

Genealogy of the Vampires in the World of Darkness

This is the list of 2615 known vampires. Of course, all this is alleged in White Wolf's books. Feel free to consider this file as a list of what they want us to believe... Your Storyteller may or should have his own view of the World of Darkness. You can send me updates... I added some information from non White Wolf sources that can be found on the web. Those are in **dark green**. The acronyms used to make references to the books can be seen on [this list](#).

About Caine and his progeny, about the [Antediluvians](#).

A table, [chronologically sorted](#).

The biggest [genealogy trees](#).

Of course many undeads are missing on this list : look at the [expected numbers](#).

The [rationale](#) for the classification of clans and bloodlines below.

Clan by clan

- 1
 - [Assamites](#) 112 vampires (Haqim 3°)
- 2
 - [True Brujah](#) 10 vampires (Brujah 3°)
- 2a
 - [Brujah](#) 240 vampires (Troile 3°)
- 3
 - [Cappadocians](#) 31 vampires (Ashur/Cappadocius 3°) -- Harbingers of Skulls and Lamia included
- 3a
 - [Samedi](#) 13 vampires (Baron Samedi 5°)
- 3b
 - [Giovanni](#) 67 vampires (Augustus Giovanni 3°)
- 4
 - [Gangrel](#) 185 vampires (Ennoia 3°) -- Ahrimanes included
- 4a
 - [Lhiannan](#) 0 vampires
- 4b
 - [Laibon](#) 4 vampires (Fakir Al Sidi 4°)
- 4c
 - [Anda](#) 7 vampires (Dobrul the Brave 4° or 5°)

5

[Lasombra](#) 108 vampires (Lasombra 3°)

5a

[Kiasyd, aka. Nocturnae](#) 3 vampires (Marconius 5°)

6

[Malkavians](#) 203 vampires (Malkav 3°)

7

[Nosferatus](#) 201 vampires (Absimilliard 3°)

8

[Ravnos](#) 83 vampires (Ravnos 3°)

9

[Salubri](#) 53 vampires (Saulot 3°)

9a

[Baali](#) 23 vampires (Shaitan + Moloch + Seker 4°)

9b

[Nagaraja](#) 0 vampires (say they turned themselves into vampires)

10

[Setites](#) 69 vampires (Set 3°)

11

[Toreador](#) 250 vampires (Arikel or Ishtar 3°)

11a

[Daughters of Cacophony](#) 6 vampires

12

[Tzimisce](#) 147 vampires (Tzimisce 3°)

12a

[Tremere](#) 185 vampires (Tremere 3°)

12b

[Blood Brothers](#) 8 vampires

13

[Ventrue](#) 313 vampires (Ventrue 3°)

Other vampires

[]

[Gargoyles](#) 11 vampires [SH] [BSS]

[]

[Kindred of the East](#) 28 vampires

[]

[Vampires of unknown clan](#) 255 vampires

Many people have contributed to this genealogy, including Klas Holmertz, Nick Winwood-Smith,

Christopher Kobar, Diogo Antunes Broner, Mitchell J. Gross, Al LaJeunesse, Goblin, Robert Warehall, Jonas Marcho, Daniel Guilkey, Kristoffer Jonasson.

There are also White Wolf's [signature characters](#), a [summary of Vampire NPCs](#) of Bryan Vaughan, some [genealogy](#) by CustomMax, the [Encyclopedia Vampirica](#) by Romain Ledoux, [Vampiric demographics](#) by Henrik Klippström,

You may want to look at some mirrors of the present genealogy : [patman.org](#),

-- Ptitboul.

Generation Statistics														Gender Statistics		
Unknown	3	4	5	6	7	8	9	10	11	12	13	14+	male	female	unknown	
855	17	115	184	272	298	280	240	171	96	67	17	3	1709	625	281	

List of the codes used in the references

with links to the reviews of the book.

- [AA] : *Ashes to Ashes* (WW [2102](#))
- [AC] : *The Anarch Cookbook* (WW [2207](#))
- [ADM] : *Awakening: Diablerie Mexico* (WW [2005](#))
- [AH] : *Alien Hunger* (WW [2100](#))
- [AK] : *The Ashen Knight* (WW [2826](#))
- [AT] : *The Ashen Thief* (WW [2827](#))
- [AoV] : *Art of Vampire* (WW [2298](#))
- [BB] : *Blood Bond* (WW [2103](#))
- [BbN] : *Berlin by Night* (WW [2214](#))
- [BC] : *The Blood Curse*, trilogy below (novels)
- [BC1] : *The Blood Curse: Book One, "The Devil's Advocate"* (WW [11081](#))
- [BC2] : *The Blood Curse: Book Two, "The Winnowing"*. (WW [11082](#))
- [BC3] : *The Blood Curse: Book Three, "Dark Prophecy"*. (WW [11083](#))
- [BDT] : *World of Darkness : Blood-dimmed Tides* (WW [3350](#))
- [BHDB] : *Bloody Hearts: Diablerie Britain* (WW [2010](#))
- [BM] : *Blood Magic: Secrets of Thaumaturgy* (WW [2106](#))
- [BN] : *Blood Nativity* (WW [2917](#))
- [BSS] : *Book of Storyteller Secrets* (WW [2802](#))
- [BoN] : *Book of Nod* (WW [2251](#))
- [BoW] : *Book of the Wyrms* (WW [3200](#))
- [BT] : *Blood Treachery* (WW [4046](#))
- [BW] : *The Beast Within* (WW [11001](#))
- [Cb-As] : *Clanbook: Assamite* (WW [2059](#))
- [Cb-Ba] : *Clanbook: Baali* (WW [2817](#))
- [Cb-Br] : *Clanbook: Brujah* (WW [2051](#))
- [Cb-C] : *Clanbook: Cappadocians* (WW [2805](#))
- [Cb-Ga] : *Clanbook: Gangrel* (WW [2052](#))
- [CbR-Ga] : *Clanbook Revised: Gangrel* (WW [2352](#))
- [Cb-Gi] : *Clanbook: Giovanni* (WW [2063](#))
- [Cb-L] : *Clanbook: Lasombra* (WW [2062](#))
- [Cb-M] : *Clanbook: Malkavian* (WW [2053](#))
- [Cb-N] : *Clanbook: Nosferatu* (WW [2054](#))
- [CbR-N] : *Clanbook Revised: Nosferatu* (WW [2354](#))
- [Cb-R] : *Clanbook: Ravnos* (WW [2064](#))

- [Cb-Sa] : *Clanbook: Salubri* (WW [2822](#))
- [Cb-Se] : *Clanbook: Setite* (WW [2060](#))
- [Cb-To] : *Clanbook: Toreador* (WW [2056](#))
- [Cb-Tr] : *Clanbook: Tremere* (WW [2057](#))
- [Cb-Tz] : *Clanbook: Tzimisce* (WW [2061](#))
- [Cb-V] : *Clanbook: Ventrue* (WW [2058](#))
- [CbR-R] : *Clanbook Revised: Ravnos* (WW [2364](#))
- [CbR-V] : *Clanbook Revised: Ventrue* (WW [2358](#))
- [CbR-Tz] : *Clanbook Revised: Tzimisce* (WW [2361](#))
- [CbN1] : *Chicago by Night (1st ed)* (WW [2201](#))
- [CbN2] : *Chicago by Night (2nd ed)* (WW [2203](#))
- [CF] : *The Chaos Factor* (WW [4101](#))
- [CH] : *The Cainite Heresy* (WW [2819](#))
- [CN-An] : *Clan Novel: Anthology*
- [CN-As] : *Clan Novel: Assamite* (WW [11107](#))
- [CN-Ga] : *Clan Novel: Gangrel* (WW [11102](#))
- [CN-Gi] : *Clan Novel: Giovanni* (WW [11110](#))
- [CN-L] : *Clan Novel: Lasombra* (WW [11105](#))
- [CN-M] : *Clan Novel: Malkavian* (WW [11108](#))
- [CN-R] : *Clan Novel: Ravnos* (WW [11106](#))
- [CN-Se] : *Clan Novel: Setite* (WW [11103](#))
- [CN-To] : *Clan Novel: Toreador* (WW [11100](#))
- [CN-Tz] : *Clan Novel: Tzimisce* (WW [11101](#))
- [CN-V] : *Clan Novel: Ventrue* (WW [11105](#))
- [CobN] : *Constantinople By Night* (WW [2803](#))
- [CotI] : *Who's Who among Vampires: The Children of the Inquisition* (WW [2250](#))
- [CotN] : *Children of the Night* (WW [2023](#))
- [CoW] : *Clash of Wills* (WW [2810](#))
- [DAC] : *Dark Ages Companion* (WW [2804](#))
- [DAV] : *Dark Alliance Vancouver* (WW [3103](#))
- [DC] : *Dark Colony* (WW [2212](#))
- [DCbN] : *DC by Night* (WW [2211](#))
- [DD] : *Dark Destiny* (WW [04811](#))
- [Diary] : *Vampire Diary: "The Embrace"* (WW [04800](#))
- [DSBH] : *Dirty Secrets of the Black Hand* (WW [2006](#))
- [DT] : *Dark Tyrants* (WW [11867](#))
- [EEW] : *Elysium: The Elders Wars* (WW [2233](#))
- [EF] : *The Erciyes Fragments* (WW [2818](#))
- [EG] : *The Extinction Game* by Ran Ackels (WW)

- [FBC] : *Fountain of Bright Crimson* (WW [2825](#))
- [GC] : *Giovanni Chronicles*, quadrilogy below
- [GC1] : *Giovanni Chronicles 1: The Last Supper* (WW [2090](#))
- [GC2] : *Giovanni Chronicles 2: Blood & Fire* (WW [2091](#))
- [GC3] : *Giovanni Chronicles 3: The Sun has set* (WW [2096](#))
- [GC4] : *Giovanni Chronicles 4: Nuova Malattia* (WW [2097](#))
- [GCov] : *The Grails Covenant*, trilogy below (novels)
- [GCov1] : *The Grails Covenant: Book One, "To Sift Through Bitter Ashes"* (WW [11031](#))
- [GCov2] : *The Grails Covenant: Book Two, "To Speak in Lifeless Tongues"*. (WW [11032](#))
- [GCov3] : *The Grails Covenant: Book Three, "To Dream of Dreamers Lost"*. (WW [11033](#))
- [GFA] : *Ghouls: Fatal Addiction* (WW [2021](#))
- [GttC] : *Guide to the Camarilla* (WW [2302](#))
- [GttS] : *Guide to the Sabbat* (WW [2303](#))
- [Gypsy] : *World of Darkness: Gypsies* (WW [2223](#))
- [HH] : *The Hunters Hunted* (WW [2205](#))
- [HK] : *World of Darkness : Hong Kong* (WW [2009](#))
- [HoT] : *House of Tremere* (WW [2829](#))
- [IE1] : *Immortal Eyes 1: The Toybox* (WW [7200](#))
- [IE2] : *Immortal Eyes 2: Shadows on the Hill* (WW [7201](#))
- [Inqui] : *The Inquisition* (WW [2020](#))
- [JbN] : *Jerusalem By Night* (WW [2821](#))
- [KOE] : *Kindred of the East* (WW [2900](#))
- [KmW] : *The Kindred Most Wanted* (WW [2230](#))
- [LAbN] : *Los Angeles by Night* (WW [2210](#))
- [LLL] : *Liege, Lord and Lackey* (WW [2806](#))
- [LS1] : *Libellus Sanguinis I: Masters of the State* (WW [2807](#))
- [LS2] : *Libellus Sanguinis II: Keepers of the Word* (WW [2815](#))
- [LS3] : *Libellus Sanguinis III: Wolves at the Door* (WW [2823](#))
- [LS4] : *Libellus Sanguinis IV: Thieves in the Night* (WW [2830](#))
- [MC] : *World of Darkness: Midnight Circus* (WW [3068](#))
- [MibN] : *Milwaukee by Night* (WW [2105](#))
- [MobN] : *Montreal by Night* (WW [2216](#))
- [Mummy1] : *World of Darkness: Mummy (1st ed)* (WW [2221](#))
- [Mummy2] : *World of Darkness: Mummy (2nd ed)* (WW [2224](#))
- [MS] : *Midnight Siege* (WW [2422](#))
- [NecA] : *Necrópolis Atlanta* (WW [6200](#))
- [NObN] : *New Orleans by Night* (WW [2209](#))
- [NoP] : *Nights of Prophecy* (WW [2265](#))
- [PG1] : *The Player's Guide (1st ed)* (WW [2004](#))

- [PG2] : *The Player's Guide (2nd ed)* (WW [2206](#))
- [PGS] : *The Player's Guide to the Sabbat* (WW [2055](#))
- [PP] : *The Prince's Primer* (WW [2232](#))
- [Pariah] : *World of Darkness: Pariah* (WW [3065](#))
- [PoC] : *Prince of the City* (WW [04820](#))
- [PoF] : *Dark Destiny: "Proprietors of Fate"* (WW [11806](#))
- [RaAm] : *Rage Across Amazon* (WW [3104](#))
- [RaAu] : *Rage Across Australia* (WW [3106](#))
- [RaE] : *Rage Across Egypt* (WW [3114](#))
- [RaNY] : *Rage Across New York* (WW [3100](#))
- [RaR] : *Rage Across Russia* (WW [3105](#))
- [RD] : *Masquerade of the Red Death*, trilogy below (novels)
- [RD1] : *Masquerade of the Red Death: Book One, "Blood War"*. (WW [12400](#))
- [RD2] : *Masquerade of the Red Death: Book Two, "Unholy Allies"*. (WW [12401](#))
- [RD3] : *Masquerade of the Red Death: Book Three, "The Unbeholden"*. (WW [12402](#))
- [RDM] : *Revelations of the Dark Mother* (WW [2024](#))
- [RoP] : *Rite of Passage* (WW [3002](#))
- [SC] : *Succubus Club* (WW [2104](#))
- [SHS] : *Storyteller's Handbook to the Sabbat* (WW [2225](#))
- [SH] : *The Storyteller's Handbook* (WW [2222](#))
- [SHRev] : *Revised Storyteller's Handbook* (WW [2304](#))
- [SS2] : *Storytellers Screen (2nd ed)* (WW [2003](#))
- [SS1] : *Storytellers Screen (1st ed)* (WW [2001](#))
- [TC] : *Transylvania Chronicles*, quadrilogy below
- [TC1] : *Transylvania Chronicles 1: Dark Tides Rising* (WW [2811](#))
- [TC2] : *Transylvania Chronicles 2: Son of the Dragon* (WW [2812](#))
- [TC3] : *Transylvania Chronicles 3: Ill Omens* (WW [2813](#))
- [TC4] : *Transylvania Chronicles 4: The Dragon Ascendant* (WW [2814](#))
- [Tb-CG] : *Children of Gaia Tribebook* (WW [3053](#))
- [TbN] : *Transylvania By Night* (WW [2808](#))
- [Tokyo] : *World of Darkness: Tokyo* (WW [6103](#))
- [ToTB] : *The Time of Thin Blood* (WW [2101](#))
- [TP] : *Three Pillars* (WW [2809](#))
- [TTM] : *Tales from the Trails: Mexico* (WW [3705](#))
- [UBRM] : *Under a Blood Red Moon* (WW [3102](#))
- [VDA] : *Vampire: The Dark Ages* (WW [2800](#))
- [VDASS] : *Vampire: The Dark Ages Storytellers Screen* (WW [2801](#))
- [VN] : *Veil of Night* (WW [2832](#))
- [VSC] : *Vampire Storytellers Companion* (WW [2301](#))

- [VSH] : *Vampire Storytellers Handbook* (WW [2304](#))
- [VtM1] : *Vampire: the Masquerade (1st ed)* (WW [2000](#))
- [VtM2] : *Vampire: the Masquerade (2nd ed)* (WW [2002](#))
- [VRev] : *Vampire: the Masquerade (revised ed)* (WW [2300](#))
- [VtM-R] : *Vampire: the Masquerade - Redemption*
- [WfE] : *Wind from the East* (WW [2808](#))
- [WoA] : *War of Ages* (WW [2022](#))
- [WoD1] : *A World of Darkness (1st ed)* (WW [2220](#))
- [WoD2] : *A World of Darkness (2nd ed)* (WW [2226](#))
- [WotS] : *Wolves of the Sea* (WW [2820](#))
- [WtA] : *Werewolf: the Apocalypse* (WW [3000](#))

You can find another acronym list [by Torsten Beck](#).

Ashes to Ashes

WW 2102

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

First Story published. This one is quite entertaining, although in a few places, it's too much of a 'one-true-path' type of adventure. It introduces the characters to Chicago by having them go from one place and vampire to the next. Very usable.

The Anarch's Cookbook

WW 2207

- [Review by Deird'Re Brooks](#) in the FAQ
 - [Review by Timothy Toner](#) (19 Apr 93)
-

Review by Deird'Re Brooks in the FAQ

This book has a few good points, such as the Anarch Manifesto. It provides plenty of background on the Anarch Free States for Storyteller use, although it is light on statistics. On the other hand, the additional combat rules can add detail to your Chronicle, if you're interested in that sort of thing. It details how to stage an Anarch uprising in the city of your choice, as well as a Who's Who section in the appendix describing several Anarchs, and Petrodon/Petrondon (they keep changing the spelling).

Review by Timothy Toner (19 Apr 93)

When reviewing this product, one essential question must be asked: was this purchase really necessary? My response: no. Not at the \$15 cover price. Was this *book* necessary? Yes. To a large degree, the Anarch-Camarilla War ought to be a major component in many campaigns, but instead, the ST is left wondering what precisely the Anarchs are doing? It is apparent that they are for everything the Camarilla is against, but is that all? Are they merely playing a sick and twisted version of Tit for Tat? Such a book, dealing basic Anarch strategy, then is needed for those ST's who find it had to break from the stereotypes that plague the game. This product in particular, however, does a very poor job indeed in highlighting how one can transcend stereotypes.

Prelude, The Anarch Manifesto: Oh boy, yet another piece of apparent filler, the history of a mover and shaker in Anarch society. White Wolf does this in virtually every project, but strangely, this one works incredibly well. Finally, here is something I feel safe copying out and handing to my Troupe as a actual document they saw blowing away on the streets. It provides background that they can interpret for themselves, getting themselves, no doubt, into far more trouble than they could ever imagine.

Also, this chapter details the first Justicar we have seen, Petrodon, of Clan Nosferatu.

1: **Joining the cause:** This chapter, essential for a sourcebook on Anarchs in that it is here that they are

defined, is an utter loss. Most of the information has appeared in numerous products, and that which doesn't ought to be self evident. There are quick and dirty lists of allies, enemies, and how the Anarchs are perceived in the WoD. Most of this is so cursorily gone over, it defies any attempt at freshness. However, if one was going to play a sourcebook on Anarchs alone, and never buy another book, this one had to contain this extraneous information to make it complete.

2: **The Revolt:** The first and last thirds of this chapter follow the first chapter in their pseudo-relevance and lack of new information. What *is* worthwhile, however, is in the middle. Anarchs have *always* existed. Since vampires were few and far between in the past, the rebellious nature never had to manifest. However, in these modern times, with its "Better to burn out / Than to fade away," mantra, Anarchs stick out like a sore thumb. They've already died once. What more can be lost in a second death? Thus, discussion on Anarchs preparing for the long haul is interesting to say the least, since it tends to fight the stereotype. Notes are made on avoiding blame, and redirecting the guilt on others, a decidedly unanarch thing to do.

3: **Weapons for the Fight:** I bought this book based on this chapter alone. It turned out to be the most disappointing of the lot. Herein are cursory rules about firearms ("Automatic weapons are a standard Anarch sidearm. In some places, guns are hard to get. In others they are not. Check your area for more details" I paid \$15.00 to be told THIS?!?!?), more references to the incomprehensible and utterly useless "blast power" system for explosives, and information that Anarchs like movies, and sometimes write things. Wow. If I had only known.

What it DOES have is the much needed rules for Martial Arts. A friend of mine was going to write up his rules, but was beat to the punch by this "product." Basically, Martial Arts takes a Brawl of 4 to get. Once you have done that, you can buy, as a secondary skill, a form (karate, tae kwan do, and jujitsu are examples of forms). All forms entitle you to do is use the form's special move. Wow. Hold me back, guys. As you increase Brawl, you can get more forms, one at five, and so on. Yes indeed, 5 is no longer the limit for ability ratings. All this is quite silly, and I'm only going to apply it for vampires who know martial arts, for reasons that are, for now, mine own.

Also, it has a neat section about "anti-" rituals, rituals used to piss off that Thaumaturgist Elder. The three given are very inventive, and a lot of fun. There are rules for traps, poisons and alchemy, and which ones affect kindred through sheer trauma (poisons that affect blood WILL destroy vitae...a clever way to induce frenzy in your worst enemy).

Now this is what I was referring to in my intro. There was SO much potential in this section, and largely it went unrealized. A good ST can salvage it, (I'm going to give it the ol' college try), but for a new ST trying to bring in the Anarchs, I imagine him stumbling over himself trying to comprehend the "hit location" section, as his 13th gen anarch has just cleaved the head off the player's 7th gen ventrue, in what was supposed to be a pushover.

4: **War!:** A Mass Combat System for Vampire. [Insert Primal Scream]. I'm going to try it next weekend,

but frankly, it looks silly. The rules for riots, however, are very good, and are worth more than just a look. The rest of the chapter is also very well represented, giving good ideas about how to take on figures such as Elders, Archons, and Justicars, as well as the inevitable clash with the Prince. Except for that suspicious looking Mass COmbat system, this is the highlight of the book.

Postscript: **Pleading your case:** I take that back. **THIS** is the highlight of the book. **RULES FOR BLOODHUNTS!** Yes! This chapter is all about what happens when you screw up, and have to pay the piper (and he doesn't take Visa). There are useful information for all campaigns, anarch or not, since at somepoint or another, all PC's get the Prince mad.

By far, the best part of this section is the last: rules for the Curses. Curses are ancient spells, more rituals than anything else, but rituals fueled by pure willpower that once spent, is gone forever. These can be used to spit in the eye of a prince one last time ("From the depths of Hell, I stab at thee!") I only wish that there were more of them.

Who's Who's amongst Anarchs: Some good stuff here. Perhaps the best Who's Who yet, but a few stats would be nice. Also, the art here is extremely solid. Fellwalker is an excellent portrait artist, but he should stay far away from Nosferatu.

The end result? As mentioned, this book is filled with so much potential, largely unrealized. That which it copiously covered had already been covered in several other supplements. That which it excelled at is merely cursorily gone over, to get back to the self- explanatory stuff. Further, I am caught in a quandry over this book. This book is supposed to be about the Anarch War, and thus, by its nature, must re- summarize the information I abhor. However, the really good stuff, strictly speaking, does not BELONG here! Martial arts (yes, I know I said they were bad, but the concept does not belong in a book about anarchs)? Rules for poisons? **ALCHEMY?!?**

I suppose that I have no Idea how the book could be improved. The new stuff doesn't belong, the old stuff is redundant. All I know is that \$15.00 is **WAY** too much money to pay for this featherweight. Glance through it long and hard before you make that purchase, kids.

Awakening: Diablerie Mexico

WW 2005

- [Review by Deird'Re Brooks](#) in the FAQ
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Review by Deird'Re Brooks in the FAQ

This is only useful if you want

- a. a new Methuselah to add to your campaign,
- b. some new rituals,
- c. a detailed lair of a Methuselah in Torpor.

I've played a character in the Story, and it smacks of Dungeon Crawl. I also get the feeling the Story was written to make it possible for the characters to easily diablerize the Methuselah. I'll tell you the group I was with had no trouble.

Alien Hunger

WW 2100

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

Half of it is a "Denver by Night" supplement, the other half is a fairly Sons of Ether-ish mad scientist based story. A nice change of pace. If you play in this one, think fast because the Blood Hunt has been declared . . . And you're on the menu.

The Ashen Knight

WW 2826	\$17.95	Apr-00
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Written by Robert Barrett, Bruce Baugh, Richard E. Dansky, Wendy L. Gash		
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Developed by Philippe R. Boulle and Richard E. Dansky		
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- [Review by Myranda B Kalis](#) (1 Apr 2000)

Review by Myranda B Kalis (1 Apr 2000)

As nearly anyone can tell you, I waited with bated breath and drooly chin for The Ashen Knight to come out.

And, my, was I not disappointed when it did.

With The Ashen Knight, the Vampire the Dark Ages line continues its internal standard of excellence and also verges on becoming the best and most consistent of all White Wolf's game lines.

BREAKDOWN

The Ashen Knight is comprised of an Introduction, five Chapters, and an Appendix. No beginning fiction, but the lack is not missed, as there are fictional snippets scattered throughout the book for an in character view on key points of the text.

Introduction: The Knight's Finest Hour is the standard White Wolf introductory fare, including the ubiquitous How To Use This Book notes and the Recommended Reading and Resources, broken down by country of origin for fictional resources dating from the actual time period (such as French and German romances); historical and cultural resources; resources for the history and organization of Knightly Orders; and modern fictional sources. The list of these sources is by no means exhaustive but more than adequate, and this section immediately impressed me with its opening quote from Shota Rustaveli's "The Knight in Panther's Skin"-- especially since few people outside of world literature classes and Russian studies specialists even know this epic poem exists.

Chapter One: The Chivalrous World gives a detailed look at the state of Chivalry in the year 1197. This chapter shows a truly impressive depth of research with regards to the development of Chivalry and knighthood as social phenomena--this Chapter, and Chapter Two, lay down with exquisite detail the priviledges and difficulties of secular knighthood within midieval society. This is enlivened by "Cainite

Perspective" sidebars that, well, give the perspective the long-lived vampires of Europe have on the largely mortal Chivalric movement, its uses, and its pitfalls. Interesting historical sidenote bars also abound. Chapter One contains: Origin Theories on Chivalry; A Chivalrous Gazetteer on places throughout Europe where Chivalry and knighthood are in full flower; The Virtues of Chivalry as recognized by mortals; knightly issues of Money and Management; Knight Errantry; notes on the emerging field of Blazons and other heraldry; saints of particular favor to Knights; Chivalrous Women at arms and otherwise; and Chivalry Without Christianity--since, fundamentally, Chivalry arises from a predominantly Christian ideal.

Chapter Two: Cainite Knights deals with the rather "special" position occupied by those Cainites who were/are knights and those Cainites who wish to become knights. This chapter starts with an In Character letter from the same Cainite scholar who "compiled" the information contained in Clanbook: Salubri; in it, he compiles the opinions and difficulties of the Chivalrous Childer of Caine, broken down in age from neonate to methuselah. From there, the chapter segues into the practical information needed to play a Cainite knight. This includes helpful notes on how to go about maintaining one's knightly reputation, comfort, and position in society in the face of undeath and its natural restrictions. Practical storytelling notes are appreciated, as is the breakdown on how to handle the dispersement of Resources for an estate-bound Cainite knight. Chapter Two contains: notes on Knightly Bearing and how to look pious while avoiding daylight; The Knight at Home, dealing with the secular knight's feudal obligations to his estates; The Knight in the World, dealing with Cainite knights at court; The Knight's Duty, which deals with the varieties of conflicts in which a Cainite knight might find himself enmeshed; The War Against Evil: Crusades which gives a detailed breakdown of the organization and execution of a holy crusade; Blood and Fealty, which lays down which Clans do, and which Clans do not, consider Chivalry a viable form of Cainite morality and social interaction; and the horror that is the Ghoul Knight.

Chapter Three: Knightly Orders covers both sacred and secular Knightly Orders, including the Militant and Hospitaler Orders of the Catholic Church. Detailed notes are given on the origin and development of the both the Knights Templar and the Knights Hospitaler, and their on-going rivalries. Evidence of a great depth of research rears its head in the inclusion of the other, lesser known Military Orders and many secular Orders otherwise unknown. Cainite Knightly Orders are covered, as well as the possibility of fraudulent and rogue knights and debased, outlaw Orders. The historical sidebar notes are excellent, as are the storytelling hints.

Chapter Four: The Order of the Bitter Ashes details the history of this strange Order of Cainites and mortals dedicated to the recovery and protection of holy relics. Forget The Grails Covenant Trilogy, since the information contained in The Ashen Knight completely supercedes it. This chapter is a particular boon for those who have felt the World of Darkness is getting too, well, entirely dark without any possibility of light, or even contrast. The Order of the Bitter Ashes, while depicted as a flawed set of beings with a noble (but flawed) cause, are a definite spark of light, shining in the darkness. Included is the history of the Order of the Bitter Ashes, its incarnation within Dark Medieval society, its Mission and Rule, composition of its groupings, its havens, its personalities, and its destiny. Detailed storytelling notes include the mechanics of the "Grail Embrace," and suggestions on how to run a chronicle revolving around the Order and its mission.

Chapter Five: Knightly Things is the character creation chapter of this book and provides many helpful notes on how to develop and adequately equip a Knightly Cainite concept, male or female. Included are notes on Concept, Attributes, and general standards of Knightly knowledge as well as other issues such as training, religion, role models, and the general mechanics involved in getting yourself knighted such as the vigil and the unanswered blow from one's liege. New Traits, Backgrounds, Merits & Flaws, and a highly useful revisit of the Road of Chivalry and notes for adapting it to non-Christian (such as Tzimisce) ideals appear. Also appearing is an extremely useful section on female knights in combat, and sections on arms, equipment, maintenance and how knightly appearances can draw attention both desired and otherwise.

Appendix: Ill-Made Knights contains the ubiquitous Templates (four in this case--three male, one female) and a selection of Cainite Knights from various Clans, as well as the AK character sheet. The utility of this section will vary from group to group, I have no doubt.

MY NOT SO HUMBLE OPINIONS:

THE GOOD: This whole book is good. I cannot say it loudly enough. Go buy it right now, even if you don't play Dark Ages, it has intense utility with regards to the Road of Chivalry's bastard offspring, the Path of Honorable Accord. Of particular stand-out excellence are the historical sections and their look at both the romance and the reality of Chivalry throughout Dark Medieval Europe. The Of Wenches and Wedding Nights sidebar on pg. 25 is of particular interest given recent debates about the use of maintaining some degree of historical accuracy in a VtDA game. Ulrich von Lichtenstein, Queen of the Desert, made me laugh myself into an asthma attack. The Battle of Hattin, 1187, was extremely sweet and concise and made me wish history professors could sum things up so compactly. I still love the Lazarene Nosferatu.

THE BAD: This book was obviously intensively researched, and at some points it shows that earnest intensity by reading very dryly. The general information density and high readability tends to counteract this particular complaint, however. I have a personal gripe with placing the Tzimisce among the Clans Without Chivalry (given their canonical stance on personal honor and the fact that their Voivode of Voivodes, Vladimir Rustovitch, follows the Path of Chivalry). I would also have liked more detail on non-Christian followers of the Path of Chivalry for similar reasons.

THE UGLY: The font used for Simon ben-Yaakov's letter. I know it's space-saving but, jeez, talk about eyestrain....

ADDITIONS:

To the list of Chivalric resources I'd like to add:

NONFICTION:

"The Warrior Queens" by Lady Antonia Fraser, which covers a selection of martial women both western and eastern from the first century Queen of the Iceni, Boudicca, to the modern day.

"An Encyclopedia of Amazons" by Jessica Amanda Salmonson, which details the lives of many medieval women at arms that might have otherwise fallen through the cracks of history.

"Swords and Hilt Weapons" published by Weidenfeld & Nicolson, New York, for those with a passion for the history of arms and armaments.

The entire "Men At Arms/Historical Battles" series of books, which, despite the apparently negative connotations that come of association with the SCA/Ren Faire scene, are nevertheless high quality historical resources for Cainite knights and background for medieval cities.

FICTION:

"The Knight in Panther's Skin" by Shota Rustaveli, translated by Katherine Vivian. Vivian's translation is the one most commonly available in the United States, usually through Interlibrary Loan, and contains an excellent look at non-Western chivalry and chivalric practices. Avtandil, Tariel, Nuradin Pridon, Tinatin, and Nestan-Darejan all deserve a much wider audience than they've received.

"The Black Company," "The White Rose," "The Silver Spike," "Dreams of Steel," "Bleak Seasons," "She Is The Darkness," and "Water Sleeps" by Glen Cook. The novels of the Black Company are gritty medieval military fantasy, including sieges, battles, ambushes, and intrigue. Pay particular attention to the siege of Dejavore in "Bleak Seasons" and the tactical lessons scattered throughout...

MOVIES:

"Dragonheart," which I frankly feel was unfairly lambasted by critics without any sense of wonder or taste. I think Bowen's "Old Code" of the Knights might make a fairly decent basis for a non-Christian follower of the Path of Chivalry's code of ethics. Also check out it for the fact that it was filmed on location in Eastern Europe--the ruin that Bowen and the prince are fighting in front of isn't "Roman" but the remains of Castle Cjethé, the County seat of our friend Elizebeta Bathory-Nadasdy.

The Ashen Thief

WW 2827	\$14.95	Jul-00
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Written by Geoffrey C. Grabowski and Sarah Roark
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- [Advertisement](#)
 - [Review by Loki](#) for [ELN](#) (Jul 2000)
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Advertisement

Thieves in the Night

Stolen blood, stolen coin and stolen lives, the childer of Caine know all three. Beyond the courts of princes and voivodes, vampires earn their bloody way in the city streets and bandit warrens. They stake out their own informal principalities among the growing cities and lawless woods. Murder, larceny and trickery are their tools - often used against the very elders who consider them beneath notice.

Flames of Revolt

The Ashen Thief is a complete guide for players and Storytellers of the unliving tricksters, bandits and thieves of Vampire: The Dark Ages®. It covers vampiric involvement in the banditry and growing panoply of crimes in medieval cities. It also covers the sects that use crime and larceny as a cover for their struggle against the princes of the Long Night: the subtle Prometheans and the violent Furores.

Review by Loki

Summary: A surprisingly good book, a few flaws detract only slightly from an otherwise informative book.

My skepticism over the possibly quality of this book was well known among my local colleagues. However, after actually sitting down and reading the book, I found my task to be entertaining and interesting, rather than the chore that I expected it to be.

Visually and from a layout perspective, this book is sometimes a mixed bag. The layout and organization

are overall good; the information contained within the pages is presented in a logical and orderly way. The only real detractors are the artwork, which varies widely in quality but is often rather laughable (though the full-page pictures at the beginnings of the chapters were good), and the occasional feeling that the numerous informative sidebars are crowding out the main text.

After reading a wonderful piece of opening fiction, I couldn't help but check who the authors of the book were. Geoffrey C. Grabowski and Sarah Roark provide a wealth of useful information in the 96 pages this book has to offer. The **Introduction** is the usual, describing the layout and purpose of the book.

Chapter One: In Darkened Streets gives the reader a general overview on the wide variety of criminal activity that takes place in the Dark Medieval world. Overall, it seems to be very well researched, and includes a lot of information on topics ranging from the law of the land and of the Church to the sorts of crimes committed by each of the three pillars to the Cainite group known as the Prometheans. The sections on law and crime seem well researched and are quite informative, and useful sidebars are packed into the chapter examining the topics again from a vampiric perspective. The section on the Prometheans is also quite good, being written "in character" by members of a particular cell of the group. Once more sidebars expand on the information herein, though in this case often in an "out of character" and more direct mode. We get a look at the composition of the Prometheans, their goals and their methods. Overall, the entire chapter was quite good, but even though I'm normally fond of opening fiction, having another at the start of this chapter seemed a touch superfluous. However, it could be said in the defense of this fiction that it did serve to illustrate the many kinds of crime and underworld dealings that can go on in the Dark Medieval world.

Chapter Two: Wearing the Wolf's Head details the brigands and highwaymen of the era and their Cainite counterparts. The first part of this chapter is written, much as most of the Promethean section in chapter one, "in character" by an undead bandit leader bringing in some new blood. In the course of his discussions he covers topics ranging from what targets to take, to how to keep up ones band of brigands to where an undead highwayman might lair. Much as in chapter one, sidebars are scattered throughout the text, providing further information on topics of interest to a storyteller or player, including explaining differing terminology, the precise nature of a medieval outlaw, and other concerns. A brief but well-thought section follows with advice for storytelling chronicles featuring outlaws prominently. After this, the end of the chapter is devoted to looks at two different kinds of brigandry and thievery-the rising trend of piracy and the Middle Eastern rogues' brotherhood known as the Banu Sasan. Sadly, and perhaps as a result of the fact that piracy will not reach its heyday for some centuries, the section on piracy seems rather dry, brief, and none too inspiring. The brief mention of the Banu Sasan, on the other hand, is one of the sections that made me wish there were more space in this book. We are presented with a brief glimpse of a large informal brotherhood of thieves originating in the Arabian peninsula and the Middle East, one which includes enough interesting details that it makes one think some research for a trip to Arabia in-game might be in order. Overall, this chapter was excellent, a good blend of information and presentation.

Chapter Three: Flames of the Furores describes the group (and that term is best applied loosely) of Cainites who will someday become the rising tide of the Anarch Revolt-the Dark Medieval Furores.

Since the first Dark Ages main book was published, the brief mention of the Furores and the Prometheans had me curious and wanting more information. Serendipitously, this book provides information on *both*. Though it doesn't contain any large quantity of "in-character" writing to speak of, this chapter nonetheless gets mood across in several small sections of flavor text. The actual body of the chapter is quite good, detailing the Furores and their concerns, the origin of the movement, it's (lack of?) organization, general goals, and methods of operation. Recruiting, deception, terrorism, and internal squabbling are all addressed in a sensible order. Three sample Furore groups are also written up, with a varied constituency, from a group of would other Heretics consider Neo-Carthaginians to a sect of the Cainite Heresy heretical even. Closing the chapter out is a *very* good section on the storytelling concerns inherent in using the Furores in a campaign. Overall this chapter was excellent; I have no real complaints about it.

And of course, what book would be complete without templates? The **Appendix: Mavericks and Cutpurses** contains four such templates. These are a mixed bag. Some seem to be a bit more creative than others, such as the Lasombra living a double life as a noble childe and underworld king, or the Toreador embraced for the artistry of her thieving. The other two, a Furore Fiend and a brigand leader, are merely okay. Not a huge addition to the boko, but not a huge detraction either.

Overall, *The Ashen Thief* surprised me with its quality and my interest in it once I began reading. It was largely a very odd book with a few faults, such as some of the art, the occasional dry spot and a lack of space for more information. Still, it does provide an abundance of detail on Dark Medieval law and those operating outside it, both living and dead.

Art of Vampire the Masquerade

WW 2298

Blood Bond

WW 2103

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

Another Chicago Story. This one can have a fairly grim ending if the characters aren't careful. It's a good read for seeing some of the Sabbat methods of recruitment work, however.

Berlin by Night

WW 2214	\$15.00
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Written by Jim Moore

Cover Art: George Pratt

- [Review by Deird'Re Brooks](#) in the FAQ

Review by Deird'Re Brooks in the FAQ

Well, this was my first hint that Nosferatu were blue. Berlin seems to be the most disorganized 'by Night' city detailed yet. Two Princes, two Primogen . . . Don't even think of playing a Caitiff and admitting to it.

The story, "The Ascension of Caine," has some potential I'm certain. It seems to follow some of the same basic twists and turns that Psychomachia did in Milwaukee by Night.

The Trilogy of the Blood Curse, book one: The Devil's Advocate

[WW 11081](#)

Written by
Gherbod
Fleming

Cover Art:
William
O'Connor

- [Advertisement](#)

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Madness seizes the world's vampires. Relentless hunger gnaws at them, but no matter how many victims they drain, withered vampires litter the shadows.

Not since the Black Death has Owain, Ventrue elder, seen anything like this fatal affliction that ravages the world. But this time vampires are the victims. The anarchs suspect a plot by their elders. The elders blame the Sabbat. The Sabbat fears the return of the antediluvians.

There is opportunity in this chaos. As the Masquerade crumbles around Owain, which power will he serve? Or will he serve himself?

The first book of the Trilogy of the Blood Curse, set in the world of Vampire: The Masquerade. The story crosses over with The Grails Covenant, for Vampire: The Dark Ages.

The Trilogy of the Blood Curse, book two: The Winnowing

WW 11082

Written by
Gherbod
Fleming

The Trilogy of the Blood Curse, book three: Dark Prophecy

WW 11083	Oct-98
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The Trilogy of the Blood Curse reaches its awesome conclusion with this final volume, Dark Prophecy, based on the popular roleplaying game, Vampire:the Masquerade. This novel is also the conclusion of the six book crossover of The Grails Covenant and the Trilogy of the Blood Curse.

World of Darkness: Blood-Dimmed Tides

WW 3350	\$17.95	Mar-99
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Written by Sean Jaffe, Clayton Oliver, Ethan Skemp, Adam Tinworth

- [Review by Derek Guder](#) (6 May 1999)

Review by Derek Guder (6 May 1999)

Style: 2 (Needs Work)

Substance: 3 (Average)

The seas have long been ignored by White Wolf, but for a good reason. What vampire lives on the sea? What Garou takes the fight to the Wyrms under the waves? Mage, however, has a reason to go into the oceans, and with the Rokea in Werewolf, the seas got more populous. So White Wolf finally put out an ocean book, Blood-Dimmed Tides. It's an adequate attempt to detail the waters of the World of Darkness, but don't look at the cover when buying the book. Just don't, it's better that way.

The fiction piece is one of the best I've seen in a White Wolf book because it is very understated. The story ends once you realize what is happening and you get to fill in the details on your own, nothing is spoon-fed to you. It is an attempt not to explain the setting, but to explain the mood of the setting. Quite well done.

The first chapter starts out with brief descriptions of the oceans of the world, talking about everything from the Indian to the Arctic. A nice, baseline description is fine. We also find out that there are no caerns/freeholds in the ocean, that role is taken up by the Rorqual, which are basically spiritually-active whales that harvest and collect the Gnosis and Glamour of the seas and provide it to the locals that need it. A very interesting idea, although I would have liked more development. That is followed by brief descriptions of the various supernatural races on and under the waves. I found this kind of out of place, as the next chapter goes into detail on them. It seemed like they were opening sections that grew too large, but weren't cut down. The information for Mage should have been in the Mage section in the next chapter, not here. This should have been a "real-world history and setting" chapter. It would have worked better like that, I think.

Speaking of Mage, I have to say that Project: Deepwater, the only concrete information given about Mage on the seas, was disappointing. It was the typical "Technocracy = Evil" schtick, and it was also strained and milked for everything to make a cross-over with the other games. Some reason, no matter

how odd, was given for every game to have an interest in doing away with the base. I did not like that, especially the Wraith and Changeling stretches.

It is the next chapter that the meat starts. The Gangrel Mariners are described as almost a bloodline of Gangrel who use a version of Protean that is just a bit different from their land-bound brethren. There is some interesting discussion of the Lasombra antitribu fleet as well, but no where near as much as I would like. The Werewolf section is sparse, giving several paragraphs to the Garou Nation, some more to the other Changing Breeds, and then another bit for the Rokea. I understand that the breedbook is being planned, but some more information would have been infinitely helpful. Next is that pathetically small and lean Mage section. No where near the level of information I wanted. Wraith was next, and it got a large section (more than any of the previous lines) detailing the watery Shadowlands. I loved this section for the most part. Well done and interesting, it explains some of the ways that the factions of the dead use the oceans. Hierarchy, Heretic, and Renegade ships are all mentioned, as are just how ships function in the underworld. Also included are rules for wraiths and water (it's solid to them, they need to go incorporeal to swim) as well as new Arcanoi uses. I also loved the Heike Crabs, but that's because I'm familiar with the Tale of the Heike. I found them perfect for Wraith. That is followed by an even more extensive section on changelings and the sea, including a nicely-done in-character description of the two undersea kiths (merfolk and murdhuacha), but I have to complain on general principle. In a book this size, the space could have been put to much, much better use - there would have been more room for Mage for example. The Changeling bit also suffered from a "good = pretty and evil = ugly" stereotype. The murdhuacha have finally made me hate the idea of the thallain. They should be stricken from Changeling for all time. The new Arts are amusing, and somewhat interesting, but nothing hugely noteworthy. My final problem with this section was that while the changelings under the sea were described as "rare" and "even more uncommon than on land," it also mentioned five (formerly six) coral cities. Full-blown sprawling metropolises under the ocean and the fae are rare? And that's only one of the kiths.

The next chapter is the White Wolf obligatory storytelling chapter, but it is actually better than most, it wasn't a chore to read. Some interesting stuff, but nothing ground-breaking.

The Lurkers chapter had information on animals and monsters in the sea. I have to say that I really liked the fomori presented, especially the flavor text for the bane lampreys. That's how the World of Darkness should be, and it makes me pine for a mortal game where the average fomori makes half the part become alcoholics while the other half goes insane and commits suicide. Generally a good chapter, it also introduces the Chulorviah, an aquatic mind controlling race of squid. Interesting, perhaps, but it merely made me feel like the World of Darkness just had another person squeeze into the "Supernatural races, 13th floor" elevator. I can feel the cable straining.

Oddly enough, it is the rules in the Appendix that I found to be one of the best parts of the book, and I usually don't like rules. Ideas like depth sweat for vampires to lose vitae are really nice, as well as just how much Fortitude is needed to survive crushing depths. Very nice rules overall.

In summary, *Blood-Dimmed Tides* is a solid book. Taken as a whole, it is not great because of the distinct and saddening lack of Mage material. It seemed like White Wolf had decided that since the first three game lines got so much attention that they would swing the other way, but they went too far. Neither Vampire nor Werewolf has as much of a possibility for an ocean based campaign as Mage, Wraith, and Changeling. Of those three, only Wraith got the treatment it deserved. Mage was almost ignored and Changeling had some strengths but also very strong flaws.

A good book, for Wraith and Changeling. The other lines are more tangentially dealt with.

Bloody Hearts: Diablerie Britain

WW 2010

- [Review by Deird'Re Brooks](#) in the FAQ
- [Review by Steve Gilham](#) (24 Nov 93)
- [Review by Deird'Re Brooks](#) (17 Nov 93)

Review by Deird'Re Brooks in the FAQ

The second in the Diablerie series (and hopefully the last). This is yet another dungeon crawl in which an interesting Methuselah of great and unique power is introduced, in which the players are led to this Methuselah, where they track down her resting place, pass the trials and travails therein, and kill her. At least they hope to. This one looks like it would have a decent chance of killing most anyone foolish enough to try.

The most useful information is provided on Justicars and possible Chronicles featuring them and their Archons. Madame Guil, the Toreador Justicar, is detailed along with her own retinue.

There is also a translation of a Malkavian prophecy about Gehenna in the back. The Highlander influences show nicely here.

Review by Steve Gilham (24 Nov 93)

Saw "Bloody Hearts" in the game shop, and picked it up, primarily to worry my players.

What do you get?

A bunch of NPCs - a wiggled-out Justicar & her Archons, and another coterie; mainly derived from continental European backgrounds; the history of a Methuselah, a typical T&R issue high-level dungeon crawl, and a synopsis of a new book of vampiric lore & prophecy, Das Buch der Grabkrieg.

On the map, West Glamorgan has been inserted in the numbered list of counties *after* the numbers were put on the map. Thus Birmingham is in West Midlands, not West Glamorgan (& so forth).

What don't you get

Anything of much use for a political campaign; anything special about the setting - the only reason for choosing the UK was as a location at the fringes of the Roman Empire : Sudan, Jordan, Tartary, Denmark all would have been just as plausible, and would necessitate changing only the map of the country with the "X marks the Methuselah", and about 1/4 page of text.

It's not a UK-based supplement in any sense of the word; but this does have the advantage that it avoids laying forth the usual misconceptions that USAns have of this country.

Diablerie : what is it and when do you get those funky black spots in your aura?

The lexicon - and other parts of the rules - suggests that it's simply the feeding off another vampire (not necessarily to the extent of draining all the blood, let alone the avatar of the subject).

Which would mean that any vampire that indulges in "vampire sex" (the sharing of the blood), or has a blood bond, would be included in the wider definition. Feeding mainly from other vampires would certainly be included in the strict definition (this set-up may well happen as Belinda may well start letting her own blood to feed Samuel, whose Ventrue limitation is not to feed directly from his prey, but to drink blood from a cup, or plasma bag or similar vessel, and to act as a converter for Lt Bannerworth, whose Ventrue limitation is to feed only from women : meanwhile Rupert, one of Crowley's line - or "little gang of sodomites and charlatans", as Dee dismisses them - is soon to be initiated into the delights of feeding from other vampires when he is drained and buggered by Crowley, then let to drink his fill of Crowley's potent blood).

It's going to change the nature of the black-splodges stigma if virtually *everyone* has some smuts on their aura.

Review by Deird'Re Brooks (17 Nov 93)

This Story supplement is yet another "Let's go find the Methuselah", but it has much more imagination behind it than the first, and the 'victim' is much more difficult to reach. Unfortunately, once it's reached . . . No, I won't say it.

There is a nice section on Justicars, what they do, how they do it, what Archons are for, and the sorts of punishments they come up with, as well as the Treadot Justicar (Madame Guillotine never sleeps). Also

ideas on running a Justicar chronicle.

The next chapter details the 'target', and like the first target, this one would be more interesting as an added NPC than a meal. The history is much more . . . checkered. Unlike Mictantecle, this one has reasons for doing everything that was done.

The next two parts are the Story proper and the penetration into the Methuselah's resting place. Quite nasty stuff here, truly nasty stuff. Still, while it's rougher than Awakening, it's still not as rough as it could be.

Lastly, there is an Appendix which is a Tremere's translation of a Malkavian's ravings delivered by a voice about the Jyhad, and what the Antediluvians will do come Gehenna.

Overall, as long as you ignore the story, it's a great supplement. I think White Wolf could do better than to publish stories on Diablerie, when it's expected that the PCs will be doing it. Sigh . . .

Blood Magic: Secrets of Thaumaturgy

WW 2106

\$19.95

Written by Bruce Baugh, Chris Bjork, John Goff, Alan I. Kravit, Robin D. Laws, and James Moore

- [Review by Eric Christian Berg](#) (15 Feb 2000)

Review by Eric Christian Berg (15 Feb 2000)

I've been waiting a long while for this book. Not because I'm a big Tremere fan, but because I'm a big Samedi fan and I was informed that there was more than just 'stupid Tremere tricks' in here. Well, as it happens, I was disappointed with the reason I wanted the book in the first place but pleasantly surprised with the bits I thought I could do without. As usual, I'll give the chapter by chapter rundown of what's there and how I feel about it. I'm also going to rate sections, just because the material in this book jumps around a lot in quality. One initial observation: The artwork is minimal and there is no fiction other than the introductory piece. This is a good thing in my opinion. More of what I bought the book for, less 'filler'.

The little piece of starting fiction is amusing. It gives a general idea of how the Tremere manipulate vampiric affairs and how they use the flexibility of their arts to greatest advantage, though the bit itself wasn't particularly well written or inspirational. The Introduction is everything we've come to expect of such. It gives a run down of the subject and how the authors intend to approach it, then a few short blurbs on the practitioners and how they view themselves and their art. The obligatory disclaimer is included and it ends with a glossary which is incomplete (three quarters of a page of blank space wasted and only one of several voodoo terms is defined). Rating: 3

Chapter One is the history of blood magic, from Caine on to the modern nights. Much of it is more vague than I would have liked but it is comprehensive and gives a good feel for the development of the discipline of Thaumaturgy and the roots of the other vampiric 'Traditions'. Of particular interest is how the Tremere leveraged their power to keep from being destroyed, using the flexibility of their arts to make up for their lack of numbers and age. One thing which did annoy me was the added 'crossover' detail that the Tremere lost their magic on transformation and had to reinvent themselves as Thaumaturgists from scratch. This is not only a needless crossover, but it stresses the True Magic v Hedge Magic distinction which I've never felt was a line that could be drawn in character. But that's a personal gripe, in my history, I ignore it and I feel the Tremere make a lot more sense. Rating: 3

Chapter Two delves first into Hermetic theory, with stress on the means by which the Tremere use their

quasi-scientific approach to adopt and sanitize other magical systems, paring them down to their bare essentials and discarding the spiritual, religious, and traditional baggage. It then goes on to discuss the major and minor principles of Hermetic magic. These are vital in understanding how the Tremere approach magic and are perfect for better describing how blood magic works within the game without a lot of extra mechanics or requirements. Mostly, it is a discussion of paradigm which segues into a discussion of other approaches and how the principles manifest (or don't manifest) in them, or what principles they use instead. It is a nice approach to the topic, easy to understand and quick to use. The reasoning for the use of both paths and rituals is particularly well thought out. Rating: 4

Next we get a short but sweet section on spirits and demons and how the Tremere deal with both, particularly how the principles of Hermetic magic are applied. Also included is the creation of servants possessed by both. The distinction between spirits (wraiths) and demons (umbral spirits) is actually very well done, much better than in other books, and the wariness of the Tremere when dealing with either sort of entity is well played. Rating: 3

Next is a section dealing with other 'traditions' of magic and how they are adapted to Thaumaturgy through the process described in the beginning of the chapter. Particular stress is placed on how the principles are used and variations on the perception of them in each tradition. Covered here are Kabbalism, Voodoo/Santeria, Wicca, and Dark Thaumaturgy. They are all rather well done. The treatment of Voodoo, in particular, is actually better than the more verbose bit in the last chapter. Rating: 4

Next, we get a section on chantries, including ranks, organization, advancement, and a bit on Certamen. It is all very clear and well written, giving a good picture of how the Tremere hierarchy is set up and how it is maintained. Next, the physical form of chantries is dealt with, including security considerations and size (1 or 2 for a small city up to seven, the optimum). After that, a short bit on research stresses the meritocratic aspects of the clan and the approach taken to path development. All in all, useful information that gives a much clearer picture of how the clan operates. Rating: 4

The next section focuses entirely on what it means to be a Tremere apprentice, from duties to one's master to means to advancement. It is very well done and gives a much clearer picture of the life of a Tremere neonate (and the everyday life of the Tremere in general) than any of the main books. It also makes a bit more sense of the mechanitions and the reasoning behind them which are rife within chantries. The section closes up with a discussion of the perks and problems with taking non-Tremere apprentices (it is rare and done only in secret) as well as attempting to learn Thaumaturgy without a mentor (time-consuming and dangerous). Rating: 5

The last section is about Thaumaturgical texts, in the Call of Cthulhu tradition. They are a nice sampling, though it would have been nice to have some system stuff for them, like was included for the Infernalist texts in Path of Screams. Following it is a quick blurb on the potential of the Tremere to manipulate the whole world through Thaumaturgy and another on the weakening of blood magic and the approach of Gehenna. Nothing too spectacular here. Rating: 3

Chapter Three has all the fun system stuff that the power gamer looks forward to. More paths, more rituals, and rules for creating new ones. The new paths presented are a mixture of new ones and rewrites of ones which have appeared in various previous supplements. Thankfully, they are not geared towards the power gamer but often towards simple utility and even research purposes. The Hearth Path, for example, focuses on control over one's haven and Alchemy is more suited to the laboratory than combat. Most of the paths are elaborate, with more than sheer numbers and mechanics. They have flavor. Rating: 4

The rituals section also starts with rules for creating new ones, like the previous section, and guidelines on how long it takes to learn them (anywhere from a week to a year). Then there are rituals. Lots of rituals. Eleven pages of rituals, up to some wicked level six, seven, and eight ones. All in all, they are very well done. Also, in a page and a half sidebar, a number of Storyteller options are presented relating to blood magic, including charging experience for rituals, increasing times to learn, cooperative path research, and the optional background Occult Library (which I found a touch unbalancing, even if it only applies to research). Rating: 4

Chapter Four deals with non-Thaumaturgical blood magic and had a lot of potential, though I found myself more disappointed than I was intrigued. First off, we deal with the other major practitioners of magic in the vampire world, the Giovanni. Necromancy is given a bit of a new life by this chapter which was much better than I had expected. First off, there is an intelligent and insightful history of necromancy, as well as trends and changes in how it is practiced. Here is introduced the 'principles' of Necromantic magic: Authority and Taboo. This is further extrapolated in the next section, which covers practical aspects of how necromancy rituals are performed and the reasons behind the ritual elements. This is nice, it makes the trademark Giovanni perversity utilitarian rather than gratuitous. The rituals that follow are generally pretty good, with a nice mixture of grotesqueness and power. Rating: 4

Next, we are treated to the Voudoun branch of Necromancy, as practiced by the Samedi, Serpents of Light, and an odd sect of Lasombra that dwell in Haiti. This is the main reason I bought the book and I was very disappointed in the treatment. Rather than explore the depth of the faith, it seems to focus entirely on Baron Samedi. It doesn't reference any of the copious amounts of material published about the Creole dead, which is a sheer waste. Finally, and inexplicably, it has three pages of material on a hitherto unmentioned Samedi-worshipping sect of Lasombra, and less than half a page each on the Samedi and Serpents of Light, the major practitioners of voodoo in the World of Darkness, and even what is there is vague and the space is mostly wasted talking about the relationship of these groups to Samedi and his pet Lasombra. Further, the voodoo ritual items presented are also vague and poorly researched and none of the hallmark items of voodoo rituals (like drums, the asson rattle, or the peristyle) are mentioned at all. No new paths are presented, just odd tweaks on the existant ones, and the new rituals are uninspired. All and all, an utter waste of space. Rating: 1

Next, we are treated to Setite Sorcery, which the book tells us is very different from Thaumaturgy as it is tied up in the spirituality of the Followers. While there is some interesting and bizarre material here relating to Egyptian beliefs, most of it is half-assed and spends way too much time stressing the 'eeeeevil'

cliche that the Setites generally are. The entire philosophy of the magic presented makes it seem like the Setites exist merely to spitefully break things like some petulant child. Not the sort of sophisticated belief system I expect from subtle and powerful manipulators of vampiric affairs. The paths themselves aren't all that bad. There are two, one dealing with addictions and the manipulation of them, and the other dealing with breaking down and corrupting things (beauty, trust, love, hope, and authority respectively). The former, however, inexplicably has only four levels defined. I assume an editing error. The rituals are actually rather interesting, though some are pure cheese and more fitting for fomori (another 'eeeeevil' bunch). Rating: 2

Now we come to Assamite Sorcery, starting with some history and a short bit on its roots, and wrapping up with a discussion of the goals of the viziers who are searching, we are told, divinity in their drug induced visions. The concepts are good but still didn't grab me, much like the other Assamite material. I think it just needs some more depth and integration. It just seems detached and not well worked into the rest of the clan (which still hasn't grown beyond its stereotype anyway). Also, I was uninspired by the near-sentient telecommunications network which the viziers are apparently speaking to in their dreams. It just seems more in keeping with Mage than Vampire and I wouldn't use it. Lastly, after all the talk of spirituality and the search for divinity, the path presented is all about killing things, sneaking up on things to kill them, and finding them so you can do the aforementioned two. The same sort of uninspired assassination-related powers that Quietus gives us. The rituals, for the most part, follow suit. The only sign of the previously mentioned history and roots are pretentious names and playacting of events in Babylonian mythology in order to kill shit better. Rating: 2

The last bit is on Koldunic Sorcery and is another disappointment. Mostly because I have little actual knowledge of the belief system behind it and the book provides almost nothing to work with. Barely a page is devoted to the background, the rest of the section given over instead to five elemental paths which are grossly overpowered in many respects (the Way of Fire allows you to summon forth magma) and frustratingly vague in others (the entire Way of Spirit). Further, references to 'volcanoes found throughout Eastern Europe' suggest to me that the author hasn't really researched the area all that much, as I fail to find any reference to such. This would also explain the lack of any substantive Koldunic background or philosophy. Rating: 1

The Appendix is fairly unremarkable. The first part deals with magical creations, like gargoyles, homonculi, blood brothers, and various sorts of zombies. Useful, but not particularly remarkable. The second part gives a one page 'splat' to two previously untouched revenant families. The first is the Ducheski, who defected to the Tremere during their war with the Tzimisce. The writeup is okay, but there isn't much to distinguish them from other revenants (same hangups, same problems, same isolation). Then we are given the Rafastio, who were touched upon briefly in the Storytellers Handbook. Here, we are given their disciplines and weakness, but not much is added beyond what was covered in the other book. Both of these revenant families, it should be noted, are dying off, which really makes them more of a footnote in vampiric affairs. Rating: 3

In the end, it is a real mixed bag. Some of the material I'll really use and is a great addition to the game. Some of it is a backwards step and should be discarded with prejudice. For Tremere fans, the good news

is that almost all of the good stuff is in the majority of the book which deals with that clan and its pet discipline. For those looking for more meat on the other blood magic paths, I fear disappointment is the rule.

Style: 3 (Average)

Substance: 4 (Meaty)

Blood Nativity

WW 2917

Atlas Games

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

This was published by Atlas games and details the first night of life for a group of neonates. The action can get to be quite dismaying for the characters. (end up in prison without bail, just before sunrise . . .) It is fun, however. I'm not certain if this is still in print.

Book of Storyteller Secrets

WW 2802	\$15.00
Written by Matt Burke and Wade Racine	
Cover Art: Guy Davis and Vince Locke	

- [Advertisement](#)

Advertisement

Travel the reaches of Dark Ages Europe and marvel at their hidden secrets. Dark Ages Book of Storytellers Secrets gives your players access to exotic realms and wondrous tools and exposes them to nightmarish foes.

Book of Nod

WW 2251	\$10.95
Legends	
Written by Sam Chupp and Andrew Greenberg	
Art by various	

- [Advertisement](#)
- [Review by Deird'Re Brooks](#) in the FAQ

Advertisement

This trade-sized book, which may be used as a game prop, offers invaluable insight into the origins of vampires for players of **Vampire, Werewolf, Mage, Wraith, Changeling** and **The Masquerade**.

Review by Deird'Re Brooks in the FAQ

As promised, this book is simply background information. It's written in a style similar to the Clanbook: Gangrel, in that the book is being compiled by Kindred for other Kindred to read. There are several involved in its creation. There are chapters on the Caine's Becoming (or Awakening), the creation of the Second Generation, the Third Generation, and the successive revolts. There is a section with several prophecies for Gehenna, many of which are fairly confusing. The last chapter details what life in Enoch was like.

Each section has extensive footnotes at the end, and an introductory bit describing what the chapter is about. The closing comments can make your typical Kindred quite paranoid, for certain . . .

Book of the Wyrms, 1st Edition

[WW 3200](#)

\$15.00

Written by various authors

Cover Art: Tony Harris

- [Advertisement](#)
- [Review by Deird'Re Brooks](#) in the FAQ

Advertisement

A gigantic 150+ page monster, filled with foulness, straight from the nastiest minds in the industry. Everything from Banes to Fomori to Black Spiral Dancers is in it, including the secret wyrm-realm of Malfeas, and all kinds of nasty demonlings. Oh, and did I mention the chapter on Pentex?

Review by Deird'Re Brooks in the FAQ

Do you want some truly evil nasties? This is a very nice book, especially the sections on Pentex and Malfeas. After getting this, I sent a pack of Fomori after a Gangrel in my Chronicle who prides herself on being a combat monster - she still doesn't know what came after her, but she is a bit more wary around street gangs.

Blood Treachery

WW 4046	\$14.95
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Bay Area chronicle, book one: The Beast Within

[WW 11001](#)

- [Advertisement](#)
- [Review by Deird'Re Brooks](#) in the FAQ
- [Review by Michael Blank](#) (12 May 94)

Advertisement

Edited by Stewart Wieck

This anthology of thirteen vampire tales is the first in a series from White Wolf exploring the darker world of San Francisco. The characters of *The Beast Within* correspond with those featured in our popular **Vampire: The Masquerade** storytelling game.

The Beast Within contains stories by S. P. Somtow, Lois Tilton, Lawrence Watt-Evans, Matthew Costello and nine others.

Review by Deird'Re Brooks in the FAQ

A compilation of short stories set in San Francisco, this one has the famous Bradstreet artwork within, as well as several decent short stories. I really can't say much more about the, except to buy it to get some of the flavor for San Francisco.

If this is anything to go by, San Francisco by Night will definitely be in the class of Chicago, or even better.

Review by Michael Blank (12 May 94)

I picked up the anthology, "The Beast Within," a few weeks ago at the Atlanta LARP. This is an excellent collection of short stories. Some of the best work I have seen from White Wolf is in this collection. It

captures the nature and spirit of the game in every story. It also gives a broad look at the different clans of vampires in the VtM world.

The stories are set in San Francisco and share characters between them. This is the first of three books to be set in San Francisco, the others to be Werewolf and Mage collections.

The one problem that I had was the art. Each story had a picture before it, but they were Tim Bradstreet works which had been used before. I do prefer it to J. Cobb's work, but I would like some new stuff. Other than that, it was great.

Clanbook: Assamite

[WW 2059](#)

\$12.00

Written by Graeme
DavisCover Art: Timothy
Bradstreet

- [Advertisement](#)
- [Review by Shiva](#) (8 Mar 95)

Advertisement

[\$10.00] [Feb-95] (Mature Readers)

This eighth clanbook is the first to deal with the mysterious independent clans. It greatly expands on the limited information presented in the *Vampire Player's Guide*, and includes a history of the clan, from the first city to the present day; the clan's treasures, beliefs, and internal culture; and sample characters suitable for players and Storytellers. It also features new skills, Quietus powers, and advanced combat rules; a new four-page character sheet designed specifically for this clan; and the answers to several mysteries presented in earlier books, with special tie-ins to *Dirty Secrets of the Black Hand*.

Review by Shiva (8 Mar 95)

Just got the book today, finished reading it ohhhh about 30 seconds ago and here are my thoughts on it.

The History of the clan is IMHO one of the richest of any of the books. And the lil bit about the Assamites being founded by a dude who offed 2 SECOND GENERATIONS not covered in the Book of Nod nor even spoken about. Leads one to wonder just how many seconds there were. The Assamites say 5. It gives the Knights Templar as agents of the Tremere. It also gives the original path of blood <the one before the antribu changed it to include sabbat stuff> which *I* think should be used with Assamites instead of humanity. covers some pretty nasty Alchemical weapons, and one that IMHO is just too damn powerfull. called Kali's fang it's a punch dagger that if it hits a vampires heart kills him outright. Even if you miss it does aggravated damage. New levels of Quietus are okish but again they are all Lvl six to

eight. Also in the Glossery it states that Haqim was a SECOND generation vamp. This MUST be a missprint. <I hope!> It read well, I finished it in a little less than an hour, and absorbed a large portion of it. They recover the rules for aimed shots from the ACB for those that don't have this book. All in all I found it WELL worth the \$8 I paid for it. <I have an "IN" with the local distributor and get everything at 20% off.> No real supprises except for a level six ritual that lets the assamites suspend the curse of the tremere for 1 scene. So all in all it's worth picking up. On a scale of 1 to 10 <Clan Book Gangrel being a 1 and Nosferatu being a 7and a 1/2> I'd give it 5 and 1/4 for some neatness.

Shiva

Clanbook: Baali

WW 2817	\$12.00	Jul-98
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Written by Lucien Soulban and Sven Skoog
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- [Advertisement](#)
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Advertisement

The writers will be Lucien Soulban (Haunters, Constantinople / Montreal by Night) and Sven Skoog, a newcomer.

The Baali have always been hidden in shadow, swaddled in deceit. Now, for the first time, learn the demon-haunted truth. Understand the terrible cost of Daimoinon and know, if you can, why the Baali make their pacts with Darkness.

Clanbook: Brujah

[WW 2051](#)

\$12.00

Written by Steve Crow

Cover Art: Timothy
Bradstreet

- [Advertisement](#)
- [Review by Deird'Re Brooks](#) in the FAQ

Advertisement

[\$10.00] 64 pages

Here's a whole bunch o' good stuff on Brujah (including how to properly pronounce it, I think.) Included with historical information and clan organization information, are four pages of a new, advanced kind of character sheet, and 10 new Brujah character templates ready-for-photocopying.

Review by Deird'Re Brooks in the FAQ

I liked this one. It conveyed a lot of the feeling of rebellion that the Brujah should provide. And the "Fake Rapper" archetype is hilarious. Vanilla Ice, a la Vampire.

Clanbook: Cappadocian

[WW 2805](#)

\$12.00

Cover Art: John
Bolton

- [Advertisement](#)
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Advertisement

The first clanbook for Dark Ages. At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. What's the truth of the Clan of Death, known only to the inhabitants of the Dark Medieval world?

Clanbook: Gangrel

WW 2052	\$12.00
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Written by Brad Freeman

Cover Art: Timothy Bradstreet

- [Review by Deird'Re Brooks](#) in the FAQ
- [Mini-Review by Mark Phaedrus](#) (30 Mar 93)

Review by Deird'Re Brooks in the FAQ

I read a review of this before I bought it, which said that it would provide info that would make the Gangrel the most powerful Clan extant. I've read it several times and haven't found the information that would imply this. The writing (from the point of view of a Victorian England type and a Gonzo journalist a la Hunter S. Thompson) is entertaining, however. Background material is definitely worth it, and it does provide enough information to make the Gangrel quite unique.

Mini-Review by Mark Phaedrus (30 Mar 93)

Clanbook: Gangrel and Book of the Wyrms just hit the stores locally. I picked up Clanbook: Gangrel, and given all the speculation on it on the list, and considering I haven't seen much discussion of it since it actually came out, I thought I'd let you know what I thought about it.

First of all, since this seems to be the point a lot of people were worried about: the length. Not counting the ads in the back, it's 70 pages. The (extremely good) character templates take about 25 pages; combine that with the sample NPCs, the four-page Gangrel extended character sheet, and the credits and preface, and you're left with just over thirty pages of the actual description of the Gangrel clan. Perhaps a third of each page is art, which is of the usual exceptional White Wolf quality. So, if you're purely measuring by text, you may indeed have cause to wonder whether it's worth the \$10. (I certainly did when I picked it up at the store. :))

But what you're getting is of extremely high quality. First of all, the writing style is extremely effective;

the contrast between the precise, sometimes even pedantic style of the old-fashioned British Gangrel who supposedly wrote most of the material, and the in-your-face style of the American ex-muckraker-journalist Gangrel who edits it, makes for very entertaining reading, and really gives the reader a sense of the Gangrel opinion towards things. I felt like I got much more of an insight into the clan than I did from the Brujah clanbook; character conceptions were writing themselves in my mind as I read it.

As a Werewolf fan first and foremost, I found the section on the interaction between the Gangrel and the Lupines to be particularly good. I don't want to spoil it for you, but for me the section on the Ragabash was worth the price of admission all by itself. :)

As I mentioned earlier, the character templates are extremely good, and you get ten of them. Many of them, like the Biologist, are way outside the conception I had of the Gangrel, but they make sense once you look at them, they're well-presented, and the quotes are priceless. ("My, what an interesting evolutionary adaptation--a hybrid of *_Canis lupus_* and *_Homo sapiens_* specifically occupying a leucocytic niche in the biosphere. How, I wonder, does it manage to violate the First Law of Thermodynamics with its transmogrifications? It appears to regard me an an intruder upon its territory...")

Finally, there's a few new rules and skills presented, for infiltrating Garou society, varying the forms taken by the Protean ability, and so forth.

To summarize, this is a great book, if a bit light on material. Is it worth ten dollars? Probably. Is it worth at least taking a long hard look at? Definitely.

[Disclaimer: As you probably know, I did some work for White Wolf for an upcoming Werewolf book. I bought this one fair and square, though. :)]

Clanbook Revised: Gangrel

WW 2352	\$14.95
Written by James & Ellen Kiley	

Clanbook: Giovanni

[WW 2063](#)

\$12.00

Written by Justin Achilli

Cover Art: Timothy
Bradstreet

- [Advertisement](#)

Advertisement

This final Clanbook provides the resting place for the morbid and secretive Giovanni, who are final in so many things. Formerly a family of ruthless Venetian merchants, the Giovanni rose to prominence on the corpses of their vampiric patrons. No deed is beneath them. Now learn the ghastly secrets of this mysterious clan. It's an offer you can't refuse.

Clanbook: Lasombra

WW 2062	\$10.00
Written by Richard Dansky and Elizabeth Ditchburn	
Cover Art: Timothy Bradstreet	

- [Advertisement](#)

Advertisement

Masters of deception and intrigue, the Lasombra consider themselves the leadership of the Sabbat. No other Kindred so fully embrace what it means to be a vampire.

Clanbook: Malkavian

WW 2053	\$12.00
Written by Daniel Greenberg	
Cover Art: Timothy Bradstreet	

- [Review by Deird'Re Brooks](#) in the FAQ
- [Review by Timothy Toner](#) (27 Jul 93)

Review by Deird'Re Brooks in the FAQ

I laughed my way through this one. It reads like the Principia Discordia while on drugs. Definitely the best so far. If you want to discover the true nature of reality, this might be the book to read. At least, you'll discover what the Malkavians feel reality to be. I would recommend taking at least two aspirin before starting this book, however.

Review by Timothy Toner (27 Jul 93)

Q: What makes V:TM the most atypical "Ghod, I'm a monster" game on the market?

A: Clan Malkavian

Q: What is THE easiest Clan to play, and at the same time, the most difficult to play CORRECTLY?

A: Clan Malkavian.

We all can see the brooding immortal artists, the imperious pale rulers standing on the parapets, the Near Dark clones with lots of time on their hands, the Max Screck rejects who just wanna get along. V:TM has engineered its rules to support these and many other stereotypical visions of vampiric life. A few bright lights do shine through. Oddly, these bright lights seemed created with the intention of interweaving V:TM into the other ST series games. Gangrel are Garou wannabes. Tremere are Mage wannabes. That leaves one major game, and one major clan.

Faeries and Malkavians.

I mean, it all makes sense when you THINK about it, and that's where most people make the first mistake. Thinking about it. No amount of self- contemplation will allow you to key into subjective reality. Things are as we perceive, and contemplation continually changes the melange, so that we see within it what we're looking for. So connections are quite pointless.

That is, if we lived in a subjective reality.

Which we don't.

But what if we did? What if Henry James and Carl Jung were right? What if we dwell within a Subjective reality, but because our 4th grade teacher brainwashed our melons to see things the same way, we've stabilized reality, depriving those valiant souls who resisted (of which, thank god, I am one... the person has not been born who can show me WHY $2 + 2$ has to EQUAL 4!) of the chance to have a really neat trip through life.

After all, those who share a different view of reality are "special," or "deranged."

All this and more will NOT be found in Clanbook Malkavian. Or maybe it will.

Inside are those detestably WONDERFUL archetypes, with no real surprises here. The good things about the ones in the other books is that at least it made you THINK beyond the stereotype. But this can be forgiven, for one, simple reason.

Put quickly, Clanbook Malkavian TELLS you how to be Malkavian. None of the other books have done this. In their attempts to cover all the bases of possible interactions and archetypes, they missed the one thing that really mattered. The Theory.

Tell me that Gangrel can sometimes pass for Lupines, and you tell me something inherently obvious, for which you now have to answer how? Tell me that those Gangrel who pass for lupines do so out of an instinctual calling that cannot be denied, a subconscious trigger that activates Gangrelness when no decent sire can be found, and you tell LEAPS about the Garou. What is calling out to them? GAIA! Regaining her lost CHILDREN! Or maybe the Wyrms. The fact is that now you've generated a mystery, a secret that rolls in the heads of the good little Gangrel children that makes them want to seek out more of their kind, and even those closest to Gaia. If the calling is strong enough, they will even enter the maw of death to gain answers.

It's so easy to THINK you're Malkavian. Beetlejuice. Act wacky. Act serious. Act wacky. Kill something. Act wacky. As the book implies, with a back cover that CAN NOT be beat (and yes, I'm OFFICIALLY TRAGICALLY HIP!!!) Malkavian may seem wacky on the outside, and to those who casually glance, but to those who take a good hard look, there is a savage depth.

Ultimately, I can say nothing about Clanbook Malkavian, other than that it is the finest book WW has

done, outside of V:TM 2, WWPG, and SabPG. For C:Gan to be its equal, one had to open the covers, and have the Wild be there, calling out to them. It does not. For C:Bru to be its equal, a fist had to come out, and bop you on the nose, while images assaulted you to get you RILED!! In short, each book would have to allow you to gain deep insight into the clan, to make you one with it.

Why then, can I say nothing? It is the ultimate construct to subjective reality. You find within it only what you seek. If you think Malkavians=Beetlejuice, there's Page XX. If you think Malkavians are closet psychopaths, there's rules for that. But most importantly, if you thought there ought to be something *more* about the Madmen, well, taste and see...

And look...the Emperor's wearing no clothes!

Me: All right, for those of us without salad shooters for hands, did anyone remember to procure the weaponry?

Bluto: Sure did. Had a talk with a guy at the local Surplus City. He let us have the entire stock.

Me: Waittamin! You're a BRUJAH!

Bluto: Yeah?

Me: You don't HAVE Dominate!

Bluto: Well, I brought an interpreter.

Me: Who?

Bluto: Mr. Giggles. My chainsaw.

Me: URK!

Bozo, the -sure- I'm not a Malkavian: Hey pass some guns.

Bluto: Nope. YOU'll shoot your eye out.

Bozo: I *do* have two, you know. It's not like the other one's doing anything terribly useful.

Bluto: Oh, okay, but only ONE! Preferrably something with a low amount of rounds. Malks and autofire do *not* play well...

Bozo: Hand over the light antitank weapon. If I'm going to shoot my eye out, at least I'll do it in STYLE...

-Excerpts from Rage over Stone Mountain By Night, 2nd Edition.

Tim Toner, Jellomancer, Thanatos without a Gun, tgt33358@uxa.cso.uiuc.edu

"People who cease to believe in God or goodness altogether still believe in the Devil. I don't know why. No, I do indeed know why. Evil is always possible. And good is eternally difficult."

Louis, *Interview with the Vampire*

Clanbook: Nosferatu

[WW 2054](#)

\$12.00

Written by Robert Hatch

Cover Art: Timothy
Bradstreet

- [Review by Deird'Re Brooks](#) in the FAQ

Review by Deird'Re Brooks in the FAQ

"I am not an animal! I am a MONSTER!!" The Nosferatu and their history are detailed in this rather, uhm, different Clanbook. This book details the physically cursed Clan of the Camarilla, who wouldn't even be members if it weren't for the fact that the more bodies in the water, the more choices the sharks have for meals. The Nosferatu can range from the most civilized to the most vile of Kindred, because of the trauma of the Embrace into this horrid-appearing Clan.

Clanbook Revised: Nosferatu

WW 2354	\$14.95	Apr-00
Written by Brian Campbell		
Developed by Robert Hatch		
Cover Art: John van Fleet		
Art by Guy Davis, Leif Jones, Drew Tucker, Christopher Shy and John Cobb		

- [Review by Kintaro Oe](#) for [ELN](#)

Review by Kintaro Oe

Summary: Solid, but neither innovative nor that efficient

Since the release of *Vampire: the Masquerade* Revised Edition (since its announcement, actually), there has been talk about just what other books in the line will get revised. There was the *Guide to the Camarilla* and the *Guide to the Sabbat*, as well as the revisions to books like the *Storyteller's Handbook*. On the subject of the much-maligned clanbooks from the second edition of the game, the developer Justin Achilli had said that there was no intention to revise them, it would take too long and, in the end, not be worth it. By the time the last one came out, the first would almost be out of date. This stance has since, changed, however. After reading the first showing in the new line of bigger and better revised clanbooks, I wish that White Wolf had stood by its original intent. *Clanbook: Nosferatu* (revised) seems like it is simply too long for its own good. There are some good ideas and they're handled well enough, but the author just takes too much time to get through them, turning a good supplement into an average one. If the book had been significantly more concise and less meandering, then it would have been a substantially better resource. As it stands, it can only be said to be useful for those who *really* need information on the Nosferatu themselves. If you're willing to do a nominal amount of footwork and creation on your own, save yourself fifteen bucks and give the book a pass.

At first glance, the book seems fine and dandy. The layout's okay, nothing overly flashy, but the art is *very* hit-and-miss. While old hands such as Guy Davis, Lief Jones and Drew Tucker nicely follow the excellent John van Fleet cover with moody and gritty-grimy illustrations, White Wolf made the horrendous (and inexplicable) mistake of hiring John Cobb again. I remain unconvinced that the man can draw a *good* picture - the best he seems to manage is "inoffensive," but he can't even swing that here. The last artist involved in the book, for all my love of him, just seems not to "get" the clan. Christopher Shy, as much as I like his art and how good it is in detail, has a gallery of pictures for the well-known Kindred that reminds me of the horror of *Kindred: the Embraced*. While two of the six pictures are something

resembling "horrific" (and then I'm not sure they're still ugly enough), the rest limit their deformities to things like pointy ears and big foreheads, earning the book the nickname "Clanbook: Space Elf" among my group of friends. Some even whisper that it might be the fable "Clanbook: Elfpants." In the end, the art is both pleasing on one page and then a terrible let down when you turn the page again. The writing itself is good and entertaining on the whole, although it sinks into an annoying tone at times and also takes a lot longer to discuss something than it needs to. The author does have a knack for entertaining section headings, however.

The book opens up with the standard White Wolf fictional piece, and it's written well enough to be entertaining. However, it also harbors one of the most interesting ideas in the book - yet does nothing with it. The neonate in the story admits that she has to create an entirely new "self" upon seeing her face fall off - lest she go insane, but that is not brought up again later on, and in the story she ends up full circle, the creature she was in the beginning.

There is none of the usual White Wolf introduction, and the book jumps immediately into the history of the clan, beginning with its ancient legends. There is the standard tale of Zillah and Nosferatu, except that he Embraced when he fails to destroy her after stalking her. Unfortunately the legend uses the fiat of "impressed by his courage" and Zillah brings him into the night. There is also talk of the Nictuku and a *really* nice section that voices the doubts that much of the clan has about these legends - but unfortunately that isn't used again either. I would have really liked more attention paid to just how absurd an idea as the Nictuku is. The author mentions it, but doesn't really present much information on how the Nictuku might not actually be real, just the paranoid projections of a paranoid clan. Every Nosferatu has a natural talent for Obfuscate, after all. Few of them ever learn Auspex. The section also one of my increasing problems with the game - the lack of other legends and tales in a world where everyone is supposed to be awash in lies and half-truths. The rest of the history section is taken up with more factual content, first talking about Europe and the Camarilla and then about the *other* places, like South America and Africa, which is a nice break. While I really liked the strong assertion that not all Nosferatu crawl in the sewers, that many of them live like the hunter their founder was supposed to be, there isn't much of a frame of reference for all the information here. Sure there were Nosferatu in Africa and the Americas for quite a while before the Europeans "discovered" those lands, but the names of kingdoms and deeds doesn't carry the same weight as the traditional Western ones, due to my own almost complete lack of knowledge of African history. Aside from that flaw, the section also suffers from a taste of "nicety" in that a lot of effort is spent talking about how these "barbarian" Nosferatu didn't spend all their time controlling humanity, they were noble and pure and helped the heroes. Sure, it can be dismissed as in-character bias, but that excuse gets old really, really fast.

The second chapter is divided into two broad sections: the clan from the inside out and the new rules (which is amusingly and a bit appropriately called "A Festering Heap of Game Mechanics"). The first spends a great deal of time to say surprisingly little and the latter has some interesting (and some great) ideas but is also bogged down in Mind's Eye Theatre rules. While I'm all for the MET information, I think it should be solidly differentiated, as it was with the dharmabooks for *Kindred of the East*. The look at the clan talks about everything from various types of Nosferatu to how the clan organizes itself to how it builds its underground fortresses. There are some really good ideas in here, but they are often

buried in regimented and protracted blocks of text. After finishing it, there was little I came away with that wouldn't have come to me with some thought, and I felt that it had just taken too long to get to it - a common trait throughout the book. Unfortunately, it fails to address questions like "How can the clan have any degree of trust and unity when Obfuscate is everywhere and Auspex is rare?", instead spending time talking about how alien the clan is, but not really backing that up. The famed humanity and pragmatism of the Nosferatu seems to have been lost a bit (although their reputation for humanity seems intentionally dispelled). The game mechanics are okay, on the whole, although a few are *very* ill thought. The merits and flaws are all pretty interesting and good, some are even really good, like *False Reflection* which allows you to use the *Mask of a Thousand Faces* power on film or video. Some of the rules are less well done, however, like the largely unnecessary and seemingly weakened rules for "potent combat" (using really big objects like cars as weapons) or the mention that Obfuscate works fine and dandy on (still) film, though not on video - which makes no sense at all. There is also a discussion of each of the clan's Disciplines, which also come across as overly regimented and a great deal longer than they needed to be. On the whole, the chapter is long-winded, but has a few nuggets of goodness.

The rest of the book is taken up by notables and templates, the former of which I usually find much more interesting and useful than the latter. The old clanbooks all had ten templates (most of which were *terrible*), and the revised books continue this absurd tradition. Thankfully, each template only takes up a single page now, with shrunken character sheets. Sadly, however, character sheets for MET rules are also included, inflating the page count with more useless drivel. While the templates are, on the whole, good enough ideas, they don't need complete character stats in *two* systems. It's the idea that is hard to come up with, creating the character is childishly simple. MET character sheets (never mind the over-abundance of templates themselves) eat up 5 pages that could have been used for something with any degree of use. Aside from the four page character sheet, the book closes out with the well-known Nosferatu throughout the ages, but I found it only of mild interest, sadly. I found few of them to actually be all that interesting and the wildly inappropriate illustrations didn't help the matter.

Needless to say, *Clanbook: Nosferatu* is a great disappointment, not because it was an actually *bad* book, but because it wasn't excellent. I was expecting great things out of the revised clanbooks, to make up for the insults that the old ones often were. Instead, like its predecessor, ironically enough, I got a book of average quality that is only really of use to those without the time or inclination to work on the clan themselves. There were some good ideas, and there were some terrible ones, but the book just felt like an opportunity squandered. The good ideas it has are washed out by taking too long to get to them and the bad choices and few errors the book has (such as the character in the story possessing powers beyond her ken or the Nosferatu of Russia having been isolated from the Camarilla "for centuries"). The book is solid on the whole, but it lacks the zing and excitement that \$15 calls for. I'm passing this review copy along and saving my money, I'll be buying the revised clanbooks sparingly, only getting the really good ones - when I had hoped that they would all be that good.

Clanbook: Ravnos

[WW 2064](#)

\$12.00

Written by Chris Walters and the White Wolf Ghouls

Cover Art: Timothy Bradstreet and Grant Goleash

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[\$10.00] [Nov-95]

The 12th in White Wolf's best-selling Clanbook series. Gypsies, vagabonds and charlatans, the cunning vampires of Clan Ravnos roam the night as they indulge in the most dangerous of games - lying to the liars, tricking the tricksters, and gleefully receiving curses from the Damned.

Clanbook: Salubri

WW 2822	\$12.00	Jun-99
Written by Cynthia Summers		
Developed by Richard E. Dansky		
Art by Anthony Hightower, Christopher Shy, and Andy Trabbold		

- [Review by Myranda B Kalis](#) (5 Jun 1999)
- [Review by Derek Guder](#) (14 Jun 1999)
- [Review by Matthew H.](#) (15 Jun 1999)
- [Review for darkness.org](#) (21 Aug 1999)
- [Review by Alan DeHaan](#) (6 Nov 1999)

Review by Myranda B Kalis (5 Jun 1999)

THE GOOD: As one of my friends might say, "It's ALLLLLLLLLLLLLLL good." Clanbook Salubri contains five chapters and two indices and, from cursory first examination, I can't see anything that I actively dislike. Like the other Clanbooks, CB:Salubri does not exactly wallow in objectivity--the authors are of a distinctly partisan mindset when it comes to the Salubri, and the myth of the Salubri as warrior angels and healers continues intact, spiced with a few new thoughts and possibilities, a new Salubri "caste" (the Watchers), and the Dark Ages origin of the modern Salubri antitribu. I was pleasantly surprised by the somewhat tongue-in-cheek manner in which the Salubri mania for religion and the Salubri habit of having Saulot know every major religious figure since the dawn of time was handled. The ways and customs of the major Salubri castes are defined and a generous supply of Clan history is detailed. The origin of the third eye is extensively debated, as are Saulot's trips to the East. Somebody should just break down and write the "Unauthorized Biography of Saulot." And, as always, Christopher Shy's art is ABSOLUTELY BEAUTIFUL.

THE BAD: Uhm. Er. Well. There's templates. I'm sure there are people who hate templates just on general principles.

THE UGLY: Well, some of the art needs help, but that can be said of all WW products. I wouldn't want to be the unlucky lick whacked by a Salubri with the "Sword of the Righteous" level of Valeren. Let us just say "holy fire" and leave it at that. The history of the Baali Wars--though not as ugly as Clanbook Baali's version of the same.

OFFICIAL "I LOVE IT WHEN WW BACKS UP SOMETHING I'M DOING ALREADY" MOMENT: The strange and curious friendship of the Tzimisce and Salubri--pre-and-post Tremere.

OFFICIAL SCREAMWORTHY ADDITION: You know that "Baali creation myth"? The one about how the three founders of the bloodline were Embraced by being tossed into a sacrificial well, and there was an Antediluvian with flesh-twisting abilities, and it was said he came "from where the sky had begun to lighten with the anticipation of dawn"? And everybody thought it just HAD to be Tzimisce, because, well, Vicissitude and the East and all that?

Spoiler: Clanbook Salubri officially fingers Saulot with the deed in Appendix 2.

Review by Derek Guder for rpg.net (14 Jun 1999)

Style: 3 (Average)

Substance: 3 (Average)

With the Vampire: the Dark Ages line, White Wolf has managed to keep up a rather high standard of quality throughout its products, even the Clanbooks, surprisingly, which were a raging sore upon the face of Vampire: the Masquerade. Clanbook: Cappadocian and Clanbook: Baali were both truly superb and exemplary works. The Libellus Sanguinus series of Clanbooks of the modern clans revised for the medieval world (which were packaged in a much nicer three-in-one deal) were also great, always better than their modern-day counterparts.

Clanbook: Salubri, the latest Clanbook for Vampire: the Dark Ages followed hard acts to top. The previous books (Clanbook: Baali especially) were amazingly well done. I held out hope, though, because I had heard that Cynthia Summers had done good work before and I always have confidence in Richard Dansky. Sadly, the book did not deliver. While not bad, neither was it good when compared to other Vampire: the Dark Ages Clanbooks or even the better modern-day ones. It was more an unsatisfying workhorse than an tantalizing and untamed stallion, like Clanbooks Baali and Cappadocian were.

The cover is simply retched. I have nothing against John Bolton as an artist, but the blue-skinned, lipstick wearing, battle-axe toting, orc-wannabe is not material for the cover of Clanbook: Salubri. It just does not work.

The fiction is serviceable and good enough, but not much more. No real spark.

Chapter Two: the Triumvirate is where the meat begins. Narrated by Simon (who is, if memory serves, the Toreador scholar living on an island in the Mediterranean mentioned in the Libellus Sanguinus II), it has a nice tone to it. Sadly, it is horribly laid out, with bits of history here and culture there and a

discussion of Golconda over there. Overall, an unsatisfying read indeed. The writing itself is good, and the peppering of anecdotes and mentions of Salubri who bear them are wonderful, but each "caste" within the clan is discussed separately, with no linkage between the two. Also, there is a distinct lack of definite historical substance. Clanbook: Salubri lacks both the apparent clan focus shown in the history of Clanbook: Cappadocius and the detailed and incredibly inspiring convolutions of Clanbook: Baali. There are a few nice bits, generally those focusing on the behavior of Saulot before and after his two or three trips eastward as well as a hint that the appearance of the Salubri antitribu in the Sabbat during the Final Nights in Vampire: the Masquerade may not be the random accident it seems. Unfortunately, the book was a tease, continually tantalizing me with possible hints that did not develop into the wonder they could have. Spelling errors also peppered the section, and I actually noticed them, which says something about their frequency, since I usually gloss over them completely, but "The Boke of the Watcher" caught my eye.

Chapter three opens with a discussion of the third eye (with no conclusions being drawn) and then swings right into directly into relations with the other clans and supernatural races in the dark medieval world. After that, it moves back to discussions, on such topics as feeding, loneliness, and on the Embrace. Nice all around, but the organization leaves me flabbergasted. We also learn definitely that the Salubri dislike creating ghouls or Embracing children, and both of those discussions give some interesting insight into the clan's convoluted mindset, but neither addresses it head-on, which is annoying. The discussion of Saulot which moves into the infernal and the Baali Wars is interesting, if not as meaty as the information on other ancients in either Clanbook: Baali or Clanbook: Cappadocian. Again, we see the darker side of Saulot in his seemingly baseless assault and purges against the Gnostics. The Via Dolorosa from the Dark Ages Companion is also dismissed as propaganda against the pure clan.

Chapter five is the worst part of the book, easily. Entitled "Powers of the Righteous," it really saddened me. Bleeding is introduced as a way to gain access to special powers, both of which would have been better done as multidiscipline powers or Valeren/Auspex uses. As simple "kewl powerz," they are pathetically disappointing. Bleeding provides nothing of use to the game, and with a distinct lack of detail on the culture behind it, Bleeding is also hollow. We also get new powers for Valeren. Frustratingly enough, we get new powers for below level 5. A somewhat questionable and dangerous (in my view) precedent set in the Toreador section in the Libellus Sanguinus II, this is just a bad idea, and none of the powers are actually compelling anyway. The higher level powers, which, like the lower ones, are not delineated by warrior or healer path, are likewise bland. Some are downright lame in their uselessness. Not only that, but White Wolf seems to have returned to printing level 10 Disciplines, something I did not like much. Some of the merits are interesting, but others are just sad. An odd bag, and none of them really, really good.

Chapter five begins with one of my favorite pieces of art by Christopher Shy, truly nice. I saw it on his website and loved it then. I'm glad to see that it got printed, unfortunately everything of his that White Wolf has printed has come out darker than the original. This chapter covered the templates. Some are interesting, like the Holy Thief and Electra, and others are just okay, like the Demon Hunter. That is just the way templates are.

The notable Salubri mentioned are okay. Rayzeel and Nuriel are interesting, and Ahab the Traitor (the one who betrayed his fellow Salubri to the Baali) is great. Not as good as some, but good.

The "dirty secret" for Clanbook: Salubri (every Vampire: the Dark Ages Clanbook has had one) is apparently that Saulot did sire the first three Baali. From evidence from a penitent Baali and a weathered tablet, it seems that Saulot ravaged a city of demon worshippers and so spawned the Baali as he returned home from the East. Exactly what this means is uncertain, but I hope that it is drawn out more in Kindred of the East as well.

Overall, a solid book. If you simply must have information on the Salubri, this Clanbook works fine, just ignore chapter five. If you were expecting something to top Clanbook: Baali and answer the questions we have with more intricate and convoluted history, you will be as disappointed as I.

Not bad, but disappointing for a Vampire: the Dark Ages product. Not nearly as good as the other Clanbooks.

Review by Matthew H. for rpg.net (15 Jun 1999)

Style: 2 (Needs Work)

Substance: 2 (Sparse)

First off I would like to say that I **REALLY** wanted to like this book. I have always been a fan of the long lost Salubri clan (for some strange reason, maybe the resemblance to Pai from 3x3 Eyes). I was not building this up in my mind - I realized that it nothing would be exactly as I wanted. What I was not prepared for was how little I got in this book.

Next I should say that while I understand the historical need to keep everything in Judeo-Christian terms, I would have preferred some other information about the clan prior to the coming of the One God (akin to Cappadoicians and Baali and some other, modern day clanbooks).

