostile ghosts from a designated area, such as the home of a relative of the angry wraith. In some cases, the banishment is only temporary or is attendant on the performance of some action intended to appease the ghost.

System: Activating this power will banish a wraith from an area for a scene or hour. Spend a Temporary Willpower in order to engage the ghost in a Social Challenge (retest either Occult or Wraith Lore) which, if won, allows the Vampire to ask the ghost what must be done to satisfy it and ensure its permanent banishment.

•••*Command the Freshly Dead*

The vampire can command any ghost that she can see to obey her. With this power, the practitioner may receive answers to questions within the ghost's realm of awareness or require the soul to deliver a message to someone else. Additional simple tasks fall within the parameters of this power, although the vampire cannot compel the ghost to do anything that requires material from to accomplish.

System: Engage a ghost in a contested Social challenge, retest Intimidation. If you are successful the ghost will answer one question or perform one action at your command

••••*Army of Souls*

The Sielanic practitioner uses this power to raise a spectral troop to act as defenders or to deliver warnings to her enemies. These ghosts appear as ethereal images of warriors long dead. Although the tattered images cannot materialize completely in the physical world, they can use their own powers to hurl objects and frighten attackers.

System: Spend two Blood Traits and a Temporary Willpower in order to call a number of ghosts to your presence. For each Social Trait expended (up to a maximum of 3) one intangible ghost warrior materializes and will either defend you for the scene, or deliver a message for you. The ghosts summoned by this power are Drones.

•••••*Walk the Road of Shadows*

This power enables the vampire to physically cross the barrier between the world of the living and the world of the dead and enter the Underworld (Shadowlands) for a brief period of time. While she is in this dark and barren realm, she appears to its denizens as a particularly solid wraith. She can interact with wraiths freely while in their realm, although she has no control over how they will regard her. Any combat that ensues causes real damage to both the sorcerer and her wraithly foe. Sielanic practitioners who function as priests sometimes use this ability to transport mortals into the Underworld as part of a shamantic imitation ritual.

System: Expend a total of 3 Blood Traits and 2 Temporary Willpower in order to physically cross into the Shadowlands.

Rego Mentem

This is the original pagan version of Rego Manes before its corruption into Dark Thaumaturgy. This path summons Spirits not Demons. The Demon Building chart in Guide to the Sabbat is used as a tool to build these spirits.

This Path has two uses. First, as an action (not a full round) it may be used to directly attack Spirits (but not Wraiths) by engaging them in a contested Mental Challenge, retest Occult. On a win, the caster may apply one level of damage (the equivalent of Lethal) per level of the Path he or she possesses.

In order to summon a random Spirit from the Umbra utilizing this Path, the caster first engages in a contested Mental Challenge (retest, Occult) with the Spirit using the Attribute Traits listed in MET Sabbat Guide, p.108 for Demon Traits then spends the appropriate amount of Mental Traits. The maximum level of this power that the caster has represents the highest level Spirit that the caster may attempt to summon, as follows:

•Squire

(cost: 1 Mental Trait): 6 Attribute Traits, 2 Abilities, 1 Willpower Trait

••Knight

(cost: 2 Mental Traits): 10 Attribute Traits, 3 Ability Traits, 2 Willpower Traits, 2 Basic Disciplines

•••Baron

(cost: 4 Mental Traits): 15 Attribute Traits, 5 Ability Traits, 4 Willpower Traits, 4 Basic Disciplines

••••Count

(cost: 6 Mental Traits): 21 Attribute Traits, 8 Ability Traits, 6 Willpower Traits, 6 Basic and Intermediate Disciplines

•••••Marquis

(cost: 8 Mental Traits): 28 Attribute Traits, 13 Ability Traits, 8 Willpower Traits, 10 Discipline powers Basic through Advanced levels.

Success means that the Spirit of the specified level is summoned and is well disposed towards the caster. This caster may be willing, depending on the caster's demeanor and approach (i.e. role-play), to answer questions with some accuracy and may even be

willing to serve the caster for simple tasks. Spirits summoned with this power are under no compulsion to serve the caster and may leave whenever they please.

Failure requires the caster to engage in another Mental Challenge with a difficulty equal to twice the Traits spent for the failed challenge. On a win, nothing happens; on a loss, an enraged Spirit appears and attempts to kill the caster. Spirits summoned with this power will remain on Earth for the night (or until they hear the ringing of church bells), regardless if they choose to assist the caster or not.

