

# Ravnos

In the bygone nights, Rakshasa took their yatu-dhana, bottom-feeding human worshipers of Ravana, twisted by the demon king, and bred them into debased human lineages to serve at the Rakshasa's command before their soul's eventual journey to Lanka. Yatu-dhana families traveled out of India, feeding, protecting and bearing their demonic patron to new lands as magicians and gypsies. There, in these new lands, the Rakshasa and their Childer, drawn from their yatu-dhana servitors, took on the appearance of the native Kindred.

The Ravnos are both a jati (bloodline) of western Rakshasa and a tribe of Romani (Gypsies) that have traveled the world as dispossessed cutthroats, magicians and thieves. The Ravnos family are largely responsible for the negative



stereotypes of the Gypsy people that have plagued and hounded them throughout the ages. The Rom still carry the old lore of spirits and night-creatures from the ancient past, not falling into the ignorance that the age of "reason" brought. Though they've adapted their spiritual knowledge to the Islamic and Christian lands they've traveled, they still learn the wisdom of the Death-Mother (Kali) as Sarah, practice folk-shamanism and placate the Mulo (spirits of the dead). Romani legends warn of revenants, Shilmulo, that return from death to plague or protect their living families, and the Ravnos are indeed protective (and possessive) of their living descendants. The Gypsies do value the Ravnos family as Dampyres, the living children of the Mulo, gifted as mediums with the spirit-sight and as half-vampires possessing great longevity. The Ravnos family are the underworld witches of the Gypsies, and act as go-betweens for their living kin and the creatures of the underworld.

The human Ravnos tend to live in extremes, even for the Rom. Passions burn brightly, and they hold their live-for-the-moment attitude as dear as the gaje (non-gypsies) clutch their remote controls. But the other side of this coin, and perhaps the driving force behind their determination to reach new heights of head-spinning intoxications and trickery, arises from two sources. The first of these threats stems from within the family itself. The Ravnos family is named for the first Shilmulo, the great ancestral trickster-god, Ravana. Since then, the number of Romani vampires has grown, and all are members of the Ravnos family. Even if a Gypsy from another family is taken by a Ravnos in the tumnimos (the Embrace) she is from that time forth a member of the Ravnos.

These vampires can seek any of the Ravnos family for aid whenever necessary. As such, the Ravnos are careful that their homes, vans, trailers, and wagons have at least one



place where no sunlight can ever reach. Sometimes a particular Shilmulo will adopt a kumpania (a nomadic group of young Rom, usually siblings and cousins) and travel with it, too often feeding on his own kin. Ravnos vampires who feed on Gypsies have to fight their own form of addiction, as the Ravnos family were bred for millennia to possess intoxicatingly potent blood. In fact, many Ravnos are born as living-vampires, aging more and more slowly as the years stretch

into decades, and eventually rising again as revenants, without need of the tumnimos (the Embrace). Similarly, many young Ravnos get off on drinking the blood of the Shilmulo, becoming addicted to the power and highs the Shilmulo blood grants. Still, most Ravnos fear the attentions and ministrations of their vampiric kin. However, Ravnos are family, whether mortal, kindred, gypsy or no, the Ravnos shall always aid their fellow kin. In the European genocides of the Holocaust, it's said that ancient Ravnos nightmares rose to slake their thirst on Nazi concentration camps, awakened by the mass slaughter of their mortal descendants.

Though Undead, the Ravnos dream-form appears to be an Unliving underworld creature. In the Middle East, they became a demonic prize of Kindred harems and court performers. In the thirteenth-

Among the Gypsies, Ravnos have passed down the knowledge of the Rakshasa's dharma (mayapisatya) as the Path of Paradox- deceiving to gain understanding, advancing dilution as a means to return to the natural cycle of the world and destroying Kindred that cannot see the need for their return. The vampiric Ravnos have rejected the laws of Camarilla society and choose to live in a democracy, though those under Camarilla law consider them anarchists, though they are a scattered faction unto themselves, independent of the great western Sects.