Short and dirty: Skip this book, grab the character sheet off the web page, and stick to the info given in the Dark Ages Companion and Clanbook: Baali (a much better book by far). Oh, the book also has some very nice Christopher Shy artwork, full page instead of just the head/shoulders of Children of the Night.

The Long, Sordid Version

Well, first off the cover, what is this? It looks like some escaped AD&D ogre or maybe a Changeling Troll in drag. Note to artist - vampires are paler than humans, not blue like Smurfs.

Next the story. I liked it. It clearly showed the kind of danger the Salubri found themselves in, and showed how deep the betrayal had gone.

Chapter Two: A Winter's Tale.

The format. The outsider recording for posterity may have seemed nice at the concept stage but it makes the whole of the book terribly jumbled, and almost unusable as a source of information. The (in character) writer makes his bias very clear from the outset, and often disregards or minimizes any information that fails to cast Saulot as Christ and his children as Saints.

This chapter, unlike all other clanbooks, busies itself not with the clan's history but with the distinction between Warrior and Healer. Simply put: Warriors are Paladins, Healers are pacifist Clerics from D&D. There are also a third group, mainly a short-term political one called the Watchers (read: Inconnu) who are trying to decide what the clan should do now. There is little discussion as to how one decides to be Warrior or Healer. From the little historical texts one would assume that it would be dependant on the soul of the individual (ie. one is 'called' to be a Warrior or Healer) but the actual meat (what there is) seems to indicate that it is only a matter of whatever your Sire was.

Chapter Three: Miscellanea et Demonica

This is by far the most poorly formatted chapter I have seen in a clanbook to date. It begins with a pointless discussion of the importance of the third eye, in which the author (C.Summers not Symeon) just waffles back and forth. Next comes, logically (!) outside relations - wherein we learnt that despite having separate entries for the Warriors and the Healers, they virtually agree on everything. We also learn that the Salubri really ARE the carebears of the WoD - they like everyone but the 'black hat' groups: Setites and Baali, and more maddeningly, they seem to be liked by everyone (which begs the question - if everyone liked them why did everyone help the Tremere to wipe them out).

Next on this meandering path comes some short essays on how they dealt with mortals (like saints), the loneliness (actually a good essay, but one that looks like old fashioned Rein*Hagen Vampire angsting amidst this flotsam), ghouls, etc.

The chapter ends with a short blurb about the Lamb himself (which seems more concerned about eye/hair colour than anything approaching a psychological analysis) and two pages about the Baali... and it's almost exactly word for word a summation of the Dark Ages Companion. Baali bad, evil, must kill. Holy, Christ-like Lamb, Saulot, goes on bloody rampages, killing whole religions (Gnosticism) and people in his blind hatred for these EEEVVVIIILLLL creatures. Oh, but he never frenzies, since that would be wrong.

Chapter Four: Powers of the Righteous

This is the chapter of the half-hearted and the twinkish. First the twinks - it seems Warriors either must buy a 7point merit (and get funky magic powers which would have been much better written up as multi-discipline powers), or they get a free 5point flaw (which renders them next to useless and they never grow a third eye - wow, that's a long term drawback).

The actual discipline powers themselves are not divided according to Warrior/Healer stuff. We also see alternative powers for levels 2-4 - bad move (since that opens up a whole kettle of fish). The powers start making the Salubri out to be Jedi knights (diplomatic powers?). And one high level (7 dots) power just really confuses me - all that for only 2 dice of aggravated damage, when I can almost be a God with only 14 freebies/XPs (the Blooded power Blessing of the Name). We also get the level 10 - I-Can't-believe-I'm-not-Jesus resurrection power. I thought White Wolf dropped the level 10s (to its benefit it is better controlled/written than before).

The last bit are the merits and flaws. Some nice, some cosmetic, others rather over/underpowered (the Blooded ones, Scent of Other) and the wonderful (sic) merit Sight of Beyond is totally left for the ST to decide what it does (if you are going to deal with the concept in the book, please deal with it, not just mention it and waffle).

Chapter Five: The Hosts of Heaven

I enjoyed many of the templates. I liked the lawyer one, and the battlefield healer. These are templates that give the shadow of a third dimension (or maybe by this point it's only a second dimension).

Appendices

I'll keep this part brief. I liked a few of the famous (and dead) Salubri. I felt that the warrior-woman quoted in the second chapter should have been included, and that we really don't need another fanged Robin Hood clone running around. The last part shows just how unreliable the book is. I won't spoil it for anyone but it shows just how revisionist this book's author is when it comes to making sure the memory of the Salubri is one of pure Goodness.

As you can see I was greatly disappointed since so much of the book was either lies told for the benefit of non-Salubri in some distant future (and not, like other clanbooks, lies told within/for the clan), or regurgitated information from other sources (notably Dark Ages Companion), nothing new. The author also refused to take a stand on certain notable issues (what IS the purpose of the third eye, what does it see/not see, did they ever deal with demons, was there ever any clan they didn't like, why did all their allies listen to a bunch of greedy upstarts, etc).

Review for darkness.org (21 Aug 1999)

This must be one of the most eagerly anticipated Vampire books of all time. The Salubri are the most enigmatic and least documented Clans of all of those presented in WW's Vampire games, and the only subject more obscure and ill-defined would be those illusive masters known as the Inconnu, or the mysterious state of Golconda. However, although many would mourn the additional loss of mystery that

this book inevitably brings. the content and quality of material more than makes up for that loss.

The book begins with the mandatory piece of fiction, and thus the opening tones are of apprehension, and of a clan wrongly hunted and misunderstood. The introduction is written from the point of view of a non-Salubri researcher who has painstakingly garnered as much testimony as possible from Salubri that he has met, and had the opportunity to interview. You are then invited to read a number of first-hand accounts of Salubri history and lore, and you are quickly acquainted with personalities behind these stories, and also their own blood-lineage and history.

This is a dramatic departure for White-Wolf's standard Clanbook formula, and is a welcome and refreshing change. Nearly all the previous Clanbooks to date have left the reader with a vivid sense of ambiguity, as the narrators are generally nameless, and even if their names are given, little is known to give these names any history or personality of their own. The events and notable characters described in most Clanbooks are also kept vague, and one is always felt a little cheated and disappointed. Not so with this book, however. The personal touch provided throughout, and the detail of the characters portrayed gives the Clanbook much greater depth than it's predecessors.

Nevertheless, the book does indeed have its vagaries. The viewpoints of the three castes of the clan - the warriors, the healers and the watchers - are given in more than adequate detail, but the bulk of the text on Salubri history is devoted to their war with the Baali in Sumerian, Assyrian and Babylonian times. Very little mention is given to Salubri of more recent times, save their execution at the hands of the Tremere, and their involvement in the crusades. In addition, the *big question* regarding Saulot is left largely unanswered, although plenty of tid-bits are left lying around to fuel the ever-ongoing debate.

The third chapter on the Salubri's perception of other clans and factions is of particular interest, and again we get to read two detailed and personal viewpoints in each case. Even the additional systems of the fourth chapter seem to have been put together with a little more thought and care than normal, and the character templates that follow are not as cliched or as rushed as many from previous books. The NPC portraits and closing comments are also well thought out, and provide a modest icing to this very well-baked cake. The production quality is good, and the full-page plates facing each chapter are outstanding.

In short, the book is great. It is a better Clanbook than any other then WW have produced so far, both for its clarity, its method of exposition, and its personal, thematic approach. If you are a Storyteller, or a Salubri player then buy and read this book. Again, the Dark Ages line stands out as the most detailed, absorbing and rewarding of the World of Darkness game lines. The only thing that bugs the hell out of me is, if WW's books can be of this good quality, then why have we put up with so much pap in the past...?

Review by Alan DeHaan for [rpg.net](http://www.rpg.net) (6 Nov 1999)

Style: 5 (Excellent!)

Substance: 5 (Excellent!)

To sum up, this book is excellent. It is obviously only for the Dark Ages, not one of the ones you can use to crossover. Cynthia Summers did a fine job writing this. Now on to the larger part of the review

Unlike my last review, I'm going to start at the Front Cover. The only part of the book I did not like. It has a vampire, holding an axe. It has a 3rd eye, which of course fits for the Salubri, and the axe could signify the warrior caste of theirs. Only problem, pale blue skin and bright red lips. Not blood red, lipstick red.

Chapter One: This is a introduction story. It's above-par for a White Wolf Product. Meaning I could read it straight through. It did a okay job conveying the Salubri, but...it didn't pull through as well as it could have.

Chapter Two: Now this is where the book starts. This is where the castes are detailed, and some history is. It is 'written' by a non-Salubri, who has piled data together from many talks with Salubri and some historical texts. This was a nice way of doing it, made it an enjoyable read. The first Caste discussed is the Warrior. The history of their caste, how they choose others for the embrace, their training, and what makes them come from a trainee to a full fledged member. It also details the Warriors and Golconda. The Warrior part was very well written, and conveyed them across.

The next was the Healer. Basically had the same things as the warrior: History, Choosing, the Embrace, Testing. It also tells about the Heretics, and the crossroads the Healers are in. Once again, well written. Conveyed across. The whole book in fact has the doom of the Salubri coming off every page.

The last part of Chapter two, details another Caste. Interesting, not much information on them though.

Chapter Three: This book talks about the origins of the Third Eye, but no conclusion given, and their relation with the other clans. The relations are interesting to read, cause instead of one point of view, you get two. Warriors and Healers. Plus some commentary by the non-Salubri 'writer'. It also speaks of their relations with Mortals, and their views on Ghouls.

Another part of this chapter details what they are going through. The Loneliness they suffer. Really really conveys the doom of this once mighty clan.

Also thrown in is their view on Feeding, on the Kiss, and on Saulot himself. Very interestint the last one. Last but not least is more on the Infernal, Baali wars, Gnostic Purges, and the Via Dolorosa.

Chapter Four: This one is the game mechanics. New Valeran uses, Merits and Flaws, all in all a short chapter. The only nit that I have here is a level 10 discipline, yet it talks as if it's one anyone can learn.

Chapter Five: The Templates. There is about 6 of them. Some are well thought out, some are average. Much better than a lot of the older clanbooks.

Appendix One: This details some of the famous Salubri who may still exist. A short chapter, yet informative.

Appendix Two: The Dark Secret of the Clan. I will not reveal it here, but I will say it's well written, and something that has been needed for a while.

Afterwards there's the 4 page character sheet. The one odd thing is, there were no ads in this book. Very surprising. All in all a great book. A great read, and of great use to Dark Ages storytellers.

Clanbook: Setite

WW 2060	\$12.00	95
Written by Richard Watts		
Cover Art: Timothy Bradstreet		

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All mythologies speak of the snake, and depict him differently. He is the trickster, the seducer, the prince of lies. Vampires know him for what he truly es, and they know to fear him. He has powers of corruption and evil, spawned during the earliest of nights. He bears undying hatred and is on an eternal quest for vengeance.

Clanbook: Toreador

WW 2056	\$12.00
Written by Steven C. Brown	
Cover Art: Timothy Bradstreet	

- [Review by Deird'Re Brooks](#) in the FAQ
- [Review by Heather Pritchett](#) (1 Mar 94)

Review by Deird'Re Brooks in the FAQ

Interesting contrast to the previous Clanbook, the Clan of Beautiful People Book details the Artists of the Undead world, and how their own passions drive them to whatever heights and depths they reach for. The conflicts and interrelations of the Artistes and the Poseurs are detailed quite nicely. The Toreador are more influential than many might think . . .

Review by Heather Pritchett (1 Mar 94)

Well, I was lucky enough to be able to pick up the Toreador Clanbook at the Night Owl: Beauty and the Beast MET Event this past weekend.

[Side Note: If this game comes ANYWHERE near you, I highly recommend going to it, it was a BLAST! Incredible! Wow! The weekend was too short!]

Anyway.. back to the review.

(Major spoilers to follow)

Stuff I liked--->

All the additional background info they give on Toreador parties: why they're *really* held, what happens to crashers, etc. There's a pretty graphic picture on page 23 of a party crasher. *OUCH*

[Another Side Note: This is not a book to leave lying around your parent's house. Some of the pictures are pretty...ummm...dark. Lots of bondage. There seems to be a poster of sorts divided up over several pages. I may have to hit Kinko's and assemble it so I can get a true understanding of the art of bungee. wow.]

There are a couple of interesting myths about Arikel. I really liked the one about the great love affair between Arikel and Nosferatu.

There are nice descriptions of poseurs and artistes. In fact, poseurs are presented as not being complete fakes, but just not possessing the "true vision" of an artiste. I also liked the new faction: the burnout. These are toreadors who have surrendered to "self-doubt, insanity, the Beast, depression or worse". From the description, it sounds like they have 'Ventrufied'.

The new skill: Creativity and how it is combined with whatever Expression. It separates the idea and implementation parts of creating art.

New Disciplines: Level 6 Presence: Air of Elation. Basically, it makes the user incredibly funny. Instant Robin Willians.

Merits and Flaws: Blase' (3pt merit) Makes the individual resilient to presence.. COOL!!!! Iron-willed for presence!! I *LIKE* it!!!! There's also a Greater Colors merit (3pt) that lets you see more colors. At first this seems silly until you apply it to Aura Perception and then the Vampire can get extra information just because he or she can *see* so much more....nifty...

Templates: Comic Book Celebrity <---- hahahahahahahahahah It's that Rob-what's-his-name who did the jeans commercial and used to work for Marvel...

I liked the fact that the Plastic Surgeon is trying to learn Vicissitude.

Stuff I didn't like--->

New Disciplines: While all the disciples were interesting, they were all for level 6 or above presence or auspex. I don't know about everyone else, but this effectively puts them out of reach for all the games I'm in. *sigh*. I guess I'll have to downgrade them and make them lower level for my games.

Blood cults. sheesh. This just reminds me too much of the Haitian Seddite Erzuli in the World of

Darkness book.

There's some stuff on the Toreador's ability to fall in love and how this is their saving grace.. *gack*.. Insulin!!

Stuff that will cause huge debate--->

Ok, I'm reading the "Toreador of Note" appendix, and one of them is "Geneveve Orseau".. hmmm.. 800 year old Poseur. Controls large art school. Nice picture... WHAT?!?!?!?!?!?!?!?!?

"Orseau is believed to be one of the few faerie changlings to survive vampiric Embrace."

That's right folks, we have the first CHANGLING-VAMPIRE!!!!!!!!!!!!!!!

Overall, I like the clanbook and think it is well worth \$10. If you're into playing Toreadors or have a lot of Toreador NPCs in your game, this sourcebook is VERY useful. I give it 3 1/2 blood points> * * * 1/2

Clanbook: Tremere ; The Price of Eternity

[WW 2057](#)

\$12.00

Written by Keith Herber

Cover Art: Timothy
Bradstreet

- [Review by Deird'Re Brooks](#) in the FAQ
- [Review by Stayne](#)
- [Review by Nightshade](#) (2 Jun 94)

Review by Deird'Re Brooks in the FAQ

The secrets of the Tremere are nearly laid bare in this book. Unfortunately, there aren't many. Several different factions are detailed, however, along with the Inner Circle and Tremere himself. The rumors flying about Clan Tremere make the entire book nearly worth it. The power groups within the Tremere should be enough to make some worry about them. I did appreciate the addition of St. Germain, but I've always felt he somewhat would fit as a Tremere, if only he weren't so old.

Review by Stayne

Mes amis,

I have it! I am now the proud owner of Clanbook Tremere. I own, and have read all the Clanbooks, Tribebooks, and Traditionbooks, so I like ot at least think I know what's going on with that particular topic. For those of you who do not have it, this is Clanbook: Tremere... or a reviw of it anyway.

Tremere is the most visually stunning of all the clanbboks. While Toreador and Nosferatu where good in this area, Tremere really takes the cake. The colors (Black, Gray, White, and purple) are all done very well, as are the pages.

Unlike most clanbooks, with the tradtional black on white text, Tremere uses the Black on gray style

from Children of the Inquisition. Also, the pictures themselves are some of the best that I have seen yet. Although I must say that Nosferatu was better in the full page pictures.

The actual book itself is very well done. A real credit to Keith Herber. Everything is documented and written very well. Truly reflecting the Tremere clan. All of the steps of the Tremere Pyramid are explained, as is the Tremere's rise to power and origins in the Order of Hermes. Much of the information presented in Clanbook: Tremere is also very useful to have for Mage: The Ascension.

While most of the Clanbooks gave either vague or overgeneralized information regarding the stereotypes of the other factions, Tremere did not have this problem. Each of the numerous factions, and a few others, were mentioned and elaborated on.

There is also more information on Thaumaturgy (Of course.) and demons. The demon information was very useful to me.

The character templates in Tremere are far better than I had expected. While I was expecting a reasonably boring group, the templates given show a lot of personality and style. Something that most earlier writing on the Tremere lacked.

The NPC section of Tremere was definitely the best I have read. So far it has had the most NPCs of any clanbook, as well as the best choice. While many of the NPCs from other clanbooks (Toreador and Gangrel in particular) were nearly useless, the Tremere NPCs are all important to any Tremere character, and should be feared by all. The entire Inner Circle of the Tremere is given, as is the leader of the Tremere Antitribu, and the Antideluvian Tremere himself is listed.

Tremere is definitely worth the \$10 I've spent on it.

Review by Nightshade (2 Jun 94)

ART: Pretty good. The interior art got the "magical" mood across very well but I still have one question, what were all the little tattoo-like marks on the tremere foreheads? Are they some sort of ranking system? They couldn't be the Anti-tribu markings, there were so many of them, it was CB:Tr not Clanbook: House Goratrix.

STORY/HISTORY: Not bad. (I didn't read it thoroughly, I'm a Malkavian) My pet peeve is that they're still changing around the facts in the Tremere/Saulot thing, now stating that the Third Eye did not appear until after Saulot's Final Death. And the rumours section was great for scaring clan members and outsiders alike.

CLAN SETUP: This is where the book showed its quality IMO. The pyramid structure is well explained and the various "Secret Orders" are well thought out. I also liked the allusions to Tremere's roots in the Order of Hermes. I missed a few things though; in other books the Tremere are hinted as having a Revenant family employed and I would have liked this explained or denied (or maybe just a name to build on).

VIEWS OF OTHERS: Again I liked the format WW has decided to stick with (i.e. first-person viewpoint). Again, I was a little dissapointed about the lack of specific info, this time the Tremere view of Clan Tzimisce, hinted in the Sabbat books as being cool and distrustful.

POWERS: Finally, the last word on Paths 5+. . . There are none! The rules on how to make your own path and the study requirements of the rituals are a great help (my ST has added the example Path of Resistance to our Tremere repertoire). The homoculi were fun, the demon-bound disturbing and the zombies...

NPCs: The Inner Council described in full. My favourites were Grimgoroth (the magus-example of character creation from 4th Ed Ars Magica), and the two women on council (with the Councillor from Africa the best of the two).

TEMPLATES: My favourites: Cultist, Nexus, and The Underestimated. I like the inclusion of a child-vampire (the Nexus) who searches to age her body to adolescence (and her motivation is very realistic). On the down side: Child of the Tremere ("Oh, yes, sir! Whatever the Council says is the undeniable truth and must be good for our clan." A lame duck with the word "TOADY" written in letters 10ft tall)

Overall: I liked it, CB:Tr is better than the Toreador book and ranks up there with CB:Malkvaian. A good buy, but note: be careful who reads the book, I may have spoiled bits of our chron. the book has a lot of info, some of which the ST may not want a non-Tremere to see.

Clanbook: Tzimisce

WW 2061	\$12.00
Black Dog	
Written by Robert Hatch	
Cover Art: Timothy Bradstreet	

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[\$10.00] [Nov-95]

Called fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the vampires in the night whom mortals whisper of. In rejecting their humanity, the Tzimisces hope to attain something far more "wonderous." Should they attain their aim, mortal and vampire alike will have reason to fear.

Clanbook: Ventrue

WW 2058	\$12.00
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Written by Andrew
Greenberg

Cover Art: Timothy
Bradstreet

- [Advertisement](#)
- [Review by Christopher Kobar](#) (26 Oct 94)

Advertisement

[\$10.00] [16-Jul-94]

The last of the highly successful Camarilla Clanbooks has been reserved for the Ventrue, the most powerful and influential of all vampires. But not everything is coming up roses for this august and distinguished clan. Indeed it looks to the past and sees only destruction. It looks to the present and sees threats everywhere. And for the future...

Review by Christopher Kobar (26 Oct 94)

Pretty good, actually. What was lacking were any new rituals, high-level disciplines, important truths (beyond those of historical importance), or really unexpected twists.

In general, the entire book was in the form of instructive letters mostly dwelling on the clan's history and structure. It did cover its usual practices, etc., but seemed a bit unsurprising in the end. No really neat revelations.

The Ventrue do seem to fear more than the Antedeluvians though, believing that those ancient vampires are only one part of a group of powerful beings they call the Secret Masters. Mages, Wraiths, spirits, gods??? They don't really know, but they fear them.

The Ventrue also come off as less overtly manipulative as previously presumed. They like to control

those "easiest" to control, not wanting entanglements that might ruin their plans. It is even mentioned that many Ventrue prefer to control only parts of companies or organizations, not overextending themselves. For this reason they often control part of a firm while unbeknownst to both parties the entire firm is controlled by mages, the Technocracy, Giovanni or other supernaturals. This is a very safe explanation for why these various beings with some very similar spheres of influence do not come into conflict more often. Sounds workable, but does not really get to the heart of the matter.

Well, I don't recall the rest at the moment, but I'm gonna sit back and wait for Elysium to be released, so my elders can really come to life!!

Aurelius, Momentarily Satisfied

(Does that mean I get a point of Willpower back?)

Clanbook Revised: Ravnos

WW 2364	\$14.95
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Written by Deirdre Brooks

Clanbook Revised: Ventrue

WW 2358	\$14.95
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Written by Richard Dakan

Chicago By Night, 1st Edition

WW 2201

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

The first edition details a rather complex political situation between many factions-within-factions, etc, and what is occurring around them. No information on Garou or Mages in the city, however. Ignore the Blood Pool/per Turn line on most characters, however. They are a little off.

Chicago By Night, 2nd Edition

WW 2203

- [Advertisement](#)
 - [Review by Deird'Re Brooks](#) in the FAQ
 - [Mini-Review by Mithrandir](#) (30 Sep 93)
-

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IF you play the Chicago setting, you'll want this book. Even if you don't, and you want an idea of how it's done, you'll want this book. Even if you own the 1st edition. Because we've taken the Chicago setting and revised and updated it. Now other denizens of the World of Darkness are clearly present where they weren't before (Assamites, Ravnos, etc.) and this book corresponds directly with the werewolf supplement, "Under a Blood Red Moon", which, together, you could use to play a Werewolf-Vampire War scenario.

Review by Deird'Re Brooks in the FAQ

The second edition is post-Under a Blood Red Moon, and the situation is quite different. The quality - proofreading, etc - is much higher than the first. The section on Kindred politics in the back is worth reading, the information is useful in any Chronicle.

Mini-Review by Mithrandir (30 Sep 93)

I had read Chicago By Night 1st Ed, but never bought it because I didn't feel I needed it. Considering the way that WW 2nd Ed products have thus far been going (ie, not very far in terms of the new and innovative), I was hesitant to say the least on this one. I am pleased to say that I'm pleasantly surprised at the ammount of change that the city has undergone. It's actually worth a 2nd Edition.

Chicago has changed. In the wake of the Werewolf cross-over scenario Under a Blood Red Moon, many of the city's KIndred have bitten the big Final Bucket, including her Prince. This has left Chicago in a

state of turmoil and danger. Several new Kindred from around the world have flocked to the city, some of whom are interested in the Princedom itself. The face of Chicago has become that much more violent and dangerous with Lodin out of the picture.

Overall, the new characters are both varied enough and well-thought out enough in general. They present a not-so-unified city. Chicago used to have a style of endless dance to it's politics, but not any more. With upwards of ten contenders for Lodin's throne, things are getting very hot very quickly in the city. The Primogen are equally warring and fighting each other endlessly. Plus, there are Lupine on the outskirts of the city now.

My advice, buy it.

The Chaos Factor

WW 4101	\$15.00	8-Jul-95
Written by Jim Moore		
Cover Art: Lawrence Allen Williams		

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[\$15.00] [8-Jul-95]

Samual Haight, arch-enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehena. All over the World of Darkness, mages, Kindred, Garou rush to intercept him. Some would kill him. Others would maim him... This is a multi-level crossover for Vampire, Werewolf, and Mage and includes a sourcebook for Mexico City, backwater of the Technocracy and headquarters of the Sabbat; a horrific secret that could usher in Gehena; and the last stand of Samual Haight.

The Cainite Heresy

WW 2819	\$15.95	Mar-99
Black Dog		
Year of the Reckoning		
Written by Kenneth Hite, with R. Sean Bergstrom and Jason Langlois		
Developed by Richard E. Dansky		
Cover Art: Mike Danza		

- [Advertisement](#)
- [Review by Derek Guder](#) (7 May 1999)
- [Review for darkness.org](#) (12 Jun 1999)

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In the Name of the Sire, the Childe and the Holy Vitae From the parishes of England to the catacombs of Rome, they make a mockery of all that the Church stands for. They have taken the sacraments and drowned them in blood, taken the faithful and perverted their worship. The Children of Caine have sowed heresy throughout the world. Now it is time to reap their bitter harvest.

This Is a Blasphemer's Soul Do you dare examine the soul of heresy? Here for the first time is the secret history of the blasphemy that has flourished for centuries. From the diabolic rites these heretics perform to the extent of their unholy influence over Rome and the Holy Land, The Cainite Heresy takes a look at an aspect of the Dark Medieval™ world that makes even vampires shudder.

Review by Derek Guder (7 May 1999)

Style: 5 (Excellent!)

Substance: 5 (Excellent!)

This is a beautiful book, I cannot stress that enough. Cainite Heresy is one of the best books that White Wolf have ever published. This book is paced full of brilliant ideas as well as concrete and accurate historical facts. Ken Hite is a master of Obscure Occult Knowledge And Such Stuff, and he brings that

talent to the fore with this Vampire: the Dark Ages book.

While the opening fiction is rather bland and stereotypical, it does serve to show just how dark and twisted the Cainite Heresy is to the medieval mind. I would have preferred a story that didn't have a self-absorbed sodomite priest who uses those under his purview to fulfill his whims and fancies, but his outraged reaction to the Heresy (that's the Cainite Heresy) was something that should be kept in the mind.

The in-character document that followed the story more than makes up for any failings in the story, however, as it provides hints and fuels the imagination when you read it. I did not find the font as difficult to read as some did, and I enjoyed the look, but it was secondary to the content of the document, which is a layout of some of the basic ideas of the Heresy. Derived from historic Heresies, the document has a certain validity and strength to it. The number of ideas I got simply reading this bit made the book good. I kept thinking of Kult, myself.

Following that is the introduction obligatory to all White Wolf books. Reading the Lexicon, you get a feel for the book you're holding. Touching upon countless heresies throughout history, I learned more simply reading that than I had in the entirety of my history classes. I have never been big on heretical knowledge, coming into the occult interest later than some I know, and that Lexicon set the tone for the book. I was going to learn when I read this.

The first chapter details mortal heresies and their immortal influences. This was an enthralling read, to say the least. I read about heresies that I had never heard about before. I learned that much of what I thought about the history of the heresies was wrong, and that their traditions extended back even further than I had thought. This chapter filled me with knowledge and nearly made me burst with plot ideas. From Procopius and his blood-scribed Euagetaematikon derived from the Book of Nod to the Setite influenced Ophites and their reverence of Caine and the Serpent, this chapter is filled with details that could be expanded into a huge chronicle. Hite tosses aside comments and facts like candy, and, like hungry children, you can't help but snatch up the next morsel and unwrap it, anxious to see what's inside this time.

The next chapter details the Heresy itself, the Cainite Heresy proper. Hite does what many writers fail to do, he shows us a detailed and vibrant religion, complete with rites and tenets of religion. He tells us that many in the Heresy believe that the End will come in 1239, and Gehenna will begin. Hite writes about the Commandments of the Heresy. He shows us plausible schisms within this dark Church. We get rites and practices, the rituals that the believers use in practice of their faith. He looks at the Heresy according to geography as well. Hite continues, providing the reader with iconography, symbology and architecture used by the Heresy. He tells us just what images the Heresy puts in stained glass, what saints and martyrs they revere, what verses of the Bible they quote, and even how the architecture of Heretical churches are often "off," skewed slightly. There are secret orders in the Heresy, tools of powerful Elders and Methuselahs. The Giovanni interaction with the Heresy is mentioned, and it is noteworthy that the "See of Nod" itself is in Venice, held by an ancient Lasombra. Hite also gives mention of other Heretical

bishops, some of which are actually believe in the Heresy. This is not a stock religion to simply be used as a tool by all.

The follow chapter focuses solely on role-playing the Heresy. The special consideration for True Faith or for ghouls is mentioned. Just why someone would join the Heresy is explained, instead of left vague, as is often the case. Some campaign ideas are also presented, as well as discussion of how to use the Heresy to add depth to a character.

Chapter 4 looks at those who oppose the Heresy, mortal and otherwise. The beginning of the Inquisition is explained, as is the Kindred's role in their own Burning Times. Hite looks at just what the Church knows, and what it suspects, and what it can actually do about it. Some Cainite orders that oppose the Heresy are mentioned, including the Order of the Bitter Ashes, and even the Manus Nigrum is mentioned in passing. A look at those Cainites who devoutly believe in the mortal Church is provided as well.

The book then moves on to provide a superb look at the Road of the Devil, revising it into something compelling. I was startled by how good this is. It is much more personalized now, and I think that it benefits from that. The discussion of the relationship between Road and Nature was so useful and helpful that I was amazed that it hadn't been done before. An examination of the other Roads in a similar vein could only add infinite depth and power to a Road-focused Dark Ages game.

The notables chapter showcases several well-crafted NPCs of varying power. There is something useful here for nearly any campaign of any power level. Ancient Methuselchs or ghouls, these characters provide some definition to how the Heresy can affect the dark medieval world, whether you follow the Heresy or not.

The final chapter includes the new traits for the game. There is a new Background and a new Knowledge and several new merits and flaws, all of which are good, a few of which are extremely interesting, capable of spawning entire stories on their own. Imagine the stories that could revolve around characters with either a Miracle of Faith or Scourged by God as they meander through the bloody Heresy.

Overall, this is a truly superb book. This is the hardest reviews I have written yet, Cainite Heresy is hard to describe. It is just good, really, really good. The book is one of the densest and most packed of anything that White Wolf has published. It is rather slim for the price, but it more than makes up for it with content. If you are even thinking about running a religious chronicle for Vampire (in the Dark Ages or not), then Cainite Heresy is a must-have book. Otherwise, it's just a superb book. See the quandry?

Easily one of the best books White Wolf has ever published.

Review for darkness.org (12 Jun 1999)

In short this book evokes mixed reactions. The title and the spoiler text on the back lead you to ask a number of questions. Although the book may be well-written, the subject matter is incredibly sensitive. In the right hands the book can be a tool for the darkest, most challenging RPG. In the wrong hands, it has the potential to disgust, annoy and upset. I myself am not a Christian, so the portrayal of the Church and the various heresies is not an issue for me, but I can see that many people might take it more personally.

The book itself is typical WW fare. Just short of 100 pages, the book is divided into various sections - the history of the Heresy, details on the Heresy's practices, tips on role-playing with the Heresy, and notes for the Storyteller on how various factions treat the Heresy. The artwork is mixed, from crude pencils to detailed inks, and although the quality varies, the mood is quite consistent and appropriate. A plethora of details are provided in the book's pages, and as with every other Dark Ages release so far, I am suitably impressed. The authors have taken the trouble to document all the actual heresies of the period, and have then given most of them a twist. The true Heresy is portrayed as lurking behind both the established Church, and the many heresies that the Church seeks to stamp out. The true ringleader of the Heresy is Narses, the Kindred lord of Venice, and through him and his Bogomil peers the religious populace of Europe is corrupted and perverted. In fact, the level of detail is so good that the authors even offer passages from the Bible, as mis-quoted (or not) by most notables of the Heresy.

However, although some hints towards the extent of the Heresy and its personalities are given, you are left feeling a little in the dark. The book bears the stamp of the 'Year of the Reckoning' line, although there is no measure of the importance of this book within the covers. You are left not knowing quite what WW intended by releasing the book. Dominic Guzman might go on to establish the Inquisition before using the sect to systematically murder European Kindred, but this fact is well-known by most Vampire players anyway. Where the contents of the book fit with the other 'Year of the Reckoning' products, it's difficult to say.

Thus, overall the book is good, although it doesn't give much 'metaplot' or 'canon' material to work with. It *does* give you a very good indication as to what the Heresy is all about. If you're a V:tDA Storyteller then you should definitely read it, and even use it. Otherwise, I wouldn't worry too much. What's more concerning is whether the wrong people *do* get hold of book, and use it to publicly attack gaming in general...

Clan Novel: Assamite

WW 11107

Clan Novel: Gangrel

WW 11102

Aug-99

- [Review by Derek Guder](#) (3 Aug 1999)
-

Review by Derek Guder (3 Aug 1999)

Style: 3 (Average)

Substance: 3 (Average)

Gaming fiction, almost as a rule, is truly horrid. Often times not bothering to follow the setting, it is usually pretty bad on its own right. Clan Novel Gangrel is an exception to this, for the most part.

Following an abandoned neonate and her friends, we get a very nice look at how the "babe in the woods" fares in vampiric society. Many of the basic assumptions that many players make about their character's knowledge are looked at through the book. Ramona, our uneducated (but obviously Gangrel) protagonist learns quite a lot through the course of the book, and shows that the author Gherbod Fleming at least understands the setting he writes in.

I won't bother to describe the entire plot because most of what I would say is on the back of the book, but I will mention some of the book's strengths and weaknesses.

First off, the good. Well-written, the book was fun to read. Fleming is not boring or dry, and he can actually write well, something that eludes most game fiction writers. We get a nice tale about a neonate and her education. We get nice characters. Best of all, we get Gangrel with enough brains to be scared of the Garou. One of the best parts of the book was the Gangrel gather.

The bad was more than I would like, and keeps me from calling the book "good," limiting me to "okay." First of all, the continual and annoying jumps to other plot elements that are not explained anywhere in the book. Distracting and annoying, I kept hoping and waiting for some point, but none appeared. I have to say that I do not like the way in which White Wolf is executing this whole series of novels. I would have much preferred truly independent books. I don't like having to read an entire series of 13 novels (the first two of which were apparently quite standard gaming fiction fare) to understand a few chapters in one novel. In addition, the villain of the book, the mad and uber-powerful Toreador Leopold, did not excite me in the least, except in the beginning. As the book went on, I liked him less and less.

The final scene of the book has taken a lot of criticism for its very clearly one-sided nature. I won't spoil

anything, but I have to say that I didn't mind it because that struggle was not what the book was about, it seemed to simply be the "tie in" to the plot arc. What disappointed me about the ending was that there was none of the introspection and looking at the nature of humanity that made the book so strong in the beginning.

Overall, Clan Novel Gangrel was a very entertaining read and an excellent "neonate novel." Its delving into the nature of the Beast and humanity is stronger in the beginning than the end, but it was at least there. I enjoyed the book, but not as part of the over-arcng plot.

Clan Novel: Giovanni

WW 11110

May-00

Clan Novel: Lasombra

WW 11105

Clan Novel: Malkavian

WW 11108

Clan Novel: Ravnos

WW 11106

Feb-00

Clan Novel: Setite

WW 11103

Clan Novel: Toreador

WW 11100

Clan Novel: Tzimisce

WW 11101

Written by
Eric Griffin

Constantinople By Night

[WW 2803](#)

\$15.00

Written by Philippe Boulle, Joshua Mosqueira-Asheim and Lucien Soulban

Cover Art: William O'Connor

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The Children of the Inquisition

WW 2250 \$16.00

Who's Who

- [Advertisement](#)
- [Review by Mithrandir](#) (30 Sep 93)

Advertisement

[\$16.00] 72 pages, 9.5 x 12.5", an ARTBOOK

Lavishly illustrated by Doug Gregory (of V2 fame), Tony Harris (the horror artist who did the Werewolf frontispiece) and Tim Bradstreet (a relatively unknown artist *snicker*) Who's Who has no game mechanics in it. It does, however, have 13 well-illustrated characters, with the full history of their lives and unlives, and what part they played in the time after the Inquisition which saw the formation of the Camarilla, the Sabbat, the Tremere, and many other important Kindred structures. (oh, and if you ever wondered how the Tremere became the Tremere, it's in there....heh heh heh) Oh, yeah. And Vlad Tepes is in it, too.

Review by Mithrandir (30 Sep 93)

Children of the Inquisition. This dissappointed me so much. The deal in this book is that it presents 13 vampires, minus stats for you to use in your Chronicles. Which is fine. Except for the fact that the descriptions themselves are far too short and useless. Vlad Tepes takes up a third of the book. Each of the descriptions wastes about two thirds of it's space telling of the character's life as a mortal and the night of his Embrace. Which is fine by me. But then the ammount presented of the character's immortal lives is somewhat pathetic. Montano and Vlad Tepes are the worst cases that spring to mind. Montano is thousands of years old, we are told. Yet, we learn of his meeting lasombra and the big fight of his Embrace and so forth. Then, a paragraph describes the next three thousand years of his life. Which is really cheap, in my opinion. Vlad Tepes' mortal life gets a very thorough run-down by way of practically copying out history that has been seen in a dozen places and adding bits and pieces about Tzimisce Kindred being behind it all. Then, once again, a brief skimping about the character's immortal life. (There is an interesting inconsistency with regard to the Dracula tale. According to CotI, Vlad simply Dominated Bram Stoker. If so, who is the letter at the start of V:TM from? It's from Vlad to Mina Harker

many years after the events described in Dracula. But Mina doesn't exist, according to CotI. Confused yet?)

In all, I'd say that a lot more work could have been done on this product. The artwork is the only real redeeming feature of the thing. Lots of Bradstreet and others plastered all over it, and the book's layout and presentation are good. It's just a pity that the material itself is so shoddy.

The Children of the Night

WW 2023	\$14.95	May-99
Who's Who		
Written by Justin R. Achilli		
Cover Art: Brad Noble		

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- [Review by Derek Guder](#) (13 May 1999)

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Conclaves, Covens and Councils : In the world of the Kindred, vampires lurk behind every shadow, planning their machinations and watching their prey. But who watches the watchers? Powerful Kindred from all sects (and none) move among their peers, protecting the Masquerade, interpreting the traditions of Caine, leading the Sabbat against the Antediluvians or subtly pulling strings in the darkness. Who are the most feared and most powerful vampires in the World of Darkness?

Lords after Dusk Children of the Night fully details the heavy-hitters of Vampire's World of Darkness. Included are the justicars and many archons of the Camarilla, as well as key princes, bishops, pack priests, Sabbat cardinals and prisci and an inscrutable Inconnu or two - all the undead to know ...and fear.

Pseudo-Review by Robert Kirkpatrick (28 Apr 1999)

A top notch supplement, well worth the unbelievably cheap price. This is what Vampire has been needing for a long time: a point of reference, an anchor, that all players and STs can refer to (if, and only if, they want to). Of course, I can already see the grumbling on Usenet ("Well, I didn't get to pick the Seraphs, whine, whine, whine, I would rather have a supplement that detailed how to create a Seraph, and not give me one that I must use under penalty of death, whine, whine, whine.") I was hoping that they were going to do a book like this for the Jyhad card game, similar in vein to the Warriors of the Apocalypse for Rage. I'm glad they waited.

The book begins with a word of warning, ultimately about munchkins wasting the characters presented

within. This was very appropriate, since I've already had players flipping through it, saying, "He ain't so tough - we can take him out." Sheesh. There are also simplified rules on creating old NPC vampires for use in Vampire, but I think most experienced STs will just toss those rules out the window, and create whatever character they want. But it's a handy guideline.

For those who don't know, the book details some of the major players in the vampiric World of Darkness. A section on Sabbat, a section on Camarilla, and the last section on Independents and Inconnu. All of the Seraphs, all of the Justicars, several princes, archbishops, archons, etc. Ultimately many folks thou shalt not mess with. A few can only be described as a Jumbo Size Can of Whup Ass. But even this doesn't cover everyone: no Inner Circle, no non-Monitor Inconnu, no Antediluvians (thank god), no Salubri antitribu, no Adonai (dammit!). There are also a few secrets and plots that are revealed (at least partially): how the Assamites lost the Curse, how Montreal will soon be the scene of a major, major Sabbat-Camarilla conflict, and the San Diego staging ground for a Camarilla-Sabbat-Cathayan stand-off.

The writing was consistently good. No flubs that I've noticed after reading through it once. Some characters I like more than others, which I suspect will be different for everyone who reads it. I love the Nosferatu wrestler (whose name I can't spell without the book in front of me), and I sort of wish there were a couple of other characters also not as serious. The folks in Children of the Night are mostly a morose, serious bunch (which is right on target - since this is a horror game), but moments of levity are appreciated. In my opinion, the wrestler did not need the disclaimer.

I wish that there were some Cathayans described. However, I realize that they probably didn't have the room, and they were trying to keep the supplement useful to people who only had the main book (and maybe the two guides), and also keep the book cheap for us. But the psychotic gamer in me is always screaming more, more, more. However, on the same note, I'm glad to see Asians in the book that are not Cathayans (like Kyoko, the Tremere Scourge of San Francisco). It was also interesting to see that Kuei-jin and the Kindred see each other as signs of the apocalypse.

The portraits by SHY were excellent, as usual. I fell in love with his work in various Conspiracy X supplements, and I've always thought that he would be perfect for Vampire. (See the Sabbat Templates in the Guide to the Sabbat, if you don't have Children of the Night.)

Understand, however, that you may end up only using a handful of these characters in your Chronicle. (Unless your Chronicle is ungodly epic.) I will probably only use one or two, and only in the background, behind the scenes, or as guest stars. This is a book that you don't so much as use word for word, but which fans the flames of your own creativity. It's also a fun read.

Review by Derek Guder (13 May 1999)

Style: 3 (Average)

Substance: 4 (Meaty)

When I heard about this book, I was at first somewhat skeptical. I already had *Children of the Inquisition* and *Kindred's Most Wanted*, I was worried that *Children of the Night* would just be a re-hash of the old material. It wasn't.

Children of the Night is not simply old NPCs given a new book to sell, it is a collection of characters, both new and old, from the setting. I have to warn you though, I was expecting a book of "Movers and Shakers of Kindred society," but that's not what the book is. While it does contain many of the more important figures in undead society (like the Seraphim of the Black Hand and the Justicars of the Camarilla), not everyone presented is of either great importance or renown. While not necessarily bad, it was not what I was expecting and so somewhat disappointing. I hear that every character in the book does have an intended use later on, however, so I may just be jumping to conclusions.

The format of the book was quite nice, with one chapter each on the Sabbat, Camarilla, and Independents (after an introduction by Justin Achilli on why the new book was done and on how to create an elder character). Individual character entries start off with the history and story of the character, and then move into a reasonably comprehensive list of traits. Aside from a few mistakes here and there (there is no Death and the Soul Path rating for Unre, and both Karsh and Jalan-Aajav are on the Path of the Feral Heart with Self-Control 5, to mention a few) the characters are well done. The sections are, for the most part, short, sweet, and well done. With a few exceptions (Unre's history is terribly unclear on chronology, very hard to decipher) most of the characters are interesting and hint at Larger Things. Art, other than the full-page pictures done by Leif Jones (not his best stuff. I found them extremely lacking), was all provided by the great Christopher Shy in small 1/6th-page head-shots. While the art was definitely not up to Shy's usual standard, some of it was quite good. I think that there should have been more discussion between Shy and the authors of the characters though, because while some illustrations fit perfectly and serve only to enhance the character (like Justicars Maris Streck and Lucinde), some really did not fit at all (the Sabbat Inquisitor Mercy). The proliferation of facial tattoos was annoying sometimes, but not nearly as bad as I had expected from the reaction the book received on the net. For the most part, the art was good, if not exceptional.

So just who is in the book? Well, to make a quick note of some of the more striking characters, Jalan-Aajav and Karsh are interesting, especially in relation to each other. Unre, the Keeper of Golgotha has many, many interesting tidbits in her section, although the part mentioning how long she was behind the Shroud with the other Harbingers (third paragraph in) is terribly unclear. It mentions two centuries to "fall into madness" and three centuries of watching the Giovanni destroy the Cappadocians. Is that 200 years before the Giovanni purge and then watching for 300 years while the clan is slaughtered, or is it something else? I'm all for mystery, but sometimes obscure writing makes more for annoyance than mystery. All of the Black Hand Seraphim are beautifully done, and all provide loads of plot ideas. Tariq the Silent is a surprise for those who read *Kindred's Most Wanted*. Francisco Dominga de Polonia is a Lasombra Embraced with a horrid sunburn. The Cardinal of Canada is an idealistic Sabbat member with some interesting plans. The new information on Archbishop Moncada is as interesting as ever. Cicatriz,

the Bishop of Tijuana holds some hints to Gehenna and the Time of Thin Blood. And you can't forget the Marilyn Manson parodoy, Jayne Jonestown.

On the Camarilla side, the Malkavian Justicar, Maris Streck is very, very well crafted, exactly how a Malkavian Justicar would be. Madame Guil, the Toreador Justicar has a story full of interesting and surprising twists. Francisco DiPadua, the Right Hand of the Camarilla, is another nicely done NPC. Ilyana Ravidovich holds some interesting information concerning Baba Yaga, the Nosferatu Methuselah. Giangaleazzo, the Traitor Prince of Milan gets a bit in the book. An Abomination is even done up in the book, Pariah, a former Silver Fang Embraced by a Ventrue. While not over-done, I didn't see much need for Pariah, myself. Cesar Holfield is a 15th generation Caitiff with the "mark of the moon" upon him, despite his not being the "last daughter of Eve." Wrestling fans, fear not, El Diablo Verde is indeed in the book, and he sure ain't no jobber.

For the independents, we get Brunhilde, the leader of the Valkyries. Ambrogino Giovanni, a necromancer who seems to have discovered the "incident" between Enoch and Stygia by witnessing the Maelstrom it generated and interrogating wraiths he caught later. The information he has could prove to be very interesting. Ah-Ashrad, Amr of Clan Assamite, and ur-Shulgi, his truly ancient sire, are also mentioned, and ur-Shulgi does not bode well for the clan at all. Xaviar, the former Gangrel Justicar that prompted his clan's departure from the Camarilla is there. Qufuram-Heru, Champion of Set, is also included, and I found him to be a very interesting Methuselah, lots of possibilities there. Three Inconnu are described: Rebekah, Monitoy of Chicago; Mahatma, Monitor of Istanbul; and Dondinni, Monitor of Genoa. All of them have some very interesting bits of information in their histories. Even Dracula, the independent Tzimisce is given stats and space in Children of the Night, and I like this entry better than his older ones.

Overall, the book answers some questions and raises others. Is Unre the Cappadocian signature character Constancia? Is Ambrogino Giovanni really a Giovanni? What information does Cicatriz have that make shim so interesting in California? What are the Keui-jin doing on the West Coast anyway? It is a good book, and a great resource for someone running a world-spanning or large-scale Vampire chronicle. While of less use to more local-level games, it is still a good resource.

Quite a good book of NPCs, both "movers and shakers" and smaller fish...

Clash of Wills

[WW 2810](#)

Written by
E.M.
Tinggaard

Cover Art:
Dan Brereton

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A wealthy noble on his deathbed is torn between leaving his estate to the Church or his feudal lord. Dark powers behind these mortal institutions struggle for the noble's inheritance - and you're trapped between them. Clash of Wills is a self-contained adventure for Vampire: The Dark Ages that can also jump-start a chronicle. It's useful for Storytellers everywhere.

Vampire: The Dark Ages Companion

WW 2804	\$20.00	May-97
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Written by various authors

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Discover what secrets await you in the depths of the Long Night. This compendium provides a plethora of new material for Vampire: The Dark Ages players and Storytellers alike. New bloodlines so bizarre they failed to survive the Inquisition's fires; expanded Disciplines and powers used by princes and Inconnu; details on Moors, Mongols and pagans; expanded rules for swordsmanship and archery - these things and more await you in Vampire: The Dark Ages Companion.

Dark Alliance: Vancouver

WW 3103

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

This is really a crossover supplement for Vampire and Werewolf, but the cover is that of a Werewolf product, so . . .

This book details a city (Vancouver BC) in which the Kindred live under unusual rules, where the Prince wants no inter-Clan or Faction rivalries under any conditions. There is also a peace treaty between the Kindred and the Garou of the area. The characters have an interesting variety of motivations, although a high percentage of NPC vampires are, well, really old. The NPCs are of such a power level that going against the establishment is a Bad Idea. It does have a lot of potential for mixed Vampire and Werewolf play, however.

Dark Colony

WW 2212

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

This is a book detailing the New England area for the Kindred, including some of the shadowy creatures behind it all. Various factions of Kindred are detailed--all of them with reasons to hate each other. There is a lot of strife underneath the placid-seeming surface of this region. The story in the back uses the flashback technique, but I really can't say much about it, as I've never been able to finish it.

D.C. By Night

- [Advertisement](#)
- [Review by Timothy Toner](#) (2 May 95)

WW 2211	\$18.00	31-Mar-95
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Advertisement

[\$18.00] [31-Mar-95]

Washington DC, a city fueled by corruption and intrigue, offers vampires a treasure beyond all measure: power on a global scale. In this place where even mortals have undreamt of might, the undead strive for influence that their peers can only envy. The best try, but only the gifted succeed. A new city sourcebook for Vampire.

Review by Timothy Toner (2 May 95)

Capsule Review: "Thanks for looking out for the little guy."

In Depth review: At last, an adequate successor to Chicago by Night, v 1.0. Yes, I didn't like CbN 2.0, but that's another review entirely. D.C. by Night (DCbN) is an excellent sourcebook for the World of Darkness, detailing Washington, capital of the USA, and the surrounding area, which is intrinsic for the true enjoyment of the area.

I got DCbN as part of the autoship deal I get with WW. I get the Mage and Vamp books, fresh from the presses, a week before everyone else. The problem is that I have no idea what's coming out. I still have yet to get a lemon that I wouldn't have picked up anyway, so I'm doing well so far. My serial dislike for the Vampire city books make me dread the arrival of DCbN. Frankly, I never thought that they could recapture the fresh, nervous energy found in Chicago by Night, where they portrayed a three dimensional, multilayered city, that not only had something for every type of player, but was consistent with the "feel" of the city.

The greatest obstacle to this was, of course, the mad desire to make EVERY FREEKING CITY run by a

Ventruer prince. BOOOOOORING! Sure, it's the norm. But we already KNOW the norm! Making the prince a non-Ventruer suddenly gives every Ventruer PC an automatic goal: become the prince! (Not really, but you get the idea). Besides, there are some cities, like New Orleans, that screams for a Toreador or Tremere Prince. And you can bet your ass that this hypothetical prince's assistants are Ventruer. That's how they fit in. They're good at running things. The only problem with the Ventruer is that they want to run everything.

Here there be SPOILERS!!!!

Of course, DC is a major political city. Having a non-Ventruer prince would be silly, nay stupid. And of course, the prince isn't a Ventruer.

He's cooler.

It's a wonderful set-up, with something for everyone. There's a lot of high-powered vampires in this city to run into, including a delightful Ventruer who's a lapsed Malkavian, and a Gangrel Justicar wannabe with Archons to boot! I used my standard test to see if I liked the city book. I picked a vampire from each clan at random, and imagined a plot that would make the players run into each. The more twisted, the more evocative it was, the more I liked it. And I liked the one I came up with a lot.

The explanation of Washington and its environs was also excellent, with a brief run down of the reasons why you should run a Chronicle in Washington. There's a lot of stuff that the average ST wouldn't think of, and the author nicely detailed the specific problems and perks of being a vampire in DC. It's the little things like this that really make me like a book. It shows the author was thoughtful enough to throw a few bones, not only to the beginning storyteller, but also to the experienced ST who doesn't know how to insert a major plot point without it seeming forced. Right there, it says, "Parking is hard to come by...Most people park a few blocks away and then walk a short distance to restaurants and clubs." Right there, we have all the reasons we need for a clandestine meeting. Fodor's wouldn't tell you these things, but they fit perfectly in a campaign setting.

The thing I love MOST about this book, besides a good setting that, if not authentic, feels "real" enough to be okay in my book, great characters, and an interesting history, is the Story Seeds. Oh, how I loved these things from CbN v 1.0! Instant night's plot. The best part was that the plot was driven 100% by the characters. Something happens. What do you do? Great stuff! The specific storyseeds here are very good, but not enough are specific to Washington. I can "dummy down" most story seeds to any location. Let me see what the setting can do! Something along the lines of, "A group passing by Lincoln's Memorial hears someone talking, ostensibly to himself. He's asking Mr. Lincoln for advice on how to handle corruption in a senator's office. The players get a few tidbits. Then, a second later THE STATUE ANSWERS! After the stranger leaves, a second approaches, and the scene is repeated. In fact, the force here is a Malkavian who's a little too fond of Mr. Smith Goes to Washington. He's obsessed with

repeating the circumstances of the movie, actually remaking the film on C-SPAN. He's managed to dominate several senatorial aides, and is setting up the senators to do the parts of Claude Rains and Jimmy Stewart, live, and on television. A definite breach of the Masquerade, but a damn funny one.

My only real, substantial problem with this is the ATROCIOUS editing job. Typos galore! This should be passed out in editing school as a workbook. It's too bad it had to mar a book of this quality.

I did have a piffle about the price. I'm used to getting a lot for my \$18.00, and although this is a good book, it's not worth \$18.00. \$15.00, yes, but not \$18.00. If you have the extra three bucks, by all means, get it, and be entertained. I doubt that you'll be disappointed.

Vampire Diary: The Embrace

WW 04800	\$14.99	Jan-95
Black Dog		
Written by Robert Weinberg and Mark Rein*Hagen		

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- [Review by Mike Baker](#) (Feb 95)
- [Review by Casca](#) (15 Feb 95)
- [Review by Tim Olivas](#) (16 Apr 95)

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[\$14.99] [Jan-95] (Mature Readers) - Robert Weinberg and Mark Rein*Hagen

Much like the GRIFFIN AND SABINE series of books, Vampire Diary: The Embrace is a three-dimensional experience created to appear as a diary, complete with an actual clasp and lock! Letters, postcards, and other inserts collectively open an almost voyeuristic window through which the reader will come to know Auston Jacobson, a Los Angeles bartender courted by an ancient vampire. World Fantasy medalist Robert Weinberg has teamed with Mark Rein*Hagen to document one man's descent into darkness!

Review by Mike Baker (Feb 95)

Posted with permission on alt.games.whitewolf by darrenm@spry.com on 6 Feb 95.

From the February 1995 issue of *AFRAID: The Newsletter for the Horror Writer*. Reviewed by Mike Baker.

Before I start this review, I have to say that I haven't actually seen a finished copy of *Vampire Diary: The Embrace*. Based on the promo I received, it sounds like an interesting visual package -- it is designed to look like an actual diary, complete with lock and clasp, and like the popular Griffin & Sabine books, it contains various inserts such as notes, letters, bus tickets and other stuff like that -- but it's still one I haven't actually laid eyes upon. The pre-publication promo copy contains the complete text of the book,

plus samples of some of the finished pages. What follows is a review of *Vampire Diary: The Embrace* as a work of fiction, with a few general comments about the artwork (what little of it I've seen) thrown in. That's all it is.

Vampire Diary: The Embrace tells the story of Auston Jacobson, a bartender at Neverland, a trendy (aren't they all) Los Angeles nightclub. For reasons which are never explained, Auston has decided to keep a diary. In it he records his deepening relationship with Danya, a young woman he met at the club (at last Auston has found his true love). He also writes down the nightmares he's been having, as well as his on-the-job adventures: how the club's manager is a dick & a petty thief; how he gets promoted to being the club DJ, then the manager; how the club is owned by a vampire (aren't they all); and how said vampire bites him (or gives him the Embrace, to use proper games-related terminology).

As a work of fiction, *Vampire Diary: The Embrace* pretty much fails on every level. It's generic, by-the-book vampire fiction, right on down to having a tragic vampire hero (he's still a nice guy, even if he does occasionally lose control and kill people) who we're all supposed to feel sorry for.

The plot of *Vampire Diary: The Embrace* is paper thin, predictable from start to finish; anyone with even the most limited knowledge of the genre will be able to guess the "surprises" long before they actually occur. And as for the "authentic, intimate, frighteningly real evidence that vampires do exist" which the book supposedly contains, I'm afraid I couldn't find any. Yeah, I believe in vampires. I also believe that Elvis lives in the apartment above mine, that Cthulu can be summoned if you try hard enough, and that the government is my friend.

There were three things in particular which bothered me about *Vampire Diary: The Embrace*. First, nothing is resolved at the end; everything is left hanging, leaving the door wide open for the inevitable sequel. Were you aware that there's a *Vampire: The Masquerade* TV movie currently in the works (See *The Good News* in AFRAID #28 for more info on it)? Well, there is, and *Vampire Diary: The Embrace* is kinda-sorta tied in with it, which, when you get right down to it, is why there isn't an ending; things have to be left open for the hope-for weekly series where Auston, our tragic vampire hero, overcomes the terminal angst which threatens to drive him mad, gets his life back on track, and challenges ancient evil on a weekly basis.

Also, while we're on the subject of the ending, there's a big logic/continuity flaw just before that non-ending occurs. Auston makes mention that he's going to send the diary to his brother care of his father, since he's lost touch with his brother and doesn't know where he is. But, the very first thing you encounter when you open the diary is a letter from Auston to his brother, a letter which bears an L.A. address. If Auston knew where his brother lived, why did he mention that he hoped his dad would pass the package along? And if he didn't know, then how did he address the envelope? It just doesn't make sense.

Second, *Vampire Diary: The Embrace* doesn't read like a stand-alone piece of fiction, but a hook with which to snare unwary readers in hopes of luring them into buying other *Vampire: The*

Masquerade/World of Darkness-related gaming material (or getting them to watch the TV movie). The gaming references practically jump out and slap you in the face, especially the explanation Claudius (the club owning vampire who bites Auston) gives as to what vampires are (there's these 13 clans, see, and they all follow these seven laws, the first of which is the Masquerade, which also happens to be the subtitle of the game, which is available now at fine hobby shops near you). After that particular section, I kept expecting Auston to talk about the deck of *Jyhad* cards Claudius pulled out to demonstrate just how powerful the Ventrue clan really is.

Third, the diary has a schizophrenic feel to it; it just doesn't read like it was written by one person (which it wasn't). Some parts of it are well written, while others are overwritten to the extreme. Who actually wrote what is anybody's guess (only the authors know for sure). I will say this, though: I'm familiar with both authors' other work; one, I enjoy, the other I find to be derivative, turgid, and not very fun to read at all. Guess whose writing *Vampire Diary: The Embrace* most resembles?

In *Vampire Diary: The Embrace*, Auston is supposed to be a person with a limited education; this is shown by the misspellings and gramatical errors which are (purposefully) scattered throughout the diary. Why then, I ask, do his English and vocabulary skills come and go? Sometimes Auston has difficulty forming grammatically correct sentences, while at others he writes lines like "I am a virgin vanquished, my blood proof of my purity" and "Memory plays such cruel tricks, such twisted timing" and "The invisible bonds of will and volition dissolved like smoke." Sorry, it just didn't work for me. Also, much of what Auston writes doesn't read like what you'd expect to find in a diary. It is just too refined, not spontaneous enough. The same holds true for the artwork on the samples of the finished pages the promo copy contains; most looks like they were carefully planned and laid out, not like something scrawled/sketched by a semi-talented, out of practice artist on the spur of the moment.

I've quibbled so much already, what's one more. In the press release which came with this promo copy (which I'm sure they probably wish they'd never sent me now), *Vampire Diary: The Embrace* is called "One of the most unique books ever to hit the dark fantasy genre." How so? Where's the originality in swiping the format of the Griffin & Sabine books? True, those books aren't dark fantasy; they aren't about vampires. But it doesn't matter. Taking something that's successful, stealing its basic premise, then having the balles to call yourself unique just doesn't cut it. A knockoff is a knockoff no matter how well you try to disguise it with hype.

For the life of me, I can't see who White Wolf hopes to market this book to. Its thinness (we're talking novellahere, if it is even), coupled with the price, will turn off most horror fans. It's too esoteric a subject matter to appeal to the general book-buying public, and since there's no supplementary gaming material included with it (or new *Jyhad* cards), it'll probably be passed up by gamers. That leaves hard-core vampire fans, and that's not what I'd call a healthy sales base. Then again, I could be totally wrong about this, that *Vampire Diary: The Embrace* will sell incredibly well. My tastes aren't always in tune with mass-market America; I still don't see the appeal of angel books, yet they sell like crazy. However, I do feel that I can safely say that the people who are most likely to dislike *Vampire Diary: The Embrace* are those who are reading this review; this just isn't the kind of book which will appeal to your hardcore horror fan (which is pretty much what you have to be to read something as esoteric as AFRAID).

Vampire Diary: The Embrace is an interesting idea, and as much as I wanted to like it (every time something is hyped as much as this book is -- you'll be seeing ads for it everywhere by the time you read this -- you want it to do well because if it succeeds, it strengthens the genre as a whole), I can't. I'm sure *Vampire Diary: The Embrace* looks quite nice; now if it only had a little substance to go along with that style. Not Recommended.

Review by Casca (15 Feb 95)

Okay, I'll admit it: I'm a prop junkie. I love the goodies included in boxed sets. Even if it has no bearing to the game, if it's neat, I love it. I'll find some way to work it into the game.

Vampire Diary: The Embrace is one of those items. It's a real diary, with working lock on it. (Want to really frustrate your players? Give them the diary, but not the key. Have them find it. And no, don't allow them to rip it open.)

With the exception of a page of copyright info waaaaay in the back of the book, it looks completely authentic. (If you don't want to spoil the effect, get some double-sided tape and tape the offending page to the thicker liner sheet that faces it. The players won't know the difference.)

It's written from a first-person viewpoint, with neat stuff like doodles, rambling thoughts, spelling errors, even bloodstains. The only problem is that the words and 'stains are quite obviously photostatic copies (is this the right word?) and not the real things, ie, the paper is too perfect -- not warped and stained on both sides, yabbada yabbada. A minor fault, methinks.

It's got two enclosed item, too, which did disappoint me -- not in the quality, which was excellent, but because I was expecting more. Then again, its vampire diary, not scrapbook. Ah well.

Nice treatment of how a mortal would freak out after the embrace without the guidance of a caring sire. Remember this next time a Caitiff is made, Storytellers. Be sure to play up that "Beast I am" bit.

All in all: Nice effect. Great prop to give to a hunter group, especially since it was supposedly sent to the brother of the diary's owner. ("I just got this in the mail from my brother out in California...I need your help.") Maybe a way to jumpstart a Hunters Hunted Chronicle? Especially if one of the players is said brother....

Just get it. It's nifty.

Review by Tim Olivas (16 Apr 95)

Vampire Diary: The Embrace is a book written and illustrated by Robert Weinberg and Mark Rein(dot)Hagen. To quote the book's back cover, "In the shadows of Los Angeles, an ancient vampire courts Auston Jacobson, a night-club bartender. Slowly but surely, Auston succumbs to that dark call. Can he resist the Embrace, the gateway to an eternity of damnation? And will his master's dark command threaten the most beautiful, most perfect love he has ever felt?" This story will apparently form the basis of Aaron Spelling's new show *Kindred*, the World of Darkness's first endeavour into television.

Fans of Nick Bantock's *Griffin and Sabine* might be interested to know that *Embrace*'s form was inspired by that series. It is bound like an actual diary, with a (non-functional) lock. It also contains one letter and one greeting card. Every page is handwritten and illustrated, as if the viewpoint character, Auston, had scribbled and sketched in it in his spare time.

Unfortunately, the authors fall into the mimetic fallacy: by trying to make their book resemble a "real" diary as much as possible, they subject us to the sort of entries you'd expect to find in the diary of a twentysomething barkeep. "This is the first entry I've written in a while, and I feel pretty much like a jerk writing it. An exhausted, overworked, disgusted JERK." This doesn't make readers feel Auston's problems--it just makes them turn the page.

Similarly, Auston's writing isn't exactly polished prose. He writes in cliches ("...but for her, it's just a game") and banalities ("...if the Menedez brothers can get off scott free, anything is possible"), his only means of emphasis obscenity ("Our chickenshit manager is such a first class dickwad!"), repetition ("I want to scream I want to scream I want to scream" --he can't be all that rattled if he can write it three times), and the way he draws and writes. The last is the most effective device. For example, when he is upset, his handwriting gets shaky and large, and when he thinks his words are cribbed close like notes.

Though the art, like the writing, tries to be too much like the idle work of a young, unremarkable man, some of the images are quite well done. The drawing of a puppet sucking blood from a roach, for example, is charged with emotion. Other drawings are just random, like a full page devoted to a Yoo-hoo bottle...perhaps an attempt to imitate Warhol. :) Most annoying, are the portraits of Claudius and his crowd. They look like comic-book villians of the most cliched kind: fluffy sideburns, Fu Manchu moustaches, dramatic body piercings, and so on. Presumably, these pronounced physical characteristics will help us keep them straight later in the series when it becomes more obvious that they all have exactly the same malevolently alien personality.

Yes, later in the series. Can you doubt it? The ending is left completely in the air. Either this is simply an introduction to the TV show, or there are many more Vampire Diaries (tm) to come. This is not bad in itself; there is nothing wrong with characters carrying over from book to book. However, at the end of *Embrace* I felt like I had not been told a story but rather the prelude to a story. There is no closure or completion. To provide a counterexample, Bantock's book *Griffon and Sabine* is the first in a trilogy of

books, but its "Twilight Zone" ending makes it possible to read it alone. The same is true of "Star Wars"--it was complete unto itself, though it was also the beginning of a trilogy. Because I was not satisfied with the ending, I have no desire to read more about the characters.

Auston is such a generic choice for a viewpoint character that it is hard to understand why he was written that way. Perhaps *Embrace* is meant as a kind of bildungsroman, wherein the young, innocent hero learns about the cold, hard world. If this is so, perhaps the authors confused "young" and "innocent" with "ignorant" and "bland". Ah, well. He'll play well on TV as the "Kid in over his head" archetype.

I'm going to take a stab at why *Embrace* doesn't work. Rein(dot)Hagen and Weinberg write fiction the same way they recommend creating characters for V:tM. Unfortunately, what was a massive step forward for role-playing games is still only mediocrity in the field of fiction. I cannot honestly recommend *Embrace* as an artistic endeavour.

Oh, and just a final note: you gamers will notice a few inconsistencies between book and game. For example, Auston is Embraced as a Ventrue, but has no instinctual preference for a certain kind of blood. It's kind of a pity that the milieu is being watered down.

Dirty Secrets of the Black Hand

WW 2006	\$18.00	Jan-95
Black Dog		
Written by Steve Brown		
Cover Art: Ken Meyer, Jr		

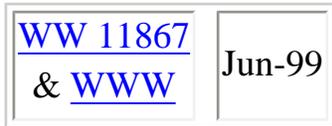
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[\$18.00] [Jan-95] (Mature Readers)

Synonymous with terror and destruction, the Black Hand has struck fear in the hearts of the Camarilla's vampires for centuries. It is far more than the Camarilla or even the Sabbat suspect, and its role tonight is even more critical than ever. Through this game, learn the history of this secretive group, and its connection to the Wraiths.

Dark Tyrants



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Dark, Dark, Darkness Walk through the benighted lands of medieval Europe in this anthology of stories based on White Wolf's Vampire: The Dark Ages®. Journey with vampires as they play their deadly games of politics, war and blood. Watch as dynasties rise, religions fall and castles crumble at the poison touch of the undead.

Tyrants, Ages, World of Darkness® This anthology contains stories by many authors well-traveled in the World of Darkness, such as Richard Dansky (Vampire: The Dark Ages game developer), Don Basingthwaite (As One Dead™), Richard Lee Byers (Dark Kingdoms™), Kevin Andrew Murphy (More Essential World of Darkness™ contributor), and many more, including John Steele, co-editor of the Vampire Clan Novel series.

Elysium

[WW 2233](#)

\$12.00

Oct-94

Written by Daniel Greenberg and Teeuwynn

Cover Art: John Matson

- [Advertisement](#)

Advertisement

[\$15.00] [Oct-94] - Daniel Greenberg and Teeuwynn

For all their bluff and bluster, the young vampires know nothing of the night. They are but pawns to their elders, the hoary masters who haunt the halls of the Elysiums. From their ancient lairs the elders spin their webs for victims mortal and immortal alike. Now Storytellers can make these creatures a feared part of their games or let their players take the elders roles and learn the true meaning of horror. The long-awaited rules for creating elder characters, creatures of true power; Details on making elders important parts of any chronicle; and An introduction to the ancient Gehenna cults and their evil plots.

The Erciyes Fragments

WW 2818	\$14.95
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Legends

Written by C.S. Friedman

- [Advertisement](#)
 - [Review by Kintaro Oe](#) (27 Dec 1999)
 - [Review by Alan DeHaan](#) (29 Dec 1999)
-

Advertisement

The Complete Book of Nod Has Been Found

A young Cappadocian receives a mysterious invitation to a fear-shrouded monastery. There he finds fragments of the original Book of Nod - in a language that has been dead for thousands of years. Who has led him to this place? What has he uncovered? And why has he been chosen to transcribe the words of one who could be Caine himself?

Who Found it and Why?

Written by noted science-fiction novelist C.S. Friedman, The Erciyes Fragments is a version of the Book of Nod that has never been seen before by mortal eyes. The most sage of vampiric scholars provide their commentary for your enlightenment. Revealed now for the first time are the prophecies of Nod - and of Gehenna! Tradeback.

Review by Kintaro Oe (27 Dec 1999)

Continuing in the proud tradition of the Book of Nod and Revelations of the Dark Mother, The Erciyes Fragments is another "chapbook" containing only setting and flavor information for Vampire: the Dark Ages (and for Vampire: the Masquerade by extension). I was amazed when I heard that the superb fantasy writer C. S. Friedman had been contracted for the book, and I was expecting some high quality material, and I got it. Ms. Friedman certainly did her job, both in writing and in researching the game - it

was almost like she was intimately familiar with the setting already.

at a glance

The book has a brown cover, oddly enough. I was half-expecting the same old black, and this was a nice change. The text inside is nicely laid out and well illustrated (some very nice pictures indeed). A variety of fonts are used to distinguish between different commenters, and that works well also. There are none of the formatting errors from the Book of Nod, like having backgrounds too dark to read the text or having lots of wasted space. The only problem was there some pages did not have a comfortable margin towards the spine, making it a little harder to read.

upon examination

I found that The Erciyes Fragments to be better than I had hoped. This is the kind of thing I've been waiting for from Vampire for a while now, more occult documents that both manage to cloud the issue and reveal more truths at the same time.

The book is the story of a ghoul of the Cappadocians by the name of Niccolo Giovanni who finds an almost frightening number of fragments of the Book of Nod at a remote monastery. After translating the texts (and the comments of older scholars that he found scribbled in the margins of the books), the monk is found as a pile of ash. For those aware of the conspiratorial interplay between the higher levels of the Cappadocian clan and the Giovanni family, the implications of some of the notes and letters in The Erciyes Fragments are instructive indeed.

I was also pleased to find that there were no repeated passages from the Book of Nod, everything was fresh and new. Much of it was the same story, but worded differently, and with different details (including a different number of Second Generation). This new telling of the story, while perhaps clearing up mysteries like that of Brujah and Saulot, adds more questions about Caine, the Second Generation and the Salubri. Some of the most memorable sections of the book include the section where Caine curses the Antediluvians as well as the later prophecies. Throughout the whole book, flavor and mood nearly stains your finger. The Lamentation during the Flood is eerie and creepy, almost sending a shiver down the spine as the mind imagines the scene.

Furthermore, the running commentary throughout the volume serves well to add further insight (and futher questions) as well as provide some context for the book, and emphasize how centralized knowledge is in the Dark Ages, and in the World of Darkness in general. Questions that I could answer in a snap are puzzled over by characters who don't have the advantage of way too many White Wolf books.

The reality that the World of Darkness is a world of mystery and lies is something that is often lost by the wayside in published material as well as many games, I'm glad that The Erciyes Fragments managed to muddy the waters some.

just go buy it

Really, it's quite good - but then again, I really liked Revelations of the Dark Mother as well. I do think that this will be more popular, however, partly because it is more in the tradition of the Book of Nod than that volume. It has more general use in Vampire games, and is, in many ways, much better.

Ms. Friedman has managed to craft a superb addition to the myths and legends of the World of Darkness, I just wish that she will come back for more.

The third "chapbook" for Vampire, this is just as good as the Book of Nod, if not better.

Style: 5 (Excellent!)

Substance: 5 (Excellent!)

Review by Alan DeHaan (29 Dec 1999)

The Erciyes Fragments. The last V:tDA supplement to be developed by Richard E. Dansky. In my opinion, this is far superior to Revelations of a Dark Mother, and even better than the Book of Nod.

The Artwork ranges from very good to bad. Though in all fairness, the bad artwork looks like something from centuries ago so it fits.

The book starts off with a letter, and snippets of a journal written by a ghoul, Fra Niccolo Giovanni, who 'finds' fragments of the Book of Nod inside of a hidden Monastery. Several of the fragments seem to be written by Caine himself, and have footnotes written below passages from 5 different 'people'.

The First Chapter, appropriately titled, Genesis, starts with a brief summation of what transpired in the Garden of Eden, and leads on to Caine. Mentioning his sacrifice(s) to God. Real thought provoking peace, even if it is fiction.

The Second Chapter, titled Lilith, follows Caine after his exilation from mankind, his meeting with Lilith, his first drinking of blood. Better written and thought out then how BoN stated these events. Also shows how...odd Caine is mentally.

The Third Chapter, entitled Temptations, shows Caine's meetings with Michael, Uriel, Gabriel, and Raphael. Done differently again than what was written in the Book of Nod. Sharing how Caine got the curses all Vampires now have.

The Fourth Chapter, calling itself Enoch, follows Caine going to the First City, and embracing its ruler as his first Child. This is radically different than Book of Nod, for here Caine is said to have allowed his Children to embrace others, instead of forbidding it. It leads up to the Great Flood.

The Fifth Chapter, a short one calling itself Lamentations, follows a different vampire. It mentions how Vampires survived the Great flood. Not that many did of course. This was a hard one to read, since it this 'chapter' was written by someone other than Caine. As are the rest to come.

The Sixth Chapter, a superb one entitled Transgressions, starts with vampires spreading over the Earth. The first Elder-'Anarch' war. And how each clan got their curse, and why. It also has a little bit of prophecy, or threat if you will, uttered by Caine. And this was the last seen of him in this book.

The Seventh Chapter, entitled Commandments, lists 10 commandments (Yes 10) Caine gave to all who follow after him.

The Eighth Chapter, Prophecies, is just that. Prophecies. 4 different groupings of them. Each written by a different Vampire. Though the 4th is more of Signs, Portents, not outright prophecy.

And the Ninth Chapter, Proverbs, has several, well, proverbs. Several are reprinted from the Book of Nod, but also several are new.

The best thing about this book though, is its running commentary by 5 as yet unidentified vampires. I finished this book in around 3 hours, and most of it still sticks in my head 5 days later.

The best Vampire chapbook so far.

Style: 3 (Average)

Substance: 5 (Excellent!)

Fountain of Bright Crimson

WW 2825

Giovanni Chronicles 1: The Last Supper

WW 2090	\$15.00	19-May-95
Black Dog		
Written by Daniel Greenberg and Teeuwynn		

You can find a summary on the [web](#).

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[\$??] [19-May-95]

A Vampire adventure in the Black Dog line. It takes the characters to the subterranean lair of Claudius Giovanni, where the food they eat will be the last to ever touch their lips. Intense roleplaying as the charactes deal with trauma of becoming Vampires.

Giovanni Chronicles 2: Blood & Fire

WW 2091	\$15.00
Black Dog	
Written by Cynthia Summers, Chris Howard and Richard Dansky	

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The long-awaited sequel to **The Last Supper, Blood and Fire** continues the story two centuries later, in Rome. Question spirituality, morality and immortality in this sweeping historical chronicle. For adults only.

Giovanni Chronicles 3: The Sun has set

WW 2096	\$18.00
Black Dog	
Written by various authors	

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This continuation of the Giovanni Chronicles takes the story into the nights of the Victorian Age. Your characters have tested themselves in the Jyhad and are now powerful and jaded elders. But can even the characters' might prevail against the menace of the Necromancer clan? From the salons of Britain's elders to the opium dens of the East, continue the race against the Giovanni's deadly schemes.

Giovanni Chronicles 4: Nuova Malattia

WW 2097	\$19.95	Jun-99
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Black Dog

The Grails Covenant, book one: To Sift Through Bitter Ashes

[WW 11031](#)

Written by
David Niall
Wilson

Cover Art:
William
O'Connor

[Excerpts](#)

- [Advertisement](#)
- [Advertisement](#) (from Shadeaux)

Advertisement

Obsessed with acquiring the Holy Grail for the Lasombra clan, the vampire Montrovant sets out on a quest that pits him against the Knights Templar, and that takes him through the lair of an ancient Egyptian evil and the deserts of the Holy Land. Dark forces work against him. Allies cannot be trusted. Treachery leads to deceit and back again in a race against time, the Church and the vampire Kli Kodesh, who is even more ancient than Montrovant's sire Claudius.

The first of The Grails Covenant, a trilogy of novels set in the world of Vampire: The Dark Ages that crosses over with a modern-day Vampire story told in the forthcoming Trilogy of the Blood Curse.

Advertisement (from [Shadeaux](#))

Meet Montrovant, progeny of the ancient Lasombra Lord Eugenio. He has one purpose in life, to seek and retrieve the Holy Grail for the glory of his clan, and, coincidentally, himself. Pitted against him are forces both ancient and evil, including the Mummy Santos, who has guarded his trove of Holy Treasures for centuries, and Kli Kodesh, a powerful Cainite of questionable heritage who only seeks to make the world more -- interesting. On Montrovant's side? Saint Bernard, His own wits, and a new Order of

Knights, predecessors to the famed Knights Templar and led by the righteous and powerful Hughes de Payen, who would later bring that Order to fame and influence all its own.

The Grails Covenant, book two: To Speak in Lifeless Tongues

WW 11032

- [Excerpt](#) (from Shadeaux)

Excerpt (from [Shadeaux](#))

Evening dropped slowly over the walls of the Convent of Our Lady of Bitter Tears. Against the backdrop of orange sunlight and multi-hued clouds the structure stood silent, cresting a small rise with the huge expanse of the Cambrian Mountains rising up from behind. The last of the sunlight seeped over the tips of the peaks, slipping down at odd angles and sending huge, elongated shadows to grope at the old stone walls, as if trying to pry loose secrets long buried.

There was no movement in the gardens, and the bell in the small chapel was silent. The hour of meditation had arrived and transported the sisters to communion with their Lord. Each had taken to her quarters, waiting expectantly. Each expected that He might come to them, or His servant. Each believed in her heart that it would be her time.

Behind the heavy oak doors of the Mother Superior's chambers it was no less silent, but the similarities ended with the lack of sound. Heavy, rasping breaths scratched from a darkened corner of the room. The small table that sat before her window, commanding a view of the valley below, was set for a meal that had gone untouched. Flies buzzed lazily about the rotting remains of that meal and the sickly-sweet stench of rotted meat permeated the air.

As the last of the light leaked from the room a chair creaked. Old bones crackled as limbs too-long in one position were set in motion. A wracking cough, brittle and harsh, broke the silence followed by the grating sound of a flint being struck. The wick of a tallow candle came to life, wavering softly in the slight breeze from the window, and thin, frightened face came into focus.

Mother Agnes sat with both hands cupped about the base of the candle, unmindful of the hot wax dribbling slowly down the sides toward her withered hands. She stared straight through the window into the black void beyond, waiting. As the sisters who no longer took her counsel, she considered that He might come, and the thought chilled her to the center of her brittle, arthritic bones. There was no warmth in her anticipation. Death comes to all that wait, in his own good time. Agnes felt that her time must be near. There was no other way to explain away the madness, and her God wasn't answering her prayers.

So many days had passed since He'd first come to them, so many dark nights and endless days. Such beauty. Never, in all the years of her service to her savior had she felt drawn so completely to a man. She should have known then -- should have felt that it was wrong. Nothing had mattered when he turned his eyes upon her. Nothing but pleasing him -- nothing including her faith. He had taken that faith and twisted it, returning it only after it was worn away and useless.

Beyond the window a wolf howled, and a shiver shot through her weakened frame, nearly dropping her from her seat to the cold stone of the floor. What light there had been had been consumed by the night. The moon had not yet risen to her throne of white light, leaving the world cloaked in black. A cloak of mourning. There was no way to know what might be out there, and yet Agnes knew. She felt it in her heart of hearts, the approach of eternity and the lack of light.

She prayed under her breath, a low, keening moan of words that were no more comprehensible to her mind than they would have been to any who listened. The verses were mis-matched and random, matching her grasping attempts at coherent thought. One anchor remained to her sanity and she clung to it with the patience of the damned and desperate.

The supply train would arrive soon. There would be contact with the villages below the mountain, and Father Joseph would be with them. He would arrive, God willing, by the light of day, and she would find some way to make her tongue function properly. She would gather the strength to go to him and to tell him of the hell that had descended upon her convent. She would make him drive that evil forth, or they would all perish in the attempt, but it would happen in less than a day.

There was a whisper of sound from beyond the window, and she covered further into the shadows, willing her heartbeat to silence and clamping down on the suddenly raucous sound of her own breath. She felt the wood of her chair and the cool stone of the wall behind her, and she imagined herself a part of them, inanimate and uninteresting to whatever might be seeking her out. It was a vain hope. The shadow slipped across the sill of her window and came to rest, upright and towering above her, just within her chamber. She didn't have the energy left to scream.

The shadow figure stood suddenly at her side. She couldn't remember if he'd walked across that space, glided, or merely appeared at her shoulder, but he leaned forward and his lips brushed her ears as he spoke. She tried to pull away. The words of her prayers became more chaotic and meaningless, and the strength bled from her frame as she pressed against the stiff wood of her chair, digging her fingernails into the wood of the seat until they broke from the pressure. She stared straight ahead, avoiding the sight of him, but his words seeped through the wall of concentration she'd erected as easily as wind beneath an ill-fitting door. The taste of anticipation altered, but she continued her prayer.

"I have waited for this moment," the dark one whispered, breathing the words into her ear and sending tingles of energy down the hairs of her arms. She'd never been so intimately close to a man, not since her vows had removed her from the mainstream of life. She felt the magnetic pull of his flesh and nearly cried out in shame and desire at once.

"Leave me..." she rasped, surprising herself with the strength of her words. "Return to whatever shadow spawned you, leave me -- us -- in peace."

"I cannot do that, Agnes," the shadow continued smoothly. "You mean so very much to me now. I have learned so much from you, shared so little. It is time for you to share in what I have to offer, as your little sisters have shared. You want that, don't you, Agnes?"

She turned her head further away, aware that the motion bared her throat, and tossing the graying locks of her hair aside in the same motion, though she knew it was not proper. There was no touch, not of breath or pain. All that she sensed was his nearness, and it wore away at her control as he continued to speak.

"You pray to a savior who has been too long gone from the earth," he said. "You waste your life and your love on one who will see you only after you have fallen to dust, if ever. You were a beautiful woman, Agnes . . . full of life."

"I serve my Lord," she whispered desperately. "I will stand at his side in Glory, and this will be nothing but a dark moment in time -- a nothingness without meaning."

"You are wrong," he said, laying one hand gently on her shoulder. "You will still be standing when he comes again, in the flesh that binds you now, and he will turn away."

Then the pain came, the bite of something sharp penetrating her throat, followed by wave upon wave of pleasure. She shuddered, and her arms dropped to her sides in sudden release, then returned to their grips on the chair. She felt the life draining swiftly from her aged frame, and she felt the faith of a lifetime being stolen away. It was too much.

There was a small flame still burning within her, a light that she could make out through the murky haze of sensations that began where the flesh of his hands gripped her frail shoulders and radiated out in waves that threatened to consume her humanity. Blanking her mind, she ceased her struggles and concentrated on that light.

There were other pressures. He was assaulting her flesh, but he was attempting to violate her mind as well, her memories. He was seeking something, and the sudden knowledge that denial of that information would be the same as a victory gave her the focus to draw herself slowly toward the flame of her own being. He might have her blood -- she knew that it was her blood he stole -- but he would not have her soul. He would not drag her into the nightmare that was his own existence, and he would not find the answers he sought within her.

As her strength ebbed and the light grew to fill her mind, she felt a sudden influx of energy. He would not have her. Flesh was the cage that held her to the world, but within the light that grew and pulsed

before her she felt the hands of her savior reaching out to draw her in.

He shifted her in his arms, drawing her up and out of her chair and laying her back so that she faced the ceiling. His dark eyes filled her sight, threatening for a moment to blot out the light from within, then receding to a blur of shadow at the fringes of her consciousness. The world was receding, but something was important about his actions. He held a wrist above her now, and he reached over almost casually with his free hand to slice at that wrist with a fingernail too long to be real, and to real to be pure. Her mouth was open, and she was staring into the dark pits where his eyes should have been, but she did not see him.

His intent was clear, and as he raised the cut above her, blood draining from the wound and dripping in a steady stream down his forearm, she drew on the awesome strength of the light that called to her so strongly. She released herself from the world, wrenching free of flesh and soaring free.

From above and far away she saw her body convulse in the dark one's arms. She saw the crimson flow of blood from the cut of his arm as it dribbled meaninglessly off over the lips of the shell that had housed her, but she felt no emotion at the sight. No disgust. No violation. No victory.

Her body was lost to her, but it was lost to him as well. She sensed that his words had not been metaphorical. There had been was an ageless quality in the glint of his eyes and a detached loneliness in the tones of his voice that hinted at knowledge beyond the scope of human years. There was hunger there as well, and not all of that hunger was directed at her blood, though that was a large part of it.

As she drifted away she sensed that he, too, was fighting his way through bondage. He sought answers, but the essence of his being forced other issues to the forefront of his mind and robbed him of time and concentration. He fed because he had to, but there was more that he'd wanted from Mother Agnes of the Convent of Our Lady of Bitter Tears. He would get nothing.

Other voices called out to her now, musical and inviting, and the light had grown so bright that all else disappeared from her thoughts. She was slipping within that glow, and her essence co-mingled with the energy of the light. It was a true communion, a joining, and the voices became her own, or she became the voices. The chambers and the stone walls of the convent dropped away until there was nothing.

The dark figure felt the life slip from his aging victim's body, and he cursed. It was not a directed at God, or at himself, but at eternity in general. Montrovant felt the rivulet of blood making its way down his flesh and cursed himself for not cramming the cut between the old one's lips before she could escape him. She was gone, and the blood that splattered and dribbled over her wrinkled, silent face was nothing but strength and sustenance wasted.

The wound healed quickly, and with a contemptuous toss he flung the husk that had been Mother Agnes across the room. Her bones shattered on impact with the stone of the wall, and her blood-drained flesh made a wet, smacking noise as it spread out and slipped slowly down the wall. He hadn't meant to throw

her so violently, but she'd been his best hope and now he would have to move on and try again.

Montrovant strode to the window, wiping his sleeve across his lips to clear away the last of the Mother Superior's blood. He'd shared enough of her thoughts before she escaped him to know that his time in the convent was at an end. That meant that he, or Le Duc, would have to find an answer, any answer, and this very night.

The supply train would arrive in the morning, or the next. It didn't matter. They would arrive soon, and that was enough. Montrovant knew that he and Le Duc could take precautions that would set them off the trail. They could make it look as if bandits had raided the convent for food and shelter, perhaps even for a taste of the virtue of the good sisters, but eventually there would be discoveries, information that didn't fit the motives or patterns of mountain bandits.

They would notice the wounds on the women's necks. They would notice the broken, blood-drained carcass of the Mother Superior and wonder what kind of man could perpetuate such violence with such disregard to their Lord. They would put the facts together, and they would know what to look for. He and Le Duc had to be gone before the dawn, and they had to find a place that none would think to look for them, or it might be the last night of their existence.

He stared out into the darkness. He had vague ideas where the Brotherhood might have gone, where Kli Kodesh might have sent them, but it seemed a step beyond him to draw even with his prey. They always seemed a few miles ahead; or else they slipped away as he followed a false lead into one form of trouble or another. Montrovant had not been patient in life, and the virtue had not forced itself upon him as he aged. Now this. Another delay.

He had kept them purposely as far from the cities as possible. The clans were beginning to grow in strength, and any hint of interference from outside forces drew unwanted attention. Montrovant had no patience for games of politics that involved the power of others. He had his own concerns.

He was tempted to go for Le Duc that instant and leave the convent behind. They'd been lazy, staying too long and enjoying the solitude and the attention of the sisters, who'd come to view them as visiting Angels or Gods in human flesh. Only the Mother Superior had eluded Montrovant's control. It had been many years since he'd encountered such complete, unwavering faith in another. His faith was strong, but it was in darker Gods and his own instincts. Those instincts were telling him that it was time to change tactics.

He reached out with his mind and felt the subtle touch that was Le Duc. It had been several years now since he'd embraced the Frenchman, and though he missed having a living, breathing servant to care for his needs during the daylight hours, it was good to have a companion. Since beginning his quest, he'd been voluntarily cut off from Claudius and the rest of his clan. There had been communications, of course, reports back and forth, but he'd not seen any of the others since he'd left for Jerusalem decades in the past. It seemed a lifetime, and even for one who'd had several, it was a lonely burden.

Jeanne was feeding. For just an instant Montrovant maintained the link, savoring the beauty of the sensation - the joining. He knew Jeanne would pull free before the sister was gone completely, leaving her weak and trembling on her bed to wake with visions she'd never truly escape. Le Duc was more dramatic with the humans than Montrovant. Briefly, the elder Kindred wondered if her was becoming too jaded. There had been a time when he'd enjoyed the hunt and the kill as much as Le Duc did now, but that was fading. His obsession was costing him his sanity.

He swept his arm across the table where the rancid meal still sat, untouched. The plates and garbage crashed to the floor and splashed against the stone. Moving swiftly, he began to systematically ransack the room. He removed a few valuables, a silver crucifix and several pieces of jewelry that spoke of an earlier time in Agnes' life. They were dainty, the sort of trinkets that a doting father might bestow upon his daughter.

Brief memories stolen from her as her lifeblood drained into him flitted through Montrovant's mind. An Agnes none of the sisters would recognize, dressed up for a party - waiting on the steps of a keep for her father's return from war. He caught glimpses of her mother, brothers who'd watched over her. An old woman who'd read to her and taught her to be a lady. None of it mattered now. The father had lost a daughter, the old woman a pupil.

Now that daughter lay in a heap of ruined flesh, her life dedicated to pursuits that long-lost father would never have fully understood. Dedication is not a common human trait. Montrovant tucked the jewelry into a pouch on his belt and continued his destruction of the room. Somehow, he didn't want to leave anything of Agnes behind. She'd made her escape.

When the room was a shambles, he turned away, putting Mother Agnes and her life behind him. He strode purposefully into the hall and made his way toward the next level of the convent, where the sister's quarters lined two walls. The cells were small and severe, a single bunk for rest and a small table where each of the sisters could keep her personal effects. None was more elaborate than any other, and yet he knew from the experience of the past weeks that each had its own sensation. The flavor of the woman, her blood, her thoughts and her passions, seeped into the walls of cold stone.

Maria, small and pale, like a slender ghost with ringlets of blonde hair cascading over her shoulders. Her quarters had a delicate, frightened feel to them. Her thoughts were furtive, always seeking approval and fearing retribution. He'd spent one long evening just holding her, not feeding, not taking advantage, but pressing her trembling form tightly against his breast and letting the triphammer of her heartbeat flutter against him. She was possibly the most vulnerable human he'd ever encountered, and in her faith she sought an answer to that vulnerability, a protection that a cold, severe God would never grant her.

There were others, and Montrovant wished his time with them were not through. There was something new to be learned in each experience, and he'd built his strength considerably since he and Le Duc had first appeared before the sisters.

An image of Claudius popped unbidden into his mind. For perhaps the first time since his sire had closeted himself away in a convent near Rome, he was beginning to understand the motivation behind the action. The seclusion and the security were temptations hard to resist in a world where one of his kind had to be constantly on their guard.

The last time he'd visited Claudius, he'd left him standing on the ramparts of that monastery, staring off into the darkness. Montrovant had been in such a hurry to get away, to make a mark in the greater scheme of things and bring power and glory to their clan. It hardly seemed as if that clan still existed within the scope of his world. All he thought of was The Brotherhood, and the Grail. There had to be an end to it, and soon.

He turned a corner and Le Duc was there, pulling one of the doors closed behind himself softly. He turned, smiling, and Montrovant found himself caught up in that smile.

"We must leave," he said quickly, not wanting to waste time."

Jeanne only nodded in answer. They'd been on the road together for so long that most thoughts seemed shared. Montrovant turned away, and Le Duc followed as the tall, gaunt Kindred led the way toward the front of the building. There was only one entrance to the convent, and it was there that Montrovant was heading. They had not slept their days within those walls, and it would take a bit of time to gather their possessions for a long ride from the mountains where they'd kept them stashed.

"I'll go to the stables," Jeanne offered.

"I will be waiting," Montrovant answered. They moved through the huge wooden doors into the night, and Montrovant left them open wide. The remaining sisters would recover eventually, and if they were lucky their supply train would arrive in time to nurse them back to health and to soothe their loss. Montrovant doubted that any of them would ever fully release his image, and the thought amused him. It was good to have left a mark on the world, however fleeting.

"Sleep well," he called over his shoulder. "Sleep well my ladies, and farewell."

Then he leaped into the air in one fluid motion and shifted to a smaller blur of darkness, spreading his arms as they collapsed into thin, strong wings. The night wind bore him upward toward the open face of the moon, and his spirit soared. It was time to move on, and perhaps, with luck, their next stop would be the one.

With a high pitched screech he whirled off to the left and up the face of the mountain, disappearing into the shadows.

The Grails Covenant, book three: To Dream of Dreamers Lost

WW 11033

Aug-98

Written by David Niall Wilson

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by David Niall Wilson

This thrilling novel set in the World of Darkness is the conclusion of the Grails Covenant - a trilogy of novels concerning vampires in the Dark Ages. **To Dream of Dreamers Lost** also sets the stage for the conclusion of the modern vampire Trilogy of the Blood Curse, which involves some of the same characters and events as the Dark Ages volumes.

Ghouls: Fatal Addiction

WW 2021	\$15.00	Jun-97
Year of the Ally		
Written by Ronni Radner and Ethan Skemp		
Cover Art: Guy Davis and Vince Locke		

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By day they walk among mortals as gods; by night they crawl among Kindred as fodder and slaves. They are ghouls: suspended between the lure of eternity and the gates of damnation. These blood-addicts haunt the shadow world separating life and undeath. From the rabid gangbangers of the Brujah to the junkie hustlers of the Setites, discover the schizophrenic world of these wretched hybrids.