Video Pellis

This Thaumaturgy Path was created to pry secrets from spirits and mortals alike.

•*See the Unseen*

The Thaumaturge can gaze into the spirit world.

System: Spend 1 blood traits to activate this power for the next scene or an hour. During that time the character can see all nearby spirits, including demons and wraiths, as if they were physically manifest. Due to the mental concentration that this power demands, the character is down one trait in all challenges when using this power.

••*Learn the Heart's Pain*

The thaumaturge looks into someone's heart and determines what grieves him the most. This is useful in deciding how to destroy a foe.

System: The character makes a contested mental challenge retested with occult against a target. The caster also risks 1-5 Mental traits in this challenge. If they are successful, the traits risked indicate how much knowledge reveals itself to the caster; one trait risked reveals whether or not the target feels guilt, while five traits reveal specific details of sins, enemies and failings.

•••*Seize the Moment*

The character may reach into the mind of his victim and draw forth his memories and thoughts.

System: The character makes a contested mental challenge retested with occult against a target. The caster also risks 1-5 Mental traits in this challenge. For each trait risked the character may pull forth one specific memory. For example, to learn the plans of a local bishop, the character Seizes the Moment. He risks three traits and discovers the bishop's immediate plans, what troops he has available, and whether he knows anything of the character's existence.

••••*Casting the Bones*

This power allows the character to part the mists of time and gaze into the future. To

use this power, the character must carve runestones from the bones of a sentient being (a new set of bones is required each time this power is used).

System: The character makes a static Mental challenge retested with Occult at difficulty 12. If successful the character may spend between 1 and 5 temporary mental traits. Each trait spent indicated how far into the future the character may look to find an answer to her questions

1 Trait Spent	Only the immediate future can be seen
2 Traits Spent	Up to a week
3 Traits Spent	A Lunar Month
4 Traits Spent	A Season
5 Traits Spent	A Year

The future is not fixed, so the character's vision may be inaccurate—it merely shows the likeliest course of events and so is more accurate when dealing with large groups (for example, "Will the crusaders recapture Jerusalem?") than with individuals.

•••••*Recall the Bloody Deed*

The caster raises a spectre of vengeance to uncover past misdeeds. This power may only be used in a place where blood has been shed in anger.

System: The character makes a static mental challenge at difficulty 15 retested with occult. If successful the character gives physical form to a minor spirit (see below for statistics) which appears as the victim of the violence, and bears the victim's wounds. This spirit has the power to track "its" murderers across land and sea to avenge itself. The only constraint on this pursuit is the number of traits spent by the caster at the time of use, each trait spent allows the spirit to continue the pursuit for one day and night.

Custodes

Physical: Brawny 5, Dextrous 2, Resilient 5

Social: 0

Mental: Observant 2, Disciplined 2, Clever 2

Abilities: Brawl 5, Stealth (Spec: Waiting patiently) 5

Disciplines: Fortitude 3, Potence 4

Blood Pool: 10/1

Willpower: 5

Health Levels: 12

Rituals Alphabetically x Rarity

Name	Rarity	Level
Awakening the Verdant Thorn	1	Intermediate
Become One With the Land	1	Basic
Bladed Hands	1	Intermediate
Bind the Familiar	1	Intermediate
Binding the Beast	1	Intermediate
Calling the Restless Spirit	1	Basic
Chime of Unseen Spirits	1	Basic
Commune With Cainite	1	Basic
Craft Bloodstone	1	Basic
Craft Dreamcatcher	1	Intermediate
Dedicate the Haven	1	Advanced
Defense of Sacred Haven	1	Basic
Deflection of the Wooden Doom	1	Basic
Eyes of the Beast	1	Advanced
Friend of Trees	1	Intermediate
Impassable Trail	1	Basic
Mirror of Second Sight	1	Intermediate
Power of the Invisible Flame	1	Basic
Recure of the Homeland	1	Basic
Respect of the Animals	1	Intermediate
Soul of the Land	1	Intermediate
Summon Guardian Spirit	1	Basic

