

REALMS OF THE DEAD

While many Kindred have ties to the spiritual realms beyond death, each of these realms, though interconnected by the nature of death, are not the same. The Pit below the world, Veklonava, is a feral Labyrinth, alive with the fertile creatures reborn beyond death- it is the domain of death as a part of the natural world- existing literally below the earth. The Vrykolaka do not have much interaction with this world of the life-of-death, but instead deal with a world of grey shades that cling to the echo of the living world- Stygia, the Dark Kingdom of Iron. The ghosts of Stygia are the memories and self-concept of people who have not moved on, but cannot go back- and thus Stygia is a stagnant crossroads of ash and dust, where moving on means oblivion. Other Dark Kingdoms of Shades exist, each set in the same Sunless Sea, pockets in the raging world-spanning storm of entropy, the Tempest.



Old Vrykolaka

(Capadocians)

Called the Clan of Death, if the Vrykolaka could be said to have a 'lord-line,' the Old Vrykolaka would be it. Haunted, scholarly, introverted and observant, the Old Vrykolaka are the oldest bloodline of the three. Researchers into the nature of death, the Old Vrykolaka maintained several cults, each with its own methods and philosophy with which to understand the Unmaking, the Old Vrykolaka's morbidity unnerves and disturbs even other Kindred.

Among their notable cults, the Old Vrykolaka who followed the mythic figure of Vrykos, a Greek Hellenistic version of their scholarly founder, focused on mourning, tragedy, sorrow and passion as the keys to understanding the nature of living and dying. The Vrykosians saw beauty in loss. These poets were unswervingly gracious, ritualistically polite, and painfully formal. Their courtly manners and empathic attitudes made them widely beloved, even if their necrotic aura made them widely feared, and the Vrykosians were largely responsible for the

Bloodline’s good standing with the Umpyre Empire. to retribution against their betrayers.

The most popular cult among the Old Vrykolaka in their Medieval final nights was the cult of the Cappadocian. Largely secretive, cold and scientific, the Cappadocian was a death-god messiah, surrounded by necrite apostils and promising an apocalyptic ascension to the whole world. The rise of the Cappadocians paralleled the rise of Christianity. The cult incorporated the high-priest /priestess figures of the SanGiovanni and the Lilitu and united the Vrykolaka with a single sense of purpose.

In 1444, the Cappadocian’s hopes culminated with their utter extinction - known there-after as the Cappadocian purge. The SanGiovanni began a pogrom, Diablerizing the Cappadocian and exterminating all

Disciplines

Necrotics

Magnifying their Necrotic Aura, Old Vrykolaka are able to unleash rot and death upon those in their presence. Elder dead can even emanate infectious death, like a plague.

Auspex

Spirits in dead flesh, Old Vrykolaka have a keen

other Vrykolaka in a grand coup and genocide.

In the modern nights, it’s believed that a few Cappadocians have been resurrected as the Haitian Samedi bloodline, cursed with the appearance of death. A Sabbat bloodline calling itself the Harbingers of Skulls has recently arisen, also claiming descent from the Old Vrykolaka, and have aligned themselves with the war-like sect as a vehicle

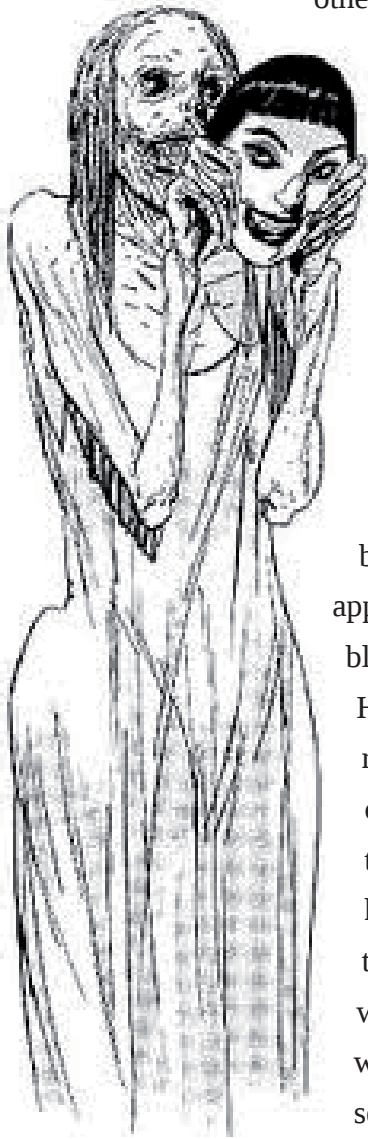
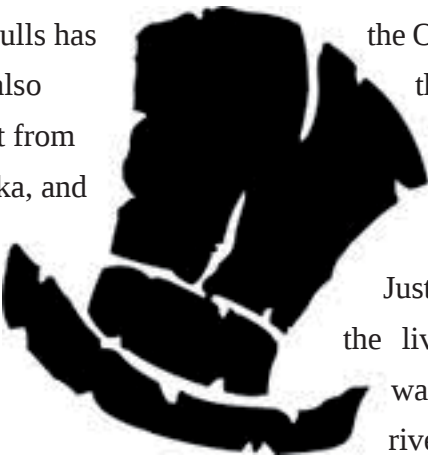
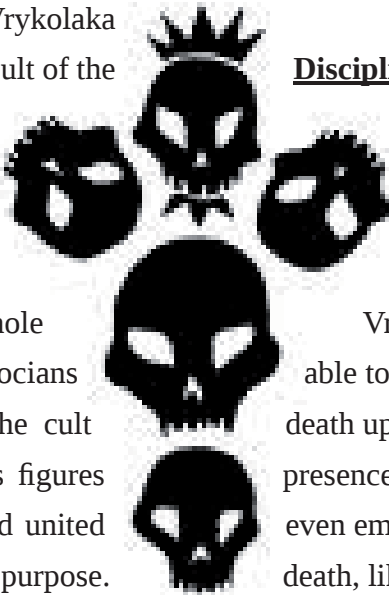
awareness, sensing the Shades and Ghosts beyond the living world and the passions and spiritual forces that flow across the Shroud.