Guide to the Camarilla

WW 2302	\$25.95
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Guide to the Sabbat

WW 2303	\$25.95	Mar-99
Developed by Justin R. Achilli		
Cover Art: Bill Sienkiewicz		

- [Advertisement](#)
 - [Review by Derek Guder](#) (14 Mar 1999)
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Shadows of the Elder War The Sabbat are depraved monsters, reveling in their Damned state and herding the kine like cattle. Or so it would seem to the uninitiated. In truth, the Sabbat wage a secret war on the elders, struggling night after night to free themselves from the tyranny of the dread Antediluvians and the Jyhad itself. But are their tactics effective or simply horrific?

Cast by the Fires of the Packs The Guide to the Sabbat examines the Sabbat exhaustively from the antitribu, or "anti-clans," that populate its ranks, to the terrifying Disciplines they use, to their methods of waging war on the Camarilla and Antediluvians alike. This book also explores the Sabbat's progress in its war effort, chronicling the Cainites' inexorable spread across the East Coast and back to their usurped territories in the Old World. Hardback.

Review by Derek Guder (14 Mar 1999)

Style: 5 (Excellent!)

Substance: 5 (Excellent!)

Following closely behind the Guide to the Camarilla (or coming along with for those lucky enough to get the Limited Edition copies), the Guide to the Sabbat is even better than its companion. The book turns what had been a nearly-unplayable and inconceivable motley of blood-drunken, Satan-worshipping jocks out for a little ultra-violence.

The old Sabbat books painted pictures of cities awash in blood, a sect rife with infernalism, and packs of monsters burning, killing and raping just because "We're evil baby! Yeah baby, yeah! Evil is good,

baby!"

Anyone else see the problem there?

The new Guide clears up these problems decisively and clearly, as well as providing wonderful tidbits about both the future and the past of the World of Darkness. A better history of the several Sabbat civil wars is included, and a discussion of how the Code of Milan came to be, and its ramifications. And what about the issues of Lasombra and Tzimisce? Everything is not always as it seems.

The opening story, Smart Money's on Vegas, while good, is not nearly as evocative or as telling about sect culture as the Camarilla one. It's not bad, just not as good.

The first chapter, The Sword of Caine, details sect history, structure, holdings, Clans, and factions. A daunting subject, but the book tackles it surprisingly well. In the history section, we learn about all three Sabbat Civil Wars, which are the reasons why the Sabbat has not won the War already, as well as how each was "solved." Apparently, the Tzimisce "own" New York as a concession in the last war. An interesting note indeed, especially considering the rumors regarding the Zantosa and the supposedly diablerized Antedulivian of the Clan. The history section also ties in mortal historical events, such as the Louisiana Purchase, which generates a much more realistic feel than many other Vampire histories.

The Guide, in addition to purporting the Tzimisce-Lugoj rumor first introduced (which is later expanded upon in the revenant section in the back), we also get yet another tale of the fall of the house of Lasombra. The Guide says that Gratiano (not some unnamed anarchist or an Assamite) did the deed, and then accepted an Archbishopric in the fledgling Sabbat. Questions are raised as to why Gratiano would accept that, as well as why Gratiano (and his entire retinue) abruptly disappeared from view soon after the position was accepted. Lasombra conspiracy theorists, like myself, finally have some evidence to point to, if extremely flimsy and unsubstantiated by anything. Then again, that is the best kind of evidence for a conspiracy.

After the history section, the Sabbat's worldwide holdings and member Clans are described. Interesting secrets and hints are dropped in both, and the Kiasyd, Harbingers of Skulls, and the Salubri antitribu are all introduced enigmatically. Both of the latter new bloodlines have been written-up superbly and evocatively, while the older Kiasyd have been redone to make them much less goofy and more fitting with the mood of Vampire. This is also where the issue of the Tremere antitribu is dealt with. "Pillars of ash with faces."

The organization of the Sabbat is detailed rather well, and the duties and responsibilities of each position in the hierarchy of the sect are described. It actually begins to become a working group of vampires now, distancing itself from past mistakes in publishing.

The factions within the Sabbat are also evocative, and truly provide a political backdrop for the sect which was totally missing before. That lack of politics really detracted from the realism of the sect. This

isn't just a re-hashing and re-vamping of old material either, new secrets and changes are mentioned in nearly every faction. A resource for both new and old players alike.

The next chapter, *Around the Fires*, is perhaps where the book shines the strongest. It is here that each Clan and bloodline in the Sabbat is given the standard two-page spread as a showcase. Done in the wonderful vein of the *Vampire Revised* spreads, this chapter changes many of the glaring holes in the old Sabbat books. The Assamite antitribu are explained much better. The Serpents of the Light have a life now. The Ventrue antitribu are more than just Brujah-wannabes. Malkavian and Toreador antitribu are truly dangerous and depraved. The Gangrel antitribu are animalistic and dangerous. The Blood Brothers are interesting. The Kiasyd are now reasonable actually frightening, like a vampire should be. I could go on and on.

What thrills everyone though, are the write-ups for the new bloodlines. The Harbingers of Skulls and the Salubri antitribu are both enticing and mysterious. Both harken to major shake-ups within the undead society of the World of Darkness, and if the books continue as they are now, it will be an exciting ride indeed.

Following that is the character creation section, which is as good as really any other. There are some new merits and flaws and other traits (personality archetypes, backgrounds, etc), but the chapter is more solid and work-horse than amazing.

The Discipline chapter is nicely done. The higher-level Disciplines are nice, if somewhat underpowered in some cases. There is a new Necromancy path for the Harbingers. Sanguinus is redone with rules (they work too, but it's nice to just have rules for them at all) instead of the nasty work in the *Storyteller's Guide*. Valeren (specifically the warrior variety) is reintroduced at the hands of the Salubri antitribu, although it's not fixed from the Dark Ages write-up. New Thaumaturgy Paths and rituals are also included, both of which are much better than the old Sabbat books (although I do miss the Path of Morpheus) The best thing in the chapter from my point of view, however, is the reworking of Mytherceria into something recognizable as a coherent Discipline. Kiasyd fans everywhere should be happy. The Vicissitude-as-a-disease issue is also dealt with. The "Souleaters!" idea seems to have been scrapped. Instead, the land to which the Tzimisce are so closely tied has been corrupted, twisting their Discipline as well. While I don't have the *Transylvania Chronicles* myself, I'm told that such a turn of events is implied in there.

The next chapter is the Path section, and it is here that the book again shines through the old material. A new Path, the Path of Lillith, is included, and all the old Paths are redone in usable formats. No longer are they the Paths of What I Was Going to Do Anyway, but actual moral codes. The section also remarks at how most Sabbat are on the Path of Humanity, if low on it. Merely become Sabbat doesn't put you upon a monstrous moral code, you have to be taught it. A superb, superb section all around.

Also in this chapter are the *auctoritas ritae* and *ignoblis ritae*, and they help turn the "fratboy Sabbat" into the "religious zealot Sabbat". These ritae are the unifying factor among the Sabbat, and they are written

up well. Mildly supernatural, they serve mainly to bind the Sabbat together and give it a religious purpose, the Jyhad. Beautiful role-playing devices, the ritae deepen the Sabbat and give it some degree of emotional power.

Following that, after a few more great derangements, is a chapter on using the Sabbat in the chronicle. How do you use the ritae? How do you get the brutality of the Sabbat across? How do you run a political Sabbat game? How the hell does the Sabbat keep functioning from night to night? All these questions are answered rather well in one of the better Storytelling sections in White Wolf books.

The last chapter takes a look at how a Sabbat city is built and how it runs. Populations, positions, webs of intrigue and favors; all things that were completely ignored in the older Sabbat books are looked at in detail here. How does the Sabbat keep from breaking its own Masquerade? Who actually rules a Sabbat city? What do Bishops do? Along with the previous chapter, this section makes the Sabbat come alive and leap headlong into a chronicle. This is something else that was lacking in the older material.

Rounding out the book is the Appendix with NPCs and other information, like the use of ghouls in the Sabbat. More secrets are revealed in the revenants section, and they are dealt with better than before (like nearly everything else in the books). NPCs are reasonable, although I've never been a big fan of them myself. One problem is that there were no stats for vhozd or szlactha. While rare in the extreme, both would have been extremely useful in a Sabbat game. I for one find the pictures of the vohzd in various books rather chilling.

Overall, I have to say that that the Guide to the Sabbat is a superb book from White Wolf. On par with the best publications they have put out. It managed to turn a farce into a nightmare worthy of being in the World of Darkness.

I know that this review is long, and I apologize for it's long-windedness, but I barely even touched upon the wonders of this book. Perhaps that will sway people when thinking about picking the Guide up.

My advice on the matter? Buy it now.

Turning the Sabbat from a group of Satanic fratboys into a sect of zealots fighting a holy war, the Guide is an absolute must for any Vampire game. It's fine presentation and incredibly meaty content show that the "new direction" for the game line continues full speed.

World of Darkness: Gypsies

WW 2223	\$15.00	16-Sep-94
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Written by Teeuwynn

Cover Art: Drew Tucker

- [Advertisement](#)
 - [Review by Rick Jones](#) (16 Dec 94)
 - [Review by Jana Wright](#) (20 Dec 94)
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[\$15.00] [16-Sep-94]

The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals.

Review by Rick Jones (16 Dec 94)

Not a review or even a rant, just a couple of comments.

WOD:Gypsies is similar to the old Mummy book, in that it's a WOD sourcebook for a new kind of WOD inhabitant, but it doesn't have the full set of Storyteller Rules. It's about the Gypsies, where they came from, what their purpose is, and their secret.

My only real gripe is that there's not a lot about the history of the real Gypsies. There's a story of their origin, and how their initial connection with the Ravnos and the Silent Striders was forged. But then there's not a lot about their real history, until World War II, when they were hunted down by the Nazis.

On the good side, I liked the feel of the book. Gypsies are outside of society, apart from the mortal world and the World of Darkness. As such, they know a lot. And their "secret" makes them the definite wild card when It (Gehena/Apocalypse/etc) arrives. While I know only a little about the Gypsies, I know enough to see that Teeuwynn did some real research.

Review by Jana Wright (20 Dec 94)

Ick. Aside from the inherent cheesiness of making character sheets with "GYPSIES" printed across the top (now Gypsies are just fictional creatures in the World of Darkness), it doesn't add much to the world. Yeah, ok, the book can be used with Vampire, Werewolf, and Mage but anyone who would be putting Gypsies in a game had probably done their own research. Anyone who hasn't isn't going to be much inspired, I think. Ooh, ooh! A discipline kinda thing where you can hypnotize people with dancing! Scarves that you can do damage with! Where's the dancing bears? (Oh, wait, that's Animalism.) Fortunetelling! Theft! Long skirts & lots of jewelry!

Weird attempt at a disclaimer that this book doesn't reflect on real-life Gypsies (properly known as Romani or The Rom). Interesting vocab list, bibliography not useful, and generally not helpful book.

I admit that this book annoys me more than it might other people just because it's a subject I'd been working on for a while, and I respect Teuwynn as a writer, but this whole project just seems wrong somehow. Are they gonna do a World of Darkness: Orientals and have it all Fu Manchu and opium dens? Inscrutable Japs trying to take over the Western World? Oh, hey guys! Let's do World of Darkness: Negro with sports affinities and rap music as a form of Thaumaturgy. Don't forget that weakness for friend chicken and watermelon! I don't care about PC that much, but they seem to have forgotten that the Rom are a real people. Still around in modern day. Not particularly like the stereotypes portrayed in bad movies or books. It's sad in a way, but I suppose it could have been worse...

Hunter's Hunted

WW 2205	\$10.00
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Written by Bill Bridges

Cover Art: Janet Aulesio

- [Review by Deird'Re Brooks](#) in the FAQ

Review by Deird'Re Brooks in the FAQ

The diary at the beginning wastes too much space in a story about exactly how self-righteous a hunter can become. It would have been nicer, I feel, if there had been more background material provided for the hunter groups, as well as more information on hedge magic and the psychic Numina. This supplement provides sufficient information to start a Chronicle, but the bulk of the information still needs to be generated.

World of Darkness: Hong Kong

WW 2009	\$18.00
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Year of the Lotus

House of Tremere

WW 2829	\$19.95
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Immortal Eyes 1: The Toybox

[WW 7200](#)

\$15.00

Aug-95

Written by Richard Dansky with Sam Chupp and Keith Herber

Cover Art: Rebecca Guay

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[\$15.00] [Aug-95]

Welcome to San Francisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for Glamour is more powerful here than in any other place on Earth. No other city contains more freeholds and magical sites than the Shining City. The first part of this book pick up where Toys Will Be Toys left off. This great sourcebook has information on, and descriptions of the many freeholds and the fae inhabitants of San Francisco.

Immortal Eyes 2: Shadows on the Hill

WW 7201	\$15.00
Written by Bill Bridges, Jennifer Lindberg and Angel Leigh McCoy	
Cover Art: Rebecca Guay	

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The second installment in the Immortal Eyes trilogy, *Shadows on the Hill* picks up where *The Toybox* leaves off. The characters travel to Hawaii where they begin to learn the full scope of the Unseelie conspiracy.

The Inquisition

WW 2020	\$12.00	Jul-95
Year of the Hunter		
Written by Jim Estes		
Cover Art: William O'Connor		

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- [Review by Timothy Toner](#) (9 Aug 95)

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[\$12.00] [Jul-95] 96 pages (Year of the Hunter)

While young vampires may scoff at the mortals who hunt them, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and their faith to destroy the undead. But the Inquisition did not die in those dark ages. Its soldiers still roam the Earth, and the Damned fear it more than any other group of mortals. This supplement includes ways to integrate Inquisitors into any chronicle, either as character or enemy, new information on Faith, and rules for torturing vampires - what fun.

Review by Timothy Toner (9 Aug 95)

Mini-Review: "The Inquisition - Whatta show!"

Once upon a time, I really really wanted to write a book for White Wolf. It would have been a simple tome about the Church, and it would have tried to alleviate much of the negative PR levelled at it by all the previous White Wolf products.

I was told at the time by Andrew Greenberg, then Vampire developer, that such a tome was under development. Ha! I laughed. Fools! They'll screw it up and once again, I'll be left holding the bag.

Now modern RPGs are NOT kind to the RCC. I'm not really sure why, since there's some wonderful material in there. Here you have an organization that ADVOCATES belief in the fantastical. I'll take two of those, please. I had no reason to expect anything good from the festering iconoclastic hole called Stone Mountain.

It feels good to be wrong. The Inquisition is perhaps the scariest WW product I have ever read. It talks about such serious matters as torture and murder with such zeal and passion, that you do being to see their point. Of course, chances are you'll be abhorred once you put it down, but the book is a wonderful bit of atmosphere.

Inside this deceptively small tome is everything you need to know to run a group of Inquisitors. Rules for faith, taken from the Hunters Hunted, have been expounded upon. Everything has been reworked into a setting consistent enough to base a chronicle on. In short, this is the strongest entry in the Year of the Hunter, no mean feat considering the strengths of Project Twilight.

The strength of the book is its retelling of history. Make no bones, the Inquisition was built on unstable grounds, to hunt heretics who now thrive in the streets today. Estes, the author, goes through an exhaustive history of the Order of Leopold, whose agents hunt vampires around the world. There's so much in here to use on both sides of the table, in terms of details and characters. The history is an ugly one, and Estes does little to "prettify" their past. He ultimately points out, "These guys have a _point._" Despite their fanataticism, they are the single greatest weapon humanity possesses.

There are other things, such as new church specific Hedge Magick (which borders on Satanic, according to some agents), and actual rules for torture (and no, they're not pretty. I had no idea the water torture was that disgusting.

I'm surprised by the strength of the year of the Hunter books. They've really been outstanding, and that makes me wonder. How's about, in a year, the good people at Clarkston combine all the hunter stuff into one thick Tome, and include crossover information. Such a work would stand alone as its own game, and would be highly impressive.

Jerusalem by Night

WW 2821

\$17.95

Jul-99

Written by Jen Claudius, Todd Satogata and James A. Moore

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 - [Review for darkness.org](#) (21 Aug 1999)
-

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It sits at the crossroads of the world. Held by Islam, open to Christian pilgrims and longed for by the Children of Israel, Jerusalem is the magnet that draws three faiths to one place. It is here that East and West collide bloodily, where palmers from England and hashishin about their business can pass in the street. And it is here that Cainites gather, drawn by a power far greater than they can comprehend or fight. Enter Jerusalem by Night and learn its ways. Discover the ancient alliances and enmities that have outlasted kingdoms and Crusades. Meet the Cainites who have seen millennia from their perch atop David's city, and pay them homage. But beware, for while everyone is drawn to Jerusalem, only one can possess it.

Review for [darkness.org](#) (21 Aug 1999)

Jerusalem. A city that has witnessed more miracles and atrocities than any other in the history of mankind. It is a city that figures very prominently in the history of Medieval Europe, and it is somewhat inevitable that it should come under the scrutiny of White-Wolf for the support of their [Vampire: the Dark Ages](#) game. It is with some trepidation that I approach the book, as it seems also as inevitable that White-Wolf will make a shambles of the rich material extant on this subject.

Interestingly, when the book is opened, one is presented with the flavour suggesting novel and perhaps controversial ideas. The disclaimer on the first pages reveals that the book 'deals with issues of faith and historicity, and has the potential to offend.' I find it hard to believe that there are many players of Vampire that would be more offended by the subject of the book than the thought of portraying the haunted killers that the Kindred are. Nevertheless I can appreciate White-Wolf wishing to make their stance clear, hoping to avoid the mandatory gnashing of teeth that will resound world-wide should religious activists put their mitts upon the book.

The obscure piece of opening fiction leads to the introduction, outlining the objectives of the book and its contents. The scope of the book is sketched broadly, and we are told that the book covers not only the history of the city and the majority of Kindred deemed to be present, but that room is also given to describing the different faiths that hinge on the city's glorious past. The mood set out is one of doom, and it is made clear that the inhabitants of the city are expecting the worst - a nightmare soon to be made flesh by the Third Crusade.

The first chapter explores the history, myth and legend of the city. Most pleasingly, the authors choose to begin at the very beginning, outlining the region's earliest days. However, although many of the events described in the Torah, the Bible and the Koran are given historical credence, very little space is spared to explore them. Each incident is robbed of its flavour and its import, and is explored with an almost too deliberate neutrality. Even more annoying is the fact that very little mention is made of supernatural involvement in the city, or the events outlined in this chapter. Whereas *Constantinople by Night* was littered with references to the antics of the local Kindred from the earliest times, in this book the Kindred are conspicuous by their absence. Clans are mentioned in fleeting terms, and are assumed to have played very little part in the religious movements of the area. The only two tidbits are concerning the 'Lizard' (a Moslem Caliph who goes mad, claiming to be Allah himself, who goes on to become a Kindred) and the rumour that Malkav himself may reside in the vicinity of the city, thus explaining the constant zealotry and madness of the place (what the *Fountains of Bright Crimson* are I have no idea - no other reference is made to this in the book).

The second chapter covers the basic tenets and practices of the three major faiths involved in the history of the city: Judaism, Christianity and Islam. The passages are interesting and informative, and are certainly compulsory in detailing an authentic setting for your Dark Ages games. Most interesting are the last passages concerning those Kindred that choose to continue their faith into undeath. As non-Moslem myself it is amusing to learn that blood is a forbidden source of nutrition, and thus to be a diligent Moslem vampire you would have to force yourself into torpor and remain there. Unfortunately these pages are somewhat brief, numbering less than seven in all. It would have perhaps been better to expand on this section, exploring the daily life of each faith, and how they consider their opposites.

Chapter three covers the geography of the city and its surroundings. As with both *Transylvania* and *Constantinople*, there is much attention to detail, and the authors have obviously done their homework. The maps are spartan, but all the locations of note are mentioned, albeit briefly. Again the chapter ends quickly, and I am left wishing for more information than that provided.

The largest section of the book is that allotted to the fourth chapter, which provides descriptions of the Kindred dwelling in and around Jerusalem in 1197. All clans are represented, although there are few characters that stand out. A Brujah reputed to have been pulling strings in the area since her Embrace. A venerable Cappadocian called Abraham who is not linked with the patriarch from the Old Testament, although I would be tempted to assume that myself. A Gangrel who prefers to be a dog, and who owes the Dracon (yes, him) a favour. Al-Hakim, the self-proclaimed divinity, and Kothar, perhaps the oldest Nosferatu described by White-Wolf besides the Hag herself. Despite the grand history of the city, the

majority of the characters described are given as Sired after the alleged birth of Christ, and over half date from only the last three centuries of history. Most have colourful backgrounds, and there are a few twists, but there is very little mention of any involvement in the religious or political affairs of the city, except in most recent times. No space is given at all to how the characters should interact with one another, and to what extent they may have shared histories and/or motives. No explanation is given to why there is no overall ruler of the city, or how the city's Kindred should appear to outsiders. I find myself frowning, and again I feel that White-Wolf has been overly conservative at the expense of the material.

The last chapter is again brief, covering several bases in regards to Storytelling in Dark Age Jerusalem. Few novel ideas are offered, and to me it seems clear that either the section was tacked on as an afterthought, or was edited down from a much richer chapter of material.

In terms of presentation, the book is laid out well, as can be expected from all **Dark Ages** products. The art on the cover is very good, and quite inspiring. The pictures inside, however, leave a lot to be desired. The character portraits are passable, but the full-page plates are atrocious, and seem tawdry and lacking compared to those used in the other Vampire books.

Overall the book is good, although I feel not quite good enough to satisfy me. There are many questions left unanswered, and the book avoids all issues that could be considered even remotely controversial. To my mind, the events described by all three religions are more mythic than historical, and that a more inspiring take on the book would have been to throw a different (and perhaps a more sinister or mysterious) light on the origins of all three religions. Controversial issues aside, it would have been more profitable for them to split the book into three sections, as per the two **Libellous Sanguinus** books released so far - each section could have been devoted to each religion, and each could have explored the faiths and lives involved in each. The histories of each religion could have been explored without bias, and yet the ambiguity of true events could have been obscured in the true White-Wolf tradition. In fact, as mentioned above, it does look like the editor has been heavy with his hand, and that much useful, additional material is missing. I am forced to re-write the material from the book to suit my own needs and tastes. I only hope that if the developer of the Dark Ages line chooses to explore another city of the period (Rome, Alexandria?), I hope it is done with a more daring creative hand.

Kindred of the East

WW 2900	\$25.00	Jan-98
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Year of the Lotus

- [Mini-Review by Todd Leask](#) (Jan 98)

Mini-Review by Todd Leask (Jan 98)

It's bright, the cover is a red "mandarin" (the first word that comes to +mind) pattern background with a shiny gold border and a greening square with the white KOE symbol (check white wolf's site for particulars)

If I has to sum up the book in a sentence: Vampires meet a cross between the Risen and Werewolf.

Forget what you know about the Kindred, the Kuei-jin (as the eastern vampires call themselves) are a whole 'nother bag o' creatures.

First they're dead. No really, they died and came back, unlike the Kindred who are brought to the brink of death and then fed blood.

For anybody who looked at the previews at whitewolf's site, you know that these vampires run on Chi, which an either be Yin or Yang, dependeing on the source. What they didn;t tell you was how a kuei-jin may acquire chi, which can be by eating flesh/ blood/ breathing or simply abosrobing it from the surroundsings, depending on the level of power the kuei-jin is.

Which brings me to the non-generational power levels these creature possess. Kuei-jin think they're back for a reason, and that they are cursed. There are no clans, after all, Karma/Dharma/Fate, what you will, decides to make you into this creature. All kuei jin follow a dharmic path (think sort of like Sabbat or DA paths). Even more interesting is that the Kuei-jin have P'o, which is like the Beast and the Shadow all rolled into one (More like the Shadow however). The P'o has an archetype itself (like the Shadow). Your P'o can take over your body, but can also help you get out of tight situations.

Moving along into disciplines, there are 4 groups of disciplines (Shintai/Chi/Soul and Dragon) which, at first glance (a very rapid first glance) are very attuned to the character's Chi or virtues.

Okay what are the Kuei-jin's virtues. Well there's Yin and Yang. Yin being negative energy , while Yang

is life energy. Just as a side note, there are no eastern ghouls, and no blood bonds, Kuei-jin's blood does not work that way, however, if a Kuei-jin has excess yang, they become more "alive" and can even pregnate mortals... leading to dhampyrs, the product of such a union.

The other two virtues are Hun and P'o or your ratiinal side and the Beast, or the Demon as it is known to the Kuei-jin.

So, you say I see the Wriath connection, where's the werewolf connection?

Well, the Kuei-jin are able to sidestep into the Spirit World (Umbra) by certain methods. Oh, and they have some rituals as well.

If by now you're saying what a twinkie-combat monster dream, I'd say sounds like it, but as I said at the beginning, this is first glimpse and I did not cover all the background of the book, including society.

It is definitely not just an extension of the Kindred, such as the early Gaki from Dark Alliance: Vancouver were. It seems to be well thought out treatment of significantly different culture where the rules operate in a much different manner.

I'm really impressed with the depth that the Kuei-jin have, and the lack of a system-based power ranking (didn't really cover that, but that can be left for a more step by step in depth review).

I think it will take a whole lot of time before I can firmly grasp the possibilities that creating and running a Kuei-jin allow.

Last impression: So far I give it 2 thumbs up.

The Kindred Most Wanted

WW 2230	\$15.00	24-Jun-94
Who's Who		
Written by Ran Ackels		
Cover Art: Ken Meyer, Jr		

You can find an abstract of this book [on the web](#).

- [Advertisement](#)

Advertisement

[\$15.00] [24-Jun-94]

Crime and Punishment- these can be fighting words, even among the Damned. While some consider all vampires to be criminals, there are those who other vampires fear. Of these, the thirteen Anathema head the list and make up the Kindred Most Wanted. Includes descriptions of the world's most terrifying vampires, those specially chosen to hunt the Anathema, and a complete adventure.

Los Angeles by Night

WW 2210	\$18.00	23-Jul-94
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Written by Noah Dudley

Cover Art: Timothy Bradstreet

- [Advertisement](#)

Advertisement

[\$18.00] [23-Jul-94]

The City of Angels - home of the anarchs, Sabbat, and devils of all kinds. Since the anarch revolt of the 1940's, Los Angeles has been a city in constant upheaval and the chaos has only been increasing. Now, as the Camarilla and Sabbat prepare their forces, those in the bastion of vampiric freedom discover they are not as free as they thought.

Liege, Lord and Lackey

WW 2806	\$15.00
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Year of the Ally

Written by various authors

Art by Doug Gregory

- [Advertisement](#)

Advertisement

A Year of the Ally sourcebook for Dark Ages, this guide is essential for defining your vampire's entourage. How does a vampire choose his company? Liege, Lord and Lackey includes character generation rules for mortal allies and information on Cainite relations with other denizens of the Dark Medieval world, and examines Numina from a Dark Ages perspective.

Libellus Sanguinis I: Masters of the State

[WW 2807](#)

\$15.00

Written by Robert Hatch, Richard E. Dansky and Craig Bolin

Cover Art: John Bolton

- [Advertisement](#)

Advertisement

Masters of the State is the first in a series of sourcebooks that details the clans of Vampire: The Dark Ages. The Libellus Sanguinis books are similar to the popular Clanbooks, but each presents three clans in one! Volume One investigates the shadowy Lasombra, the monstrous Tzimisce and the manipulative Ventrue. How much difference has 800 years made?

Libellus Sanguinis II: Keepers of the Word

WW 2815	\$15.00	Nov-98
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Written by Cynthia Summers et al.

- [Advertisement](#)

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Written by Cynthia Summers et al.

How have the Tremere survived the onslaught of the vengeful Tzimisce? What reins of power do the Toreador actually hold? What vengeance do the Brujah plan in the names of slights perpetrated in the past? Unded secrets of the Long Night are laid bare before you in this latest Clanbook for Vampire: the Dark Ages. Three Clans in one book!

Libellus Sanguinis III: Wolves at the Door

WW 2823

\$15.95

Apr-00

Written by Jason Langlois (Gangrel); Clayton Oliver (Assamite); Michael B. Lee (Followers of Set)

- [Review by Alan DeHaan](#) (16 April 2000)

Review by Alan DeHaan (16 April 2000)

Style: 5 (Excellent!)

Substance: 5 (Excellent!)

Book I: Animals

The Gangrel writeup was superb. MUCH better than CB: Gangrel. It felt more real (Well, partially because it was set back in the Dark Ages, more wilderness, and due to the fact this book out and out stated they aren't good friends with the Lupines). I was fully engrossed reading it. The variations of the animals they take, the different bloodlines mentioned, the different attitudes of Norman Gangrel. They really did a lot to flesh out this clan. Including giving a whole new creation myth for Vampires. Sadly, there were two parts of the Gangrel writeup I was not pleased with.

A. The Templates. While they would definitely be fun to play, 75% of the templates given were not of the stereotype. And I am of the opinion that the Templates should explore the stereotype, make the stereotype 3-Dimensional. The rest of the book can break the stereotype all it wants (In fact, it's better if it does break the stereotype), but still, stereotypes exist for a reason. The characters I make are hardly the stereotype, but if I wanted to make a stereotypical character, I'd like something to reference. And the one stereotypical template given, was the flat, 1 dimensional view.

B. The Dark "Secret". It seems it's almost done away with. This section now seems to be made to move forward the metaplot. Well, that's okay, except for the Gangrel section in this book, the metaplot moved forward was the Modern Day one, not the Dark Ages one. I know several people who only want Dark Ages, want nothing to do with the Modern Day version of Vampire. Ah well, it was at least well written.

Book II: Saracens

Now I have been waiting for this for several months. And it was worth the wait. It surpassed my expectations, amazingly enough (For I had high expectations). The Origin of the Assamites was much

more plausible (That word doesn't seem right in a game with Vampires and Werewolves, etc.) then the one in CB: Assamite. And I loved how the author got rid of the myth of only Arab Men getting the embrace until the 1700s or so., Plus another good thing was more information on the Keening (See World of Darkness). now if only this could be explained fully some day...

Clayton came up with a good excuse for the need for Assamites needing other vampire's blood in Modern Day, which is also referenced in the Setite section of the book. And why the Assamites in Modern day seem to be total assassins, showed its roots (only its roots) in this book.

And the work on the Scholar and Vizier 'caste'(Read: Bloodline) was above excellent. WWGS really picked the right man for the job. Clayton made it possible to play the Assamites in a coterie. My congratulations.

But, I still have a problem, and yes, it is with the templates. The only two warriors given in the template section were Christian and Jewish respectably. The stereotype of the day was, and still is, the Assamite Warrior class filled with screaming Muslim Men. Explore that please!.

But I will end the Assamite review on an up-note. The Dark Secret seemed to really be a Dark Secret, and was really well written.

Book III: Serpents

Not as well done as the other too. It was almost entire propaganda on why the Setites are great, and that they are misunderstood. Though, from a propaganda point of view, it was pretty good. Especially the origin story. But complaint time:

How many Antedeluvians have prophecy capabilities? Let's count: Saulot, Cappadocius, Malkav, and now Sutekh. Just under a third. Plus, the size of the section on the Prophecies of Set, almost makes it look like they are creating an audience for a new chapbook.

And the Prophecies lead into the next complaint: the first merit I found horrendous. Agent of Prophecy. Well, I've got my own prophecy: "And the locusts will come, devouring all they can for imagined power, and they shall spot, grab, and perverse." This Merit is only asking for trouble for Sstorytellers

And, wow. I'm not complaining about the Templates here. They explored the stereotype, actually made it at least 2.75 dimensional if not 3 dimensional. But sadly, it seems the rest of the book wants to exploit the stereotype also. I guess there's just no pleasing me.

The dark secret for this, really seemed to move forward the DA metaplot. Would be interesting if it bears fruit. And no I won't spoil.

Libellus Sanguinis IV: Thieves in the Night

WW 2830	\$15.95
Written by Deird'Re M. Brooks, Joshua Mosqueira Asheim, Lucien Soulban	
Cover Art: John Bolton	

- [Advertisement](#)

Advertisement

The Mad, the Wretched and the Unholy

The blood of Caine grants some majesty and beauty, but it drags others into shadows of despair. Their minds shatter, their bodies wither, their souls rot. But with the Curse comes power, and in the depths of ruin lie the greatest secrets.

They Watch, They Learn, They Know

This last of the "Books of Blood" reveals the secrets of the Malkavian, Nosferatu and Ravnos clans in the Dark Ages. Each chapter shows you the hidden powers and terrible secrets of the clans that so many princes consider beneath their notice. Hidden cults and fearsome powers await within, if you dare step out of the light.

World of Darkness: Midnight Circus

[WW 3068](#)

\$15.00

Written by Chris Howard and
Rustin Quaide

Cover Art: Dan Brereton

- [Advertisement](#)

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Designed for use with all five World of Darkness game lines, Midnight Circus reveals the secrets of a carnival that roams the world corrupting souls for its own malevolent purposes.

Milwaukee By Night

WW 2105

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

An interesting story in the back, and the inter-Kindred relationships (I hesitate to say politics in this case, they aren't as political as Chicago) are quite different, I'd say. If you want to play in Milwaukee, worth buying. If you want the Lupine info, buy Werewolf. Otherwise, it really won't add much.

Montreal by Night

WW 2216	\$15.00
Black Dog	
Written by Philippe Boulle, Joshua Mosqueira-Asheim and Lucien Soulban	
Cover Art: William O' Connor	

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Welcome to Montreal, City of Black Miracles and unhallowed shrine of our most glorious Sabbat. Yes, we're so glad you came, *n'est ce pas?* Walk our catacombs in search of blasphemous knowledgeenjoy all manner of titillating diversions with our deliciously putrescent "Toy". And forget that language-barrier nonsense; we'd be delighted to hear you scream for mercy in English or French.

A World of Darkness: Mummy, 1st Edition

WW 2221

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

Nothing at all like horror movies about Mummies, this book details a small group of Immortals who exist to fight their part of the Jyhad, which specifically involves stopping the Followers of Set (a lot of that going around these days). They have their own magic system, roughly based on historical Egyptian magic. I say roughly. Definitely an interesting add-on for any or all of the Storyteller games.

A World of Darkness: Mummy, 2nd Edition

WW 2224	\$18.00
Written by Graeme Davis and Jim Estes	
Cover Art: John Cobb	

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Advertisement

From the pits of the Underworld they rise: the tormented mummies. These shadowy entities embroil themselves in the plots of Kindred and kine alike. From the noble Prince Horus to the twisted Bane Mummies, discover the ancient legacy of the forever undying.

Midnight Siege

WW 2422	\$17.95
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Necropolis: Atlanta

WW 6200	\$15.00	Oct-94
Written by James A. Moore and Sam Chupp		
Cover Art: Brom		

- [Advertisement](#)
- [Review by Christopher Kobar](#) (11 Nov 94)

Advertisement

[\$18.00] [Oct-94]

From the Ashes of the Past - A City Reborn " The city of Atlanta is known among the Quick as a center of culture and industry, but the Restless see a city of smoldering ruins and divided loyalties. Torn by Civil War and the war for civil rights, Atlanta has been overrun with the spirits of the Restless Dead, those with something left to prove or memories that they refuse to let go. The wraiths who reside in Atlanta are unwilling to stop the fighting. They believe passionately that even in death, things can still change. Each faction believes that they are right, and will stop at nothing to get what they feel they deserve. Necropolis: Atlanta is a sourcebook for use with Wraith: the Oblivion and Vampire: the Masquerade, detailing the city of Atlanta, Georgia and the surrounding areas. It includes: Over thirty of the most influential Restless of the city, including Hierarchy, Heretics, Renegades and independents; Background on the history of Atlanta in the Shadowlands Information on the Kindred of Atlanta for use with Vampire: the Masquerade

Review by Christopher Kobar (11 Nov 94)

Approximately fifteen or so pages of the newly released *Necropolis: Atlanta* (ostensibly for Wraith) is titled "Atlanta By Night" and is a fine overview of not only Atlanta's Kindred, but also those in much of the Deep South.

On top of this, there is a brief story that involves a very interesting character: the wraith of a vampire! Yes, a vampire had suffered Final Death due to a fire and he became a wraith. Now he works against his former Kindred foes from beyond the grave.

This answers a few questions regarding vampires and the Dark Umbra, and the book also gives a bit of an insight into the Giovanni and the Samedi (read the section on the wraith cult "Followers of Samedi"). NO solid answers, really, but a good bit of new info that should keep imaginations burning and this list alive!

The book is no MUST for vampire players, but for ST's this bit of additional stuff might be just the thing needed to get stagnant ideas flowing again in some new directions.

Aurelius, Carpetbagger Extraordinaire

New Orleans by Night

WW 2209

- [Review by Deird'Re Brooks](#) in the FAQ
- [Review by Dylan](#) (15 Apr 94)
- [Review by Richard Addy](#) (18 Apr 94)

Review by Deird'Re Brooks in the FAQ

The story of a city established by a Prince with an impossible dream. At least as long as there are other Kindred around it's impossible. This book is considered to be the worst of the 'by Night' sourcebooks, but I'm not so certain it's entirely useless. If used as a base starting point, it has potential.

But, I would have preferred a Toreador or Malkavian Prince.

Review by Dylan (15 Apr 94)

We here in the boonies (KY) just got in NObN today. So far, it's been an interesting read, but there are a few problems: Number One (not Riker), there are not enough NPCs. The city sees a lot of tourist traffic, especially at certain times of the year, and at the very least Mardi Gras "regulars" should have been given. Two, the average generation on the NPCs is at or worse than the average PC level (at least around these parts) and there are enough older Kindred out there that would have already knocked these guys off the mountain. Three, the treatment of Voudoun is going to be offensive to certain players, especially those who would *want* to play in a chronicle set in New Orleans. Voudoun is a *religion*, not just a way to do magic, and some of the loas have been made into Kindred - with most of their followers being deceived souls. I should say that I myself don't practice Voudoun, but I know people who do.

Oh well... The first Vampire was the biblical Caine, so perhaps it's fair...

Dylan

Review by Richard Addy (18 Apr 94)

Well, folks, this is my mini-rant about that new supplement, New Orleans by Night. Having cheerfully paid \$18 for it (After all, this was the ... by Night I've been waiting months for) I took it home to give it a good read.

It's not worth it.

It's not as if it's bad or anything, it's just very, very typical. A ventrue Prince? Please - do they control every city in the Camarilla? If any city was going to be ruled by the Toreador or Tremere (or even the Setites), New Orleans would be it. None of the NPC's really stood out - all of them were pretty typical of their clans.

Except for the Tremere. I'm sorry, but the Tremere don't have a major presence in the city because they tend to lose folks there? I don't believe it. New Orleans is, by story and myth, one of the most magical cities in North America. So what if there are a bunch of mages be-bopping about? At the very least, the NO chantry would major, and I'm very surprised the Pontifex or Lord or whoever controls the chantries in a state or two doesn't make his home nearby. Misfits? I don't think so.

And I know the concept of "the altered perceptions of the Malkavians give them great insights into reality" is popular, but I still don't see how Uriah knows more about what's going on than anyone else in the city. He lives in a shack in the bayou - how can he tell what's going on? His obfuscate is pretty pitiful, and I don't think his Auspex was any great thing, either. Either I missed reading his information source or its description is in some odd part of the book.

At least Sammy Haight is only a background character in the adventure. The adventure didn't cause the instant revulsion that the one in Channies did, so I guess it's not that bad.

The geography sections of the book were well done (I especially liked the description of the graveyards), but they just weren't enough to bring the rest of the book up. There was very little magic or ambiance or style to most of the book - the NPC's could very easily be placed in any city of the Camarilla. This certainly isn't the quintessential city of darkness that I was expecting.

Richard Addy

Nights of Prophecy

WW 2265	\$19.95	Mar-00
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Year of the Reckoning

- [Review by Loki](#) for [ELN](#)
-

Review by Loki

Summary: One hell of a meaty plot book. Some faults, and maybe less revelation than I'd like, but still pretty well done. A good buy if you like the "metaplot", if not, you may want to stay away.

I only just finished reading *Nights of Prophecy*, and all that comes to my mind is "My word that book was DENSE." This is, as I said in the summary, an incredibly "meaty" tome. It's 160 pages of almost pure plot, with less space for things like artwork than a lot of other books I've seen (the book even lacks *all* the usual end of book advertisements!). This book is a large source of metaplot and setting updates for Vampire Revised. If you don't like the metaplot, you may not care for this book, though the scenarios presented therein are still quite interesting.

This book's production values and layout are decent. There were a few minor typos I noticed in the last chapter in particular, but other than that it's fairly well squeaky-clean. The art is very much unobtrusive, almost seeming like its not even there, and good quality overall, be it simple mood setting pieces or pictures reflecting the action of a scene.

The book is laid out as a collection of five scenarios involving the WoD's overarching metaplot, each dealing with a different aspect thereof, and each very different in tone and mood and theme. It starts with an **Introduction** which is surprisingly large, and contains several direct spoilers as to recent goings on in the WoD, as well as a treatment of how to use the scenarios contained therein, why have a metaplot at all, and a few different ways to use it in a chronicle. There's a nice discussion on the alteration of the metaplot to suit a given chronicle, including a well-thought look at the case of the Assamite blood curse and a few alternate explanations as to how it was broken. This was very solid overall.

Following this is a series of "Case Studies" in the metaplot and setting updates, each of which reveals some new truth about the WoD, often answering unanswered questions, and also posing new ones. These sections are additionally useful to an ST as they suggest story seeds for ideas as to how to use these revelations and notes as to how characters can become involved. The aftereffects of the lifting of the Assamite blood curse are examined, including the growing fractures in the clan as small splinters

occasionally break off from the clan chain of command. Also treated are hints that *something* in South America is driving out the Sabbat, recent developments in the Sabbat and Camarilla's political structures and organization (some *very* interesting), and even the Camarilla's recapture of New York (plenty of plot and chronicle seeds there, for certain). These are all very well handled. The only thing I potentially object to is the revelation as to exactly *what* the Tzimisce antediluvian is doing under New York... I can only hope some of it was metaphorical. The section also takes a look at the effects defending against the Cathayans has had on the Anarch Free State, and the ultimate fate of the Tremere antitribu. It closes with several letters from various people in the WoD, which imply or hint at several interesting things about the Tremere's future plans, the True Brujah, and the recent goings on in India and the Kindred there.

Chapter One: The Return of The Succubus Club takes a look at the resurrection of the Chicago Succubus club as a traveling party on wheels. This little scenario is very much non-linear, consisting of a description of the club itself and several plot hooks/issues that are being played out at the club, ranging from the sale of a stolen painting to the negotiation of local drug distribution rights to a remote attack by the Methuselah Menele against his foe Helen. This loose scenario is largely social in nature, with no combat or the like for any but the most bloodthirsty of coterie. A nice feature here is the use of the NPC social interaction charts, which quickly delineate the feelings of one NPC to another (IIRC these were first used back in the Chicago Chronicles or Chicago by Night). Very handy, I hope something similar might be used in the future supplements. This chapter is very much about role-playing. A well written section, with lots of opportunities for a troupe to just gather around a table and talk in character for some time, and with lots of room for the ST to adapt as necessary.

Chapter Two: Walking After Midnight is a scenario that puts the coterie in the position of being part of the entourage of the Justicar Madame Guil as she oversees negotiations with the Kuei-jin in California. The Cathayan invasion and its reasons are detailed herein, as well as its progress and further elaboration on its effects on the Anarch Free State and the response of it, and of the Camarilla. It includes some surprising developments (such as an alliance between the Kuei-jin invaders and some local anarchs) in the backstory, as well as a fleshed out scenario. This plot outline is like night to day when compared with that of Chapter One. Whereas the latter was a good bit of non-linear, often sedate conversation, this is a fast-paced shot of what can happen when kindred negotiations go wrong, with some scenes that almost sound like something from John Woo. The players, as part of Guil's entourage, are to oversee final exchange of tribute/damages to be paid sealing a deal between the Cathayans and the Camarilla, halting the ever escalating and bloody war. They play as either Kuei-jin and their Anarch allies, or the Camarilla's agents. Almost from the getgo this is an explosion of mayhem and action, and it sticks with those themes solidly. Though some ST's may clamor for more story and less carnage, a fun little romp (especially with such potential effects) is good now and again, and this one is succinctly and nicely handled.

Chapter Three: To Grandmother's House is the third scenario, and the one perhaps that looks the most like "metaplot", as it requires a PC coterie to be willing to risk an incredible amount (read: their unives) to follow it. It involves an investigation into the heart of Russia in search of Baba Yaga or the Nosferatu Antediluvian. It details both the attempts of some (including Baba Yaga and Durga Syn) to find the location of said antediluvian, and how said attempts lead to the downfall and death of the

legendary Crone of Russia (whose death the Coterie witnesses and plays some small part in). It includes everything from apocalyptic prophecy to talking with a Methuselah and witnessing said's destruction at the hands of one of the dread Nictuku. The plot, however, can almost seem a little forced here and there, possibly requiring some nose-leading on the part of the ST. Other than that, it is a pretty decent scenario, and will likely leave the players with a lingering impression of just how *small* even the movers and shakers of the WoD are, and how incredible the events they witness are. Still, some may find the comparative lack of player's ability to influence the outcome of this scenario (since Baba Yaga *is* supposed to die in cannon) somewhat irritating.

Chapter Four: The Hunters Hunted details the efforts of a small group of Hunters to rid a city of the plague of vampires, all against the dual glitz and emptiness backdrop of Las Vegas. It serves to introduce the new players in the WoD stage, the Hunters (as in those from *Hunter: The Reckoning*). This scenario is one laced with a good dose of suspicion and paranoia, as the coterie will be left wondering who the mysterious people are that seem to be watching them... This chapter left me with very mixed feelings. While I'm all in favor of anything to put PC's on their toes, especially to drive them to paranoia and fear, the setup for this seems a touch unrealistic in places. For example, I find it hard to believe that the kindred would just roll over and take it as much as they do in this chapter, so to speak... little effort seems made on the part of the NPC's of Vegas as writ to look into the appearance of mysterious golden aura'd mortals. Moreover, despite the disappearances and later deaths of numerous kindred, few seem to put two plus two together and go after the mysterious watchers. Maybe I'm just vastly overestimating Kindred in general, but I think more would have been done. The plot to this section is otherwise OK, though it is my least favored section of the book.

Chapter Five: House of Lies deals with a lost fragment of the Book of Nod to be unveiled by the Librarian pack of Montreal. I was particularly fond of this chapter, as it consisted of a blend of paranoia, betrayal and intrigue neatly blended with a sense of looming danger from the fragment and its contents. The coterie arrives in Montreal to investigate this fragment, and soon finds themselves hobnobbing with renowned Noddist scholars from all over. They're soon thrust into the center of an investigation to find the thief and the truth about the shroud, before the Sabbat inquisition starts executing all those involved under suspicion of infernalism. This section balances a fair amount of social interaction with a good amount of investigation, and the BoN fragment is one never before published in tabletop (though I believe it was in the recent *Laws of the Night MET* guide) and quite interesting. This section was well done overall.

In the end, this book is a good showcase of several different ways that vampire can be played, from social negotiation to action to treacherous intrigue. The revelations herein are a good start to the Year of the same name, though they certainly leave *me* thirsting for more. It deals with a diverse selection of metaplot related issues, including how to use the metaplot in a chronicle. My only wish is that more were explained, I can only hope this will be dealt with in future books. Overall, I'd say it's a solid book, despite what I feel to be a rather unbelievable set of circumstances in one chapter and the occasional feeling of being forced in others.

Vampire: Player's Guide, 1st Edition

WW 2004

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

First or Second, again. Provides some useful expansion on the Clans, as well as four interesting new Clans and 1 or 3 new Bloodlines, depending on the Edition. Again, Second Edition is Hardcover. Also provides information for expanding the Disciplines beyond level 5.

Vampire: Player's Guide, 2nd Edition

WW 2206	\$22.00	96
Written by Daniel Greenberg, Mark Rein-Hagen, Graeme Davis and other		
Cover Art: Clyde Caldwell		

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This revised book of character information introduces new clans, bloodlines, Disciplines, rituals, abilities and archetypes. Boost your chronicle's roleplaying with Merits and Flaws. Increase the intrigue with expanded descriptions of the clans and prestation. Up the body count with new weapons ranging from swordcanes to howitzers.

The second edition gives you even more. It includes additional bloodlines, Disciplines and systems for playing mortals or, on the other extreme, characters with no Humanity. Finally, all-new essays on roleplaying help round out this invaluable players aid. Hardcover.

Player's Guide to the Sabbat

WW 2055	\$15.00
Written by Steven C. Brown	
Cover Art: Jeff Starling	

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- [Review by Deird'Re Brooks](#) in the FAQ

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[\$15.00] 160 pages

Vampire: The Masquerade takes an excursion into the dark waters of the Sabbat, where the Beast is welcomed, freedom is tantamount, and humanity a thing of the past.

Whether you want to play a member of the Sabbat or simply wish to add the Sabbat (and their paramilitary group, the Black Hand) to your Chronicle, you'll want to get this book. It's quite horrifically illustrated (that is, the art is like EC comics meets inkwash) by Ken Myers, who has revealed the quite potent imagery of Vampires who make no bones about their being Damned.

Included in this volume are full explanations of the Sabbat disciplines Dementation, Viccissitude and Obtenabration, a huge number of new Thaumaturgy rituals, and a new Thaumaturgy path, the Gift of Morpheus (sleep, sleep, and dream!).

Sabbat don't have Humanity, they have a rating in something called the Paths of Enlightenment which keeps them from frenzying. Learn about their everyday lives, their philosophies, their moralities, how they are organized, all about the antitribu (or Anti-Clans), the Lasombra, the Tzimisce, and why a group of ravaging monsters manages to maintain something of the Masquerade even if they don't believe in it.

Review by Deird'Re Brooks in the FAQ

If you want to show the weak Camarilla what evil really means, this book is for you. I feel it is one of the better products to see the (ahem) light of day. It describes three new Disciplines, more Thaumaturgical Paths, new Merits and Flaws, and two new Clans who happen to be the power behind the Sabbat. Also describes the Antitribu, Kindred who have turned against their former Clans to become a part of the Sabbat, or descendants of these sorts.

The Prince's Primer

[WW 2232](#)

\$12.00

Written by Michael McLaughlin
and Allen Tower

Cover Art: Timothy Bradstreet

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The Prince's Primer examines Kindred politics from the top down, showing where some have succeeded and others failed, and how the truly wise prince can learn from the examples of others. For use with **Vampire** and [Mind's Eye Theatre's Masquerade](#).

Outcasts: A Players Guide to Pariahs

WW 3065	\$15.00	Aug-95
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Written by James Moore

Cover Art: Lawrence Snelly

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[\$15.00] [Aug-95]

This is a special book that combines a Tribebook, Clanbook, and Tradition book all in one. Each group in the World of Darkness have their own spacegoats, the little guys who are always getting kicked around: the vampire Caitiff, the Garou Ronin, and the mage Hollow Ones. But just because you're not a member doesn't mean you're not tough. Hell, you've got to be down right mean, because you're alone in the night. Includes new Merits, Flaws, Disciplines, Gifts, fetishes and much more.

Prince of the City

WW 04820	Mar-95
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[\$5.99] [Mar-95]

Vanevar Thomas is an astute Virginia gentleman and sophisticated vampire living in 19th-century San Francisco. In the midst of the California Gold Rush, Vannevar faces the conflicts and corruption associated with a rapidly growing vampire society. Prince of the City depicts the Barbary Coast, the Chinatown Tong Wars, transcontinental railroads, Nob Hill mansions and balls, a World Fair and the Great San Francisco Earthquake, all from a vampire's point of view.

Rage Across the Amazon

WW 3104

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

This provides information on the war in the Amazon, and what the Garou are trying to do about it. The corruptive influence of the Wurm is described, specifically the Pentex operations in the area. The Balam and Mokole in the region are also detailed to a certain extent.

(Thom Denholm's comments)

Information on Rage Across the Amazon. Haven't read the storyline (my ST asked me not to) but the resources section brings the Werewolf product up to specs with the Vampire Players Guide 2nd ed. Many weapons and rules for weapons (guns, explosives, chemicals, poisons). Another nifty section is some Garou "Artifacts" that are quite powerful. (It's always fun reading about the +5 Holy Avengers, even if you can't use them).

Rage Across Australia

WW 3106	\$15.00	8-Jul-94
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[\$15.00] [8-Jul-94]

About guess what? Including information on the Bunyip. The land down under breeds them tough and hardy - no more so than the Garou. But the harsh outback blisters even their thick skin - and their soul. The Garou did a great wrong here long ago and the ghosts still haunt them. The Garou must make amends for their past, lest they forever remain strangers in the Dreamtime, the spirit world of Australia. A regional sourcebook for Werewolf.

Rage Across New York

WW 3100

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

First regional supplement for Werewolf, this is very nice in historical detail, and even thoughtfully provides some truly vile nasties. The linked stories in the back are even nicer, but not to the PCs.

Rage Across Russia

WW 3105

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

A Shadow Curtain has fallen across the Motherland, and only a few know the full reason. The Little Grandmother walks and she is trying to do something that may render the future a moot point. The Garou of Russia are detailed, as well as the war between a pair of powerful vampires over the Motherland. The story ideas are worrisome to say the least.

This is the most Mythic sourcebook for the World of Darkness to date.

Masquerade of the Red Death, book one: Blood War

[WW 12400](#)

May-95

Written by Robert Weinberg

Design by Michael Scott Cohen

Cover Art: Gerald Brom

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[\$5.99] [May-95]

For ten thousand years, a race of immortal vampires has waged a secret war to control mankind. Though mortal, Dire McCannan knows a great deal about these undead. So does Alicia Varney, one of the world's wealthiest women. They are two wild cards in a global game of chess that has lasted over one hundred centuries. But now a new player has entered the fray. Known only as the Red Death, he controls forces that make even the Kindred tremble. Has the apocalypse begun?

Masquerade of the Red Death, book two: Unholy Allies

[WW 12401](#)

Oct-95

Written by Robert Weinberg

Design by Michael Scott Cohen

Cover Art: Gerald Brom

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[\$5.99] [Oct-95] - Robert Weinberg

The second novel in the Masquerade of the Red Death trilogy, Unholy Allies continues the saga of Dirk McCann and Alicia Varney and their search for the evil entity known only as "Red Death".

Advertisement 2

The only two people who can stop the Red Death are Dire McCann and Alicia Varney. Racing against time as the Red Death comes closer to achieving his goal, they desperately need to find the one historian who knows the vampire's identity.

Masquerade of the Red Death, book three: The Unbeholden

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The final book in the Masquerade of the Red Death trilogy, the vampiric saga continues as Dirk McCann and Alicia Varney race to stop the evil entity known as the Red Death and his plot to control, or destroy, the entire Kindred race.

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Time is running out for Dire McCann and Alicia Varney.

Despite all efforts, ancient monsters once again walk the face of the Earth.

The only means for the Red Death to achieve his dream of global conquest is to destroy the most dangerous man in the world: Dire McCann.

Revelations of the Dark Mother

WW 2024	\$10.95	Nov-98
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Legends

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written by Andrea Blacksin.

A **Book of Nod**-style tome of vampire myths and history. Revelations of the Dark Mother explores the heretofore ignored legends of Lilith, the Dark Queen. Learn of the hiddle Lilith-cults that have existed down through the ages, and guess at what is yet to come in the night.

Rite of Passage

WW 3002

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

The adventure is a nice little romp in the woods for some young New York Garou. Especially after everything goes wrong at the worst possible time. It does provide information on the Garou's rites of passage, and how they view the importance of this particular test.

The Succubus Club

WW 2104

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

A nice layout for a nightclub. It isn't really necessary for running the Succubus Club, although a few of the stories are worth running. A very nice supplement detailing the evolution and mood of a Kindred infested nightclub.

Storyteller's Handbook to the Sabbat

[WW 2225](#)

\$15.00

Written by Steven C. Brown

Cover Art: Ken Meyer, Jr

- [Advertisement](#)
- [Review by Deird'Re Brooks](#) in the FAQ
- [Review by Mithrandir](#) (30 Sep 93)

Advertisement

A **Players Guide to the Sabbat** introduced this deadly sect. **The Storytellers Handbook to the Sabbat** takes the kid gloves off, revealing the truth about this horrendous organization. From its ghoulish families to its inner politics to its demonic ties, everything a Storyteller needs to know about the Sabbat is included within these pages.

Review by Deird'Re Brooks in the FAQ

For hints and suggestions on running Sabbat based Chronicles, this book is very useful. It describes how to run a Crusade, the Path of Evil Revelations in its sinister, infernal glory, diabolical gifts, and plenty more. It also has NPC archetypes, as per the ST Handbook. One particular addition which is of particular use are the Revenants, or Ghoulish Families. A group of families which have made Ghoulishness a genetic trait.

There are also two new Bloodlines, an offshoot from the Gangrel and one from the Lasombra.

Review by Mithrandir (30 Sep 93)

Remember the Player's Guide to the Sabbat, that awesome book that was produced a few eons ago in February? Well Neonates, tremble in your bootsies!! The ST's Guide is , in it's own view, THE BOOK needed to run real, up to the punch Sabbat Chronicles. Is it good? yes. AS good as the Player's Guide? No. BUt still well worth it. It takes a look at what really goes on behind the scenes, with several sections about the deviousness of Sabbat politics and how to get your players into SO MUCH trouble. For example, the Sabbat uses a Prestation system like the Camarilla does. So you can be Royally Shafted when dealing with that Lasombra friend of yours. The section on how to set about Crusades, the non-violent game and so forth are useful. Not exactly brilliant, but useful nonetheless. Then comes the Ghoul Families. There's one sdmall niggle in that department. How long do Revenants live? It doesn't say, but you can pretty much figure it out for yourself (about 4 centuries, I reckon). The shit hot section is really the Path of Evil Rev's stuff like Dark Thaumaturgy and Demonic Investements and so forth. They are good. Damn good. A bit hackneyed, but oh so evilly useful against those players.

In sum, I liked this book reasonably well. Not as ground-breaking as it's companion book, but then again, how could you seriously hope to do another Player's Guide.

Vampire: Storyteller's Handbook

WW 2222	\$18.00	96
Written by Daniel Greenberg, Graeme Davis, Browder and other		
Cover Art: Clark Mitchell		

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- [Review by Deird'Re Brooks](#) in the FAQ

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This major reference work is ideal for anyone who plays Vampire. It includes new rules, greatly expanded sections on enemies and a cornucopia of ways to expand and improve your chronicle.

Review by Deird'Re Brooks in the FAQ

First edition. Nice hints for running Chronicles and Stories. There are some interesting little rulings buried in the suggestions, too. The sample enemy/ally characters are useful for a rush job when something happens and the ST needs instant stats. This book also provides three new Bloodlines and associated Disciplines. I am not aware of any plans for a second edition.

Vampire Storytellers Handbook Revised Ed.

WW 2304	\$25.95
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Vampire Storyteller's Screen, 2nd Edition

WW 2003	\$10.00
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Written by Graeme Davis

- [Advertisement](#)
- [Review by Deird'Re Brooks](#) in the FAQ

Advertisement

The Vampire screen comes complete with a 16-page collection of classic character archetypes that may appear anywhere in your chronicle.

Review by Deird'Re Brooks in the FAQ

The second edition screen comes with a book of Mortal archetypes. Police, reporters, ghouls, priests. You name it . . . There is also a condensed character sheet for NPC allies, contacts, herd, and retainers.

The screen itself is more appropriate to the Storyteller idea than the first. It has all the charts, but it also adds a condensed character creation chart, which can be handy when dealing with new players.

Vampire Storyteller's Screen, 1st Edition

WW 2001

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

The first edition screen comes with an adventure: Blood at Dawn. It's set in Gary and is quite, well, scary. More fun than a haunted house. The screen itself is useful if your playing requires reference to a lot of charts. More like a Gamemaster's screen.

Transylvania Chronicles 1: Dark Tides Rising

WW 2811	\$15.00
Written by Brian Campbell, Nicky Rea	

Transylvania Chronicles 2: Son of the Dragon

WW 2812	\$15.00	Sep-98
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Transylvania Chronicles 2: Son of the Dragon continues the adventure begun in Dark Tides Rising. The players' characters are now centuries-old, scarred veterans of the great Jyhad, with their own estates and connections in the fledgling Camarilla, Sabbat or even both. Yet not even their great power may be enough to stand against the Impaler, Dracula himself.

Transylvania Chronicles 3: Ill Omens

WW 2813	\$15.95	Aug-99
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Dracula stalks the night, Kupala rages beneath the cursed land of Transylvania and Paris burns in revolution. The characters - princes, rebels and everything in between - find themselves amid the flames and besieged by friend and foe alike. Can they survive the terrors of both the supernatural world and the kine? Or will they become so much ash on the wind?

Transylvania Chronicles III: Ill Omens continues the chronicle begun in Dark Tides Rising. The players' characters, elders of the Camarilla, Sabbat or independent clans face opposition from all sides - Dracula, rival sects and even the citizens of the burgeoning French Revolution. The signs of Gehenna continue to appear. Only the stalwart can stand against them, and only the most vile hurry them along.

Transylvania Chronicles 4: The Dragon Ascendant

[WW 2814](#)

\$15.95

Year of the Revelations

Written by Brian Campbell, Jackie Cassada, Nicky Rea

Children of Gaia Tribebook

WW 3053	\$10.00	Nov-94
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Written by Daniel Greenberg

Art by Dan Smith

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[\$10.00] [Nov-94]

"To Lie Down with the Wolf and the Lamb, Such is the Will of Gaia" The most empathic of all the werewolves, the Children of Gaia believe that the Wyrms cannot be defeated with its own tactics of violence and destruction. Only by returning hate with understanding, by ever-forgiving one's enemy, will the Apocalypse be diverted. The third Tribebook looks at the Children of Gaia: their enduring history, legends and behavior, as told by a Child of Gaia sage. This heavily illustrated book reveals the hidden triumph of good over evil throughout history. Includes: The history and culture of the Children of Gaia, a Legends of the Garou comic book, five ready-to-play character templates.

Transylvania By Night

[WW 2808](#)

\$18.00

Written by Nicky Rea and
Brian Campbell

Cover Art: Gerald Brom

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Advertisement

The horrors and intrigues of Eastern Europe rise from the grave to embrace all Cainites who travel their cursed lands. Participate firsthand in the Tremere-Tzimisce war, run with the barbaric Gangrel or revel with the enigmatic fae of this tradition-steeped realm. Great power awaits those who journey to this horrific land, but only the bold may seize it.

World of Darkness: Tokyo

WW 6103	\$18.00	Dec-98
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Year of the Lotus

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written by Bruce Baugh and Mark Cenzyk

There's another city that never sleeps, not while the Kuei-jin roam its alleys and corridors of power. Explore mysterious Tokyo with the denizens of the World of Darkness, but remember; behind the neon and the steel are secrets as deadly and as ancient as anything the West has to offer.

The Time of Thin Blood

WW 2101	\$15.95	Jul-99
Year of the Reckoning		
Written by Dean Shomshak and Sarah Roark		

- [Advertisement](#)
- [Pseudo-Review by Robert Kirkpatrick](#) (23 Jun 1999)
- [Review by Derek Guder](#) (29 Jun 1999)

Advertisement

The Curse of Caine has existed for so long it has finally begun to weaken. Elders' blood, passed from one child to the next for generations, no longer holds the potency it once had. Too many children have been embraced in the Final Nights - a reckoning must come for these illegitimate vampires. If it does not, the world may end. The Time of Thin Blood allows you to portray the hunted children of high-generation vampires in the Year of the Reckoning. The Final Nights are upon us and this book offers storytellers a glimpse at one of the events of the unfolding Gehenna. Rich in story and character content, The Time of Thin Blood is the first step toward the world's ultimate demise or salvation.

Pseudo-Review by Robert Kirkpatrick (23 Jun 1999)

I must admit that when I first heard about the book, I couldn't help but yawn. A whole supplement devoted to high-generation vampires? When only a couple of pages would do? Big yawn. I kept most of my comments to myself on the mailing list, because I hate commenting on something I haven't read. The only reason I wanted ToTB was for the Gehenna information, and especially the info on the fall of Clan Ravnos. That turned out to be the most disappointing part of the book, while the 14th, 15th generation, and dampirs information truly shined.

The opening story was very good, surprisingly so. I usually dislike most game-based fiction (even in the supplements), but this one truly put you in the right frame of mind for the rest of the book. It's obviously a twisted retelling of the birth of Jesus, title and all. But its Biblical overtones set the stage for the apocalyptic portents to come.

The meat of the book is the information on how to play 14th and 15th generation vampires, as well as vampiric offspring, the damphir. (Sorry if I spelled it wrong. I don't have the book in front of me.) This is a supplement that should have come out a LONG time ago, but I'm glad they waited until now, because they definitely did it right. Excuse me for not wasting bandwidth to explain the rules of their creation, but I'm sure there will be enough discussion on them already. In brief (very brief), they can handle sunlight better, can give birth, are almost human, can create their own Disciplines, and have an uncanny "Insight" into the manipulations of the Kindred. However, they are burdened with so many problems, including higher blood point expenditure, lower Discipline maximums, difficulty (or complete inability) to create fellow Kindred and ghouls, and hunted down like a bunch of rabid dogs by every major Sect and Gehenna Cult in the vampiric world of darkness.

This adds a great element to Vampire. These guys are DOWNTRODDEN, with a capital D. I'm almost tempted to say that this is street-level Vampire, and I'm not referring to your typical Anarch bang-bang festivals either. There's a renewed emphasis on human-mortal relationships, as well as a revival of the horror of vampiric existence - something quite appropriate for any jaded Vampire enthusiasts out there. There's a lot of angst here, folks, so beware. A good comparison would be Poppy Z. Brite's novel, "Lost Souls," for an idea of this supplement's flavor.

The book also has also updated the Gehenna Cults presented in "Dirty Secrets of the Black Hand," including their viewpoints on the Thin Bloods (aka the Last Generation). Also, included are the most relevant quotes from the Book of Nod for those - like me - who really don't like that little \$10.95 tome. There's also running commentary from various signature characters included.

The only problem I have with the book is the fall of Clan Ravnos, and this is a minor quibble. Most of the fall of Clan Ravnos is told through fiction, jumping back and forth between a variety of viewpoints, including Cathayan, Technocracy, and Ravnos point of views. I didn't like it for the same reason I didn't care for Clan Novel Toreador: too many things to focus on, no characters that I could really form any empathy with, as well as the fact that such a momentous event can barely be treated in so short a medium. I'm quite aware that they didn't have the room. There's already ton of info crammed in the book. But the fiction was too scattered for my taste, and failed to live up to the drama, focus, and mood of the opening story. (Although I do see it thematically in the structure of the supplement: it opens with a sign of Gehenna and ends with Gehenna for one antediluvian and his descendants - a perfect wrap around actually.) I think it could've have better been described in expose form, or even from fictitious accounts and commentary from any "survivors". That way there would still be some mystery left to exactly what happened. Plus, the end of the Ravnos doesn't really fit with my vision of the game world. Too epic, too grandiose, too action-movie for my taste. Mountains of mortals dead? Nukes? A personable quibble, nothing more - just a different style.

The information on playing the Week of Nightmares (which is the destruction of the Ravnos antediluvian) is excellent, if not incredibly brief. Essentially an outline. It's an easy way of incorporating the change into almost anyone's Vampire game without having to get all the player characters into Bangladesh, where the Ravnos are annihilated. In fact, the characters would essentially be experiencing the psychic fallout of the antediluvian's death, and coping with it for a week.

I do, however, love, Love, LOVE, the idea that the more vampiric blood that is shed, the closer we come to Gehenna. Brings in scary implications for the Sabbat war parties, for the Camarilla pogroms against the Thin Blood, and for the Assamite jihads. The more death, the more likely Gehenna will come. Excellent.

Review by Derek Guder (29 Jun 1999)

Style: 5 (Excellent!)

Substance: 4 (Meaty)

There were few White Wolf books that I have awaited with such trepidation mixed with expectation and hope than Time of Thin Blood. Only Land of Eight Million Dreams and Wraith: the Great War matched it, that I can recall. The first was horrendously disappointing and the second very nearly lived up to my imagined expectations (an amazing feat indeed). Time of Thin Blood was, in a way, very disappointing as well. Not due to poor material or writing, however, but entirely to a difference of opinion. Very little in Time of Thin Blood is actually bad, and it is all presented amazingly well, but I just could not agree with all of it. It was a difference of opinion that kept the book from being damned near perfect.

The opening story is nice enough, although I do not like it as much as most people seem to. It was good, but since it focused on the dhampir (half-vampires), I did not find it particularly appealing. The allusion to the story of Jesus (especially in the picture) is very amusing.

The first chapter is the details on the thin-blooded themselves, the vampires upon whom the Curse of Cain falls, but not as strongly as you might think. It is this chapter that starts off with the priceless dissertation by Doctor Netchurch on the thin-blooded and their traits and abilities. One of the best written sections of the book, the essay was a pleasure to read, and I was glad that someone finally applied the scientific method to vampires, and did it in a reasonable way. Netchurch is, despite his Malkavian heritage, a scientist at heart. The chapter also delves into the rules for the 14th and 15th generation vampires. It clarifies the definition of the flaw thin-blooded, directly pointing out that not all Caitiff are thin-blooded, nor are all 14th generation vampires so either. All of the 15th generation are, however. As recompense of a sort they endure sunlight as lethal damage instead of aggravated damage. Those of the 15th generation are also capable of siring or birthing children as well, they can get pregnant or impregnate as the case may be. The children produced are called dhampir (oddly enough, the same name as the Eastern half-vampires, of which not one mention is made). This was one of the first disagreements I had with the book. Call me old fashioned, but I like my vampires dead. I can accept the dhampirs in Kindred of the East (although not the name) by virtue of Yang Chi imbalance and similar considerations of the genre. In the West, however, White Wolf has gone to great lengths to emphasize the dead nature of the Kindred, and the half-in/half-out of the world of vampires is already fulfilled both by ghouls and

revenants (to whom the dhampir is mechanically and biologically identical). I find them superfluous and simply wrong-feeling.

The other major problem I had with the book is at the end of chapter one. For some reason I cannot fathom, the authors of the book chose to focus and expand upon the single worst element of the Caitiff section in *Pariahs: A Guide to Outcasts*: the generation of Disciplines. I agree that the idea of the thin-blood spontaneously generation Disciplines is interesting, and that their thin, watery vitae might make the creation of a new power (if only the lower levels) easier, but again and again, *Time of Thin Blood* clearly states that Discipline creation is almost exclusively the purview of Methuselaha and thin-blooded neonates. That I cannot swallow. I have always seen a Discipline as being easier to create than a bloodline, but *Time of Thin Blood* all but comes out and says that the latter is merely a symptom of the former. If so, why are there "bloodline-less" Disciplines in *Vampire: the Dark Ages*? I like the idea of Disciplines being easier to create than bloodlines because a bloodline is a much more drastic change, and it also serves to keep the number of Kewl New Groops With Speshil Powerz down to a minimum. Admittedly, Discipline creation is not easy for any vampire, but the mood and direction that *Time of Thin Blood* takes with Disciplines I find completely unpalatable.

The second chapter begins with a great in-character appraisal of the Kindred powers of the World of Darkness from a thin-blooded vampire's eye. It is perfect in emphasizing the lack of education about their fellows that is such an essential element to a thin-blooded campaign. Following that is an equally useful objective view on how the thin-blooded react and interact with other vampires, mortals and supernatural beings. There is also some more information on the dhampir, how they grow up and how they are seen by the Kindred as a whole.

One of the more amusing bits of the book is in the second chapter as well, a large section of the *Book of Nod* annotated in a smart-assed tone by the signature characters Becket and Lucita, as well as a new Lasombra Noddist, Nahir. The exchanges are quite amusing, especially when Becket asserts again and again that Lasombra is dead. "Oh, and Nahir, your grandsire is still dead." The one and only disappointment in this section was the lack of much of really any new material. Other than Nahir's quiet assertion that the Crone who awakens in the northern woods is not Baba Yaga, there is little that has not already been mentioned or discussed.

The chapter rounds out with a re-examination of the Gehenna cults presented in Elysium as well as the clan's reactions to both the coming of the Final Nights and the thin-blooded. Finally, a section on the history of the Scourge and a letter from "Gracchus" to "Hermia" (undoubtedly two members of some Gehenna cult) about the Jihad. This is one of the best sections of the book, the information on the Gehenna cults and some of the religious manias sweeping the Kindred across the world was very welcome and exceedingly well-done. Highly useful, the peek at the Gehenna cults of the vampiric world allows a peek into the minds of Elders, a very useful peek. The religious manias especially were quite flavorful. The "plague" of weeping blood has wonderful potential.

Then there is the character creation chapter. Like most such chapters, it has its moments but is, for the

most part, mainly work-horse. There are interesting bits, however, like the new Background accessible only to 14th and 15th generation vampires - Insight. Allowing visions and foretelling of the Jyhad and Kindred in general (past, present and future), it can easily be used to hasten along the fear and paranoia of the Final Nights. The chapter also explains that roughly half of the 14th generation vampires do have a clan, that they are not Caitiff. Character creation is slightly different for high generation vampires, although I'm still confused about how many freebie points the thin-blooded end up with, but that it likely due to my lack of intense interest in the mechanics of the thin-blooded. The freebie and experience costs for Disciplines are also different for the thin-blooded, freebie points are a bit more expensive but the experience costs are doubled. This is a minor issue for me, but I don't really like that change either. I didn't like the ghoulish experience chart at all either though. There are also some very interesting flaws as well, like Decrepitude and Compulsive Counter.

The Dhampir creation rules are here as well, and they are revenants without either a family weakness nor family Disciplines, nor do they have to worry about the revenant's long period of time before reaching adulthood. I just have to say once again that I don't really like the dhampirs. They are not twinkies or munchkin-fodder, they are in fact nicely done, but I just do not agree with the basic assumption.

Some more interesting bits from the character creation chapter include a look at just what kind of Disciplines are common and which ones are magical or unique. My one and only disagreement for the most part was on Protean. While it is not as uncommon as say, Serpents, neither is it easy to learn, especially by oneself. I have always thought that the basic "Camarilla Disciplines" (from Vampire: the Masquerade second edition) with the exceptions of Protean and Thaumaturgy were the "publicly available" Disciplines, all others require either intense and strenuous effort or a tutor. There is also a page on dhampir legends, but I think that, again, this material would fit revenants better than the bastard children of the thin-blooded. The chapter then closes out with a look at the different "categories" of the thin-blooded: the Autarkis; Cleavers (those who try to live normal, human lives); Unbound (Caitiff supremacists); Wannabe (a thin-blooded trying to gain acceptance in a clan); Seers (those high generation vampires with Insight); and another mention of dhampirs.

The storytelling chapter is easily the best part of the book, surprisingly enough. I cannot think of another White Wolf product that managed to do that before. It focuses solely upon running games during the Final Nights. How to use the thin-blooded, how to get the mood of impending doom and paranoia straight, how to destroy the World of Darkness. It includes a step-by-step look at how to structure a Gehenna chronicle. What to take in consideration and some suggestions about how to set it up. The concerns of running either all high-generation or mixed coterie games are also addressed. This chapter is likely so strong because of its frank tone and numerous examples. White Wolf authors would do well to look at it in the future.

The templates were surprisingly fun. Vampire Dad was a hilarious read, and Cinderella was quite good as well. Thankfully though, there were only five templates, with Dhampir Waif, Seer and Inceptor (one who creates Disciplines) rounding out the batch.

Now for the Appendix I'm sure that you have all been waiting for, the section that details what clan falls.

Here be spoilers.

Anyway, I would first like to ask why it was tacked onto the end of Time of Thin Blood. I would imagine because the book is as much about the times surrounding the proliferation of the high generation as much as them themselves, but somehow the bit didn't seem to be as integrated into the book as the rest of the material. I also think that it would have done much better as an adventure, maybe not on the grand scale of the Giovanni Chronicles, but definitely something the size of Giovanni Chronicles 4. That would have been a much more interesting, informative and useful format. As it stands, the fall of the clan is well-written and instituted, but not that well done in the sense that if I want a metaplot, I would like to be able to interact with it with ease.

As for the story itself, here is how the fall goes down: In India, the Ravnos have been escalating their war for territory with the local Kuei-jin (the Infintine Thunders Court of Sri Lanka and the Bone Court of China, for those Kindred of the East fans keeping score) for quite some time, and they have not been doing well of late. Resorting to Sabbat-esque tactics of mass-Embracing and throwing neonates at the powerful Cathayans, the Ravnos manage to create a large number of thin-blooded vampires, and they also manage to get an extraordinarily large number of vampires killed, and it is there that is the key to their fall. Apparently, the murder of vampires hastens Gehenna, it tugs on the strings of blood connection all Kindred, awakening their Elders. So some older Ravnos begin to arise and enter the war, and they also suffer heavy losses. It is this enormous amount of Ravnos bloodshed that apparently awakens a blood-starved Ravnos himself, and he turns to his clan for blood, having long passed the "Methuselah's thirst stage." Unfortunately for him, three Kuei-jin Bodhisattvas become aware of his arising, though the sheer disturbance that much power causes. In addition, the Technocracy also becomes aware of the situation and institutes Code: Ragnarok, allowing for any expenses (including civilian lives) to stop the threat. After three days of battling the Kuei-jin to a standstill, Ravnos is bombarded by a barrage of neutron bombs by the Technocracy, unable to part the clouds above the floodplains of Bangladesh where the vampires are fighting. Still shambling along, he is finally destroyed when the hurricane is dispersed and the solar mirrors that the Technocracy had in orbit quadruple the sunlight shining upon the city. Ravnos is finally destroyed, and as he dies, he curses his entire clan to feast upon itself, and the Ravnos across the world fall into diablerie-filled frenzies. Throughout this "Week of Nightmares," seers across the planet are flooded with images and portents of the battle, and Ravnos everywhere find their Chimerstry completely unpredictable, often gaining up to 3 levels in it, regardless of their generation, and the difficulty of all Chimerstry rolls similarly varies randomly. Needless to say, this shakes up Vampire: the Masquerade quite a bit. Although few know of the Technocratic and Cathayan involvement, everyone knows that something happened. The Ravnos Antediluvian has died and there are maybe 100 of the former clan left. If that does not scare the Elder vampires and their secret masters, I don't know what would.

That might sound a little cheesy, but it is well-written and presented in a nice fiction-then-summary format that I found nice. It was refreshing to have White Wolf come out and say something blatantly. However, not everything is perfect.

I would still like to know why it was the Ravnos that fell. It was quite a surprise, and I don't think it was a good one. There was precious little foreshadowing for this, it is just too much out of left field for me. The only hints were the Awakenings of the Ravnos Elders in Vampire Revised Edition and Ghivran Dalaal from Children of the Night, perhaps alluding to the clan's increasing Sabbat-like tactics. The "manner of death" bugs me as well. I love the way Ravnos himself died, but the fact that his clan died because he cursed them into diablerie as he died does not sit completely comfortably with me.

There is also no mention of the further repercussions of this event. Some of the heads of the Camarilla as sluggishly moving to action, including Marcus Vitel of Washington D.C. (a candidate for membership in the Imperial Order of the Master Edenic Groundskeepers if I ever saw one). Tremere is apparently stirring, and feeling none too well. Chimerstry illusions are physical to the changelings across the world, what effect did this all have in the Dreaming? I would have liked some mention of what is going on elsewhere. Yes, this is a Vampire: the Masquerade product, but if the hsien can be brought in to deal with dispatching Ravnos, the effect of his death back upon them could be given some attention. In addition, I got the impression from some of the fiction that there was so much Chimerstry rolling around the world that it was sometimes spontaneously manifesting, granting people their dreams and nightmares. There is little discussion of this.

Finally, the Red Star. There is a tiny sidebar saying that a red star has appeared in the sky that is visible only to supernatural beings. That means that ghouls and vampires can see it fine, but humans cannot. I don't like that one bit. If the star was in the Umbra and the Dreaming, I'd be very happy, but then the vampires would not be seeing it. With Auspex it seems malevolent and evil, but it would have been better if Auspex was a requirement to see it in the first place. It creates a distinction between vampires and mortals where none need exist.

Well, now that this review has gotten so long and bloated, let me close my statements by saying that the entire book was superbly well-written and laid-out. The art by Christopher Shy simply got even better than his previous work. I had seen nearly everything in the book before on his website, it was nice to see his work in print. The piece on page 47 is especially good, and I have the one on page 44 as my Windows background. The art by Vince Locke was surprisingly disappointing actually, and I usually really like his work. Mike Danza's work was nice on the whole. He has some very good pieces in there.

This is definitely one of the few White Wolf books where the presentation exceeds the substance.

An oddly disappointing book, it was not because of bad material or poor presentation. A mixed bag at times, but a well-written one.

Three Pillars

[WW 2809](#)

\$18.00

Written by various authors
(Eric Griffin, ...)

Cover Art: William O'Connor

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What are life and unlife like in the Dark Medieval world? This book has the answers! Three Pillars is a study of the peasantry, nobility and clergy and how each relates to the world of Vampire: The Dark Ages. An invaluable resource for players and Storytellers, Three Pillars provides extensive detail on the society of every Dark Ages character.

Tales from the Trails: Mexico

aka. Trails of Mexico

WW 3705	\$14.95	Apr-99
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Written by Jim Moore

Developed by Ethan Skemp

- [Advertisement](#)

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Beware: Los Hombres Lobos Where were the Garou when the Alamo fell? What exactly happened during the Sabbat's dramatic rise to power in 19th-century Mexico? And just who is the toughest night-walking hombre south of the border, anyway? Well, now you can find out.

Get Y'r Damn Hands off'n My Horse! Tales from the Trails: Mexico is a supplement detailing the Mexico of the Savage West. It contains an historical overview and timeline of events that shaped the fledgling country and details points of interest and conflict useful for chronicles set on either side of the Rio Grande. And, of course, there's plenty of information on the supernaturals that stalk the Mexican night, whether refugees from up North or well-entrenched locals. Any way you look at it, there's a lot going on south of the border. Just be sure you pack your silver bullets.

Under a Blood Red Moon

WW 3102

- [Review by Deird'Re Brooks](#) in the FAQ
 - [Review by Aaron Miaullis](#) (14 Jun 93)
-

Review by Deird'Re Brooks in the FAQ

Truly a mini-Chronicle of frightening proportions, especially if you are a vampire in Chicago. It's all out war! Everyone is in on the fight, and no-one knows who is causing it.

Review by Aaron Miaullis (14 Jun 93)

UNDER A BLOOD RED MOON (The War of Chicago for Werewolf: The Apocalypse & Vampire: The Masquerade) created by Steve C. Brown and others at White Wolf

This is a review of the above WtA/VtM crossover book. It will be brief (I hope) and will not divulge any major information (I don't want Ragabash to be on the street with a sign "Will Design Games for Food").

The VERY short synopsis:

Under a Blood Red Moon is an excellent book for anyone playing in the Storyteller system. There is a Lupine/Camarilla/Sabbat/Black Spiral Dancer/Methuselah war over a period of seven days in Chicago. The dead number quite a few and will justify a second edition Chicago by Night. If you are running WtA, this book is written for you. If you are running VtM in Chicago and want the players either trimmed down or running scared, this book is for you too. If you are in a nasty mood and want to run Sabbat, well....it works, sortof. Mummies and Hunters could also be done (it would be one scary time for a Hunters campaign). You would need the Chicago by Night first edition and maybe the Succubus Club to run this adventure. The seven day adventure could last as long as 15+ game sessions (each scene would almost be an adventure in itself.).

That's the short list. If you want a more detailed version, read on in a couple of lines.

The short synopsis:

Needed materials for play:

- Vampire: The Masquerade, 2nd or 1st ed.
- Werewolf: The Apocalypse
- Chicago by Night, 1st ed.
- 10 sided dice
- Storyteller
- Players

Possibly wanted for play:

- The Succubus Club
- The Book of the Wyrn
- The Player's Guide to the Sabbat
- pizza
- chips
- place to play in
- beer, wine or Jolt.
- extra time

Plot synopsis:

The Sabbat and Black Spiral Dancers are at it again!! Due to their plans, dominated werewolves attack the Succubus club. A Methuselah thinks another Methuselah was behind the attack and gets Prince Lodin to call the Blood Hunt on all Lupines. While this goes on, the Sabbat and BSD take a caern in downtown Chicago (yes, there is nature in the city). A gathering of 100-150 Lupines is organized outside of Chicago for a counter-strike. Some 50+ Lupines attack the city, the others attack a Wyrmhole nearby. Gangrel seek neutrality. Sabbat embrace kinfolk. An axe murderer runs through the University of Chicago. The werewolves that went to the Wyrmhole are not seen again (well....read it). There is an Abomination (a Lupine Vampire) that tries to help out the characters (either Lupine or Vampire). The Succubus club gets attacked, twice. A Methuselah is woken up in the basement. A Tremere chantry is burned. The caern is retaken. Prince Lodin is killed. All the while, a Celestine (god) of storms, wind and lightning rages above the city and the Umbra gets REAL strange.

Werewolf: The Apocalypse:

The Garou are on the offensive all the time. Good combat campaign with a nice margin of Bourbon street thrown in.

Vampire: The Masquerade:

The Camarilla is on the run nearly all the time. Makes for good excitement and role-playing.

Sabbat:

These leeches are behind it all (with the BSD). They loose in the end but it is rather close.

My advice:

I'm going to try to get my hands on Chicago by Night and then try convince a friend of mine to run a VtM party through Under a Blood Red Moon as I concurrently run a WtA party through the same book. It could be done with this system and it would be interesting to see how PLAYERS of WtA would react to PLAYERS of VtM. I think this book will be fun. I would give the book a thumb up.

-Aaron

Vampire: The Dark Ages

WW 2800	\$29.95	96
Written by Kevin Hassall and Jennifer Hartshorn		
Art by John Bolton		

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[\$25.00] [???-96]

The first in a new line of games from White Wolf, Vampire:The Dark ages takes you to the nights before the Camarilla, when vampires are the monsters of the forest and graveyards, a time when peasants huddle in their homes, desperately clutching their rosaries in frenzied prayer. The Kindred ride the dark as knights, play their games with the nobles of Europe and travel to the mysterious lands of the East as they continue their ages-old war. Vampire:The Dark Ages includes everything necessary for playing the Damned in the Middle Ages and allows you to affect the events which have so influenced _our_ age. Witness the growth of the new Tremere clan and the beginning of the Anarch Movement, battle Assamite diabolists and struggle to keep the Sabbat from establishing a reign of terror.

Vampire: The Dark Ages Storytellers Screen

WW 2801	\$10.00
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Cover Art: John Bolton

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All the essential charts and tools for the **Dark Ages** Storyteller are here, in one place. Also included for players is a pad of ready-to-use character sheets, printed on authentic parchment paper, to make medieval vampires spring to unlife.

Veil of Night

WW 2832

\$25.95

Apr-01

Written by Chris Hartford, Ellen Kiley, James Kiley, Michael Lee, Sarah Roark, Lucien Soulban and Adam Tinworth

Art by Mitch Byrd, Mike Chaney, Guy Davis, Richard Kane Furguson, Mike Danza, Brian Leblanc, Rik Martin, Drew Tucker and Conan Vennus

- [Advertisement by Philippe R. Boule](#)

Advertisement by Philippe R. Boule

VEIL OF NIGHT is a 224-page hardcover book covering the Islamic world of 1197 and the vampires who prey upon it. To give you guys a solid idea of what's in the book, here's the "Contents" section from the introduction.

Chapter One: **?Asabiyya** traces the history of Islam from its quiet origins in Mecca to the great heights it has achieved. ?Asabiyya, the dynamic energy of a hungry community, characterizes the early Muslim community, based primarily on the Arabic tribal tradition. As it grows, conquers and absorbs, however, Islam falls prey to the stagnation and intrigues of all great empires. This chapter also traces the rise of the Ashirra sect of Cainites, who tap the hope of the new faith but end up being part of the dissipation of its ?asabiyya.

Chapter Two: **One Faith for All the World** examines Islam and the Ashirra sect and how the two interact. The expectations and realities of Muslim life (and unlife) play out in every act of the faithful.

Chapter Three: **Under the Crescent** traces the travels of an Ashirra across the breath of the Islamic empire. He sees the diversity and drive that make it a great empire, and the divisions that make it all too fragile. The Cainite situation is all the more dangerous, as our traveler soon discovers. (This chapter also includes write-ups for a plethora of characters.)

Chapter Four: **Ways of the Blood** examines the clans and Roads of Cainites in the Islamic world. These groupings are not entirely different from those in Christian Europe, but Islam has had its effect on them all. Different clans play different roles, and cultural differences make the Roads a new experience.

Chapter Five: **Blessings of the Faithful** provides game mechanics and new systems for chronicles in the Islamic world. Guidelines for character creation, new Traits, a new form of blood magic, Muslim

weapons and tactics, and expanded coverage of faith are all part of this chapter.

Chapter Six: **Damascus by Night** provides you with a complete setting in which to play. The "Garden of the World," once the capital of all Islam, is now a great city facing off against the Franj without and a dark corruption within.

Appendix: **Arrayed Against the Night** covers a variety of other supernatural entities who lurk within Islam. From the monstrous Demons of the East who keep the Ashirra from entering Taugast, to the capricious djinn, this chapter shows that Cainites are not quite alone.

Vampire Storytellers Companion Revised Ed.(Screen & Book)

WW 2301	\$14.95
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Written by Clayton A. Oliver

Vampire: The Masquerade, 1st Edition

WW 2000

- [Review by Deird'Re Brooks](#) in the FAQ
-

Review by Deird'Re Brooks in the FAQ

Vampire, A Storytelling Game of Personal Horror - *"Oh my God I'm a Monster!"*

In Vampire, you are a bloodsucking creature of the night. You are forced to `live' with the fact that to survive you must drink the blood of others. You must not give in to the Beast which lives within you, for if you do, your soul is that much closer to insanity and bestiality. But to avoid giving in fully, you must give in a little at a time. Such is the Riddle of Kindred unlife: "A Beast I am, lest a Beast I become."

You cannot tell the canaille - the mortals - of your kind, for they would band together and destroy you and yours.

There are other ways, however. You can join the Sabbat, who follow Paths of Enlightenment which allows them to give in to their Beast without losing their minds. Or you can follow the long, treacherous road to Golconda, which balances the Beast with your humanity.

On top of all this, the other Kindred are engaged in an eternal war of intrigue, deception, and sometimes even outright conflict. This is the Jihad, and nearly all Kindred, except the enigmatic Inconnu, are involved. Some as manipulators, some as pawns. Many are both, unfortunately.

But all this scheming and manipulating will be at an end soon for the Gehenna is near, when the Antediluvian founders of the Clans arise to slake their thirst with the only blood they find nutritious - Kindred Vitae.

Vampire: The Masquerade, 2nd Edition

WW 2002	\$28.00	96
Written by Mark Rein-Hagen, Graeme Davis, Stewart Wieck and others		
Art by Timothy Bradstreet		

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Seize the night in the Storytelling game of personal horror. Vampires live their unlives in a world of deadly Archons and treacherous Tremere, where ancient Inconnu play their games against a backdrop of horrid diablerie. Into this maelstrom come the neonates, striving against all odds to maintain both their freedom and their souls.

The **Vampire: The Masquerade** Storytelling game has already fascinated thousands of gamers and is the anchor for the entire Storyteller series. Winner of the 1991 *GAMA Origins Award* for Best Roleplaying Game and the 1992 *Casus Belli* trophy for Premiere Roleplaying Game. Hardcover.

Vampire: The Masquerade, Revised (3rd Edition)

WW 2300	\$29.95	Oct-98
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The Midnight Dance Continues

They stalk in the shadows, moving gracefully and unseen among their prey. They are the blood-drinking fiends of whispered legends - Kindred, Cainites, the Damned. Above all, they are vampires. Their eternal struggle, waged since the nights of Jericho and Babylon, plays itself out among the skyscrapers and nightclubs of the modern world. But the vampires' grand Masquerade is imperiled, and the night of Gehena draws ever closer.

Until The End of All Things

This new edition of **Vampire: The Masquerade** is an updated, revised version of the popular classic. In this mammoth volume can be found all 13 clans, all major Disciplines, and a host of brand-new information on both the Kindred and the...things...that hunt them. This book compiles everything you need to know about the Kindred and the World of Darkness for the new millenium. Plus, the new edition provides all-new information on the changes that affect the clans, and on the begining of the end of the Camarilla. Finally, the first of the Storyteller rulebooks is the best again.

Click [here](#) to see White Wolf's press release regarding the Revised edition.

from followup questions, Justin had this to say: *Let me clarify/reveal a bit:*

Vampire: The Masquerade is the only book necessary to play the game. In the first quarter of '99, companion volumes for the Camarilla and Sabbat will be available for those who desire greater setting depth.

Those of you who enjoy the game will see expansion, revision and new utility from these companions including refined mechanics and story advancements. Those of you who hate the game will maintain that we're just desperate to gouge another buck from our market, and that I am the Great Satan for simply

suggesting the thing ;)

According to various sources, including AOL Chat sessions, an article in Inquest, and a post by developer Justin Achilli, some of the changes in the Revised Edition will include:

- A three-tiered combat and damage system akin to that of Trinity. Yes, your mortals can now soak (some stuff)!
- Refined dice pool splits -- no longer will "I hit him 100 times" get you 100 separate actions.
- A system for reflexive actions such as soaking, spending blood points, invoking line-of-sight Disciplines, etc that clarifies when you need to split a dice pool and when such actions are considered "automatic."
- Revised and reworked systems for morality, including Humanity and the non-Sabbat Paths of Enlightenment. According to Cynthia Summers at an AOL chat, the Lasombra's Path of Night is based on the idea that *"vampires are monsters in God's order - so they d*** well better act like monsters! It's not about complete random wrecking stuff - it's about wreaking TERROR in the kine."*
- Streamlined initiative, resulting in quicker combats.
- Revised botch mechanics -- no longer does your chance of catastrophe increase with the number of dice you roll for an action.
- Merits and Flaws in the core rulebook.
- Special rules for damanging the undead -- shooting a corpse doesn't do much good, so picking a vampire off from 30 stories above probably isn't the best option. Now you know why Inquisitors carry swords....
- Revised Thaumaturgy and Necromancy (to better fit with Wraith), with clarified paths and rituals for both. Necromancy is going to have Paths and some Rituals.
- The book also contains an update on the backstory of Vampire's World of Darkness, as well as all 13 clans and their Disciplines, details on the sects, Kindred history, notes on "the others" and antagonists and all manner of other goodies. It's 312 pages hardbound.
- a shake-up of the status quo: the Sabbat is making life difficult for American Kindred, the Kuei-jin are making inroads on the West Coast, the Nosferatu Justicar has been murdered, 14th and 15th Generation Kindred are popping up (a sign of Gehena)
- some of the clans are getting tweaked: the Assamite Curse has been lifted, Gangrel are reconsidering their membership in the Camarilla, Malkavians are less kooky and more scary (*and they have regained Dementation as a Clan Discipline*), Ravnos are more into being deceivers than perky Gypsies.
- the June-December catalog entry for it mentions: *"all-new information on the changes that affect the clans, and on the beginning of the end of the Camarilla."*

San Diego Comic Con

San Diego Comic Con 1998. 94* outside, and standing in line for my Professional badge. They were actually on time, so i was told. This year was my first for this particular Convention. We were let in at 10am, the air conditioning just right. It only took me about 45 minutes to locate, (or stumble upon) what was the tiny exhibitor's stand with the words "White Wolf" above. I approached it, immediately seeing Justin Achillies. He was bald, or close to it. There, on the table sat the eagerly awaited Revised Vampire the Masquerade. It wasn't in the published form, rather a script-like state. A guy was shmoozing with Justin as he flipped through the new edition. I stood around, waiting to look through it. Minutes later, he handed it to me, and i flipped through it, page by page.