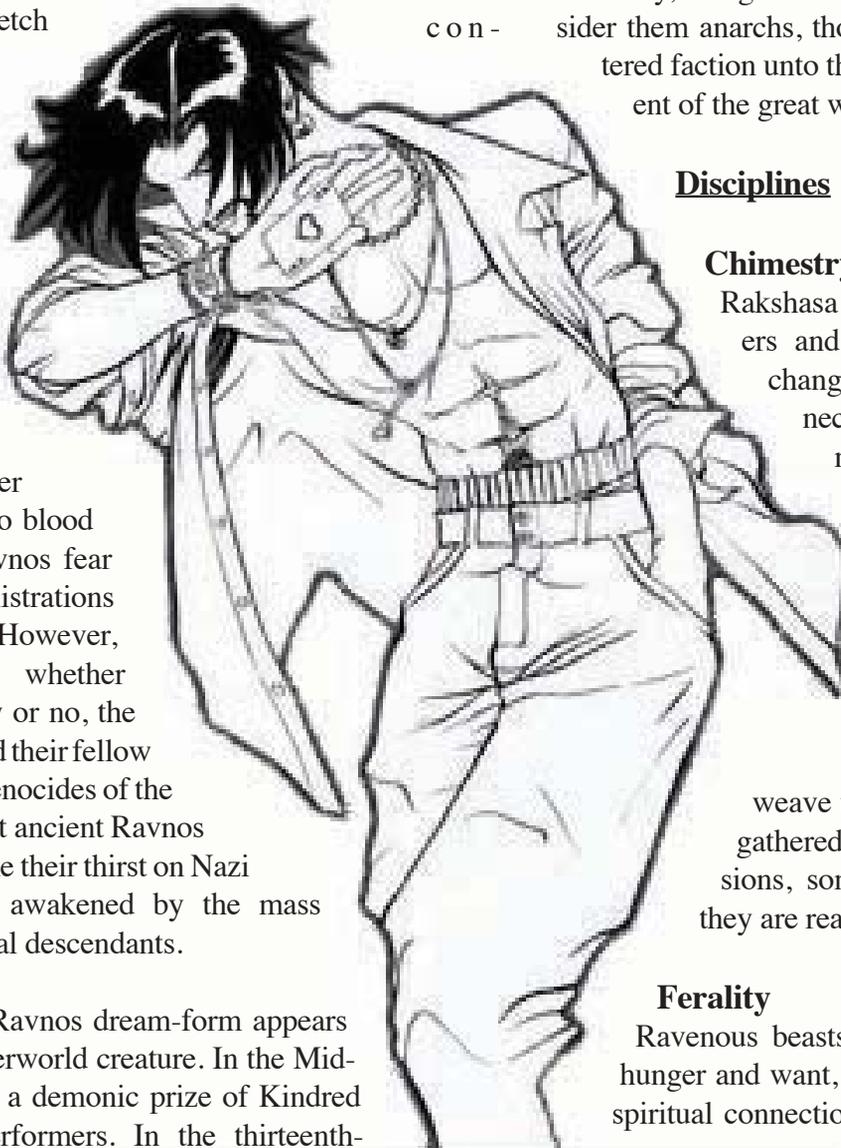
### Disciplines

#### **Chimistry**

Rakshasa are phantom-sorcerers and dream-form shape-changers. Profoundly connected to the illusory nature of the world, they use that connection to evoke illusions and delusion in all those in their presence. Masters of waking dreams, they weave the life-force they've gathered into powerful illusions, some so powerful that they are real.

#### **Ferality**

Ravenous beasts, animals driven by hunger and want, the Rakshasa have a spiritual connection to the feral preda-





tors of the world who share in their base drives.

### **Fortitude**

Stagnant and unchanging, the Rakshasa are immune to harm, resisting even the rays of the twilight sun and the burning touch of flame.

### **Ravnos's Curse**

Though they are attracted to all forms of vice and debauchery, in addition to their particular vice all Ravnos are compulsive liars. While not every word out of their mouth is untrue, in any given scene, a Ravnos must tell at least one significant lie, though a successful Self-Control roll will enable them to choose when and what untruth they will tell in the scene- enabling them to disguise their compulsion as a joking obvious mistruth.