Touch the Protector's Mind	1	Advanced
Wake with the Evenings Freshness	1	Basic
Ward Versus Ghosts	1	Advanced
Ward Versus Kindred	1	Intermediate
Ward Versus Lupines	1	Intermediate
Ward Versus Spirits	1	Advanced
Warding Circle Versus Ghosts	1	Advanced
Abandon the Fetters of Blood	2	Advanced
Animated Assistants	2	Intermediate
Animated Weapon	2	Intermediate
Blazing Shaft	2	Intermediate
Blood Contract	2	Advanced
Blood Walk	2	Basic
Candle of Haunting	2	Intermediate
Consecration of the Sanctum	2	Intermediate
Eyes of the Nighthawk	2	Basic
Donning the Mask of Shadows	2	Basic
Enchant Talisman	2	Advanced
Encrypt/Decrypt Missive	2	Basic
Extinguish	2	Basic
Flaming Weapon	2	Basic
Fire Walker	2	Intermediate
Heart of Stone	2	Intermediate
Illuminate the Trail of Prey	2	Basic
Incorporeal Passage	2	Intermediate

Principal Focus of Vitae Infusion	2	Basic
Purity of Flesh	2	Basic
Scry	2	Intermediate
Stone Slumber	2	Advanced
Stone of the True Form	2	Advanced
Splinter Servant	2	Intermediate
Unquenchable Flame of Mars	2	Advanced
Ward	2	Basic
Ward Versus Vitae	2	Intermediate
Ward Versus Fae	2	Intermediate
Warding Circle Versus Lupines	2	Intermediate
Ward Versus Demons	2	Advanced
Warding Circle Versus Kindred	2	Advanced
Warding Circle Versus Demons	2	Advanced
Warding Circle Versus Spirits	2	Advanced
Witness of Whispers	2	Basic
Ambrus Kelemen's Aegis	3	Basic
Escape to a True Haven	3	Advanced
Invisible Chains of Binding	3	Advanced
Lesser Trigger	3	Advanced
Protean's Curse	3	Intermediate
Shaft of Belated Quiescence	3	Intermediate
Tame the Maddening Flame	3	Basic

Rituals by Rarity x Level

R1 Basic
Become One With the Land
Calling the Restless Spirit
Chime of Unseen Spirits
Commune With Cainite
Craft Bloodstone
Defense of Sacred Haven
Deflection of the Wooden Doom
Impassable Trail
Power of the Invisible Flame
Recure the Homeland
Summon Guardian Spirit
Wake With Evening's Freshness
R1 Intermediate
Awakening the Verdant Thorn
Bladed Hands
Bind the Familiar
Binding the Beast
Craft Dreamcatcher
Friend of Trees
Mirror of Second Sight
Respect of Animals
Soul of the Land

Ward Versus Kindred
Ward Versus Lupines
R1 Advanced
Dedicate the Haven
Eyes of the Beast
Touch the Protector's Mind
Ward Versus Ghosts
Ward Versus Spirits
Warding Circle Versus Ghosts
R2 Basic
Blood Walk
Eyes of the Nighthawk
Donning the Mask of Shadows
Encrypt/Decrypt Missive
Extinguish
Flaming Weapon
Illuminate the Trail of Prey
Principal Focus of Vitae Infusion
Purity of Flesh
Ward
Witness of Whispers
R2 Intermediate

Animated Assistants
Animated Weapon
Blazing Shaft
Candle of Haunting
Consecration of Sanctum
Fire Walker
Heart of Stone
Incorporeal Passage
Scry
Splinter Servant
Ward Versus Vitae
Ward Versus Fae
Warding Circle Versus Lupines
R2 Advanced
Abandon the Fetters of Blood
Blood Contract
Enchant Talisman
Stone Slumber
Stone of the True Form
Unquenchable Flame of Mars
Ward Versus Demons
Warding Circle Versus Kindred
Warding Circle Versus Demons
Warding Circle Versus Spirits

R3 Basic
Ambrus Keleman's Aegis
Tame the Maddening Flame
R3 Intermediate
Protean's Curse
Shaft of Belated Quiescence
R3 Advanced
Escape to True Haven
Invisible Chains of Binding
Lesser Trigger

MET Conversions

Become One With the Land

(Requires Way of the World's Blood)

This ritual enables the Sielanic caster to attune herself to a specific plot of ground; the area covered may not exceed 10 square miles but may be less than that. The caster combines her own blood with several handfuls of earth from the land she wishes to claim. By covering her body with this mixture before going to sleep for the day, the vampire is able to absorb the essence of the land into herself. Thereafter, she is able to enact the powers of the Path of the World's Blood within the area designated before the enactment of the ritual. Whenever the Sielanic practitioner relocates or travels to another place, she may attune herself to her new location in the same fashion. She may only be attuned to one place at a time, although she may renew lapsed attunements by repeating the ritual.