As i looked through it, i questioned Justin on a few of the rumors, or statements that have been passed around. I got to the Discipline section, and blinked. It was changed. Almost every discipline has been altered in some form or another. So, i asked the bald one. "So, how many disc's have you really changed?"

"Most of them have gone through some sort of rewording, revamping or in some cases, complete overhauls. Necromancy has changed, as you can see... (It was. It was like reading Thaum. Rits and all.) "Serpentis, as well." He added.

"Yeah, i noticed that Mummy was changed. Why the different powers?"

"Well, we weren't pleased with how the Setites were being portrayed.

"You mean, so corrupting and such?"

"Yes. What is corrupting, anyway? I mean, especially with Kindred. We decided to make them more...enigmatic. More ancient lore characters. "

"Interesting. Any more books coming out that will compliment this? I mean, i noticed that the Discipline powers listed, are only up to 5 dots.

"Yes, again. ::smiles:: We are releasing a Camarilla book shortly after the new VTM, sometime in about December or January."

"That will have more information on disciplines and such? What about combat, Dansky mentioned in his info release to Inquest magazine that the combat has been amended? Whats that mean ? (As i sifted through to find the combat section to no avail)

"We redid that from the ground up. We added another type of damage, and made things a little easier and more clear to understand. (This i got a little confused on, so it wasn't exactly what he said.) There's now a banter type of damage. Fists, kicks, and such. Bruise type damage in other words. Then there's weapon damage, i.e. Guns, and melee weapons. Finally, you have your typical Agged damage. "

"Any new Clanbook's?"

"Well, its funny you should ask that. I have been wanting to redo the first few...make them measure up to

all the others. I may try to get it done similiar to the Libellus Sanguinus' from the Dark Ages set. Gangrel, Malkie and Brujah. With changes of course. The problem with it is, i am hesitant because it will seem like we are just trying to rake in the money with added books after all this, which is not the case. "You don't think people are going to think that already? I mean, come on. man...First the VTM, then a Camarilla book, AND a Sabbat book?

"::chuckles:: Well, it will appear that way, but we are hoping they will like the new versions. They are worth it. We've had lots of fun putting them together, and it is much better than the originals.

"Well, i don't want to waste anymore of your time But, what about the Black Hand? I have also heard rumors that because you guys put that out so fast, its only backfired on you, and the best thing is to get rid of it...?"

"heheheh, well it goes a little like this. It will come out in some kind of book form later, but yes, we do want to get rid of it. It was a mistake. You know the Shadowlands, right?"

Vampire: War of Ages

WW 2022	\$16.00	Aug-98
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A reprint of **Elysium** and **The Anarch Cookbook**.

A World of Darkness, 1st Edition

WW 2220

- [Review by Deird'Re Brooks](#) in the FAQ
 - [Mini-review](#)
-

Review by Deird'Re Brooks in the FAQ

Except for missing a couple pages in the Haiti section, and probably a couple in the Hong Kong and Gaki sections, it is quite useful. The Europe section will be quite usable with Rage Across Russia, I hope. Several NPCs from around the world are detailed. There are several locations locales described- from Hong Kong, moving west all the way to the Vampire Club in San Francisco.

Mini-review

Has the stats for many famous vampires, mainly in Europe : Baba Yaga (mother of Russia, Nosferatu 4th), Cret (Leader of the Inconnu, Ventrue 4th), Mithras (prince of London, Ventrue 4th), Guillaume (prince of Geneva, Brujah 5th, in Golconda), François Villon (prince of Paris, Toreador 5th), Louhi (Malkavian 5th), John Dee (London chantry leader, Tremere 5th), Don Caravelli (head of the Mafia, Brujah 6th), Brunhilde (leader of the Valkyrie, Gangrel 6th), Aleister Crowley (Malkavian 6th), Black Annis (Nosferatu 6th).

A World of Darkness, 2nd Edition

WW 2226	\$18.00
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Written by various authors

Cover Art: John Matson

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Do you dare to explore the hidden reaches of the World of Darkness? **A World of Darkness Second Edition** updates previously published information and offers all-new details on the setting of all the Storyteller games.

Wolves of the Sea

WW 2820

\$14.95

Written by Geoffrey C. Grabowski, Jason Langlois, and Roman A. Ranieri

- [Review by Derek Guder](#) (3 May 1999)
-

Review by Derek Guder (3 May 1999)

Style: 3 (Average)

Substance: 4 (Meaty)

Vampire: the Dark Ages is a product line that White Wolf has handled remarkably well. Nearly all the supplements are superbly done. The Libellus Sanguinus series of books are the Clanbooks done right. The Dark Ages Companion and Three Pillars were both wonderful books packed with great information. Wolves of the Sea only continues this tradition. White Wolf has added another great book to a superb product line.

Wolves of the Sea details the culture and lands of the Vikings during the Dark Ages' period. It gives equal weight to both sides of the Embrace throughout the book, and the reader comes away with a greater understanding of Norse traditions as well as those of the vampires that prey upon them.

The opening fiction is good, although not a masterwork. The obligatory Introduction chapter, unlike in most books, was actually useful, providing more than just a glossary and a few cursory words about this being a fantasy game. Several internet resources are included, and they are quite useful and professional sites, a very good resource for those storytellers concerned with historical accuracy. A rather comprehensive Viking timeline (from 793 to 1018) is also included and is quite useful.

The first chapter details Viking culture and history. The authors treat us to a remarkably informative examination of Viking lifestyles and manners. Like the Three Pillars, this chapter is very educational, on a simply historical level. Many of the common myths and misconceptions of Vikings are dispelled and revealed. Social structure, economics, home life, religion, warfare, tale-craft, superstitions; all are mentioned and explored in the first chapter. While most of this section focuses on mortals, there is an interesting section on vampiric legendry, explaining how the einherjar (what the northern vampires call themselves) of the North trace their lineage to Odin, not to some kin-slaying farmer.

The second chapter is a look at the function of the Clans in the North. Obviously, it is the Gangrel that rule supreme in Scandinavia, but they are far from alone. Many other Clans are making their way into the North, or have also established themselves there. The customs of the Kindred of the Northern Lands is showcased, as is their relations with the Garou that claim the lands as well. The only complaint that I have with this chapter is that the Lhiannan are completely ignored. Apparently at some time between the Dark Ages Companion and Wolves of the Sea, the bloodline was cut from being Norse, Celtic, and Germanic to simply Celtic. Personally, I think that was a poor decision, as it simply serves to limit an otherwise very promising bloodline. Those looking for more information on the Lhiannan, Ogham, or their belief in the Crone and associated cosmology (as I was), will be disappointed. Nothing along those lines is in Wolves of the Sea.

The next chapter is focused on character creation and development, and we are treated to a plethora of new traits. New abilities are of course provided, as is a new background for Vampire: the Dark Ages - Fame. There are 3 new metadiscipline powers, and they are extremely interesting and useful. Very well done. There are two new Roads as well, the Vias Einherjar (has some similarities to the Road of Chivalry) and Aesirgard (remarkably like the Road of Heaven). Then there are many, many merits and flaws, and quite good ones as well. Other than the required mundane merits and flaws, there are some very intriguing supernatural ones as well. Second Sight, Foresighted, Runesight, and True Berserk are all very inspiring merits.

The systems chapter covers rules that are needed for gaming in the North. It answers the questions of how the Kindred survive with so few people, and how they deal with the wildly different spans of night through the seasons. There is also a discussion of sea issues, both fighting on it and travelling across it. The chapter rounds out with a look at the special concerns that vampires have in settlements in the North, and a look at running different styles of chronicles, from playing mortals to ghouls to full-blown einherjar.

Finishing the book are three templates (all of reasonable quality, but I'm not a big fan of templates myself) and three "famous" einherjar, all of which are interesting. My only complaint there is that there should have been more. I really like the "notables" sections in books (especially when they sacrifice stats for more room for development) because they often inspire me to great ideas for chronicles or characters. I find them to be wonderful assets in a game.

Quite a good book. An absolute must for anyone intending to run a Viking game in Vampire: the Dark Ages.

Werewolf: The Apocalypse, 1st Edition

WW 3000

- [Review by Deird'Re Brooks](#) in the FAQ

Review by Deird'Re Brooks in the FAQ

Werewolf, A Storytelling Game of Savage Horror -

"Oh my God, I'm a Monster, and Gaia is dying!"

In Werewolf, you are a Garou, one of the Changing Breed. You are Gaia's immune system, trying to fight off the diabolical and corrupting influence of the Wyrms before it brings creation to a stagnant, corrupt Apocalypse. Many will die in the fight, and even the fight itself seems hopeless, but you must continue to Rage, to fight the Wyrms' minions, or the Apocalypse will be far worse than you can imagine.

The armies of the Wyrms are legion. As if they were not enough, part of the reason for the ascendance of the Wyrms, the cities, spawned by the Weaver and built by humans, are still expanding, the choking pollution spreading outward like pus from an infected wound.

There are many puppets of the Wyrms to fight - the Vampires who are at least partly responsible for the cities. There is Pentex, that unimaginably huge corporation dedicated to raping Gaia until she has nothing left to give.

You do not have as much to fear about the Homids discovering you, though. Your presence is protected by the Veil, which sends them running away in fear, leaves them frozen in panic and causes them to forget they saw you. But the reasons for this is one of the monumental crimes of Garou history - the Impergium. For a time, the Garou limited human population by violence, thus causing humans to group together in cities for strength. In fact, the Impergium caused humans to continue grouping in ever larger numbers, building more and larger cities, allowing the Weaver to gain more strength.

Eventually the Wyrms could not balance the Weaver's constructs and was woven into the pattern web, eventually losing its sanity.

Now the Wyrms is helping the Weaver destroy the Wyld. You are the defenders of the Wyld, the protectors of Gaia. You must do all you can to stop or forestall the Apocalypse, both in the physical world most people believe is the sum of reality, and the Tellurian, the spirit plane also known as the Umbra.

Werewolf: The Apocalypse

The basic rules for Werewolf. A lot of information between the covers, and at the very least makes good supplemental material for Vampire. I found the editing errors annoying (see page XX) but that was only a minor complaint at the time, and has been corrected in later printings. But if you have the first printing, remember that Page XX contains all the secrets of the Universe.

About Caine and his progeny, about the Antediluvians

The First One

His names

Usually named Caine, the Assamites name him Khayyin, some Malkavians name him Utanapishtim [CbR-M].

The Second Generation

The basic legend

Caine is said to have three progeny, two male and a female, named **Enoch** (or Ynosh) the Wise, **Irad** the Strong and **Zillah** the Beautiful, and these three progeny created the Antediluvians (the 3rd generation). The three first generations lived together in the so called *first city*. But the truth may be much more complicated and some other children of Caine are heard of...

Other progeny

According to *The Book of Nod*, there was a fourth child of Caine : **The Crone Lillith** might be the Crone, or another 1st generation vampire like Caine.

According to the *Erycies Fragments*, there were six of the Second Generation.

According to *Clanbook: Assamite*, the **Khe-duk** and **Liada**, King and Queen of Nod (En'esh) were killed by Haqim, the Assamite Antediluvian who embraced himself with their blood.

Clanbook: Toreador Revised suggests that there was a "1st Generation" of two lovers Caine sired. When they realized that they could not birth children, they walked out into the sun. Caine forbade their names from being spoken, and when the Nosferatu Antediluvian mentioned these names and called Caine the "great fool", he was thus cursed...

According to *Clanbook: Baali*, Caine had five progeny.

According to *Clanbook: Ventrue Revised*, p12, Caine had six progeny.

According to the new *Storyteller's Handbook* the Ravnos are descended from a progeny of Caine named **Dracian**, which is called **Ravnos** by his clan. This is discarded in *Clanbook Ravnos Revised*.

Typhon, the sire of Osiris, may also be a child of Caine, but is more probably an Antediluvian (Lasombra?)

Various views

[3 views on the lineage descended from Caine.](#)

The Third Generation

The basic legend

There were 13 Antediluvians, who are the founders of all 13 clans. Some of them have been diablerized (Brujah, Cappadocius, Saulot) and that brought new clans. There are also some bloodlines not founded by a 3rd generation vampire.

Who are the 13 antediluvians ?

We find in [BoN,p53] a one word description characterizing the 13 original clans: Kingship (Ventrue), Beast (Gangrel), Moon (Malkav), Rose (Toreador), Night (Lasombra), Snake (Set), Death (Cappodocians), Healers (Salubri), Learned (Brujah), Wanderer (Ravnos), Hunt (Nosferatu), Hidden (Assamites) and Shapers (Tzimisce).

Brujah has been diablerized by Troile, Cappadocius by Augustus Giovanni and Saulot by Tremere.

[VtM2,p52] says that Lucian (Lasombra or Cappadocius) and Mekhet (Tzimisce or Malkav) are widely known Antediluvians. [CbR-Tz] says that Mekhet, childe of Ynosh, played "shadow games with mortals" (could this be Lasombra?).

[CbR-To] and [CbR-V] suggests that Arikel was not the toreador progenitor, and that she was killed by the Nosferatu and Setite Antediluvians, who cut out and ate her heart. The Toreador ancestor is then Ishtar/Astarte/Inanna, a bull-fighter, that fought with the Gangrel Antediluvian and took shelter with King Minos, siring his son, who fell to the beast and became the Minotaur of mythology.

Namrael the Enochian is described in [MC]. She may be a progeny of Irad.

The Lhiannan bloodline [DAC] claims descendance from the Crone. If true, and if the Crone was embraced by Caine, then there would have to be a 3rd in their bloodline. The Crone is also rumored to be the "third" Baali Progenitor [Cb-Ba], this would make her 4th, which would explain how she could bloodbond Caine without being a mage.

According to the *Erycies Fragments*, Enoch, Zillah, Jabal, Adah, Tubal, and Mehujael are names of some of Caine's children and grand-children.

When were they embraced ?

Since Japheth is said to have been embraced by Cappadocius around 7225BC and since the first human city may be [Jericho](#) around 6000BC to 9000BC, we could say that the Antediluvians were embraced around this day. This correspond to [ToTB] saying that the Ravnos Antediluvian and all true Antediluvians are 10000 years old.

Another guess is that the First City was built by Caine around 10000BC (which correspond to the

time of the [first agricultural villages](#), before the Great Flood and the start of the Impergium [WtA], and that the Second City was built by the Antediluvians around 8300BC. The end of the Impergium in 7000BC and the fall of the Second City around 6000BC.

[NoP] tells us that the Nictuku Vasilisa has twice the age of Baba Yaga, who is 7000 years old. That would make Absimiliard embraced before 12000BC. This is improbable, we should consider that Vasilisa was embraced around 8000BC.

Set/Sutekh has probably been embraced in Egypt, between 4000BC and 3000BC. But all of Caine progeny are supposed to be dead at this time, so Set may have diablerised, or he is older than that.

Who sired each of them ?

Based on their clan disciplines, we could have

Enoch

sired Arikel (and Ishtar), Malkav and Saulot. All of Enoch's childer have Auspex. They are of the SEER lineage.

Zillah

sired Absimiliard and probably Haqim and Set. All of Zillah's childer have Obfuscate. They are of the HUNTER lineage.

Irad

probably sired Brujah, Cappadocius, Lasombra and Ventrue. They are of the PHILOSOPHER-KING lineage.

Lillith

sired Ennoia, Ravnos, and probably Tzimisce. All of Lillith's childer have Animalism. They are of the SHIFTER lineage.

but the clan legends disagree with this:

1. *Haqim*

Haqim embraced himself with the blood of the King and Queen of Nod.

2. *Brujah*

Childe of Ynosh [CbR-Tz]

3. *Ashur*

4. *Ennoia*

Childe of Irad [CbR-R]

5. *Lasombra*

6. *Malkav*

Childe of Enoch, second oldest Ante, twin to Arikel [Cb-M]

Saulot and Set are his brothers [CbR-M]

7. *Absimiliard*

Progeny of Caine's daughter (Irad or Zillah).

8. *Ravnos*

Childe of Irad [CbR-R]

9. *Saulot*

First childe of Enoch, the oldest 2nd gen, but Arikel was the first Ante.

Malkav and Set are his brothers [CbR-M]

10. *Set*

Malkav and Saulot are his brothers [CbR-M]

11. *Arikel*

Oldest Ante, twin to Malkav [Cb-M]

12. *Tzimisce*

Childe of Ynosh [CbR-Tz]

13. *Ventrue*

Childe of Enoch and oldest Ante [Cb-V]

The Baali bloodline is said to have been founded by three Antediluvians, but it should be by three Methuselahs.

Where were they around 2800 BC ?

Based on many guesses we could have

- Assamites - **Haqim** maybe hidden in Akkad.
his progeny Shulgi was an Akkadian king of Ur around 2100BC.
- Brujah - **Brujah** in Anatolia (Troia)
Troile was probably embraced there around 3000BC but might have not already diablerised Brujah.
- Cappadocians - **Ashur** in Sumer (Lagash)
The first assyrian kings of Asshur and Nineveh ruled in 1700BC. They are successor of the old Sumerian kingdoms.
- Gangrel - **Ennoia** in Sumer : in Uruk and maybe also in Ur.
it is written that she held the city of Ur, until its destruction by the Setites, and that Enkidu lived in Ur, but the historical Enkidu was a friend of the King Gilgamesh of Uruk. We also know that Urlon of Uruk was a Gangrel or a Brujah.
- Lasombra - **Lasombra** maybe around Nubia or Ethiopia.
Osiris might be his progeny, trying to conquer Egypt for him. Montano was embraced in south-east africa around 1000BC. Lasombra was probably around Sicily at that time.
- Malkavian - **Malkav** in Israel or Moab (Jericho).
his progeny Elimelech was embraced there around 1100BC, and Malkav is still around this place.
- Nosferatu - **Absimiliard**
- Ravnos - **Ravana** in India, Ganges valley ?
was them several milleniums later.
- Salubri - **Saulot** in south-central India
probably in the Deccani kingdom of Golconda.
- Setites - **Set** in Egypt.
- Toreador - **Arikel or Ishtar** in Akkad (Ebla) or Crete.
She seems to be related to the Minoan civilisation, since Minos is probably her progeny, but the Minoan civilisation rose between 3000BC and 2500BC, depending on the authors. Also, Beshter/Michael was embraced in Akkadian Ebla around 2150BC. Maybe she left this kingdom to Haqim... but Assamites say that their existence was unknown.
- Tzimisce - **Tzimisce**

- Ventrue - **Ventrue** in Sumer (Ur) or in Elam.
his progeny Arakur was living in Ur. We might guess that he left Sumer to rule Elam (later Persia) around this time. But Elamite kingdom existed since at least 3700BC and their culture dates back to around 6000BC.

What happened to them ?

According to the *Red Death trilogy*, Saulot, Brujah, and Ashur/Cappadocius were slain because of the machinations of their Childer : St. Germain (The Red Death/The Seeker), Anis (The Queen of Night), and Lamech/Lameth (The Dark Messiah), respectively.

People from the vampire mailing list ([Fab Moicano](#) and [Andreaz Forsgren](#)) propose this information about what the antediluvians are doing right now :

- Assamites - **Haqim**. Probably somewhere in Azerbaidzan/Iran/Turkmenistan area, in the vicinity of Alamut (the actual place, not the council of Elders). Controlling (most of) his clan through his recently awakened childe Ur-Shulgi.
- Brujah - **Troile**. Probably in torpor trapped under Carthage ruins.
- Gangrel - **Ennoia**. Torpor or roaming the African wilderness.
- Giovanni - **Cappadocius** was diablerised, became a Wraith, finally destroyed in 1998. **Augustus** lies in torpor in the Mausoleum, Venice.
- Lasombra - **Lasombra**. Some say he was diablerised. More probably he is floating around in the Abyss.
- Malkavian - **Malkav/Malakh**. In torpor under Jerusalem or Petra, went to Arcadia after the crusades.
- Nosferatu - **Absimiliard**. The time he fell in torpor, he was fighting Baba-Yaga in Russia milleniums ago. Has spent a long time in torpor at Enoch, but he probably awoke recently in Eastern European mountains. [Cb-To] has him and Arikel meeting in 2nd century Rome. He launched a nuclear attack in 2000.
- Ravnos - **Ravana**. Just awakened from more than a millenium long torpor. Supposedly died in Bangladesh in 1999 (*Time of thin blood*) in a battle against Kuei-jin and Technocracy.
- Setites - **Set/Sutekh**. Vanished 33 AD. Probably in torpor in Egypt. Maybe in Silent Striders homelands.
- Toreador - **Arikel or Ishtar**. Probably awakened and now in Greece.
- Tremere - **Saulot**. Diablerised by Tremere, spent a long time in his body until 1998 when he took control of Tremere's body. **Tremere's** spirit is now in Goratrix body.
- Tzimisce - **Tzimisce**. Is generally thought to have been diablerised by Lugo, but actually took his place. Is guarded by the Zantosa, a ghoulish family and secretly controls Sabbat from New York.
- Ventrue - **unknown name**. Nergal was in torpor in Enoch guarded by the Black Hand ; he was thought to be the Ventrue Antediluvian, but the destruction of Enoch disproves it. Veddharta is the sire of Mithras and maybe in torpor somewhere in the old Persian Empire ; because Mithras is of 4th generation, Veddharta may be the Ventrue Antediluvian, but he

is more probably a 4th generation Inconnu.

Who are the four Aralu, guarded by the True Hand ?

Three are named **Nergal**, **Ninmug**, and **Loz**. The fourth is unknown.

One hypothesis is that they are Toreador, Ventrue, and Nosferatu antediluvian, and maybe Malkav or Caine himself.

Another hypothesis is that they are Caine and his three progeny, Irad the Strong, Enoch the Wise, and Zillah the Beautiful.

A third hypothesis is that they are Cappadocius, Saulot and Brujah, the three diablerised antediluvians.

But since Enoch was recently destroyed by Wraiths and they couldn't prevent it, the Aralu might only be Methuselahs.

- Loz, coming in nightmares as a fierce warrior, the dreamer fearing his presence.
- Ninmug, causing prophesies to appear written in blood in the books of the Library of Brujah.
- Nergal, said to be a beautiful woman, tells how to save the world from destruction.

Who sired the Ravnos and the Gangrels ?

[Nick Winwood-Smith](#) made this analysis, based on his own interpretations of the different stories in the respective Clanbooks, and what is in WoD Gypsies. This is non canon, and not compatible with *Clanbook Ravnos Revised*, but the role of Dracian is still not clear in WW canon...

Firstly, I believe that Ravnos, as referred to in CbR, is Dracian, of the second generation. It says in CbR that Ravnos was embraced by Caine (Kaen) himself, and that he then embraced Ennoia, who is 3rd gen. Ennoia is Deanna, the mother of all gypsies (from WoD Gypsies). Given that vampires live forever and gypsies are only mortal, the stories are going to diverge a bit over time. Sarrath must have been her son, not her brother (as in WoD Gypsies), because Ennoia was the mother of the Garou as well as the gypsies (CbG). And Ravnos' uncle was a Silent Strider (Children of Sarrath) who founded the Lupinos gypsy family, and as gypsies they were all descended from Ennoia/Deanna.

According to CbG, Ennoia had a vampire lover who embraced her. According to CbR that was Ravnos. According to WoD Gypsies, it was Dracian who was her lover, but he never embraced her. Now two versions against one says he actually did embrace her, and the gypsies just don't acknowledge or remember that.

Although the gypsies do acknowledge Deanna lived well beyond the normal human lifespan. Ok, so now I think we've establishd that Ennoia is Deanna.

Now, onto Ravnos/Dracian. The new Storyteller's Handbook says the Ravnos are descended from Dracian. Now Dracian was Second Generation, that much is pretty certain. The boy "Ravnos" referred to in WoD Gypsies must have been one of Dracian's 3rd generation childer (another being Ennoia/Deanna, and it is unknown whether there were others, but CbR says that Ravnos (Dracian in this case) sired many times, so there may be a number of Ravnos antediluvians, but that's another

debate entirely). So Ravnos from CbR is Dracian from WoD Gypsies, and "Ravnos" from WoD Gypsies is probably Ravana who was destroyed in Bangladesh, or possibly another 3rd generation Ravnos, if there are any others who have survived this long, or if there were any others at all.

Also, according to the Erycies Fragments, there were 6 of the Second Generation (the other 3, to my best guess, being Ravnos/Dracian, and the King and Queen of Nod, whom Haqim killed, and with whose blood he embraced himself). Also, in the prophesy of Ravana's death, it refers to the Wanderer, third Childe of Caine, whose descendants destroyed themselves in madness.

So, to conclude, Ravnos was Dracian, of the 2nd generation, he embraced his lover, Ennoia, aka Deanna, mother of the Garou and the gypsies. He also embraced Ravana, and possibly others. Ennoia was of the Ravnos Clan until Caine cast her out for orchestrating Ravnos/Dracian's (although according to WoD Gypsies she was not involved) death at the hands of the rest of the third generation, who ruled the Second City. She then founded Clan Gangrel.

You might also want to look at [Vampiric demographics](#) by Henrik Klippström.

Name	Sex	Gen	Dates	Clan	Progeny	References
<i>Dracian</i>	♂	2 or 3	:~ -8000+	Ravnos		[Gypsy] [CbR-R]
<i>Absimiliard</i>	♂	3	:~ -8000	Nosferatu	Yima Vasilisa (-12000 ?) Abraxes Nuckalavee Gorgo Echidna Azazel Melachoate The Matriarch ? Baba Yaga (-5000)	[Cb-N,pp13-16] [WoD1,p57] [CotI,p55] [VtM1] [DSBH] [TC4] [NoP] [CbR-Tz] [LS4]
<i>Amriat</i>	♂	maybe 3	:~ -8000	?		[Gypsies]
<i>Arikel</i>	♀	3	:~ -8000	Toreador	Amarantha Beshter/Michael (-2149) Iontius	[Cb-To] [CbR-To] [CbR-V,pp13,18] [CbR-As]
<i>Ashur/Cappadocius</i>	♂	3	:~ -8000+1444	Cappadocian	Caias Japheth (-7225) Lameth (~ -6500) Byzar/Mahatma Lazarus (1st cent.) Augustus Giovanni (1005)	[Cb-C] [GC1] [CF] [GC4] [RD]
<i>Brujah</i>	♂	3	:~ -8000+	True-Brujah	Troile Anis Belit-Sheri	[Cb-Br,p14] [RD] [CbR-Tz]
<i>Ennoia</i>	♀	3	:~ -8000	Gangrel	Matasuntha Enkidu (~ -2700)	[Cb-Ga,p11] [CF] [KmW,p36] [Gypsy]
<i>Haqim</i>	♂	3	:~ -8000	Assamite	? ur-Shulgi (-2050) Mancheaka	[BoN] [CN-As] [CbR-As]
<i>Ishtar/Astarte/Inanna</i>	♀	3	:~ -8000	Toreador	probably Minos	[CbR-To]
<i>Lasombra/Typhon</i>	♂	3	:~ -8000+1405	Lasombra	Osiris (~ -4000) Montano (~ -1000) Boukephos Gratiano (~1100)	[CotI,pp39,47] [PGS] [GttS] [LS1] [CbR-V,p13]

<i>Malkav/Mekhet</i>		3	:~ -8000	Malkavian	Lamdiel The Plague- Bride Nissiku The Eater	[Cb-M,pp17-18] [Cb-To] [CF] [Tb-CG] [JbN] [GFA] [CbR-V,p13]
<i>Namrael the Enochite</i>		maybe 3	:~ -8000	?		[MC]
<i>Saulot/Zao-lat</i>		3	:~ -8000+1133	Salubri	Rayzeel Samiel Yakov Nergal/Shaitan (Baali) Moloch (Baali) Seker/Red Death (Baali) Nahum ben Enosh (216)	[Cb-Sa] [CotI,p51] [TC4] [NoP] [CbR-M]
<i>Tzimisce</i>		3	:~ -8000	Tzimisce	Kartarirya Gallod Andeleon Byelobog Yorak Dracon Demdemeh	[CotI,p44] [NoP] [CbR-Tz]
<i>Ventrue</i>		3	:~ -8000	Ventrue	Arakur of Ur (~ -3000) Medon Veddartha Aken Hoten (~ -1050)	[CbR-V] [DSBH]
<i>Zapathasura/Dracian/Churka</i>		3	:~ -8000+june 1999	Ravnos	Black Mother Rakshasa Chandraputo Ravana Ramessu Hazimel	[ToTB] [LS3] [CbR-M] [CbR-R]
<i>Black Mother/Marizhavashti Kali</i>		4	:~ -8000	Ravnos	Phaedyme (-323) Sybarites' founder	
<i>Chandraputo</i>		4	:~ -8000	Ravnos		
<i>Rakshasa</i>		4	:~ -8000	Ravnos		
<i>Ramessu</i>		4	:~ -8000	Ravnos		
<i>Ravana</i>		4	:~ -8000	Ravnos		
<i>Vasilisa</i>		4	:-12000 ?	Nosferatu		[NoP]
<i>Japheth (The Capuchin?)</i>		4	-7248:-7225+1444	Cappadocian	Constancia Alara	[GC1,p82] [Cb-C] [Cb-Gi] [GttC]

<i>Lameth (Lamech), the Dark Messiah, aka. Dirk McCann</i>		4	~ -6500	Cappadocian		[RD]
<i>Baba Yaga, The Cannibal Hag, The Iron Hag</i>		4	:-5000+2000	Nosferatu	Gutka (-2006) Melitta Wallenberg (~1000) Sergei Voshkov (1991)	[WoD1,p57] [RaR] [NoP] [CotI,p55] [TbN,p87] [CbR-N]
<i>Moloch</i>		4	:~ -4500	Baali	Annazir (12th cent. BC)	[Cb-Ba]
<i>Red Death/Seker</i>		4	:maybe ~ -4500	Baali	three childer	[RD]
<i>Shaitan/Adriel (Huitzilopochtli)</i>		4	-4520:-4500	Baali	Nezahualcoyotl	[CF,p118] [Cb-Ba]
<i>Set/Sutekh</i>		3	:maybe -4000	Setite	Nakhthorheb Seterpenre Maatkare Ta-urt Kemintiri (~-1300) Nefertiti (-1032) Nephthys	[Mummy] [BbN,p116] [KmW,pp87-91] [NoP] [CbR-M] [CbR-V,p13]
<i>Osiris</i>		4	:~ -4000+~ -3000	Lasombra	Khetamon (~ -3000)	[Mummy1] [HH]
<i>Arakur of Ur</i>		4	+	Ventrue	Tiamat (~ -3000)	[BHDB,p20]
<i>Urlon of Uruk</i>		4 or 5	+~ -3000	Gangrel		[BHDB,p21]
<i>Troile</i>		4-3	:maybe -3000	Brujah	Menele (-1200) probably Hannibal (-182)	[Cb-Br,p14] [CbN2,p62] [DSBH]
<i>Tiamat</i>		5-4	:~ -3000	Ventrue	Gotsdam (87)	[BHDB,pp19-25]
<i>Khetamon - Grand Undying King</i>		5	:~ -3000	Lasombra		[Mummy1,pp64-65] [HH]
<i>Enkidu aka. Sabrina</i>		4	:~ -2700	Gangrel		[KmW,pp33-36]
<i>Beshter/Michael</i>		4	age early 20s:-2149+1204	Toreador	Petronius (65) probably Enimachia Anthemios of Tralles (539) Pakourianis the Dove (567) Paul Bathalos (750)	[CobN,p104] [CN-Tz] [TC2] [CbR-Tz]
<i>ur-Shulgi</i>		4	:-2050	Assamite	Al-Ashrad (~100)	[CotN,p89] [NoP] [CN-As] [CbR-As]

<i>Gutka, Salt Queen</i>	♀	5	-2070:-2006	Nosferatu		[TbN,p87] [NoP]
<i>Anaduk</i>	♂	6		Baali	probably Ma-ri-ah (-1800)	
<i>Mary the Black/Ma-ri-ah</i>	♀	7-5	:-1800	Baali		[CobN,p87] [Cb-Ba,p67]
<i>Smenkhara</i>	♂	4		Ravnos	Ankla Hotep (-1727)	[BbN,p120]
<i>Ankla Hotep</i>	☞	5	:-1727	Ravnos		[BbN,pp16,101,120]
<i>Nehsi</i>	☞	5	:-1663	Setite	Kay'tall	[CobN,p93]
<i>Kothar</i>	☞	6	:before 1000 BC	Nosferatu	Ephraim (-722)	[JbN,p89]
<i>Mezekht</i>	☞	6		Brujah	Khentik-Khert (-1380)	[AK,p84]
<i>Khentik-Khert</i>	☞	7	:-1380	Brujah		[AK,p84]
<i>Neferu</i>	♀	5	:-1352	Setite	Sobek (850)	[GC3]
<i>Kemintiri</i>	♀	4	:~1300	Setite		[KmW,pp87-91]
<i>Veddartha</i>	☞	4		Ventrue	Mithras (-1258) Malthes (554)	[WoD1,p32] [TC2,p99] [ToTB]
<i>Mithras</i>	☞	4 or 5-4	-1235:-1258+~1993	Ventrue	Duke and Duchess Amber (701) Marcus	[WoD1,pp31-32] [WoD2]
<i>Minos</i>	☞	4	+~ -1200	Toreador	Helena (-1207)	[CbN1] [CbN2,p111]
<i>Helena</i>	♀	5-4	-1233:-1207	Toreador	Eletria (-86) Melinda Galbraith (1143) Maria Villon (1230)	[CbN1] [CbN2,p111] [NoP]
<i>Meneleus/Menele</i>	☞	4	-1240:-1200	Brujah	Critias (-423) Clear Brook	[CbN1] [CbN2,pp62-64] [GttC]
<i>Altamira</i>	♀	5	:~1200	Brujah	Maxwell (1755)	[CbN2,pp62,69]
<i>Esmeralda</i>	♀	5	-1226:-1200	Ravnos		[Cb-R]
<i>Annazir</i>	☞	5	:12th cent. BC	Baali		[VN]
<i>Elimelech the Twice Damned</i>	☞	4	:~1100	Malkavian		[CotN]
<i>Elsh/Zaaru-Heyan</i>	☞	6	-1125:-1079+1555	Toreador		[JbN,p102]
<i>Aken Hoten</i>	☞	4	:~1050	Ventrue		[web]
<i>Nefertiti</i>	♀	4	:-1032	Setite	Aabt Kindred	[BbN,p116]
<i>Montano (Ontai)</i>	☞	4	:~ -1000	Lasombra		[CotI,p47] [GttS] [Cb-L]
<i>Abd-Ar-Rahman</i>	♂	5		Malkavian	Jacob - Esau (-750)	[MibN]
<i>Jacob - Esau</i>	☞	6	:-750	Malkavian	Jason (1903)	[MibN]

<i>Ephraim</i>		7	-870:-722	Nosferatu	Hannah (1180)	[JbN,p91]
<i>Sophoniba</i>		6	:7th Century BCE	Toreador		[VN]
<i>Abraham</i>		5	:before 500BC	Cappadocian	Theophilis Adam (813)	[JbN,p72]
<i>The Matriarch, Medusa, The Gorgon</i>		4		Nosferatu	Urgahalt (-566)	[Cb-N] [CbR-N] [RD2]
<i>Urgahalt</i>		5	:-566	Nosferatu	Phantomas (-53)	[RD1]
<i>Stalest Coursain</i>		6	-574:-552	Ventruue		[DAV,p98]
<i>Qufur Am-Heru</i>		4 or 7	:-525	Setite		[CotN]
<i>Elihu</i>		5	::~ -450+	Ventruue	Rebekah (12)	[CbN2,p145]
<i>Critias</i>		5	-478:-423	Brujah	Procet Germaine (1792) Damien (1962)	[CbN1] [CbN2,pp64-67] [KmW,p65] [Cb-Br,pp9-11]
<i>Cybele</i>		maybe 5	+	Baali	Petaniqua (-336)	[KmW,pp81-82] [Cb-Ba,p66] [CbR-M]
<i>Fariq</i>		6	age early 30s:4th century BC	Assamite		[TbN,p57] [TC2] [TC3] [TC4,p83]
<i>Ahmal</i>		7	:4th century BC	Assamite	Husayn Al Fatin (1086)	[TbN,p60] [TC3]
<i>Lyle</i>		6	-371:-342	Ventruue		[DAV,p99]
<i>Petaniqua</i>		maybe 6-5	~-360:-336	Baali		[KmW,pp81-85] [Cb-Ba]
<i>Tegyrius</i>		5	:-330	Assamite		[CbR-As]
<i>Byzar/Mahatma</i>		4		Cappadocian	Alexia Theusa (-309)	[CobN] [PG2,p121] [GttC] [CotN]
<i>Phaedyme</i>		5	:-323	Ravnos	Marcia Felicia Licinia	
<i>Necross</i>		5	~-350:-320	Malkavian		[DAV,p92]
<i>Alexia Theusa</i>		5	:-309	Cappadocian		[CobN]
<i>Bindusara</i>		6	:-273	Ventruue	Valerius (1066)	[DSBH] [Cb-V]
<i>Dominic</i>		6	early 30s:3rd century BC	Brujah		[TbN,p60] [TC3] [TC4,p84] [CbR-V]
<i>Azif</i>		6-4	-270:-230	Brujah	Yusuf (1167) Jared (1189)	[JbN,p68]
<i>Lerterimas</i>		4		Malkavian	Louhi (-200)	[WoD1,p56]
<i>Hannibal</i>		4	:-202	Brujah	Guillaume (515)	[WoD1,p56]
<i>Louhi</i>		5	-292:-200	Malkavian		[WoD1,pp56,48] [WoD2]
<i>Yael</i>		9	:around 200 BC	Salubri		[Cb-Sa,p40,64]

<i>Gnaeus</i>		6		Ventruue	Junius (-149)	[VN]
<i>Alexander</i>		4		Ventruue	Gaius Marcellus (-146)	[VDA] [LS1] [AK]
<i>Brunhilde</i>		6	-173:-150	Gangrel		[WoD1,p55] [WoD2] [CotN] [Cb-Ga]
<i>Junius</i>		7	:-149	Ventruue		[VN]
<i>Gaius Marcellus</i>		5	-169:-146	Ventruue	Doran (1471)	[NObN,p17]
<i>Ghede</i>		6	:-100	Setite	Ezuli (~1300)	[NObN,p81] [AC,p43] [Cb-Se,p64]
<i>Eletria</i>		5	-114:-86	Toreador		[CbN2,p113]
<i>Vancouver Methuselah</i>		4		Gangrel	Mictlantecuhkli (-51)	[ADM] [DAV,p85]
<i>Varros Dominus (Phantomas, The Phantom of the Opera)</i>		6	:-53	Nosferatu		[RD1]
<i>Mictlantecuhkli</i>		5-4	-67:-51	Gangrel		[ADM] [DAV,p85]
<i>Mariella</i>		maybe 5	+30	Toreador		
<i>Sha'hiri</i>		4	+1493	Assamite	Thetmes (-25)	[LS3,p62] [Cb-As] [CotN] [CbR-As]
<i>Lucian</i>		8	-100:-40	Gangrel	Mark Decker (1777)	[VtM2,pp251-252] [MibN]
<i>Thetmes</i>		5	:-25	Assamite	Elijah Ahmed (7th century) Fatima Al-Faqadi (1102)	[Cb-As,p64] [CbR-As]
<i>Viktor</i>		6	-30:-3	Gangrel		[RaR,p91] [NoP]
<i>Sybil</i>		4		Lasombra	Marcus Vitel (31)	[DCbN,p86]
<i>Rebekah</i>		6-5	-9:12	Ventruue		[CbN1] [CbN2,p145] [PG2,p125] [GttC] [CotN]
<i>Bhallaire</i>		6	+~50	Nosferatu	Aine (47)	[WoD1,p30]
<i>Lazarus</i>		4	:early 1st cent.	Cappadocian	Lamia (who founded the Bloodline)	[WoD2] [Cb-C] [Cb-Gi] [GttC] [CN-Gi]
<i>Marcus Vitel, alias Lucius Aelius Sejanus</i>		5	~-5:31+2 nov 1999	Lasombra	Monica Black (1970)	[DCbN,pp84-86] [CN-Tz] [CN-Br]
<i>Camilla</i>		maybe 6	+64	Ventruue		[Cb-V] [CbR-M] [CbR-V]
<i>Magnus</i>		5	+65	Ventruue		[web]
<i>Aine "Black Annis"</i>		7-6	19:47	Nosferatu		[WoD1,p30]
<i>Caius Augustus</i>		6	5:48	Nosferatu		[HoD]
<i>Theophilis</i>		6		Cappadocian	Marcus (70)	[JbN,p74]

<i>Ectoris</i>		7		Lasombra	Magnus (76)	[CobN,p96]
<i>Gaius Cassius</i>		9		Ventrue	Lucius Trebius Rufus (79)	[JbN,p113]
<i>Thaddeus</i>		6	22	Nosferatu		[AH]
<i>Petronius</i>		5	35:65	Toreador		[CobN,p105]
<i>Under Paliuro domination.</i>		7	40:70	Cappadocian		[JbN,p73]
<i>Yacoub</i>		7		Nosferatu	Moussa ibn Yacoub (93)	[VN]
<i>Magnus</i>		8	35:76+1204	Lasombra	Sarah (402) Peter (407)	[CobN,p96]
<i>Lucius Trebius Rufus</i>		10	30:79+Anarch Revolt	Ventrue	Leucruy of Provence (570) Vicelin of Marseilles (1092)	[JbN,p112]
<i>Gotsdam</i>		5	63:87	Ventrue	Dylan (1944)	[BHDB,p38] [KmW,p49]
<i>Marcus Sextus, Esemkofu, The Egyptian</i>		5	1st cent.+483	Gangrel	Inyanga (483)	[CbN2,p85] [CbR-Ga]
<i>Moussa ibn Yacoub</i>		8	:93	Nosferatu		[VN]
<i>Al-Ashrad</i>		5	:~100	Assamite	Amaravati	[Cb-As,p65] [CotN,p87] [CN-As] [CbR-As]
<i>Kay'tall</i>		6	-20:104+1203	Setite		[CobN,p93]
<i>Marcus</i>		5		Malkavian	Octavio (134)	[TbN,p80] [TC3]
<i>Trajan</i>		5	:maybe around 120	Nosferatu	Powell	[DC,pp29,32] [LAbN,p102]
<i>Octavio, Herald of the Demon</i>		6	:134+1710	Malkavian		[TbN,p79] [TC1,p81] [TC3] [CN-M]
<i>Shaagra</i>	♀	5	100:152	Tzimisce		[TbN,p115] [TC2] [CbR-Tz]
<i>Tribonius</i>		6	+1185	Brujah	Theophilus (234) Dorotheus (234) Natalya (1002)	[CobN,p88]
<i>Iulus Rufus Naso</i>		maybe 5	:~215	Toreador		[AK,p122]
<i>Nahum ben Enosh</i>		4	150:216	Salubri		[JbN,p98]
<i>Dorotheus</i>		7	165:234	Brujah		[CobN,p89]
<i>Theophilus</i>		7	165:234	Brujah		[CobN,p89]
<i>Suleiman ibn Abdullah</i>		7	:299	Lasombra		[VN]
<i>Enasius</i>		7		Toreador	Gallasyn (324)	[CobN,p106]
<i>Pharnabazus</i>		7		Lasombra	Mania (324)	[VN]

<i>Antonius</i>		4	+796	Ventrue	Caius (325) Belisarius (566) Septima Dominica	[CobN,p26]
<i>Gallasyn</i>		8	295:324	Toreador		[CobN,p106]
<i>Mania</i>		8	:324	Lasombra		[VN]
<i>Caius</i>		5	260:325+1204	Ventrue	Epirus (604)	[CobN,p111]
<i>Demtius</i>		5		Malkavian	Gregorius Dimities (367)	[CobN,p99]
<i>Brahina</i>		4		Malkavian	Unmada (369)	[TC2,p93]
<i>Madame Cloaca</i>		7	:356	Nosferatu		[CG2]
<i>Regulus</i>		6	+~400	Ventrue	Siegfried (378)	[DAV,p97]
<i>Marius</i>		7	+	Ventrue	Hrothulf (380) Gracis Nostinus (412)	[MibN]
<i>Gregorius Dimities</i>		6	320:367+1204	Malkavian		[CobN,p99]
<i>Unmada</i>		5	:369	Malkavian	Vasantasena (~1000)	[CotI,p29] [Cb- M,p18] [TC2,p93] [CbR-M]
<i>Siegfried</i>		7-6	356:378	Ventrue		[DAV,p97]
<i>Kyros of Antioch</i>		5		Cappadocian	Amalia of Thrace (400)	[TbN,p68]
<i>Hrothulf</i>		8-7	:380	Ventrue	Chiclana (16th century)	[MibN]
<i>Etheria</i>		6	360:395	Brujah	Boniface (462)	[JbN,p70]
<i>Amalia of Thrace</i>		6	age early 20s:400+15th cent.	Cappadocian		[TbN,p67]
<i>Sarah The Chaste</i>		9	385:402	Lasombra		[CobN,p98]
<i>Peter The Humble</i>		9	370:407+1204	Lasombra		[CobN,p98]
<i>Hedeon Yaroslavich</i>		5	382:412	Tzimisce	Elica	[WoD2]
<i>Gracis Nostinus</i>		8	:412	Ventrue		[MibN]
<i>Pard</i>		5		Gangrel	Arnulf the Beast (446)	[TbN,p70]
<i>Arnulf the Beast</i>		6	age early 30s:446+around 1490	Gangrel	Iolanta of Nieplomic (1002) Mitru the Hunter (1190)	[TbN,p69] [TC2] [TC3]
<i>Enimachia</i>		5		Toreador	Darshuf (478)	[VN]
<i>Sallam</i>		6		Ravnos	Es'kut (478)	[VN]
<i>Boniface</i>		7	410:462	Brujah		[JbN,p66]
<i>Darshuf</i>		6	:478	Toreador	Mannal (878)	[VN]

<i>Es'kut (The Silent)</i>		7	:478	Ravnos		[VN]
<i>Inyanga</i>	♀	6	440:483	Gangrel	Jesse "Twin Hawk" (1765) Doyle Fincher (1889)	[CbN1] [CbN2,pp84-86] [CbR-Ga]
<i>Guillaume</i>		5	:515	Brujah		[WoD1,pp49,56] [WoD2]
<i>Rhun of Tintagel</i>		6		Gangrel	Art Morgan (550) Xavier de Calais (1356)	[DCbN] [CotN]
<i>Sarrasine</i>		7-6	527:532	Setite	Jacques Talbott	[CobN,p94] [WoD2] [RaAu] [Cb-Se] [LS3]
<i>Tamarind</i>		7		Assamite	Karim (552)	[VN]
<i>Anthemios of Tralles</i>		5	500:537	Toreador		[CobN,p105]
<i>Verias</i>		7		Brujah	Lady Karin (563)	[CoW,p37]
<i>Art Morgan</i>		7	520:550	Gangrel		[DCbN,p49]
<i>Karim</i>		8	:552	Assamite		[VN]
<i>Maltheas</i>		5	520:554	Ventruue		[TC2] [GttC]
<i>Constantius</i>		5		Lasombra	Narses (579)	[TP,p139,148]
<i>Pelagon</i>		5		Assamite	Hilel al-Masaari (580)	[VN]
<i>Lady Karin</i>	♀	8	540:563+1197	Brujah	Lord Alfred (1195)	[CoW,p37]
<i>Belisarius</i>		5	500:566	Ventruue	Helena The Armenian (1081)	[CobN,113]
<i>Pakourianis the Dove</i>		5	545:567	Toreador		[CobN,p105]
<i>Leucruy of Provence</i>		11	540:570+Anarch Revolt	Ventruue		[JbN,p114]
<i>Narses</i>		6	~478:579	Lasombra	Alfonzo of Venice (895) Magdalena Castellucci Borcellino	[CobN,p97] [CH,p57] [JbN,p83]
<i>Hilel al-Masaari</i>		6	:580	Assamite		[VN]
<i>Septima Dominica</i>	♀	5	+1001	Ventruue	Nicephorus (604) Ducas (836)	[CobN,p27]
<i>Bashir</i>		5		Ravnos	Varshik (610) Sallam	[JbN,p94]
<i>Dark Raven</i>	♁	5		Brujah	Bjorn Garrison (621)	[DCbN,p45]

<i>Epirus</i>		6	:604+1185	Ventrue		[CobN,p30]
<i>Nicephorus</i>		6	570:604	Ventrue		[CobN,p114]
<i>Icarus The Fool</i>		8		Ravnos	Gregory (626)	[CobN,p102]
<i>Varshik</i>		6	575:610	Ravnos	Unknown Etienne de Fauberge (1099) Yasmina (1143)	[JbN,p94] [LS4]
<i>Ionna</i>	♀	maybe 7	:early 7th cent.	Toreador		[WoD2]
<i>Bjorn Garrison</i>		6	589:621	Brujah		[DCbN,pp45-46]
<i>Gregory</i>		9	595:626	Ravnos		[CobN,p102]
<i>Dimitri</i>		8-4	:~650	Malkavian	Killikillarven (1145)	[SC]
<i>Elijah Ahmed</i>		6	:7th century+july 1999	Assamite		[CN-As]
<i>Odoin</i>	♁	7		Gangrel	Al-Wali (672)	[VN]
<i>Masser</i>		5		Toreador	Barqat (689)	[VN]
<i>Al-Wali (Beast of Cordoba)</i>		8	:672	Gangrel		[VN]
<i>Baradiel</i>		?		Salubri	Scatha- Columbkille (700)	[Cb-Sa,p15]
<i>Dracon</i>		4		Tzimisce	Gesu (701) probably Keeper of the Faith	[CobN,p108] [CbR- Tz]
<i>Jabar</i>		6		Brujah	Usama ibn Jabar (705)	[VN]
<i>Barqat</i>		6	:689	Toreador		[VN]
<i>Wasim</i>		5		Assamite	Karif al-Numair (717)	[TC2,p89]
<i>Enrico</i>		6		Lasombra	Paliuro Rustucci (717)	[JbN,p81]
<i>Scatha-Columbkille</i>		?	:700	Salubri		[Cb-Sa,p15]
<i>Duchess Amber</i>	♁	5	:701	Ventrue		[GC2]
<i>Duke Amber</i>	♁	5	:701	Ventrue		[GC2]
<i>Gesu</i>		5	680:701	Tzimisce	Symeon (703)	[CobN,p108] [CbR- Tz]
<i>Symeon</i>		6	682:703+~1550	Tzimisce	Vykos (1002)	[CobN,p109] [CN-Tz] [CbR-Tz]
<i>Usama ibn Jabar</i>		7	:705	Brujah		[VN]
<i>Karif al-Numair</i>		6	:717	Assamite		[TC2,p88] [TC3]
<i>Paliuro Rustucci</i>		7	683:717	Lasombra	Pacifico Grillati (980)	[JbN,p79]

<i>René Le Comte</i>		8	:726	Toreador		[VtM-R, non-licence character]
<i>Abd al-Haqq</i>		7		Toreador	Shamit ibn Yasir (749) Sakan (1179)	[VN]
<i>Gabriel Chavez</i>		7	704:729+1500	Assamite		[JbN,p62]
<i>Shamit ibn Yasir</i>		8	:749	Toreador		[VN]
<i>Paul Bathalos</i>		5	722:750	Toreador		[CobN,p106]
<i>Shabah</i>	♀	6	740:762+~1400	Assamite		[CobN,p86]
<i>Thelonius</i>		8	:780+	Nosferatu	Melmoth (823)	[VtM-R, non-licence character]
	◉	4		Nosferatu	Alexius Tarique (807)	[WoD2]
<i>Odin, The All-High</i>		4		Gangrel	Ulfsdottir (808)	[LS3,p21] [WotS,p99] [CbR-Ga]
<i>Marcos</i>		7		Lasombra	Bard (809)	[VN]
<i>Orpheus</i>		6		Salubri	Achmet the Dreamer (813)	[CobN,p116]
<i>Tarique al-Hajji</i>		5	:807	Nosferatu	Vizier Mazen (first progeny)	[WoD2] [VN]
<i>Ulfsdottir</i>	♀	5	:808	Gangrel		
<i>Bard</i>	♀	8	:809	Lasombra		[VN]
<i>Arnulf Jormungandrsson</i>		7?	793:810	Setite		[WotS,p101]
<i>Malthias</i>		6		Ventrue	Nicholas (832)	[CoW,p35]
<i>Adam</i>		6	780:813+15th cent.	Cappadocian		[JbN,p75]
<i>Achmet the Dreamer</i>		7	807:813+1198	Salubri	Aisha bint Wahiba	[CobN,p116]
<i>Flavius Petrus Fortunatus</i>		7	785:815	True-Brujah	Cammy True (2000)	
<i>Qusay ibn Namdar</i>		6		Assamite	Habiba Al-Sikkeen (842)	[JbN,p65]
<i>Vasilli the Penitant Dog</i>		6		Nosferatu	Maleki (842)	[CobN,p100]
<i>Melmoth</i>		9	:823	Nosferatu		[VtM-R, non-licence character]
<i>Nicholas</i>		7	800:832	Ventrue		[CoW,p35]
<i>Yoav</i>		6		Brujah	Gerushah bint Yoav (854)	[VN]
<i>Ducas</i>		6	785:836	Ventrue	Anna Comnena (1153)	[CobN,p115]
<i>Habiba Al-Sikkeen</i>	♀	7	815:842	Assamite	Rashid Ibn Musafir (1099)	[JbN,p63]

<i>Malachite/Maleki</i>		7	820:842	Nosferatu	The Three (1096)	[CobN,p100]
<i>Count Jocalo</i>		6	:845	Setite	Glycon (1169)	[GC3] [TC3]
<i>Pazia</i>		?	:Empress Theodosia Reign	Salubri		[Cb-Sa,p28]
<i>Sobek</i>		6	:850	Setite		[GC3]
<i>Antonio DeFigio</i>		6		Baali	Giotto Verducci (874)	[FBC,p30]
<i>Gerushah bint Yoav</i>		7	:854	Brujah		[VN]
<i>Kosczycky</i>		5		Tzimisce	Vladimir Rustovitch (876)	[TbN,p117]
<i>Giotto Verducci</i>		7	:874	Baali		[FBC,p30]
<i>Vladimir Rustovitch</i>		6	age late 30s:876	Tzimisce		[TbN,p117] [TC3] [GttS] [CbR-Tz]
<i>Raid</i>		9		Nosferatu	Nahd ibn Raid (896)	[VN]
<i>Mannal</i>		7	:878	Toreador		[VN]
<i>Baron Hredel</i>		7		Ventrue	Rudolf Brandl (899)	[TbN,p103]
<i>Kostbera</i>		9		Gangrel	Eirik Longtooth (903)	[AT]
<i>Philippe de Margaux</i>		maybe 7	:894	Ventrue		[CbR-V]
<i>Bishop Alfonzo of Venice</i>		7	850:895	Lasombra		[CobN,p97]
<i>Nahd ibn Raid (Immortal 'Udul)</i>		10	:896	Nosferatu		[VN]
<i>Rudolf Brandl</i>		8	878:899+	Ventrue		[TbN,p102] [VtM-R]
<i>Lord Camden</i>		6		Cappadocian	Maria Asuncion (920)	[TC3] [Cb-C]
<i>Genevieve</i>		?	:900	Salubri		[Cb-Sa,p21]
<i>Eirik Longtooth</i>		10	:903	Gangrel	3 childer	[WotS,p100] [AT]
<i>Jedrik</i>		5		Tzimisce	Razkoljna (930)	[TbN,p120]
<i>Nagat</i>		7		Setite	Abdullah Al-Sathaja (930)	[JbN,p102]
<i>Rodina</i>		4		Ravnos	Durga Syn (932)	[CotI]
<i>Felice de Berengar</i>		8	:914	Lasombra		[CH,p58]
<i>Isabelle</i>		7		Lasombra	Bishop Gabriella of Genoa (936)	[CobN,p98]
<i>Basilio The Elder</i>		7	age 30s:920+Inquisition	Lasombra		[TbN,p75]

<i>Maria Asuncion, Fate's Pawn</i>	♀	7	:920	Cappadocian		[TC3]
<i>Khayrat</i>	IN	8		Cappadocian	Ishaq ibn Khayrat (946)	[VN]
<i>Razkoljna</i>	♀	6	910:930+Anarch Revolt	Tzimisce		[TbN,p119] [CbR-Tz]
<i>Abdullah Al-Sathaja</i>	IN	8	895:930+1234	Setite		[JbN,p101]
<i>Durga Syn (Synovea)</i>	♀	5	857:932	Ravnos		[CotI,p55] [WoD2] [RaR] [GC1,p23]
<i>Heinrich of Volstag</i>	IN	5		Ventruue	Bulscu (955)	[TbN,p99]
<i>Bishop Gabriella of Genoa</i>	♀	8	898:936	Lasombra		[CobN,p98]
<i>Juan Antonio Ramirez y Alvarez de Santiago</i>	IN	7		Lasombra	Liseta Iluminada (960)	[TbN,p77]
<i>Harlequin</i>	◉	6		?	Ublo-Satha (963)	[CbN2,p122]
<i>Ungol</i>	IN	6		Cappadocian	Kazimierz the Silent (965)	[TbN,p67]
<i>Ishaq ibn Khayrat</i>	IN	9	:946	Cappadocian		[VN]
<i>Hardestadt the Elder</i>	IN	5	904:947+1395?	Ventruue	Hardestadt the Younger (1191) Heinz Eulau	[CotI,p21] [GC1] [web] [GttC] [CbR-V] [CbR-Tz]
<i>Scendrak</i>	IN	5		Gangrel	Milov Petrenkov (974)	[TC2,p91]
<i>Bulscu</i>	IN	6	age late 40s:955+	Ventruue	Zombar Geza Arpad (992) Vencel Rikard (1013)	[TbN,p97] [TC2] [TC3]
<i>Liseta Iluminada</i>	♀	8	944:960	Lasombra		[TbN,p75]
<i>Jezebel</i>	♀	9		Setite	Shahara al-Rashwa (980)	[JbN,p100]
<i>Talios, The Black Patriarch</i>	IN	7		Toreador	Remus (982)	[CoW,p39]
<i>Count Dunlop</i>	IN	6	:963	Gangrel	Arthur Dunlop (963) Richard Dunlop (963) William Dunlop (963)	[GC3]
<i>Arthur Dunlop</i>	IN	7	:963	Gangrel		[GC3]
<i>Richard Dunlop</i>	IN	7	:963	Gangrel		[GC3]
<i>Ublo-Satha</i>	♀	7	:963	Gargoyle		[CbN2,p122]
<i>William Dunlop</i>	IN	7	:963	Gangrel		[GC3]
<i>Kazimierz the Silent</i>	IN	7	925:965+17th cent.	Cappadocian		[TbN,p65]

<i>Milov Petrenkov</i>		6	948:974	Gangrel		[TC2,p91] [GC1,pp56,58] [GC2,p18] [CbR-Ga]
<i>Pacifico Grillati</i>		8	940:980	Lasombra		[JbN,p81]
<i>Shahara al-Rashwa</i>	♀	10	960:980	Setite		[JbN,p100]
<i>Remus</i>		8	945:982+1197	Toreador		[CoW,p39]
<i>Thakkur</i>		9		Ravnos	Harvinder al-Cambay (1002)	[VN]
<i>Geza Arpad</i>		7	age late 50s:992	Ventrue		[TbN,p99]
<i>Melitta Wallenberg</i>	♀	5	:~1000	Nosferatu	Ellison Humboldt (1532)	[BbN,p52,84] [BC3]
<i>Velya the Flyer/Elaine Cassidy</i>	♀	5	:<1000	Tzimisce		[Cb-Tz] [CotN] [CbR-Tz]
<i>Hannibal</i>		6		Nosferatu	Zelios (1020)	[TbN,p85] [TC2] [TC3]
<i>Ollam-Onga</i>	◉	6	:~1000	Setite		[WoD2]
<i>Vasantasena</i>	♀	6	:~1000	Malkavian		[CotI,p29] [Cb-M,pp19,62] [TC2,p93] [CbR-M]
<i>Theodora</i>	♀	7		Ventrue	Basil (1021)	[CobN,p116]
<i>Hassan abu Khalid</i>		8	+	Malkavian	Al-Hakim (1021)	[JbN,p86]
<i>Kazi (one of The Triplets)</i>	♀	9	age 29:1001	Ventrue		[VtM-R, non-licence character]
<i>Teta (one of The Triplets)</i>	♀	9	age 29:1001	Ventrue		[VtM-R, non-licence character]
<i>Zil (one of The Triplets)</i>	♀	9	age 29:1001	Ventrue		[VtM-R, non-licence character]
<i>Myca/Sascha Vykos aka. Caine's Angel or The Chameleon</i>	◉	7-6	976:1002	Tzimisce		[CotN] [GC3] [CobN,p111] [GttS] [TC1] [TC2] [TC3] [TC4] [CN-Tz] [CN-An] [web VDA] [web VtM] [CN-Br] [CbR-Tz]
<i>Iolanta of Nieplomice</i>	♀	7	984:1002+~1550	Gangrel		[TbN,p70]
<i>Natalya Svyatoslav</i>	♀	7	975:1002	Brujah		[CobN,p88]
<i>Harvinder al-Cambay</i>		10	:1002	Ravnos		[VN]
<i>Augustus Giovanni</i>		4-3	945:1005	Giovanni	Claudius Giovanni (1035)	[PG2] [Cb-Gi] [Cb-V] [DSBH] [GC1,pp82-83] [EF] [RD]

<i>Josef von Bauren</i>		6	945:1006	Nosferatu		[GC1,p59] [GC2,p19] [GttC] [TC2,p94]
<i>Lord Bajazet Al-Nasir</i>		6	976:1011	Assamite		[GC1,p49]
<i>Vencel Rikard</i>		7	age mid 30s:1013	Ventruue		[TbN,p105] [TC2] [TC3]
<i>Sharbel</i>		9		Assamite	Myrsus ibn Sharbel (1039)	[VN]
<i>Zelios</i>		7	age early 30s:1020+1999	Nosferatu	Marusca (1110)	[TbN,p83] [TC1,p83] [TC2,p95] [TC3] [TC4,p89] [CbR-N] [CbR-Tz]
<i>Al-Hakim</i>		9-8	970:1021	Malkavian		[JbN,p85]
<i>Basil of Thessalonika</i>		8	973:1021	Ventruue		[CobN,p116]
<i>Tremere</i>		5-3	~700:1022	Tremere		[Cb-Tr,p63] [CotI,p51] [RD] [TbN,p126] [TC1,p85] [TC4,p93] [NoP] [BM]
<i>Calderon</i>		5-4	:1022	Tremere		[HoT]
<i>Etrius</i>		5-4	age mid 30s:1022	Tremere	Mendacamina (1023) Celestyn (1039) Anastasia Filaereus Peter Spizzo	[CotI,p51] [Cb-Tr,p64] [TC1,p85] [TC4,p93] [BC1] [VtM-R] [HoT] [BM]
<i>Goratrix</i>		5-4	age early 30s:1022	Tremere	Epistatia (1022) Therimna (1026) Malgorzata (1097) Orlando Oriundus	[Cb-Tr,p68] [TC1,p85] [TC2] [TC4,p93] [NoP] [CN-Tr] [CN-An] [BM] [CbR-Tz] [HoT]
<i>Meerlinda</i>		5-4	:1022	Tremere	Abetorius (1103) Geraint de Montfort probably John Dee (1608) John Diamond (late 18th cent.) maybe Dulcis Giles Corey	[Cb-Tr,p65] [NoP]
<i>Epistatia "Usurper Huntress"</i>		6	:1022	Tremere	Paul Cordwood (1023)	[HoT]

<i>Piotr</i>		9		Ventrue	Lady Seinia of Muscovy (1042)	[AK,p86]
<i>Mendacamina "The Iron Maiden"</i>		6	:1023	Tremere		[HoT]
<i>Paul Cordwood "Master of Spies"</i>		7	:1023	Tremere		[HoT]
<i>Vincenzo Giovanni</i>		8		Giovanni	Pietro (1043)	[TC3]
<i>Constancia</i>		5		Cappadocian	Ambrogino Giovanni (1045)	[Cb-C] [Cb-Gi] [web] [TC3] [GttC]
<i>Therimna "The Executioner"</i>		6	:1026	Tremere	Locus Roman	[HoT]
<i>Teweret</i>		8		Setite	Bek (1048)	[VN]
<i>Gregor</i>		6		Ventrue	Nova Arpad (1050)	[TbN,p105] [TC1] [TC2]
<i>Harnuth</i>		9		Gangrel	Tiberiu (1050)	[TC2,p91] [TC3]
<i>Sire Wenceslas</i>		6	969:1032	Toreador		[GC1,p46]
<i>Claudius Giovanni</i>		5-4	988:1035+?	Giovanni	Giuseppe Marianna (1444) Andreas	[Cb-Gi] [GC1,p45]
<i>Kashan</i>		7		Assamite	Djuhah (1056)	[CotN,p12]
<i>Celestyn</i>		6	1010:1039	Tremere	Ardan of Golden Lane (1107) Augustine (1513)	[TbN,p134] [TC4,p91] [HoT]
<i>Myrsus ibn Sharbel</i>		10	:1039	Assamite		[VN]
<i>Geoffrey Leigh</i>		6	:1042	Gangrel		[GC2] [GC3]
<i>Lady Seinia of Muscovy</i>		10	1015:1042	Ventrue		[AK,p86]
<i>Mellandis</i>		5		Malkavian	Camilla Banes (1063)	[TC2,p92]
<i>Pietro Giovanni</i>		9	:1043	Giovanni		[TC3]
<i>Ambrogino Giovanni</i>		6-5	:1045	Giovanni	Gillespi (1435)	[CotN,p83-84] [GC3] [TC3] [NoP]
<i>Abu Fahim Kateb</i>		9	:1047	Assamite		[VN]
<i>Bek (The Spice Merchant)</i>		9	:1048	Setite		[VN]
<i>Marie Feroux</i>		6	:~1050+1076	Gangrel	Thomas Feroux (1076)	[CobN,p94]

<i>Nova Arpad</i>	♀	7	age early 30s:1050	Ventrue	Gustavus (1806)	[TbN,p103] [TC1,p88] [TC2,p99] [TC3] [TC4,p23] [CbR-Tz]
<i>Tiberiu</i>	♂	10	age 30s:1050	Gangrel		[TbN,p73] [TC1,p79] [TC2,p90] [TC3] [TC4,p86]
<i>Owain ap Ieuan, aka. Owain Evans</i>	IN	maybe 6	:~1053	Ventrue		[BC]
<i>Djuhah</i>	IN	8	:1056+2000	Assamite		[PGS,p22] [CotN,p11] [CbR-As]
<i>Antoine Le Fanu</i>	IN	5		Malkavian	Father Iago (1077) Biltmore (1642)	[DC,pp29,32] [NObN,p58] [LAbN,p102]
<i>Darak</i>	IN	7		Baali	Elihu (1078)	[FBC,p30]
<i>Camilla Baines</i>	♀	6	1029:1063	Malkavian		[GC1,p59] [GC2,p18] [GC3,p16] [GttC] [TC2,p92]
<i>Lord Mieczyslav</i>	IN	6	1042:1066	Tzimisce		[GC1,p48]
<i>Valerius</i>	IN	7	age early 30s:1066	Ventrue	Lady Anne Bowesley (1688)	[WoD1,p36] [Cb-V] [GC2,p78] [GC3]
<i>Mahfuz</i>	IN	7		Malkavian	Alam (1091)	[VN]
<i>Losario</i>	IN	4		Brujah	Adana de Sforza (1093)	[TC2,p90]
<i>Blaidd</i>	IN	maybe 6	+1093	Gangrel	? Ragnar Nordstrom	[BC]
<i>Lady Amissa</i>	♀	6	1049:1073	Setite		[GC1,p49]
	IN	maybe 7	+1093	Gangrel		[BC1]
<i>Edward Williams</i>	IN	7	:1075	Toreador	Duke (1808) Leslie Boothe (1927) Karen Nauve (1985)	[AH]
<i>Baron Thomas Feroux</i>	IN	7	1055:1076	Gangrel		[CobN,pp94-95]
<i>Father Iago - Lazarus</i>	IN	6	1038:1077	Malkavian		[NObN,p58]
<i>Matron Violetta</i>	♀	6	:1078	Nosferatu		[GC1,p45]
<i>Elihu</i>	IN	8	:1078	Baali		[FBC,p30]
<i>Kuritz</i>	IN	8		Ventrue	Lucretia of Hardtz (1098)	[TC1,p89]
<i>Brother Jervais</i>	IN	8		Cappadocian	Garinol (1099)	[TbN,p65]
<i>K'thstl</i>	IN	7		Baali	Sargon (1100)	[FBC,p30]

<i>Boukephos</i>		4		Lasombra	Goeffrey Tercio Bravo (1101)	[VDA,p6] [LS1,p31] [DT,p18-19] [CN-L] [AK,p122]
<i>Helena The Armenian</i>	♀	6	1043:1081	Ventrue		[CobN,p115]
<i>Mircea</i>	♀	9		Tremere	Denelem Obfusco (1102)	[FBC,p11]
<i>Otto</i>		9		Ventrue	Roland (1103)	[TbN,p102] [TC2] [TC3]
<i>Husayn Al Fatin, Destroyer of Outcasts</i>		8	1066:1086	Assamite		[TbN,p60] [TC2] [TC3]
<i>Brunavog</i>		7		Tremere	Virstania (1111)	[TbN,p135]
<i>Alam</i>		8	:1091	Malkavian		[VN]
<i>Vicelin of Marseilles</i>		11	1065:1092	Ventrue		[JbN,p114]
<i>Adana de Sforza</i>	♀	5	1068:1093	Brujah	Eleanor De Valois (1407) Kathryn de Sforza	[GC1,pp50,90] [GC2,p18] [TC2,p90] [GttC]
<i>Gerlo</i>		7		Tzimisce	Mircea (1113)	[TC1,p87]
<i>Giuseppe Giovanni</i>		6		Giovanni	Markus Musa Giovanni (1115)	[CobN,p92] [Cb-Gi]
<i>The Three</i>	⦿	8	1085:1096	Nosferatu		[CobN,p101]
<i>Lord Casmir</i>		6	1037:1097	Tremere		[GC1,p47]
<i>Malgorzata</i>	♀	6	1078:1097	Tremere	Jervais (1102) Itera (1197)	[TbN,p133] [TC2] [HoT]
<i>Keeper of the Faith</i>		5		Tzimisce	Alexus Simocatta (1118) The Watchers	[CobN,p110]
<i>Lucretia of Hardtz</i>	♀	9	:1098	Ventrue		[TC1,p89]
<i>Etienne de Fauberge</i>		7	:1099	Ravnos		[LS4]
<i>Rashid Ibn Musafir</i>		8	1079:1099	Assamite		[JbN,p65] [FBC,p15]
<i>Garinol</i>		9	1077:1099	Cappadocian	Mercurio Serena	[TbN,p64] [VtM-R]
<i>Count Humbert Dideaux</i>		11	:1099+14th cent.	Gangrel		
<i>Erik Eigermann</i>		4	:~1100	Ventrue		[BbN,pp13,84]
<i>Gratiano</i>		4	:~1100	Lasombra		[CotI,p39] [GttS] [Cb-L] [TC]
<i>Oliver</i>		6		Toreador	Arianne (1120)	[TbN,p95] [TC2]
<i>Sargon</i>		8	:1100	Baali		[FBC,p30]
<i>Tercio Bravo</i>		5	:1101	Lasombra		[AK,p122]

<i>Fatima Al-Faqadi</i>	♀	6	1077:1102	Assamite		[CotN,p80] [CN-As] [web] [CbR-As] [CN-Br]
<i>Jervais</i>	☞	7	:1102	Tremere		[TC1,p85]
<i>Masera</i>	♂	9		Lasombra	Brenda (1122)	[VN]
<i>Denelem Obfusco</i>	☞	10	1065:1102	Tremere		[FBC,p11]
<i>Abetorius</i>	☞	5-4	:1103	Tremere		[Cb-Tr,p66] [WoD2]
<i>Roland</i>	☞	10	age late 20s:1103	Ventrue		[TbN,p100] [TC1,p89] [TC2] [TC3]
<i>Vysia</i>	♀	6		Tzimisce	Radu (1125)	[TbN,p116] [TC2]
<i>Ardan of Golden Lane</i>	☞	7	1080:1107	Tremere	Claas Drescher (1170)	[TbN,p130] [TC3] [TC4,p90] [VtM-R]
<i>Yislei</i>	☞	7		Malkavian	Adrojai (1130)	[TbN,p83]
<i>Marusca</i>	♀	8	1080:1110	Nosferatu	Ruxandra (1175)	[TbN,p88] [TC2] [TC3]
<i>Virstania</i>	♀	8	1075:1111	Tremere		[TbN,p135] [TC3] [VtM-R] [HoT]
<i>Hauzal</i>	♂	5		Nosferatu	Dondinni (1132)	[CotN]
<i>Nuri</i>	♂	8		Ventrue	Nadim ibn Nuri (1132)	[VN]
<i>Lord Leopold Valdemar</i>	☞	6	1074:1113	Lasombra		[GC1,p48]
<i>Mircea Dzardescu</i>	☞	8	1075:1113	Tzimisce		[TC1,p87]
<i>Markus Musa Giovanni</i>	☞	7	1083:1115	Giovanni		[CobN,p92]
<i>Alexus Simocatta</i>	☞	6	1085:1118	Tzimisce		[JbN,p110]
<i>Arianne</i>	♀	7	age early 20s:1120	Toreador		[TbN,p67] [TC2,p96] [TC3]
<i>Chaundice</i>	☞	maybe 8	:1121+1126	Gargoyle		[HoT]
<i>Catherine</i>	♀	7	:1122	Malkavian		[GC2]
<i>Brenda (The Raven)</i>	♀	10	:1122	Lasombra		[VN]
<i>Luma</i>	♀	9	:1123	Gargoyle		[HoT]
<i>Irendo Torenu</i>	♂	6		Ravnos	Izydor Torenu (1145)	[TbN,p95]
<i>Count Radu/Radu Bistri</i>	☞	7	1090:1125	Tzimisce	Marelle (1150)	[TbN,p115] [TC1] [TC2,p98] [TC3] [TC4,p95] [GttS] [CbR-Tz]
<i>Hectorous</i>	☞	7	+	Gangrel	Verpus (1145)	[CobN,p95]
<i>Senser</i>	☞	7		Ravnos	Vassily Taltos (1145)	[TbN,p93]

<i>Ayub ibn Mehtar</i>		10		Assamite	Enam bint Ayub al-Dimshaq (1148)	[VN]
<i>Marhuel</i>		7		Brujah	Ecaterina the Wise (1150)	[TbN,p63]
<i>Adrojai</i>		8	1114:1130	Malkavian		[TbN,p82]
<i>Artur Beck</i>		9		Tremere	Grigor Wallach (1150)	[FBC,p11]
<i>Dondinni</i>		6	:1132	Nosferatu		[PG2,p131] [CotN] [GttC] [GttS]
<i>Nadim ibn Nuri</i>		9	:1132	Ventrue		[VN]
<i>Silvester de Ruiz</i>		5		Lasombra	Ambrosio Luis Monçada (1153)	
<i>Aratz Labarde</i>		10	:1134	Malkavian		[VN]
<i>Shutatarra</i>		7		Nosferatu	Samsi (1155)	[VN]
<i>Marpessa</i>		9		Gangrel	Kossos (1157)	[VN]
<i>Fra'Gerard</i>		6		Nosferatu	Fra'Raymond (1158)	[CobN,p101]
<i>Theresa Kymena</i>		8-7	1105:1139	Tremere		[CobN,p106]
<i>Yehuda</i>		6		Nosferatu	Josef Zvi (1160)	[TbN,p86]
<i>Katherine of Montpellier, the Muse</i>		7	1116:1100s	Toreador	...	[CbR-To]
<i>Robin Leeland</i>		7	~1100	Brujah	Tyler (1381) General (1794)	[Cb-Br,pp15,63] [CotI,p21] [TC2] [CoW] [NoP]
<i>Cantara</i>		9		Toreador	Aighar akhu Quzman (1160)	[VN]
<i>Christof Romuald</i>		9	:1141	Brujah		[VtM-R]
<i>Melinda Galbraith</i>		5	1113:1143+1999	Toreador	Rosa Martinez (1880)	[PGS,p19] [SHS,p35] [CF,p54] [RD] [NoP] [CbR-Tz]
<i>Yasmina</i>		7	1133:1143	Ravnos		[JbN,p96]
<i>Izydor 'Anastasz' Torenu</i>		7	:1145	Ravnos	Delizbieta (1302)	[TbN,p95] [TC1,p84]
<i>Bahjat's sire</i>		8	+not long after 1165	Salubri	Bahjat (1165)	[VN]
<i>Vassily Taltos</i>		8	age late 20s:1145	Ravnos	Vladislav Taltos (1362)	[TbN,p93] [TC2] [TC3]
<i>Verpus Sauzezh</i>		8	1118:1145	Gangrel		[CobN,p95]
<i>Killikillarven</i>		9	:1145	Malkavian		[SC]
<i>Jeannette d'Avignon</i>		9	1125:1147	Malkavian		[JbN,p87]
<i>Enam bint Ayub al-Dimshaq</i>		11	:1148	Assamite		[VN]

<i>Ecaterina the Wise</i>	♀	8	1134:1150	Brujah	Christof Romuald (1141)	[TbN,p64] [CN-V] [VtM-R]
<i>Marelle</i>	♀	8	age late 20s:1150	Tzimisce		[TbN,p117] [TC2] [TC3] [CbR-Tz]
<i>Gusman Bravo</i>	☞	9	+~1170	Brujah	Nerea	[CobN,p90]
<i>Grigor Wallach</i>	☞	10	:1150	Tremere		[FBC,p11]
<i>Ambrosio Luis Monçada</i>	☞	6	:1153	Lasombra	Lucita (1190, only childe)	[WoD2] [CotN] [GttS] [TC3] [CN-L] [CN-As] [CN-Tz]
<i>Anna Comnena</i>	♀	7	1126:1153	Ventrue	Irene Stellas (1169)	[CobN,p112]
<i>Samsi</i>	♀	8	:1155	Nosferatu		[VN]
<i>Nasawi</i>	♀	11		Toreador	Duyal al-Malatya (1175)	[JbN,p102]
<i>Donal</i>	☞	8		Tremere	Pieter Blum (1177)	[FBC,p11]
<i>Kossos</i>	☞	10	:1157	Gangrel		[VN]
<i>Fra'Raymond</i>	☞	7	1095:1158	Nosferatu		[CobN,p101] [LS4]
<i>Josef Zvi</i>	☞	7	1142:1160	Nosferatu		[TbN,p85] [TC2] [VtM-R]
<i>Aighar akhu Quzman</i>	☞	10	:1160	Toreador		[VN]
<i>Bahjat</i>	☞	9	:1165	Salubri		[VN]
<i>Yusuf</i>	☞	7	1120:1167	Brujah		[JbN,p71]
<i>Nerea of Spain</i>	♀	10	1145:1167+1204	Brujah		[CobN,p90]
<i>Glycon</i>	♂	7	:1169	Setite		[GC3]
<i>Irene Stellas</i>	♀	8	1145:1169	Ventrue		[CobN,p115]
<i>Randeux</i>	☞	8		Tremere	Mara (before 1189)	[JbN,p106]
<i>Mara</i>	♀	9		Tremere	Vaclav (1189)	[JbN,p105]
<i>Marcos</i>	☞	maybe 6	+1190s	Brujah		[TP,p139]
<i>Claas Drescher, The Agent</i>	☞	8	1130:1170	Tremere	Anastasz di Zagreb (1867)	[TbN,p131] [TC3] [CotN,p48]
<i>Alexius</i>	☞	5		Nosferatu	Khalid (1191)	[WoD2] [CbN1] [CbN2,p104]
<i>Anasztaz Torenu</i>	♂	7	:1172	Ravnos		[TC1]
<i>Lady Dimitra</i>	♀	6	1139:1173	Gangrel		[Cb-Se,p68] [GC1]
<i>Lady Theophana</i>	♀	6	1157:1173	Malkavian	Erianthe	[WoD2] [GC1,p46]
<i>Pierre l'Imbécile</i>	☞	9		Malkavian	Anatole (1193)	[TbN,p81] [TC3]
<i>Ruxandra/Alexander</i>	♀	9-8	1158:1175	Nosferatu		[TbN,p90] [TC2,p94] [TC3] [TC4,p33]
<i>Duyal al-Malatya</i>	☞	12	1135:1175	Toreador		[JbN,p104]

<i>Pieter Blum</i>		9	:1177	Tremere		[FBC,p11]
<i>Sir Gavriel de Bougniac/Five</i>		?	+1197	Brujah		[FBC,p17]
<i>Sakan</i>		8	:1179	Toreador		[VN]
<i>Wulfar</i>		8	1162:1179	Gangrel		[TC1,p79]
<i>Hannah</i>		8	1165:1180+1399?	Nosferatu		[JbN,p92]
<i>Sir Mariot D'Urban</i>		11	:~1180	Setite		[Cb-Se,p65]
<i>Rafael de Corazon</i>		5	1154:1182 or 1389	Toreador		[CotI,p35] [GC1,p59] [GC2,p19] [GttC] [TC2,p96]
<i>Luma "Stone Beauty"</i>		9	:1183	Gargoyle		[HoT]
<i>Fidus "The Shrunken Beast"</i>		10	:1187	Gargoyle		[HoT]
<i>Jared</i>		7	1150:1189	Brujah		[JbN,p69]
<i>Vaclav</i>		10	1165:1189+1873	Tremere		[JbN,p107]
<i>Jalan-Aajav</i>		?-5	:~1190	Gangrel		[CotI] [CotN] [CbR-Ga] [CbR-As]
<i>Lucita</i>		7	1170:1190	Lasombra		[TbN,p75] [TC1] [TC2] [TC3] [GttS] [CN-L] [ToTB] [AoV] [web VDA] [web VtM] [MS]
<i>Mitru the Hunter</i>		7	age early 20s:1190	Gangrel	Wulfar (1179)	[TbN,p71] [TC1,p78] [TC3] [TC4,p86]
<i>Hardestadt the Younger</i>		6	1150:1191	Ventrue	Jan Pieterzoon (1723)	[TC2,p99] [CN-V] [NoP]
<i>Khalid al-Rashid</i>		6	1149:1191	Nosferatu	Elzbieta Jurofsky (1889) Jurgis Rudkus (1910) Peter Walenski (1950) Tammy Walenski (1950)	[CbN1] [CbN2,pp103-104] [PG2,p121] [WoD2]
<i>Isabel Manara</i>		12	1180:1191	Gangrel		[CobN,pp94-95]
<i>Anatole, Holy Harbinger</i>		10-6	1173:1193+1999	Malkavian		[TbN,p80] [TC1,p82] [TC2] [TC3] [TC4,p88] [CbR-M] [CN-Tz] [CN-M] [web VDA] [web VtM] [CN-Br]
<i>Gabrin</i>		6	1167:1195	Ravnos		[GC1,p49]
<i>Vintila</i>		7	+	Tzimisce	Dragomir Basarab (1215)	[TC1,p87]

<i>Lord Alfred</i>		9	1170:1195+1197	Brujah	The Earl Of Galtre (1197)	[CoW,p38]
<i>Itera "Wretched Usurper"</i>		7	:1197	Tremere		[HoT]
<i>The Earl Of Galtre</i>		10-8	1137:1197+1197	Brujah		[CoW,p36]
<i>Ilse Reinegger</i>		5	+1312	Ventrue	Gustav Breidenstein (1220)	[BbN,p61]
<i>Versancia</i>		7		Toreador	Audric St. Thierry (1221)	[TC3]
<i>Lucretia Giovanni</i>		6	:1205	Giovanni		[GC3]
<i>Karsh the Avenger (Hassan al-Samhir)</i>		5	:~1210	Gangrel		[CotI] [CotN]
<i>Illana</i>		8	1193:1214	Gangrel	Simon Lollen (1734)	[DAV]
<i>Lotharius</i>		5		Tremere	Karl Schrekt (1235)	[BbN,p107]
<i>Dragomir Basarab</i>		8-7	1195:1215+Inquisition	Tzimisce		[TC1,p87] [TC2]
<i>Aajav, the Young Wolf</i>		7	+1236	Anda	Qarakh	[WfE]
<i>Gustav Breidenstein</i>		6-5	1192:1220	Ventrue	Wilhelm Waldburg (1440) Katarina Kornfeld (1507) Friedrich von Köln (17th century) Peter Kleist (1757)	[BbN,pp13-17,61] [BC]
<i>Audric St. Thierry, Master of the Game</i>		8	:1221	Toreador	L'Epuisette	[WoD2] [TC3]
<i>Lady Jadviga Almanov of Bohemia</i>		6	1186:1223	Ventrue		[GC1,p48]
<i>Mistress Fanchon</i>		6	1186:1223 or 1357	Tremere		[GC1,p60] [GC2,p20] [GC3,p15] [GttC] [TC2,p97]
<i>Bortai the Fair, Bone Dancer</i>		Cathayan	:1227	KOE		[WfE]
<i>Tony</i>		9	:1228	Malkavian		[AH]
<i>Doctor Streck</i>		7	:1229	Brujah		[GC3]
<i>Bakr</i>		5		Assamite	Tariq (1250)	[KmW,p72]
<i>François Villon</i>		5	1197:1230	Toreador	Violetta (1250) Calabris (1595) Renata di Medici (1793)	[WoD1,p57] [PG2,p133] [GC2] [TC3] [HoD] [MC]
<i>Agatha of Maidstone</i>		6		Tzimisce	Jack (1250)	[DCbN]

<i>Baron Fredrich von Sieburg</i>		maybe 6	+1252	Ventrue		[VST]
<i>Marchettus, the Bold</i>		6	1198:1234	Brujah		[GC1,p45]
<i>Karl Schreckt</i>		6-5	1195:1235	Tremere	Maxwell Ldescu (1882)	[BbN,pp58,85,107,14] [BC] [VRev,p237]
<i>Tariq the Silent</i>		5 or 6 now 13	:1250	Assamite	Gabriel Chavez (729)	[KmW,pp69-72] [CotN,p15] [CbR-As]
<i>Subitai</i>		6	:13th century	Nosferatu		[WoD1,p95]
<i>Violetta</i>		6	1231:1250	Toreador		[GC2,p80] [GC3,p16]
<i>Jack</i>		7	1220:1250+1999	Tzimisce		[DCbN,p89] [CN-Br]
<i>Mirabilis</i>		7	age 65:1250	Tremere		[VtM-R, non-licence character]
<i>Rabbat</i>		7	:13th century	Nosferatu		[KmW,pp21-24]
<i>Talley</i>		7	:around 13th century	Lasombra		[CN-L]
<i>Dominique</i>		8	:13th century	Ventrue		[CotI,p67]
<i>Ferox</i>		8	:13th century	Gargoyle		[KmW,pp51-55]
<i>Lord Jurgen von Verden</i>		6	+1271	Ventrue		[web]
<i>Lady Meridie de Chancie</i>		6	:1257	Brujah		[GC2]
<i>Byelobog</i>		4	+around 14th century	Tzimisce		[LS1,p51] [CbR-Tz]
<i>Vladovos</i>		5		Ravnos	Durga Syn (~1300)	[TC2,p95] [NoP]
<i>Stromburg</i>		5		Tremere	Nicolai (1314)	[CbN1] [CbN2,p118]
<i>Durga Syn</i>		6	:~1300	Ravnos	Zlatos (1752)	[TC2,p95] [NoP]
<i>Ezuli</i>		7-6	:~1300	Setite	Manon (1953)	[WoD1,pp113-115] [NOBn,p81]
<i>Michaela</i>		7	:1300	Ventrue	Tabitha Bauer (probably 1999)	[WoD2] [CN-R] [CN- Br] [VtM-R, license character]
<i>Delizbieta of the Dark Eyes</i>		8	:1302	Ravnos		[TC1,p84] [CbR-M]
<i>Augusta Halford</i>		?	:1305	Setite		[Cb-Se,p63]
<i>Herodian</i>		6		Toreador	Father Samuel (1333)	[TC2,p96]
<i>Nicolai Antonescu</i>		6	1303:1314	Tremere	Erichtho (1897) DuSable (1943)	[CbN1] [CbN2,p118]
<i>Mr. Schreck</i>		8	age 70:1325	Nosferatu	Smashface (1972)	[CN-L] [VtM-R, non- licence character]
<i>Vincent Day</i>		9	:1327	Ventrue		[PGS] [CotN]
<i>Cristo</i>		5		Nosferatu	Petrodon (1348)	[AC,p85]
<i>Father Samuel</i>		7	1299:1333+~1500	Toreador		[TC2,p96]
<i>Shavrael</i>		5		Tremere	Mistress Fanchon (1357)	[TC2,p97]

<i>Alonso Cristo Petrodon de Seville aka. Petrodon</i>		6	:1348+1997	Nosferatu	Julio Martinez (1437) Cock Robin (1757)	[AC,pp16,85] [CotN,p46] [GttC]
<i>Lord Alexandre</i>		6	:1350	Lasombra		[GC2]
<i>Juan Berger</i>		6		Brujah	Jaroslav Pascek (1371)	[CotN,p41]
<i>Mukhtar Bey</i>		7	:1354	?		[WoD2]
<i>Freia</i>		7	:1355	Malkavian		[GC2]
<i>Frigga</i>		7	:1355	Malkavian		[GC2]
<i>Xavier de Calais/Xaviar</i>		7	:1356	Gangrel		[VtM2,p42] [CotN,p91] [LS3,p37] [NObN,p92] [CN-Ga] [CN-V] [CN-Br]
<i>Vladislav Taltos</i>		9	1339:1362	Ravnos		[TC2] [TC3] [TC4,p90]
<i>Dobrul the Brave</i>		4 or 5	+1388	Anda	Chinkhai probably Yesira	[WfE]
<i>Chinkhai the Fierce</i>		5 or 6	+1388	Anda		[WfE]
<i>Yesira</i>		5 or 6	+1388	Anda		[WfE]
<i>Jelme the Damned</i>		6 or 7	+1388	Anda		[WfE]
<i>Oderic</i>		6	+1388?	Anda	Aajav	[WfE]
<i>Qarakh</i>		8-7	+1388	Anda		[WfE]
<i>Alexandria/Callisti y Castillo aka. Red Ludwing</i>		4 or 5		Toreador	Rafael de Corazon (1182 or 1389)	[Cb-To] [CotI] [GttC]
<i>Jaroslav Pascek</i>		7	:1371	Brujah		[CotN,p41] [GttC,p27] [CbR-Br] [CN-Br]
<i>Del Giorgio Giovanni</i>		7		Giovanni	Carmina Geneva (~1400)	[CotI,p59]
<i>Andre Milano</i>		5 or 6	+	Malkavian	Alicia Barrows (1401)	[CF]
<i>Tyler</i>		8-6	1352:1381	Brujah	Joshua Tarnopolski "Blackjack" (1913) Louise	[CbN1] [CbN2,pp67-68] [CotI,p21] [TC2] [CbR-Tz]
<i>Haakon Mortensen</i>		7	:1385	Gangrel		[GC2]
<i>Gorias</i>		6	:end 14th century	Brujah		[web]
<i>Rosenkrantz</i>		6	:end 14th century	Malkavian		[web]

<i>Lugoj</i>		6-5	+1413	Tzimisce		[CotI] [GttS] [CN-Tz] [LS1]
<i>Mateusz Gryzbowsky</i>		6	:1397	Nosferatu		[GC2]
<i>Lady Intisar</i>		6	:1399	Setite		[GC2]
<i>Alexander Danov</i>		7	:~1400	Nosferatu		[VtM2,pp250-251]
<i>Genevra Giovanni</i>		8	:~1400+2000	Giovanni		[CotI,p59] [GC4] [CN-Gi]
<i>Alicia Barrows</i>		6 or 7-6	1383:1401	Malkavian		[CF,pp58-59]
<i>Giangaleazzo</i>		7	1351:1402	Lasombra		[CotN,p63] [PGS] [WoD2] [GttS] [NoP]
<i>Andre Mallotte</i>		7	:1405	Tremere		[GC2]
<i>Eleanor De Valois</i>		6	1380:1407	Brujah		[TC2,p90]
<i>Master Frazier</i>		6	:1409	Ventrue		[GC2]
<i>Sir Lorence</i>		6		Brujah	Edward Scott (1432)	[MibN]
<i>Prince Bourdona</i>		7		Tremere	Carna (1435)	[MibN]
<i>Sevacora</i>		8		Toreador	Noël d'Artois (1436)	[TC3]
<i>Anton Borecelli</i>		maybe 7	+1440	Ventrue		[VST]
<i>Count Dravik</i>		6		Toreador	Jean-Marc d'Harfleur (1444)	[TC2,p95]
<i>Lady Justania</i>		6		Ventrue	Gilbert d'Harfleur (1444)	[TC2,p98]
<i>Marienna</i>		6		Nosferatu	Federico DiPadua (1444)	[TC2,p97]
<i>Maximarius</i>		6		Brujah	Lilika Kairos (1444)	[TC2,p89]
<i>Bryan</i>		7	1389:1424	Malkavian	Bronwyn (1452)	[CbN2,pp100-101]
<i>Edward Scott - Black Prince</i>		7	1399:1432	Brujah	Akawa (1770)	[MibN]
<i>Marie Guylaine</i>		9		Brujah	Gérard de Chatelle (1453)	[TC3]
<i>Bernard</i>		6		Toreador	Chevalier d'Eglantine (1454)	[TC3]
<i>Gillespi Giovanni</i>		7	1410:1435	Giovanni		[GC2] [GC3]
<i>Carna</i>		8	1417:1435	Tremere		[MibN]
<i>Noël d'Artois</i>		9	:1436	Toreador		[TC3]
<i>Julio Martinez</i>		7-6	1392:1437	Nosferatu		[CF,p70]
<i>Lady Veradis</i>		6	:1439	Assamite		[GC2]