## **Mephisto** **The Devil's Deal**

To the Ravnos, Ravana the Demon King of Lanka is known as Mephisto, the Devil. Unlike the distant sleeping lord of illusions known to the Rakshasa of the east, the Devil walks with the Ravnos, the shapechanging trickster and caddish dark rough that tempts humanity and Kindred alike with his double-edged deals. Far from the incarnation of evil, the Devil is an enlightened grifter, a con-man ensnaring the wicked by thier own foolish desires through the Devil's Deal. Though he comes to grant wishes, such bargans always result in the wishers suffering, often by giving them exactly what they want. Each Ravnos, it is said, has made the Devil's Deal to defy death. This has left them as the Devil's brood, offering the Devil's Deal to others, and through this, teaching them wisdom by the suffering they gain from their own foolish desires. The Ravnos are themselves trying to get the better of the Devil and escape the damnation of their Deal by learning the wisdom of mortality through the leasons they teach others. Each of the Ravnos can attest that their is only one way to win the game of the Devil's Deal - don't play it. Still, each one of them still believes they can get the better of their bargan, thinking they can out-wit the Devil. Mephisto's illusions are so powerful that they are reality, and he has the power to edit the world as needed. Wealth, love, power, revenge, and even resurection of the dead; the great deciver is always ready to make a Deal.

# SALUBRI

(Devasura)

Fallen angels, soul-sucker, prayer-eaters, unicorns, the Salubri are psychic-vampires, divine and cursed, healers and crusaders. Once known as Deavi, star-children that fell to earth and became demons; Niphillim, the cannibalistic descendants of angels on earth; ---The Salubri are the descendants and devotees of Saulot (Zao-lot, Sulad, Zhoalut), the great Devasura (Angel-demon) who taught that the Kindred are the fallen descendants of the angel-like spiritual guardians of the world (the Amesha Spenta, or Bounteous Immortals) in the spring of the world, exhaled Immortal beings that strayed from their divine purpose and fell into the debased creatures they became. Moreover, he taught the Kindred to strive towards Golcanda, a state of Kindred redemption or perfection, vampire nirvana. Some say Golcanda is immortality, freed from the curse of predation to bask in the sun, while other say that it's a return to humanity, throwing off the Kindred mantle, and still others claim it is entrance into heaven upon final death. In the latter Persia and the Roman Empire, Saulot (Sulad) was a Kindred warrior-messiah, destined to redeem the world by mastering the evil within and destroying the devil come judgment day. In Persia, Zhoalut was the prophetic redeeming savior of the now star-children (Deavi). In China Zao-lot was an enlightened demon sage who taught the Kindred to mastery their Beast (Po') through the higher-self (Hun).

Those he taught developed the ability to freely channel the life-force they had once only consumed, and by their enlightenment, they gained their most distinguishing and conspicuous feature—a vertically slit third-eye opened on their forehead. The Salubri are Unliving oddities, each searching for their own

form of redemption through damnation. Psychic-vampires, they have few outward signs of the Kindred's monstrous nature. Fanglessness, however, does not leave them as gentile creatures free from the urge for blood, and the image of a young Salubri in frenzy, tearing open flesh with flat human teeth exposes the base horror of the nature they share with their more overtly demonic brethren. Through the early nights and ancient empires of the fertile croissant and the western empires, the Salubri were thought of as the best of the Kindred by Ventruue and Vrykoloka alike, and waged ancient crusades against corruptors like the Setites and Baali.

In the modern nights, the unicorns are almost unheard of. Those that do remember them, often think that they are an extinct line. Oddly suspected and mistrusted for their detached incorruptible attitude and the belief that the Psychic-vampires are soul-eaters, the Salubri are ostracized and hunted in the west, feared and isolated in the east, and universally maligned. Though out the Dark Ages, the sorcerous Tremere began a pogrom, eradicating the Soul-suckers from the face of the earth. The Camarilla declared a series of Blood-hunts on all known Salubri (on the advice of the Tremere), the Sabbat have declared Golcanda to be a blasphemous lie, and the Eastern Courts only tolerate the descendants of the heretic Zao-lot if the insular order of mystics remain under the watchful eye of the Court Ancestors.

-The righteousness of their predations plays a large role in the Psychic-vampire's ability to draw out the life-force. While a Salubri can guzzle down crude blood and flesh all they like, the willingness (or lack there of) of their "downer" is what allows them to draw life-force into themselves.