Fortitude

Immune to injury, while an Old Vrykolaka’s spirit maybe driven off by the sun, their cold wet corpse-body can withstand the touch of fire the the rays of daylight.

Old Vrykolaka Curse

The Aura of death that emanates from within the Old Vrykolaka leaches the life out of the very air. Living things grow tired and sick over prolonged exposure, plants wither and insects drop almost immediately. Just beyond the Shroud separating the living from the dead, all running water belies spiritual transition- all rivers, streams and seas are part of





the the Tempest (the Great Underworld Storm). Old Vrykolaka are so attuned to the spiritual tied of entropy that they cannot cross running water. Each turn that an Old Vrykolaka stands in or even above running water, they loose a Blood-Point. If they have no more Blood-Points left to loose, instead they will fall into Torpor. Old Vrykolaka spend much longer in their grave before their ghost can reanimate their corpse-body; like the

Umpyres, Old Vrykolaka spend between a few days to a few weeks after the Embrace rotting in the ground. Finally, some Old Vrykolaka who have decomposed with advanced rot, such as the Harbingers of Skulls and the Samedi, have Appearance ratings of zero, reeking of rot and resembling shriveled or nearly skeletal dead.





SanGiovanni



The Giovanni family are a relatively young Bloodline, emerging during the early Roman Empire and coming into their own only during the Renaissance. A cult of ancestor worship, the

Giovanni are necromancers and black-marketers. Founded around their most ancient Ancestor, last of the twice-dead and aposle of the Cappadocian, Augustus Salvatori SanGiovanni, the Bloodline Embraces only from their mortal descendants. The living family is afflicted with rot and incest, and are filled with Ghouls, Ghosts, cannibals and spirit mediums. Through the Renaissance the SanGiovanni became a merchant family of great political power and vast wealth, contemporaries of the Medicis, who insinuated themselves in La Costa Nostra [the Italian Mafia]. Every one of the Giovanni Vrykolaka are mediums for the dead, being a natural channel through the Shroud that separates the living from the deceased. The SanGiovanni are masters of these restless dead, they've enslaved the Ghosts of their family into eternal service to the Bloodline, building a reserve of power through the souls they've captured. Though not all Giovanni descendants bear the old family name, as they've diversified themselves into dozens of subsidiary families, each specializing in a region of the world and a field of black-market trade, all Giovanni are locked into service to the family for all time - being either destined to join the Vrykolaka that head the House of their Ancestors or bound forever as an enslaved Ghost.

The SanGiovanni avoid the politics of Kindred Kind, keeping to their own and keeping apart from the modern Sects. Headed in Vienna, at the Grand



Mausoleum, some say that the Giovanni's abstinence from Kindred politics is more a matter of placating the Ancients of other Bloodlines that remember the SanGiovanni's genocidal crimes.

Disciplines

Spiritus

The necrotic aura of Giovanni leaks across the Shroud, thinning the barrier between the living and the ghosts of the dead. This makes each of them mediums, sensing the Shades and fading echo's found in the Shadow Lands at all times. The Giovanni refine this spiritual influence into a necromantic control of the specters, poltergeists and phantoms found there.

Domination

Masters of spiritual might, the SanGiovanni can pour their strength of spirit and will out of their eyes, gaining necromantic control of the ghosts who have not died yet- the living. Those that stand in their gaze fall into the oblivion in their eyes and find themselves under the SanGiovanni's command.

Potence

Like the poltergeists they command, the



SanGiovanni animate themselves with a spiritual might that gives them superhuman, brutal strength and endowing acrobatic flight-like leaps. This ability had marked them as a warrior-line of the Vrykolaka, raw muscle in service to their now extinct masters.



SanGiovanni Curse

The SanGiovanni's necrotic aura leaks across the Shroud that separates the living from the dead, making them natural mediums for these Shades. A SanGiovanni can sense the echo's and Shades in the

Shadow Lands with a Perception + Awareness roll and many are mobbed by the dead until they develop control over these ghosts. Moreover, the taint of death channels through their blood, and those who they feed from die unnaturally quickly from this taint. Every turn in which a Giovanni feeds from a mortal, that mortal loses an additional Blood Point and Healthlevel to the taint of death.