<i>Yorak</i>		4	+~1460	Tzimisce		[TbN,113] [TC] [CbR-Tz]
<i>Wilhelm Waldburg</i>		6	1408:1440	Ventruue	Henriette	[BbN,pp15-17,62] [BC]
<i>Marianna</i>		6	1425:1444	Giovanni		[GC1,p82]
<i>Federico DiPadua</i>		7	:1444	Nosferatu		[CotN] [TC2,p93] [NoP] [CN-Br]
<i>Gilbert d'Harfleur</i>		7	1426:1444	Ventruue		[TC2,p98]
<i>Jean-Marc d'Harfleur</i>		7	:1444	Toreador		[TC2,p95]
<i>Lilika Kairos</i>		7	:1444	Brujah		[TC2,p89]
<i>Baldesar Rossellini</i>		6	:1446	Giovanni		[GC3]
<i>Boronisk</i>		6		Nosferatu	Parovich (1467)	[MibN]
<i>Rosaura Rossellini</i>		7	:1447	Giovanni		[GC3]
<i>Elaine de Calinot</i>		5	:15th century	Tremere		[Cb-Tr,p67] [RD2]
<i>Bronwyn</i>		8	1437:1452	Malkavian	Corbin (1457)	[CbN2]
<i>Gérard de Chatelle, The Agitator</i>		10	:1453	Brujah		[TC3]
<i>Chevalier d'Eglantine, The Sheriff</i>		7	:1454	Toreador		[TC3]
<i>Laanto Dormotji</i>		5	+1476	Tzimisce	Valenko Dmiritev (1476)	[CF]
<i>Corbin</i>		9	1437:1457	Malkavian		[CbN2]
<i>Lady Vadislava</i>		6	:1460	Tzimisce		[GC2]
<i>Jacob Durgal</i>		7		Nosferatu	Alberich (1481)	[DAV]
<i>Parovich</i>		7	:1467	Nosferatu	Kristian (1985) Anastasia (1989) Raul (1990)	[MibN]
<i>Doran</i>		6	1455:1471+1955	Ventruue		[NObN,pp17-25]
<i>Tabak</i>		4	+1495	Tzimisce	Lambach	[CotI,pp9,43] [TC2,p82]
<i>Valenko Dmiritev</i>		6	1452:1476	Tzimisce		[CF,p57]
<i>Alberich</i>		8	1459:1481	Nosferatu		[DAV]
<i>Cartagio</i>		8		Ventruue	Joachim von Neumann (1502)	[TC3]
<i>Julian Sanders</i>		7	:1485	Brujah		[GC2]
<i>Lord Theron</i>		6	:1490	Malkavian		[GC2]
<i>Oliver Thrace</i>		6	age 40:1490	Tremere	Wan Hzu (1974)	[WoD2] [NoP] [HK]
<i>Mendel</i>		6	:1492	Tremere		[GC2]

<i>Dracula (Vlad Tepes)</i>	☞	6-5	1431:1495	Tzimisce	Lucy Westenra	[CotI,pp9,43] [CotN] [TC2,p99] [TC3] [TC4,p94] [CbR-Tz]
<i>Lucretia</i>	♀	6 or 7		Setite	Danny Larkshill (1520) Mark Sandhurst (1520)	[NoP] [VtM-R]
<i>Joachim von Neumann</i>	☞	9	:1502	Ventrue		[TC3]
<i>Mario Giovanni</i>	☞	6	1477:1503	Giovanni		[GC2]
<i>Lady Melisande</i>	♀	6	:1506	Toreador		[GC2]
<i>Katarina Kornfeld</i>	♀	6	1485:1507	Ventrue		[BbN,p66]
<i>a Nipmuck warrior</i>	☞	5 or 6	:early 16th cent.	Gangrel		[DC,p15]
<i>a Wampanoag medicine man</i>	☞	5	:early 16th cent.	Gangrel	probably Battista Decamerone (1571)	[DC,p15]
<i>Comte Augustine d'Erlette</i>	☞	7	1470:1513	Tremere		[TC4,pp24,29]
<i>Kyle Strathcona</i>	☞	8	:1514	Ventrue		[CotN] [MobN] [NoP]
?	⦿	6	+1537	Malkavian		[CbN2,p85]
<i>Ferdinand</i>	☞	9	+1541	Malkavian	Gemma Fortunato (1539)	[HoD]
<i>Danny Larkshill</i>	☞	7	:1520	Setite		[NoP]
<i>Mark Sandhurst</i>	☞	7	:1520	Setite		[NoP]
<i>Elonzo</i>	☞	6		Toreador	Masdela (1543)	[BHDB,p14]
<i>Snee</i>	⦿	8	:1525	Gangrel		[GC2]
<i>Rathmonicus</i>	⦿	maybe 6	+~1550	True-Brujah		[DSBH]
<i>Alvusia</i>	♀	maybe 8	+16th century	Gargoyle		[HoT]
<i>Ellison Humboldt</i>	☞	6	1502:1532	Nosferatu		[BbN,pp16,52] [BC3]
<i>Antonius Caracus</i>	☞	5		Brujah	Don Caravelli (1557)	[WoD1,p55]
<i>Gemma Fortunato</i>	♀	10-9	1515:1539+1998	Malkavian	Donato Aristide Tavianni (1786)	[HoD]
<i>Rusticus</i>	☞	10	+1561	Gargoyle		[JbN,p104]
<i>Masdela</i>	☞	7	1512:1543	Toreador		[BHDB,p14]
<i>Mesita</i>	♀	6		Tremere	Dr.Mortius (1566)	[BHDB,p57]
<i>Donna Beatrice</i>	♀	maybe 6		Lasombra	Don Medina Sidonia (~1570)	[Cb-La]
<i>Chiclana</i>	♀	8	:16th century+	Ventrue		[MibN]
<i>Don Caravelli</i>	☞	6	1512:1557+1994	Brujah		[WoD1,pp52,55]

<i>Baron Philippe Volgirre</i>		5	+1579	Toreador	Madame Guil (1579)	[BHDB,p10] [NoP]
<i>Powell</i>		6		Nosferatu	Warwick (1584)	[DC,p52]
<i>Dr. Mortius</i>		7	:1566	Tremere	Gabriel	[BHDB,p57]
<i>Battista Decamerone</i>		6	1512:1571	Gangrel		[DC,pp15,44]
<i>Madame Guil</i>	♀	6	1563:1579	Toreador	Countess d'Adhemar (~1789) Michael Unther (1802)	[BHDB,p10] [KmW,p64] [CotN,p46] [GttC] [NoP]
<i>Kamiri wa Itherero</i>		maybe 7	:1582	Laibon		[WoD2]
<i>Warwick</i>		7	1556:1584	Nosferatu	Lawrence Meeks (1769) Kurt Densch (1913)	[DC,pp32,52] [NObN,p61]
<i>Don Medina Sidonia</i>		maybe 7	:1588	Lasombra		[Cb-La]
<i>Quentin</i>		7	:end 16th century	Ventrue		[web]
<i>Calabris</i>		6	:1595	Toreador	Rati (1725)	[MC]
<i>Count Ormonde</i>		9	:1599	Setite		[CotN]
<i>Francisco Domingo de Polonia</i>		7	1570:1600	Lasombra		[CotN] [WoD2] [GttC] [NoP] [CN-L] [CN-Tz] [CN-Br]
<i>Otto, the Butcher, the Terror of the Black Forest</i>		maybe 7	:~1600+1994	Brujah		[RD2]
<i>John Dee</i>		5	1527:1608	Tremere		[WoD1,pp33-34] [Cb-Tr,p65]
<i>Gareth</i>		6		Gangrel	Tyrus (1635)	[CbN2,p88]
<i>Tobias Leveler</i>	⦿	10	:1615	?		[GC2]
<i>Canis</i>		6	+1640	Gangrel		[JbN,p76]
<i>Dominic Vaughn</i>		9	age 50:1623	Malkavian		[VtM-R, non-licence character]
<i>Pascoe</i>	⦿	6		Toreador	Lianna (1645)	[WoD1,p38]
<i>Jacques</i>		7	+1943	Toreador	Morgaine (1649) Anntoinette (1943)	[NObN,p65] [BbN,p56]
<i>Massimo Farruggio</i>		?	1582:1629	Lasombra	Guido Rafastio	[HoD]
<i>Mad Tom</i>		maybe 8	+17th century	Malkavian	Crazy Jane (17th century)	[Cb-M,p63]
<i>Chiu Bao, First Oni</i>	⦿	?	:1631	KOE		[NoP]
<i>Callirus</i>	⦿	9	:1632	Ravnos		[CotN]

<i>Hidalgo</i>		6		Gangrel	Muricia (1653)	[Alternate New Orleans]
<i>Mama Lion</i>		9		Brujah	Smiling Jack (1654)	[LAbN]
<i>Tyrus</i>		7	1604:1635	Gangrel	Ramrod (1954)	[CbN1] [CbN2,pp88-89]
<i>Severus</i>		5		Ventrue	Lucinde (1656)	[CotN,p49]
<i>James the Red</i>		7		Brujah	Jeremy MacNeil (1657)	[LAbN,p67] [Cb-Br,p65] [NoP]
<i>William Biltmore</i>		6	1614:1642	Malkavian		[DC,pp32,46]
<i>Lianna - Leanan</i>		7	1628:1645	Toreador		[WoD1,p38]
<i>Morgaine</i>		8	:1649	Toreador		[NObN]
<i>Harold Zettler</i>		5	:17th century	Malkavian		[BoW,p31]
<i>Friedrich von Köln</i>		6	:17th century	Ventrue		
<i>Genina</i>		6	age 9:17th century	Samedi		[KmW,pp27-31]
<i>Vincenzo Giovanni</i>		6	~1620:~1650	Giovanni		
<i>Valerius Maior</i>		7	-50:17th century	Tremere		[KmW,pp75-78]
<i>John Dunsirn</i>		8	:1650	Giovanni		[GC3]
<i>Crazy Jane</i>		maybe 9	:17th century	Malkavian		[Cb-M,ppIX,63]
<i>Muricia</i>		7	1632:1653	Gangrel		[SHS] [Alternate New Orleans]
<i>Henri</i>		8		Gangrel	Philippe Rigaud (1673)	[CbN2]
<i>Smiling Jack</i>		10	1611:1654	Brujah	Dre (1990s)	[LAbN,p70] [Cb-Br,pp10-11,66]
<i>Lucinde</i>		6	:1656	Ventrue		[Cb-V] [CotN,p49] [GttC,p27] [CN-Br, VtM-R, license character]
<i>Jeremy McNeil</i>		8	1631:1657	Brujah	Dutch (1853)	[NObN] [LAbN,p67] [Cb-Br,p65] [GttC] [NoP]
<i>Black Wallace</i>		8	:1659	Lasombra		[CotN]
<i>Charles the Wise</i>		6	+	Ventrue	De Vandreuil (~1680)	[web]
<i>Sir Matthew Lubbock</i>		4		Toreador	Christopher Houghton (1682)	[LAbN,p83]
<i>Rose Chandler</i>		8	:1666	?		[GC2]
<i>Philippe Rigaud</i>		9-7	1650:1673	Gangrel		[CbN2,p138]
<i>Francis Broderick</i>		7		Nosferatu	Nathan - Arlen (1697)	[DCbN]

<i>Margaret d'Hautmont</i>	♀	7-6		Toreador	Anthony Sebastian Sands (1699) Vidal Jarbeaux (1768)	[NoP]
<i>Clear Brook - Clear Bear</i>	☞	5	+1832	Brujah	Yarian (1700)	[CbN2,pp18,146]
<i>Kenneth Stahl</i>	☞	7	:1680	Giovanni		[GC3]
<i>Hesha</i>	☞	8	age ~38:late 17th cent.	Setite	Vege Elizabeth Dimitros (1999)	[SHRev] [GttS] [CN-Se] [CN-R] [CN-N] [CN-An] [CN-Br]
<i>Thomas Carlyle</i>	☞	7		Ventruue	Dorian Adams (1701)	[DCbN]
<i>Christopher Houghton</i>	☞	5	1669:1682	Toreador	Joaquin Murietta (1853) Don Sebastian (1870)	[LAbN,pp20-21,84]
<i>Marcel de Breau</i>	☞	7	+	Brujah	Jeremy Skelton (1702)	[DC,p61]
<i>Dark Selina</i>	♀	6-5		Brujah	Roman Pendragon (1703)	[DC,pp29,31,61] [LAbN,p102]
<i>Elijah</i>	♂	5	+1704	Gangrel		[CotN,p92] [PG2,p127]
<i>Abigail</i>	♀	6		Tremere	Hannah (1705)	[NecA]
<i>Anya</i>	♂	7		Ventruue	Nikolai (1706)	[NoP]
<i>Lady Anne Bowesley</i>	♀	8	1635:1688	Ventruue		[WoD1,p36] [WoD2] [NoP] [CbR-V] [CN-Br]
<i>De Vandreuil</i>	☞	7	:end 17th century	Ventruue	Catherine de Vandreuil (end 20th century)	[web]
<i>Robert Pedder</i>	☞	7	:end 17th century+1998	Ventruue		[WoD1,p90] [WoD2] [NoP]
<i>Ezra Howland</i>	♂	8		Tzimisce	Righteous Endeavor (1713)	[CbR-Tz]
<i>Nathan - Arlen</i>	☞	8	:1697	Nosferatu	Amos (1929)	[DCbN]
<i>Anthony Sebastian Sands</i>	☞	8	:1699	Toreador		[NoP]
<i>Shining Deer "Yaryan"</i>	☞	6	1680:1700	Brujah		[CbN1] [CbN2,p146]
<i>Peter Dorfman</i>	☞	7	1662:1700	Tremere		[Cb-Tr,p27] [DCbN,pp70-71]
<i>Andreas Giovanni</i>	☞	5		Giovanni	Lisandro Giovanni (1721)	[CF,p59]

<i>Dorian Adams</i>	♂	8	:1701	Ventru		[DCbN]
<i>Martino Della Passaglia</i>	IN	8	~1663:1701	Giovanni		[WoD2] [Cb-Gi]
<i>Maria</i>	♀	5	+	Toreador	Annabelle Triabel (1722)	[CbN1] [CbN2,p112]
<i>Jeremy Skelton</i>	IN	8	1665:1702	Brujah		[DC,p61]
<i>Astio Giavetti</i>	IN	6		Tremere	Antonio Calbullarshi (1723)	[NObN,p69]
<i>Roman Pendragon</i>	IN	6	1683:1703	Brujah	Jacques Sirque (1797)	[DC,pp31,41]
<i>Natalia</i>	♀	8	1686:1703	Ravnos		[BbN,p101]
<i>Morlock</i>	♂	6	+	Samedi	Baroque (1725)	[MC]
<i>Hannah</i>	♀	7	:1705	Tremere		[NecA] [BC] [CN-To] [CN-Tz]
<i>Nikolai</i>	IN	8	:1706	Ventru		[NoP]
<i>Dmitra Ilyanova</i>	♀	7		Brujah	Carlak (1730)	[CotN,p61]
<i>Baron Samedi</i>	IN	5		Samedi	Morlock Genina (17th century) Jorge de La Muerte (1732) Reg Driscoll Jack Dawson	[KmW,p28] [PG2] [Cb-Gi] [BM]
<i>Righteous Endeavor</i>	IN	9	:1713	Tzimisce		[Cb-Tz] [CbR-Tz]
<i>Sranganyika</i>	♂	8		Brujah	Pug Jackson (1734)	[DC]
<i>Madeleine d'Aunay</i>	♀	7	~1720 (beginning 18th)	Toreador		[web]
<i>Lisandro Giovanni</i>	IN	6	1687:1721	Giovanni		[CF,p59]
<i>Maria Haige</i>	♀	6	+	Tremere	Zachariah Slane (1741)	[DC,p111]
<i>Annabelle Triabel</i>	♀	6	1698:1722	Toreador	Accou (1784) Elsa Linden (1791) Modius (1806) Tarmonay Sharon Payne (1929) Sophia Ayes (1981) Bret Stryker (1983) Deacon	[VtM2,pp262-263] [CbN1] [CbN2,p112] [DC,p56] [Alternate New Orleans]

<i>Antonio Calbullarshi</i>		7	~1700:1723	Tremere	Nigel Porter (1776) Marie D'Richet (1991)	[NObN,p69]
<i>Jan Pieterzoon</i>		7	:1723	Ventruue		[NoP] [CN-V] [CN-Tr] [CbR-V] [CN-Br]
<i>Baroque</i>		7	:1725	Samedi		[MC]
<i>Rati</i>		7	:1725	Toreador		[MC]
<i>Carl Wisor</i>		9	1709:1725	Ventruue		[SHS]
<i>Carlak</i>		8	:1730	Brujah		[CotN,p61] [AC,p17]
<i>Jorge De La Muerte</i>		6	:1732	Samedi		[CF,p56]
<i>Night Star</i>		8		Ventruue	Louis Fortier (1754)	[LAbN] [NoP]
<i>Pug Jackson</i>		9	1709:1734	Brujah	Jude Franken (1967)	[DC] [GC4]
<i>Simon Lollen</i>		9	1704:1734	Gangrel		[DAV]
<i>Raleigh</i>		9		Malkavian	Horace Turnbull (1758)	[CbN1]
<i>Alabaster</i>		5		Malkavian	Aunt Bedelia (1760)	[NecA]
<i>Zachariah Slane</i>		7	1701:1741	Tremere		[DC,p111]
<i>Lutz Von Hohenzollern</i>		7		Malkavian	Maris Streck (1762)	[CotN,p43]
<i>Juliette Dulai</i>		7		Toreador	Ransom (1769)	[BHDB,p35]
<i>Alexis, alias Danya</i>		6	age 18:18th century	Ravnos		[KmW,pp57-61]
<i>Maurcroix</i>		8	:mid 18th century	Tremere	Mariane Dupuis	[web]
<i>Prudence Stone</i>		maybe 9	:18th century	Nosferatu		[Cb-N,pp66-67] [DC,p18]
<i>Arianna Roquefort</i>		10	:1750	Toreador		[VtM-R, non-licence character]
<i>Enver Frasheri</i>		10	:1700s	Toreador		[CbR-To]
<i>Zlatos</i>		7	:1752	Ravnos		[NoP]
<i>Andreas Giovanni</i>		8	:1754	Giovanni		[GC4]
<i>Louis Fortier</i>		9	1726:1754	Ventruue	Catherine Du Bois (1910) Elena Gutierres (1975)	[LAbN] [NoP]
<i>Maxwell</i>		6	1717:1755	Brujah		[CbN2,pp68-69]
<i>Nero</i>		5		Malkavian	White Lily (1776)	[MC]
<i>Peter Kleist</i>		6	1727:1757	Ventruue		[BbN,p64] [BC]

<i>Cock Robin</i>	♂	7	:1757	Nosferatu		[CotN,p45] [GttC] [CN-N]
<i>Johann Kaspar</i>	☞	6		Tremere	John Reiss (1778)	[DC,p58]
<i>Gwendolyn Fleming</i>	♀	9	:1758	Toreador		[HK]
<i>Horace Turnbull</i>	☞	10	1712:1758+1993	Malkavian		[CbN1]
<i>Augustin</i>	☞	8		Nosferatu	Calebros (1780)	[CN-R]
<i>Rachel</i>	♀	8	:1760	Gangrel		[AH]
<i>Maris Streck</i>	♀	8	:1762	Malkavian		[CotN,p43] [GttC]
<i>William Thorbecke</i>	♂	5	+1989	Tremere	Lille Haake (1784)	[CotN]
<i>Sun Tai T'ung</i>	♂	6		KOE	Effie Feng (1784)	[DC,p50]
<i>Desiree Traville</i>	♀	8	1740:1764	Lasombra		[SHS]
<i>Jesse "Twin Hawk"</i>	☞	7	1737:1765	Gangrel	Reverend Mitchell (1912)	[Alternate New Orleans]
<i>Lyra</i>	♀	7		Malkavian	Alessio Rinaldi (1788)	[CbR-M]
<i>Vidal Jarbeaux</i>	☞	7	:1768	Toreador	Christianne Foy	[CotN] [NoP] [CN-Gi]
<i>Geist</i>	♂	8	:1768+	Brujah	Marguerite Foccart (1768)	[NoP]
<i>Marguerite Foccart</i>	♀	9	:1768	Brujah	Crispus Attucks (1770) Reynier (~1792) Steve Booth (1965)	[Cb-Br] [LAbN] [NoP]
<i>Lawrence Meeks</i>	☞	8	:1769	Nosferatu	Avery (1851) Roger (1865) Martin (1871)	[NObN]
<i>Ransom</i>	☞	8	:1769	Toreador		[BHDB]
<i>Ruth McGinley</i>	♀	9	:1769	Malkavian		[CotN]
<i>Akawa</i>	☞	8	:1770	Brujah	Wrecker (1968)	[MibN]
<i>Crispus Attucks</i>	☞	10	1733:1770	Brujah		[Cb-Br] [LAbN] [NoP]
<i>Jason Dodgerson</i>	☞	10	:1770	?		[AH]
<i>Charlemagne</i>	☞	7		Ventrue	Benedic (1792)	[NoP]
<i>Contillio</i>	☞	8		Ventrue	Karen Chartry (1792)	[NObN]
<i>Natasha</i>	♀	8		Toreador	Louis Detonas (1793)	[MibN]

<i>While Lily</i>	♀	6	:1776	Malkavian		[MC]
<i>Nigel Porter</i>	IN	8	:1776	Tremere	Sebastian Walcott (1783)	[NObN]
<i>Vannevar Thomas</i>	IN	maybe 8	1732:1776	Ventrue	Swede (1851) Margaret (1859) Leland Stanford Jr.(1884) Donna Cambridge (1980)	[LAbN,p102] [BW] [PoC]
<i>Mark Decker</i>	IN	9	:1777	Gangrel	Derek Hillen (1806) Julia Calvin (1989)	[MibN]
<i>John Reiss</i>	IN	7	1730:1778	Tremere		[DC,p58]
<i>John Diamond</i>	IN	5	:late 18th cent.	Tremere		[Cb-Tr,p27]
<i>Jean Florent</i>	IN	7		Toreador	Leopold (1800)	[TC4,p26]
<i>Calebros</i>	IN	9	:1780	Nosferatu		[CN-R] [CN-An] [CN-N] [CN-Br]
<i>Petra</i>	◉	7		Nosferatu	Jara Drory (1801)	[DC,p54]
<i>Philippe de Lyons</i>	IN	8	+1999	Toreador	Vivienne d'Alembert (1802)	[HoD]
<i>Sebastian Walcott</i>	IN	9	:1783	Tremere		[NObN]
<i>Lille Haake</i>	◉	6	:1784	Tremere		[CotN]
<i>Accou</i>	IN	7	1762:1784	Toreador	Marguerite Defallier (1876) Tristan (1902)	[Alternate New Orleans]
<i>De Sade</i>	◉	7		Ventrue	Clarice Fontaine (1804)	[BbN]
<i>Effie Feng</i>	♀	7	1759:1784	KOE		[DC,p50]
<i>Lord Graythwaite</i>	IN	9		Tremere	Jean-Michel du Pont-Ville (1805)	[BN,p3]
<i>Donato Aristide Tavianni</i>	♀	10	:1786	Malkavian	Candee Kaien (1978)	[HoD]
<i>Alessio Rinaldi</i>	IN	8	:1788	Malkavian		[CbR-M]
<i>Countess d'Adhemar</i>	♀	7	:~1789	Toreador		[KmW,p64]
<i>Restewin</i>	IN	7	+1809	Malkavian	Uriah Travers (1809)	[NObN,p59]

<i>Nathan Skarvan</i>		8	+1811	Malkavian	the Six Knights (Sir Cum Laude, Sir Paxis, Sir Sine Qua Non, Sir Pro Bono, Sir Sine Die, Sir Probus) (1810) Quentin King (1811)	[DC,pp47-49]
<i>Elsa Linden</i>	♀	7	1767:1791	Toreador		[DC,p56]
<i>Germaine</i>		6	:1792	Brujah		[KmW,pp63-66]
<i>Benedic</i>		8	:1792	Ventrue		[NoP] [GttC] [BM]
<i>Karen Chartry</i>	♀	9	:1792	Ventrue		[NObN]
<i>Reynier</i>	♁	10	:~1792	Brujah		[web]
<i>Renata di Medici</i>	♀	6	age 17:1793+1996	Toreador		[HoD]
<i>Louis Detonas</i>		9	1762:1793	Toreador		[MibN]
<i>General</i>		8-7	:1794	Brujah		[NObN,p116]
<i>Ravenna - Iris Dumont</i>	♁	9	1768:1794	Setite		[DCbN]
<i>Jacques Sirque</i>		7	1721:1797	Brujah		[DC,p42]
<i>Aunt Bedelia</i>	♀	6	1760	Malkavian	J. Benison Hodge (1866)	[NecA] [BC]
<i>Fawn (Eleanor James)</i>	♀	maybe 8	:~1800+1994	Assamite		[RD1]
<i>Flavia (Sarah James)</i>	♀	maybe 8	:~1800	Assamite		[RD1]
<i>Leopold</i>		8	1770:1800	Toreador		[TC4,p26]
<i>Aidan Lyle</i>		7		Tremere	Lord Ephraim Wainwright (1821)	[NoP]
<i>Jara Drory</i>	♁	8	:1801	Nosferatu		[DC,p54]
<i>Michael Unther</i>		7	1757:1802	Toreador		[BHDB,p12]
<i>Justin Davies</i>		8		Brujah	Tara (1822)	[LAbN]
<i>Vivienne d'Alembert</i>	♀	9	:1802	Toreador	Alessandro Aiello (1826)	[HoD]
<i>Jarthis Giovanni</i>		maybe 9	+1823	Giovanni		[PG2]
<i>Clarice Fontaine</i>	♀	8	:1804	Ventrue		[BbN]
<i>Baladin</i>		maybe 8	+1825	Tremere		[DC,p17]
<i>Jean-Michel du Pont-Ville</i>		10	~1777:1805	Tremere		[BN,p3]
<i>Georgia Rowlands</i>	♀	6	+	Ventrue	Upton Rowlands (1826)	[DC,p59]
<i>Modius</i>		7	1765:1806	Toreador	Allicia (1938)	[VtM2,p246] [CbN1]
<i>Gustavus</i>		8	1780:1806	Ventrue		[TC4,p30]

<i>Derek Hillen</i>		10	:1806	Gangrel		[DAV]
<i>Duke</i>		8	:1808	Toreador		[AH]
<i>Uriah Travers</i>		8	:1809	Malkavian		[NObN]
<i>Rufino Olevarez</i>		8		Malkavian	Emmanuel Moncrief (1830)	[CbR-M]
<i>Geneviève Orseau</i>		8		Toreador	Maxime Trevor (1831)	[Cb-To] [EG]
<i>Quentin King III</i>		9-8	1776:1811	Malkavian		[DC,pp47-48]
<i>Marissa</i>		5 or 9	:1812+	Tremere		[DCbN,p19]
<i>Quincy Cullen</i>		maybe 7	+1832	Ventrue	Vannevar Thomas	[PoC]
<i>Don Armando de Madrid</i>		8		Nosferatu	Alonzo Guillen (1832)	[LAbN]
<i>Lord Randall</i>		8		Brujah	Sir Ralph Hamilton (1834)	[LAbN]
<i>Victoria Ash</i>		8	:1820 or 1650	Toreador		[GC3] [CN-To] [CN-Tz] [CN-Tr] [CN-M] [CN-Br]
<i>Lord Ephraim Wainwright, a.k.a. "Imp"</i>		8	:1821	Tremere		[NoP]
<i>Lasker</i>		6		Malkavian	Maureen O'Leary (1842)	[CbN1] [CbN2,p93]
<i>Tara</i>		9	1794:1822	Brujah		[LAbN] [CotN] [GttS] [NoP]
<i>Oliver the Black</i>		8		Nosferatu	Montrose (1843)	[NoP]
<i>Don Cristian de Leon Negro</i>		9		Ventrue	Jesus Ramirez (1843)	[LAbN]
<i>Upton Rowlands</i>		7	1769:1826	Ventrue		[DC,p59]
<i>Alessandro Aiello, aka Alessandro Gardini</i>		10	1799:1826	Toreador	Silvana Gardini (1929)	[HoD]
<i>Emmanuel Moncrief</i>		9	:1830	Malkavian	Faye Sharpless (1900)	[CbR-M]
<i>Mowgli</i>		10	1819:1830	Gangrel		[DC]
<i>Trevor</i>		9	1792:1831	Toreador		[EG]
<i>Datura</i>		6		Ventrue	Lodin (1852)	[CbN1] [CbN2,p113]
<i>Alonzo Guillen</i>		9	1803:1832	Nosferatu		[LAbN]
<i>Sir Ralph Hamilton</i>		9	1802:1834	Brujah	Professor Gregory Habersohn (1902)	[LAbN]

<i>Ying Lei, Thunder Hawk.</i>		Cathayan	:Just before British occupation	KOE		[TC4,p96]
<i>Justine Weiss</i>	♀	10	1845:1836	Toreador		[web]
<i>Don Cerro</i>		8		Brujah	Theo Bell (1857)	[CotN,p51] [NoP] [CN-Br]
<i>Isaac</i>		7		Brujah	Thelonious (1859)	[NecA]
<i>Snake Whitcomb</i>		maybe 10	+1859	Brujah		[PoC]
<i>Oliver Ligon</i>		7	+1871	Ventruue	Pariah, the Abomination (1860)	[UBRM,p91]
<i>Maureen O'Leary</i>	♀	7	1802:1842	Malkavian	Son (1893) Paula Smith (1970) Ben Smith (1980)	[CbN1] [CbN2,pp92-93]
<i>Montrose, a.k.a. Geoffrey Alan Montrose</i>		9	:1843	Nosferatu		[NoP] [GttC] [BM]
<i>Jesus Ramirez</i>		10	1802:1843	Ventruue		[LAbN] [BC2]
<i>Baylor</i>		6		Ventruue	Eleanor Hodge (1864) Dr. Joshua McCallister	[NecA] [BC]
<i>Alexis Blanc</i>	♀	7	+1908	Brujah	Balthazar (1865)	[CbN2,p72]
<i>David Case</i>		7		Ventruue	Dr. Edward Walker (1866)	[DCbN]
<i>Lothar Constantine</i>		7	+~1870	Ventruue	Jereaux Guilbeau Marcel Guilbeau (1866)	[NObN,pp75]
<i>Ma'aruf</i>		8		Assamite	Badr-al-Budur (1867)	[MibN]
<i>Yong-Sung Chang</i>	⦿	8	:1848	Ventruue		[GC4]
<i>Sullivan</i>		probably Gaki	:1851	KOE	Kathy	[PoC] [BW]
<i>Avery</i>	⦿	9	:1851	Nosferatu		[NObN]
<i>Swede</i>		maybe 9	:1851+	Ventruue		[PoC]
<i>Keegan</i>		7		Gangrel	Anthius (1872)	[CbN2,p89]

<i>Lodin</i>		7	:1852+1993	Ventruie	Drummond (1865) Ballard (1881) Neally (1896) Tommy Hinds (1906) Capone (1941) Peterson (1978) Schumpeter (1981) Jackson (1984) Weatherbottom (1984) Riggs Brennon Thornhill (1985) Lorraine Matthews (1987)	[CbN1] [CbN2] [GttC]
<i>Baldric the Dogsbody</i>		8		Malkavian	Lord Adolph Nonesuch (1872)	[TC4,p32]
<i>Catherine Esposito</i>	♀	8		Lasombra	Dr. Julius Sutphen (1872)	[NoP]
<i>Joaquin Murietta</i>		6	1830:1853	Toreador		[LAbN,pp20,85]
<i>Dutch</i>		9	:1853	Brujah		[NObN]
<i>Ghanat</i>	◉	7		Nosferatu	Echo (1875)	[KmW,p97]
<i>Montelaine</i>		maybe 8	+1877	Tremere		[PoC]
<i>Theo Bell</i>		9	:1857	Brujah		[CotN] [CN-Br] [CN-V] [CN-An] [NoP] [BC3]
<i>Dugan</i>		maybe 10	+1877	Brujah		[PoC]
<i>Count Luigi Visconti</i>		8		Brujah	Countess Andrea Visconti (1878)	[LAbN]
<i>Sir Henry Johnson</i>		10	1825:1858+1993	Toreador		[CbN1] [VtM2]
<i>Hausen</i>		7		Toreador	Lucina (1879)	[MibN]
<i>Jayakumar</i>		8		Ravnos	Dr. Lawrence Mayhew (1879) Anjelika Underwood (1975)	
<i>Thelonious</i>		8	:1859	Brujah		[NecA] [BC] [CN-Tz]
<i>Margaret</i>	♀	maybe 9	:1859+	Ventruie		[PoC]

<i>Corrie Tinbergen</i>	♁	7	1836:1860	Brujah		[WoD2]
<i>Harold Goodston aka. Pariah</i>	☞	8	1828:1860	Ventrue		[CotN] [UBRM,p60-61]
<i>Bernardo del Gado</i>	☞	6	+	Assamite	Joe "Boot" Hill (1881)	[CF,p55]
<i>Dr. Harry Hirsch</i>	☞	8		Malkavian	Scott Levin (1881)	[DCbN]
<i>Sir Andrew McCardle</i>	☞	8		Ventrue	Edward Vignes (1882)	[LAbN]
<i>Eleanor Hodge</i>	♀	7	:1864+june 1999	Ventrue	Benjamin (1964)	[NecA] [BC] [CN-Tz] [CN-M]
<i>Edgar Drummond</i>	☞	8	1831:1865+1993	Ventrue		[CbN1] [CbN2]
<i>Thomas Ewell (The Sheriff, Balthazar)</i>	☞	8	1827:1865	Brujah	Marc Levesque (1870) Jimmy Holcomb - Neon (1992)	[CbN1] [CbN2]
<i>Roger</i>	☞	9	:1865	Nosferatu		[NObN]
<i>J. Benison Hodge</i>	☞	7	:1866+1999	Malkavian	Roger Greene (1973)	[NecA] [TC4] [BC] [CN-Tz] [CN-M]
<i>Dr. Edward Walker</i>	☞	8	:1866	Ventrue		[DCbN]
<i>Marcel Guilbeau</i>	☞	8	:1866	Ventrue	Christopher (1985) Anthony (1986)	[NObN]
<i>Anastasz Di Zagreb</i>	♁	9	:1867	Tremere		[CotN,p48] [GttC] [NoP] [BM]
<i>Badr-al-Budur</i>	♀	9	1842:1867	Assamite		[MibN]
<i>Rosario Giovanni</i>	☞	9		Giovanni	Salvatore Giovanni (1887)	[NoP]
<i>Don Sebastian</i>	☞	7	~1800:1870+23 dec 1944	Toreador	Victor Girard (1932)	[LAbN,pp21,82] [GttC]
<i>Mishka</i>	☞	maybe 7	~1830	Tremere		[IE1]
<i>Marc Levesque - Frenchie</i>	☞	9	:1870+1993	Brujah		[CbN1] [UBRM]
<i>Heavy G</i>	☞	11	age 28:1870	Brujah	Traci (1990)	[VtM-R, non-licence character]
<i>Martin</i>	☞	9	:1871	Nosferatu		[NObN]
<i>Anthius (Dread)</i>	☞	8	1845:1872	Gangrel	Natalie	[CbN2,p89]
<i>Ferdinand</i>	☞	8	+	Brujah	Salvador Garcia (1892)	[web]
<i>Morel</i>	♁	8	+	Malkavian	Antoine (1892)	[BHDB]
<i>Dr. Julius Sutphen</i>	☞	9	:1872	Lasombra		[NoP]
<i>Lord Adolph Nonesuch</i>	☞	9	1830:1872	Malkavian		[TC4,p32]

<i>Mark</i>		9	:1872	Blood-Brother		[CotN]
<i>Cyrano</i>		maybe 8	+1906	Tremere	Honerius (~1894)	[PoC]
<i>Iain MacLaren</i>		9	:1874	Ventrue		[WoD2]
<i>Echo</i>		8	1853:1875	Nosferatu	Hut (~1980) Thackery (1984)	[KmW]
<i>Jared</i>		8		Gangrel	Roxy (1895)	[NObN]
<i>Miranda</i>		9	:1875	Toreador		[WoD2]
<i>Antonio Giovanni</i>		10	:1875	Giovanni		[GC4]
<i>Marguerite Defallier</i>		8	1839:1876	Toreador	Bran (1920) Pablo (1945)	[Alternate New Orleans]
<i>Countess Andrea Visconti</i>		9	1852:1878	Brujah		[LAbN]
<i>Lucina</i>		8	:1879	Toreador		[MibN]
<i>Dominique Santo Paulo</i>		9		Toreador	Mercy (1899)	[NoP]
<i>Dr. Lawrence Mayhew</i>		9	:1879	Ravnos	Johann Matheson (1971)	
<i>Endymion</i>		5		Toreador	Oscar Wilde (1900)	[WoD1,p133]
<i>Fenton</i>		6	:1880	Gangrel		[Cb-Ga,p14]
<i>Rosa Martinez</i>		6	1852:1880	Toreador		[CF]
<i>Joe "Boot" Hill</i>		7	1854:1881	Assamite		[CF,p55] [TTM]
<i>Horatio Ballard</i>		8	1832:1881	Ventrue	Lawrence Ballard (1939) Alan Sovereign (1959)	[CbN1] [CbN2,p124-126] [GttC] [GttS]
<i>Scott Levin</i>		9	:1881	Malkavian	Cassie - Olivia Debray (1929)	[DCbN]
<i>Maxwell Ldescu</i>		7	~1400:1882	Tremere	Heinrich Himmler (1945)	[BbN,p58] [BC]
<i>Edward Vignes</i>		9	1820:1882	Ventrue	Vera Vignes (1882) Henry Waters (1894)	[LAbN]
<i>Vera Vignes</i>		10	1822:1882	Ventrue		[LAbN]
<i>Benoir</i>		10		Gangrel	Laura (1903)	[NObN]
<i>Clive Cooper</i>		8	:1884	Nosferatu		[HK]
<i>Leland Stanford Jr.</i>		maybe 9	:1884	Ventrue		[PoC]
<i>Tamoszius Kuszleika</i>		9	1848:1885+1993	Toreador	Kathy Glens (1971)	[CbN1] [CbN2]

<i>Kwon</i>	♀	probably Gaki	+1906	KOE		[PoC]
<i>Salvatore Giovanni</i>	☞	10	:1887	Giovanni		[NoP]
<i>Irving Boldger</i>	☞	8		Ventruie	Jochen Van Nuys (1908)	[NoP]
<i>Doyle Fincher</i>	☞	7	1854:1889	Gangrel	Rosa Hernandez (1974)	[CbN2,pp86-87]
<i>Elzbieta Jurofsky</i>	⦿	7	1860:1889+1993	Nosferatu		[CbN1]
<i>Tobias Smith</i>	☞	7	:1889	Lasombra		[MobN] [NoP]
	⦿	7		Toreador	Suzanne Kadim (1910)	[WoD2]
<i>Ralf Keller</i>	☞	7		Gangrel	Daryl Lutz (1910)	[BbN,p47]
<i>Alix de Chantraine</i>	♀	8	:end 19th century	Tremere		[web]
<i>Anna Schelling</i>	♀	8	:end 19th century	Ventruie		[web]
<i>Marc-Antoine</i>	☞	8	:end 19th century	Toreador		[web]
<i>Buzzsaw Jim</i>	☞	9	:~1890	Tzimisce		[UBRM,p89]
<i>Virgil</i>	☞	9	:1890	Toreador	Corrinda (~1993)	[WoD1,p132] [BW] [PoC]
<i>Absinthe</i>	⦿	10	:end 19th century	Malkavian		[web]
<i>Julietta Putanesca</i>	♀	8		Giovanni	Shlomo Rothstein (1911)	[NoP]
<i>Therèse Maurier</i>	♀	8		Ventruie	João Bilé (1911)	[CbR-V]
<i>Sennuwy</i>	☞	10	:1891	Ravnos		[NoP]
<i>Antoine</i>	☞	9	:1892	Malkavian		[BHDB]
<i>Salvador Garcia</i>	☞	9	1869:1892	Brujah	Valeria (1937) Carlyle (1969, 8th gen.) Gloria Martinez (1972) Allison Maller (1985)	[AC,pp10-17,81] [CbN2,pp75,77] [LAbN,pp25,65,68] [NoP] [BC2]
<i>Jason Newberry - Son</i>	☞	8	1877:1893	Malkavian	Raymond Falcon (1980) Lateland	[CbN1] [UBRM] [CbN2]
<i>Honerius</i>	☞	maybe 9	:~1894	Tremere		[PoC] [BW]
<i>Louis Margali</i>	☞	9	+1914	Brujah	Le Clair (1914) Jean Paul (1914) Baptiste (1914)	[RD1]
<i>Henry Waters</i>	☞	10	1862:1894	Ventruie		[LAbN]

<i>Trimeggian</i>		6		Malkavian	Dr. Douglas Netchurch (1915)	[GFA] [CbR-M]
<i>Roxy</i>		9	:1895	Gangrel		[NObN]
<i>Louis Pasteur (Jacob Prestor)</i>		12	:1895	?		[AH]
<i>Edward Neally</i>		8	1863:1896	Ventruue		[CbN1] [CbN2,p135-136]
<i>Marie Richaud</i>		maybe 9	+1916	Toreador		[PoC]
<i>Tracy Graves - Erichtho</i>		7	1875:1897	Tremere		[CbN1] [CbN2,p120]
<i>Darvlanov</i>		8		Nosferatu	Raputin (1917)	[BbN]
<i>Jefferson Foster</i>		9	1866:1897	Ventruue		[PG2,p133] [BB]
<i>Kyoko Shinsegawa</i>		10	:1897	Tremere		[CotN]
<i>Dawn Cavanaugh</i>		8	1882:1898	Setite		[LAbN,p93]
<i>Mercy</i>		10	:1899	Toreador		[CotN] [NoP]
<i>Vashtai</i>		maybe 5	+~1920	Toreador	Nakshidil	[WoD2]
<i>Oscar Wilde "Sebastian Melmoth"</i>		6	1854:1900	Toreador		[WoD1,p133]
<i>Laurent de Gueldre</i>		7		Ventruue	Philippe (~1920)	[web]
<i>Faye Sharpless</i>		10	:1900	Malkavian		[CbR-M]
<i>Ruud Retief</i>		?	:~1900	Ventruue		[Cb-V]
<i>Lorena</i>		7	+1921?	Toreador	Tex R.Cainen (Carson Longbaugh)	[WoD1,p134]
<i>Greta Englebert</i>		9		Brujah	Jan Arathi (1921)	[WoD2]
<i>Tristan</i>		8	:1902+1924	Toreador	Katherine (1912)	[Alternate New Orleans]
<i>Katherine</i>		9	1881:1902	Toreador		[Alternate New Orleans]
<i>Martiné</i>		9		Brujah	Jake Almerston (1922)	[NObN]
<i>Professor Gregory Habersohn</i>		10	1841:1902	Brujah		[LAbN]
<i>Jason</i>		7	:1903	Malkavian		[MibN]
<i>Laura</i>		11	:1903	Gangrel		[NObN]
<i>Edward Blount</i>		9		Toreador	Edith Blount (1924) Enid Blount (1924)	[LAbN]

<i>Tommy</i>		?-7	+	Nosferatu	Cedrick Calhoun (1925)	[CbN2,p108]
<i>Villeneuve</i>		8	~1905 (beginning 20th)	Ventruue	Roche (~1930)	[web]
<i>Ghivran Dalaal</i>		9	:1905 ?	Ravnos	Sennuwy (1891)	[CotN] [NoP]
<i>Paulov Rasporavitch</i>		10	:1905	Nosferatu	Rolf (1944)	[SC]
<i>Virginia</i>		7		Nosferatu	Nathaniel Bordruff (1926)	[CbN2,p106]
<i>Tommy Hinds</i>		8	1850:1906+1993	Ventruue		[CbN1] [CbN2]
<i>Red Meg</i>		6		Brujah	Leslie Taylor (1927)	[RaAu]
<i>Hannigan</i>		9	:1907	Tremere		[UBRM,p88]
<i>Pietr</i>		12-9	1880:1907	Brujah		[ADM]
<i>Jochen Van Nuys</i>		9	:1908	Ventruue		[NoP]
<i>Lin Jun</i>		maybe 9	:1909	Toreador		[WoD1,p92]
<i>Michaellis</i>		5	+1930s	Ventruue		[CotN,p49] [Cb-V] [KmW]
<i>Achadramenos</i>		6	+	Malkavian	Crowley (1930)	[WoD1,p37]
<i>Jurgis Rudkus</i>		7	1877:1910+1993	Nosferatu		[CbN1]
<i>Daryl Lutz</i>		8	:1910	Gangrel		[BbN] [BC3]
<i>Phillipe Navital</i>		8		Ventruue	Mariel St. John (1930)	[LAbN]
<i>Suzanne Kadim</i>		8	:1910	Toreador		[WoD2]
<i>Catherine Du Bois</i>		10	1883:1910	Ventruue		[LAbN]
<i>Isabella Correlli</i>		6		Brujah	Dieter Kotlar (1931)	[BbN,p44,84]
<i>João Bilé</i>		9	:1911	Ventruue	Robin Withers (1976) Michael Brandeis (1989) Margarida Cordeiro (1993)	[CbR-V]
<i>Shlomo Rothstein</i>		9	:1911	Giovanni		[NoP]
<i>Aisling Sturbridge</i>		10	:1911	Tremere		[CotN] [CN-Tr] [CN-An] [WoD2] [CN-Br]
<i>Francesco Giovanni</i>		7		Giovanni	Lupo Giovanni (1932)	[WoD2]
<i>Reverend Mitchell</i>		8	:1912+1967	Gangrel	Charles "Charlie" Harrison (1962)	[Alternate New Orleans]
<i>Kurt Densch</i>		8-7	1870:1913	Nosferatu		[DC,p54]

<i>Joshua Tarnopolski "Blackjack"</i>		8	1870:1913	Brujah	Neil Graham - Karl (1932)	[CbN1]
<i>Anji</i>		7		Assamite	Hafsa (1934)	[BHDB,p13]
<i>Jean Paul</i>		10-7	:1914+1994	Brujah		[RD1] [RD2]
<i>Le Clair</i>		10-7	:1914+1994	Brujah		[RD1] [RD2]
<i>Ambrose Bierce</i>		8	:~1914?	Toreador	Virgil (1890)	[WoD1] [BW] [PoC]
<i>Baptiste</i>		10-8	:1914+1994	Brujah		[RD1] [RD2]
<i>Sondra</i>		9		Toreador	Barth (1934)	[MibN]
<i>Melissa</i>		10	:1914	Gangrel		[DCbN]
<i>Christianus Lionel</i>		7	:1915	Nosferatu		[MobN] [NoP]
<i>Dr. Douglas Netchurch</i>		7	:1915	Malkavian	Dr. Nancy Reage	[GFA] [ToTB] [NoP] [CbR-M]
<i>Salondra</i>		9		Ventrue	Randel (1935)	[BHDB]
<i>Tex R. Cainen - Carson Longbaughth</i>		8	1880:1916	Toreador	Alice Babylon	[WoD1] [BW] [PoC]
<i>Dezi</i>		9	+1993	Brujah	Isis (1936)	[CbN1] [UBRM] [Alternate New Orleans]
<i>Anka</i>		10	:1916	Ravnos		[CotN]
<i>Mata Hari (aka Margaretha Geertruida Zelle)</i>		?	1876	Assamite		[CbR-As]
<i>Rasputin</i>		9	:1917	Nosferatu	Amelia (1918)	[BbN]
<i>Maximum Sun</i>		?	:1917	KOE		[NoP]
<i>Jack Weston</i>		8		Tremere	Helena Taylor (1938)	[DCbN]
<i>Amelia</i>		10	:1918	Nosferatu	Wolfgang (1990)	[BbN]
<i>Ted Zyncan</i>		11		Toreador	Edge (1938)	[SC]
<i>Mbogo Biashara</i>		6	age 35:1919	Gangrel		[WoD2]
<i>Angelique Stravinsky</i>		11	:1919	Toreador		[DCbN]
<i>Philippe</i>		8	:~1920	Ventrue		[web]
<i>Abraham Garcia aka. Bran</i>		9	1894:1920	Toreador		[Alternate New Orleans]
<i>Alexia</i>		10	:~1920	Toreador		[web]
<i>Johnston Foley</i>		11	age 45:1920+	Tremere		[CN-Ga] [CN-Tr] [VtM-R, licence character - vague]
<i>Jan Arathi</i>		10-9	:1921	Brujah		[WoD2]
<i>Camille T'sien</i>		7	:1922	Ventrue		[HK]

<i>Leonid Barofsky</i>		9		Brujah	Dr. Takuya Shiraiwa (1942)	[LAbN]
<i>Quetzal</i>		9		Nosferatu	Tock (1942)	[NoP]
<i>Jake Almeron</i>		10	:1922	Brujah	Tom Weaver (1953)	[LAbN] [NObN]
		?		Tzimisce	Dietrich (1942)	[CbR-Tz]
<i>Julius Abrogard</i>		9		Malkavian	Dawn Nakada (1943)	[CbR-M]
<i>Piedro Costanza</i>		11		Brujah	Tonio Borrelli (1943)	[BbN]
<i>Siegfried</i>		6	+1980	Brujah	Andrei (1944)	[CbN2,p76]
<i>Vladislav</i>		8		Ravnos	Shejana (1944)	[CbN2]
<i>Thaddeus</i>		9		Malkavian	Persia (1944)	[BbN]
<i>Edith Blount</i>		10	1881:1924	Toreador		[LAbN]
<i>Enid Blount</i>		10	1881:1924	Toreador		[LAbN]
<i>Marciana Giovanni</i>		11	:1924	Giovanni		[CotN]
<i>Cedrick Calhoun</i>		8	1902:1925	Nosferatu		[CbN2]
<i>Nathaniel Bordruff</i>		8	1891:1926	Nosferatu	Elucid	[CbN2]
<i>Jacopo</i>		9		Ravnos	Irena (1946)	[LAbN]
<i>Ehrich Weiss (Harry Houdini)</i>		11	1874:1926	Tremere		[SC]
<i>Leslie "Squizzy" Taylor</i>		7	1888:1927	Brujah		[RaAu] [WoD2]
<i>Antoinette</i>		8		Toreador	Hans Vroenik (1947)	[BbN] [BC]
<i>Leslie Boothe</i>		8	:1927	Toreador	Leslie Wilkes (1972)	[AH]
<i>Johann</i>		9		Toreador	Thomas de Lutrius (1947)	[BbN,p34]
<i>Amethyst</i>		10	1911:1928	?	Rose (1982)	[LAbN]
<i>Sharon Payne</i>		7	:1929+1992	Toreador	Michael Payne (1929)	[CbN1] [CbN2,p116]
<i>Michael Payne</i>		8	:1929+1993	Toreador	Deforest	[Cb-Br] [Cb-To] [CbN2]
<i>Amos</i>		9	:1929	Nosferatu	George Lawrence (1985)	[DCbN]
<i>Cassie - Olivia Debray</i>		10	:1929	Malkavian		[DCbN]
<i>Silvana Gardini</i>		11	1909:1929	Toreador		[HoD]
<i>Aleister Crowley</i>		7-6	1875:1930	Malkavian	Henry Jekyll/Edward Hyde	[WoD1,p37] [WoD2] [BbN,p49]

<i>Duke Traska</i>		8		Tremere	Victor (1950)	[MibN]
<i>George Frederick</i>		8		Samedi	Lithrac (1950)	[CotN]
<i>Derek Rothery</i>		9	+1995	Brujah	Angelique Cormier (1950)	[WoD2]
<i>Mariel St. John</i>		9	1903:1930	Ventrue		[LAbN]
<i>Roche</i>		9	:~1930	Ventrue		[web]
<i>Paul DiCarlo</i>		12	:1930	Giovanni		[GC4]
<i>Dieter Kotlar - Kreiger</i>		7	1912:1931	Brujah	Erika Geiger (1969)	[BbN,p44] [BC2]
<i>Ilyana Ravidovich</i>		10	:1931	Ventrue		[CotN]
<i>Rogério Giovanni</i>		11		Giovanni	Cristoforo Giovanni (1951)	[HoD]
<i>Zev Benzion</i>		?	+1951	Assamite		[CbR-As]
<i>Lupo Giovanni</i>		8	1885:1932	Giovanni		[WoD2] [Cb-Gi]
<i>Victor Girard</i>		8	1900:1932	Toreador		[LAbN]
<i>Anne Hyatt</i>		9		Toreador	Chas Voyager (1952)	[DCbN]
<i>Neil Graham - Karl</i>		9	:1932+1993	Brujah	Hank Cave (1964)	[CbN1] [UBRM]
<i>Gino Manielli</i>		11	:1932	Ventrue		[DCbN]
<i>Hafsa</i>		8	:1934	Assamite		[BHDB,p13]
<i>Skinny Danifa</i>		9		Tzimisce	Zaljko Petrescu (1954)	[CbR-Tz]
<i>Barth</i>		10	:1934	Toreador		[MibN]
<i>Mikki</i>		10		Gangrel	C.J. (1954)	[Cb-Ga]
<i>Frantz V</i>		10	:~1935	Brujah		[web]
<i>Randel</i>		10	:1935	Ventrue		[BHDB]
<i>Count Rigatoni</i>		10		Malkavian	Bela (1956)	[LAbN]
<i>Isis</i>		11	1913:1936	Brujah	Horus (1962)	[Alternate New Orleans]
<i>Garwood Marshall</i>		8	:1937+1993	Tremere		[CbN2]
<i>Micah Hossa</i>		8		Tzimisce	The Rose (1957)	[NoP]
<i>Valeria</i>		10	:1937	Brujah		[web]
<i>Cesar Giovanni</i>		11		Giovanni	Carlita Giovanni (1957)	[NoP]
<i>Allicia</i>		8	:1938	Toreador		[VtM2]

<i>Helena Taylor</i>	♀	9	1917:1938	Tremere	Cohn Rose (1974) Pieter Van Dorn (1975)	[DCbN,pp71-72]
<i>Edge</i>	☞	12	1915:1938	Toreador	Stephanie (1988)	[SC]
<i>Lars Thorwald</i>	☞	9		Gangrel	Ma'ia (1959)	[WoD1] [IE2]
<i>Lawrence Ballard</i>	☞	9	1900:1939+1993	Ventruue	David Geduld (1952)	[CbN1] [CbN2] [LAbN]
<i>Hans Schmidt</i>	☞	11	:1940	Tremere		[DCbN]
<i>Dokor Tötentanz</i>	♀	?	1900s:1940s	Tzimisce		[Cb-Tz]
<i>Capone</i>	☞	8	1891:1941	Ventruue	Frank Gaughan (1952) Pham Hong (1978)	[CbN1] [CbN2,p127-128]
<i>Count Zaroff</i>	☞	10	:1941	?		[WoD1]
<i>Dr. Takuya Shiraiwa</i>	☞	10	1919:1942	Brujah		[LAbN]
<i>Leila Monroe</i>	♀	10	:1942	Lasombra		[PGS] [CotN]
<i>Mary Blake - Mad Chainsaw Momma</i>	♀	10		Malkavian	Beauregard (1962)	[BbN]
<i>Tock</i>	⦿	10	:1942	Nosferatu		[NoP]
<i>Ianka</i>	⦿	12	:1942	Brujah		[web]
<i>Dietrich</i>	☞	?	:1942	Tzimisce		[CbR-Tz]
<i>Abraham DuSable</i>	☞	7	1883:1943	Tremere	Garwood Marshall (1937) Elliot Maldavis (1980)	[CbN1] [CbN2,p119]
<i>Anntoinette Larusche</i>	♀	8	:1943	Toreador	Hans Vroenik (1947)	[BbN]
<i>Tarantine</i>	☞	8		Lasombra	Mohammed al-Muthlim (1963)	[LAbN]
<i>Dawn Nakada</i>	♀	10	:1943	Malkavian		[CbR-M]
<i>Jonathan Lang</i>	☞	12		Gangrel	Sarah Raines (1963)	[DC]
<i>Tonio Borrelli</i>	☞	12	:1943	Brujah		[BbN]
<i>Fun Toy</i>	⦿	?	:1943	KOE		[NoP]
<i>Dylan</i>	☞	6	1920:1944	Ventruue		[KmW,pp45-49]
<i>Andrei</i>	☞	7	1920:1944	Brujah		[CbN2,p76]
<i>Cicatriz</i>	☞	9	:1944	Nosferatu		[CotN] [GttS]
<i>Shejana</i>	♀	9	1924:1944	Ravnos		[CbN2]
<i>Persia</i>	♀	10	:1944	Malkavian		[BbN]

<i>Sheaffer</i>		10	1910:1944+	Malkavian		[ADM]
<i>Tully Jones</i>		10	1915:1944	Brujah		[SHS]
<i>Rolf</i>		11	1917:1944	Nosferatu	Darva Felispa (1964)	[SC]
<i>Darva Felispa</i>	♀	12	1938:1944	Nosferatu		[SC]
<i>Henry Jekyll/Edward Hyde</i>		7	+1965	Malkavian	Ozzy (1965)	[BbN,p49] [BC1]
<i>Heinrich Himmler</i>		8	:1945	Tremere		[BbN] [BC1]
<i>Pablo</i>		9	:1945+1972	Toreador	Scheherazade (1963)	[Alternate New Orleans]
<i>Preacher</i>		10		Malkavian	Skin (1965)	[NoP]
<i>Hermann Goring</i>		8	:1946	Malkavian		[BbN]
<i>Irena</i>	♀	10	1917:1946	Ravnos		[LAbN]
<i>George Robinson</i>		maybe 7	+1967	Brujah		[WoD1,p95]
<i>Hans Vroenik</i>		9	:1947	Toreador		[BbN]
<i>Thomas de Lutrius</i>		10	:1947	Toreador		[BbN] [BC]
<i>Angelino Hammer</i>		8	:1948	Brujah		[BbN]
<i>Lord Ashton</i>		10		Gangrel	Dr. Raoul King (1968)	[Cb-Ga]
<i>Ethrica</i>	♁	11		Brujah	Gengis(1968)	[CbN2]
<i>Max Lowell</i>		12	:1948	Gangrel		[GC4]
<i>Peter Walenski</i>		7	1937:1950+1993	Nosferatu		[CbN1]
<i>Tammy Walenski</i>	♀	7	1938:1950	Nosferatu		[CbN1] [CbN2,p105]
<i>Anastasius the Axe</i>	♁	8		Assamite	Janni (1970)	[CbR-As]
<i>Juggler</i>		8	:~1950	Brujah	Evelyn Stephens (1990)	[VtM2,p248]
<i>Lithrac</i>	♁	9	:1950	Samedi		[CotN] [NoP]
<i>O'Meara</i>	♁	9		Tremere	Frank Weissshandel (1970)	[BHDB]
<i>Victor</i>		9	:1950	Tremere		[MibN]
<i>Angelique Cormier</i>	♀	10	:early 50s	Brujah		[WoD2]
<i>Burton Brooks</i>		10	early 1900s:~1950	Toreador		[BN,p3]
<i>Raymond</i>		10	:1950	?		[NObN]
<i>Mourning Ivan</i>		11		Malkavian	Lizzie (1970)	[CbR-M]
<i>Wendy</i>		10		Gangrel	Thomas Gerhieren (1971)	[MibN]
<i>Cristoforo Giovanni</i>		12	:1951	Giovanni		[HoD]
<i>Monkey Trip Wu</i>	♁	?	:1951	KOE		[NoP]

<i>Isabella Balboa Garcia Mendes</i>	♀	8	1930:~1952	Ventruue		[BN,p3-4]
<i>Frank Gaughan - Nina</i>	☞	9	1911:1952+1993	Ventruue		[CbN1] [CbN2]
<i>Chas Voyager</i>	⊙	10	:1952	Toreador	Rachel Evans (1983)	[DCbN]
<i>David Geduld</i>	☞	10	1923:1952	Ventruue		[LAbN]
<i>Earl</i>	☞	11	:1952	Ventruue		[AH]
<i>Manon</i>	⊙	7	~1935:1953	Setite		[NObN,p81]
<i>Alexi Darba</i>	♀	8	+1973	?		[Pariah]
<i>Rhys Dunsirn</i>	☞	11		Giovanni	Seamus Dunsirn (1973)	[NoP]
<i>Tom Weaver</i>	☞	11	1930:1953	Brujah		[LAbN]
<i>Cassady</i>	♀	6		Brujah	Perry Commons (1974)	[IE1]
<i>Randy Zelle (Ramrod)</i>	☞	8	1930:1954	Gangrel	Jackie Goodman (1965)	[CbN2]
<i>Goo Loo Boo</i>	☞	10		Setite	Marcel (1974)	[CbN2]
<i>Zaljko Petrescu</i>	☞	10	:1954	Tzimisce	Ashanti Beachum America Johnson (1999)	[CbR-Tz]
<i>C.J.</i>	♀	11	:1954	Gangrel		[Cb-Ga]
<i>Tommy Pallazo</i>	☞	maybe 9	+1975	Ventruue		[PoC]
<i>Misty Halls</i>	♀	?	+1975	Setite		[PoC]
<i>Bela</i>	☞	11	1882:1956	Malkavian		[LAbN]
<i>Elmer Polanski</i>	☞	7	1907:~1957	Nosferatu		[BN,p5]
<i>Carolina Valez</i>	♀	8	:1957	Lasombra		[MobN] [NoP]
<i>Valerie</i>	♀	8	+1993	?	Dickie (1977)	[CbN1] [UBRM]
<i>The Rose</i>	♀	9	:1957	Tzimisce		[MobN] [NoP]
<i>MonCheri</i>	♀	10	+1993	Malkavian	Milo (1977)	[CbN1] [UBRM]
<i>Carlita Giovanni</i>	♀	12	:1957	Giovanni		[NoP]
<i>Bach</i>	☞	10	1931:1958	?		[BB]
<i>Alan Sovereign</i>	☞	9	1903:1959	Ventruue		[CbN2,p126-127] [PG2,p125]
<i>Jason Milliner</i>	☞	9	:1959	Giovanni		[GC4]
<i>Ma'ia</i>	♀	10	~1940:1959	Gangrel		[IE2]
<i>Domenic Giovanni</i>	☞	11	:1959	Giovanni		[GC4]
<i>Friedrich Kraus</i>	☞	maybe 7	+probably ~1980	Brujah		[BbN,p19]
<i>Johann Weltmann</i>	☞	7	:1960	Malkavian		[CbN1]

<i>Angela Preston</i>	♀	9		Daughter	Delilah Monroe (1981)	[CF,p59]
<i>Alu</i>	♂	12		Assamite	Basir (1981)	[BHDB]
<i>Damien</i>	☒	6	1948:1962	Brujah		[CbN1] [CbN2,p73]
<i>Stephen Bateson</i>	♂	8	:1962	Tzimisce		[HK]
<i>Charles "Charlie" Harrison</i>	☒	9	1930:1962	Gangrel		[Alternate New Orleans]
<i>Beaugard Krueller</i>	☒	11	:1962	Malkavian		[BbN]
<i>Horus</i>	♂	12	:1962	Brujah		[Alternate New Orleans]
<i>Han Hui</i>	♂	?	:1962	KOE		[NoP]
<i>Montague Lytton</i>	☒	8	+1983	Toreador	Miranda (1875, oldest childe)	[WoD2] [RaAu]
<i>Donny</i>	♂	9	+1993	?	Jasper Krevets (1983)	[CbN1] [UBRM]
<i>Mohammed al-Muthlim</i>	☒	9	1937:1963	Lasombra	Henry Taylor (1978) Francesca	[LAbN] [BC]
<i>Scheherazade (Sherrie)</i>	♀	10	1942:1963	Toreador	Annachie (1964) David (1981)	[Alternate New Orleans]
<i>Count</i>	☒	12	:1963	Brujah		[AH]
<i>Sarah Raines</i>	♀	13	:1963	Gangrel		[DC]
<i>Benjamin</i>	☒	8	:1964	Ventrue		[NecA] [BC]
<i>Breton</i>	♂	9		Brujah	Claudette Malfet (1984)	[web]
<i>Licero</i>	♂	9		Malkavian	Fabrizia Contreraz (1984)	[CbR-M]
<i>Molita</i>	♀	9		Lasombra	Cameron (1984)	[CbN2]
<i>Tommy Walker</i>	☒	9	:1964	Nosferatu		[CbN1]
<i>Hank Cave</i>	☒	10	:1964+1993	Brujah	Theodore Dooley (1968) Sunbean	[CbN1] [UBRM]
<i>Torrence</i>	♂	10	+1993	Toreador	Victoria Longwood (1984)	[CbN1] [UBRM]
<i>Annachie</i>	♀	11	:1964+1966	Toreador		[Alternate New Orleans]
<i>Oswald Hyde - White - Ozzy</i>	☒	8-7	1940:1965	Malkavian		[BbN,p49]
<i>Jackie Goodman</i>	☒	9	:1965+1993	Gangrel		[CbN1] [UBRM]
<i>The Devil Boudreaux</i>	☒	9	+~1985	Brujah	Fairuza (1985)	[TC4,p85]

<i>Pat Pushnig</i>		10		Toreador	Julia Cammeron (1985)	[NObN]
<i>Steve Booth</i>		10	1942:1965	Brujah		[LAbN]
<i>Susan</i>	♀	10	+1993	?	Raymond Wallace (1985)	[CbN1] [UBRM]
<i>Dr. Stephen Norton</i>		11	:1965	Malkavian		[DCbN]
<i>Skin</i>		11	:1965	Malkavian		[MobN] [NoP]
<i>Angelo</i>		8	1948:1966+	Blood-Brother		[KmW,pp15-18] [NoP]
<i>Carl</i>		11		Tzimisce	Wendy Wade (1986)	[CbN2]
<i>Procet</i>		6	+1987	Brujah		[CbN2,pp24,68]
<i>Jude Franken</i>	◉	10	:1967	Brujah		[DC]
<i>Lucretia Giovanni</i>	♀	10		Giovanni	Dr. Oliver Genet (1987)	[CbN2]
<i>Shawnda Dirrot</i>	♀	12	1945:1967	Brujah		[RaNY] [Cb-To] [RD1]
<i>Ilse Bänsh</i>	♀	6		Brujah	Stefan Rutigar (1988)	[BbN,p46]
<i>Wrecker</i>		9	:1968	Brujah		[MibN]
<i>Charles</i>		10		Tzimisce	Lolita Houston (1988)	[CbN2]
<i>Sasha</i>	◉	10		Ravnos	Devyn (1988)	[KmW]
<i>Dr. Raoul King</i>		11	:1968	Gangrel		[Cb-Ga]
<i>Theodore Dooley - Daddy D</i>	◉	11	1938:1968+1993	Brujah	Anita Wainwright (1968)	[CbN1] [UBRM]
<i>Anita Wainwright</i>	♀	12	1941:1968	Brujah		[CbN1] [UBRM] [CbN2]
<i>Gengis</i>		12	1944:1968	Brujah	Turk (1975)	[CbN1] [UBRM] [CbN2]
<i>Carlyle</i>		8	1942:1969	Brujah		[CbN2]
<i>Erika Geiger</i>	♀	8	:1969	Brujah		[BbN]
<i>Demian</i>		12		Gangrel	Bill Butler (1989)	[CbN2]
<i>Jerry</i>		12		Ventrue	Samson (1989)	[CbN2]
<i>Monica Black</i>	♀	6	1943:1970	Lasombra	Cynthia Black (1973)	[DCbN,p87]
<i>Paula Smith</i>	♀	8	:1970+1993	Malkavian		[CbN1] [UBRM]
<i>Janni</i>	♀	9	1947:1970	Assamite		[Cb-As,p64] [CbR-As]
<i>Michael</i>		9	:1970	Malkavian		[VtM2]

<i>Frank Weissshandel</i>		10	:1970	Tremere		[BHDB]
<i>R.J.</i>		10	late 1930s:~1970	Gangrel		[BN,p4-5]
<i>Thrasher</i>		11		Brujah	Walter Gaspars (1990) Millie Gaspars (1990)	[LAbN]
<i>Dr. Jeffrey Granger</i>		12	:1970	Malkavian		[DCbN]
<i>Lizzie, aka Elizabeth Ann Morrow</i>		12	:1970	Malkavian	Garcia (1997)	[CbR-M]
<i>Smith</i>		12		?	Margarite (1990)	[CbN2]
<i>Jessica Morrow - Cashmere</i>		8		Ventrue	Nichole (1991)	[BbN]
<i>Harlan Graves</i>		10		Daughter	Celeste (1991)	[NoP]
<i>Johann Matheson</i>		10	:1971	Ravnos	Marion French (1987) Gwendolyn Brand (1999)	
<i>Kathy Glens</i>		10	1953:1971	Toreador		[CbN2]
<i>Thomas Gerhieren</i>		11	:1971	Gangrel		[MibN]
<i>Enrique Salazar</i>		?	+1991	Assamite		[CbR-As]
<i>Justicar Thracs</i>		maybe 7	+1992	?		[MibN]
<i>Bardto Cermak</i>		9		Tzimisce	Illyana Dmitju (1992)	[BbN]
<i>Harry</i>		9	+1992	Blood-Brother		[UBRM]
<i>Indigo</i>		9		Nosferatu	Frank Litzpar (1992)	[BbN]
<i>Leslie Wilkes</i>		9	:1972	Toreador		[AH]
<i>Smashface</i>		9	age 17:1972	Nosferatu		[VtM-R, non-licence character]
<i>Gloria Martinez</i>		10	1951:1972	Brujah		[LAbN]
<i>Gordon Keaton</i>		10	:1972	?		[CbN1]
<i>Bothwell</i>		12	:1972	Gangrel		[AH]
<i>Cal</i>		12		Brujah	Ariane (1992)	[LAbN]
<i>Cynthia Black</i>		7	1946:1973	Lasombra		[DCbN,p88]
<i>Louise</i>		8	+1993	Brujah	Dezi	[CbN1] [UBRM]
<i>McPhee</i>		8	+1993	Toreador		[CbN2]
<i>Roger Greene</i>		8	:1973+1998	Malkavian		[BC1]
<i>Teri</i>		8	+1993	Toreador		[CbN2]
<i>Deforest</i>		9	+1993	Toreador		[CbN2]
<i>Dr. Doc Michaels</i>		maybe 9	+1993	Ventrue	Emily Grange	[BW]

<i>Elucid</i>		9	+1993	Nosferatu		[CbN2]
<i>Lateland</i>		9	+1993	Malkavian	MonCheri	[CbN1] [UBRM]
<i>Natalie</i>		9	+1993	Gangrel		[CbN1] [UBRM]
<i>Red Cat</i>		9	+1993	Gangrel		[SHS]
<i>Heckler</i>		11		Malkavian	BloodFeud (1993)	[BbN]
<i>Hervi</i>		maybe 11	+1993	Tremere	Kyle	[BW]
<i>Sion</i>		maybe 11	+1993	Tremere		[BW]
<i>SunBean</i>		11	+1993	Brujah		[CbN1] [UBRM]
<i>Dietric</i>		12	+1993	Gangrel	Malcolm	[CbN1] [UBRM]
<i>Karina Dobson</i>		12	:1973	Ventrue		[DCbN]
<i>Priscilla Gibbs</i>		12	:1973	?		[CbN1]
<i>Seamus Dunsirn</i>		12	:1973+1999	Giovanni		[NoP]
<i>Feng Sha</i>		?	+1993	KOE		[BW]
<i>Justine Bern</i>		7-5	+1994	Lasombra		[RD]
<i>Dziemianovitch</i>		6	+1994	Tzimisce		[RD1]
<i>Perry Commons</i>		7	late 1940s:1974	Brujah		[IE1]
<i>Wan Zhu</i>		7	:1974	Tremere		[HK]
<i>Don Nicko Lazzari</i>		8	+1994	Brujah		[RD1] [RD2]
<i>John Thompson</i>		8	+1994	Toreador		[RD1]
<i>Rosa Hernandez (Rose)</i>		8	1953:1974	Gangrel		[CbN2]
<i>Uglyface</i>		8	+1994	Nosferatu		[RD1]
<i>Marie</i>		maybe 9	+1994	Toreador		[RD2]
<i>Cohn Rose</i>		10	:1974	Tremere		[DCbN]
<i>Debbie Sue Mauser</i>		maybe 10	+1994	?		[RD2]
<i>Hanns Heinz</i>		maybe 10	+1994	?		[RD2]
<i>Lopez</i>		maybe 10	+1994	?		[RD2]
<i>Sha'una Teague</i>		maybe 10	+1994	?		[RD2]
<i>Thomas the Angry</i>		10		Salubri	Kervos (1994)	[NoP]
<i>Tyrus Benedict</i>		maybe 10	+1994	Tremere		[RD1]
<i>Makish</i>		maybe 11	+1994	Assamite		[RD1] [RD2]
<i>Marcel</i>		11	1943:1974	Setite		[CbN2]

<i>"Fast Eddie" Sanchez</i>		?	+1994	?		[RD1]
<i>Tito Gagliani</i>		?	+1994	?		[RD2]
<i>Grandfather</i>		probably Gaki	+1995	KOE	Loo Sullivan	[PoC]
<i>Loo</i>		probably Gaki	+1995	KOE		[PoC]
<i>Anjelika Underwood</i>		9	:1975	Ravnos		
<i>Selena</i>		maybe 9	+1995	Tremere		[PoC] [BW]
<i>Elena Gutierrez</i>		10	1955:1975	Ventrue		[LAbN]
<i>Pieter Van Dorn</i>		10	:1975	Tremere		[DCbN]
<i>Jack Zukowski</i>		11		Ravnos	Zip (1995)	[NoP]
<i>Turk</i>		13-12	:1975	Brujah		[MibN]
<i>Terranda Jackson</i>		13	:1975	?		[WoD2]
<i>Robin Withers</i>		10	:1976	Ventrue		[CbR-V]
<i>Daniel Murphy</i>		11		Tzimisce	Zachary Sikorsky (1996)	[CbR-Tz]
<i>Andrew Dunsirn</i>		?	+1996	Giovanni		[HoD]
<i>Guido Rafastio</i>		?	+1996	Lasombra		[HoD]
<i>Richard Fulcher (Dickie)</i>		9	1962:1977	?		[CbN1] [CbN2]
<i>Dahlili Mozambique aka Delores Washington aka Dolly</i>		10	early 1950s:~1977	Brujah		[BN,p4]
<i>Calvin Cleaver</i>		11	:1977	Gangrel		[CotN]
<i>Milo</i>		11	:1977	Malkavian		[CbN1] [UBRM] [CbN2]
<i>Dirty Ben</i>		12		Malkavian	Cassandra Langely (1997)	[NoP]
<i>Jamal</i>		4	+1998	Assamite		[Cb-As,p64] [CotN,p90] [LS3,p62] [CbR-As]
<i>Jacob the Glitch</i>		7	+1998	Tremere		[MobN] [NoP]
<i>Joseph Peterson</i>		8	1938:1978	Ventrue		[CbN1] [CbN2,p131]
<i>Burn</i>		9	+1998	Ventrue		[TC4,p85]
<i>Chuc Luc</i>		9	:1978	Ventrue		[CbN1]
<i>Guggenheim</i>		9	+1998	Toreador		[TC4,p56,85]
<i>Pham Hong</i>		9	1956:1978+1993	Ventrue		[CbN1] [CbN2]
<i>Razor</i>		9	+1998	Brujah		[TC4,p85]
<i>Rowdy</i>		9	+1998	Brujah		[TC4,p85]
<i>Dinaro</i>		10	+1998	Lasombra		[TC4,p56,85]
<i>Flayer</i>		10	+1998	Tzimisce		[TC4,p56,85]

<i>Francesca</i>	♀	10	+1998	Lasombra		[BC1]
<i>Henry Taylor - Slash</i>	☞	10	1963:1978	Lasombra		[LAbN]
<i>Tanner</i>	⊙	10		Gangrel	Ramona (1998)	[CN-Ga] [CN-R] [CN-An] [CN-Br]
<i>Blitzkrieg</i>	☞	11	+1998	Gangrel		[TC4,p85]
<i>Candee Kaien</i>	♀	11	:1978	Malkavian	Benedetto Manutius (1996)	[HoD]
<i>Cass</i>	⊙	11		Ventrue	Portia (1998)	[NoP]
<i>Mole</i>	☞	13	+1998	Nosferatu		[TC4,p85]
<i>Aaron</i>	☞	?	+1998	?		[BC]
<i>Dietrich</i>	☞	?	+1998	Tzimisce		[BC1]
<i>Gisela</i>	♀	?	+1998	?		[BC1]
<i>Jolanda</i>	♀	?	+1998	?		[BC]
<i>The Del'Roh</i>	♀	maybe 5	+1999	Ventrue		[DSBH] [VSH]
<i>El Greco</i>	☞	maybe 6	+1999	Toreador		[BC]
<i>Alexander Garlotte</i>	☞	maybe 7	+1999	Ventrue	Fin Katrina Isaac	[CN-V] [CN-Tz] [CN-Tr] [CN-Br]
<i>Don Ibrahim</i>	☞	maybe 7	+1999?	Lasombra		[CN-As]
<i>Montrovant</i>	☞	maybe 7	+1999	Lasombra	Le Duc Agnes	[GCov] [BC3]
<i>Caldwell</i>	☞	maybe 8	+1999	Tzimisce		[CN-Tz]
<i>Parmenides</i>	☞	maybe 8	+1999	Assamite		[CN-Tz] [CN-As] [CN-Br]
<i>Sebastian</i>	☞	maybe 8	+1999	Lasombra		[CN-Tz] [CN-M]
<i>Nicholas</i>	☞	maybe 10	+1999	Gangrel		[BC]
	⊙	?	+1999	?		[CN-Br]
	♀	?	+1999	Daughter		[BC1]
	⊙	?	+1999	Brujah		[BC]
<i>Albert Bowman</i>	☞	?	+1999	Malkavian		[BC1]
<i>Andreas</i>	☞	?	+1999	Ravnos		[CN-R]
<i>Baldur</i>	☞	?	+1999	?		[CN-Br]
<i>Chas Giovanni Tello</i>	☞	?	+1999	Giovanni		[CN-Gi]
<i>Clyde</i>	☞	?	+1999	?		[CN-Br]
<i>Elford</i>	☞	?	+1999	Tzimisce		[CN-Tz] [CN-M]
<i>Eustace</i>	☞	?	+1999	?		[CN-Br]
<i>Ghose</i>	⊙	?	+1999	Ravnos		[CN-R]
<i>Gregory</i>	☞	?	+1999	?		[BC2]

<i>Hardin</i>		?	+1999	Lasombra		[CN-Tz] [CN-Br]
<i>Jean-Paul</i>		?	+1999	Ventrue		[CN-R]
<i>Jenkins</i>		?	+1999	?		[CN-Br]
<i>Mary Tinker, aka Madama Alexandria</i>		?	+1999	Ravnos		[CN-R]
<i>Maurice</i>		?	+1999	?		[CN-Br]
<i>Mouse</i>		?	+1999	Nosferatu		[CN-R]
<i>Octavia</i>		?	+1999	?		[CN-Br]
<i>Quaker</i>		?	+1999	Malkavian		[CN-Br]
<i>Rebecca</i>		?	+1999	?		[BC2]
<i>Reggie</i>		?	+1999	?		[CN-Br]
<i>Roughneck</i>		?	+1999	Malkavian		[CN-Br]
<i>The Either Thunders Master</i>		?	+1999	KOE		[ToTB]
<i>Thu</i>		?	+1999	Brujah		[BC]
<i>Tieh Ju, the Iron Crysanthemum</i>		?	+1999	KOE		[ToTB]
<i>Wallace</i>		?	+1999	?		[CN-Br]
<i>Xavier Kline</i>		?	+1999	Brujah		[BC]
<i>Ben Smith</i>		8	:1980+1993	Malkavian		[CbN1] [UBRM]
<i>Carol Davis - Maldavis</i>		8	1955:1980	Tremere	Uriah (1982)	[CbN1] [CbN2]
<i>Derrick Stack</i>		9	:1980	?		[CbN1]
<i>Donna Cambridge</i>		maybe 9	:1980	Ventrue		[BW] [PoC]
<i>Hut</i>		9	:~1980	Nosferatu		[KmW]
<i>Raymond Falcon - Evan Klein</i>		9	1950:1980	Malkavian		[CbN1] [CbN2]
<i>Razor</i>		11	:1980	Malkavian		[DCbN]
<i>Travis Fett</i>		13	:1980	Brujah		[CbN1]
<i>Leopold</i>		?	+2000	Tremere		[CN-N]
<i>Mosely</i>		?	:around 1980	Tremere		[BM]
<i>Nicolai</i>		?	+2000	Tremere	Leopold	[CN-N]
<i>Sophia Ayes</i>		7	:1981+1992	Toreador	Teri	[CbN1] [CbN2,p116]
<i>Jacob Schumpeter</i>		8	1939:1981	Ventrue		[CbN1] [CbN2,p128-129]
<i>Delilah Monroe</i>		10	1962:1981	Daughter		[CF,p59]
<i>David</i>		11	1957:1981	Toreador		[Alternate New Orleans]
<i>Basir</i>		13	:1981	Assamite		[BHDB]
<i>Uriah</i>		9	1960:1982+1993	Tremere		[CbN1] [UBRM]
<i>Pamela Ford</i>		11	1957:1982	Lasombra		[SHS]

<i>Rose</i>	♀	11	1967:1982	?	Marc Perleman (1991)	[LAbN]
<i>Bret Stryker</i>	☞	7	1961:1983	Toreador		[CbN1] [CbN2,p114]
<i>Jasper Krevets</i>	☞	10	1960:1983	?		[CbN1] [UBRM] [CbN2]
<i>Rachel Evans</i>	♀	11	:1983	Toreador		[DCbN]
<i>Bobby WeatherBotton - Hurricane</i>	☞	8	1963:1984	Ventruue		[CbN1] [CbN2,p132-133]
<i>Kevin Jackson</i>	☞	8	1964:1984	Ventruue	XX Jackson two others	[CbN1] [CbN2,p130]
<i>Thackery</i>	☞	9	1929:1984	Nosferatu		[KmW]
<i>Cameron</i>	☞	10	1952:1984	Lasombra		[CbN2]
<i>Claudette Malfet</i>	♀	10	1967:1984	Brujah		[web]
<i>Fabrizia Contreraz</i>	♀	10	:1984	Malkavian		[CotN] [GttS] [CbR-M]
<i>Joseph Fuller</i>	☞	11	:1984	Gangrel		[DCbN]
<i>Philip Freeman</i>	☞	11	:1984	Brujah		[DCbN]
<i>Victoria Longwood</i>	♀	11	1962:1984	Toreador		[CbN1] [CbN2]
<i>Brennon Thornhill</i>	☞	8	1950:1985+1993	Ventruue		[CbN1] [CbN2]
<i>Karen Nauve</i>	♀	8	:1985	Toreador		[AH]
<i>Kristian</i>	☞	8	:1985	Nosferatu	Mort Sheaffer	[MibN] [IE1]
<i>Allison Maller</i>	♀	10	1970:1985	Brujah		[LAbN]
<i>Fairuza</i>	♀	10	1963:1985+1998	Brujah		[TC4,p85]
<i>George Lawrence</i>	☞	10	:1985	Nosferatu	Gleen Courier (1988)	[DCbN]
<i>Julia Cammeron</i>	♀	11	:1985	Toreador	Josua Cambridge (1993)	[NObN]
<i>Raymond Wallace</i>	☞	11	1954:1985	?		[CbN1] [CbN2]
<i>Arthur Gonzales</i>	☞	7	1964:1986	Gangrel		[SC]
<i>Anthony</i>	☞	9	:1986	Ventruue		[NObN]
<i>Christopher</i>	☞	9	:1986	Ventruue		[NObN]
<i>Velvet</i>	♂	11	:1986	Brujah		[DCbN]
<i>Wendy Wade</i>	♀	12	1956:1986	Tzimisce		[CbN2]
<i>Lorraine Matthews</i>	☞	8	1966:1987	Ventruue		[CbN1] [CbN2,p134]
<i>Dr. Oliver Genet</i>	☞	11	1939:1987	Giovanni		[CbN2]
<i>Kalila</i>	♀	11	:1987	Malkavian		[BHDB]
<i>Marion French</i>	♀	11	:1987	Ravnos		
<i>Stefan Rutigar - The fist</i>	☞	7	1971:1988	Brujah		[BbN,p46]
<i>Toby</i>	☞	10	:1988	Nosferatu		[DCbN]

<i>Devyn</i>		11 or 9	1965:1988	Ravnos	[KmW]
<i>Gleen Courier</i>		11	:1988	Nosferatu	[DCbN]
<i>Lolita Houston</i>		11	1968:1988	Tzimisce	[CbN2]
<i>Tabitha Prester</i>		12	:1988	Gangrel	[DCbN]
<i>Stephanie</i>		13	1963:1988	Toreador	[SC]
<i>Anastasia</i>		8	:1989	Nosferatu	[MibN]
<i>Julia Calvin</i>		10	:1989	Gangrel	[MibN]
<i>Michael Brandeis</i>		10	:1989	Ventruue	[CbR-V]
<i>Jacque Amyzial</i>		12	1947:1989	Setite	[DCbN]
<i>Bill Butler</i>		13	1943:1989	Gangrel	[CbN2]
<i>Samson</i>		13	1965:1989	Ventruue	[CbN2]
<i>Montgomery Coven (Monty)</i>		11-6	1969:1990	Assamite	[WoD2] [CotN]
<i>Catherine de Vandreuil</i>		8	:end 20th century	Ventruue	[web]
<i>Raul</i>		8	:1990	Nosferatu	[MibN]
<i>Evelyn Stephens</i>		9	:1990	Brujah	[VtM2]
<i>Mort Sheaffer</i>		9	:1990?	Nosferatu	[IE1]
<i>Dre</i>		11	:1990s	Brujah	[PG2]
<i>Wolfgang</i>		11	:1990	Nosferatu	[BbN]
<i>Millie Gasparis</i>		12	1958:1990	Brujah	[LAbN]
<i>Traci</i>		12	age 18:1990	Brujah	[VtM-R, non-licence character]
<i>Walter Gasparis</i>		12	1956:1990	Brujah	[LAbN]
<i>Margarite</i>		13	1972:1990	?	[CbN2]
<i>Sergei Voshkov</i>		5	1923:1991	Nosferatu	[RaR,p96] [Cb-N,p65] [NoP]
<i>Marie D'Richet</i>		8	:1991	Tremere	[NObN]
<i>Becky</i>		9	1984:1991	Ventruue	[BB]
<i>Nichole</i>		9	:1991	Ventruue	[BbN]
<i>Celeste</i>		11	:1991	Daughter	[NoP]
<i>Emilio Gonzalez</i>		12	:1991	Brujah	[DCbN]
<i>Marc Perleman (Zipper)</i>		12	1973:1991	?	[LAbN]
<i>Wayland Smith</i>		12	:1991	Toreador	[DCbN]
<i>Jimmy Holcomb - Neon</i>		9	:1992+1993	Brujah	[CbN1] [UBRM]
<i>Frank Litzpar</i>		10	:1992	Nosferatu	[BbN] [BC1]
<i>Illyana Dmitju</i>		10	1974:1992	Tzimisce	[BbN]
<i>Ariane</i>		13	1978:1992	Brujah	[LAbN]
<i>Margarida Cordeiro</i>		10-9	:1993	Ventruue	[CbR-V]
<i>Corrinda</i>		10	:~1993	Toreador	[BW]

<i>BloodFeud</i>		12	:1993	Malkavian	[BbN]
<i>Jayne Jonestown</i>		12	:1993	Brujah	[CotN]
<i>Josua Cambridge</i>		12	:1993	Toreador	[NObN]
<i>El Diablo Verde</i>		13	:1993	Nosferatu	[CotN]
<i>Kervos</i>		11	:1994	Salubri	[NoP]
<i>Zip, a.k.a. Kevin Thomas</i>		12	:1995	Ravnos	[NoP]
<i>Benedetto Manutius</i>		12	:1996	Malkavian	[HoD]
<i>Zachary Sikorsky</i>		12	:1996	Tzimisce	[CbR-Tz]
<i>Cesar Holfield</i>		15	:1996	?	[CotN]
<i>Cassandra Langely</i>		13	:1997	Malkavian	[NoP]
<i>Garcia, aka Eduardo Antenio Garcia</i>		13	:1997	Malkavian	[CbR-M]
<i>Ramona, aka. Pilar Ramona Salvador</i>		11	:1998	Gangrel	[CN-Ga] [CN-R] [CN-An] [CN-Br]
<i>Portia</i>		12	:1998	Ventrue	[NoP]
<i>Tabitha Bauer</i>		8	:probably 1999+1999	Ventrue	[CN-R]
<i>Elizabeth Dimitros</i>		9	:1999	Setite	[CN-R]
<i>America Johnson</i>		11	:1999	Tzimisce	[CbR-Tz]
<i>Gwendolyn Brand</i>		11	:1999	Ravnos	
<i>Sunshine</i>		12	:1999	Tzimisce	[CbR-Tz]
<i>Tyrone, the Zulo Loco</i>		13	:1999	Tzimisce	[CbR-Tz]

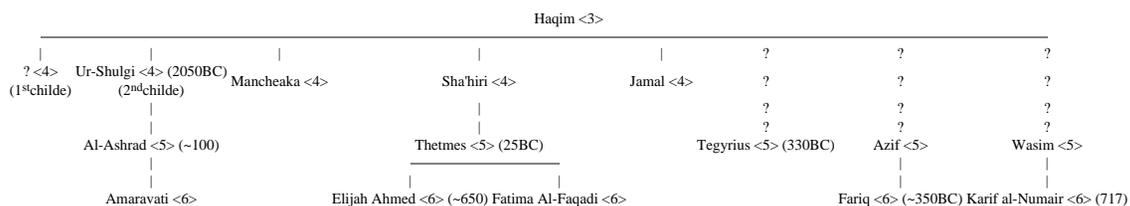
Genealogy Tree of some Vampires

Here are some of the biggest genealogy trees...

1. [Assamite](#)
2. [Brujah](#)
3. [Cappadocian/Giovanni/Samedi](#)
4. [Gangrel](#)
5. [Lasombra/Kiasyd](#)
6. [Malkavian](#)
7. [Nosferatu](#)
8. [Ravnos](#)
9. [Salubri/Baali](#)
10. [Setite](#)
11. [Toreador](#)
12. [Tzimisce](#)
13. [Ventruue](#)
14. [Tremere](#)

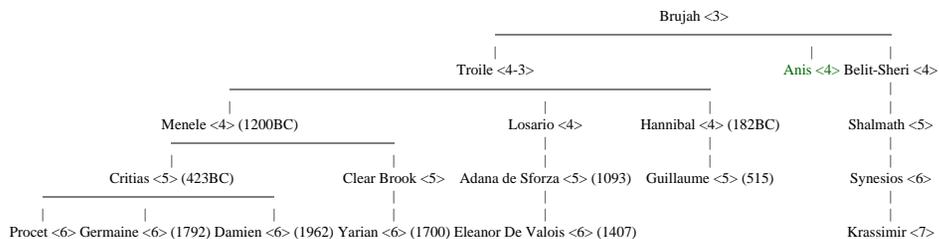
Clan Assamite

15 descendants of Haqim.

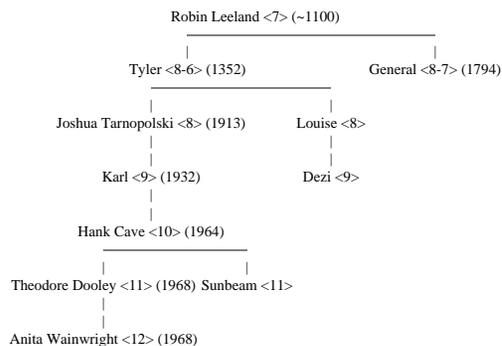


Clan Brujah

18 descendants of Brujah.

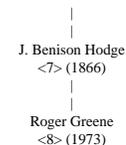
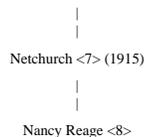


10 descendants of Robin Leeland.



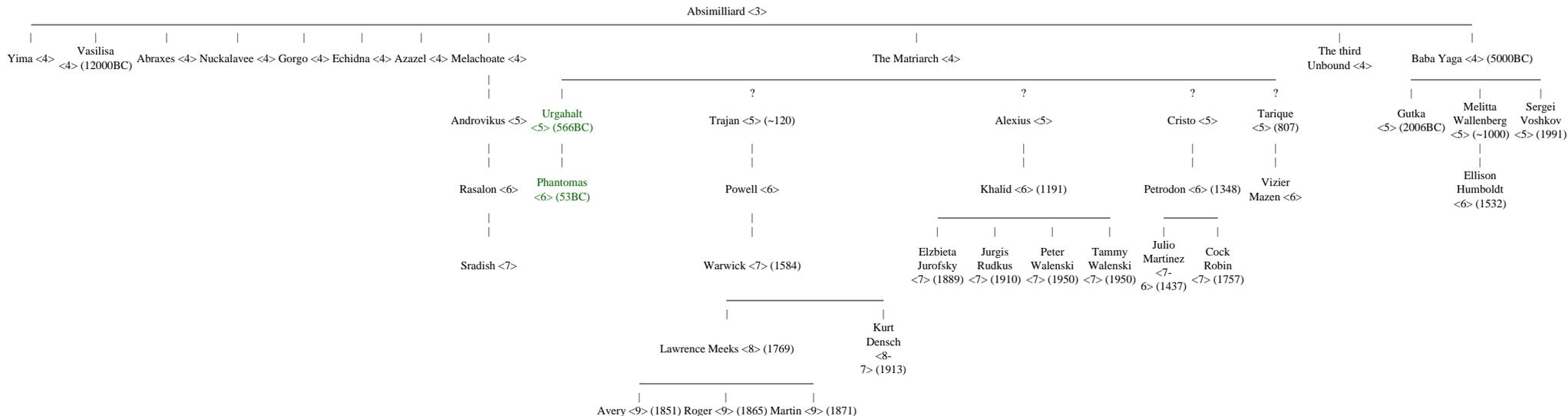
Clan Cappadocian/Giovanni/Samedi

24 descendants of Cappadocius.



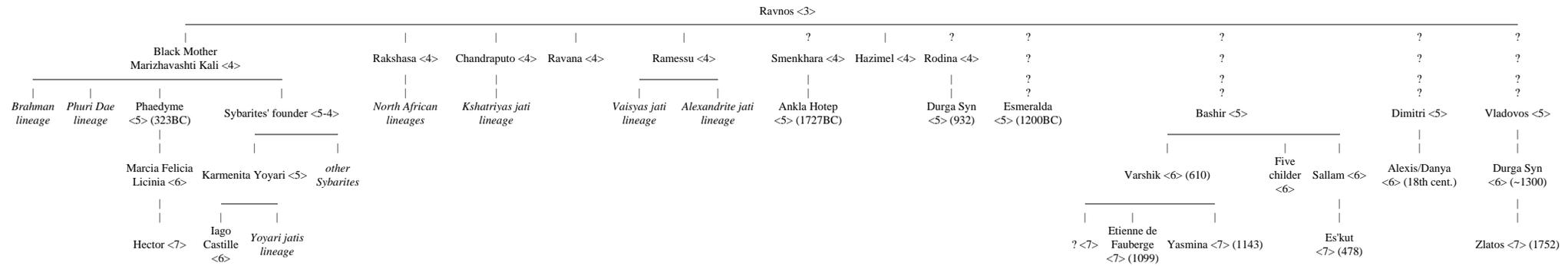
Clan Nosferatu

40 descendants of Absimilliard.



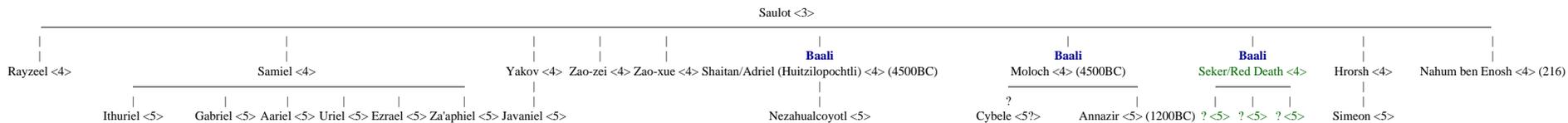
Clan Ravnos

30 descendants of Ravnos.