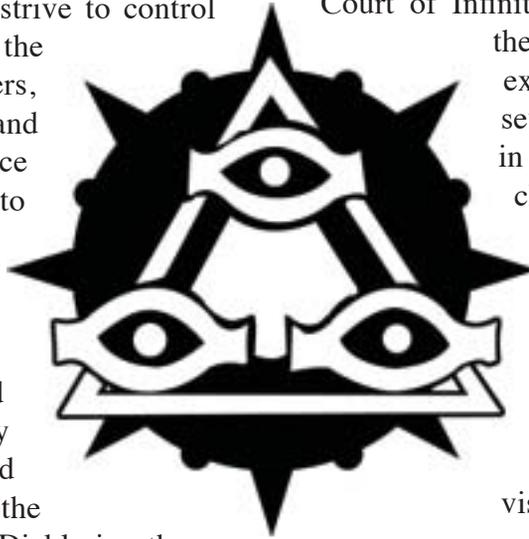


# FRAVASHI

(Healers, Martyrs)

The followers of the teachings of Zhoalut, these Psychic-vampires were known as healers, priests, oracles and saviors. Fravashi were thought of as guardian angels in ancient Persia and the Middle East, but these martyrs had to strive to control the Beast to selflessly give of the life-force within. Prayer-eaters, Fravashi would forsake blood and sustain themselves on the sacrifice of life-force given as devotion to the One-light. The Martyrs would open that disturbing eye and, through it consume the energy given. In fact, it is by their eye that they could channel the life-force as they did, healing the sick, tortured and scarred. Like all Salubri, the ancient Fravashi could indeed Diablarize those who look into the eye, a duty their Great Martyrs called "Ending the Watch." They spread in small circles, leading monastic Unlives of good works and scholarly wisdom in India and Persia, studying divine lore and redeeming secrets in Israel, Greece and the Byzantine Empire, and of course soothing the suffering of the Christian martyrs in the Roman-Empire. Always attracted to the God of redemption, like the Magi following a star in the east, the Persian Fravashi courted the divine light at the fringes of early Christianity. By the Dark Ages, the unicorns were deeply imbedded in the church, and many actually had the support of the living Saints.

Zhoalut taught the Fravashi that the Kindred curse is a trial, a crucible in which to burn off original sin, the great test of the devout to face the devil within and purify themselves, returning to immortal perfection. As such, their numbers remained small as ancient Fravashi were martyred or left this world in pursuit of Golcanda, and only the greatly humane or innocent on the brink of death were ever chosen for the Embrace. Some Fravashi claimed they only ever gave the Embrace after a vision from the heavens.



After Tremere Diablerized Zhoalut, the Fravashi were hunted down and extinguished by the sorcerers. The extermination began immediately. Though many Ventrue princes and Toreador harpies had sold Unicorns to the Tremere for centuries, the formation of the Camarilla insured a Blood-hunt. In the modern nights, though a few may survive in the hidden

Court of Infinite Thunders, like the Crusaders, the Fravashi are thought to be long extinct. Despite this, between seven and fourteen remain on earth, in hiding in the modern nights. This clandestine circle of persecuted prayer-eaters seek Golcanda and Anoint (Embrace) only one Childer, soon having that Childer Diablarize them, martyring themselves at the door to heaven, and continuing to guide their Childer through visions as an Astral voice.

## Disciplines

### **Obeah**

#### **(Valeren Healer's Path)**

The Salubri develop a third eye, which opens and allows the Psychic-vampires to mystically feed on, heal or harm beings through their gaze. Unlike most other Disciplines, like Kuei-jin Dharma, a Fravashi cannot have a higher level in Obeah than their current Path Score.

### **Auspex**

Mystic vision and immortal sight is innate to the Angel-demons, and they are able to sense the spirits and mystic forces all around them, eventually speaking the language of angels and seeking enlightening visions.

### **Fortitude**

Immune to harm, the Salubri are resistant to even the twilight-sun and the burning touch of fire.

### **Fravashi's Curse**

Fravashi cannot gain Vitae (life-force) from a victim that doesn't give it willingly. Fravashi are all hunted by the Tremere specifically and by any Camarilla Kindred in general. A Fravashi will be Bloodhunted in almost any Camarilla city.