System: The vampire combines her blood with some natural substance (such as animal blood, tree sap or soil) to effect the desired result. After the ingestion of this mixture, the next step is the expenditure of two blood points. Each Willpower spent after a successful casting determines the length of the attunement.

- 1 Willpower One Night
- 2 Willpower One Week
- 3 Willpower One Month
- 4 Willpower 6 Months
- 5 Willpower 1 year

Soul of the Land

(Requires Way of the World's Blood)

This extremely powerful ritual grants the caster an almost complete identification with his domain. He becomes "one with the land" and, through this intimate connection, instantly knows of anything that threatens the land or its creatures. He can tell if something is wrong with the soil (and thus give advice on how to ameliorate the problem). Additionally, he knows the location of any hostile forces, can predict weather patterns that affect his domain, and can exercise subtle control over the features of the land itself. He can cause trees to move slightly to obscure paths through forests, change the course of streams or widen them to make crossing difficult or cause boulders to rise out of the earth to block a mountain pass.

System: The caster buries himself in a grave near the center of his domain, remaining within the earth for one full day. Upon arising the following evening, he imbibes an infusion of his blood combined with the soil in which he has lain, thus uniting his essence with that of the land. Periodic expenditures of blood (eight blood points per week) can maintain the connection indefinitely. If a week passes without the caster spilling his blood into the ground, the connection breaks; the caster must repeat the ritual to reestablish his ties with the land. The storyteller should assist the player in determining the precise manifestations of this ability so that its uses don't wreak undue havoc on the story.

Touch the Protector's Mind

(Requires Way of the World's Blood)

This ritual links the caster's mind with that of Telyavel, the protector of the dead. This ability is only used in extreme circumstances, such as when an invading army threatens the protected realm of the sorcerer. By drawing upon the essence of this ancient being, the vampire is able to enhance her Physical and Mental Attributes and gains access to powers beyond her normal abilities.

System: The vampire spends one hour in meditation, focusing her thoughts upon establishing contact with the mind of Telyavel. The Cainite's player then expends five blood points and makes a Static Willpower challenge at difficulty of 11. If successful the Caster immediately gains 10 Bonus Traits to allot to her Physical or Mental Attributes in any combination, though she may not increase her attributes beyond the normal double

trait generational maximum. In addition, all her Disciplines function as if she had one additional level in them, including enabling her to use powers she has not yet mastered (This does not allow them to exceed beyond the Advanced level). The ritual also confers upon the vampire the ability to remain awake during daylight hours and provides some immunity from sunlight, provided the caster does not directly expose herself to the sun's rays (i.e., she must remain in the shade or under some sort of cover). This ability lasts from one moonrise to the next. In addition, the vampire may acquire a permanent Derangement (unless her players succeeds in a Static Willpower challenge at a difficulty of 11) from touching the god's mind too closely without receiving his favor.

Ritae

Below are several unique ritae created by and used by the Telyavelic Tremere. Only members of this bloodline may possess their ritae.

Forbidden Truth

This ritae has the Telyavelic Tremere spill their blood into a vessel, a basin, a cup - anything that can hold it - and choose a topic they wish to divine. They place within it a vector for prophecy, be it tea, bones, or something more personal. The blood swirls and shows them truths beyond reality. These truths bend their mind and crush down on their sense of identity. With effort and wit, they can interpret the revelation.

System: Once the Telyavelic Tremere performs this ritae they ask the Storyteller a question to which they are diving the answer. The Storyteller will only answer in Yes or No format. This ritae may be used once per night.

Mantle of the Dead God

The ritae developed by the Telyavelic Tremere harkens back to their roots in Lithuania and ties to their god. By mixing the mystical rites of the Sabbat and their blood magic the Telyavelic Tremere can rouse their own beast. The sabbat priest does this by challenging their beast through rituals of pain. Should they succeed in taming their beast in this ritae they gain even further control of it for a time.

System: The Telyavelic Tremere must dance into a trance for the entire casting of this ritual, and must spend 1 Willpower trait to stand from the exhaustion. Once cast, they become enraptured; this relates to an intimate, sensual connection with their Beast instead of a passion for any god. Additionally, they may add their Sielanic Thaumaturgy

rating in Bonus Traits to ride the wave of frenzy challenges for the next scene or an hour.