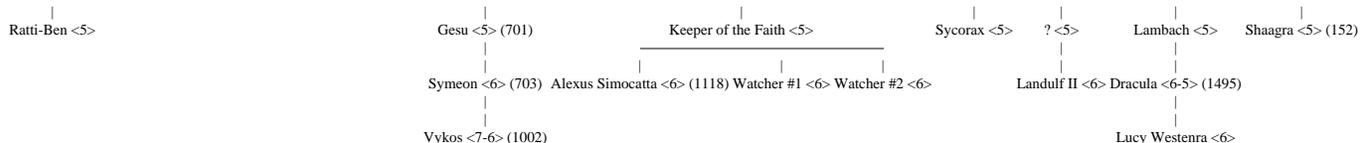


Clan Salubri/Baali

37 descendants of Saulot.

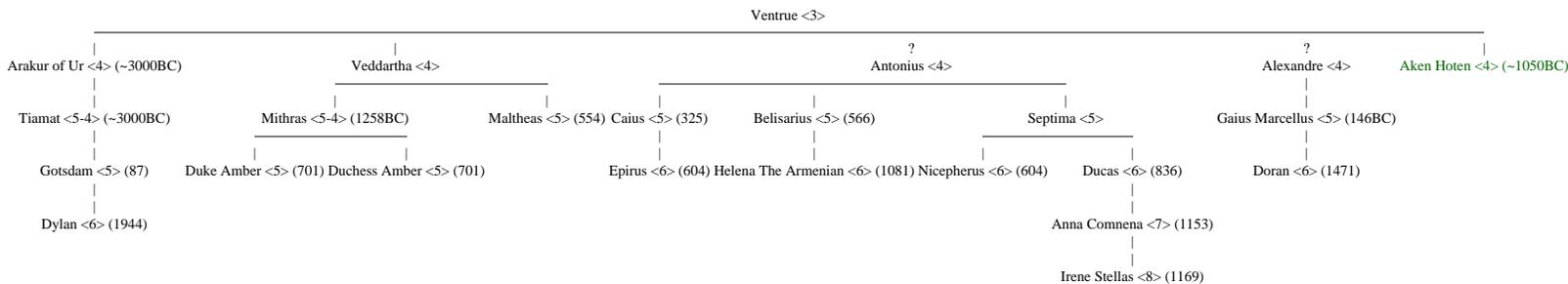


VtM - WhiteWolf: Genealogy Tree

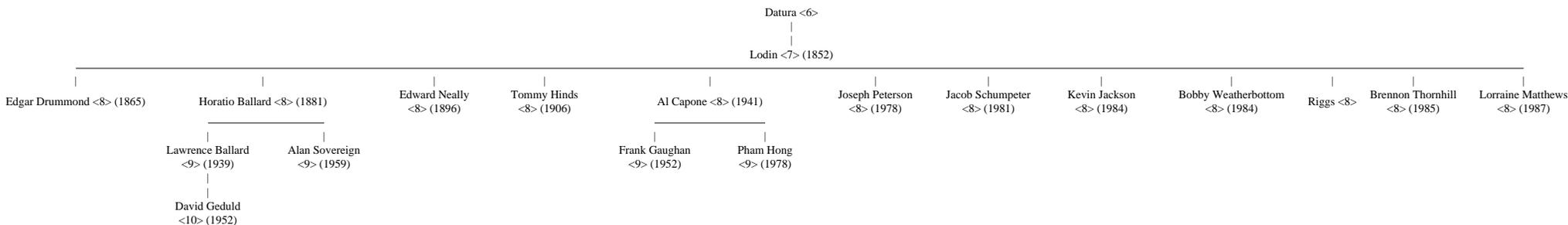


Clan Ventrue

23 descendants of Ventrue.

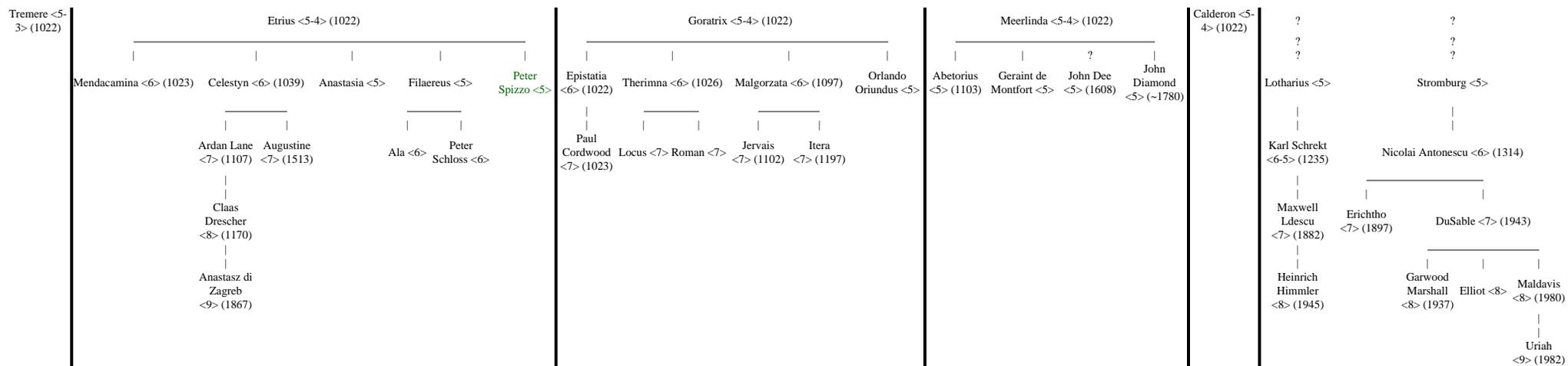


18 descendants of Datura.



Clan Tremere

41 members of the clan.



About the number of undeads

[SHRev] says that there are 60 000 Vampires : 40 000 Cainites, and 20 000 Kuei-Jin. We can also count 6000 Mages and 18 000 Garous.

The proportions for each clan might be :

5%	Assamite (2000)
10%	Brujah (4000)
7%	Gangrel (2800)
3%	Giovanni (1200)
5%	Lasombra (2000)
10%	Malkavian (4000)
10%	Nosferatu (4000)
2%	Ravnos (800) NB: only 100 survived the Week of Nightmares
5%	Setite (2000)
10%	Toreador (4000)
5%	Tzimisce (2000)
8%	Tremere (3200)
10%	Ventruue (4000)
5%	small bloodlines (2000)
5%	Caitiffs (2000)

Assamites

You can look at [Clayton's unofficial numbers](#) for Assamites. He used the number of 70000 Vampires to guess a total of 3000 Assamites. With a corrected figure of 2000 Assamites, we deduce that :

- 900 are Warriors ; 600 are Viziers ; 500 are Sorcerers.
- 790 are Loyalists (495 Warriors, 120 Viziers and 175 Sorcerers)
- 595 are Schismatics (180 Warriors, 240 Viziers and 175 Sorcerers)
- 235 are Antitribu (180 Warriors, 30 Viziers and 25 Sorcerers)
- 380 are Disposed (45 Warriors, 210 Viziers and 125 Sorcerers)

[Vampiric demographics](#) by Henrik Klippström is also a really interesting page.

Genealogy classification rationale

You can find (in the sourcebooks) many definitions of what is a clan or a bloodline. I choose to adopt a genealogical point of view : all Vampires are considered to have a unique sire (if a vampire is sired from a mix of blood, one of the blood will be supposed to have precedence). Then, all vampires could trace their lineage up to one of the (alleged) 13 great-progeny of Caine : the "original" [antediluvians](#).

I consider that a bloodline exists when there exist one (or more) vampire(s) from a clan, the bloodline founders, such that all their progeny is member of the bloodline and such that all members of the bloodline are their progeny. Additionnally, there should be a way to distinguish them from the clan and the other clans and bloodlines (weakness, discipline), and the foundation of the bloodline is linked to a specific event.

- This is the case for the progeny of Troile, the Samedi, Laibon and Kiasyd, who have a unique founder.
- The Giovanni are a bit more complicated case because a few of them (Ambrogino and his progeny) are not descendant of Augustus. I consider that Augustus and Ambrogino are technically the two founders of the bloodline.
- The Baali have three Salubri founders.
- The Tremere founders were made vampires with Tzimisce blood. The now-called clan Tremere is then a Tzimisce bloodline with a half-dozen of founders.
- Lhiannan, Nagaraja and Daughters of Cacophony have uncertain origins. I put them as bloodlines of the more probable clan.
- Gargoyle and Blood-Brothers are the result of blood manipulations made by the Tremere. They used some vampires as subjects of their experiments, so the resulting lines should be put as bloodline of the original clan. Blood-Brothers were probably all Tzimisce. Gargoyles were from various clans (Gangrels, Nosferatus and Tzimisce), that's why they are not in the main list.
- Ahrimanes are made from Gangrels, but they cannot embrace after being transformed, so they don't form a bloodline.
- Old Clan Tzimisce, Assamite bloodlines, Nictuku, Serpents of the light, Harbingers of Skulls and Lamia are not bloodlines in the sense above : they differ from the main clan by their philosophy more than by their ancestors.
- Children of Osiris or Caitiffs are certainly not a clan nor a bloodline with this definition.
- Kindred of the East (Kuei-jin) should ne be in the genealogy since they are not progeny of the Antediluvians, but I include some of them for completeness.
- Dhampirs will be handled the same way.

Genealogy of the Assamites

References

First introduced in the Player's Guide [[PG1](#)] [[PG2](#)] and in [Dark Ages](#). Described in a [clanbook](#) and a [revised clanbook](#).

"Hashashin" in Arabia.

Organisation

The clan is split in three castes : Warriors, Sorcerers and Viziers (scholars), the leaders of the castes form the Du'at. More details [here](#). You can look at [Clayton's unofficial numbers](#) of Assamites.

The Master (aka. the Old Man of the Mountain) : Sha'hiri, then Jamal (1493), then Ur-Shulgi (1999)

The Du'at

- Caliph : Jamal, then Thetmes (1493), then Elijah Ahmed. Mohara during Dark Ages
- Vizier : Khaldun, then Rebekah (1171), Tegyrus
- Amr : Al-Ashrad (120)

The *Hulul* is an Assamite antitribu elder, diablerised every 100 years, that has some of Lasombra's blood in his veins. [PGS]

History

One of the tales about the ancient history of the clan can be found [here](#).

When ur-Shulgi took control of the clan in 1999, al-Ashrad didn't agree with his interpretation of the Law of Judgment and left with many followers and joined the Camarilla.

Justicars

The first Assamite justicar will probably be Tegyrus (2001).

Dedicated pages

- [Assamites](#)
- [A Hunger for Vengeance...](#)
- [Assamites of the Vampire Court](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 112 known Assamites.

Powerful blood



Haqim <3> (:~ -8000) Progeny of probably En'esh/Enoch, or King and the Queen of Nod. Sire of ? , ur-Shulgi (-2050) and Mancheaka. His embrace is told in various tales. He is said to have embraced himself with the blood of the King and the Queen.[CbR-As] tells he

was a great warrior in life, but dedicated himself to scholarship as he grew older, and learned to speak and write the language of the dead. He earned the attention of one of Caine's childer, who Embraced him. He lived in the Second City, though he never settled there. He always remained neutral to the quarrels of his brothers and sister and cousins. His only sister is the one referred to as the mother of the Clan of the Blossom (Arikel) His two brothers were known as the Serpent (Set) and the Sage (Malkav). All the other Antediluvians came to him and pleaded to have him create a "second family" in order to judge and control their rebellious childer. Named "Hunter," then "Judge." "Assam" is a mispronunciation of Haqim. Haqim was not his real name. He last visited the Alamut in 68 BCE. He appeared in Antioch one century later. He was last seen in the British Isles in 121 CE, engaged in philosophical conversations with the Ventrue Mithras. [BoN] [CN-As] [CbR-As] (Founder of the Sect of the Assassins)



? <4> Progeny of Haqim. Scribe and astronomer accused of heresy and sentenced to death by stoning, who was saved by the Embrace of Haqim during one of his wanderings outside the Second City. First childer of Haqim. [CbR-As]



ur-Shulgi <4> (: -2050) Progeny of Haqim. Sire of Al-Ashrad (~100). Shepherd of the Assamite clan. Recently awakened from 18 centuries of torpor, and shattered the Tremere Blood curse shortly afterward. Second Childer of Haqim. [CotN,p89] [NoP] [CN-As] [CbR-As] (Akkadian king of the Dynasty III of Ur, 2094-2047)



Mancheaka <4> (+Second Baali War) Progeny of Haqim. Eldest childer of Haqim at the time of the Second Baali Conflict. Met Final Death in battle. [CbR-As]



Sha'hiri <4> (+1493) Sire of Thetmes (-25). Master of the Assamites (Old man of the Mountain) before Jamal. He invited Jamal's challenge after the shame of the Convention of Thorns (1493). [LS3,p62] [Cb-As] [CotN] [CbR-As]



Jamal <4> (+1998) Master of the Assamites (Old man of the Mountain). Slained by ur-Shulgi. Throughout the Holy Wars which were fought over the Holy Land, the name of the hashashiyin was a name of dread. Of all the hashashiyin, no name was greater or more terrible than that of Jamal. It is whispered that he has been defeated only once, by the Inconnu Drakulya, and that the previous Master invited his challenge after the shame of the Convention of Thorns (1493), and charged him to guard the rafiq and bring them through the Hijra so that they might avenge themselves for the Curse. Some say that his is of the Unconquered, and some that he walks but two paces behind the Ancestor. All know that he has been challenged but three times and remains the Master. [Cb-As,p64] [CotN,p90] [LS3,p62] [CbR-As]

Ancient blood



Azif <5> Sire of Fariq (4th century BC). [TbN,p58] [TC3]



Tegyrius <5> (: -330) Sire unknown. Current Vizier, held the title for three consecutive terms, as well as one in the 14th century. Followed Al-Ashrad into exile to escape Ur-

Shulgi. One of the favourites to be appointed the first Assamite Justicar. [CbR-As]



Thetmes <5> (:~25) Progeny of Sha'hiri. Sire of Elijah Ahmed (7th century) and Fatima Al-Faqadi (1102). Caliph of Alamut. He began as a soldier, fighting for the boy-king Ptolemy against his sister Cleopatra and her Roman minions. When Ptolemy fell, it pleased the barbarian Antonius to have his followers fight each other in the arena; this provided sport for the nervous populace, as well as saving the trouble and expense of mass executions. Thetmes fought for his life, and the Romans were impressed. Antonius took him to Rome, where he was sold and became a gladiator. A few months later his retirement was announced and he returned to Alamut where he is now the caliph and oversees the training of the fida'i. He is a stern master and a word of praise from him is hard earned. All rafiq look up to him and would sacrifice themselves without hesitation upon his command. [Cb-As,p64] [CbR-As]



Wasim <5> Sire of Karif al-Numair (717). [TC2,p89]



Al-Ashrad <5> (:~100) Progeny of ur-Shulgi. Sire of Amaravati. Amr (magician) of the clan Assamite. He is regarded askance by many of the rafiq, for magic inspires fear and mistrust in the heart of a warrior. Yet none can deny that he has done great work for the clan since the falling of the Curse. He works constantly to strengthen the Heartblood of the clan and weaken the hold of the Curse upon it. He is responsible for the sorcery weapons that are used to defeat the munafiqun, and it is whispered that he has fought hand to hand with the demons sent by the Tremere to end him. While the rafiq fear Al-Ashrad, they take pride in the fact that he is the greatest magician in the world ~~ for if he were not, would there not be another amr in his place?

His left arm and eye were removed by Haqim as punishment. A diamond replaces the missing eye.

When ur-Shulgi took control of the clan, al-Ashrad didn't agree with his interpretation of the Law of Judgment and left with many followers and joined the Camarilla. [Cb-As,p65] [CotN,p87] [CN-As] [CbR-As]



Izhim ur-Baal / Izhim abd'Azrael <5> Warrior caste. First of the antitribu. Seraph of the Black Hand. Member of the True Hand. Missing in NoP. [CotN,p12] [NoP] [CbR-As]



Bakr <5> Sire of Tariq (1250). [KmW,p72]



Pelagon <5> Sire of Hilel al-Masaari (580). [VN]



Khaldun <maybe 5> Vizier before 1171. [LS3,p62]



Rebekah <maybe 5> Elected at Vizier in 1171. [LS3,p62]



Mohara <maybe 5> Caliph during the Dark Ages. [CbR-As]



Tariq the Silent <5 or 6 now 13> (:1250) Progeny of Bakr. Sire of Gabriel Chavez (729).

He is the 4th of the Red List. His generation is lowered to 13 by the Tremere Antitribu. Once, Tariq was as a brother to Jamal, and among the greatest of the rafiq. But he would not submit to the Curse, and went out into the wilderness. He is sometimes seen among the antitribu, but is not one of them, as much as they would wish it. He follows his own vengeance against the clan's enemies, and although Jamal was pressured by the Camarilla into declaring a Blood Hunt against him, only the most troublesome rafiq are given the task of carrying it out; Tariq will not destroy them, for they are of the clan, but their inevitable defeat serves them as a lesson in humility. Meanwhile, Tariq is free to pursue his own ends, and coincidentally provides a scapegoat for the deeds of other rafiq, should one be required. In 2000, Tariq discovers Djulah's scheme to manipulate him and kills the Seraph. [CbR-As] Was captured by the Tremere antitribu before that bloodline's destruction. The Sabbat suspects he might have been involved somehow. [KmW,pp69-72] [CotN,p15] [CbR-As] (The angel that descended upon Europe during the crusades, destroying all that crossed his path)



Amaravati <6> Progeny of Al-Ashrad.. Sorcerer caste. Loyalist. Last Seat of Tongues at the Council of Scrolls. Acknowledged as Amr by the Assamite Loyalists. [CbR-As]



Fariq <6> (age early 30s:4th century BC) Progeny of Azif. Antitribu; unaffected by the Tremere's curse; works for the Baali. [TbN,p57] [TC2] [TC3] [TC4,p83]



Hilel al-Masaari <6> (:580) Progeny of Pelagon. Warrior. Sultan of Cordoba. Was only seen regularly by other members of the warrior bloodline. Is believed to be among the first Assamite converts to Islam, and to have been a strong proponent of the Umayyad campaign of conquest. [VN]



Elijah Ahmed <6> (:7th century+july 1999) Progeny of Thetmes. Caliph of Alamut. Killed by ur-Shulgi when he awakened for clinging to his Islamic beliefs. [CN-As]



Karif al-Numair <6> (:717) Progeny of Wasim. One of the firsts member of the Black Hand. [TC2,p88] [TC3]



Qusay ibn Namdar <6> Sire of Habiba Al-Sikkeen (842). [JbN,p65]



Shabah <6> (740:762+~1400) Love of Belisarius. [CobN,p86]



Lord Bajazet Al-Nasir <6> (976:1011) [GC1,p49]



Fatima Al-Faqadi <6> (1077:1102) Progeny of Thetmes. Warrior caste. Met and fought Lucita during the crusades, they became friend and lovers. Defeated and sent to torpor by Lucita when she had a contact to kill her. Killed Monçada with help of Lucita in CN-As. Former Hand of Vengeance. Disposed. She is reportedly attempting to contact the Inconnu. [CotN,p80] [CN-As] [web] [CbR-As] [CN-Br]



Lady Veradis <6> (:1439) Antitribu. Black dress. [GC2]



Bernardo del Gado <6> (+) Sire of Joe "Boot" Hill (1881). Killed by a Lupine. [CF,p55]



Talaq <maybe 6> The Kabbalah Magus, Rambam, the Second Moses, Maimonides, performed a Kabbalistic ritual to return Talaq to his human form and grant him extend life. He is the Prince of Jordan, and his presence is unknown to most Kindred. [WoD1] [CotN,p90]



Walter James (not his real name) <maybe 6> Ordered Anwar to steal a gem from the NY Tremere. [CN-As] [CN-R]



Ismail <maybe 6> Thought to be slain by ur-Shulgi. [CotN,p90] [GttS]



Montgomery Coven (Monty) <11-6> (1969:1990) Antitribu. 11th gen. in WoD2, 6th gen. in CotN. He gained 5 generations diablerising Mithras after a Lupine attack. The Methuselah's vitae is overwhelming him. [WoD2] [CotN]

Ancillae blood



Tamarind <7> Sire of Karim (552). [VN]



Kashan <7> Sire of Djuhah (1056). [CotN,p12]



Ahmal <7> (:4th century BC) Sire of Husayn Al Fatin (1086). [TbN,p60] [TC3]



Gabriel Chavez <7> (704:729+1500) Progeny of Tariq. Assamite spy. [JbN,p62]



Habiba Al-Sikkeen <7> (815:842) Progeny of Qusay ibn Namdar. Sire of Rashid Ibn Musafir (1099). Assassin of crusaders. [JbN,p63]



Anji <7> Sire of Hafsa (1934). [BHDB,p13]



Joe "Boot" Hill <7> (1854:1881) Progeny of Bernardo del Gado. Joe is Antitribu. Loved the idea of being a Gunslinger. Took offense to Del Gado's bragging and shot him in the chest. he was later whipped, and beaten severly. He was allowed just enough time to heal before being embraced. Leader of the Boot Hill Gang. [CF,p55] [TTM]



Anwar <maybe 7> Succesfully killed two Tremere of the New York Chantry : Jonston Foley and ????. [CN-Ga] [CN-As] [CN-Tr]



Karim <8> (:552) Progeny of Tamarind. Vizier. Sultan of Samarkand. Became sultan after he deposed the city's first sultan (an ancient named Nidal). Retains a grudge against wizards stemming back to his mortal brother's death in a djinn-roused sandstorm. Only reluctantly tolerates the sorcerors of his clan bay't (clan), but does not permit them to use magic in Samarkand. [VN]



Djuhah <8> (:1056+2000) Progeny of Kashan. Antitribu. Seraph of the Black Hand. Member of the True Hand. Killed by Tariq after he discovered the Seraph's scheme to

manipulate him. [PGS,p22] [CotN,p11] [CbR-As]



Husayn Al Fatin, Destroyer of Outcasts <8> (1066:1086) Progeny of Ahmal. Ambassador from the Saracens. [TbN,p60] [TC2] [TC3]



Rashid Ibn Musafir <8> (1079:1099) Progeny of Habiba Al-Sikkeen. Assassin of crusaders. [JbN,p65] [FBC,p15]



Ma'aruf <8> Sire of Badr-al-Budur (1867). [MibN]



Hafsa <8> (:1934) Progeny of Anji. Archon of Madame Guil, Toreador Justicar. [BHDB,p13]



Anastasius the Axe <8> Sire of Janni (1970). [CbR-As]



Pink <8> Poses as a Brujah, but is actually an Assamite. He was sent by the Tzimisce to delay Christof Romuald in his quest. [VtM-R]



Fawn (Eleanor James) <maybe 8> (:~1800+1994) Bodyguard of Alexander Vargos. She has a twin sister, named Flavia. She was killed by Red Death. [RD1]



Flavia (Sarah James) <maybe 8> (:~1800) Bodyguard of Alexander Vargos. She has a twin sister, named Fawn. [RD1]



Parmenides <maybe 8> (+1999) In service of Sasha Vycos. Killed Maria Chin. Killed by Francisco Domingo de Polonia. [CN-Tz] [CN-As] [CN-Br]



Hazrad Aqim Alaq <maybe 8> [AoV]

Young blood



Sharbel <9> Sire of Myrsus ibn Sharbel (1039). [VN]



Abu Fahim Kateb <9> (:1047) Vizier. His talent in working with merchants and traders and the ability to remain serene and good-natured in high-pressure negotiations attracted the attention of his sire. That sire, however, waited until Abu had worn out many pairs of shoes from traveling before embracing him into the vizier bloodline. [VN]



Badr-al-Budur <9> (1842:1867) Progeny of Ma'aruf. [MibN]



Janni <9> (1947:1970) Progeny of Anastasius the Axe. An Israelian that was trained as a soldier with and without weapons, and sent into the PLO in her mortal years as a spy attempting to grow close to the leaders and bring about their demise. She was chosen by the Assamites before her goal was reached, and is now in the ranks of rafiq. It is whispered that this young rafiq may become the first female caliph in time. [Cb-As,p64] [CbR-As]



Reza Fatir <9> Antitribu. 25:17 Pack. Black Hand Member. [MobN]



Shankar <maybe 9> Many young men were attracted to the Thuggee by their fearsome reputation and their antipathy to the overbearing British. Shankar's mother and sister had been dishonored by a British soldier, and when he went to the soldier's commander, they were sent away scornfully, and told to teach their women better morals. Shankar swore revenge for this insult, and sought out the Thuggee in the Mountains. Many soldiers fell to his knives and garrote as he avenged his kinswomen, and he was found worthy of the greater battle, against the kafir Ventruie who had sent the British to India. Shankar learned as a fida'i about those who call themselves Kindred, and the many wrongs they had inflicted upon his new-found clan. Like many of the younger rafiq, he is impatient for revenge, and he is prominent among the Militant faction, preaching open warfare upon the munafiqun. It is said that he has accompanied the Unconquered ones of the Black Hand on some of their war parties, and that the Elders question his allegiance. [Cb-As,p65]



Myrsus ibn Sharbel <10> (:1039) Progeny of Sharbel. Sorcerer. Dervish of Tunisia. Was forced from Alamut by a group of warriors who found his mystic learnings even more disturbing than those of other sorcerors. He was recroued to the new brotherhood and went with them to their stronghold. Unusually tall, with long black hair and pale skin. [VN]



Ayub ibn Mehtar <10> Sire of Enam bint Ayub al-Dimshaq (1148). Vizier. [VN]

Weak blood

Enam bint Ayub al-Dimshaq <11> (:1148) Progeny of Ayub ibn Mehtar. Vizier. Moved to Cordoba during the dark ages. She was considered no threat by the locals, and as such, was able to cobble together an information base and an understanding of the political situation that was better than many of the area's elders. [VN]



Ruth Cole <11> (age 25) Antitribu. Member of the Dead Gypsies - a nomad pack. [SHS]



Saysen <maybe 11> Tarique's bodyguard. [WoD2]



Makish <maybe 11> (+1994) Outlaw of the Clan Assamite. Killed by Flavia. [RD1] [RD2]



Silar Ibn Isa <11> Devout Muslim and Assamite Vizier of Khwarazm. [WfE]



Yvette Cole <12> Antitribu. Member of the Deathbringers nomad pack. [SHS]



Alu <12> Sire of Basir (1981). [BHDB]



Basir <13> (:1981) Progeny of Alu. [BHDB]



Ali Kar <maybe 13> Anarchist [AC,p43]

Thin blood

Traci <14> [VtM-R]

Unknown generation



David Wendt <?> Vizier caste. Last Seat of the Sun at the Council of Scrolls. [CbR-As]



Sarah Schneier <?> (+) Sorcerer caste. Last Seat of Copper and Lightning at the Council of Scrolls, initiated the Schism and was destroyed by Ur-Shulgi. [CbR-As]



Abin bin Haji <?> Schismatic. Current Seat of Mirrors at the Council of Scrolls. [CbR-As]



Badr Alkhaiwani <?> Sorcerer caste. Last Seat of Storms at the Council of Scrolls. [CbR-As]



Hedeyat al-Sair <?> Sorcerer caste. Current Seat of the Book at the Council of Scrolls. [CbR-As]



Enrique Salazar <?> (+1991) Warrior caste. Last Seat of Fire and Steel at the Council of Scrolls. Disappeared in 1991 during the Gulf War. [CbR-As]



Kasparas Sikhorsky <?> Vizier caste. Last Seat of Wheel, Wing and Oar at the Council of Scrolls. Believed to be in torpor after a duel with Jayakar Dristi Boparai. [CbR-As]



Jayakar Dristi Boparai <?> (+) Sorcerer caste. Last Seat of Stars at the Council of Scrolls. Believed destroyed by Kasparas Sikhorsky. [CbR-As]



Aurora White <?> Warrior caste. Disposed. Current Seat of Glass and Smoke at the Council of Scrolls. [CbR-As]



Qadir ul-Ghani <?> Sorcerer caste. Loyalist. Last Seat of Mist at the Council of Scrolls. [CbR-As]



Azita Hisami <?> Vizier caste. Disposed. Seat of Gold at the Council of Scrolls. Advisor to the Toreador of Saudi Arabia. [CbR-As]



Arishima Hisato <?> (+) Vizier caste. Last Seat of Dust and Bone at the Council of Scrolls. Destroyed by Ur-Shulgi. [CbR-As]



Fikriyya al-Jurr <?> (+) Vizier caste. Last Seat of Wind and Stone at the Council of Scrolls. Destroyed by Ur-Shulgi. [CbR-As]



Dmitri Borodin <?> Vizier caste. Last Seat of Flesh at the Council of Scrolls. Last seen in Venice. [CbR-As]



? <?> Primogen of Athens [CbR-As]



? <?> Primogen of Paris [CbR-As]



? <?> Seneschal of Phoenix [CbR-As]



Karim <?> Assamite Vizier who rules over Khwarazm. [WfE]



Khuf Ramalza <?> Rafiq [GttS]



Mustapha abd-Fiil <?> [GttS]



Firdaus Soroushani <?> [NoP]



Zal <?> Son of Soroushani (not childe). [NoP]



Georghe Craciun <?> [TC3]



Thucimia <?> Sire of ?. Warrior caste. [CbR-As]



? <?> Progeny of Thucimia. Disposed [CbR-As]



Zev Benzion <?> (+1951) Wolf, son of Zion. Leopard of Zion. Killed in Rio de Janeiro in 1951 in a Blood Hunt, after leading eight other Assamites on a Camarilla purge. [CbR-As]



Amaris bat Ariela <?> Leopard of Zion. Havens in Tel Aviv. [CbR-As]



Kasim Bayar <?> Warrior caste. Schismatic. Sheriff of Milan. [CbR-As]



Evans Rogers <?> Warrior caste. Disposed. Freelance bodyguard. [CbR-As]



Mohninda Vajpayee Cheram <?> Vizier caste. Loyalist. [CbR-As]



Kurush Ishraqi <?> Sorcerer caste. Loyalist. [CbR-As]



Lydia Dorn <?> Sorcerer caste. Loyalist. [CbR-As]



Michael diCarlo <?> Warrior caste. Antitribu. [CbR-As]



Sukainah <?> Vizier caste. Disposed. Court advisor of Algiers. [CbR-As]



Lydia Lezczenska <?> Sorcerer caste. Antitribu. Nomadic scout. [CbR-As]



Khaled Johnson <?> Warrior caste. Disposed. Bounty hunter. [CbR-As]



Gerhardt von Eich <?> Sorcerer caste. Loyalist. [CbR-As]



Kazimiera Zuyus <?> Sorcerer caste. Loyalist. [CbR-As]



Jessica Tate-Duncan <?> Warrior caste. Schismatic. [CbR-As]



Mata Hari (aka Margaretha Geertruida Zelle) <?> (1876) Among her fake identities is a Prince in an American midwest city, a leader of a Sabbat Black Hand pack in Chile, and a

brief appearance in the Red List. [CbR-As]



Nar-Sheptha the Guardian <?> (+) Sorcerer caste. Babylonian princess, curator of the Great Library for three centuries. Killed herself during one of her experiments with a storm spirit. [CbR-As]

Genealogy of the True Brujah

References

One of the original Clans.

Described in [Dirty Secrets of the Black Hand](#).

Dedicated pages

- o [True Brujah](#)
- o [True Brujah](#)
- o [True Brujah rewrite, by Sean O'Connell](#)
- o [True Brujah](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 10 known True Brujah.

Powerful blood

- o *Brujah* <3> (:~ -8000+) Progeny of Ynosh. Sire of Troile , Anis and Belit-Sheri. Brujah has been diablerised by Troile. The Progeny of Troile call themselves Brujah, and the other Progeny of Brujah are called the True Brujah. Brujah is identified as male by some and female by at least the Toreador. [Cb-Br,p14] [RD] [CbR-Tz]

- ♀ *Anis, Queen of Night, aka. Alicia Varney* <4> Progeny of Brujah. A peer of Lameth's, Anis was formerly the Princess of Ur and the most beautiful woman in the world bar none. No being could resist her allure, and Brujah himself eventually fell for her, making her second-loved childe after Troile. A lover and co-conspirator of Lameth's, Anis manipulated Troile with seduction, causing him to diablerise his own sire, freeing Anis from her bond to Brujah.

Like Lameth she consumed the Elixir, bringing her to an instant state of Golconda (this could be what allows these two ancients to "use" mortal forms...?). She hid over the millenia, secretly controlling many powerful Kindred in the Jyhad, the most recent being the Sabbat Archbishop of New York City, Justine Bern. This Lasombra elder believes that Anis is simply Alicia Varney, a billionaire and Bound ghoul, much to Anis' satisfaction. Though not specifically allies, Anis and Lameth have begun to work together again after millenia of being apart. Both are very serious players in the Jyhad, though both remain as indirectly involved as possible, trying to never place themselves in danger of having to act or be discovered. [RD]

- o *Belit-Sheri* <4> (+) Progeny of Brujah. Sire of Shalmath. [NoP]

Ancient blood



Shalmath <5> (+) Progeny of Belit-Sheri. Sire of Synesios. [NoP]



Ron James <5> Wazir of the Tal'Mahe'Ra. Pretends he's Ventrue. He controls all the Qadims and Kamuts. He's rumored to know where Troile and Lambech (Lasombra) lie and awaits to bring them into the tomb or destroy Troile. [[web](#)]



Rathmonicus <maybe 6> (+~1550) Died during the anarch revolt. Developed the Path of Scorched Heart in the 14th century. [DSBH]



Synesios <6> Progeny of Shalmath. Sire of Krassimir. Senior Archivist of the Scriptorium of Vulci. [NoP]

Ancillae blood



Flavius Petrus Fortunatus <7> (785:815) Progeny of Rathmonicus. Sire of Cammy True (2000). [PC of clanbrujah@usa.net]. Operates under the assumed name of Carpathius a 8th gen ventrue anti tribu. Ductus of Circulus Septimus coven.



Krassimir <7> Progeny of Synesios. [NoP]

Unknown generation



Nunêz <?> [BoN]

Genealogy of the Brujah

References

One of the Camarilla Clans [[VtM1](#)] [[VtM2](#)] [[VtM3](#)] [[PG1](#)] [[PG2](#)] Described in a [clanbook](#) and a [revised clanbook](#).

"Mushakis" in Arabia.

Justicars

Adana de Sforza (founder) ; Don Cerro (1959?) ;Dmitra Ilyanova (1920-1972) ; Carlak (1972-1998) ; Jaroslav Pascek (1998-)

Dedicated pages

- o [Clan Brujah](#)
- o [Brujah Hangout](#)
- o [Brujah Web Page](#)
- o [Clan Brujah](#) (panix.com, quite empty...)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 240 known Brujah.

Powerful blood



Troile <4-3> (:maybe -3000) Progeny of Brujah. Sire of Menele (-1200) and probably Hannibal (-182). Troile diablerised his/her sire. We could think that Troile was embraced in the historical Troia, aka. Ilion. The progeny of Troile are called "Brujah", the other are called "True Brujah".

CbN1 and Cb-Br mention Troile as male. DSBH mentions Troile as female. Troile is said to have participated to the final battle defending Carthage (-146). He probably took refuge in the ground. [Cb-Br,p14] [CbN2,p62] [DSBH]



Meneleus/Menele <4> (-1240:-1200) Progeny of Troile. Sire of Critias (-423) and Clear Brook. He went to America in 1415. [CbN1] [CbN2,pp62-64] [GttC] (Greek History/Legend)



Losario <4> Progeny of probably Troile. Sire of Adana de Sforza (1093). [TC2,p90]



Hannibal <4> (:-202) Progeny of probably Troile. Sire of Guillaume (515). [WoD1,p56] (Carthaginian general)



Azif <6-4> (-270:-230) Sire of Yusuf (1167) and Jared (1189). Want to restore Jerusalem

to the Muslim. [JbN,p68]

Ancient blood



Altamira <5> (:~-1200) Sire of Maxwell (1755). She is an ancient Iberian Brujah, as old as Menele. [CbN2,pp62,69]



Critias <5> (-478:-423) Progeny of Menele. Sire of Procet , Germaine (1792) and Damien (1962). [CbN1] [CbN2,pp64-67] [KmW,p65] [Cb-Br,pp9-11] (Plato's book)



Samal <5> Sire of Dominic (3rd century BC). [TbN,p62] [TC3]



IbnAlomar <5> Inconnu. [HH,p52]



Dark Raven <5> Sire of Bjorn Garrison (621). [DCbN,p45]



? <5> (+) Sire of Dark Selina. Diablerised by Dark Selina around the 9th century. [DC,pp29,31,61] [LAbN,p102]



Guillaume <5> (:515) Progeny of Hannibal. Inconnu. Prince of Switzerland and Liechtenstein. He has reached Golconda. [WoD1,pp49,56] [WoD2] (Guillaume Tell)



Adana de Sforza <5> (1068:1093) Progeny of Losario. Sire of Eleanor De Valois (1407) and **Kathryn de Sforza**. Short blond hair. Androgynous appearance. Inner Circle. One of the founders of the Camarilla and first Brujah Justicar. Moved to the New World in the 1770's. [GC1,pp50,90] [GC2,p18] [TC2,p90] [GttC]



Marius <5> (+) Sire of Gorias (end 14th century). [[web](#)]



Antonius Caracus <5> Sire of Don Caravelli (1557). [WoD1,p55]



Clear Brook - Clear Bear <5> (+1832) Progeny of Menele. Sire of Yarian (1700). He died during the last battle between Menele and Helena. [CbN2,pp18,146]



? <maybe 5> This old Brujah of unknown name was on the Lusitania when it sank in 1915 [BbN,p16]



Dark Selina <6-5> Sire of Roman Pendragon (1703). Allied with Le Fanu, tried to fight Charlemagne and christianism. Think their failure is his fault. She diablerised her own sire around the 9th century. Helped Guillaume to resist a betrayal. She lies in torpor in Switzerland. [DC,pp29,31,61] [LAbN,p102]



Mezekht <6> Sire of Khentik-Khert (-1380). [AK,p84]



Dominic <6> (early 30s:3rd century BC) Progeny of Samal. Prince of York in 1203. Mercenary Overlord in Carthage. Once thought to have been destroyed by the Ventrue. [TbN,p60] [TC3] [TC4,p84] [CbR-V]



Tribonius <6> (+1185) Sire of Theophilus (234) , Dorotheus (234) and Natalya (1002). Destroyed for inciting the riots in Constantinople. [CobN,p88]



Etheria <6> (360:395) Sire of Boniface (462). She sheltered many Cainites during the First Crusade. [JbN,p70]



Bjorn Garrison <6> (589:621) Progeny of Dark Raven. Brujah primogen of DC. [DCbN,pp45-46]



Jabar <6> Sire of Usama ibn Jabar (705). [VN]



Yoav <6> Sire of Gerushah bint Yoav (854). [VN]



Juan Berger <6> Sire of Jaroslav Pascek (1371). [CotN,p41]



Maximarius <6> Sire of Lilika Kairos (1444). [TC2,p89]



Sir Lorence <6> Sire of Edward Scott (1432). [MibN]



Marchettus, the Bold <6> (1198:1234) [GC1,p45]



Lady Meridie de Chancie <6> (:1257) Runs the Black Rose Monastery. [GC2]



Gorias <6> (:end 14th century) Progeny of Marius. Primogen in Marseilles. [[web](#)]



Eleanor De Valois <6> (1380:1407) Progeny of Adana de Sforza. Trusted by the Anarchs. [TC2,p90]



Don Caravelli <6> (1512:1557+1994) Progeny of Caracus. Head of the Mafia. Killed by Madeleine Giovanni. [WoD1,pp52,55]



Procet <6> (+1987) Progeny of Critias. He has been diablerised by Tyler at the end of the Concil Wars in Chicago. [CbN2,pp24,68]



Kathryn de Sforza <6> Progeny of Adana de Sforza. Brujah Justicar in [The Silver Circle VDA LARP](#).



Isabella Correlli <6> Sire of Dieter Kotlar (1931). She lies in torpor under Berlin. [BbN,p44,84]



Ilse Bänsh <6> Sire of Stefan Rutigar (1988). [BbN,p46]



Shining Deer "Yaryan" <6> (1680:1700) Progeny of Clear Brook/Bear. Has developed a unique discipline that makes him a new bloodline, similar to the Ahrimanes. But the Ahrimanes are a bloodline of female Gangrel upon whom some ritual has been performed. [CbN1] [CbN2,p146]



Roman Pendragon <6> (1683:1703) Progeny of Dark Selina. Sire of Jacques Sirque (1797). [DC,pp31,41]



Maxwell <6> (1717:1755) Progeny of Altamira. He was an afro-american. He was prince of Chicago and defeated by Lodin. [CbN2,pp68-69]



Germaine <6> (:1792) Progeny of Critias. He was at first a tool against d'Adhemar. He is the 5th of the Red List. [KmW,pp63-66]



Red Meg <6> Sire of Leslie Taylor (1927). [RaAu]



Siegfried <6> (+1980) Sire of Andrei (1944). He was killed by Baba Yaga. [CbN2,p76]



Cassady <6> Sire of Perry Commons (1974). [IE1]



Damien <6> (1948:1962) Progeny of Critias. [CbN1] [CbN2,p73]



Marcos <maybe 6> (+1190s) Prince of Orvieto. Killed by an army of Assamites sent by Constantius, the Prince of Rome. [TP,p139]



Antonio Veradas <maybe 6> Antitribu, bishop of Leon (Nicaragua), rumoured to be "True" Brujah. [WoD2]



? <maybe 6> Prince of Liverpool. [WoD2]



Tyler <8-6> (1352:1381) Progeny of Robin Leeland. Sire of Joshua Tarnopolski "Blackjack" (1913) and Louise. Born Patricia of Bollingbroke. She diablerised Hardestadt at the time of the Revolt of the Sabbat (1394). She diablerised Procet at the end of the Concl Wars in Chicago (1987). [CbN1] [CbN2,pp67-68] [CotI,p21] [TC2] [CbR-Tz]

Ancillae blood



Khentik-Khert <7> (:1380) Progeny of Mezekht. Gatherer of informations about holy relics for the Order. [AK,p84]



Theophilus <7> (165:234) Progeny of Tribonius. Under the wings of Stanislav. [CobN,p89]



Dorotheus <7> (165:234) Progeny of Tribonius. Under the wings of Stanislav. [CobN,p89]



Verias <7> Sire of Lady Karin (563). [CoW,p37]



Boniface <7> (410:462) Progeny of Etheria. Embraced in Jerusalem. Protect the four Christian Hospital. [JbN,p66]



Usama ibn Jabar <7> (:705) Progeny of Jabar. Sultan of Fez. Came to Fez at its founding. Quickly realized that the only way to maintain the serenity and solitude that he desired was

to assume the traditional powers of the Sultan. A reluctant monarch. [VN]



Gerushah bint Yoav <7> (:854) Progeny of Yoav. Sultan of Sevilla. Doesn't know why she was chosen for the Embrace. her sire answered that question with one of his own. Rose quickly in prominence among the Cainites of Sevilla. Upon converting to Islam, she was made Sultan. [VN]



Lilika Kairos <7> (:1444) Progeny of Maximarius. At the Convention of Thorns (1493). [TC2,p89]



Marhuel <7> Sire of Ecaterina the Wise (1150). [TbN,p63]



Natalya Svyatoslav <7> (975:1002) Progeny of Tribonius. She is an Autokrator. [CobN,p88]



Robin Leeland <7> (~1100) Sire of Tyler (1381) and General (1794). [Cb-Br,pp15,63] [CotI,p21] [TC2] [CoW] [NoP] (Robin Hood)



Yusuf <7> (1120:1167) Progeny of Azif. Muslim Trader. [JbN,p71]



Jared <7> (1150:1189) Progeny of Azif. Military pawn of his sire. [JbN,p69]



Doctor Streck <7> (:1229) Antitribu. [GC3]



Jaroslav Pascek <7> (:1371) Progeny of Juan Berger. Brujah Justicar elected in 1998. Religious Fanatic. [CotN,p41] [GttC,p27] [CbR-Br] [CN-Br]



Edward Scott - Black Prince <7> (1399:1432) Progeny of Sir Lorence. Sire of Akawa (1770). [MibN]



Julian Sanders <7> (:1485) Antitribu. [GC2]



James the Red <7> Sire of Jeremy MacNeil (1657). He was in Scotland in 1657. [LAbN,p67] [Cb-Br,p65] [NoP]



Marcel de Breau <7> (+) Sire of Jeremy Skelton (1702). Antitribu. He was a powerful French Sabbat. [DC,p61]



Dmitra Ilyanova <7> Sire of Carlak (1730). Brujah Justicar from 1920 to 1972. [CotN,p61]



Miguel Santo Domingo <7> Antitribu. Ductus of the Navigators Pack. [MobN]



Santiago DeSoto <7> Antitribu. Member of the Inquisition (Judge Inquisitor). Sangris the Serpent switched body with him. [MobN] [NoP]



Jacques Sirque <7> (1721:1797) Progeny of Roman Pendragon. [DC,p42]



Isaac <7> Sire of Thelonious (1859). [NecA]



Corrie Tinbergen <7> (1836:1860) Prince of Luxemburg City, but claims the entire country as her domain. [WoD2]



Alexis Blanc <7> (+1908) Sire of Balthazar (1865). She was staked and burnt by Balthazar. [CbN2,p72]



Leslie "Squizzly" Taylor <7> (1888:1927) Progeny of Red Meg. She rules Melbourne city since 1983. She deposed and committed diablerie upon the previous ruler, Prince Montague Lytton. [RaAu] [WoD2]



Dieter Kotlar - Kreiger <7> (1912:1931) Progeny of Isabella Correlli. Sire of Erika Geiger (1969). [BbN,p44] [BC2]



Andrei <7> (1920:1944) Progeny of Siegfried. [CbN2,p76]



Perry Commons <7> (late 1940s:1974) Progeny of Cassady. [IE1]



Stefan Rutigar - The fist <7> (1971:1988) Progeny of Ilse Bänsh. [BbN,p46]



Dorian <7> Antitribu. Member of the Deathbringers Sabbat nomad pack. Dorian is Sabbat priest. [SHS,p123]



Otto, the Butcher, the Terror of the Black Forest <maybe 7> (:~1600+1994) Antitribu. A member of the Sabbat Blood Guard. Killed in the Alicia Varney building. [RD2]



Simon de Cosa <maybe 7> This spanish Brujah fought with Doran for the control of Louisiana from 1713 to 1801. [NObN]



Ian Corso <maybe 7> Security head of the "Carfax Abbey". [WoD2]



Véronique d'Orléans <maybe 7> lives in Macao. [WoD1,p98]



George Robinson <maybe 7> (+1967) was destroyed in Hong Kong (Blood Hunt). [WoD1,p95]



Friedrich Kraus <maybe 7> (+probably ~1980) He saved Gustav Breidenstein in 1949. He was probably killed by Baba Yaga around 1980. [BbN,p19]



General <8-7> (:1794) Progeny of Robin Leeland. He pretends to be the head of the Phoenix Society. Probably diablerised to gain one generation. [NObN,p116]



Le Clair <10-7> (:1914+1994) Progeny of Louis Margali. Anarch diabolist. Member of the Unholy Three. Killed by Phantomas. [RD1] [RD2]



Jean Paul <10-7> (:1914+1994) Progeny of Louis Margali. Anarch diabolist. Member of the Unholy Three. Killed by a gigantic crocodile in the sewers of Paris city. [RD1] [RD2]



Lady Karin <8> (540:563+1197) Progeny of Verias. Sire of Lord Alfred (1195). Advisor to the Prince of Nottingham Robin Leeland. Diablerised by The Earl Of Galtre. [CoW,p37]



Ecaterina the Wise <8> (1134:1150) Progeny of Marhuel. Sire of Christof Romuald (1141). Agitator of Prague. Promethean. Becomes antitribu, an Archbishop of the Sabbat in VtM-R. [TbN,p64] [CN-V] [VtM-R]



Jeremy McNeil <8> (1631:1657) Progeny of James the Red. Sire of Dutch (1853). Anarch. [NObN] [LAbN,p67] [Cb-Br,p65] [GttC] [NoP]



Jeremy Skelton <8> (1665:1702) Progeny of Marcel de Breau. Antitribu. [DC,p61]



Sranganyika <8> Sire of Pug Jackson (1734). [DC]



Geist <8> (:1768+) Sire of Marguerite Foccart (1768). [NoP]



Carlak <8> (:1730) Progeny of Dmitra Ilyanova. Brujah Justicar from 1972 to 1998. Now Prince of Prague. [CotN,p61] [AC,p17]



Don Nicko Lazzari <8> (+1994) Second in chief in the Mafia. Killed by Madeleine Giovanni. [RD1] [RD2]



Akawa <8> (:1770) Progeny of Edward Scott. Sire of Wrecker (1968). [MibN]



Justin Davies <8> Sire of Tara (1822). [LAbN]



Lord Randall <8> Sire of Sir Ralph Hamilton (1834). [LAbN]



Don Cerro <8> Sire of Theo Bell (1857). Justicar appointed in the 1950s (1959 was a election year). [CotN,p51] [NoP] [CN-Br]



Count Luigi Visconti <8> Sire of Countess Andrea Visconti (1878). [LAbN]



Ferdinand <8> (+) Sire of Salvador Garcia (1892). During the Spanish Civil War Ferdinand was destroyed in a successful attack on the Prince of Barcelona. [[web](#)]



Thelonious <8> (:1859) Progeny of Isaac. Primogen of Atlanta. [NecA] [BC] [CN-Tz]



Thomas Ewell (The Sheriff, Balthazar) <8> (1827:1865) Progeny of Alexis Blanc. Sire of Marc Levesque (1870) and Jimmy Holcomb - Neon (1992). He staked and burned his sire. [CbN1] [CbN2]



Joshua Tarnopolski "Blackjack" <8> (1870:1913) Progeny of Tyler. Sire of Neil Graham - Karl (1932). [CbN1]



Louise <8> (+1993) Progeny of Tyler. Sire of Dezi. Killed in Under a Blood Red Moon. Should be of 8th gen, since Tyler was of 7th gen from 16th century until recently. [CbN1] [UBRM]



Eddie Karnotski (Stickman) <8> Brujah anarch. [SHS]



Richard O'Shea Ricochet Flambe <8> Archon of Karl Schrekt, Tremere Justicar. [BbN]



Angelino Hammer <8> (:1948) Archon of Karl Schrekt, Tremere Justicar. [BbN]



Juggler <8> (:~1950) Sire of Evelyn Stephens (1990). He is an Anarch of Gary. [VtM2,p248]



Carlyle <8> (1942:1969) Progeny of Salvador. Carlyle is said to be of 8th generation but Salvador is probably of 9th generation. So Carlyle may have diablerised or is of 10th generation... [CbN2]



Erika Geiger <8> (:1969) Progeny of Dieter Kotlar. [BbN]



Antonio Vardenas <maybe 8> Antitribu. Bishop of Leon, Nicaragua. [WoD2]



Danielle Foster <maybe 8> Primogen of St. Louis. [GttC]



The Earl Of Galtre <10-8> (1137:1197+1197) Progeny of Lord Alfred. Diablerised Lord Alfred and Lady Karin. [CoW,p36]



Baptiste <10-8> (:1914+1994) Progeny of Louis Margali. Anarch diabolist. Member of the Unholy Three. Killed by Le Clair. [RD1] [RD2]

Young blood



Gusman Bravo <9> (+~1170) Sire of Nerea. Destroyed by Nerea in jealous anger. [CobN,p90]



Lord Alfred <9> (1170:1195+1197) Progeny of Lady Karin. Sire of The Earl Of Galtre (1197). In love with Lady Karin. Diablerised by The Earl Of Galtre. [CoW,p38]



Marie Guylaine <9> Sire of Gérard de Chatelle (1453). [TC3]



Christof Romuald <9> (:1141) Progeny of Ecaterina the Wise. Promethean (?). Former Knight of the Sword Brethren. [VtM-R]



Mama Lion <9> Sire of Smiling Jack (1654). [LAbN]



Pug Jackson <9> (1709:1734) Progeny of Sranganyika. Sire of Jude Franken (1967). [DC]

[GC4]



Marguerite Foccart <9> (:1768) Progeny of Geist. Sire of Crispus Attucks (1770) , *Reynier* (~1792) and Steve Booth (1965). Adopted progeny of Robin Leeland; anarch; blood bound to Jeremy MacNeil. [Cb-Br] [LAbN] [NoP]



Tara <9> (1794:1822) Progeny of Justin Davies. Prince of San Diego. [LAbN] [CotN] [GttS] [NoP]



Sir Ralph Hamilton <9> (1802:1834) Progeny of Lord Randall. Sire of Professor Gregory Habersohn (1902). [LAbN]



Dutch <9> (:1853) Progeny of McNeil. [NObN]



Theo Bell <9> (:1857) Progeny of Don Cerro. Archon. Kills Marcus Vitel in CN-Br,p199. [CotN] [CN-Br] [CN-V] [CN-An] [NoP] [BC3]



Countess Andrea Visconti <9> (1852:1878) Progeny of Luigi Visconti. [LAbN]



Salvador Garcia <9> (1869:1892) Progeny of *Ferdinand*. Sire of Valeria (1937) , Carlyle (1969, 8th gen.) , Gloria Martinez (1972) and Allison Maller (1985). Minister of the Eastern City of Angels. Leader of La Hermandad. Petrodon says Salvador diablerised once during the Spanish Civil War and again diablerised Don Sebastian, the Prince of Los Angeles (1944). It is written in CbN2,p77 that Salvador is 7th gen, but he embraced 10th gen progeny, with the only exception of Carlyle. [AC,pp10-17,81] [CbN2,pp75,77] [LAbN,pp25,65,68] [NoP] [BC2]



Louis Margali <9> (+1914) Sire of *Le Clair* (1914) , *Jean Paul* (1914) and *Baptiste* (1914). Progeny diablerised him. [RD1]



Pierre Bellemare <9> Antitribu. Infernalist and Ductus of Les Orphelins Pack. [MobN] [NoP]



Greta Englebert <9> Sire of Jan Arathi (1921). Killed and diablerised by Jan. [WoD2]



Martiné <9> Sire of Jake Almerson (1922). [NObN]



Neil Graham - Karl <9> (:1932+1993) Progeny of Joshua Tarnopolski. Sire of Hank Cave (1964). Killed in Under a Blood Red Moon. [CbN1] [UBRM]



Leonid Barofsky <9> Sire of Dr. Takuya Shiraiwa (1942). [LAbN]



Wrecker <9> (:1968) Progeny of Akawa. [MibN]



Jack Darrow <9> Member of the Mafia. [RD1]



Ferdinand <9> Retainer of the Arctos magi. [HH]

King Snake <9> [SHS]

Breton <9> Sire of *Claudette Malfet* (1984). [[web](#)]

Evelyn Stephens <9> (:1990) Progeny of Juggler. [VtM2]

Marc Levesque - Frenchie <9> (:1870+1993) Progeny of Balthazar. Killed in Under a Blood Red Moon. [CbN1] [UBRM]

The Devil Boudreaux <9> (+~1985) Sire of Fairuza (1985). Killed by Fairuza. [TC4,p85]

Derek Rothery <9> (+1995) Sire of Angelique Cormier (1950). Destroyed. [WoD2]

Dezi <9> (+1993) Progeny of Louise. Sire of *Isis* (1936). Killed in Under a Blood Red Moon. Should be of 9th gen, since his grand-sire Tyler was of 7th gen from 16th century until recently. [CbN1] [UBRM] [[Alternate New Orleans](#)]

Jimmy Holcomb - Neon <9> (:1992+1993) Progeny of Balthazar. Caitiff. Killed in Under a Blood Red Moon. [CbN1] [UBRM]

Rowdy <9> (+1998) Antitribu. Sabbat new recruit in Fairuza's Pack. [TC4,p85]

Razor <9> (+1998) Antitribu. Sabbat new recruit in Fairuza's Pack. [TC4,p85]

Julius <maybe 9> Archon [CN-Tz]

Jan Arathi <10-9> (:1921) Progeny of Greta Englebert. Aka Jan Erroll. Killed and diablerised his sire, and changed his name to Arathi. Extremely racist. [WoD2]

Pietr <12-9> (1880:1907) [ADM]

Nerea of Spain <10> (1145:1167+1204) Progeny of Gusman Bravo. Destroyed her Sire in jealous anger. Fled a Blood Hunt in Barcelona. [CobN,p90]

Wilhem <10> Promethean. Christof's companion. [VtM-R]

Gérard de Chatelle, The Agitator <10> (:1453) Progeny of Marie Guylaine. Antitribu [TC3]

Smiling Jack <10> (1611:1654) Progeny of Mama Lion. Sire of Dre (1990s). He was a caribbean pirate. [LAbN,p70] [Cb-Br,pp10-11,66]

Crispus Attucks <10> (1733:1770) Progeny of Marguerite Foccart. Anarch. [Cb-Br] [LAbN] [NoP]

Reynier <10> (:~1792) Progeny of Marguerite Foccart. [[web](#)]

Étienne <10> Marquess of Northern France. [[web](#)]

Professor Gregory Habersohn <10> (1841:1902) Progeny of Sir Ralph Hamilton. [LAbN]

Jake Almerston <10> (:1922) Progeny of Martiné. Sire of Tom Weaver (1953). [LAbN] [NObN]

Frantz V <10> (:~1935) Chief of Anarchs of Eastern France. [[web](#)]

Valeria <10> (:1937) Progeny of Salvador. Anarch. [[web](#)]

Dr. Takuya Shiraiwa <10> (1919:1942) Progeny of Leonid Barofsky. [LAbN]

Tully Jones <10> (1915:1944) [SHS]

Angelique Cormier <10> (:early 50s) Progeny of Derek Rothery. One of the only four Kindred in Kingston, Ontario. [WoD2]

Steve Booth <10> (1942:1965) Progeny of Marguerite Foccart. [LAbN]

Jude Franken <10> (:1967) Progeny of Pug Jackson. [DC]

Hank Cave <10> (:1964+1993) Progeny of Karl. Sire of Theodore Dooley (1968) and Sunbean. Killed in Under a Blood Red Moon. [CbN1] [UBRM]

Gloria Martinez <10> (1951:1972) Progeny of Salvador. [LAbN]

Cherubim <10> Antitribu. Shepherds of Caine Pack. Has the body of a 5-year-old girl. [MobN] [NoP]

Dahlili Mozambique aka Delores Washington aka Dolly <10> (early 1950s:~1977) Vampire of Cleveland, Ohio. [BN,p4]

Claudette Malfet <10> (1967:1984) Progeny of Breton. [[web](#)]

Fairuza <10> (1963:1985+1998) Progeny of The Devil Boudreaux. Killed her sire. Sabbat pack leader in Atlanta. Bodyguard of Sascha Vykos. [TC4,p85]

Allison Maller <10> (1970:1985) Progeny of Salvador. [LAbN]

Luigi <10> Member of the Mafia. [RD1]

Torrance Urich <10> Anarch. Member of the gang "Night Crew". [SHS]

Berthel Ward <10> Anarch. Member of the gang "Night Crew". [SHS]



Homer Fralish - Horse <10> He is anarch. [SHS]



Tony Hodo - Leatherback <10> Antitribu. Member of the Sabbat nomadic pack "Crypt-Ticks". [SHS]



Jeremiah Noble - Jeremy <10> Antitribu. Member of the Ravens - a founded Coven. [SHS]



Snake Whitcomb <maybe 10> (+1859) Primogen of San Francisco in 1851. Killed for Grandfather. [PoC]



Dugan <maybe 10> (+1877) Primogen of San Francisco in 1859. Killed for Montelaine. [PoC]



Sarah <maybe 10> Primogen of San Francisco in 1877. [PoC]



Tomaine <maybe 10> Primogen of San Francisco. [PoC]

Weak blood



Heavy G <11> (age 28:1870) Sire of Traci (1990). Primogen of NY. [VtM-R, non-licence character]



Piedro Costanza <11> Sire of Tonio Borrelli (1943). [BbN]



Isis <11> (1913:1936) Progeny of Dezi. Sire of Horus (1962). Should be of 10th gen, since her great-grand-sire Tyler was of 7th gen from 16th century until recently. [[Alternate New Orleans](#)]



Theodore Dooley - Daddy D <11> (1938:1968+1993) Progeny of Hank Cave. Sire of Anita Wainwright (1968). Killed in Under a Blood Red Moon. [CbN1] [UBRM]



SunBean <11> (+1993) Progeny of Hank Cave. Killed in Under a Blood Red Moon. [CbN1] [UBRM]



Tom Weaver <11> (1930:1953) Progeny of Jake Almerson. [LAbN]



Ethrica <11> Sire of Gengis(1968). [CbN2]



Thrasher <11> Sire of Walter Gaspars (1990) and Millie Gaspars (1990). [LAbN]



Philip Freeman <11> (:1984) [DCbN]



Velvet <11> (:1986) [DCbN]



Dre <11> (:1990s) Progeny of Smiling Jack. [PG2]



Lorell Herndon <11> Anarch. Member of the gang "Night Crew". [SHS]



Ianka <12> (:1942) [[web](#)]



Tonio Borrelli <12> (:1943) Progeny of Piedro Costanza. [BbN]



Horus <12> (:1962) Progeny of Isis. [[Alternate New Orleans](#)]



Count <12> (:1963) [AH]



Shawnda Dirrot <12> (1945:1967) Priscus of Manhattan, had vanished under unexplained circumstances. [RaNY] [Cb-To] [RD1]



Anita Wainwright <12> (1941:1968) Progeny of Dooley. [CbN1] [UBRM] [CbN2]



Gengis <12> (1944:1968) Progeny of Ethrica. Sire of Turk (1975). [CbN1] [UBRM] [CbN2]



Pratchett <12> Antitribu; The Lawdogs pack. [NoP]



Walter Gaspars <12> (1956:1990) Progeny of Thrasher. [LAbN]



Millie Gaspars <12> (1958:1990) Progeny of Thrasher. [LAbN]



Traci <12> (age 18:1990) Progeny of Heavy G. Killed in the "Leaves of Three" Chronicle shipped with VtM-R. [VtM-R, non-licence character]



Emilio Gonzalez <12> (:1991) [DCbN]



Jayne Jonestown <12> (:1993) Antitribu. Marilyn Manson parody. [CotN]



Dorsey Bohannon <12> Anarch. Member of the gang "Night Crew". [SHS]



Cal <12> Sire of Ariane (1992). [LAbN]



Brenton Dickens <12> He is anarch. [SHS]



Turk <13-12> (:1975) Progeny of Gengis. Caitiff. [MibN]



Travis Fett <13> (:1980) [CbN1]



Ariane <13> (1978:1992) Progeny of Cal. [LAbN]



Eva <maybe 13> She was staked in the sun, for jeopardize the Masquerade. [KmW]



Virginia Brown <maybe 13> [WoD1]

Unknown generation

Montfrey de Lyonnaise/One <?> Frenchman Knight of the Lily. Possess by Malkav. [FBC,p29]



Christoph <?> [CN-V] [CN-Br]



Lladislas <?> Exiled Prince of Buffalo. [CN-Br]



Halfdan Forkbeard <?> [GttC]



Rooster <?> Antitribu. [GttS]



Heather Dowd <?> [GttS]



Frankie Locks <?> Antitribu. [GttS]



Petey Dust <?> SHARP. [GttS]



Pavel <?> (+) Belonged to Baba Yaga's Army of War. [NoP]



Sir Gavriel de Bougniac/Five <?> (+1197) Frenchman Knight of the Lily. Possess by Malkav. [FBC,p17]



Shayke Khaled <?> [WoD2]



Vizier Fahd <?> [WoD2]



Mackelroy <?> Primogen [NoP]



Xavier Kline <?> (+1999) Killed by Owain Evans in BC3. [BC]



Thu <?> (+1999) Xavier Kline's helper, she was killed by Owain Evans' ghoul, Kendall Jackson, in BC3. [BC]



? <?> (+1999) Killed by Owain Evans in BC3. [BC]



Jacko <?> [BC1]



Damion <?> [BC1]



Snarl <?> Anarch of Cleveland, Ohio. [BN,p6]



Tim Pavlicek <?> Anarch of Cleveland, Ohio. [BN,p6]



Cosmas <?> Promethean. Dies in the battle of Prague against the Tzimisce. [VtM-R]

Genealogy of the Cappadocians

References

One of the original clans, introduced in [Dark Ages](#) and described in a [clanbook](#). This clan had many offshots, all of them are included here, except **Giovanni** and **Samedi**.

History

The Cappadocians exist no more : most of the descendants of Cappadocius have been destroyed by the Giovanni after 1444. They were also known as "Ashurians". The remains of the Cappadocians form various bloodlines.

The **Harbingers of Skulls** are probably the Cappadocians that responded to Cappadocius's call and were entrapped (Feast of Folly, two millenia ago). They have recently been freed by *The Capuchin* are are back, as a Sabbat bloodline. They are described in [Guide to the Sabbat](#) and mentionned in [Clanbook: Giovanni](#).

The **Infiores** are probably now the Samedi.

The **Lamia** is another offshot of the Cappadocians, described in [Dark Ages Companion](#). These female vampires were employed as warrior-servitors, the Lamia's bite was known for its devastatingly infectious qualities. They were wiped out by the Giovanni. Every one of the high priestesses of the Lamia bloodline was known as "Lamia".

Dedicated pages

- o [Cappadocians](#)
- o [Lamia Bloodline](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 31 known Cappadocians.

Powerful blood



Ashur/Cappadocius <3> (:~ -8000+1444) Sire of Caias , Japheth (-7225) , Lameth (~ -6500) , Byzar/Mahatma , Lazarus (1st cent.) and Augustus Giovanni (1005). Ashur, later known as Cappadocius was diablerised by Augustus Giovanni the 12th april 1444. He became a Wraith, yeah. But his plans went all wrong with the Maelstrom of the WW II. He was dragged into the Tempest, to emerge as a mindless Spectre in 1998. [Cb-C] [GC1] [CF] [GC4] [RD] (Assyrian God of War)



Caias <4> (+) Progeny of Ashur/Cappadocius. First childe of Cappadocius, killed by Lazarus. [Cb-C]



Japheth (The Capuchin?) <4> (-7248:-7225+1444) Progeny of Ashur/Cappadocius. Sire of

Constancia and **Alara**. Witnessed the Embrace of Augustus Giovanni at Erciyes; some suspect he was the one to curse the Giovanni (not Lamia). Japheth was diablerised by Claudius Giovanni. At the moment of Cappadocius death, there was apparently a little bit of Cappadocius' blood left over. Japheth and Constancia kept the blood and sealed it in a jar with beeswax, which is now called the True Vessel. Japheth may be The Capuchin (that is mentioned in Unre's description in CotN), even if he was diablerised. [GC1,p82] [Cb-C] [Cb-Gi] [GttC] (Son of Noah in the Bible)



Lazarus <4> (:early 1st cent.) Progeny of Ashur/Cappadocius. Sire of Lamia (who founded the Bloodline). Has been sleeping beneath the sands of Egypt (WoD2), and only recently woke up. Had spent a lot of time with the Setites before he went into torpor. Lazarus may be The Capuchin (that is suggested by Cb-Gi). He might be the same person as Japheth (suggested by Cb-C). He might be the sire of Baron Samedi. He is probably the Cappadocian obsessed with God and revenge against the Giovanni in [CN-Gi], that arises in Egypt, then settles in New Orleans, appears wearing a hood. He is in contact with Ambrogino Giovanni in Venice through wraithly messengers. He kills Chas Giovanni Tello in 1999 when Tello succumbs to Frenzy and tries to attack him, simply waving his hand to turn Tello to dust. [WoD2] [Cb-C] [Cb-Gi] [GttC] [CN-Gi]



Lameth (Lamech), the Dark Messiah, aka. Dirk McCann <4> (~ -6500) Progeny of Ashur/Cappadocius. This vampire is described in the *Red Death Trilogy* which has been removed from White Wolf's cannon.

He was a magician in Atlantis prior to his Embrace. As a vampire he became the most powerful sorceror to exist, and as a result of centuries of effort he devised the Elixir of Lameth, which could artificially induce Golconda in its imbiber. Two doses were all that could be made (due to the rarity, and now extinction, of some of the ingredients). Lameth took one draught for himself and gave another to his lover, Anis.

Able to lie in torpor and use a chosen mortal as his active form, Lameth chose to escape the bonds of his sire by the early Middle Ages.

He manipulated a powerful necromancer, Augustus Giovanni, so that the necromancer would "make himself attractive" to Cappadocius (Asshur) as a new childe. This worked and Augustus eventually did scheme against his new sire as the invisible Lameth hoped. In 1444 Augustus' ambitions were partially fulfilled and he diablerised Cappadocius to become an Antediluvian himself. Never once then, nor even today, had he suspected that his own power and plans are being used by the now forgotten Lameth.

Lameth is greatly aided in his actions by his ability to work entirely through a mortal (actually, Lameth "is" the mortal, in a sense). Lameth has used many guises, his most recent being an actual Euthantos mage, the St. Louis detective Dirk McCann. Because of his chosen form, Lameth actually possesses the complete powers of a mage, including complete access to True Magick. He has also literally erased all records and memories of his own existence off the face of the earth, including those beings of might almost equal to his own. Without a doubt, Lameth is truly the most powerful sorceror in existence. [RD] (The Bible)



Byzar/Mahatma <4> Progeny of Laodice/Cappadocius. Sire of Alexia Theusa (-309). Byzar founds Byzantium around -550 and was sent in torpor by Alexia Theusa in 196. Mahatma is an Inconnu. Monitor of Istanbul. Was a friend of Saulot. It has been revealed that his sire Laodice is Cappadocius. Mahatma and Byzar are probably the same. [CobN] [PG2,p121] [GttC] [CotN]

Ancient blood



Constancia <5> Progeny of Japheth. Sire of Ambrogino Giovanni (1045). First progeny of Japheth, matron of the Erciyes Temple, went into seclusion in 1443, exactly one year before the Giovanni purge. Witnessed the Embrace of Augustus Giovanni at Erciyes. An unmarked tomb was found in 1936 near Giza, containing a dessicated corpse; some suspect this was she, but there is no proof to this theory. The body disappeared before Giovanni investigators could acquire it. Maybe she is now known under the name Unre, Harbinger of Skulls. [Cb-C] [Cb-Gi] [[web](#)] [TC3] [GttC]



Unre <5> Progeny of The Capuchin. **Harbingers of Skulls**. She is the Keeper of Golgotha. Maybe Unre is the new name of Constancia, progeny of Japheth. [CotN]



Lamia <5> (+) Progeny of Lazarus. She is the founder of the **Lamia** bloodline. Diablerised by Augustus Giovanni. [Cb-C] [DAC]



Abraham <5> (:before 500BC) Sire of Theophilis and Adam (813). Work on the Black Torah. [JbN,p72]



Kyros of Antioch <5> Sire of Amalia of Thrace (400). [TbN,p68]



Alexia Theusa <5> (: -309) Progeny of Byzar. Ambushes Byzar and Constantinople's Cappadocians in 196, sending them into torpor. [CobN]



Alara <5> Progeny of Japheth. Cappadocian Justicar in [The Silver Circle](#) VDA LARP.



Troglodytia <maybe 5> Learned Obfuscate from the Nosferatu. Maybe the sire of Samedi. [Cb-C,p65]



Theophilis <6> Progeny of Abraham. Sire of Marcus (70). [JbN,p74]



Adam <6> (780:813+15th cent.) Progeny of Abraham. In servitude of his sire. [JbN,p75]



Lord Camden <6> Sire of Maria Asuncion (920). Chamberlain of Mithras. [TC3] [Cb-C]



Ungol <6> Sire of Kazimierz the Silent (965). [TbN,p67]



Amalia of Thrace <6> (age early 20s:400+15th cent.) Progeny of Kyros of Antioch. One of the oldest in Serdicia. [TbN,p67]

Ancillae blood



Under Paliuro domination. <7> (40:70) Progeny of Theophilis. [JbN,p73]



Maria Asuncion, Fate's Pawn <7> (:920) Progeny of Lord Camden. [TC3]



Kazimierz the Silent <7> (925:965+17th cent.) Progeny of Ungol. Watcher of Krakow. [TbN,p65]



Egothha <7> Sire of Agaitas. [NoP]



Khayrat <8> Sire of Ishaq ibn Khayrat (946). [VN]



Brother Jervais <8> Sire of Garinol (1099). [TbN,p65]



Agaitas <8> Progeny of Egothha. **Harbingers of Skulls.** Killed Seamus Dunsirn in 1999. [NoP]

Young blood



Ishaq ibn Khayrat <9> (:946) Progeny of Khayrat. Was a physician on Baghdad before the founding of great hospitals. Contracted a wasting disease from his patients and he lost everything. He was left to die in the slums, among the poor he had tried to help. It was then that Khayrat, studying lingering death, realized Ishaq's potential and embraced him. [VN]



Garinol <9> (1077:1099) Progeny of Brother Jervais. Sire of Mercurio and Serena. Abbot of Petrin Hill Monastery. [TbN,p64] [VtM-R]



Mercurio <10> Progeny of Garinol. Killed by Christof and/or Wilhem (game objective). [VtM-R]



Serena <10> Progeny of Garinol. [VtM-R]

Unknown generation



Anisa Marianna Lopez <?> **Harbingers of Skulls.** [GttS]

Genealogy of the Samedi

References

First introduced in the Player's Guide [[PG2](#)].

History

Clanbook Giovanni says they are most likely the descendents of the Cappadocians left untouched by the Giovanni purge. These are mostly those that did not repond to Cappadocius's call (Feast of Folly) which resulted in the entrapment of the many unworthy Cappadocians. There is also the rumour that the Samedi were created by the Nagaraja.

Dedicated pages

- o [Samedi Homepage](#)
- o [Samedi of Dark City](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 13 known Samedi.

Ancient blood



Baron Samedi <5> Sire of Morlock , Genina (17th century) , Jorge de La Muerte (1732) , Reg Driscoll and Jack Dawson. He was taken by the Setites with his sister Brigette to Haiti. Maybe a progeny of Lazarus. Augustus and the Baron hate each other ever since their meeting in Venice in the 19th century.

Certain Samedi believe he is an Antediluvian himself who has taken the identity of an Haitian death spirit. [KmW,p28] [PG2] [Cb-Gi] [BM] (Voodoo Loa)



Morlock <6> (+) Progeny of Baron Samedi. Sire of Baroque (1725). Torn to shreds by Baroque. [MC]



Genina <6> (age 9:17th century) Progeny of Baron Samedi. She diablerised many times. She is the 11th of the Red List. [KmW,pp27-31]



Jorge De La Muerte <6> (:1732) Progeny of Baron Samedi. [CF,p56]



Reg Driscoll, aka Old Man Driscoll <6> Progeny of Baron Samedi. One of the only four Kindred in Kingston, Ontario; "remarkably handsome -- for a Samedi". [WoD2]



Jack Dawson <6> Progeny of Baron Samedi. Half black, half mexican. Fell in love with the neighbor's daughter and being what he was the father had him murdered. but Jack didn't die so easily. So they left him for the crows. Later found and embraced by the Baron.

member of the Boot Hill Gang. [TTM]

Ancillae blood



Baroque <7> (:1725) Progeny of Morlock. Real name is Shih Hsu. Tore his sire to shreds. [MC]



George Frederick <8> Sire of Lithrac (1950). [CotN]

Young blood



Lithrac <9> (:1950) Progeny of George Frederick. Archon of Cock Robin, Nosferatu Justicar. [CotN] [NoP]

Unknown generation



Macoute <?> Sire of Brigitte. Captured by Hemmet and who under torture claimed to belong to a new bloodline called the Samedi. Passed himself off as the Baron on several occasions. [BM]



Brigitte <?> Progeny of Macoute. Named after the Baron's wife. [BM]



Toy <?> No arms and legs. An insane quadraplegic Samedi housed in a toy box. Les Misérables Pack (MobN). Won by the Wretched pack in a bet (NoP). [MobN] [NoP]



Jack Dawson <?> [TTM]

Genealogy of the Giovanni

References

First introduced in the Player's Guide [[PG1](#)] [[PG2](#)]. Described in a [clanbook](#).

History

Augustus Giovanni diablerised the Antediluvian Cappadocius. Nearly all members of the clan are mortal descendants and progeny of Augustus. They can be divided in families. The main families are the Giovanni, the Dunsirn, the Milliners, the Rossellini, the Ghiberti, the Pisanob and the Putanesca. Other smaller families of Clan Giovanni (by marriage) are the St. John, the Rothsteins, the Li Weng, the Koenig, the Hidalgo, and the Beryn. They have specificities; for example, the Ghiberti family made extensive contact with Africa and the Laibon bloodline. Those embraced before the diablerie of Cappadocius are called The Premascines and are five to a dozen.

The diablerie of Cappadocius was prepared by the "Conspiracy of Isaac", prompted by Augustus Giovanni. The Cappadocians are supposed to have been all destroyed, the last one by the Camarilla. The Lamia bloodline was also destroyed.

The True Vessel is the recipient containing the remainder of Cappadocius' soul. The Samedi found it but lost it on their way to Venice, claiming the Setites had intercepted them.

Dedicated pages

- o [Giovanni](#)
- o [Familia Giovanni](#) - West Coast United States
- o [unOfficial Giovanni Homepage](#)
- o [Giovanni Homepage](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 67 known Giovanni.

Powerful blood



Augustus Giovanni <4-3> (945:1005) Progeny of Ashur/Cappadocius. Sire of Claudius Giovanni (1035). He diablerised his Sire (1444), the founder of the Cappodocians. The *Red Death Trilogy* pretends it was caused by Lameth's manipulations, but the official setting says that he planned this himself, through the "conspiracy of Isaac". He also diablerised Lamia. [[PG2](#)] [[Cb-Gi](#)] [[Cb-V](#)] [[DSBH](#)] [[GC1,pp82-83](#)] [[EF](#)] [[RD](#)]



Claudius Giovanni <5-4> (988:1035+?) Progeny of Augustus Giovanni. Sire of Giuseppe , Marianna (1444) and Andreas. He diablerised Japheth (1444). Earl of Stavlachia. His corpse was given to the Capuchin when enraged Augustus nearly diablerised him in the late 18th century; no-one knows for sure what the Capuchin did with Claudius. [[Cb-Gi](#)]

[GC1,p45]

Ancient blood

Andreas Giovanni <5> Progeny of Claudius Giovanni. Sire of Lisandro Giovanni (1721). [CF,p59]



Pietro Giovanni <5> Sire of Madeleine and Vincenzo. He is the grandfather of Madeleine. [RD1]



Ignazo Giovanni <maybe 5> [Cb-C]



Ambrogino Giovanni <6-5> (:1045) Progeny of Constancia. Sire of Gillespi (1435). Confident of Augustus. Ambrogino has been searching for the Sargon Fragment, an artifact that reveals the plans of Cappadocius to diablerise God and thus become Him. Ambrogino didn't think it was possible to slay an aspect of the Holy Trinity, but he did think that Cappadocius was close to a source of godlike power. It was rumoured destroyed, and thus he began searching the underworld for it. [CotN,p83-84] [GC3] [TC3] [NoP]



Giuseppe Giovanni <6> Progeny of Claudius. Sire of Markus Musa Giovanni (1115). [CobN,p92] [Cb-Gi]



Lucretia Giovanni <6> (:1205) [GC3]



Marianna <6> (1425:1444) Progeny of Claudius Giovanni. She is the only member of the clan Giovanni who is not a Giovanni. [GC1,p82]



Baldesar Rossellini <6> (:1446) [GC3]



Mario Giovanni <6> (1477:1503) [GC2]



Pochtli <6> The progenitor of the Pisanob family. [Cb-Gi]



Madeleine Giovanni <6> Progeny of Pietro Giovanni, her grandfather. Her father Daniel was killed by Don Caravelli. She is spy and murderer of the Giovanni Clan. She is know as the Dagger of the Giovanni. She killed Don Caravelli and Don Nicko Lazzari, who were chief and second of the Mafia. [RD]



Vincenzo Giovanni <6> (~1620:~1650) Progeny of Pietro Giovanni.



Lisandro Giovanni <6> (1687:1721) Progeny of Andreas Giovanni. [CF,p59]

Ancillae blood

Markus Musa Giovanni <7> (1083:1115) Progeny of Giuseppe. Sent to Constantinople to help the latin Cainites establish a presence. [CobN,p92]



Del Giorgio Giovanni <7> Sire of Carmina and Geneva (~1400). [CotI,p59]



Gillespi Giovanni <7> (1410:1435) Progeny of Ambrogino. Runs Giovanni operations in London. [GC2] [GC3]



Rosaura Rossellini <7> (:1447) [GC3]



Kenneth Stahl <7> (:1680) [GC3]



Francesco Giovanni <7> Sire of Lupo Giovanni (1932). [WoD2]



Lorenzo Giovanni <maybe 7> [BC]



Vincenzo Giovanni <8> Sire of Pietro (1043). [TC3]



Carmina Giovanni <8> Progeny of Del Giorgio. [CotI,p59]



Genevra Giovanni <8> (:~1400+2000) Progeny of Del Giorgio. Ally of the Sabbat. Killed in Boston, "recently", by the Milliners. Diablerised by Francis Milliner. [CotI,p59] [GC4] [CN-Gi]



John Dunsirn <8> (:1650) [GC3]



Martino Della Passaglia <8> (~1663:1701) Beijing [WoD2] [Cb-Gi]



Andreas Giovanni <8> (:1754) [GC4]



Julietta Putanesca <8> Sire of Shlomo Rothstein (1911). [NoP]



Lupo Giovanni <8> (1885:1932) Progeny of Francesco Giovanni. Mombasa, Kenya. [WoD2] [Cb-Gi]

Young blood



Pietro Giovanni <9> (:1043) Progeny of Vincenzo. [TC3]



Rosario Giovanni <9> Sire of Salvatore Giovanni (1887). [NoP]



Adriana <9> [[web](#)]



Shlomo Rothstein <9> (:1911) Progeny of Julietta Putanesca. Capo of Las Vegas. [NoP]



Jason Milliner <9> (:1959) [GC4]



Don Michael Antonio Giovanni <maybe 9> Prince of Las Vegas. [Pariah]



Jarthis Giovanni <maybe 9> (+1823) Slave trade. [PG2]



Francis Milliner <10-9> Former business associate of mortal Joe Kennedy. Diablerised Genevra Giovanni. [Cb-Gi]



Antonio Giovanni <10> (:1875) [GC4]



Salvatore Giovanni <10> (:1887) Progeny of Rosario Giovanni. [NoP]



Lucretia Giovanni <10> Sire of Dr. Oliver Genet (1987). [CbN2]

Weak blood



Marciana Giovanni <11> (:1924) [CotN]



Rogério Giovanni <11> Sire of Cristoforo Giovanni (1951). [[HoD](#)]



Cesar Giovanni <11> Sire of Carlita Giovanni (1957). [NoP]



Domenic Giovanni <11> (:1959) [GC4]



Dr. Oliver Genet <11> (1939:1987) Progeny of Lucretia. [CbN2]



Stephano Giovanni <11> [GC4]



Rhys Dunsirn <11> Sire of Seamus Dunsirn (1973). [NoP]



Paul DiCarlo <12> (:1930) [GC4]



Cristoforo Giovanni <12> (:1951) Progeny of Rogério Giovanni. [[HoD](#)]



Carlita Giovanni <12> (:1957) Progeny of Cesar Giovanni. [NoP]



Seamus Dunsirn <12> (:1973+1999) Progeny of Rhys Dunsirn. Killed by Agaitas. [NoP]

Unknown generation



? <?> Narrates the first chapter of Cb-Gi and is 200 years old. [Cb-Gi]



Rafael Giovanni <?> [GttC]



Pisanob Hecstapolapiquatl <?> [GttS]



Andreas Niccolo Giovanni <?> (+) Killed by the Harbingers of Skulls. [GttS]



Vance Rosselini <?> [GttS]



Giancarlo Giovanni <?> [GttS]



Giancarlo Giovanni <?> [BW]



Luisa Calabria <?> [RaAu]



Brucilla <?> [AC,p43]



Isabel Giovanni <?> A spy inside the Camarilla, especially at Conclaves. She commonly masquerades as either a Toreador or a Ventrue. She has a feeding disorder: she only drinks from the severed heads of her vessels. [CN-Gi] [CN-Br]



Benito Giovanni <?> [CN-Tr]



Enzo Giovanni <?> Belongs to the Pentex Board of Directors. [Cb-Gi]



Chas Giovanni Tello <?> (+1999) Killed probably by Lazarus. [CN-Gi]



Enzo Giovanni <?> Prince of Venice. [[HoD](#)]



Andrew Dunsirn <?> (+1996) Killed by the Nosferatu Caius Augustus. [[HoD](#)]

Genealogy of the Gangrel

References

One of the Camarilla Clans [[VtM1](#)] [[VtM2](#)] [[VtM3](#)] [[PG1](#)] [[PG2](#)]. Described in a [clanbook](#) and a [revised clanbook](#).

"Wah'Sheen" in Arabia.

Justicars

Milov Petrenkov (founder) ; Elijah (-1704) ; Xaviar de Calais (1712-1999, departure of Gangrel from Camarilla).

Angus (in some novels).

Dedicated pages

- o [Clan Gangrel](#) (gangrel.com)
- o [Clan Gangrel](#) (panix.com)
- o [Clan Gangrel](#) (Robin Connor)
- o [Children of the Wyld](#)
- o [Gangrel Hunt](#)
- o [A Gangrel Journal](#)
- o [Ulfheidingr: The Scandinavian Gangrel Network](#)
- o [Gangrel](#)
- o [Clan Gangrel](#)
- o [Kasha's Gangrel Apocraphy](#)
- o [Gangrel in Saskatoon by Nigh](#)

Bloodlines

The Gangrel are probably strongly linked to the Ravnos (cf. [antediluvians' page](#)). This clan is probably the origin of the largest number of bloodlines : **Lhiannan** and **Laibon** don't acknowledge their Gangrel origin. The following ones recognise themselves as Gangrel offshots.

Ahrimanes

First introduced in the [Storyteller's Handbook to the Sabbat](#). More completely described in [Revised Storyteller's Handbook](#).

They were founded by the 7th generation Gangrel antitribu Muricia. All Ahrimanes are female (Country-)Gangrel upon whom the ritual of the Third Birth has been performed to awaken spiritual powers. This ritual transforms their vitae so they become infertile : the Ahrimanes are not a real bloodline, since all their sires are Gangrel and they don't have progeny.

NB: "Ahrimane" is the prince of evil for ancient Persians.

Dedicated pages

- [Ahrimane Homepage](#)
- [Bloodline Book: Ahrimane](#)
- [The Unofficial Ahrimane Page](#)

Mariner

Described in [Blood-dimmed Tides](#) and [Wolves at the Door](#).

Greek-Gangrel

Described in [Wolves at the Door](#). This bloodline dates back to as far as ancient Babylon. They have Obfuscate instead of Fortitude and live in the cities of medieval Europe and the Middle East.

City-Gangrel

Described in [Players Guide to the Sabbat](#) and [Guide to the Sabbat](#). They might be a mutation of the Greek-Gangrel.

Anda

Described in [Wind from the East](#). They stayed in Mongolia when the bulk of the Clan decided to move west. They lived among the Mongol horsemen but were destroyed by the Kuei-jin after the fall of the the Yuan Dynasty in China.

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 185 known Gangrel.

Powerful blood



Ennoia <3> (:~ -8000) Sire of Matasuntha and Enkidu (~ -2700). Ennoia is said to be a mortal child of Lilith (progenitor of Garou, gypsies, and mages), might also be the first Garou. The Rom are Ennoia's mortal descendants. She held the city of Ur, until its destruction by the Setites or the Assamites in 2300BC.

Some legends hints that she is Daenna, embraced by her lover Dracian and who ate the fruit, and that the other progeny of Dracian sired the Ravnos clan. [Cb-Ga,p11] [CF] [KmW,p36] [Gypsy]



Urlon of Uruk <4 or 5> (+~ -3000) Urlon was one of the earliest warlords of western civilization. He declared war to Ur, hoping to slay Arakur. He was killed by the pair Lantla-Drakonskyr. Urlon was probably a 4th or 5th gen. Brujah or Gangrel. More probably a Gangrel since they were the rulers or Ur/Uruk. [BHDB,p21]



Matasuntha <4> Tiger Beast Traits. Summon a Grand Gather in 400 CE and defeated all the challengers. Hungry for the blood of Cainites. [LS3,p21]



Odin, The All-High <4> Sire of Ulfsdottir (808). Ruled the North. Is "alive" and semi-active again. May be controlling Brunhilde. [LS3,p21] [WotS,p99] [CbR-Ga]



Enkidu aka. Sabrina <4> (:~ -2700) Progeny of Gangrel. Sumerian. Lived with the Gangrels in Ur until its destruction by the Setites. He is hunting the Setites. He usually

takes an other form (female) called Sabrina. He is the 10th of the Red List. [KmW,pp33-36] (Friend of King Gilgamesh of Uruk - 2700BC)



Vancouver Methuselah <4> Sire of Mictlantecuhtli (-51). Lies slumbering under Simon Fraser University in Vancouver. This ancient Cainite has been in the North America longer than any other known vampire. Probably male since the sire of Mictlantecuhtli is mentioned to be a male stranger in ADM. Saved Lyle from the Lupines. Manipulated Siegfried to make the truce with the Garous. [ADM] [DAV,p85]



Montreal Methuselah <4> Sire of a Wampanoag medicine man and a Nipmuck warrior. "Early in the 16th cent. she and her three progeny wandered south from in Montreal. During 30 years the brood spent wandering through the region, two new Gangrel were created. One was a prominent medicine man of the Wampanoag; the other was a young Nipmuck warrior who disappeared less than a year after his becoming" [DC,p15]



Hukros <4> Developed 1200 years ago in Africa the Path of Lilith. [DSBH]



Mictlantecuhtli <5-4> (-67:-51) Progeny of Vancouver Methuselah. He diablerised a Nosferatu (probably a Nictuku, because of 4th generation !). [ADM] [DAV,p85] (Aztec death god)

Ancient blood



Gilgamesh <5> Progeny of Enkidu. Ishtar was fighting with Ennoia, and that she (Ishtar) offered Gilgamesh the embrace but that he had already accepted it from Enkidu. However, it also said that Ennoia was going by the name "Enkidu" during that time... [CbR-To] (King Gilgamesh of Uruk - 2700BC)



Pard <5> Sire of Arnulf the Beast (446). [TbN,p70]



Ulfsdottir <5> (:808) Progeny of Odin, The All-High. She is the most mysterious of the major voices in the Free State. A former walkyrie.



Elijah <5> (+1704) Inconnu. Gangrel Justicar. Hunted down and killed by Xaviar in 1704, after been lost to the Beast. [CotN,p92] [PG2,p127]



Marcus Sextus, Esemkofu, The Egyptian <5> (1st cent.+483) Progeny of a Methuselah. Sire of Inyanga (483). Inyanga staked him and let him burn to the rising sun. Called Marcus Sextus in the revised Gangrel clanbook and Esemkofu in Chicago by Night. [CbN2,p85] [CbR-Ga]



Scendrak <5> Sire of Milov Petrenkov (974). [TC2,p91]



Gwyedd <5> in Hong Kong Primogen. [WoD1,p97]



Karsh the Avenger (Hassan al-Samhir) <5> (:~1210) Warlord Camarilla. An other (non official) view is that Jalan-Alav and Karsh are twins created by the split of

some 4th generation Gangrel. [CotI] [CotN]



a Wampanoag medicine man <5> (:early 16th cent.) Progeny of Montreal Methuselah. Sire of probably Battista Decamerone (1571). Proeminent medicine man of the Wampanoag. [DC,p15]



a Nipmuck warrior <5 or 6> (:early 16th cent.) Progeny of Montreal Methuselah or one of its progeny. Young Nipmuck warrior who disappeared less than a year after his becoming. [DC,p15]



Randall <probably 5> Sire of Christopher. Has Stamina 8, so he must be at least 5th gen. [GttC]



Al-Gamiz <maybe 5> Leader of the Gangrels who arrived in Spain slightly before the Moors. [Cb-Ga,p12]



Lareth <maybe 5> [Gypsies]



Nostoket <maybe 5> Shakar. [DSBH]



Jalan-Aajav <?-5> (:~1190) Seraph of the Black Hand. Was not a member of the True Hand, he knew of its existence and its destruction. Now second only to the Regent in the Sabbat. Jalan diablerised his sire, and possibly others of more powerful blood. An other (non official) view is that Jalan-Alav and Karsh are twins created by the split of some 4th generation Gangrel. [CbR-As] Says he is Assamite antitribu. [CotI] [CotN] [CbR-Ga] [CbR-As]



Brunhilde <6> (-173:-150) Aka Brynhild. Leader of the Valkyrie (or Waelkyrige), ans Oddindöhter radical feminist warrior sect. Maybe controlled by Odin, The All-High. [WoD1,p55] [WoD2] [CotN] [Cb-Ga] (Valkyrie leader)



Viktor <6> (-30:-3) General of Baba Yaga's Army of the Night. [RaR,p91] [NoP]



Rhun of Tintagel <6> Sire of Art Morgan (550) and Xavier de Calais (1356). [DCbN] [CotN]



Arnulf the Beast <6> (age early 30s:446+around 1490) Progeny of Pard. Sire of Iolanta of Nieplomice (1002) and Mitru the Hunter (1190). Bestial Force of Nature. Killed in battle by mortal Vlad Tepes. [TbN,p69] [TC2] [TC3]



Inyanga <6> (440:483) Progeny of Esemkofu. Sire of **Jesse "Twin Hawk" (1765)** and Doyle Fincher (1889). She killed her sire. She also killed a portuguese Malkavian. [CbN1] [CbN2,pp84-86] [CbR-Ga]



Milov Petrenkov <6> (948:974) Progeny of Scendrak. Inner Circle. One of the founders of the Camarilla and first Gangrel Justicar. Disappeared in the wilds of Siberia in the 1820's.

[TC2,p91] [GC1,pp56,58] [GC2,p18] [CbR-Ga]



Count Dunlop <6> (:963) Sire of Arthur Dunlop (963) , Richard Dunlop (963) and William Dunlop (963). [GC3]



Geoffrey Leigh <6> (:1042) [GC2] [GC3]



Marie Feroux <6> (:~1050+1076) Sire of Thomas Feroux (1076). She awaited the dawn after embracing her son. [CobN,p94]



Lady Dimitra <6> (1139:1173) [Cb-Se,p68] [GC1]



Canis <6> (+1640) A vampiric wolf. [JbN,p76]



Thorhalla <6> Sire of Hakkon. Walkyrie. [JbN,p79]



Harbard <6> He is the leader of German Gangrels. He lives in the Black Forest. [Cb-Ga]



Ellison Henri <6>



Gareth <6> Sire of Tyrus (1635). [CbN2,p88]



Battista Decamerone <6> (1512:1571) Progeny of probably Wampanoag medicine man. Embraced by a dying Wampanoag kindred. [DC,pp15,44]



Hidalgo <6> Sire of Muricia (1653). His progeny, Muricia, founded the Ahrimanes. [[Alternate New Orleans](#)]



Fenton <6> (:1880) He is the leader in Tasmania. [Cb-Ga,p14]



Ariadne <6> Archon. [GttC]



Mbogo Biashara <6> (age 35:1919) Prince of Mombasa, Kenya. [WoD2]



Christopher <probably 6> Progeny of Randall. [GttC]



Blaidd <maybe 6> (+1093) Sire of ? and Ragnar Nordstrom. Killed (probably diablerised) by Owain [BC]



Angus <maybe 6> He is Justicar in WW novels.

Ancillae blood



Art Morgan <7> (520:550) Progeny of Rhun of Tintagel. Primogen of DC. Justicar would be. [DCbN,p49]



Odoin <7> Sire of Al-Wali (672). [VN]



Arthur Dunlop <7> (:963) Progeny of Count Dunlop. [GC3]



Richard Dunlop <7> (:963) Progeny of Count Dunlop. [GC3]



William Dunlop <7> (:963) Progeny of Count Dunlop. [GC3]



Hectorous <7> (+) Sire of Verpus (1145). Killed by Thomas Feroux because of childing a bastard. [CobN,p95]



Iolanta of Nieplomice <7> (984:1002+~1550) Progeny of Arnulf the Beast. Enjoy veneration of Krakow pagans. [TbN,p70]



Baron Thomas Feroux <7> (1055:1076) Progeny of Marie Feroux. He befriended Symeon in Constantinople. [CobN,pp94-95]



Mitru the Hunter <7> (age early 20s:1190) Progeny of Arnulf the Beast. Sire of Wulfar (1179). Silent Avenger. Prince of Napoca/Klausenburg, Transylvania around 1200. Ally of Dracula. Kupalan Cultist. Said to have embraced too many childer. [TbN,p71] [TC1,p78] [TC3] [TC4,p86]



Xavier de Calais/Xaviar <7> (:1356) Progeny of Rhun of Tintagel. Gangrel Justicar since 1712. Chairs the triennial New Orleans Conclave. He claims to the Baltimore conclave (saturday 7th august 1999 [CN-V]) to have been attacked by an Antediluvian. Then, he announces the departure of the Gangrel from the Camarilla. [VtM2,p42] [CotN,p91] [LS3,p37] [NOBn,p92] [CN-Ga] [CN-V] [CN-Br]



Hakkon <7> Progeny of Thorhalla. Norse mercenary who want to return to his land. [JbN,p77]



Haakon Mortensen <7> (:1385) Country Gangrel [GC2]



Tyrus <7> (1604:1635) Progeny of Gareth. Sire of Ramrod (1954). [CbN1] [CbN2,pp88-89]



Muricia <7> (1632:1653) Progeny of Hidalgo. This Gangrel antitribu is the founder of the Ahrimane bloodline. In 1778, Muricia performed the ritual that turned her into the first Ahrimane. [SHS] [[Alternate New Orleans](#)]



Jesse "Twin Hawk" <7> (1737:1765) Progeny of Inyanga. Sire of Reverend Mitchell (1912). [[Alternate New Orleans](#)]



Keegan <7> Sire of Anthius (1872). [CbN2,p89]



Doyle Fincher <7> (1854:1889) Progeny of Inyanga. Sire of Rosa Hernandez (1974). He is now an Antitribu. [CbN2,pp86-87]



Soldat <7> City Gangrel antitribu. Black Hand Dominion. 25:17 Pack. [MobN]



Talos <7> It is rumored that the concentration camp near Glödker was destroyed when the Nazis included Talos among the Gypsies incarcerated. That night, with the typical Gangrel regard for the Masquerade, he embraced fully half the tribe of the Szdano Romany with whom he had been captured. Needless to say, the hastily-drafted Neonates fed well, and the official sotry at Berlin was the camp was lost to a misplaced Allied bombing. [Cb-Ga,p13]



Ralf Keller <7> Sire of Daryl Lutz (1910). [BbN,p47]



Arthur Gonzales <7> (1964:1986) [SC]



Beckett <7> Progeny of Aristotle de Laurent (adoptive). Enemy of Vykos. One of the most famous Noddist, said to be a member of the Mnemosyne, the Memory-Seekers, the bloodline of Caine-worshippers who devote themselves to the study of the first vampire and The Book of Nod. [BoN] [CN-Tz] [TC3] [ToTB] [NoP] [[web](#)]



Janey Pickman's sire <7> (+) [TTM]



Erik <7> (+) Transformed into a Gargoyle by Etrius. [VtM-R]



Vulture <maybe 7> Ruler of the Madison Free State in Wisconsin. Balding, stooped and feathered. [WoD2]



? <maybe 7> (+1093) Progeny of Blaidd. Killed by Owain [BC1]



Ragnar Nordstrom <maybe 7> Progeny of Blaidd. Sire of Pierre Beauvais. [BC1]



Sebastien Goulet <8-7> Sire of Alex Camille and Spider. City Gangrel antitribu. Ductus of Queens of Mercy Pack. [MobN]



Philippe Rigaud <9-7> (1650:1673) Progeny of Henri. Antitribu. Member of the Black Hand. [CbN2,p138]



Lucian <8> (-100:-40) Sire of Mark Decker (1777). He slew his sire around 1100. [VtM2,pp251-252] [MibN]



Al-Wali (Beast of Cordoba) <8> (:672) Progeny of Odoin. Has horrible scars and deformities from the near-fatal burns it recieved during the Muslim sacking of Cordoba. Spent centuries in hiding, learning and healing. It now pretends to be a Arabic Mutasharid (Nosferatu). It does all it can to chip away at the foundations of Islamic and Ashirra control in Cordoba. [VN]



Verpus Sauzez <8> (1118:1145) Progeny of Hectorous. Thomas Feroux spared his unlife. [CobN,p95]



Wulfar <8> (1162:1179) Progeny of Mitru. Hunt by his sire's side. [TC1,p79]



Illana <8> (1193:1214) Sire of Simon Lollen (1734). Is it the same vampire described under the name Illyana in BoN? [DAV]

Snee <8> (:1525) [GC2]

Henri <8> Sire of Philippe Rigaud (1673). Antitribu. [CbN2]

Rachel <8> (:1760) [AH]

Jared <8> Sire of Roxy (1895). [NObN]

Anthius (Dread) <8> (1845:1872) Progeny of Keegan. Sire of Natalie. [CbN2,p89]

Daryl Lutz <8> (:1910) Progeny of Ralf Keller. Inhabits Grunewald. [BbN] [BC3]

Reverend Mitchell <8> (:1912+1967) Progeny of Jesse "Twin Hawk". Sire of Charles "Charlie" Harrison (1962). Killed by a setite. [[Alternate New Orleans](#)]

Randy Zelle (Ramrod) <8> (1930:1954) Progeny of Tyrus. Sire of Jackie Goodman (1965). [CbN2]

Gates <8> Archon of Karl Schrekt, Tremere Justicar. [BbN]

Janey Pickman <8> Learned of Vampires from her grandmother's stories. She worked on farms and in factories while seeking them out. Found one and begged to be taken along. Her sire agreed only if she survived the trip. She proved to be tough as nails. Joined the Boot Hill Gang after her sire died. [TTM]

Harry Reese <8> Antitribu. Member of the Dead Gypsies - a nomad pack. [SHS]

Lauren Duncan <8> Antitribu. Member of the Deathbringers Sabbat nomad pack. [SHS]

Rosa Hernandez (Rose) <8> (1953:1974) Progeny of Doyle Fincher. [CbN2]

Frère Marc <8> Country Gangrel antitribu; Shepherds of Caine pack. [NoP]

Aengus mac Fergaille, aka Brother Angus <8> Country Gangrel, and Crimson Brotherhood pack leader. [[HoD](#)]

Pierre Beauvais <maybe 8> Progeny of Ragnar Nordstrom. Sire of Jebediah Roney. [BC1]

Tatiana <maybe 8> Gangrel archon. Disappeared during her research about a special breed of Sabbat super warriors (the Ahrimanes). [SHS]

Joaquim <maybe 8> Primogen of San Francisco in 1859. Canadian Blood. [BW]

Alicia McGreb <maybe 8> Primogen of San Francisco in ~1956. [BW]

Young blood

- *Kostbera* <9> Sire of Eirik Longtooth (903). One of the True Vargr. [AT]
- *Marpessa* <9> Sire of Kossos (1157). [VN]
- *Harnuth* <9> Sire of Tiberiu (1050). [TC2,p91] [TC3]
- ☞ *Simon Lollen* <9> (1704:1734) Progeny of Illana. [DAV]
- ☞ *Mark Decker* <9> (:1777) Progeny of Lucian. Sire of Derek Hillen (1806) and Julia Calvin (1989). He is commander of the Anubi. [MibN]
- *Roxy* <9> (:1895) Progeny of Jared. [NObN]
- *Horrock* <9> Sire of Tanner. [CN-R]
- ☞ *Lars Thorwald* <9> Sire of Ma'ia (1959). [WoD1] [IE2]
- ☞ *Charles "Charlie" Harrison* <9> (1930:1962) Progeny of Reverend Mitchell. [[Alternate New Orleans](#)]
- ☞ *Jackie Goodman* <9> (:1965+1993) Progeny of Ramrod. Killed in a Under a Blood Red Moon. [CbN1] [UBRM]
- ♀ *Red Cat* <9> (+1993) Ahrimane of Birmingham. Leader of the Watchdogs pack until killed. [SHS]
- ♀ *Nettie Hale* <9> Ahrimane of Birmingham. Member of the Watchdogs pack. [SHS]
- ☞ *Alex Camille* <9> Progeny of Sebastien Goulet. City Gangrel antitribu. Queens of Mercy Pack. [MobN]
- ☞ *Spider* <9> Progeny of Sebastien Goulet. City Gangrel antitribu. The Wretched Pack. [MobN]
- ♀ *Celeste* <9> Country Gangrel antitribu. Navigators Pack. Has a Lupine friend. [MobN]
- ♀ *Natalie* <9> (+1993) Progeny of Anthius. Killed in a Under a Blood Red Moon. [CbN1] [UBRM]
- ☞ *Andre* <9> Antitribu. [RoP]
- ♀ *Maria Stone* <9> Antitribu. Member of the Watchdogs pack. [SHS]
- ☞ *Jebediah Roney* <maybe 9> Progeny of Pierre Beauvais. Sire of Nicholas. [BC1]
-

Merill Olsen <maybe 9> One of the only four Kindred in Kingston, Ontario. [WoD2]



Eirik Longtooth <10> (:903) Progeny of Kostbera. Sire of 3 childer. Childer of one of the True Vargr. Embraced while in Outlawry for his opposition to Harold Fairhair's conquest of Noway. [WotS,p100] [AT]



Kossos <10> (:1157) Progeny of Marpessa. Kossos's story parallels that of the Mutasharid (Nosferatu) Samsi. He is the grandchilde of Aleppo's Wah'Sheen (Gangrel) elder, who remains lost in the glory of the city's Hellenic period. He, like Samsi, was embraced as the elders rearmed themselves after the Crusades. [VN]



Tiberiu <10> (age 30s:1050) Progeny of Harnuth. Antitribu. Diplomat and messenger of Radu. TC1 says he was embraced in 1050, TC3 says 1190. [TbN,p73] [TC1,p79] [TC2,p90] [TC3] [TC4,p86]



Derek Hillen <10> (:1806) Progeny of Mark Decker. Always wanted to be important. After coming to Vancouver, he got his wish. Leader of the Gangrel there. Though no one takes him completely seriously, they do treat him with some respect when he's around. He refuses to have any interaction with the garou in the Vancouver area. [DAV]



Mowgli <10> (1819:1830) Antitribu. [DC]



Benoir <10> Sire of Laura (1903). [NObN]



Melissa <10> (:1914) [DCbN]



Wendy <10> Sire of Thomas Gerhieren (1971). [MibN]



Lord Ashton <10> Sire of Dr. Raoul King (1968). Anarch. Storyteller. [Cb-Ga]



Mikki <10> Sire of C.J. (1954). [Cb-Ga]



Ma'ia <10> (~1940:1959) Progeny of Lars Thorwald. [IE2]



Julia Calvin <10> (:1989) Progeny of Mark Decker. [MibN]



Juanita Santiago <10> Ahrimane of Birmingham. Member of the Watchdogs pack. [SHS]



Sophia Watson <10> She is anarch. [SHS]



Tanner <10> Progeny of Horrock. Sire of Ramona (1998). [CN-Ga] [CN-R] [CN-An] [CN-Br]



Lailen <maybe 10> [PG2]



Nicholas <maybe 10> (+1999) Progeny of Jebediah Roney. Wants to revenge Blaidd, his great-great-grand sire. He was possessed by the Beast. Diablerised Montrovant. The Beast

fled his body shortly before Nicholas killed himself in a fit of madness. [BC]



R.J. <10> (late 1930s:~1970) Vampire of Cleveland, Ohio. [BN,p4-5]

Weak blood



Count Humbert Dideaux <11> (:1099+14th cent.)



Laura <11> (:1903) Progeny of the Benoir. [NObN]



C.J. <11> (:1954) Progeny of Mikki. [Cb-Ga]



Dr. Raoul King <11> (:1968) Progeny of Lord Ashton. [Cb-Ga]



Stemislav <11> Retainer of the Arctos magi. [HH]



Coville <11> Sire of The Reverend. [Cb-Ga]



Thomas Gerhieren <11> (:1971) Progeny of Wendy. [MibN]



Calvin Cleaver <11> (:1977) [CotN]



Joseph Fuller <11> (:1984) [DCbN]



Bobby Lemon <11> Anarch. Member of the gang "Night Crew". [SHS]



Ramona, aka. Pilar Ramona Salvador <11> (:1998) Progeny of Tanner. She possesses the "ghost sight". [[CN-Ga](#)] [CN-R] [CN-An] [CN-Br]



Blitzkrieg <11> (+1998) Antitribu. Fairuza's Pack. [TC4,p85]



Carlos <11> City Gangrel antitribu; Talons pack. [NoP]



Isabel Manara <12> (1180:1191) She is a Carrion Thief. [CobN,pp94-95]



The Reverend <12> Progeny of Coville. [Cb-Ga]



Dietric <12> (+1993) Sire of Malcolm. Killed in a Under a Blood Red Moon. [CbN1] [UBRM]



Diana Wentworth <12> [RaAu]



Jonathan Lang <12> Sire of Sarah Raines (1963). [DC]



Max Lowell <12> (:1948) Antitribu : City Gangrel [GC4]



Lula Burch <12> Antitribu. Member of the Dead Gypsies - a nomad pack. [SHS]



Leo Washington <12> Antitribu. Member of the Sabbat nomad pack "Crypt-Ticks". [SHS]



Demian <12> Sire of Bill Butler (1989). Antitribu. City Gangrel. [CbN2]



Bothwell <12> (:1972) [AH]



Tabitha Prester <12> (:1988) [DCbN]



Sarah Raines <13> (:1963) Progeny of Jonathan Lang. [DC]



Malcom <13> Progeny of Dietric. [CbN1] [CbN2]



Bill Butler <13> (1943:1989) Progeny of Demian. Antitribu. City Gangrel. [CbN2]

Unknown generation



Edward Blackfeather <?> Cherokee medicine man. [CN-Ga] [CN-An] [CN-Br] [BC]



Windam <?> [BoN]



Cornell <?> [BoN]



Piotr <?> [BoN]



Chauson <?> [BoN]



Far Runner <?> [BoN]



Herve <?> [BoN]



Marshall <?> [BoN]



Golina <?> [BoN]



Miss Colina <?> [BoN]



Madame Zorza <?> Gypsy fortuneteller. [RD1]



Karen Anotos <?> [Cb-Ga]



Talking Water <?> Welcomed the first settlers to Virginia. [Cb-Ga]



Xotli the Toad <?> [WoD2]



Rufus <?> Determined to help stop the madness that is taking hold of the Iberian Peninsula. [WoD2]



Zayyat <?> Also called Abu Shammal ("Father of the Sandstorm"). [WoD2]



Malenkov <?> [GttC]



León <?> Keeper of Elysium of Vienna in 1897. [TC4]



Allen Two-Timer <?> Milwaukee. [GttC]



Malachi <?> Scourge of Baltimore. Presumably killed along with Garlotte. [CN-Br]

Genealogy of the Anda

References

Described in [Wind from the East](#).

History

This Gangrel bloodline stayed in Mongolia when the bulk of the Clan decided to move west. They lived among the Mongol horsemen, using special disciplines called *Ma*, but were destroyed by the Wan Kuei after the fall of the the Yuan Dynasty in China, by the end of 1388. Few women were ever embraced into this bloodline.

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 7 known Anda.

Powerful blood



Dobrul the Brave <4 or 5> (+1388) Sire of Chinkhai and probably Yesira. Progenitor of the Anda bloodline, his torpored body was protected by his childer and a legion of gargantuan, hideously mutated animals. Destroyed by the Wan Kuei at Karakorum. [WfE]

Ancient blood



Chinkhai the Fierce <5 or 6> (+1388) Progeny of Dobrul. Mortal grandson of Dobrul, wanders aimlessly for centuries before the destruction of the Anda in and around 1388. [WfE]



Yesira <5 or 6> (+1388) Progeny of probably Dobrul. Mortal mother of Chinkai. Tends to the gargantuan animals that protect Dobrul's torporus form. [WfE]



Jelme the Damned <6 or 7> (+1388) Grand-childer of Dobrul. Personal guard of Ghengis Khan. [WfE]



Oderic <6> (+1388?) Sire of Aajav. Anda elder. [WfE]

Ancillae blood



Aajav, the Young Wolf <7> (+1236) Progeny of Oderic. Sire of Qarakh. Diablerized by his brother and childer in 1236, his ashes scattered on the shore of the Onon River. [WfE]



Qarakh <8-7> (+1388) Progeny of Aajav. Diablerized his brother and sire in 1236. [WfE]

Genealogy of the Lhiannan

References

First introduced in the [Dark Ages Companion](#). Their Gangrel origin is revealed in [Libellus Sanguinis III](#).

History

The Lhiannan hung out with the Celts, worshipped the Ancient Mother in her darker aspects and claimed to descend from the Crone. They were hunt and destroyed by the other Clans before the Renaissance.

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 0 known Lhiannan.

Genealogy of the Laibon

References

First introduced in the [Dark Ages Companion](#). Their Gangrel origin is revealed in [Libellus Sanguinis III](#). The founder, an ancient Methuselah named Fakir Al Sidi, is named in [A World of Darkness, 2nd edition](#).

History

The Laibon are a little-known Bloodline of Vampires hailing from Africa. They do not subscribe to the Cainite myth, believing themselves to have an altogether different origin. They are very much in touch with their Primal sides, mastering Animalism, Fortitude and a unique Discipline called Ambombwe which deals with tapping the spiritual power of the Beast in ways that exceed even Animalism. Virtually unknown in modern times (they keep an extremely low profile; most encounters with them appear to simply confuse those who've observed them into thinking that they are some strangely-powered Gangrel or other types), they were much-respected in the Dark Ages as shamans, philosophers and storytellers.

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 4 known Laibon.

Powerful blood



Fakir Al Sidi <4> Sire of Kamiri wa Itherero. Gangrel, founder of the bloodline, migrated southwest into Africa and Embraced his single child Kamiri wa Itherero, after which he taught him the "magics of blood and earth". Only 10 Laibon are known to exist. [WoD2]

Ancient blood



Kamiri wa Itherero <5> Progeny of Fakir Al Sidi. Disappeared a thousand years ago. The legend though, lives on. Traditionally, the Laibon living near Mombasa takes the name of Kamiri wa Itherero, in honour of the Founder's son. [WoD2]

Ancillae blood



Kamiri wa Itherero <maybe 7> (:1582) The current Laibon called Kamiri... [WoD2]

Unknown generation



Jubal <?> An enigma to the Cainites of Cairo. Stood by Sultan Antonius's side since the man first came to power. were it not for his loyalty to Antonius, he would likely have slipped back to his southern homeland many years ago. [VN]

Genealogy of the Lasombra

References

First introduced in the [Player's Guide to the Sabbat](#). Described in a [clanbook](#).

Dedicated pages

- [Lasombra](#)
- [Lasombra antitribu](#)
- [Lasombra antitribu](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 108 known Lasombra.

Powerful blood



Lasombra/Typhon <3> (:~ -8000+1405) Sire of Osiris (~ -4000) , Montano (~-1000) , Boukephos and Gratiano (~1100). He has been betrayed by Gratiano and killed by the early Sabbat. Some of his blood runs through the veins of an Assamite antitribu: the Hulul. Lasombra is also known as Lambech. Lasombra is probably Typhon, the sire of Osiris, who ruled over Nubia and Ethiopia. Some say [LS1] that Lasombra never embraced a woman, then Sybil is not his childe, and should have diablerised someone.[CbR-V] calls him Lucien, who drove his brother into torpor and salted the earth where he lay. [CotI,pp39,47] [PGS] [GttS] [LS1] [CbR-V,p13]



Osiris <4> (:~ -4000+~ -3000) Progeny of Typhon. Sire of Khetamon (~ -3000). Of unknown clan. Probably embraced around 4000BC in Egypt (the first pharaonic dynasty began in 3000BC). Destroyed by Set (maybe around 3000BC). He created the discipline of Bardo. His sire Typhon is probably Lasombra, who might have ruled over Nubia and Ethiopia at this time. [Mummy1] [HH]



Montano (Ontai) <4> (:~ -1000) Progeny of Lasombra. He is a Masai. Allegedly the first progeny of Lasombra, but we could guess that Lasombra didn't wait seven milleniums before creating his first progeny. Left when Gratiano's party attacked his sire. [CotI,p47] [GttS] [Cb-L]



Boukephos <4> Progeny of Lasombra. Sire of Goeffrey and Tercio Bravo (1101). Greek origin. Also known as Francisco Diego Del Belmonte. [VDA,p6] [LS1,p31] [DT,p18-19] [CN-L] [AK,p122]



Sybil <4> Sire of Marcus Vitel (31). Sybil is a serious player of the Jihad, manipulating first Marissa, of Clan Tremere and now Vitel. Because it is said that Lasombra never embraced a woman, we could think that Sybil committed diablerie. [DCbN,p86]



Xarca <4> [[web](#)]



Gratiano <4> (:~1100) Progeny of Lasombra. Last progeny of Lasombra. He helped to kill his sire (might have diablerised him). Disappeared along with his court, shortly after becoming Archbishop. [CotI,p39] [GttS] [Cb-L] [TC]

Ancient blood



Khetamon - Grand Undying King <5> (:~ -3000) The only survivor of Osiris' Progeny. Probably embraced around the time of Osiris' death (3000BC, when the first pharaonic dynasty began). Philosopher and magician. He is the master of the Children of Osiris, currently in torpor in the Grand Temple of the Children of Osiris, located on a snowy mountain in Nepal, nearly inaccessible to the world. His original clan is unknown, but we can guess that his grand-sire Typhon was Lasombra. [Mummy1,pp64-65] [HH]



Goefrey <5> Progeny of Boukephos. In England. [DT,p18-19]



Marcus Vitel, alias Lucius Aelius Sejanus <5> (~-5:31+2 nov 1999) Progeny of Sybil. Sire of Monica Black (1970). Prince of Washington DC. He is masquerading as a Ventrue. Killed by Theo Bell in Baltimore (CN-Br,p199) for being a spy for the Sabbat Archbishop Sasha Vykos. [DCbN,pp84-86] [CN-Tz] [CN-Br] (Roman Officer)



Silvester de Ruiz <5> Sire of Ambrosio Luis Monçada (1153).



Tercio Bravo <5> (:1101) Progeny of Boukephos. Hero of the Reconquista. The last surviving member of El Cid's war band. [AK,p122]



Constantius <5> Sire of Narses (579). Prince of Rome in the 12th and 13th centuries. Disappeared in 1309 [[VST](#)]. Probably the sire of Narses. [TP,p139,148]



Nahir <5> Noddist. Says that the Crone in Siberia is not Baba Yaga. Beckett says Lasombra is his grand-sire. [ToTB]



Justine Bern <7-5> (+1994) Archbishop of New York City. Manipulated by Anis, she believes she is Alicia Varney, a billionaire and Bound Ghoul. Originally a seventh-generation, Justine had lowered her generation by killing her sire shortly after being Embraced and drinking his blood. A century later, she had trapped and killed a fifth-generation Ventrue elder, again drinking her victim's blood. Justine had risen to the post of Archbishop of New York. Her predecessor, Violet Tremain, had vanished under unexplained circumstances. So had Shawnda Dirrot, the priscus of Manhattan. Killed by Melinda Galbraith. [RD]



Abdullah <6> Sire of Suleiman ibn Abdullah (299). [VN]



Narses <6> (~478:579) Progeny of Constantius. Sire of Alfonzo of Venice (895) and Magdalena Castellucci Borcellino. Antonius rival. Made responsible for the Italian territories of the Byzantine empire. Cuts the ties with Constantinople in 660 and rules independently from Venice. Lost Venice to the Giovanni in the 15th century. Leader of the Cainite Heresy as the Archbishop of Nod. **Probably a progeny of Constantius.** [CobN,p97] [CH,p57] [JbN,p83] ([Byzantine general](#))



Enrico <6> Sire of Paliuro Rustucci (717). [JbN,p81]



Erasmus Casimiro Alonso de Cursio <6> Progeny of Basilio (920). [TbN,p75]



Lord Leopold Valdemar <6> (1074:1113) [GC1,p48]



Ambrosio Luis Monçada <6> (:1153) Progeny of Silvester de Ruiz. Sire of Lucita (1190, only child). Was archbishop when human, still has true faith. Archbishop of Madrid in WoD2 and CotN. Cardinal in CN-L and CN-As. Killed by Fatima with help of Lucita in CN-As. [WoD2] [CotN] [GttS] [TC3] [CN-L] [CN-As] [CN-Tz]



Lucius <6> Prince of Palermo in 1203.



Pablo y Concerella <6> Prince of Barcelona in 1203.



Benito de Lucca <6> Prince of Genoa in 1203.



Omar <6> Diablerised by Lucita during the Dark Ages.



Lord Alexandre <6> (:1350) [GC2]



Monica Black <6> (1943:1970) Progeny of Marcus Vitel. Sire of Cynthia Black (1973). Antitribu. Twin of Cynthia Black. [DCbN,p87]



Elieser de Polanco <maybe 6> Quiet rival of Tercio Bravo. Appreciate the art and music of the Moors. [AK,p123]



Kristos <maybe 6> **Prince of Naples in 1516** [[VST](#)]



Donna Beatrice <maybe 6> Sire of Don Medina Sidonia (~1570). Member of the Friends of the night. [Cb-La]



Claudius Eugenio <maybe 6> Sire of Montrovant. [GCov]



Oliver Young <maybe 6> Member of the Inconnu, formerly of the Sabbat. [SHS]



Lord Marcus <maybe 6> Developed the Path of Power and Inner Voice. [PGS]

Ancillae blood



Ectoris <7> Sire of Magnus (76). Magnus staked him. [CobN,p96]



Suleiman ibn Abdullah <7> (:299) Progeny of Abdullah. Mullah of the Ashirra. The founder of the Ashirra sect. He rarely speaks of the evening when he went to Madina to make a pawn of the supposed prophet, Muhammad. He can only say that he saw salvation in that man. He submitted to Allah and was set on a new course. [VN]



Pharnabazus <7> Sire of Mania (324). [VN]



Marcos <7> Sire of Bard (809). [VN]



Paliuro Rustucci <7> (683:717) Progeny of Enrico. Sire of Pacifico Grillati (980). Former Prince of Jerusalem. [JbN,p79]



Bishop Alfonzo of Venice <7> (850:895) Progeny of Narses. Prince of the Latin Quarters in Constantinople. [CobN,p97]



Magdalena Castellucci Borcellino <7> Progeny of Narses. Watch Paliuro for Narses. [JbN,p97]



Isabelle <7> Sire of Bishop Gabriella of Genoa (936). [CobN,p98]



Juan Antonio Ramirez y Alvarez de Santiago <7> Sire of Liseta Iluminada (960). [TbN,p77]



Basilio The Elder <7> (age 30s:920+Inquisition) Progeny of Erasmo. Prince of Sardica/Sofia, Bulgaria in 1203. [TbN,p75]



Barbelo <7> Bishop of Nod in the German Empire. [CH,p58]



Lucita <7> (1170:1190) Progeny of Ambrosio Luis Monçada. Antitribu. Diablerised a Lasombra named Omar during the Dark Ages, still of 7th gen. in TbN, CN-L, NoP and TC4, but 6th gen. in AoV. Met and fought Fatima during the crusades, they became friend and lovers. Defeated Fatima when she had a contract to kill her. Has been archon. Associated with Anatole and protects him ; believes that after his diableries, the demon Kupala now speaks through him. Friend of Beckett. Helped Fatima to kill Monçada in CN-As. Also lover of Jan Pieterzoon. Turned pro-Sabbat in MS and going to be Archbishop. [TbN,p75] [TC1] [TC2] [TC3] [GttS] [[CN-L](#)] [ToTB] [AoV] [[web VDA](#)] [[web VtM](#)] [MS]



Parrichus <7> Prince of Zara, Venetian States, from 1203.



Anicius <7> Co-prince of Florence in 1203.



Panfilo "the Cruel" <7> Co-prince of Florence in 1203.



Giangaleazzo <7> (1351:1402) Was Archbishop of Milan. Recently defected to the Camarilla. Now Prince of Milan. Long-time friend of Ambrosio Luis Monçada. The historical Giangaleazzo Visconti, ruler of Milano who conquered half of Italy, is described on many [web pages](#). He died unexpectedly at the age of 51. [CotN,p63] [PGS] [WoD2] [GttS] [NoP]



Francisco Domingo de Polonia <7> (1570:1600) Embraced with a horrid sunburn. Archbishop of New York until the fall of the city in NoP. Recently promoted to cardinal of eastern lands. [CotN] [WoD2] [GttC] [NoP] [CN-L] [CN-Tz] [CN-Br]



Talley <7> (:around 13th century) Sabbat Templar. Great-grand son of Boukephos. [CN-L]



Tobias Smith <7> (:1889) Templar of the Archbishop. Right hand of Archbishop Valez. Lost Angels Pack. Ezekiel's mentor. [MobN] [NoP]



Cynthia Black <7> (1946:1973) Progeny of Monica Black. Antitribu. Her twin sister. [DCbN,p88]



Borges <maybe 7> Sire of Sebastian. Archbishop of Miami. Blind. [CN-Tz] [CN-M]



Luther Black <maybe 7> (+) Destroyed in V:TM-R (game objective). He is either killed by Christof and his coterie or dies by his own hand. [VtM-R]



Montrovant <maybe 7> (+1999) Progeny of Claudius Eugenio. Sire of Le Duc and Agnes. Seeks the Holy Grail for the glory of his clan in GCov. Awakened from torpor in 1999. Diablerised by the Beast/Nicholas in BC3. [GCov] [BC3]



Julia <maybe 7> Antitribu. [WoD2]



Camille <maybe 7> Archbishop of Brisbane since 1912. [WoD2] [RaAu]



Vizier Suliman <maybe 7> Antitribu, advisor to Shaykhe Muhammad of the Eastern Province. [WoD2]



Don Ibrahim <maybe 7> (+1999?) Captured by the Black Hand and probably dead. It was him who under torture, revealed the layout of Monçada's fortress to Fatima. [CN-As]



Antonio Vallejo <maybe 7> Sabbat. Trained during centuries in Madrid by Cardinal Monçada. Squadron leader of the Cardinal's elite Shadow legionnaires. Commander during the attack of Atlanta, June 1999. [CN-Tz]



Don Medina Sidonia <maybe 7> (:1588) Progeny of Donna Beatrice. Embraced under the rule of Phillip II of Spain after the ned of the Invincible Armada. Sidonia is a grand master of strategy. [Cb-La]



Magnus <8> (35:76+1204) Progeny of Ectoris. Sire of Sarah (402) and Peter (407). Living in Constantinople, pledges himself to the service of Michael in 337. Narsene Lasombra killed him. [CobN,p96]



Mania <8> (:324) Progeny of Pharnabazus. Sorceress of Baghdad. During the dark ages, she and her curio shop were relics of a much earlier age. was Embraced during the reign of the Sassanian Persians, and has remained exclusively between the Tigris and Euphrates rivers ever since. Her enemies whisper that she is physically unable to cross the running water. [VN]



Bard <8> (:809) Progeny of Marcos. Sultan of Granada. The martially inclined Sultan hid the fact that she was female from everyone because she feared that the warriors loyal to her would either abandon her or question her authority if they discovered she was a female. wore voluminous cloaks of dark hues to maintain the ruse. [VN]



Felice de Berengar <8> (:914) Bishop of Nod in France. [CH,p58]



Bishop Gabriella of Genoa <8> (898:936) Progeny of Isabelle. Saved from destruction by Symeon in 1185. She is held in Shabah haven. [CobN,p98]



Liseta Iluminada <8> (944:960) Progeny of Juan Antonio. Accused of witchcraft by Archbishop Geza. [TbN,p75]



Pacifico Grillati <8> (940:980) Progeny of Paliuro Rustucci. [JbN,p81]



Black Wallace <8> (:1659) [CotN]



Desiree Traville <8> (1740:1764) Sabbat. Member of the Ravens - a founded Coven. [SHS]



Catherine Esposito <8> Sire of Dr. Julius Sutphen (1872). [NoP]



Tarantine <8> Sire of Mohammed al-Muthlim (1963). [LAbN]



Hendrik Van Dyck <8> Sabbat agent in Amsterdam; other Kindred are either unaware of his clan or think him antitribu. [WoD2]



Carolina Valez <8> (:1957) Archbishop of Montreal since 1992. Lost Angels Pack. [MobN] [NoP]



Armando Mendes <maybe 8> Sabbat Bishop [CN-Br]



Sebastian <maybe 8> (+1999) Progeny of Borges. Protege of Borges. Bishop of Atlanta in 1999. Killed by Victoria Ash. [CN-Tz] [CN-M]



Anders Waldegren <maybe 8> Bishop of Long Island. [Pariah]



Le Duc <maybe 8> Progeny of Montrovant. Frenchman [GCov]



Agnes <maybe 8> Progeny of Montrovant. Mother Superior [GCov]

Young blood



Sarah The Chaste <9> (385:402) Progeny of Magnus. She staked Magnus and gave him to the Narsene Lasombra. [CobN,p98]



Peter The Humble <9> (370:407+1204) Progeny of Magnus. He led Mary the Black to Michael. [CobN,p98]



Masera <9> Sire of Brenda (1122). [VN]



Dr. Julius Sutphen <9> (:1872) Progeny of Catherine Esposito. Bishop of Atlanta since 1999. [NoP]



Mohammed al-Muthlim <9> (1937:1963) Progeny of Tarantine. Sire of Henry Taylor (1978) and Francesca. Bishop of Los Angeles. Leader of the "Crypt's Sons" gang. [LAbN] [BC]



Molita <9> Sire of Cameron (1984). [CbN2]



Ruiz <maybe 9> (+) Pack Ductus. Lose in Monomacy with Fairuza. [TC4,p85]



Brenda (The Raven) <10> (:1122) Progeny of Masera. Hails from latin parents who settled in Levant shortly following the first crusade. Grew up more Arab than European. Her capacity to accept both sides of her heritage is the reason for her embrace. This attitude earned her a place as Ambassador in the Islamic courts. When the Kingdom of Jerusalem dissolved, he began to call herself Ashirra. [VN]



Leila Monroe <10> (:1942) Priscus. [PGS] [CotN]



Henry Taylor - Slash <10> (1963:1978) Progeny of Mohammed Al-Muthlim. [LAbN]



Francesca <10> (+1998) Progeny of Mohammed Al-Muthlim. Killed Grimsdale. Killed by the Blood Curse. [BC1]



Tabitha Fisk <10> [UBRM,p88]



Cameron <10> (1952:1984) Progeny of Molita. Sabbat Priest. [CbN2]



Lucy Markowitz <10> Born in NYC and married young. When her husband moved out west, she loyaly went with him. 2 weeks later, Comanches killed her husband and daughter and took her as a slave. She was sold to the Apache were she was able to run away. It was then that the Sabbat picked her up. Dresses like a man, but her female figure stands out just the same. Member of the Boot Hill Gang. [TTM]



 *Dinaro* <10> (+1998) Sabbat, member of Fairuza's pack in Atlanta. [TC4,p56,85]

 *Paulo* <maybe 10> Priest. [SHS]

Weak blood

 *5-0 a.k.a. Trey Naylor* <11> Ductus of The Lawdogs pack. [NoP]



Pamela Ford <11> (1957:1982) Sabbat. Member of the Ravens - a founded Coven. [SHS]

Unknown generation



 *Gisele Hemmet* <?> Baron Samedi's rival. [BM]

 *Averros* <?> Lasombra demagogue and founder of the Nomad Coalition. [CN-Tz]

 *Hardin* <?> (+1999) Sabbat. A leader of the Nomad Coalition. Killed by Parmenides. [CN-Tz] [CN-Br]

 *Costello* <?> Sabbat. [CN-Tz] [CN-Br]

 *Alcaraz* <?> Legionaire under Vallejo's command. [CN-Tz]

 *Massimo Farruggio* <?> (1582:1629) Sire of Guido Rafastio. [[HoD](#)]

 *Guido Rafastio* <?> (+1996) Progeny of Massimo Farruggio. Captured and destroyed by the Giovanni. [[HoD](#)]

 *Lutz Persson* <?> Contested Bishop of Oslo. [GttS]



 *Yve* <?> [CN-R]

 *Archon-Captain Kleist* <?> Antitribu. Agent of both the Brujah and Gangrel Justicars. [BDT]

Genealogy of the Kiasyd, aka. Nocturnae

References

First introduced in the [Storyteller's Handbook to the Sabbat](#) then in the [Guide to the Sabbat](#).

History

The Kiasyd were Lasombra who used the "Blood of Zernebooch" and Fae blood in an experiment that went wrong (around 400 AD). With the help of the Dark Age Fae they developed a Discipline called Mytherceria. They have the Fae weakness to cold iron.

All Kiasyd undergo a dramatic physical alteration after the Embrace, growing six inches to two feet taller and becoming thin and gaunt. Their skin color blanches almost chalk white and gains an unusual luminescence under moonlight. Their eyes take on a more oval shape and deepen in color until they are entirely black, with no color differentiation among the sclera, pupil and iris. The cartilage in their ears, nose and cheeks seem to crystallize, becoming more angular and pronounced.

Dedicated pages

- [Kiasyd Homepage](#)
- [Kiasyd: Of Blood and Glamour](#)
- [Kiasyd Clan page](#) (this page is near empty...)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 3 known Kiasyd, aka. Nocturnae.

Ancient blood



Marconius <5> Sire of Bartholomew. Originally a Lasombra, is was changed by the "Blood of Zeernebooch" in 439, and is the ancestor of all Kiasyd. Prince of Strasbourg, France, since late middle Ages. [SHS] [GttS]



Bartholomew <6> Progeny of Marconius. Inconnu. [SHS,p123]

Young blood



Beatrice L'Angou <9> Ductus of the Librarians Pack. [MobN] [NoP]

Genealogy of the Malkavians

References

One of the Camarilla Clans [[VtM1](#)] [[VtM2](#)] [[VtM3](#)] [[PG1](#)] [[PG2](#)] Described in a [clanbook](#) and a [revised clanbook](#).

"Majnoon" in Arabia.

Justicars

Camilla Baines (founder) ; Maris Streck (1998)

Dedicated pages

- o [thE mAlKavIan wEb paGe](#)
- o [The Malkavian Embassy](#)
- o [The Edge of Insanity](#)
- o [tHe MaLkAvIaN jUsTiCaR's HoMe pAgE](#)
- o [Malkavian Page](#)
- o [Multiple Personality Girl's Malkavian Page](#)
- o [Malkavian Chromephage](#) (panix.com, quite empty...)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 203 known Malkavians.

Powerful blood



Malkav/Mekhet <3> (:~ -8000) Progeny of Enoch. Sire of Lamdiel , The Plague-Bride , Nissiku and The Eater. He is said to be the second-oldest antediluvian, twin to Arikel. The Malkavians also consider that Saulot and Set are brothers to Malkav (CbR-M). When the Second City fell, Malkav and his coterie fled to the city of Petra. We may assume Malkav is the one who is guarded in Petra (from Chaos Factor) or under Jerusalem (Children of Gaia, JbN).

The eldest childer of Malkav were all destroyed. His new childer numbered 8, 12, 20, or 36. The book says that Malkav keeps count of his childer, and that none must be destroyed "for numbers are sacred".

Malkav was "more than a man in life" ; certain manuscripts describe him as an angel, or a messenger. Malkav might have given his third eye to Saulot.

The Ventrue name him Mekhet and say he was banished from the Second City by their antediluvian. [Cb-M,pp17-18] [Cb-To] [CF] [Tb-CG] [JbN] [GFA] [CbR-V,p13]



Lamdiel <4> Progeny of Malkav. Sire of Addemar. [GFA] [CbR-M]



The Plague-Bride <4> Progeny of Malkav. [CbR-M]



Nissiku <4> Progeny of Malkav. The name means "The Clever Prince". He may have assumed one or all of the following identities: Iktomi, Malk Content, Devil Hanse, the Babylonian, Fool-Eater, Old Man Hate. [Cb-M] [CbR-M]



The Eater <4> Progeny of Malkav. Legend says he knew the secret to eat names. He would eat the name of the person, and that person would die. He would then absorb that person's knowledges and identity into himself. [Cb-M] [CbR-M]



Elimelech the Twice Damned <4> (:~-1100) Seraph of the Black Hand. [CotN] (Biblical character, book of Ruth)



Lerterimas <4> Sire of Louhi (-200). [WoD1,p56]



Brahina <4> Sire of Unmada (369). [TC2,p93]



Dimitri <8-4> (:~650) Sire of Killikillarven (1145). He diablerised Rama. [SC]

Ancient blood



The Ankou <5> He is a legend among Malkavians, and a sort of equivalent to the Nictuku. [CbR-M]



Abd-Ar-Rahman <5> Sire of Jacob - Esau (-750). [MibN]



Necross <5> (~-350:-320) The only Malkavian in Vancouver and leader of the Nosferatu. Founded the Great Library. [DAV,p92]



Louhi <5> (-292:-200) Progeny of Lerterimas. Rumoured to have created a ritual to blot out the sun. [WoD1,pp56,48] [WoD2] (Finnish Legend)



Valentinus <maybe 5> [[web](#)]



Nero <5> Sire of White Lily (1776). Antitribu [MC]



Marcus <5> Sire of Octavio (134). [TbN,p80] [TC3]



Demtius <5> Sire of Gregorius Dimities (367). He is an Inconnu. [CobN,p99]



The Dionysian <probably 5> Sire of **Darian Streck**. He steps in and out Arcadia. He seems to be keenly interested in Malkavian illumination. He gathered with five other Methuselahs and removed Dementation from the Camarilla Malkavians. [Cb-M,p59] [CbR-M]



Tryphosa <probably 5> A seeress. She gathered with five other Methuselahs and removed Dementation from the Camarilla Malkavians. [CbR-M]



Addemar <5> Progeny of Lamdiel. Sire of Trimeggian. He gathered with five other Methuselahs and removed Dementation from the Camarilla Malkavians. [GFA] [CbR-M]



Brude <probably 5> He gathered with five other Methuselahs and removed Dementation from the Camarilla Malkavians. [CbR-M]



The Black Hag <probably 5> A seeress. She gathered with five other Methuselahs and removed Dementation from the Camarilla Malkavians. [CbR-M]



Unmada <5> (:369) Progeny of Brahina. Sire of Vasantasena (~1000). This Indian Brahmin brought the Malkavians into the Camarilla. He gathered with five other Methuselahs and removed Dementation from the Camarilla Malkavians. [CotI,p29] [Cb-M,p18] [TC2,p93] [CbR-M]



Antoine Le Fanu <5> Sire of Father Iago (1077) and Biltmore (1642). Allied with Dark Selina, tried to fight Charlemagne and christianism. Think their failure is her fault. [DC,pp29,32] [NOBn,p58] [LAbN,p102]



Mellandis <5> Sire of Camilla Banes (1063). [TC2,p92]



Harold Zettler <5> (:17th century) Malkavian Antitribu, director of Pentex. [BoW,p31]



Alabaster <5> Sire of Aunt Bedelia (1760). [NecA]



Alchias <maybe 5> Prince of Syracuse in 265 BC. Sunk into torpor after the Third Punic War and was never heard of again. [CbR-V,p18]



Sphinx <maybe 5> The creature who presented the riddle of god and mad to Oedipus. [Cb-M]



Andre Milano <5 or 6> (+) Sire of Alicia Barrows (1401). Killed by her. [CF]



Jacob - Esau <6> (:750) Progeny of Abd-Ar-Rahman. Sire of Jason (1903). [MibN]



Octavio, Herald of the Demon <6> (:134+1710) Progeny of Marcus. Embraced in Aquincum, Hungary. The Voice of Kupala. Diablerised by Anatole. [TbN,p79] [TC1,p81] [TC3] [CN-M]



Gregorius Dimities <6> (320:367+1204) Progeny of Demtius. Embraced in Rome. He ensnared Michael in a Web of Madness. [CobN,p99]



Morgana <6> (+)



Vasantasena <6> (:~1000) Progeny of Unmada. She turned to the Sabbat after the Convention of Thorns (1493). She foresees the return of the Antediluvians. [CotI,p29] [Cb-M,pp19,62] [TC2,p93] [CbR-M]



Camilla Baines <6> (1029:1063) Progeny of Mellandis. Inner Circle. One of the founders of the Camarilla and first Malkavian Justicar. [GC1,p59] [GC2,p18] [GC3,p16] [GttC] [TC2,p92]



Father Iago - Lazarus <6> (1038:1077) Progeny of Le Fanu. Spent his life as personal priest to an Italian Countess. After the embrace he went gradually insane, and changed his name to Lazarus. He now travels America and gives heretic sermons. [NObN,p58]



Lady Theophana <6> (1157:1173) Sire of Erianthe. [WoD2] [GC1,p46]



Rosenkrantz <6> (:end 14th century) Primogen of Eastern France. [[web](#)]



Lord Theron <6> (:1490) Antitribu [GC2]



White Lily <6> (:1776) Progeny of Nero. Antitribu [MC]



? <6> (+1537) This Portuguese Malkavian who fed solely on babies was killed by Inyanga. [CbN2,p85]



William Biltmore <6> (1614:1642) Progeny of Le Fanu. [DC,pp32,46]



Achadramenos <6> (+) Sire of Crowley (1930). Pawn of Mithras. Crowley diablerised him. [WoD1,p37]



Aunt Bedelia <6> (1760) Progeny of Alabaster. Sire of J. Benison Hodge (1866). Primogen of Atlanta. [NecA] [BC]



Lasker <6> Sire of Maureen O'Leary (1842). [CbN1] [CbN2,p93]



Trimeggian <6> Progeny of Addemar. Sire of Dr. Douglas Netchurch (1915). [GFA] [CbR-M]



The Sculptor <6>



Al Ussa <maybe 6> In torpor under Mecca. [WoD2]



Darian Streck <maybe 6> Progeny of The Dionysian. Malkavian Justicar in [The Silver Circle](#) VDA LARP.



Alicia Barrows <6 or 7-6> (1383:1401) Progeny of Andre Milano. Archbishop. [CF,pp58-59]



Aleister Crowley <7-6> (1875:1930) Progeny of Achadramenos. Sire of Henry Jekyll/Edward Hyde. Embraced by a pawn of Mithras and convinced that he was a Kindred of Clan Tremere in a political manouevre to discredit the Warlocks. He diablerised his sire. [WoD1,p37] [WoD2] [BbN,p49] (Occultist)



Anatole, Holy Harbinger <7> (1173:1193+1999) Progeny of Pierre l'Imbécile. Malkavian prophet of the Camarilla. Protected by Lucita. Enemy of Vykos. Multi-diabolist. Diablerised Octavio in 1710, J. Benison Hodge in 1999. Holy Harbinger. [TbN,p80] [TC1,p82] [TC2] [TC3] [TC4,p88] [CbR-M] [CN-Tz] [CN-M] [[web VDA](#)] [[web VtM](#)] [CN-Br]

Ancillae blood



Mahfuz <7> Sire of Alam (1091). [VN]



Yislei <7> Sire of Adrojai (1130). [TbN,p83]



Catherine <7> (:1122) [GC2]



Erianthe <7> Progeny of Theophania. Oracle of Knossos, prefers old books or rare vitae for payment, guarded by Argus Theophilides and three Black Furies. [WoD2]



Freia <7> (:1355) [GC2]



Frigga <7> (:1355) [GC2]



Bryan <7> (1389:1424) Sire of Bronwyn (1452). [CbN2,pp100-101]



Lutz Von Hohenzollern <7> Sire of Maris Streck (1762). [CotN,p43]



Lyra <7> Sire of Alessio Rinaldi (1788). [CbR-M]



Nathanael <7> Antitribu. [[web](#)]



Restewin <7> (+1809) Sire of Uriah Travers (1809). Killed by Black Spiral Dancers. [NObN,p59]



Maureen O'Leary <7> (1802:1842) Progeny of Lasker. Sire of Son (1893) , Paula Smith (1970) and Ben Smith (1980). [CbN1] [CbN2,pp92-93]



J. Benison Hodge <7> (:1866+1999) Progeny of Aunt Bedelia. Sire of Roger Greene (1973). Prince of Atlanta. Usually called Benison. His wife Eleanor is a Ventrue. Diablerised by Anatole. [NecA] [TC4] [BC] [CN-Tz] [CN-M]



Alex Silverson <7> Prince of Birmingham, Alabama. [SHS,p118]



Henry Jekyll/Edward Hyde <7> (+1965) Progeny of Aleister Crowley. Sire of Ozzy (1965). Primogen of East Berlin. He has been diablerised by Ozzy. [BbN,p49] [BC1]



? <7> He is the owner of the *Bird of Paradise Lounge* in San Francisco. [WoD1,p132]



Hassan <7> [BbN,p113]



Jason <7> (:1903) Progeny of Jacob - Esau. [MibN]



Dr. Douglas Netchurch <7> (:1915) Progeny of Trimeggian. Sire of Dr. Nancy Reage. [GFA] [ToTB] [NoP] [CbR-M]



Johann Weltmann <7> (:1960) [CbN1]



Aristotle de Laurent <maybe 7> Sire of Beckett (adopted). One of the Mnemosyne, who recently published the Elohim Fragment of the Book of Nod. [BoN] [TC3] [NoP]



Marge Kahn <maybe 7> Antitribu. Follow the Path of Evil Revelations. Member of the Black and True Hand. [DSBH]



Jharkav <maybe 7> [BoN]



Albert <maybe 7> Staked by Benison. [BC]



Oswald Hyde - White - Ozzy <8-7> (1940:1965) Progeny of Jekyll/Hyde. He diablerised his own sire. [BbN,p49]



Hassan abu Khalid <8> (+) Sire of Al-Hakim (1021). Diablerised by Al-Hakim. [JbN,p86]



Alam <8> (:1091) Progeny of Mahfuz. Prophet of Samarkand. Consumed by visions granted by the djinn in his blood. Regains his senses every six or seven days, when his vampiric hunger strikes. [VN]



Adrojai <8> (1114:1130) Progeny of Yislei. High Priest of Kretuva. [TbN,p82]



Bronwyn <8> (1437:1452) Progeny of Bryan. Sire of Corbin (1457). [CbN2]



Baldric the Dogsboddy <8> Sire of Lord Adolph Nonesuch (1872). [TC4,p32]



Euphrasie <8> [[web](#)]



Maris Streck <8> (:1762) Progeny of Lutz Von Hohenzollern. Malkavian Justicar elected in 1998. [CotN,p43] [GttC]



Alessio Rinaldi <8> (:1788) Progeny of Lyra. Prince of Ravenna. [CbR-M]



Nathan Skarvan <8> (+1811) Sire of the Six Knights (Sir Cum Laude, Sir Paxis, Sir Sine Qua Non, Sir Pro Bono, Sir Sine Die, Sir Probus) (1810) and Quentin King (1811). He committed suicide letting King diablerise him. [DC,pp47-49]



Rufino Olevarez <8> Sire of Emmanuel Moncrief (1830). [CbR-M]



Uriah Travers <8> (:1809) [NObN]



Dr. Harry Hirsch <8> Sire of Scott Levin (1881). [DCbN]



Morel <8> (+) Sire of Antoine (1892). [BHDB]



Jason Newberry - Son <8> (1877:1893) Progeny of Maureen O'Leary. Sire of Raymond Falcon (1980) and Lateland. [CbN1] [UBRM] [CbN2]



Hermann Goring <8> (:1946) Progeny of Malkavian Coterie. Primogen of Berlin. [BbN]



Charity Caize <8> Archon of Karl Schrekt, Tremere Justicar. [BbN]



Jack <8> [CbR-M]



Uncle George <8> Antitribu. [UBRM,p89]



Gunner <8> Antitribu. Member of the Deathbringers Sabbat nomad pack. [SHS]



Dr. Nancy Reage <8> Progeny of Dr. Douglas Netchurch. Was its ghoul assistant. [CbR-M] [ToTB]



Paula Smith <8> (:1970+1993) Progeny of Maureen O'Leary. Killed in a Under a Blood Red Moon. [CbN1] [UBRM]



Roger Greene <8> (:1973+1998) Progeny of J. Benison Hodge. Killed by the Blood Curse. [BC1]



Ben Smith <8> (:1980+1993) Progeny of Maureen O'Leary. Killed in a Under a Blood Red Moon. [CbN1] [UBRM]



Mad Tom <maybe 8> (+17th century) Sire of Crazy Jane (17th century). Probably killed by his get [Cb-M,p63]



Agaricus <maybe 8> Prince of Hobart, Tasmania since its foundation in 1804. [WoD2]



The Commodore <maybe 8> Primogen of San Francisco in 1859. Missed after earthquake in 1906. [PoC]



Olaf Petersen <maybe 8> Primogen of San Francisco in 1916. [PoC]



Molly Wade <maybe 8> Antitribu. Counsellor of Justine Bern, the Archbishop of New York. [RD1]



Bloody Mary <maybe 8> Elder of San Francisco. [Pariah]



Madame La Veel <maybe 8> Sire of Adam. [Cb-M]



Tobin Van Tuys <maybe 8> Sire of Jason Priestly. He is disguise of Ventrue in São

Francisco. He is anarch. [BW]



Al-Hakim <9-8> (970:1021) Progeny of Hassan abu Khalid. Diablerized his sire. Thinks he is Allah. [JbN,p85]



Quentin King III <9-8> (1776:1811) Progeny of Skarvan. He diablerised his own sire. He is Prince of Boston. [DC,pp47-48]

Young blood



Pierre l'Imbécile <9> Sire of Anatole (1193). [TbN,p81] [TC3]



Killikillarven <9> (:1145) Progeny of Dimitri. He developed the path Spirit Thaumaturgy. [SC]



Jeannette d'Avignon <9> (1125:1147) Prophetess and protector of children. [JbN,p87]



Brother Bernardus <9> A poor confused man. [JbN,p86, FBC,p10]



Tony <9> (:1228) [AH]



Corbin <9> (1437:1457) Progeny of Bronwyn. [CbN2]



Ferdinand <9> (+1541) Sire of Gemma Fortunato (1539). Diablerised by his childe. [HoD]



Dominic Vaughn <9> (age 50:1623) Seneschal to Prince Michaela of NY. [VtM-R, non-licence character]



Raleigh <9> Sire of Horace Turnbull (1758). [CbN1]



Ruth McGinley <9> (:1769) [CotN]



Emmanuel Moncrief <9> (:1830) Progeny of Rufino Olevarez. Sire of Faye Sharpless (1900). [CbR-M]



Lord Adolph Nonesuch <9> (1830:1872) Progeny of Baldric the Dogsboddy. Collegue to Doctor Freud in 1897. [TC4,p32]



Scott Levin <9> (:1881) Progeny of Dr. Harry Hirsch. Sire of Cassie - Olivia Debray (1929). [DCbN]



Antoine <9> (:1892) Progeny of Morel. [BHDB]



Julius Abrogard <9> Sire of Dawn Nakada (1943). [CbR-M]



Thaddeus <9> Sire of Persia (1944). [BbN]



Licero <9> Sire of Fabrizia Contreraz (1984). [CbR-M]



Walter/Apache Jones <9> Born in Ireland, Walter gambled and did bare-fisted boxing in his spare time. He was embraced after defeating a considerably more formidable opponent. He is a huge man who used to answer to Walter, but has become Apache Jones. He wears "injun" clothes and speaks much the same way despite being a white man. member of the Boot Hill Gang. [TTM]



Lateland <9> (+1993) Progeny of Son. Sire of MonCheri. Killed in a Under a Blood Red Moon. [CbN1] [UBRM]



Michael <9> (:1970) [VtM2]



Raymond Falcon - Evan Klein <9> (1950:1980) Progeny of Jason Newberry - Son. Personalities: Evan Klein (F), Dirk MacGriff (M), Bruce Holmes (M), Laurence Pierce (F), Baron Wittger (M) [CbN1] [CbN2]



Jack Knife <9> Antitribu. Member of the Sabbat nomadic pack the "Crypt-Ticks". Sabbat priest. [SHS]



Crazy Jane <maybe 9> (:17th century) Progeny of Mad Tom. Probably killed her sire. [Cb-M,ppIX,63]



Adam <maybe 9> Progeny of Madame La Veel. Appeared in Las Vegas claiming his name was "Tom Cruise". [Cb-M] [GttC] [GttS]



Jason Priestly <maybe 9> Progeny of Tobin. personalities = James Dean, brujah; Philip Van Vermeer IV, ventrue; Philemon, toreador. [BW]



Gemma Fortunato <10-9> (1515:1539+1998) Progeny of Ferdinand. Sire of Donato Aristide Tavianni (1786). Former Ventrue Primogen of Venice. She diablerised her sire in an attempt to eliminate all traces of her lineage. From then on she became delusional and thought herself as a Kindred of clan Ventrue, acting as such. She was (wrongly) accused of murdering Renata di Medici and was executed by Madame Guil in 1998. [[HoD](#)]



Aratz Labarde <10> (:1134) Madman of Marrakish. Unsure of how he wound up in Marrakish. Entirely unused to the company of other Cainites. Was tutored by a mentor at some point in the past, also has a familiarity with Kindred history. scents the wind for the airborne tang of ancient vitae. [VN]



Horace Turnbull <10> (1712:1758+1993) Progeny of Raleigh. Killed in a Under a Blood Red Moon. [CbN1]



Donato Aristide Tavianni <10> (:1786) Progeny of Gemma Fortunato. Sire of Candee Kaien (1978). Malkavian Primogen of Venice. Because of Gemma Fortunato's intense pressure for him to forget his origins, he developed a split personality that believes was

childe of one "Regina Hecuba". [[HoD](#)]

Absinthe <10> (:end 19th century) [[web](#)]

Faye Sharpless <10> (:1900) Progeny of Emmanuel Moncrief. [CbR-M]

Cassie - Olivia Debray <10> (:1929) Progeny of Scott Levin. [DCbN]

Dawn Nakada <10> (:1943) Progeny of Julius Abrogard. Archon. [CbR-M]

Sheaffer <10> (1910:1944+) [ADM]

Persia <10> (:1944) Progeny of Thaddeus. [BbN]

Count Rigatoni <10> Sire of Bela (1956). [LAbN]

Mary Blake - Mad Chainsaw Momma <10> Sire of Beauregard (1962). [BbN]

Preacher <10> Sire of Skin (1965). [NoP]

MonCheri <10> (+1993) Progeny of Lateland. Sire of Milo (1977). Killed in a Under a Blood Red Moon. [CbN1] [UBRM]

Fabrizia Contreraz <10> (:1984) Progeny of Licero. New Archbishop of Miami. [CotN] [GttS] [CbR-M]

Colette <10> Vampire of Cleveland, Ohio. [BN,p5]

Weak blood

Bela <11> (1882:1956) Progeny of Count Rigatoni. [LAbN]

Beauregard Krueller <11> (:1962) Progeny of Mary Blake. Antitribu. [BbN]

Dr. Stephen Norton <11> (:1965) [DCbN]

Midget <11> Antitribu. Infernalist. Zarnovich's Circus Pack. [MobN] [NoP]

Skin <11> (:1965) Progeny of Preacher. Antitribu. Former member of Les Misérables Pack (in MobN). Honorary member of the Librarians pack. [MobN] [NoP]

Mourning Ivan <11> Sire of Lizzie (1970). [CbR-M]

Heckler <11> Sire of BloodFeud (1993). [BbN]

Milo <11> (:1977) Progeny of Mon Cheri. [CbN1] [UBRM] [CbN2]

Candee Kaien <11> (:1978) Progeny of Donato Aristide Tavianni. Sire of Benedetto

Manutius (1996). Stripper, her real name is Mary Magdalene. [HoD]



Razor <11> (:1980) [DCbN]



Kalila <11> (:1987) [BHDB]



Dr. Jeffrey Granger <12> (:1970) [DCbN]



Lizzie, aka Elizabeth Ann Morrow <12> (:1970) Progeny of Mourning Ivan. Sire of Garcia (1997). [CbR-M]



BloodFeud <12> (:1993) Progeny of Heckler. Antitribu. [BbN]



Dirty Ben <12> Sire of Cassandra Langely (1997). [NoP]



Theo <12> Antitribu. [RoP]



***Benedetto Manutius* <12> (:1996) Progeny of Candee Kaien. A former mage, Benedetto forced his sire to Embrace him. [HoD]**



Cassandra Langely <13> (:1997) Progeny of Dirty Ben. [NoP]



Garcia, aka Eduardo Antenio Garcia <13> (:1997) Progeny of Lizzie. [CbR-M]

Unknown generation



Geneviève de Limoge <?> Elder daughter of Malkav's line. She was harassed by the demon Elmolech, but the Clan came to her aid and drove the demon insane. [CbR-M]



Rasputin <?> The Mad Monk of Russia. [Cb-M]



Gordon Smith <?> [Cb-M]



O'Grady <?> [AC,p43]



Quaker <?> (+1999) Dies in a fit after seeing the scriptures left by Anatole. [CN-Br]



Roughneck <?> (+1999) Dies in a fit after seeing the scriptures left by Anatole. [CN-Br]



Albert Bowman <?> (+1999) Sentenced to death by Prince Benison of Atlanta. [BC1]



Playboy <?> Antitribu. [NoP]



Jackie <?> Antitribu. [PG2,p131]



Gerald <?> He lives in Hong Kong. [WoD1,p90]



Sabado <?> [Cb-V]



 *Samir* <?> [WoD2]

 *Damon* <?> [GttC]

 *Joey Two-Cuts* <?> Antitribu. [GttS]

 *Pitch Bend* <?> [GttS]



 *Lucia d'Avilla* <?> [GttS]

 *The General* <?> Killed Elford. [CN-M]

 *Dev/Null* <?> [VtM-R]

 *Daniel* <?> [CbR-M]



 *Daguienne* <?> Sire of Pelinka. [CbR-M]

Pelinka <?> Progeny of Daguienne. He drew the heraldic shields for each of the clans. The representatives for each clan were delighted, except Rafael de Corazon, who didn't like the idea of having the Toreador coat-of-arms drawn by a Malkavian. These symbols, which fell out of use after the Convention of Thorns, are the shields you can see in the Dark Ages books. [CbR-M]

 *Becker* <?> [CbR-M]

 *Drew* <?> [CbR-M]

 *Ringall* <?> [CbR-M]

 *Fitzgerald* <?> [CbR-M]



 *Pearl* <?> [CbR-M]

 *Canterer* <?> [CbR-M]

 *Drozodny* <?> Antitribu. Pack priest. [CbR-M]

 *Marleybone* <?> [CbR-M]

 *Mantius* <?> [CbR-M]



 *Angheliki* <?> [CbR-M]

 *Pack* <?> [CbR-M]

Genealogy of the Nosferatus

References

One of the Camarilla Clans [[VtM1](#)] [[VtM2](#)] [[VtM3](#)] [[PG1](#)] [[PG2](#)] Described in a [clanbook](#) and a [revised clanbook](#).

"Hajj" or "Mutasharid" in Arabia. The "Hajj" Nosferatu of Arabia do not consider themselves like other Nosferatu. They see themselves as Allah's chosen and defenders of Mecca. Refer to WoD2,p101 for more information.

The **Nictuku** are the descendants of Absimilliard that are bloodbond to him, they are described in [Clanbook: Nosferatu](#). The [Revised Clanbook](#) gives more precisions about them : Absimilliard had three childer who weren't blood-bound to him. One was the Matriarch, who sired the bulk of the Clan, the second was Baba Yaga, who was much younger than the other 4th Gen, and the third is unknown.

Justicars

Josef von Bauren (founder) ; Anna Magdalena ; Castillo (19th century) ; Petrodon (late 19th cent.-1997) ; Cock Robin (1998)

Dedicated pages

- o [Nosferatu Net](#)
- o [The Nosferatu's Crypt](#)
- o [Clan Nosferatu](#)
- o [Nosferatu Warrens](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 201 known Nosferatus.

Powerful blood



Absimilliard <3> (:~ -8000) Progeny of Caine's daughter (Irad or Zillah). Sire of Yima , Vasilisa (-12000 ?) , Abraxes , Nuckalavee , Gorgo , Echidna , Azazel , Melachoate , The Matriarch , ? and Baba Yaga (-5000). Was formerly beautiful; cursed by Caine (CbR-Tz says it was by Tzimisce) because he tried to diablerise his sire. Former lover of Arikel and still alive somewhere under a mountain range in Eastern Europe. TC4 explains that "The web's true master, the Nosferatu Antediluvian who inspired Zelios to construct the geomantic structure hundreds of years ago, finally seek to use it to destroy the Toreador Antediluvian". He recently awakened Vasilisa to send her to kill Baba Yaga. NoP tells us that his childe Vasilisa has twice the age of Baba Yaga, who is 7000 years old. That would make Absimiliard embraced before 12000BC. But this might be an

overestimation, cf. [the Antediluvians page](#). [Cb-N,pp13-16] [WoD1,p57] [CotI,p55] [VtM1] [DSBH] [TC4] [NoP] [CbR-Tz] [LS4]



Yima <4> Progeny of Absimiliard. Yima was said to have been embraced long before Caine's curse on the clan. It's generally accepted that Yima saw the coming flood and (in a fashion similar to Noah) took each of his best in pairs and retreated to his subterranean sanctuary. There is a great debate as to whether or not Yima was struck with the curse. Some say he was because he inadvertently broke the law forbidding him to take disfigured things with him. Those who think he was not affected do so because they believe Caine favored him and thus took pity on him. Meaning that there is the possibility of a Nosferatu Methuselah untouched by the curse. In essence, Yima is to the Nosferatu what the Grail is to christian knights. In a letter written on 10/31/00, Calebros expressed his belief that the Yima is just "another story of the Nictuku" saying that what else would a flawless ancestor do but destroy his vile cousins. [LS4]



Vasilisa <4> (: -12000 ?) Progeny of Absimiliard. Nictuku. A young child who was slated for execution by his village for killing his family and several other villagers. Absimiliard was impressed by the boy's ruthlessness and Embraced him. It usually takes the form of Vasilisa (a small girl), Koshchei the Deathless, Baba Yaga, Anastasia, et cetera, to hunt its prey. It doesn't have a name it remembers; over twice the age of Baba Yaga. Awakened recently and kills Baba Yaga in NoP. [NoP]



Abraxes, Lord of Mists <4> Progeny of Absimilliard. Nictuku. [Cb-N,p17] (Greek Legend)



Nuckalavee, the Skinless <4> Progeny of Absimilliard. Nictuku. The Nuckelavee is the most horrible of all the Scottish elves. He lives mainly in the sea, but was also held responsible for ruined crops, epidemics, and drought. His breath could wilt the crops and sicken the livestock. He looks like a horse whose legs are part fin; he has an enormous snout-like mouth, and a single, fiery eye. His arms reach to the ground, his body is distorted and his huge head sways on a small neck, as if it is too weak to hold the head. The most gruesome about his appearance is the fact that he has no skin. Black blood courses through yellow veins and the pale sinews and powerful muscles are clear to see. He has an aversion of running water and those who are chased by him have only to cross a stream to get rid of him. [Cb-N,p17] [RD2] (Scottish Legend)



Gorgo, She who Screams in Darkness <4> Progeny of Absimilliard. Nictuku. Has arisen, so say the Nosferatu in the Amazonian Jungle. [Cb-N,p17] [WoD2] [RD2] (South American Legend)



Echidna, The Mother of Foulness <4> Progeny of Absimilliard. Nictuku. [Cb-N,p17]



Azazel, The Abomination <4> Progeny of Absimilliard. Nictuku. [RD2] (Hebrew Yom Kippur Demon)



Melachoaite <4> Progeny of Absimilliard. Sire of Androvikus. [LS4]



The Matriarch, Medusa, The Gorgon <4> Progeny of Absimilliard. Sire of Urgahalt (-566). One of the three not bloodbound progeny of Absimilliard sired most of the clan. [Cb-N] [CbR-N] [RD2]



? <4> Progeny of Absimilliard. One of the three not bloodbound progeny of Absimilliard, which is unknown. [CbR-N]



Baba Yaga, The Cannibal Hag, The Iron Hag <4> (: -5000+2000) Progeny of Absimilliard. Sire of Gutka (-2006), Melitta Wallenberg (~1000) and Sergei Voshkov (1991). Some say she is a Nictuku, but she is one of the not bloodbound progeny of Absimilliard. She awoke from torpor in 1990 in Russia. Her death at the hands of Vasilisa is described in NoP. *Rage across Russia* says Baba Yaga was a priestess for her people who tried to fight the Nosferatu antediluvian, who had come to predate on them. She used her magic to drive him off, which seemed to work, but He returned later. Impressed with her talent, he embraced her. She had the option, being a spiritually aware sort of girl, of dying, and not becoming a vampire, but elected to allow the change in order to finally defeat him. As he gloated over her, she cast a terrible spell to save her people, and summoned up several Wyrn-dragons. He easily fooled them into chasing after illusions, but she had one last spell, although it would mean her soul. In her hatred (and possibly partly for her love for her people), she cast it, summoning up a REALLY big twisty-nasty and promised to serve him eternally if he would rid the land of Nosferatu. The big Nasty and Nosferatu had a ruck, and Baba Yaga never saw the outcome, but later the summoned Twisty returned and demanded his promise be fulfilled. Maybe the Twisty was really an obfuscated Nosferatu antediluvian, punishing her.... Anyway, she was now doomed, twisted by hatred, cut off from the life flow of her motherland and people, and more bitter because of it. She's still pretty possessive about it though, but in a selfish way. [WoD1,p57] [RaR] [NoP] [CotI,p55] [TbN,p87] [CbR-N] (Russian Legend)



? <4> Sire of Alexius and Tarique (807). It is thought the sire of Tarique is the same Kindred who Embraced Alexius. Probably the Matriarch. [WoD2]



Kli Kodesh <maybe 4 or 5> Methuselah. More ancient than the Lasombra Claudius. [GCov] [BC]

Ancient blood



Gutka, Salt Queen <5> (-2070:-2006) Progeny of Baba Yaga. Embraced underneath what will become Krakow. Lives in the salt mines. Fell into torpor in the end of the 18th century; arose in 1997. [TbN,p87] [NoP]



Androvikus <5> Progeny of Melachoate. Sire of Rasalon. Dwelled in Herodium (a keep of some kind or other). Was dying in LS4. [LS4]



Urgahalt <5> (: -566) Progeny of The Matriarch. Sire of Phantomas (-53). Killed by Phantomas. His sire is Medusa, The Gorgan, mother of the Nosferatu. [RD1]



Cassius <maybe 5> Lord of the Catacombs of Rome and one of the oldest Inconnu still living. When his Clan was battling the Giovanni during the 1500's, he learned a great deal of that Clan, and only doubts regarding his objectivity prevented him from being named their Monitor. He is currently hidden near Hong Kong, waiting for the return of the Eastern Kindred there. [WoD1,p98]



Trajan <5> (:maybe around 120) Sire of Powell. He manipulated ancient Rome, until ousted by the Ventrue : self induced torpor from then until 12th century. Note that the spanish Trajan was emperor of Rome from 97 to 117. [DC,pp29,32] [LAbN,p102]



Cristo <5> Sire of Petrodon (1348). [AC,p85]



Alexius <5> Progeny of same as Tarique. Sire of Khalid (1191). Byzantine, he is a former prelate of the Eastern Orthodox Church. [WoD2] [CbN1] [CbN2,p104]



Tarique al-Hajji <5> (:807) Progeny of same as Alexius. Sire of Vizier Mazen (first progeny). A Spanish Kindred converted to Islam, ruler of Mecca and Medina. Leader of the Bay't Mutasharid in the Ashirra sect. The Hajj Nosferatu take their name from him. He says nothing of his sire, but it is thought to be the same Kindred who embraced Alexius. [WoD2] [VN]



Hauzal <5> Sire of Dondinni (1132). [CotN]



Memmon <5> Member of True Black Hand [\[web\]](#)



Melitta Wallenberg <5> (:~1000) Progeny of Baba Yaga. Sire of Ellison Humboldt (1532). Ellison's lover. She lies in torpor under Berlin. [BbN,p52,84] [BC3]



Sergei Voshkov <5> (1923:1991) Progeny of Baba Yaga. [RaR,p96] [Cb-N,p65] [NoP]



Kothar <6> (:before 1000 BC) Sire of Ephraim (-722). Leader of the Nosferatu network in Jerusalem. [JbN,p89]



Varros Dominus (Phantomas, The Phantom of the Opera) <6> (:-53) Progeny of Urgahalt. He killed his sire.

This Nosferatu has been hidden away beneath Notre Dame in Paris for thousands of years, keeping as neutral and invisible as possible. He has adopted quite well to information technology and possesses some extremely powerful computer systems in a number of mysterious warehouses in Paris, as well as in his secret tunnels below the City of Lights. He is dedicated to one great purpose: the creation of a complete Encyclopaedia Vampirica, replete with all knowledge of the race of Kindred. One of his most important accomplishments to date is his Geneologica Vampirica. This computer database is the most accurate in existence and not only gives lineage, but is rife with intimate biographies and life details of nearly every vampire known (and some unknown) to exist now or ever.

His genealogical chart linking vampires by clan and sire was the most complete family tree ever done of the kindred. An obsessive seeker of knowledge, Phantomas was the ultimate hacker. [RD1] (The Phantom of the Opera)



Bhallaire <6> (+~50) Sire of Aine (47). He was diablerised by Aine. [WoD1,p30]



Rasalon <6> Progeny of Androvikus. Sire of Sradish. Traveled around much of Europe and kept a journal on all of his discoveries. Told people that his sire was a childe of the Matriarch so that they would not know he was of a Nictuku line. Said he was Nictuku in lineage only, that he was not a monster. [LS4]



Silence <6> Inconnu. [[web](#)]



Caius Augustus <6> (5:48) [[HoD](#)]



Thaddeus <6> (22) [AH]



Vasilli the Penitant Dog <6> Sire of Maleki (842). Embrace Maleki by an order of Magnus. [CobN,p100]



Hannibal <6> Sire of Zelios (1020). [TbN,p85] [TC2] [TC3]



Yehuda <6> Sire of Josef Zvi (1160). [TbN,p86]



Fra'Gerard <6> Sire of Fra'Raymond (1158). [CobN,p101]



Vizier Mazen <6> Progeny of Tarique (first progeny). [WoD2]



Josef von Bauren <6> (945:1006) Inner Circle. One of the founders of the Camarilla and first Nosferatu Justicar. Wears monk robes. Native of Munich, Germany. Adopted Federico DiPadua. [GC1,p59] [GC2,p19] [GttC] [TC2,p94]



Matron Violetta <6> (:1078) [GC1,p45]



Dondinni <6> (:1132) Progeny of Hauzal. Inconnu. Monitor of Genoa. Considered to be an expert on new bloodlines. He is particularly worried about the Daughters of Cacophony. [PG2,p131] [CotN] [GttC] [GttS]



Khalid al-Rashid <6> (1149:1191) Progeny of Alexius. Sire of Elzbieta Jurofsky (1889) , Jurgis Rudkus (1910) , Peter Walenski (1950) and Tammy Walenski (1950). He arrived in Chicago in 1871. Primogen. [CbN1] [CbN2,pp103-104] [PG2,p121] [WoD2]



Sabanu <6> Sire of Rabbat (13th century). He is a servitor of Baba Yaga. [KmW,p24]



Subitai <6> (:13th century) He was embraced in Poland. He is in Hong Kong Primogen. [WoD1,p95] (Mongol leader under Genghis Khan)



Alonso Cristo Petrodon de Seville aka. Petrodon <6> (:1348+1997) Progeny of Cristo. Sire of Julio Martinez (1437) and Cock Robin (1757). Nosferatu Justicar elected in the late 19th/early 20th century. Assassinated in Chicago late 1997. He was made an Archon by Justicar Castillo. He is the only Justicar to live in the US and stays mainly in Seattle. [AC,pp16,85] [CotN,p46] [GttC]



Mateusz Gryzbowsky <6> (:1397) Antitribu [GC2]



Boronisk <6> Sire of Parovich (1467). [MibN]



Marienna <6> Sire of Federico DiPadua (1444). Cruel and whimsical. [TC2,p97]



Powell <6> Progeny of Trajan. Sire of Warwick (1584). [DC,p52]



Ellison Humboldt <6> (1502:1532) Progeny of Melitta Wallenberg. [BbN,pp16,52] [BC3]



Blake <maybe 6> The oldest Nosferatu known to be in the British Isles is said to have gone into Torpor to ride out the times. [Alternate New Orleans](#) says he embraced Virginia in 1645. [WoD1,p27]



Zacchaeus <maybe 6> A powerful Nosferatu information broker. who used the catacombs and sewers of Rome. In 1197 he purportedly kept an eye on the Cainite Heresy, with an aim to assembling knowledge that can be used against it. [CH,p76]



? <maybe 6> Used her Vicissitude 5 and Body Craft 5 to become a "he", the Nosferatu Primogen in Vienna (year 1897), every single night she meant to appear in public. [TC4]



Julio Martinez <7-6> (1392:1437) Progeny of Petrodon. Antitribu. [CF,p70]



Aine "Black Annis" <7-6> (19:47) Progeny of Bhallaire. She diablerised her own sire. [WoD1,p30] (Scotch legend)

Ancillae blood



Mihail of Sinaia <7> Servitor of the Clan Founder. [TC4,p73]



Ephraim <7> (-870:-722) Progeny of Kothar. Sire of Hannah (1180). Nosferatu infiltrator. [JbN,p91]



Yacoub <7> Sire of Moussa ibn Yacoub (93). [VN]



Madame Cloaca <7> (:356) [CG2]



Shutatarra <7> Sire of Samsi (1155). His new childer adopted Assyrian names in his desire to replace his childer lost to the crusades. [VN]



Malachite/Maleki <7> (820:842) Progeny of Vasilli the Penitant Dog. Sire of The Three

(1096). Embraced in Constantinople. He is in Damascus hunting Baali. [CobN,p100]



Sradish <7> Progeny of Rasalon. [LS4]



Zelios <7> (age early 30s:1020+1999) Progeny of Hannibal. Sire of Marusca (1110). Constructed the geomantic Web hundreds of years ago, inspired by the Nosferatu Antediluvian... *Zelios* looks almost completely normal... except that he appears to be carved from stone. [TbN,p83] [TC1,p83] [TC2,p95] [TC3] [TC4,p89] [CbR-N] [CbR-Tz]



Fra'Raymond <7> (1095:1158) Progeny of Fra'Gerard. Arrives in 1186 in Constantinople with his brood from the Crusader States. They are hidden by the malachite Nosferatu. He is a Leper Knight of St. Lazarus. [CobN,p101] [LS4]



Josef Zvi <7> (1142:1160) Progeny of Yehuda. Defender of the Ghetto of Prague. [TbN,p85] [TC2] [VtM-R]



Rabbat <7> (:13th century) Progeny of Sabanu. She is the 12th of the Red List. [KmW,pp21-24]



Jacob Durgal <7> Sire of Alberich (1481). [DAV]



Alexander Danov <7> (:~1400) He picked the name `Danov' in Russia during the mid-to-late 19th century. [VtM2,pp250-251]



Federico DiPadua <7> (:1444) Progeny of Marienna. Archon and Right Hand of the Camarilla. Sent into torpor by Cardinal Polonia at the Battle of New York, 2000. [CotN] [TC2,p93] [NoP] [CN-Br]



Parovich <7> (:1467) Progeny of Boronisk. Sire of Kristian (1985) , Anastasia (1989) and Raul (1990). Antitribu. Nosferatu Primogen in Milwaukee, leader of a Sabbat assault in 1993. [MibN]



Warwick <7> (1556:1584) Progeny of Powell. Sire of Lawrence Meeks (1769) and Kurt Densch (1913). [DC,pp32,52] [NOBn,p61]



Virginia <7> Sire of Nathaniel Bordruff (1926). She is an old Nosferatu. [Alternate New Orleans](#) says she was embraced by Blake in 1645. [CbN2,p106]



Francis Broderick <7> Sire of Nathan - Arlen (1697). [DCbN]



Cock Robin <7> (:1757) Progeny of Petrodon. Nosferatu Justicar elected in 1998. [CotN,p45] [GttC] [CN-N]



Petra <7> Sire of Jara Drory (1801). [DC,p54]



Ghanat <7> Sire of Echo (1875). [KmW,p97]



Christianus Lionel <7> (:1915) Antitribu. Librarians Pack. [MobN] [NoP]



Elzbieta Jurofsky <7> (1860:1889+1993) Progeny of Khalid. [CbN1] (From Upton Sinclair's *The Jungle*)



Jurgis Rudkus <7> (1877:1910+1993) Progeny of Khalid. [CbN1] (From Upton Sinclair's *The Jungle*)



Peter Walenski <7> (1937:1950+1993) Progeny of Khalid. [CbN1]



Tammy Walenski <7> (1938:1950) Progeny of Khalid. [CbN1] [CbN2,p105]



Anna Magdalena <maybe 7> Nosferatu Justicar. [EEW]



Horace Slater <maybe 7> Sire of Philistine. Lorekeeper of Chatamauga Warren. [Cb-N]



Carlos <maybe 7> Elder in Spain. [BoN]



Argus Theophilides <maybe 7> Is in love with Erianthe. [WoD2]



Aurelius <maybe 7> Primogen of Atlanta. [BC]



Tommy <?-7> (+) Sire of Cedrick Calhoun (1925). He was a diabolist and killed a Malkavian (1925). [CbN2,p108]



Kurt Densch <8-7> (1870:1913) Progeny of Warwick. [DC,p54]



Elmer Polanski <7> (1907:~1957) Vampire of Cleveland, Ohio. [BN,p5]



Moussa ibn Yacoub <8> (:93) Progeny of Yacoub. Has always known Damascus as his home, from his mortal years, past his embrace and straight into vampirism. Earned the Nosferatu's attention because of his Roman Clientle and the secrets they shared with him. Came to lead the Damascus Nosferatu after the Baali destroyed his sire. The Baali's destruction is his personal vendetta, and it's one he is unwilling to share. [VN]



Thelonius <8> (:780+) Sire of Melmoth (823). Killed in fire by Melmoth. [VtM-R, non-licence character]



The Three <8> (1085:1096) Progeny of Malachite. They have a mental link between them. [CobN,p101]



Marusca <8> (1080:1110) Sire of Ruxandra (1175). Wild woman (prince) of Hermanstadt, Transylvania around 1200. [TbN,p88] [TC2] [TC3]



Samsi <8> (:1155) Progeny of Shutatarra. A native of Aleppo, she and her sire's other childer adopted Assyrian names in his desire to replace his childer lost to the crusades. Her

conversion to Islam seems completely natural to her, despite knowing of her sire's obsession with his historical roots. [VN]



Gaius Orsini <8> Prince of Orvieto in early 13th century. Installed by Constantius, the Prince of Rome, after the death of Marcos. [TP,p139]



Hannah <8> (1165:1180+1399?) Progeny of Ephraim. Roam the city of Jerusalem. [JbN,p92]



Mr. Schreck <8> (age 70:1325) Sire of Smashface (1972). Primogen of NY. [CN-L] [VtM-R, non-licence character]



Alberich <8> (1459:1481) Progeny of Jacob Durgal. [DAV]



Nathan - Arlen <8> (:1697) Progeny of Francis Broderick. Sire of Amos (1929). [DCbN]



Augustin <8> Sire of Calebros (1780). [CN-R]



Don Armando de Madrid <8> Sire of Alonzo Guillen (1832). [LAbN]



Oliver the Black <8> Sire of Montrose (1843). [NoP]



Lawrence Meeks <8> (:1769) Progeny of Warwick. Sire of Avery (1851) , Roger (1865) and Martin (1871). [NObN]



Jara Drory <8> (:1801) Progeny of Petra. [DC,p54]



Antifer <8> [[web](#)]



Uglyface <8> (+1994) Minister of the intelligence in St. Louis. Primogen in St. Louis. Killed by Jack Darrow. [RD1]



Echo <8> (1853:1875) Progeny of Ghanat. Sire of Hut (~1980) and Thackery (1984). She is an alastor. [KmW]



Clive Cooper <8> (:1884) [HK]



Darvlanov <8> Sire of Raputin (1917). [BbN]



Cedrick Calhoun <8> (1902:1925) Progeny of Tommy. [CbN2]



Nathaniel Bordruff <8> (1891:1926) Progeny of Virginia. Sire of Elucid. Vampire hunter. [CbN2]



Tomlynn Sinclair <8> Archon of Karl Schrekt, Tremere Justicar. [BbN]



Kristian <8> (:1985) Progeny of Parovich. Sire of Mort Sheaffer. [MibN] [IE1]



Anastasia <8> (:1989) Progeny of Parovich. [MibN]



Raul <8> (:1990) Progeny of Parovich. [MibN]



Underprince <8> [VtM-R]



Wid <maybe 8> Prince of Wollongong (Australia). [WoD2]



Sergei <maybe 8> Primogen of San Francisco in ~1851. Golconda. Perhaps monitor in San Francisco. [BW]



Dowager <maybe 8> Sire of Joseph Cambridge. Chinese. Primogen of San Francisco in 1916. [BW] [PoC]



Philistine <maybe 8> Progeny of Horace Slater. Sire of Herman. [Cb-N]



Osric <maybe 8> Sire of Prudence Stone. He was one of the first colonist to set foot on Vinland. [Cb-N,pp66-67]



Colchester <maybe 8> Nosferatu information-merchant in Baltimore. [CN-V] [CN-Br]



Cranston <maybe 8> Prince of Ottawa. [MobN]



Ruxandra/Alexander <9-8> (1158:1175) Progeny of Marusca. Object of Nova Arpad's Blood Hunt, change to Alexander after. Primogen of Vienna in 1897. [TbN,p90] [TC2,p94] [TC3] [TC4,p33]

Young blood



Raid <9> Sire of Nahd ibn Raid (896). [VN]



Melmoth <9> (:823) Progeny of Thelonus. Killed his sire in fire. [VtM-R, non-licence character]



Calebros <9> (:1780) Progeny of Augustin. Prince pro tem of New York City. Becomes a friend of Ramona. He's the Nosferatu with the old typewriter and an aversion to electric lighting. [CN-R] [CN-An] [CN-N] [CN-Br]



Emmet <9> Progeny of Augustin. [CN-Br]



Alonzo Guillen <9> (1803:1832) Progeny of Don Armando de Madrid. [LAbN]



Montrose, a.k.a. Geoffrey Alan Montrose <9> (:1843) Progeny of Oliver the Black. Prince of Las Vegas' chief confidant and enforcer. [NoP] [GttC] [BM]



Avery <9> (:1851) Progeny of Lawrence Meeks. [NObN]



 *Roger* <9> (:1865) Progeny of Lawrence Meeks. [NObN]

 *Martin* <9> (:1871) Progeny of Lawrence Meeks. [NObN]

 *Crevel* <9> [[web](#)]

 *Rasputin* <9> (:1917) Progeny of Darvlanov. Sire of Amelia (1918). [BbN]

 *Amos* <9> (:1929) Progeny of Nathan - Arlen. Sire of George Lawrence (1985). [DCbN]

 *Quetzal* <9> Sire of Tock (1942). [NoP]

 *Cicatriz* <9> (:1944) Antitribu. Bishop of Tijuana. Has some information about Gehenna and the Time of Thin Blood that makes him very interesting in California. [CotN] [GttS]

 *Elucid* <9> (+1993) Progeny of Nathaniel Bordruff. [CbN2]

 *Indigo* <9> Sire of Frank Litzpar (1992). [BbN]

 *Tommy Walker* <9> (:1964) [CbN1]

 *Smashface* <9> (age 17:1972) Progeny of Mr. Schreck. Schreck's favoured childe. Missing in "Leaves of Three", probably killed by the Sabbat. [VtM-R, non-licence character]

 *Roach* <9> Antitribu. Member of the Deathbringers Sabbat nomad pack. [SHS]

 *Hut* <9> (:~1980) Progeny of Echo. He is an alastor. [KmW]

 *Thackery* <9> (1929:1984) Progeny of Echo. He is an alastor. [KmW]

 *Mort Sheaffer* <9> (:1990?) Progeny of Kristian. [IE1]

 *Gerard Rafin, aka Uncle Smelly* <maybe 9> Obsessed with technology and legends of the Nictuku. Root administrator of the SchreckNET. [WoD2] [NoP]

 *Prudence Stone* <maybe 9> (:18th century) Progeny of Osric. [Cb-N,pp66-67] [DC,p18]

 *Joseph Cambridge* <maybe 9> Progeny of Dowager. Sire of Jeremy Wix. [BW] [PoC]

 *Herman* <maybe 9> Progeny of Philistine. [Cb-N]

 *Nahd ibn Raid (Immortal 'Udul)* <10> (:896) Progeny of Raid. A well respected man, with many children by several wives. Was struck down with illness in his forties. Still he wasn't convinced that he had accounted for his soul. On his deathbed he cried out for another chance, his sire answered that call. [VN]

 *Jean de Lyon* <10> Sire of Rannulf. [FBC,p14]



Paulov Rasporavitch <10> (:1905) Sire of Rolf (1944). [SC]



Amelia <10> (:1918) Progeny of Rasputin. Sire of Wolfgang (1990). [BbN]



Tock <10> (:1942) Progeny of Quetzal. Antitribu. [NoP]



Raphael Catarari <10> Antitribu. Shepherds of Caine Pack. [MobN] [NoP]



George Lawrence <10> (:1985) Progeny of Amos. Sire of Gleen Courier (1988). [DCbN]



Toby <10> (:1988) [DCbN]



Frank Litzpar <10> (:1992) Progeny of Indigo. Antitribu. [BbN] [BC1]



Skulk <10> Antitribu. [RoP]



Samuel <10> [VtM-R]



Jeremy Wix or Wyzchovsky <maybe 10> Progeny of Joseph Cambridge. [BW]

Weak blood



Rannulf <11> Progeny of Jean de Lyon. Guide to the catacombs of Jerusalem. [FBC,p14]



Rolf <11> (1917:1944) Progeny of Paulov Rasporavitch. Sire of Darva Felispa (1964). [SC]



Gleen Courier <11> (:1988) Progeny of George Lawrence. [DCbN]



Wolfgang <11> (:1990) Progeny of Amelia. Antitribu. [BbN]



Savaric <12> Knight of the Doleful Countenance. [AK,p120]



Darva Felispa <12> (1938:1944) Progeny of Rolf. [SC]



Elias the Whale <12> Antitribu. The Wretched Pack. [MobN]



Fexia <12> Antitribu. Talons pack. [NoP]



Gary <12> Sire of Walker Grimes. [HH]



Walker Grimes <13> Progeny of Gary. Walker Grimes is Caitiff. [HH]



El Diablo Verde <13> (:1993) [CotN]



Mole <13> (+1998) Antitribu. Fairuza's Pack. [TC4,p85]

Unknown generation



Castillo <?> Nosferatu Justicar during 19th century. Petrodon was his archon.



Guy Buchain <?> (+) Betrayed his Parisian kinsmen to Lord Navarre by reporting on the clan's attempts to influence Notre Dame's Cathedral construction. Mnemach saw through his deception and he was later executed. [LS4]



Dame Mnemach <?> Skin like thin fabric betraying a web of veins and vessels just beneath the flesh. Saw through Guy Buchain's deception. [LS4]



Okulos <?> Friend of Beckett; trapped in Kaymakli by Echriso's curse. [NoP]



Foureyes <?> [NoP]



Sunset <?> Anarch. [NoP]



Jameson <?> [Cb-N]



Chen <?> [WoD1]



Xerxes <?> [Cb-N]



Bat Child <?> [Cb-N]



Pusfinger <?> [Cb-N]



Llewellyn <?> [AC,p43]



Pagi <?> Nosferatu jetsetter. [PG2,p131] [GttS]



Mort <?> Agent provocateur. [GttC]



Peter the Cockroach <?> [GttS]



Bruno, aka Lord Gustaphe Brunnelle <?> (+) Killed by a Sabbat pack. [GttS]



Vika <?> [BW]



Constantine <?> [CN-N]



Rolph <?> Contact of Vegel in Atlanta, who gives him the Eye of Hazimel. [CN-To] [CN-Tz]



Donatello <?> [CN-An]



Cassandra <?> [CN-R]



Mouse <?> (+1999) Diablerised by Khalil Ravana. [CN-R]



Mike Tundlight <?> Sheriff of NYC. [CN-R]



Gabrial <?> [PG2]



Vaclav Petalengro <?> Sheriff and scourge of Vienna in 1897. [TC4]



Othelius <?> [VtM-R]



Octavio Vermicelli <?> Ancilla. [[HoD](#)]

Genealogy of the Ravnos

References

First introduced in the Player's Guide [[PG1](#)] [[PG2](#)] and in [Dark Ages](#). Described in a [clanbook](#).

History

The clan is supposedly founded by a gypsy who sold her secrets in return for immortality. Danae (or Daenna, or Deanna) bit into the Fruit of the Tree of Knowledge, later went to search for Dracian she beloved and found him dead. She is supposed to have created a unique progeny, Ravnos, from her blood and what was left of Dracian's.

More probably, Dracian is a progeny of Caine who embraced his lover (called Ennoia by the Gangrel and Deanna by the Gypsies). Being cast out after Dracian's death she founded the Gangrel, and the Ravnos are descendant of the other progeny of Dracian (e.g. Ravanna).

[VRev] revealed the older members of the Ravnos Clan are not of Gypsy origin. Instead they are an ancient lineage of vampires of India, and have spread into Africa. It is the Clan's outcasts who traveled east joining the migrating groups that would become known as the Gypsies.

The Ravnos of India were battling the Kuei-jin and were losing, so they started doing mass embraces, that awoke several Ravnos Methuselahs, some of them died against the Kuei-jin, that awoke their antideluvian (in Bangladesh). He was destroyed after a battle against three Bodhisshava and the Technocracy, and cursed his progeny which didn't help him. That was the Week of Nightmares leaving about only 100 Ravnos, and only two Methuselahs : Durga Syn and Hazimel. Note that most of the Sabbat Ravnos survived, protected by the pack.

Daniel Guilkey collected detailed information about [Ravnos lineages](#).

Dedicated pages

- o [Ravnos Website](#)
- o [Clan Ravnos](#)
- o [Dark's Early Ravnos Site](#)
- o [Ravnos Company](#)
- o [Clan Ravnos Archives](#)
- o [Ravnos of BloodShadows \(LARP\)](#)
- o [Ravnos of York \(LARP\)](#)
- o [Ravnos Seneschal \(LARP\)](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 83 known Ravnos.