Rites of the Old World

When the Telyavelic Tremere first joined the Anarch Revolt they needed to learn to hide among the Tzimisce Anarchs. One of the first ritae they developed was this one. By mixing the dirt of the Carpathians with human blood they perform this dark ritae to mask their blood magic for a time; to better hide among others.

System: Once performed the Telyavelic Tremere's Sielanic Thaumaturgy will appear as Koldunic Sorcery by any powers that have the ability to determine a blood magic paradigm type. This ritae lasts for one night.

Known Shepherds

Deverra, Goddess of Strife

Deverra was born under a different name in Livonia, as the daughter of a blacksmith who revered Telyavel. Interested in the workings of the world from an early age, she developed talents that led some of her village to whisper that she was a witch. A traveling Tremere wizard by the name of Alferic noticed her talent and forced her father to release her into his apprenticeship. She became a member of the mortal House Tremere during its time within the Order of Hermes, often traveling through medieval Europe with her teacher in the course of her studies. Her hermetic name was derived from Dea de verra – Goddess of Strife, a nickname among her old master that was adopted by her fellow students. When she became a full magi, she adopted the name as her own, with a changed meaning, deriving it from de vera – "of Truth". Eventually, Deverra attacked the loyal Tremere directly, calling the power of Telyavel. Seeking to slay Jervais as the leader of the hostile Tremere, they lured him into their woods by taking one of his companions, but Jervais was saved by loyal Gargoyles. Sensing that everything she had built was in danger, she ordered Qarakh's representative, the Brujah Alessandro Garcia, to move the camp. In return, the Tremere under Jervais resorted to sending their allies among the Teutonic Order against them, using the weakness of the Telyavs against the symbols of Christianity and True Faith against them. Eventually, Deverra decided to sacrifice herself to allow the other members of her coven to escape. In her last confrontation with Jervais, Etrius used the mystical connection made through the grandchilde of his rival to enhance his magic, destroying Deverra. Her remains were ritually preserved and taken to Ceoris. Though rumors claim she in fact survived somehow.

The Keeper of the Grove

The individual who calls themselves the Keeper of the Grove is an enigmatic sentinel that makes their home in one of the last truly hidden places in the forests of Lithuania. If rumors are to be believed, they are a survivor of the original purge of the Telyav by the Tremere and have been waiting and planning ever since. It is whispered among the younger, newer members of the grove that it was the Keeper that brokered the alliance with the Tzimisce that allowed for the protections the Telyav now enjoy by one of the Sabbat's founding Clans.

In the modern nights, it is said that while powerful magics protect the Keeper from the arcane eyes of the Tremere and others, anyone of Telyav blood may seek them and find them in time, tending to their ancient lands and, rumored among the Telyav, protecting a sacred artifact.

Janina Lanka, The Ghost of the Grove

As the centuries passed Janina rose to head a chantry among the Tremere Antitribu in New York City. A position she was placed in by the Tzimisce she chose to serve. They spoke vaguely of her duty there to keep an eye on something horrible from the forgotten history of the clan beneath New York City. Her prestige among the Tremere Antitribu even rose to such promise as to be noticed by Goratrix himself. Regardless, the notice of Goratrix created something of a rivalry between Janina and Jasmine the Black Spellbinder of Montreal. For years they would trade insults and accomplishments. In the end though, to Janina she appeared to have won.

When the Tremere Antitribu were all destroyed in 1999, Janina was called back to the Carpathians on business. She learned the New York Chantry of the Tremere Antitribu fell and all that remained of the Tremere Antitribu. Janina returns to New York to rebuild her Chantry. Regardless, Jania now returns home to an empty house once more to rebuild and watch over the charge of the horror that lays beneath the streets of New York City.

Ankstakojis, The Forge Master

The first childer of Deverra, as far as anyone knows, survived into the final nights. Though some members of the bloodline claim he is something else entirely, they are unsure as to what. If the bloodline has a leader among them it would be Ankstakojis. He is the highest priest to Travel and is said to man the god's personal forge on earth. He rarely if ever leaves his forge or the chantry in Latvia. Though Ankstakojis does host the annual Calling the Circle event and gives direction to the bloodline as a whole. Though a recluse, he is always happy to give advice, but expects if you visit him to help him in the forge.

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