Powerful blood



Dracian <2 or 3> (:~ -8000+) He created the Tree of Knowledge. Was probably in Golconda. Killed by Amriat (cf. Gypsy). He might be the sire of the Ravnos and the Gangrel Antediluvians.

Dracian is also the name of the Ravnos Antediluvian, who was killed centuries later... (cf. CbR-R)

An ancient lorekeeper wrote "The Ravnos are controlled by Sargatanas who also controls the Gangrel. But Sargantas has a servant, Valefar, who oversees the Gangrel for his master". Sargatanas could be a name of Dracian and Valefar of Ennoia... [Gypsy] [CbR-R]



Zapathasura/Dracian/Churka <3> (:~ -8000+june 1999) Sire of Black Mother , Rakshasa , Chandraputo , Ravana , Ramessu and Hazimel. the Ravnos of India know him under Zapathasura, and also Dracian (cf. CbR-R). Called Churka by the Gangrel (cf. LS3). Destroyed in Bangladesh by the Kuei-jin (three Bodhisatvas, that died in the fight) and the Technocracy (Project Ragnarok, dropping special neutron bombs designed to destroy Supernaturals). The prophecy of his death refers to the childe of the Wanderer, third Childe of Caine, whose descendants destroyed themselves in madness.

The Ravnos Ante is said to have sired 5 times in the first century or two of his unlife. The speaker said that there may be more, but that they doubted it because all of the lineages that they were able to recover traced their roots back to those five. [ToTB] [LS3] [CbR-M] [CbR-R]



Black Mother/Marizhavashti Kali <4> (:~ -8000) Progeny of Zapathasura. Sire of Phaedyne (-323) and Sybarites' founder. Diablerised by the Sybarites' founder. She was often mistaken for Kali, the Hindu goddess of death destruction and the end of the world. She was a renowned Prophetess and was famous for her ability to percieve all layers of reality. She later abandoned Zapathasura and his war so he in turn had her name stricken from all recordings. The Brahman, Phuri Dae, Phaedymite, Sybarite, and Yoyari jatis are all decended from her.

After Black Mother abandoned Zapathasura, she took the name Marizhavashti Kali "The Ghost" and waited for the arrival of Alexander the Great in India. Upon Alexander's arrival with his armies, Marizhavashti (a.k.a. Black Mother) embraced one of his soilders and told the childe to "Go West", in which the soilder did and Marizhavashti followed him to Europe and eventually settled in Gaul.

It turned out that the soilder was actually not a man at all, it was a woman masquerading as a soilder. The woman's name was Phaedyne (later the founder of the Phaedymites) and she eventually (after creating her line and all) settled in Gaul with her sire and began looking out for her.

Marizhavashti developed her power base in Gaul and after the Romans conquered Gaul needed a way to ensure the continued existance of her control over the mortal affairs in her city. She embraced a man (who has been said to be everyone from Julius Ceaser - which according to CB Ventrue revised was NEVER a vampire - to Romulus himself) who was a high member of Caligula's rome and may have been a confidant of the Emperor.

This man created Progeny and the line became the Sybarites (this took a few decades). It was then that Chandraputo deliberately let his teachings filter into Gaul through the

Kshatriyas jati (his decendants) in an attempt to bring some of the "rogue lineages" back into the fold.

The Sybarites took the teachings of the Kshatriyas and perverted them (which basically ended up being do whatever you want road). The founder (childe of Marizhashti/Black Mother) began his belief that diablerie was a good thing and set out to do so to his sire. Phaedyne (and a number of the Phaedymites) who had also settled in Gaul protected Marizhashti against her "brother" and his line. obviously she failed because he ended up getting to Marizhashti and diablerizing her.



Rakshasa <4> (:~ -8000) Progeny of Zapathasura. He was said to have unmatched skill at deception. he was Zapathasura's scout for a time. But eventually disagreed with his sire's war and told him so. the two faught and Rakshasa barely escaped. He left and wound up turning into Zapathasura's 2nd greatest enemy (behind Ennoia). after leaving, he alegedly went west to Africa siring many childer as he went (never staying more than a decade with any one of them). The book says (CB Rav-R) that at least 4 North African lineages claim decent from a trickster figure with no name or home. who warned them to prepare for the awakening of his father (Zapathasura). the last evidence of his presence in africa is at least 3000 years old.



Chandraputo <4> (:~ -8000) Progeny of Zapathasura. He was known as The General. He was the one who would lead the Ravnos into battle. He would coordinate his strategies with the Black Mother and was the only one of the five childer to stay loyal to his sire. He may have ruled over the mortal city-nation of Harappa until it went to was against the inhabitants of Mohenjo-Daro. The Kshatriyas jati claims decent from The General.



Ravana <4> (:~ -8000) Progeny of Zapathasura. He was said to have bargained with true demons for power greater than Zapathasura could ever give him. he allegedly vanished from the world after making the deal. he later lead hundreds of asuratizayya to their death promising them glory and power. One account says he came to Zapathasura and offered him power beyond that which gods would give. He claimed he could walk in the sun and enjoy mortal delights. Zapathasura struck him, only to hit nothing. Ravana's laughter faded and Zapathasura pondered the meaning of the offer. shortly after that, he (Zapathasura) fell into his first prolonged torpor.



Ramessu <4> (:~ -8000) Progeny of Zapathasura. Sired the Vaisyas jati. the alexandrite jati also claims origin from him. He embraced solely from the merchant class. He also (in time) tired of fighting and eventually headed west and sired a line that knew nothing of Zapathasura. After his arrival in Egypt he took a large section from the Setite territory when they tried to cast him out. He was able to do this because the Setites were fighting with the local lupines at the time and didn't have the resources to fight both. He later created an "authentic" Egyptian court that lasted into the renaissance, (even though he went into "bouts of torpor").



Smenkhara <4> Sire of Ankla Hotep (-1727). [BbN,p120]



Hazimel <4> Progeny of Ravnos. Hazimel was a rebellious childe of Ravnos, who may have survived the Week of Nightmares. [CN-Se] [CN-R] [CN-Tz] [CN-Tr]



Rodina <4> Sire of Durga Syn (932). [CotI]



Sharilla <4>



Sybarites' founder <5-4> Progeny of Black Mother/Marizhavashti Kali. Sire of Karmenita Yoyari. Diablerised his sire. Was a high member of Caligula's rome and may have been a confidant of the Emperor. Created Progeny and the line became the Sybarites (this took a few decades). It was then that Chandraputo deliberately let his teachings filter into Gaul through the Kshatriyas jati (his decendants) in an attempt to bring some of the "rogue lineages" back into the fold. The Sybarites took the teachings of the Kshatriyas and perverted them (which basically ended up being do whatever you want road). The founder (childe of Marizhavashti/Black Mother) began his belief that diablerie was a good thing and set out to do so to his sire.

Ancient blood



Phaedyme <5> (:-323) Progeny of Black Mother/Marizhavashti Kali. Sire of Marcia Felicia Licinia. Was a woman masquerading as a soldier of Alexander the Great.



Ankla Hotep <5> (:-1727) Progeny of Smenkhara. He was on the Lusitania when it sank in 1915. [BbN,pp16,101,120]



Esmeralda <5> (-1226:-1200) The stereotypical Gypsy beauty. [Cb-R]



Bashir <5> Sire of Varshik (610) and Sallam. Embraced 7 childe, only 2 remain in 1197. [JbN,p94]



Dimitri <5> Sire of Alexis (18th cent.). Probably burned to death. [KmW,p59]



Durga Syn (Synovea) <5> (857:932) Progeny of Rodina. Rumoured to be a former pupil of Baba Yaga. Sometime said to be of 7th generation. There is also a Durga Syn, 6th gen. progeny of Vladovos. [CotI,p55] [WoD2] [RaR] [GC1,p23]



Vladovos <5> Sire of Durga Syn (~1300). [TC2,p95] [NoP]



Karmenita Yoyari <5> Progeny of Sybarites' founder. Sire of Iago Castille. She didn't like the way the Sybarites did things and soon broke off and made her own Jati (which was similar to the Sybarites but more mellow). Her eldest childe Iago Castille was a pirate on the seas during the middle ages.



Margali the Wanderer <5>



Veistgeir <maybe 5> He is the main philosoph of the Sabbat. [PGS,p30]



Natasha (Tasha) <?-5>



Marcia Felicia Licinia <6> Progeny of Phaedyne. Sire of Hector. Traveled much during the dark ages chronicling her journey, and the many different types of Ravnos that she met. She was looking for her child Hector (who was converted to the Phuri Dae way of thinking and later when Marcia found him, she disowned him).



Sallam <6> Progeny of Bashir. Sire of Es'kut (478). [VN]



Varshik <6> (575:610) Progeny of Bashir. Sire of Unknown, Etienne de Fauberge (1099) and Yasmina (1143). Merchant diplomat and ally of the prince. [JbN,p94] [LS4]



Gabrin <6> (1167:1195) [GC1,p49]



Durga Syn <6> (:~1300) Progeny of Vladovos. Sire of Zlatos (1752). Counselor to Dracula. Survived the Week of Nightmares. There is also a Durga Syn, 5th gen. progeny of Rodina. [TC2,p95] [NoP]



Alexis, alias Danya <6> (age 18:18th century) Progeny of Dimitri. She is the 6th of the Red List. [KmW,pp57-61]



Carlos <6>



Elena <6>



Irendo Torenu <6> Sire of Izydor Torenu (1145). [TbN,p95]



Iago Castille <6> Progeny of Karmenita Yoyari. Was a pirate on the seas during the middle ages.

Ancillae blood



Hector <7> Progeny of Marcia Felicia Licinia. Was converted to the Phuri Dae way of thinking.



Unknown <7> Progeny of Varshik. Varshik settled in Jerusalem after one of his children (an unknown female) was destroyed. [JbN]



Es'kut (The Silent) <7> (:478) Progeny of Sallam. One of the three Bashirites in the city of Damascus. A thief and murderer in life. Believed he was dying when his sire tore his throat out. Was reborn with a prayer of forgiveness on his lips, a scream in his heart and a vision of impending apocalypse at the hands of the Cainite elders. Has carried out a vow of silence in the hopes of cleansing his soul and finding answers to the visions that plagued him upon his becoming. [VN]



Etienne de Fauberge <7> (:1099) Progeny of Varshik. Fauberge was a soldier, but unlike his companions did not loot, plunder and rape. Instead he stood back horrified. Varshik took

the opportunity to snatch him and embrace him. Varsik apparently believed that Etienne would be pious enough to enter the city of Acre and obtain the True Cross. Etienne tried to enter the city but was burned badly from just getting near it. Varsik, still believing that Etienne might somehow still do it, convinced his childe to claim the city as his fief and to keep hold of it. Etienne agreed as continued trying to enter. [LS4]



Senser <7> Sire of Vassily Taltos (1145). [TbN,p93]



Yasmina <7> (1133:1143) Progeny of Varshik. Waif of his sire and friend of Hannah. [JbN,p96]



Izydor 'Anastasz' Torenu <7> (:1145) Progeny of Irendo. Sire of Delizbieta (1302). Embraced in Constantinople. Kings of Thieves. [TbN,p95] [TC1,p84]



Anasztaz Torenu <7> (:1172) [TC1]



Zlatos <7> (:1752) Progeny of Durga Syn. Survived the Week of Nightmares. [NoP]



Icarus The Fool <8> Sire of Gregory (626). Alexandrian Ravnos. [CobN,p102]



Vassily Taltos <8> (age late 20s:1145) Progeny of Senser. Sire of Vladislav Taltos (1362). Diplomatic Advisor and Spy master. [TbN,p93] [TC2] [TC3]



Delizbieta of the Dark Eyes <8> (:1302) Progeny of Izydor Torenu. [TC1,p84] [CbR-M]



Natalia <8> (1686:1703) Friend and old lover of Ankla Hotep. [BbN,p101]



Jayakumar <8> Sire of Dr. Lawrence Mayhew (1879) and Anjelika Underwood (1975). Brahman jati.



Vladislav <8> Sire of Shejana (1944). [CbN2]



Khalil Ravana <maybe 8> Diablerised Tabitha Bauer, Jean-Paul, Mouse and Ghose in 1999. Ravana is somewhere down Hazimel's bloodline. He holds the Hazimel ring that speaks in his head... in the quest for the Eye. [CN-R]

Young blood



Gregory <9> (595:626) Progeny of Icarus The Fool. Akoimetia monk, embraced by an Alexandrian Ravnos, adopted by the Antonian Ventrue of Constantinople. He sponsor a young mage girl named Zoe. [CobN,p102]



Thakkur <9> Sire of Harvinder al-Cambay (1002). [VN]



Vladislav Taltos <9> (1339:1362) Progeny of Vassily Taltos. Instrument of Revenge. [TC2] [TC3] [TC4,p90]



Callirus <9> (:1632) [CotN]



Dr. Lawrence Mayhew <9> (:1879) Progeny of Jayakumar. Sire of Johann Matheson (1971). Brahman jati. Leader of the Grave Robbers.



Alexi <9> Berlin. [[web](#)]



Ghivran Dalaal <9> (:1905 ?) Sire of Sennuwy (1891). [CotN] [NoP]



Shejana <9> (1924:1944) Progeny of Vladislav. [CbN2]



Jacopo <9> Sire of Irena (1946). [LAbN]



Anjelika Underwood <9> (:1975) Progeny of Jayakumar. Brahman jati. Member of the Grave Robbers.



Harvinder al-Cambay <10> (:1002) Progeny of Thakkur. Slave Trader. Reluctant about being a slaver because he yearns to travel. Chains of his wealth keep him stationary. Took to wearing the desert wardrobe to reassure those put off by his foreign features. [VN]



Sennuwy <10> (:1891) Progeny of Ghivran Dalaal. Succubus Club promoter. Survived the Week of Nightmares. [NoP]



Anka <10> (:1916) Antitribu [CotN]



Irena <10> (1917:1946) Progeny of Jacopo. [LAbN]



Cairo <10> Antitribu. Ex-Inquisitor. Les Orphelins Pack. Accused of infernalism by Mercy. [MobN] [NoP]



Gharston Roland <10> Antitribu. Lost Angels Pack. Survived the Week of Nightmares. [NoP] [MobN]



Jose Sadillo <10> Sabbat. Member of the Sabbat nomadic pack the "Crypt-Ticks". [SHS]



Johann Matheson <10> (:1971) Progeny of Dr. Lawrence Mayhew. Sire of Marion French (1987) and Gwendolyn Brand (1999). Brahman jati. Member of the Grave Robbers.



Sasha <10> Sire of Devyn (1988). [KmW]

Weak blood



Marion French <11> (:1987) Progeny of Johann Matheson. Brahman jati. Member of the Grave Robbers. Was taught by her mortal father to shoot before she was 12, and fight by 16. joined the army after high school and went to a university on a GI bill. While there, hired herself out as a bodyguard to make more \$. Her life changed the night Johann Matheson hired her. She's not a killing machine...but quite competent.



Devyn <11 or 9> (1965:1988) Progeny of Sasha. Antitribu. He is an alastor. [KmW]



Jack Zukowski <11> Sire of Zip (1995). [NoP]



Jack Hooker <11> Antitribu. [UBRM]



Gwendolyn Brand <11> (:1999) Progeny of Johann Matheson. Brahman jati. Member of the Grave Robbers.



Zip, a.k.a. Kevin Thomas <12> (:1995) Progeny of Jack Zukowski. Survived the Week of Nightmares. [NoP]

Unknown generation



Aleksandr <?> [GttS]



Zander <?> [GttS]



Raj <?> [SHRev] [GttS]



Amril Donescu <?> [Pariah]



Bozzi <?> [AC,p43]



Ghose <?> (+1999) Diablerised by Khalil Ravana. [CN-R]



Mary Tinker, aka Madama Alexandria <?> (+1999) Gypsy Queen of New York. Probably killed by the Sabbat. [CN-R]



Andreas <?> (+1999) Killed by Mary Tinker during the Week of Nightmares. [CN-R]



Ivan Krentsjenko <?>

Ravnos Lineage

This information has been collected by Daniel Guilkey, from the Revised CB and cross referenced it with LS 4, JbN, ...

The Ravnos Ante (who is referred to as Zapathasura) is said to have sired 5 times in the first century or two of his unlife. The speaker said that there may be more, but that they doubted it because all of the lineages that they were able to recover traced their roots back to those five.

1. The first was **Black Mother**. She was often mistaken for Kali, the Hindu goddess of death destruction and the end of the world. She was a renowned Prophetess and was famous for her ability to percieve all layers of reality. She later abandoned Zapathasura and his war so he in turn had her name stricken from all recordings. The Brahman, Phuri Dae, Phaedymite, Sybarite, and Yoyari jatis are all decended from her.

(this next part - about Black Mother's new identity - was not actually told, I had to piece it together by cross referencing 2-3 sources. Don't worry about it being wrong, there is no way. If you want my evidence behind this - including sources - just let me know and I'll mail them too you)

After Black Mother abandoned Zapathasura, she took the name **Marizhavashti Kali** "The Ghost" and waited for the arrival of Alexander the Great in India. Upon Alexander's arrival with his armies, Marizhavashti (a.k.a. Black Mother) embraced one of his soldiers and told the childe to "Go West", in which the soilder did and Marizhavashti followed him to Europe and eventually settled in Gaul.

It turned out that the soilder was actually not a man at all, it was a woman masquerading as a soldier. The woman's name was Phaedyme (later the founder of the Phaedymites) and she eventually (after creating her line and all) settled in Gaul with her sire and began looking out for her.

Marizhavashti developed her power base in Gaul and after the Romans conquered Gaul needed a way to ensure the continued existance of her control over the mortal affairs in her city. She embraced a man (who has been said to be everyone from Julius Ceaser - which according to CB Ventrue revised was NEVER a vampire - to Romulus himself) who was a high member of Caligula's rome and may have been a confidant of the Emperor.

This man created Progeny and the line became the Sybarites (this took a few decades). It was then that Chandraputo (another childe of Zapathasura whose explanation I will give below) deliberately let his teachings filter into Gaul through the Kshatriyas jati (his decendants) in an attempt to bring some of the "rogue lineages" back into the fold.

The Sybarites took the teachings of the Kshatriyas and perverted them (which basically ended up being do whatever you want road). The founder (childe of Marizhavashti/Black Mother) began his belief that diablerie was a good thing and set out to do so to his sire.

Phaedyme (and a number of the Phaedymites) who had also settled in Gaul protected Marizhavashti against her "brother" and his line. obviously she failed because he ended up getting to Marizhavashti and diablerizing her.

The founder of the Sybarites eventually had a childe named Karmenita Yoyari. She didn't like the way the Sybarites did things and soon broke off and made her own Jati (which was similar to the Sybarites but more mellow). Her eldest childe Iago Castille was a pirate on the seas during the middle ages.

One of Phaedyme's childer, a woman named Marcia Felicia Licinia traveled much during the dark ages chronicling her journey, and the many different types of Ravnos that she met. She was looking for her childe Hector (who was converted to the Phuri Dae way of thinking and later when Marcia found him, she disowned him).

2. The second childe was **Rakshasa**. He was said to have unmatched skill at deception. he was Zapathasura's scout for a time. But eventually disagreed with his sire's war and told him so. the two fought and Rakshasa barely escaped. He left and wound up turning into Zapathasura's 2nd greatest enemy (behind Ennoia). after leaving, he allegedly went west to Africa siring many childer as he went (never staying more than a decade with any one of them). The book says (CB Rav-R) that at least 4 North African lineages claim decent from a trickster figure with no name or home. who warned them to prepare for the awakening of his father (Zapathasura). the last evidence of his presence in africa is at least 3000 years old.
3. The third childe was **Chandraputo** (mentioned above) He was known as The General. He was the one who would lead the Ravnos into battle. He would coordinate his strategies with the Black Mother and was the only one of the five childer to stay loyal to his sire. He may have ruled over the mortal city-nation of Harappa until it went to war against the inhabitants of Mohenjo-Daro. The Kshatriyas jati claims decent from The General.
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5. The fifth childe **Ramessu** sired the Vaisyas jati. the alexandrite jati also claims origin from him.

he embraced solely from the merchant class. He also (in time) tired of fighting and eventually headed west and sired a line that knew nothing of Zaphathasura. After his arrival in Egypt he took a large section from the Setite territory when they tried to cast him out. He was able to do this because the Setites were fighting with the local lupines at the time and didn't have the resources to fight both. He later created an "authentic" Egyptian court that lasted into the renaissance, (even though he went into "bouts of torpor").

Genealogy of the Salubri

References

First introduced in the Player's Guide [[PG1](#)] [[PG2](#)]. Described in a [clanbook](#). Wu Zao are described in a [Wind from the East](#).

History

Since the diablerie of Saulot and the great hunt that made the Tremere destroy nearly all Salubri, there are only 7 Salubri left. All are at least 7th generation and part of their embrace involves diablerizing their Sire.

The **Wu Zao** are the remnants of the Salubri Zao-lat left behind in the Middle Kingdom. Their inherent flaw is that they are tied to a specific type of lore and must spend their entire unlives searching it out. Wu Zao often travel in pairs, a thief that steals occult secrets and a scholar who researches them.

Dedicated pages

- o [Salubri Clan page](#) (this page is near empty... but it is the only one)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 53 known Salubri.

Powerful blood



Saulot/Zao-lat <3> (:~ -8000+1133) Sire of Rayzeel , Samiel , Yakov , Nergal/Shaitan (Baali) , Moloch (Baali) , Seker/Red Death (Baali) and Nahum ben Enosh (216). Also know as The Dragon or The Warlord. He was diablerised by Tremere, probably voluntarily. He recently took back the control of Tremere's body. Saulot is said to be the first (and only?) childe of the oldest 2nd gen. (Enoch), though not the first antediluvian (this was Arikel). The Malkavians consider that Saulot and Set are brothers to Malkav and that the third eye was given to Saulot by Malkav (CbR-M).

We can see his life as a succession of attempts to create a brood of vampires/mages. A long time ago he went to the east (named Zao-Lat), learned something with the Kuei-jin. The Baali are the result of one of his attempts that went wrong. The Wu-Zao are the last vestiges of another of his broods. The Nagaraja might be another failed attempts. The warrior and the healer Salubri are his main progeny, that was nearly destroyed after his diablerie and that recently surfaced in the Sabbat. The Tremere are his last experience... In 1998 (TC4 and NoP), Saulot has taken over Tremere's body after quite a struggle, then broke the wards set to hold him and is free again. [Cb-Sa] [CotI,p51] [TC4] [NoP] [CbR-M]



Rayzeel <4> Progeny of Saulot. Love of Saulot, sister of Samiel. Skills at song. [Cb-Sa,p64]



Samiel <4> (+Baali Wars) Progeny of Saulot. Sire of Ithuriel , Gabriel , Aariel , Uriel , Ezrael and Za'aphiel. First knight and founder of the Warrior bloodline. Wrote the Code of the Warrior. Silas claims that Samiel slaughtered Tzimisce. [Cb-Sa,p40] [CbR-Tz]



Hrorsh <4> Progeny of Saulot. Sire of Simeon. [Cb-Sa,p40]



Yakov <4> Progeny of Zao-lat. Sire of Javaniel. Simon ben-Yaakov? [TC2,p85]



Zao-zei <4> Progeny of Zao-lat. Wu Zao. Warrior and thief, steals occult secrets for her brother Zao-xue to decipher. Rescued him from the Wan Kuei and the two vanish into obscurity. [WfE]



Zao-xue <4> Progeny of Zao-lat. Wu Zao. Monk and scholar, rescued from the Wan Kuei by his sister. [WfE]



Nahum ben Enosh <4> (150:216) Progeny of Saulot. Scholar of considerable repute. [JbN,p98]



Akhraziel <maybe 4> Sire of Nuriel. [Cb-Sa,p15]

Ancient blood



Ithuriel <5> (+Baali Wars) Progeny of Samiel. Sire of Hillel. [Cb-Sa,p40]



Gabriel <5> Progeny of Samiel. [Cb-Sa,p40]



Aariel <5> Progeny of Samiel. Sire of Dokiel. [Cb-Sa,p16-17]



Uriel <5> Progeny of Samiel. Found the Warrior's Code of Samiel. [Cb-Sa,p16]



Ezrael <5> Progeny of Samiel. [Cb-Sa,p16]



Za'aphiel <5> Progeny of Samiel. [Cb-Sa,p16]



Simeon <5> Progeny of Hrorsh. Sire of Generys. [Cb-Sa,p40]



Javaniel <5> Progeny of Yakov. Second Bone Dragon. [TC2,p85]



Karesh <5?> Corrupted by the Baali. [TC2,p84]



Vekis <5?> Died in torment. [TC2,p84]



Madiel <5?> Death by diablerie. [TC2,p84]



Nuriel <maybe 5> Progeny of Akhraziel. [Cb-Sa,p15,65]



Hillel <6> Progeny of Ithuriel. Sire of Gabriel. [Cb-Sa,p40]



Generys <6> Progeny of Simeon. Sire of Matthias. [Cb-Sa,p40]



Dokiel <6> Progeny of Aariel. Sire of Kadiel. [Cb-Sa,p15]



Orpheus <6> Sire of Achmet the Dreamer (813). Has probably reach Final Death. [CobN,p116]



Ahab the Traitor <maybe 6> Turned Baali, he betrayed the coterie of Warriors. Survived the Baali Wars. [Cb-Sa,p66]

Ancillae blood



Gabriel <7> Progeny of Hillel. Sire of Althea of Phillipus. [Cb-Sa,p40]



Matthias of Bath <7> Progeny of Generys. [Cb-Sa,p40,64]



Kadiel <7> Progeny of Dokiel. [Cb-Sa,p15]



Achmet the Dreamer <7> (807:813+1198) Progeny of Orpheus. Sire of Aisha bint Wahiba. Arrives in Constantinople in 1140. Diablerized by Theresa. [CobN,p116]



Althea of Phillipus <8> Progeny of Gabriel. Sire of Yael (around 200 BC). [Cb-Sa,p40]



Aisha bint Wahiba <8> Progeny of Achmet the Dreamer. Nurse of in a Muslim hospital. Attack by 3 Tremeres in 1197. [JbN,p97] [PBC,p11]



Bahjat's sire <8> (+not long after 1165) Sire of Bahjat (1165). [VN]

Young blood



Adonai <9?-7> Sabbat Salubri Founder. He diablerised his sire, making him at least 8th Generation. Since joining the Sabbat he has lowered his Generation to 7th. [VRev]



Yael <9> (:around 200 BC) Progeny of Althea of Phillipus. Warrior and companion of Matthias. [Cb-Sa,p40,64]



Bahjat <9> (:1165) Remembers little about his sire, or about life before embrace. Thinks that sire gave her blood to him to attempt to cure some ailment affecting his memory. Not long after his embrace she was destroyed and he was forced on the run. [VN]



Thomas the Angry <10> Sire of Kervos (1994). Sabbat Salubri. [NoP]

Weak blood



Kervos <11> (:1994) Progeny of Thomas the Angry. Sabbat Salubri. Knight Inquisitor of the Sabbat; Talons pack. [NoP]

Unknown generation



Baradiel <?> Sire of Scatha-Columbkille (700). [Cb-Sa,p15]



Scatha-Columbkille <?> (:700) Progeny of Baradiel. Warrior. [Cb-Sa,p15]



Israel <?> Sire of Nathaniel. [Cb-Sa,p19]



Nathaniel <?> Progeny of Israel. [Cb-Sa,p19]



Hershel <?> German blood. [Cb-Sa,p20]



Oreniel al-Noor <?> Dwell in Persia. [Cb-Sa,p20]



Genevieve <?> (:900) Healer. [Cb-Sa,p21]



Marius <?> [Cb-Sa,p27]



Amphiloctes <?> [Cb-Sa,p27]



Wenceslaus <?> Sire of Pazia. [Cb-Sa,p28]



Pazia <?> (:Empress Theodosia Reign) Progeny of Wenceslaus. Watcher (Tremere?). [Cb-Sa,p28]



Gennadios <?> Healer. [Cb-Sa,p32]



Jack-o-Daws <?> English rogue. [Cb-Sa,p65]



Azrael <?> Antitribu. Paladin. [GttS]



Silas <?> Antitribu, historian. He claims that the "great war" of the Salubri was not against he Baali, but instead against the Tzimisce who allied themselves with Kupala. [CbR-Tz]

Genealogy of the Baali

References

First introduced in the [Storyteller's Handbook](#) and in [Dark Ages](#). Described in a [clanbook](#). Look at [Clanbook: Salubri](#) too.

History

The three founders of the bloodline were Embraced by being tossed into a sacrificial well, and there was an Antediluvian with flesh-twisting abilities, and it was said he came "from where the sky had begun to lighten with the anticipation of dawn"... Two are named Nergal and Moloch, the third is unnamed. The story is probably that Saulot ravaged a city of demon worshippers and so spawned the Baali as he returned home from the East.

The Children of Dreadful Night are described in the trilogy of novels : *The Masquerade of the Red Death* [\[RD1\]](#) [\[RD2\]](#) [\[RD3\]](#), they are the progeny of Red Death, who is the Comte de St Germain who made a pact with the Sheddim. Red Death is probably a progeny of Saulot, he could be considered a Baali.

Dedicated pages

- o [Baali rewrite, by Eric S. Bertish](#)
- o [Baali rewrite, by Andrew Cram](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [\[References\]](#) (historical references).

Here is the list of 23 known Baali.

Powerful blood



Shaitan/Adriel (Huitzilopochtli) <4> (-4520:-4500) Progeny of Saulot. Sire of Nezahualcoyotl. He was embraced in the Second City and believed that his sire was Ashur. Sent by Caine and Ashur to investigate a mortal cult of infernalists. He was seduced to their side when he met Ba'al, one of the Great Demons. His fortress in Crete was destroyed by the Setites and the other Clans. He walked to Mexico and proclaimed himself Huitzilopochtli, the Aztec god of War. [\[CF,p118\]](#) [\[Cb-Ba\]](#) (Assyrian Fire God)



Moloch <4> (:~ -4500) Progeny of Saulot. Sire of Annazir (12th cent. BC). Dwelt in Carthage, and was Troile's blood-bound lover. The two of them are entwined together in torpor beneath Carthage's remains. [\[Cb-Ba\]](#)



Red Death/Seker <4> (:maybe ~ -4500) Progeny of Saulot. Sire of three childer. This vampire is described in the *Red Death Trilogy* which has been removed from White Wolf's cannon.

In the trilogy, Saulot has been killed by Tremere manipulated by St. Germain ; in many other sourcebooks, Saulot has manipulated Tremere into diablerising him, and has taken control of him. In both cases, the Tremere clan is manipulated...

Named Seker, Lord of the Underworld, he was also known as the Comte de St. Germain or Count Rakoczi. He became the Red Death after his pact with the Sheddim. His existential identity is left uncertain (mage? faerie? mummy?) but we can make the hypothesis that Seker is a progeny of Saulot. He essentially created and controls completely the Tremere Clan. Like Lameth and the Giovanni, St. Germain was an "adviser" to Tremere himself, and was the one responsible for convincing him to seek immortality via the Kindred and their accursed vitae. He was even present at the very ceremony where Tremere and his Councilors diablerised Saulot, though he has conveniently erased this memory from all their minds.

The Tremere still don't realize how Seker has been manipulating them for centuries. He's stolen so many of their greatest discoveries. St. Germain hunted for the lost pages of The Book of Nod. "The Apocrypha of the Damned. The unrevealed truths of Caine, the Third Mortal, as told by Seth, his ghoul. The final secrets of the kindred. A prize equal, in value to the legendary Lameth's Cup, or the Sword of Troile. A Tremere scholar found the forgotten passage carved on the wall of an ancient tomb in the Middle East. Seker killed him before he could report the discovery to the clan elders. The formula inscribed on the stones enable him to contact Sheddim and the shattered world were described in a lost section of The Book of Enoch. There, hidden in a language so obscure that only the most dedicated scholar can unravel it, are many of the basics truths about our world and its creation.

Seth, the third child of Adam and Eve, was the first mage. He learned these secrets from his father, who was in turn told them by the Archangel, Gabriel. Over the millennia, the sacred dialogues of Seth, the Roskmah mistarcsh, were passed down from mage to mage, until they were finally transcribed by the occult scholar Moses de Leon in The Zohar, the basis for that which became The Kaballah. Seth was first magician and was first ghoul. He was Caine's ghoul. He disappeared when the First City, Enoch, was destroyed. According to Cainite tradition, the dialogues of Set formed part of The Book of Nod. But those sections have been lost for thousands of years. They were recovered and The Red Death was born.

In the beginning, the Lord God said "Let there be light". Afterward, he created the heavens and the earth. However, if there was a need for light, originally there must have been darkness. Why darkness? The answer is simple. Before our world there were other worlds. Our universe was not first created by God. There have been other spheres. Wasn't revealed by Gabriel to Seth how many. Others existed, but they were destroyed, either by God or by their inhabitants. God in his infinite wisdom created the denizens of each sphere in his mage. However, as the Lord is all-encompassing, same as ours. Not even the substance. These beings who inhabit this plane of existence, this material dimension, have form and shape.

Humans, kindred, garou are creatures of flesh and blood. Demons and faeries when they

manifest themselves take on physical form as well. Even the inhabitants of the Umbra, creations of psychic energies, and wraiths, spirits of the dead have tangible presences on our world. This fact was not always true for those spheres of reality that existed before our own. The broken spheres that is the name given to those earlier universes for though they were destroyed, nothing created by his presence can be totally annihilated. Fragments of those other realities still exist outside our universe. And, dwelling on them are creatures totally alien to our dimension.

The Red Death in his quest for total domination of the Cainite race, he discovered the spell that enabled him to contact the inhabitants of the broken spheres. Being of living fire, they offered him a bargain. The flame creatures wanted access to our world. They cannot exist in this plane of reality, as they have no physical form. The Red Death and his brood, the Children of Dreadful Night, desired a Discipline that would enable them to wipe out all those who opposed their takeover of the kindred.

The two forces made their deal. They became partners in destruction. The Red Death believe that they are manipulating the fire elementals. That's exactly what the Sheddim want them to think. Those creatures have been scheming since the beginning of history to gain a foothold in our reality. The Red Death thinks the fire being are content to be mere observers in our plane of existence. They are not. The creatures are slowly but surely taking control of the bodies of their hosts. A few more transformation, each time the Red Death or his brood use their Body of Fire discipline, and they will become these monsters. [RD]

Ancient blood



Camazotz (Nezahualcoyotl) <5> Progeny of Huitzilopochtli. Sire of Tlazolteotl. He is an Aztec vampire. He is Hummingbird of the Left. [BW] (The Bat God)



Annazir <5> (:12th cent. BC) Progeny of Moloch. Elder of Damascus during Dark Ages. Dimly recalls the great nights of his clan. Remembers the Shaitan and longs for those times again. He also longs for power, to watch events unfold directly; in essence, he's forgotten the lessons that made him an elder. [VN]



The Children of Dreadful Night. <5> Progeny of Seker/Red Death. They are the three progeny of Red Death. [RD]



Cybele <maybe 5> (+) Progeny of one of the Shaitan. Sire of Petaniqua (-336). Sealed Troile and Moloch under Carthage. She had a taste for the blood of men who castrated themselves in her frenzied orgiastic ceremonies. Cursed the Assamites with the Blood Lust. She poses as a Malkavian Methuselah. She was killed by a sect of 13 vampires that said to be of the True Brujah. [KmW,pp81-82] [Cb-Ba,p66] [CbR-M]



Petaniqua <maybe 6-5> (~-360:-336) Progeny of Cybele. She was the princess of Epirus, mother of Alexander the Great. She was embraced the day Alexander assumed the throne of Macedonia. She was called Myrtale, then Olympias, then Petaniqua *The Black Eyes of the Wyrms*. She is totally corrupted by the Wyrms. She is the 2nd of the Red List and poses

as Malkavian. [KmW,pp81-85] [Cb-Ba]



Mary the Black/Ma-ri-ah <7-5> (: -1800) Progeny of probably Anaduk. She killed many Toreador in Constantinople. Diablerised Michael in 1204. She is probably a progeny of Anaduk (a Baali) but might have been embraced by Beshter/Michael in Ebla. [CobN,p87] [Cb-Ba,p67]



Anaduk <6> Sire of probably Ma-ri-ah (-1800).



Hortator (Tlazolteotl) <6> Progeny of Nezahualcoyotl. Sire of Delfonso. She is an Aztec vampire. [BW] [PoC] (Goddess of Vice)



Antonio DeFigio <6> Sire of Giotto Verducci (874). [FBC,p30]

Ancillae blood



Giotto Verducci <7> (:874) Progeny of Antonio DeFigio. Leader of the Abbey of Mount Zion. [FBC,p30]



K'thstl <7> Sire of Sargon (1100). [FBC,p30]



Darak <7> Sire of Elihu (1078). [FBC,p30]



Delfonso <7> Progeny of Hortator. Sire of Don Benedict and Domingo. [BW] [PoC]



Azanael <7?> Ruler of Chorazin. [Cb-Ba,p67]



Elihu <8> (:1078) Progeny of Darak. Under the orders of Giotto Verducci. [FBC,p30]



Sargon <8> (:1100) Progeny of K'thstl. Under the orders of Giotto Verducci. [FBC,p30]



Al-Harim <8> Sire of Ansen. [TC3]



Don Benedict <8> Progeny of Delfonso. Loved Dowager. [BW] [PoC]



Domingo <8> Progeny of Delfonso. [BW] [PoC]

Young blood



Ansen, The Devil's Advocate <9> Progeny of Al-Harim. [TC3]

Genealogy of the Nagaraja

References

Described in [Dirty Secrets of the Black Hand](#).

History

They are the descendants of Euthanatos mages that discovered how to turn into vampires without being embraced.

Some say that they are an offshot of the Cappadocians, the Old Clan Tzimisce.

Some say that Saulot tried to turn mages into vampires and failed, creating the Nagaraja.

The oldest Nagaraja is said to be of 6th gen.

They may have created the Samedi.

Dedicated pages

- [Nagaraja](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 0 known Nagaraja.

Genealogy of the Setites

References

First introduced in the Player's Guide [[PG1](#)] [[PG2](#)] and in [Dark Ages](#). Described in a [clanbook](#). "Walid Set" in Arabia.

Dedicated pages

- o [suti amenti](#)
- o [The Serpent's Skin](#)
- o [Serpents of the Light](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 69 known Setites.

Powerful blood



Set/Sutekh <3> (:maybe -4000) Sire of Nakhthorheb , Seterpenre , Maatkare , Ta-urt , Kemintiri (~-1300) , Nefertiti (-1032) and Nephthys. If he was embraced in the first city, it should be around 8000BC, but he was probably embraced around 4000BC in Egypt (the first pharaonic dynasty began in 3000BC). He is known by many names: Seth, Sutekh. He may lie somewhere in a tomb or beneath the sands of Egypt. He disappeared in 33 BC. The Malkavians consider that Saulot and Set are brothers to Malkav (CbR-M). The Ventrue say he was banished from the Second City by their antediluvian, for eating the heart of Arikel (CbR-V). [Mummy] [BbN,p116] [KmW,pp87-91] [NoP] [CbR-M] [CbR-V,p13]



Nakhthorheb <4> Progeny of Set. Leader of the 13 Hierophants (Setites Methuselahs). [LS3,p96]



Seterpenre <4> Progeny of Set. Lord of Tinnis. A mighty Sorcerer. Tolerant of Cainites. [LS3,p96]



Maatkare <4> Progeny of Set. Beloved of the moon. Set's concubine. Her beauty is so great as to stop the heart of a strong man. Mysterious. [LS3,p96]



Ta-urt <4> Progeny of Set. Sire of Ororiouth. [NoP]



Kemintiri <4> (:~-1300) Progeny of Set. She learned the ritual of mummification but forgot it. She took the place of the Ventrue Justicar during a few decades. She is the 1st of the Red List. [KmW,pp87-91]



Nefertiti <4> (: -1032) Progeny of Set. Sire of Aabt Kindred. Self-Proclaimed Queen of Europe. [BbN,p116]



Nephtys <4> (+) Progeny of Set. Nephtys had her soul shattered by Egyptian Garou. [RAE]



Qufur Am-Heru <4 or 7> (: -525) Champion of Set. [CotN]

Ancient blood



Ororiouth <5> Progeny of Ta-urt. Sire of Nebseni. [NoP]



Nehsi <5> (: -1663) Sire of Kay'tall. [CobN,p93] (Pharaon, 14th dynasty)



Neferu <5> (: -1352) Sire of Sobek (850). [GC3]



Aabt Kindred <5> Progeny of Nefertiti. Those are snakes embraced by Nefertiti's powerful blood. It is the only case where animals have been embraced. Apart from this exception, it is impossible to embrace animals: they stay dead. [BbN]



Nebseni <6> Progeny of Ororiouth. High Priest of El Kharga. [NoP]



Ghede <6> (: -100) Sire of Ezuli (~1300). Leader of a Cult in Haiti. [NOBn,p81] [AC,p43] [Cb-Se,p64] (Haitian Cult)



Kay'tall <6> (-20:104+1203) Progeny of Nehsi. Found a scion family in Constantinople in 489. Diablerised by Sarrasine. [CobN,p93]



Count Jocalo <6> (:845) Sire of Glycon (1169). [GC3] [TC3]



Sobek <6> (:850) Progeny of Neferu. [GC3]



Ollam-Onga <6> (:~1000) Warrior-priest of the Luo. [WoD2]



Lady Amissa <6> (1049:1073) [GC1,p49]



Lady Intisar <6> (:1399) [GC2]



Lucretia <6 or 7> Sire of Danny Larkshill (1520) and Mark Sandhurst (1520). In VtM-R, a 7th gen Setite priestess in London. She is killed by Christof in 1999 with the aid of Pink. [NoP] [VtM-R]



Sarrasine <7-6> (527:532) Progeny of Kay'tall. Sire of Jacques Talbott. Diablerised his sire in 1203, for losing control of too many mortal pawns and weakening the Setite power base in Constantinople. Prince of Sidney during the 20th century, claiming to be Toreador. Some believe he is Caitiff. [CobN,p94] [WoD2] [RaAu] [Cb-Se] [LS3]



Ezuli <7-6> (:~1300) Progeny of Ghede. Sire of Manon (1953). She was embraced in

Ethiopia. Diablerized someone. [WoD1,pp113-115] [NObN,p81]



Jacques Talbott <6> Progeny of Sarrasine. [LS3]

Ancillae blood



Nagat <7> Sire of Abdullah Al-Sathaja (930). [JbN,p102]



Arnulf Jormungandrsson <7?> (793:810) Built a Ragnarok Cult in Scandinavia in 950. [WotS,p101]



Glycon <7> (:1169) Progeny of Jocalo. [GC3]



Ogwon <7> [WoD1,p114]



Danny Larkshill <7> (:1520) Progeny of Lucretia. Archon [NoP]



Mark Sandhurst <7> (:1520) Progeny of Lucretia. Archon [NoP]



Abu Ruhadze <7> Sire of Heshu (late 17th cent.). Has grown so proud of his progeny (Ruhadze, now called Heshu) in the modern nights that he has renamed himself Abu Ruhadze in the Islamic tradition: "the father of Ruhadze". [CN-Se]



Manon <7> (~1935:1953) Progeny of Ezuli. [NObN,p81]



Farouk <maybe 7> Setite elder. He disappeared after a "horrifying run-in with an Asian vampire" in San Francisco. [GFA]



Teweret <8> Sire of Bek (1048). [VN]



Abdullah Al-Sathaja <8> (895:930+1234) Progeny of Nagat. Lure the malkavian Al-Hakim. [JbN,p101]



Dawn Cavanaugh <8> (1882:1898) She gave to Hollywood the reputation of "Sin Capital of the World". [LAbN,p93]



Samat Ramal - Ra <8> Archon of Karl Schrekt, Tremere Justicar. Not happy to be a Setite. [BbN]



Heshu <8> (age ~38:late 17th cent.) Progeny of Abu Ruhadze. Sire of Vegel and Elizabeth Dimitros (1999). Was a Nubian called Ruhadze. Cordial rival of Beckett in the domain of kindred archaeology. Heshu considers himself to be a 'son in the seventh degree' of Set, that would make Set of the First Generation! Has the Eye of Hazimel in CN-N. [SHRev] [GttS] [[CN-Se](#)] [CN-R] [CN-N] [CN-An] [CN-Br]



Sangris <8> (+) Sire of Ezekiel. Serpent of the Light. Infernalist. Archbishop of Montreal before thaumaturgically switching body with DeSoto in 1992 and being burned for infernalism. [MobN] [NoP]



Khabiri <8> [[web](#)]

Young blood



Jezebel <9> Sire of Shahara al-Rashwa (980). [JbN,p100]



Bek (The Spice Merchant) <9> (:1048) Progeny of Teweret. Enjoyed himself in the "new" Cairo. Was rewarded his own sector to ply. He is more than happy to play his small part for the Setite reclaiming of Cairo. [VN]



Count Ormonde <9> (:1599) [CotN]



Ravenna - Iris Dumont <9> (1768:1794) [DCbN]



Veget <9> Progeny of Hessa. Puts the Eye of Hazimel in his orbit... [CN-To] [CN-Tz]



Ezekiel <9> Progeny of Sangris. Serpent of the Light. One of the three Bishops of Montreal. Ductus of the 25:17 Pack. Black Hand Member. [MobN] [NoP]



Elizabeth Dimitros <9> (:1999) Progeny of Hessa. [CN-R]



Shahara al-Rashwa <10> (960:980) Progeny of Jezebel. Has seduced the assamite Rashid Ibn Musafir. [JbN,p100]



Goo Loo Boo <10> Sire of Marcel (1974). [CbN2]



Black Lotus <10> Serpent of the Light. Widows Pack. [MobN] [NoP]

Weak blood



Sir Mariot D'Urban <11> (:~1180) Mentor to lots of Setites. He is usually found studying or traveling between Temples of Set. [Cb-Se,p65]



Celine Chevalier <11> [[web](#)]



Marcel <11> (1943:1974) Progeny of Goo Loo Boo. [CbN2]



Jacque Amyzial <12> (1947:1989) [DCbN]



Cao Nguyen <12> Serpent of the Light. Lawdogs Pack. [NoP]

Unknown generation



Legba <?> Ghede's worst enemy. Serpent of the Light. [Cb-Se,p64]



Bilaal (The Guide) <?> Truly proud of his knowledge of Cairo's history, and his delight in sharing that knowledge is genuine. Other than his clan, little else is known about him. Acted as the Setite liaison to his city's assorted Cainites. [VN]



Verdigris <?> [SHRev]



Ghesperus <?> [GttS]



Augusta Halford <?> (:1305) [Cb-Se,p63]



Rasputin <?> The Mad Monk has been a thorn on the side of the now dead Council of Brujah in Russia, and now of the recently awakened Baba Yaga. [Cb-Se,p65]



Misty Halls <?> (+1975) Antitribu. Burned in fight. [PoC]



Jean-Claude <?> [PoC] [BW]



Darrius Stone <?> [BW]



Abo <?> [WoD2]



Nigel Lloyd-Stephens <?> [WoD2]



Dahshur <?> [BoN]



Shandy <?> [HH,p51]

Genealogy of the Toreador

References

One of the Camarilla Clans [[VtM1](#)] [[VtM2](#)] [[VtM3](#)] [[PG1](#)] [[PG2](#)] and in [Dark Ages](#). Described in a [clanbook](#) and a [revised clanbook](#).

"Mamluke" in Arabia.

Justicars

Rafael de Corazon (founder) ; Killian ; Violetta (around 1666- ?1855) ; Gunther (-1889) ; Montecalme (before 1920s-1985) ; Madame Guil (1985-now)

Dedicated pages

- o [Le Salon de la Rose](#)
- o [Toreador Clan Homepage](#)
- o [Toreador of Dark City](#)
- o [Purity of Fire: Clan Toreador](#)
- o [Toreador of Note](#)
- o [Clan Toreador](#) (panix.com, quite empty...)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 250 known Toreador.

Powerful blood



Arikel <3> (:~ -8000) Progeny of Enoch. Sire of Amarantha , Beshter/Michael (-2149) and Iontius. The oldest antediluvian. Twin of Malkav.

Revised Toreador and Ventrue Clanbooks suggests that Arikel was not the toreador progenitor, and that she was killed by the Nosferatu and Setite Antediluvians, who cut out and ate her heart. Yet she awoke from torpor around 260 BC and advised Prince Alchias of Syracuse. [[Cb-To](#)] [[CbR-To](#)] [[CbR-V](#),pp13,18] [[CbR-As](#)]



Ishtar/Astarte/Inanna <3> (:~ -8000) Progeny of Enoch. Sire of probably Minos. Katherine of Montpelier insists that Ishtar is the Toreador Antediluvian, a bull-fighter. Fought with the Gangrel Antediluvian and took shelter with King Minos, siring his son, who fell to the beast and became the 'Minotaur' of mythology. [[CbR-To](#)] (Babylonian Goddess)



Amarantha <4> Progeny of Arikel. The first known victim of Diablerie. Mistakenly diablerized by an Assamite judge while he was administering punishment to her. [[CbR-As](#)]



Beshter/Michael <4> (age early 20s:-2149+1204) Sire of Petronius (65) , , probably Enimachia , Anthemios of Tralles (539) , Pakourianis the Dove (567) and Paul Bathalos (750). Embraced in Ebla and named Mi-ka-il. Takes residence in Rome in -548 and named Beshter. Around 58, Beshter and Antonius become lovers in Rome. Converts to Christianity in 85 and is Baptised Michael. Encounters Dracon in Greece (152) and they became lovers. Around 312, the three Methulesahs Beshter, Antonius and Dracon become a vampiric Triumvirate, that will rule [Constantinople](#). Michael rules Byzance alone from 842 until its destruction. Had delusions of divinity. Instilled in Vykos the need to continue his quest for building Heaven on Earth. Mary the Black diablerized him. [CobN,p104] [CN-Tz] [TC2] [CbR-Tz] ([Persian deity/Archangel](#))



Minos <4> (+~ -1200) Progeny of Arikel or more probably Ishtar. Sire of Helena (-1207). Helena diablerised him. [CbN1] [CbN2,p111]



Iontius aka. Derrick Zeel <4> Progeny of Arikel. Sire of Ishaq ibn Ibrahim. Greece. He is a porn star. He owns the video production company that makes his films. Zeel is a major figure in the slave trade, and some claim he has cults dedicated to him in every corner of the world. Iontius somehow gained the ability to feed off his victims through sex rather than by normal vampiric means. Demonic Investment. [Cb-To] [EEW]



Sir Matthew Lubbock <4> Sire of Christopher Houghton (1682). He awakened from torpor around 1650, left to Boston after the defeat of Bonnie Prince Charlie, threw Christopher away from his home in the late 1820s. [LAbN,p83]



Alexandria/Callisti y Castillo aka. Red Ludwing <4 or 5> Progeny of maybe Helena. Sire of Rafael de Corazon (1182 or 1389). Prince of Buenos Aires. Alexandria travelled to the New World with Francisco Pizarro's expedition. She is known to have feuded with Helena, who came to the New World around the same time. Some older Toreador claim Alexandria is actually Callisti y Castillo. She is the owner of one of the largest private collections of museum-quality works. [Cb-To] [CotI] [GttC]



Marikasha <maybe 4> Sire of [Mariella](#). Active at least as early as ancient Crete. Ruler of Alexandria from its founding (-330) until abdication (-185). Now sleeps under a mountain in Tanzania. [BoN]



Theresa del Babillone <4 or 5> Methuselah ruler of Costa Rica. [WoD2]



Helena <5-4> (-1233:-1207) Progeny of Minos. Sire of Eletria (-86) , Melinda Galbraith (1143) , Maria and Villon (1230). She diablerised her own sire. Awoke in 1990 in Chicago, known as Portia (CbN). Sent back to torpor by Daughters of Cacophony in 2000 (NoP). [CbN1] [CbN2,p111] [NoP] (Greek history/legend)

Ancient blood



Eletria <5> (-114:-86) Progeny of Helena. Born in Sparta. She is a friend of Datura. She rules Veracruz with him. [CbN2,p113]



Petronius <5> (35:65) Progeny of Beshter/Michael. Roman satirist. Leader of the Michaelite family in Constantinople. [CobN,p105]



Enimachia <5> Progeny of probably Beshter/Michael. Sire of Darshuf (478). Her origin is Constantinople. Fled to Europe and vanished after the rise of Islam. [VN]



Masser <5> Sire of Barqat (689). [VN]



Anthemios of Tralles <5> (500:537) Progeny of Beshter/Michael. Muse of architecture in Constantinople. [CobN,p105]



Pakourianis the Dove <5> (545:567) Progeny of Beshter/Michael. Muse of Paintings in Constantinople. [CobN,p105]



Paul Bathalos <5> (722:750) Progeny of Beshter/Michael. Muse of Sculpture in Constantinople. [CobN,p106]



Melinda Galbraith <5> (1113:1143+1999) Progeny of Helena. Sire of Rosa Martinez (1880). Regent of the Sabbat in 1995. Probably assassinated. She was a ruthless manipulator who used assassination and blackmail to gain control of the sect; however, she has proven time and time again to be an outstanding leader. Ruling Mexico City. However, Melinda had disappeared months ago, following a major unexplained disaster in the region which had killed thousands.[RD] *There was talk of a demon rising. Shaitan, another Methuselah, had been the force behind that disaster. Shaitan had tried, with Melinda's help, to rise from hundred of years of torpor. Other vampires, from the Camarilla, had interfered, and the effort ended in a major earthquake and explosion that had devastated the Mexico City region. Shaitan disappeared, having either been destroyed or returned to unending sleep. Melinda appearance in Washington DC months later.*[NoP] offers some explanations regarding the Sabbat massacres in Central America. [PGS,p19] [SHS,p35] [CF,p54] [RD] [NoP] [CbR-Tz]



Rafael de Corazon <5> (1154:1182 or 1389) Progeny of Callisti. Inner Circle. One of the Founders of the Camarilla and first Toreador Justicar. Made in 1450 his famous speech of the Fifth Rule of the Code of Caine, which led to the Masquerade. Prince of Paris from ~1400 until the end of the 16th century. Lead the Giovanni negotiations in 1528.Embraced in 1182 according to CotI and in 1389 according to TbN and TC2. [CotI,p35] [GC1,p59] [GC2,p19] [GttC] [TC2,p96]



Maria <5> (+) Progeny of Helena. Sire of Annabelle Triabel (1722). She was killed by Helena when she awakens from torpor around 1980. [CbN1] [CbN2,p112]



François Villon <5> (1197:1230) Progeny of Helena. Sire of Violetta (1250) , Calabris (1595) and *Renata di Medici (1793)*. He is the Prince of Paris since around the end of 16th century.

Historical Villon was born in 1431, condemned to death in 1462. His condemnation to death was commuted to banishment in 1463, he left Paris and was never heard of anymore. Apparently, White Wolf's Villon is supposed to have been embraced in 1230 (cf. WoD1 or TC3). That could be a typo, but TC3 implies that he borrowed the name about a century after the poet's death. [WoD1,p57] [PG2,p133] [GC2] [TC3] [[HoD](#)] [MC]



Baron Philippe Volgirre <5> (+1579) Sire of Madame Guil (1579). He burned his castle before he could blood bond her. [BHDB,p10] [NoP]



Ishaq ibn Ibrahim <5> Progeny of Iontius. Sire of Redondo de Vasquez. [EEW]



Endymion <5> Sire of Oscar Wilde (1900). [WoD1,p133] ([Greek mythological character](#))



Andrew of Normandy <5> Grand Master of the Sable Rose. Bishop of Nod for the Holy Land, Scotland and Northern France. [CH,p58]



Christopher Houghton <5> (1669:1682) Progeny of Sir Matthew Lubbock. Sire of Joaquin Murieta (1853) and Don Sebastian (1870). [LAbN,pp20-21,84]



Allanyan Serata <5> Sire of Stefan. Primogen of San Francisco in 1929. She is a poser. [PoC] [BW]



Caius Petronius <maybe 5> He influenced Nero so much, may still be around. [Cb-V]



Iulus Rufus Naso <maybe 5> (:~215) Sword maker, his craftsmanship is impeccable, a blade of Iulus is considered a marvel. Dwell in Ostia. [AK,p122]



Vashtai <maybe 5> (+~1920) Sire of Nakshidil. Murdered by the Setites around the end of WWI. [WoD2]



Mariella <maybe 5> (+-30) Progeny of Marikasha. Ruler of Alexandria from the abdication of her sire (-185) until her death (-30).



Elsh/Zaaruh-Heyan <6> (-1125:-1079+1555) Architect for the worship place of Jerusalem. [JbN,p102]



Sophoniba <6> (:7th Century BCE) Sultan of Tunis. Embraced in the heyday of Phoenician culture along the Mediterranean. Her family were among the honored craftspeople who produced the rich dyes that gave the Phoenicians their fame. Her sire wished the secret of their production. Sophoniba resisted him. Eventually she overcame her arrogant sire and took his blood. She still remembers the arts of dyeing and weaving. [VN]



Darshuf <6> (:478) Progeny of Enimachia. Sire of Mannal (878). Sultan of Damascus. Embraced by Enimachia who traced his lineage back to Constantinople. When Islam emerged as the tribal religion of the south, Darshuf used the opportunity to unseat his sire

from preeminence -accusing her of serving Constantinople at the expense of Damascus. Enimachia returned to Constantinople and tried to gather support, but was ignored. She fled to Europe and vanished. [VN]



Barqat <6> (:689) Progeny of Masser. Mouthpiece of Darshuf. An accomplished wood worker before his embrace. Has displayed a knack for words and solid advice since then. This quickly earned him a place by Darshuf's side. Decended straight into Annazir's clutches. Became more corrupt than Darshuf. [VN]



Oliver <6> Sire of Arianne (1120). In torpor in Paris. [TbN,p95] [TC2]



Sire Wenceslas <6> (969:1032) [GC1,p46]



Theophano <6> Sire of Katherine of Montpellier (1100s). [CbR-To]



Violetta <6> (1231:1250) Progeny of Villon. Was a female actor. Love affair with Villon before her embrace. Relatively new Justicar in 1666, probably remained until 1855. [GC2,p80] [GC3,p16]



Herodian <6> Sire of Father Samuel (1333). [TC2,p96]



Bernard <6> Sire of Chevalier d'Eglantine (1454). [TC3]



Lady Melisande <6> (:1506) Antitribu [GC2]



Count Dravik <6> Sire of Jean-Marc d'Harfleur (1444). Sadistic. [TC2,p95]



Elonzo <6> Sire of Masdela (1543). [BHDB,p14]



Amaury <6> Was Prince of Occitania, but Nathanael (a malkavian antitribu) called the madness upon him and he is now known as a Malkavian named Soliman. [\[web\]](#)



Madame Guil <6> (1563:1579) Progeny of Philippe Volgirre. Sire of Countess d'Adhemar (~1789) and Michael Unther (1802). Toreador Justicar, elected in 1985 and reelected in 1998. [BHDB,p10] [KmW,p64] [CotN,p46] [GttC] [NoP]



Calabris <6> (:1595) Progeny of François Villon. Sire of Rati (1725). Apparently this guy was tossed out for being stuck up. Wound up in the Midnight Circus. [MC]



Pascoe <6> Sire of Lianna (1645). [WoD1,p38]



? <6> Sire of sire of Suzanne Kadim. Ruler of Damascus. [WoD2]



Annabelle Triabel <6> (1698:1722) Progeny of Maria. Sire of [Accou \(1784\)](#) , Elsa Linden (1791) , Modius (1806) , Tarmonay , Sharon Payne (1929) , Sophia Ayes (1981) , Bret Stryker (1983) and Deacon. [VtM2,pp262-263] [CbN1] [CbN2,p112] [DC,p56] [\[Alternate\]](#)

[New Orleans](#)]



Côme <6> Primogen of Lyons. [[web](#)]



Stefan <6> Progeny of Allanyan Serata. [BW]



Redondo de Vasquez <6> Progeny of Ishaq ibn Ibrahim. [EEW]



Renata di Medici <6> (age 17:1793+1996) Progeny of Villon. Embraced during the Prince's exile. Former Prince of Florence and Primogen of Venice. She was murdered by a team of the Society of Leopold sent into Venice by the Giovanni themselves in order to stall the Camarilla's expedition to the Castle of Shadows in Sicily. [[HoD](#)]



Joaquin Murietta <6> (1830:1853) Progeny of Christopher Houghton. [LAbN,pp20,85]



Rosa Martinez <6> (1852:1880) Progeny of Melinda Galbraith. Antitribu [CF]



Oscar Wilde "Sebastian Melmoth" <6> (1854:1900) Progeny of Endymion. He is owner of the *Vampire Club* in San Francisco. [WoD1,p133] (Poet)



Baron Tomas Essex <6> He is in Hong Kong Primogen. [WoD1,p97]



Carel van den Driessche <maybe 6> Leader of the Brotherhood of the Sable Rose, a vampiric order with ties to the mortal Knights of the Sable Rose. Van den Driessche is based in Flanders. [AK]



Marcellus <maybe 6> Prince of Alexandria. Destroyed. [WoD2]



Nakshidil <maybe 6> Progeny of Vashtai. Mustafa's companion and real ruler of Istambul. [WoD2]



El Greco <maybe 6> (+1999) Antitribu. [BC]



Margaret d'Hautmont <7-6> Sire of Anthony Sebastian Sands (1699) and Vidal Jarbeaux (1768). She might have committed diablerie, since Anthony is 8th and Vidal 7th. But Vidal might be the diabolist. [NoP]



Maxime <9-6> Progeny of Geneviève Orseau. [[web](#)]

Ancillae blood



Enasius <7> Sire of Gallasyn (324). [CobN,p106]



Abd al-Haqq <7> Sire of Shamit ibn Yasir (749) and Sakan (1179). [VN]



Ranulph <7> Bishop of Nod for England, Gascony and Aquitaine. [CH,p58]



Talios, The Black Patriarch <7> Sire of Remus (982). Involved in the Cainite Heresy. [CoW,p39]



Mannal <7> (:878) Progeny of Darshuf. Rebel Childe. Remembers Darshuf fondly when he became patron of her family. Upon her embrace, he became even more of a father to her. Attempted to rid Damascus of the suspected Baali but instead directed the Banu Haqim's (Assamite's) wrath against her sire. [VN]



Edward Williams <7> (:1075) Sire of Duke (1808) , Leslie Boothe (1927) and Karen Nauve (1985). Prince of Denver. [AH]



Arianne <7> (age early 20s:1120) Progeny of Oliver. Antitribu. Political Chameleon. Instigator of Tragic Romance. [TbN,p67] [TC2,p96] [TC3]



Katherine of Montpellier, the Muse <7> (1116:1100s) Progeny of Theophano. Sire of ... Loremaster and inspiration for many great artists such as Dante Alighieri. Recently arose from torpor in 2000. [CbR-To]



Versancia <7> Sire of Audric St. Thierry (1221). [TC3]



Jean-Marc d'Harfleur <7> (:1444) Progeny of Count Dravik. Archon of Rafael de Corazon. [TC2,p95]



Father Samuel <7> (1299:1333+~1500) Progeny of Herodian. Host for the Convention of Thorns (1493). [TC2,p96]



Chevalier d'Eglantine, The Sheriff <7> (:1454) Progeny of Bernard. [TC3]



Masdela <7> (1512:1543) Progeny of Elonzo. Originally a young italian smith embraced for his strength. [BHDB,p14]



Jacques <7> (+1943) Sire of Morgaine (1649) and Anntoinette (1943). He was killed by Witch-Hunters the night after the embrace of Anntoinette. Supposition: the two sires of Morgaine and Anntoinette, 7th gen. Toreador named Jacques, are the same. [NObN,p65] [BbN,p56]



Lianna - Leanan <7> (1628:1645) Progeny of Pascoe. [WoD1,p38]



Juliette Dulai <7> Sire of Ransom (1769). [BHDB,p35]



Jean Florent <7> Sire of Leopold (1800). [TC4,p26]



? <7> Sire of Suzanne Kadim (1910). [WoD2]



Aymeric <7> [[web](#)]



Madeleine d'Aunay <7> (:~1720 (beginning 18th)) [[web](#)]



Rati <7> (:1725) Progeny of Calabris. A small dark woman of Indian descent. [MC]



Vidal Jarbeaux <7> (:1768) Progeny of Margaret d'Hautmont. Sire of Christianne Foy. Madame Guil's renard. Chief archon; master of disguise and the first Kindred to disguise himself as Rasputin, beginning a legend that spun far out of his control. Rasputin may have never existed, and his identity is used by Justicars and archons for their dirty work. [CotN] [NoP] [CN-Gi]



Accou <7> (1762:1784) Progeny of Annabelle Triabel. Sire of Marguerite Defallier (1876) and Tristan (1902). [[Alternate New Orleans](#)]



Countess d'Adhemar <7> (:~1789) Progeny of Madame Guil. She was a neonate in 1789. [KmW,p64]



Elsa Linden <7> (1767:1791) Progeny of Annabelle. [DC,p56]



Michael Unther <7> (1757:1802) Progeny of Madame Guil. Archon of his sire, Toreador Justicar. [BHDB,p12]



Modius <7> (1765:1806) Progeny of Annabelle. Sire of Allicia (1938). [VtM2,p246] [CbN1]



Hausen <7> Sire of Lucina (1879). [MibN]



Dominic Atter <7> [GttC]



Lorena <7> (+1921?) Sire of Tex R.Cainen (Carson Longbaugh). She was an anarch, hunted by the Prince of Los Angeles, she probably died in 1921. [WoD1,p134]



Don Sebastian <7> (~1800:1870+23 dec 1944) Progeny of Christopher Houghton (so he should be 6th gen.). Sire of Victor Girard (1932). He was the Prince of Los Angeles. [LAbN,pp21,82] [GttC]



Tarmonay <7> (+) Progeny of Annabelle. Sire of McPhee. [CbN1] [CbN2,p116]



Gabrielle <7> [[web](#)]



Sharon Payne <7> (:1929+1992) Progeny of Annabelle. Sire of Michael Payne (1929). [CbN1] [CbN2,p116]



Sophia Ayes <7> (:1981+1992) Progeny of Annabelle. Sire of Teri. [CbN1] [CbN2,p116]



Bret Stryker <7> (1961:1983) Progeny of Annabelle. [CbN1] [CbN2,p114]



Deacon <7> Progeny of Annabelle. [CbN1]



Ionna <maybe 7> (:early 7th cent.) Was primogen of Alexandria for centuries. [WoD2]



Enrico Arvador <maybe 7> Prince of David (Panama). [WoD2]



Marcos Belegrad <maybe 7> Prince of Bogota. [WoD2]



Daphne <maybe 7> Toreador Primogen of San Francisco. [IE1]



? <maybe 7> Prince of Edinburgh. [WoD2]



Gallasyn <8> (295:324) Progeny of Enasius. Gallasyn was the first of the Toreador to fall to the influence of the Setites of Constantinople. [CobN,p106]



René Le Comte <8> (:726) [VtM-R, non-licence character]



Shamit ibn Yasir <8> (:749) Progeny of Abd al-Haqq. Became Sultan of Aden during the dark ages. Took advantage of his sire's indisposition to make a place for himself. He has no disputes with his sire, but the centuries of servitude did chafe. [VN]



Remus <8> (945:982+1197) Progeny of Talios. Priest of the Cainite Heresy. [CoW,p39]



Sakan <8> (:1179) Progeny of Abd al-Haqq. Orphan of San'a'. Was the daughter of a desert tribe's chieftain about to be pressed into a loveless marriage when her sire picked her up on a whim. He fancied her and Embraced her. has been largely left to her own devices. Knows the location of her sire, a fact that she feels compelled to keep secret. [VN]



Audric St. Thierry, Master of the Game <8> (:1221) Progeny of Versancia. Sire of L'Epuisette. [WoD2] [TC3]



Sevacora <8> Sire of Noël d'Artois (1436). [TC3]



Anthony Sebastian Sands <8> (:1699) Progeny of Margaret d'Hautmont. [NoP]



Geneviève Orseau <8> Sire of **Maxime** and Trevor (1831). Genevieve controls one of the largest Toreador art schools in existence and has students around the world. Orseau is believed to be one of the few faerie changelings to survive vampiric Embrace. [Cb-To] [EG]



Natasha <8> Sire of Louis Detonas (1793). [MibN]



Philippe de Lyons <8> (+1999) Sire of **Vivienne d'Alembert** (1802). Infernalist and antitribu, he believed that the devil spoke to all Cainites through the Beast. Destroyed by his ex-pupil **Massimo Farruggio**. [HoD]



Ransam <8> (:1769) Progeny of Juliette Dulai. [BHDB]



Leopold <8> (1770:1800) Progeny of Jean Florent. Prince of Vienna in 1897. [TC4,p26]



Duke <8> (:1808) Progeny of Edward Williams. [AH]



Christianne Foy <8> Progeny of Vidal Jarbeaux. Sire of Shlomo Baruch. [CN-Gi]



Montague Lytton <8> (+1983) Sire of Miranda (1875, oldest childe). Prince of the Melbourne city since 1879. Diablerised by Squizzy Taylor. [WoD2] [RaAu]



Victoria Ash <8> (:1820 or 1650) Primogen of Atlanta. GC3 says 1820 but white-wolf.com says 1650 for her embrace. Killed Sebastian, Bishop of Atlanta in 1999. [GC3] [[CN-To](#)] [CN-Tz] [CN-Tr] [CN-M] [CN-Br]



Marguerite Defallier <8> (1839:1876) Progeny of Accou. Sire of Bran (1920) and Pablo (1945). [[Alternate New Orleans](#)]



Lucina <8> (:1879) Progeny of Hausen. [MibN]



Marc-Antoine <8> (:end 19th century) [[web](#)]



Dominique <8> [[web](#)]



Tristan <8> (:1902+1924) Progeny of Accou. Sire of Katherine (1912). Killed by Nathaniel Bordruff. [[Alternate New Orleans](#)]



Suzanne Kadim <8> (:1910) Currently acts as a Sabbat spy since 1983. She is also a pawn of the Setites, though unaware of it. [WoD2]



Ambrose Bierce <8> (:~1914?) Sire of Virgil (1890). [WoD1] [BW] [PoC]



Tex R. Cainen - Carson Longbaugh <8> (1880:1916) Progeny of Lorena. Sire of Alice Babylon. [WoD1] [BW] [PoC]



Leslie Boothe <8> (:1927) Progeny of Edward Williams. Sire of Leslie Wilkes (1972). [AH]



Victor Girard <8> (1900:1932) Progeny of Don Sebastian. [LAbN]



Allicia <8> (:1938) Progeny of Modius. [VtM2]



Anntoinette Larusche <8> (:1943) Progeny of Jacques. Sire of Hans Vroenik (1947). Elder of Berlin. [BbN]



Morgaine <8> (:1649) Progeny of Jacques of New Orleans. [NObN]



Karen Nauve <8> (:1985) Progeny of Edward Williams. [AH]



Bethany <8> Grandchild of Sebastian Melmoth. [BW]



McPhee <8> (+1993) Progeny of Tarmonay. [CbN2]



Teri <8> (+1993) Progeny of Sophia. [CbN2]



Michael Payne <8> (:1929+1993) Progeny of Sharon Payne. Sire of Deforest. Destroyed by Lupines. (aka. Michael Paine) [Cb-Br] [Cb-To] [CbN2]



Antoinette <8> Sire of Hans Vroenik (1947). [BbN] [BC]



Yitzhak <8> Sire of Sabrina. Antitribu. Shepherds of Caine Pack. Pack Priest. [MobN] [NoP]



John Thompson <8> (+1994) Killed by Makish. [RD1]



Dona Lupa Manrique <maybe 8> Castilian noble. Lead the cainite order of The White Company. [AK,p69]



William Grey <maybe 8> English. Claims he received a vision of the Virgin Mary. Lead the cainite order of The Fellowship of Our Lady. [AK,p69]



Samuel Travis <maybe 8> Prince of San Joaquin (Texas). The Eldest Toreador in Texas. [PoC]



Melville <maybe 8> Primogen in St. Louis. [RD1]



Alyana <maybe 8> Toreador elder. Twilight Cult. [EEW]



Marlene <maybe 8> Primogen of Atlanta. [BC]

Young blood



Cantara <9> Sire of Aighar akhu Quzman (1160). [VN]



Noël d'Artois <9> (:1436) Progeny of Sevacora. [TC3]



Owl <9> Sire of Enver Frasher (1700s). [CbR-To]



Gwendolyn Fleming <9> (:1758) [HK]



Louis Detonas <9> (1762:1793) Progeny of Natasha. [MibN]



Vivienne d'Alembert <9> (:1802) Progeny of Philippe de Lyons. Sire of Alessandro Aiello (1826). She was Embraced by an infernalist (with the help of Massimo Farruggio, who was Philippe's pupil at the time) and then forced to quench the Hunger on her own family

members. Swearing revenge to Philippe, she joined the ranks of the Camarilla and became Prince of Florence one century later when Renata di Medici moved to Venice. [[HoD](#)]



Trevor <9> (1792:1831) Progeny of Genevieve Orseau. He is Alastor. [EG]



Dominique Santo Paulo <9> Sire of Mercy (1899). [NoP]



Miranda <9> (:1875) Progeny of Montague Lytton (oldest). Prince of Adelaide. [WoD2]



Tamoszius Kuszleika <9> (1848:1885+1993) Sire of Kathy Glens (1971). [CbN1] [CbN2]



Virgil <9> (:1890) Progeny of Ambrose Bierce. Sire of Corrinda (~1993). He is italian poet. He is the owner of the Café Prague in San Francisco. [WoD1,p132] [BW] [PoC]



Adrien <9> [[web](#)]



Katherine <9> (1881:1902) Progeny of Tristan. [[Alternate New Orleans](#)]



Abraham Garcia aka. Bran <9> (1894:1920) Progeny of Marguerite Defallier. [[Alternate New Orleans](#)]



Edward Blount <9> Sire of Edith Blount (1924) and Enid Blount (1924). [LAbN]



Sondra <9> Sire of Barth (1934). [MibN]



Johann <9> Sire of Thomas de Lutrius (1947). He is in torpor under Berlin [BbN,p34]



Alice Babylon <9> Progeny of Tex R. Cainen. [WoD1]



L'Epuisette <9> Progeny of Audric St. Thierry. Now an agent of the Sabbat. [WoD2]



Anne Hyatt <9> Sire of Chas Voyager (1952). [DCbN]



Shlomo Baruch <9> Progeny of Christianne Foy. Sire of Paul Levesque. [CN-Gi]



Armand <9> [[web](#)]



Pablo <9> (:1945+1972) Progeny of Marguerite Defallier. Sire of Scheherazade (1963). [[Alternate New Orleans](#)]



Hans Vroenik <9> (:1947) Progeny of Antoinette. [BbN]



Leslie Wilkes <9> (:1972) Progeny of Leslie Boothe. [AH]



Guggenheim <9> (+1998) Sabbat, member of Fairuza's pack in Atlanta. [TC4,p56,85]



Guss "Redbone" McCray <9> Antitribu. Member of the Dead Gypsies - a nomad pack. [SHS]



Deforest <9> (+1993) Progeny of Michael Payne. [CbN2]



Sabrina <9> Progeny of Yitzhak. Antitribu. Shepherds of Caine Pack. [MobN] [NoP]



Lily <9> [VtM-R]



Empedocles <maybe 9> He is poser. Create Grunge Fashion. [Cb-N]



Marie <maybe 9> (+1994) A personal favorite of the Prince of Paris, Francois Villon. She was killed by Unholy Three. [RD2]



Lin Jun <maybe 9> (:1909) This chinese sorceress embraced in Paris lives in Hong Kong. [WoD1,p92]



Marie Richaud <maybe 9> (+1916) Primogen of San Francisco in 1859. Born in Paris. [PoC]



Emily <maybe 9> Sire of Clarissa. Emily is missing, probably killed by Darian. [Cb-To]



Hortense Holden <maybe 9> Ancilla, owner of the "Carfax Abbey". [WoD2]



Aighar akhu Quzman <10> (:1160) Progeny of Cantara. Poet of Cordoba. Was an angry young Kindred, a fact that he hid well in his songs and poems. Some of his best work came after trances caused by his bloods curse. Doesn't appreciate his current state. [VN]



Enver Frasheri <10> (:1700s) Progeny of Owl. Composer and madman, kills artists and steals their compositions to take credit for them. Killed the family of a Werewolf, prompting him to mistakenly attack the Sabbat in Mexico City. Killed over 20 people in 1948 and set it up so that a transient was charged and executed for the crime. [CbR-To]



Alexandra Ruthven <10> Sire of Lily. [VtM-R]



Arianna Roquefort <10> (:1750) [VtM-R, non-licence character]



Alessandro Aiello, aka Alessandro Gardini <10> (1799:1826) Progeny of Vivienne d'Alembert. Sire of Silvana Gardini (1929). Lover of Silvana Gardini. [HoD]



Justine Weiss <10> (1845:1836) [web]



Sir Henry Johnson <10> (1825:1858+1993) Killed in a Under a Blood Red Moon. [CbN1] [VtM2]



Mercy <10> (:1899) Progeny of Dominique Santo Paulo. Antitribu. Knight Inquisitor of

the Sabbat; leader of the Talons pack. [CotN] [NoP]



Alexia <10> (:~1920) [[web](#)]



Edith Blount <10> (1881:1924) Progeny of Edward Blount. She is twin sister of Enid Blount. [LAbN]



Enid Blount <10> (1881:1924) Progeny of Edward Blount. She is twin sister of Edith Blount. [LAbN]



Barth <10> (:1934) Progeny of Sondra. [MibN]



Thomas de Lutrius <10> (:1947) Progeny of Johann. [BbN] [BC]



Paul Levesque <10> Progeny of Shlomo Baruch. Sire of Jacques Gauthier. [CN-Gi]



Chas Voyager <10> (:1952) Progeny of Anne Hyatt. Sire of Rachel Evans (1983). [DCbN]



Scheherazade (Sherrie) <10> (1942:1963) Progeny of Pablo. Sire of Annachie (1964) and David (1981). [[Alternate New Orleans](#)]



Tears <10> Antitribu. Zarnovich's Circus Pack. A twisted Pierrot. [MobN]



Pat Pushnig <10> Sire of Julia Cammeron (1985). [NObN]



Kathy Glens <10> (1953:1971) Progeny of Tamoszius. [CbN2]



Cristos Mantigo <10> Antitribu. Member of the Ravens - a founded Coven. [SHS]



Thomas Jurras <10> Anarch. Member of the gang "Night Crew". [SHS]



Creamy Jade <10> Antitribu. Widows Pack. Chinese. [MobN] [NoP]



Torrence <10> (+1993) Sire of Victoria Longwood (1984). Killed in a Under a Blood Red Moon. [CbN1] [UBRM]



Corrinda <10> (:~1993) Progeny of Virgil. [BW]



Clarissa <maybe 10> Progeny of Emily. [Cb-To]



Glass <maybe 10> Frontman and bassist for the Persephone Seed band. [WoD2]



Burton Brooks <10> (early 1900s:~1950) Vampire of Cleveland, Ohio. [BN,p3]

Weak blood



Nasawi <11> Sire of Duyal al-Malatya (1175). [JbN,p102]



Lily <11> Progeny of Alexandra Ruthven. [VtM-R]



Silvana Gardini <11> (1909:1929) Progeny of Alessandro Aiello. [[HoD](#)]



Angelique Stravinsky <11> (:1919) [DCbN]



Ted Zyncan <11> Sire of Edge (1938). [SC]



Jacques Gauthier <11> Progeny of Paul Levesque. [CN-Gi] [CN-Br]



Annachie <11> (:1964+1966) Progeny of Scheherazade. [[Alternate New Orleans](#)]



David <11> (1957:1981) Progeny of Scheherazade. [[Alternate New Orleans](#)]



Rachel Evans <11> (:1983) Progeny of Chas Voyager. [DCbN]



Victoria Longwood <11> (1962:1984) Progeny of Torrence. Caitiff. [CbN1] [CbN2]



Julia Cammeron <11> (:1985) Progeny of Pat Pushnig. Sire of Josua Cambridge (1993). [NObN]



Duyal al-Malatya <12> (1135:1175) Progeny of Nasawi. Share interests with Elsh. [JbN,p104]



Edge <12> (1915:1938) Progeny of Ted Zyncan. Sire of Stephanie (1988). [SC]



Roland Stoltzfus <12> [IE1]



Wayland Smith <12> (:1991) [DCbN]



Josua Cambridge <12> (:1993) Progeny of Julia Cammeron. [NObN]



Stephanie <13> (1963:1988) Progeny of Edge. [SC]

Unknown generation



Killian <?> Toreador Justicar. [AA]



Gunther <?> Toreador Justicar until 1889. [CotN]



Montcalme <?> Toreador Justicar elected sometime before the 1920s, and until 1985. [CotN,p56]



Robert Gainesmill <?> Architect. [CN-V] [CN-Br]



Pierre <?> [BC]



Simon <?> Scholar living on an island in the Mediterranean. [LS2] [Cb-Sa]



Don Carlos <?> An opportunist in the court of Richmond. [CN-Tz]



Alain de Laigle <?> Unjustly accused of being a Sabbat member. [WoD2]



Justinius <?> [AC,p43]



Darian <?> [Cb-To]



Jaeger <?> Archon. [GttC]



Nathaniel <?> [GttC]



Adolphus Grieg <?> Antitribu Fabian. [GttS]



Cinda Lowell <?> [GttS]



Gaston Rodgers <?> Seneschal. [GttS]



Iverson <?> St. Louis. [RD1]



Nigel <?> [CN-An]



Lara <?> Sire of Steven J. McKay. [[HoD](#)]



Steven J. McKay <?> Progeny of Lara. [[HoD](#)]

Genealogy of the Daughters of Cacophony

References

First introduced in the Player's Guide [[PG2](#)]

History

First seen on 17th century.

The Dark Age Toreador have a legend of a great Toreador singer who sought the secret of a Fae rival's singing. She was being taught deep under the hills the arts of Fae Song. One day, hundred of years into the future, she was to appear again.

[RDM] speculates yet another origin for the Daughters of Cacophony, involving the Lamia and the songs of Lilith.

They can also been seen as a Malkavian offshot, but they might be Ventrue...

The male members of the bloodline (sometime named Sons of Discord) were exterminated by their sisters.

Dedicated pages

- o [Daughters of Cacophony Homepage](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 6 known Daughters of Cacophony.

Young blood



Angela Preston <9> Sire of Delilah Monroe (1981). [CF,p59]



Delilah Monroe <10> (1962:1981) Progeny of Angela Preston. She is Antitribu. [CF,p59]



Harlan Graves <10> Sire of Celeste (1991). [NoP]

Weak blood



Muse <11> Antitribu. Les Misérables Pack. Blind. [MobN]



Celeste <11> (:1991) Progeny of Harlan Graves. Transsexual and only surviving male member of the bloodline. [NoP]

Unknown generation



? <?> (+1999) Killed by Xavier Kline. [BC1]

Genealogy of the Tzimisce

References

The clan is first introduced in the [Player's Guide to the Sabbat](#). Described in a [clanbook](#).

The **Old Clan** are the Tzimisce that decided not to develop Vicissitude. Described in [Vampire Storytellers Handbook Revised](#), [Dirty Secrets of the Black Hand](#) and [Transylvania By Night](#).

Dedicated pages

- o [Clan Tzimisce](#)
- o [Domain of Judus Nichodemus Terpesa](#)
- o [The Tzimisce - Fiends, Most Twisted and Infamous](#)
- o [Clan Tzimisce](#)
- o [The Manse](#)
- o [Tzimisce Antitribu page](#)
- o [Tzimisce](#)

Dedicated pages (Old Clan)

- o [Old Clan Tzimisce](#)
- o [The Old Clan](#)
- o [Nights of Old](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 147 known Tzimisce.

Powerful blood



Tzimisce <3> (:~ -8000) Progeny of Ynosh. Sire of Kartarirya , Gallod , Andeleon , Byelobog , Yorak , Dracon and Demdemeh. Maybe Tzimisce is the one named Mekhet. According to CbR-Tz, always "possessed a fluid nature and controlled flesh like living clay". Tzimisce cursed Nosferatu with a hideous countenance, not Caine. He also gave Toreador her legendary beauty. He ordered for Kupala to be released from the Carpathians. It is said that Samiel "killed" him but that the Antediluvian survived by re-emerging in the blood he had planted in Dracon, and back into the world as an embryo that was later put into the care of Yorak.

He faked his diablerie by Lugo during the Anarch Revolt in 1413 and went to torpor. He Tzimisce is not in torpor and is manipulating the Sabbat from New York, guarded by the ghou family of the Zantosa. [CotI,p44] [NoP] [CbR-Tz]



Kartarirya <4> Progeny of Tzimisce. Sire of Ratti-Ben. First childe. Multi-armed

Methuselah, considers all of India to be it's personal stalking grounds. Fought a Nosferatu Methuselah and now dwells in its domicile on the isle of Sri Lanka.

Might be a Kuei-jin Bodhisattva instead of Tzimisce. [Cb-Tz] [CbR-Tz]



Gallod <4> (+) Progeny of Tzimisce. Second childe. A tribal chieftain sent by Tzimisce to monitor events in the city of Enoch. In a curse caused by Tzimisce when he frenzied from Hunger, Gallod was consumed inside out from a distance. [CbR-Tz]



Andeleon <4> (+) Progeny of Tzimisce. Also named Andeleun. He was member of True Hand. Quite adept at explorations of the Deep Umbra. In 489BC, his last expedition ended with a frenzy after a bit from a strange creature of the Deep Umbra. It was then that Vicissitude first passed into the blood of a vampire, for Andeleon swallowed some of the spirit's vile ichor. He had spread the disease among the Tzimisce, leading some to claim that even their torporous Antediluvian was not safe from infection. Only a select group of elders managed to hide away in their castles, safe from their fellow clan members. Killed by some members of True Hand, the Shadow Crusaders. [DSBH]



Tabak <4> (+1495) Sire of Lambach. Dracula diablerised him. [CotI,pp9,43] [TC2,p82]



Byelobog <4> (+around 14th century) Progeny of Tzimisce. Tzimisce God-Lord of the Balt-Lands. Entered Torpor in 1269. Created the Khavi Revenants. Diablerized by Lugoj centuries ago. [LS1,p51] [CbR-Tz] (White god of the North)



Yorak <4> (+~1460) Progeny of Tzimisce. High priest of the Cathedral of Flesh. Lived in a cave. Took counsel from Kupala himself. Voivode. Destroyed around 1460 by his own Cathedral of Flesh. [TbN,113] [TC] [CbR-Tz]



Dracon <4> Progeny of Tzimisce. Sire of Gesu (701) and probably Keeper of the Faith. Encounters Michael in Greece (152) and they became lovers. Around 312, the three Methulesahs Beshter, Antonius and Dracon become a vampiric Triumvirate, that will rule Constantinople. Dracon leaves Constantinople in 888. He is missing since near 1197. He is maybe an Obertus. [CobN,p108] [CbR-Tz] (Archangel Michael vs. Dragon)



Demdemeh <4> Progeny of Tzimisce. Sire of Sycorax and (African Fiend). In torpor in the bottom of a lake deep beneath the Ahaggar Mountains. [CbR-Tz]



Triglav the Three-Headed <4> Sire of Shaagra. Yorak considered him second in line among Carpathian Fiends. Accomplished koldun. [CbR-Tz]

Ancient blood



Ratti-Ben "Sister of Blood" <5> Progeny of Kartarirya. [CbR-Tz]



Lambach Ruthven <5> Progeny of Tabak. Sire of Dracula. Witnessed the fake diablerie of Tzimisce. Recently had an unpleasant encounter with Tzimisce in the NY undergroud. He now tries to warn the Sabbat about the Antediluvian not being dead, but no one believes

him.CbR-Tz says that Tzimisce is protecting Lambach, and ensuring he is the last one to fall, so the vampire can survive to record the Antediluvian's history. Lambach wanted to Embrace Shaagra himself, but Yorak chose Triglav the Three-Headed to do it instead. Lambach never took that well. [CotI,pp9,43] [GttS] [TC2,p82] [CbR-Tz] (Polidori's *The Vampyre*)



Shaagra <5> (100:152) Progeny of Triglav the Three-Headed. Methuselah of Prague. Was in torpor when it was burned to ashes with Prague during WWII. [TbN,p115] [TC2] [CbR-Tz]



Hedeon Yaroslavich <5> (382:412) Sire of Elica. [WoD2]



Gesu <5> (680:701) Progeny of Dracon. Sire of Symeon (703). In torpor the two first years after his embrace. Embraces his brother Symeon in Constantinople, enraging Antonius. Leader of the Tzimisce family of the Constantinople. [CobN,p108] [CbR-Tz]



Keeper of the Faith <5> Progeny of probably Dracon. Sire of Alexis Simocatta (1118) and The Watchers. Monk responsible for the upkeep of the Library of the Forgotten in Constantinople. [CobN,p110]



Kosczycku <5> Sire of Vladimir Rustovitch (876). [TbN,p117]



Jedrik <5> Sire of Razkoljna (930). [TbN,p120]



Velya the Flyer/Elaine Cassidy <5> (:<1000) Embraced before 1000. Leader of the Tzimisce revolt with Lugo and Vykos. Cardinal of the Land Beyond the Forest. Velya the Vivisectionist. [Cb-Tz] [CotN] [CbR-Tz]



Noriz <5> Sire of Lugo. Appear 30s. Corrupter of Legions. [TbN,p114] [CbR-Tz]



Laanto Dormotji <5> (+1476) Sire of Valenko Dmiritav (1476). [CF]



Sycorax <5> Progeny of Demdemeh. Witch. [CbR-Tz]



(African Fiend) <5> Progeny of Demdemeh. Sire of Landulf II. African Fiend. [CbR-Tz]



Vukodlak <5> Secret master of Count Orsi. Voivode of Vysehrad. He is Christof's arch-enemy. [VtM-R]



Mandalay <maybe 5> Possess the Third Eye. Maybe be related to Cappadocius in some way. [JbN,p110]



Gorchist <maybe 5> Regent of the Sabbat. Signed the Purchase Pact in 1803. Made the [Revised Code of Milan](#) in 1933. [SHS] [GttS]



Dracula (Vlad Tepes) <6-5> (1431:1495) Progeny of Lambach. Sire of Lucy Westenra. He

diablerised his grand-sire Tabak in 1495. Inconnu since 1848. Basarab revenant and Koldun. [CotI,pp9,43] [CotN] [TC2,p99] [TC3] [TC4,p94] [CbR-Tz]



Lugoj <6-5> (+1413) Progeny of Noriz. Anarch. He diablerised the Methuselah Byelobog centuries ago. Leader of the Tzimisce revolt with Vykos and Velya. He is said to have diablerised Tzimisce in 1413 and then went to torpor. In fact, Tzimisce probably faked his diablerie and replaced Lugoj. [CotI] [GttS] [CN-Tz] [LS1]



Symeon <6> (682:703+~1550) Progeny of Gesu. Sire of Vykos (1002). Co-Leader of the Tzimisce family of the Constantinople around 1200. Then renegade. Diablerized by Vykos, who tortured him by repeatedly absorbing and regurgitating him. [CobN,p109] [CN-Tz] [CbR-Tz]



Vladimir Rustovitch <6> (age late 30s:876) Progeny of Koszczesyku. Voivode among Voivodes. [TbN,p117] [TC3] [GttS] [CbR-Tz]



Razkoljna <6> (910:930+Anarch Revolt) Progeny of Jedrik. Prince of Krakow. [TbN,p119] [CbR-Tz]



Vidor <6> Sire of Darvag Grozny. [TbN,p121]



Vysia <6> Sire of Radu (1125). [TbN,p116] [TC2]



Lord Mieczyslav <6> (1042:1066) [GC1,p48]



Lars Sveengard/The Kraken <6> Black Hand Dominion. Prince of Thessalonica in 1203. [Cb-Tz]



Alexus Simocatta <6> (1085:1118) Progeny of Keeper of the Faith. Eyes of the Dragon in Jerusalem. [JbN,p110]



The Watchers <6> Progeny of Keeper of the Faith. These two childer perform duties for the Keeper. [CobN,p110]



Agatha of Maidstone <6> Sire of Jack (1250). [DCbN]



Lady Vadislava <6> (:1460) Founded the Path of Death and Soul. [GC2]



Valenko Dmiritav <6> (1452:1476) Progeny of Laanko Dormotji. Priscus of the Sabbat. [CF,p57]



Elica <6> Progeny of Hedeon Yaroslavich. Prince of Szczecin, Poland. [WoD2]



Lucy Westenra <6> Progeny of Dracula (Vlad Tepes).



Landulf II <6> Progeny of (African Fiend). Koldun. Independent and enjoys protection from the Giovanni after the Convention of Thorns. [CbR-Tz]



Dziemianovitch <6> (+1994) Killed by Red Death. [RD1]



John Paleologus <maybe 6> Former prince of Istambul. [WoD2]



Myca/Sascha Vykos aka. Caine's Angel or The Chameleon <7-6> (976:1002) Progeny of Symeon. Noddist scholar, scientist, historian and Sabbat's chief torturer. Was named Myca Vykos and renamed Sascha Vykos. Was male, then genderless around the 15th century, and now female. TC1 and TC3 says 7th gen. but GC3 and CN-Tz says 6th gen. Myca Vykos was an apprentice in the Tremere covenant of Coeris and rival of Goratrix when Symeon embraced him and brought him to Byzantium. He swore eternal hatred to his former house when the Tremere became vampires. Then he was Leader of the Tzimisce revolt with Lugo and Velya, and he diablerised Symeon and became Sascha Vykos. He was Priscus of the Sabbat, now Archbishop of Washington. [CotN] [GC3] [CobN,p111] [GttS] [TC1] [TC2] [TC3] [TC4] [[CN-Tz](#)] [CN-An] [[web VDA](#)] [[web VtM](#)] [CN-Br] [CbR-Tz]

Ancillae blood



Count Radu/Radu Bistri <7> (1090:1125) Progeny of Vysia. Sire of Marelle (1150). Prince of the domain of Bistria. Itinerant Cardinal of the Sabbat and Father of the Purchase Pact. [TbN,p115] [TC1] [TC2,p98] [TC3] [TC4,p95] [GttS] [CbR-Tz]



Darvag Grozny <7> Progeny of Vidor. Sire of Piotr Krezhinsky. Prince of Kiev in 1203. Butcher of Rus. Was attacked by the Mongols and remained in torpor until the rise of Baba Yaga. [TbN,p120] [CbR-Tz]



Gerlo <7> Sire of Mircea (1113). [TC1,p87]



Vintila <7> (+) Sire of Dragomir Basarab (1215). Diablerized by Dragomir. [TC1,p87]



Jack <7> (1220:1250+1999) Progeny of Agatha of Maidstone. Killed by Theo Bell. [DCbN,p89] [CN-Br]



Maciej Zarnovich <7> Ductus of the Zarnovich's Circus Pack. Interest in Caroline Bishops. [MobN]



Stéphanie L'Heureux <7> Priest of the Wretched Pack. Koldun. [MobN]



Ahzra <7> Killed in 1141 by mortal Christof (game objective). [VtM-R]



Count Vikto Danislav <maybe 7> Ruler of the Danislav Estate. [TC2]



Count Florescu <maybe 7> (+) Tzimisce Lord who created the Danislav Revenant Family. [TbN,p158] [CbR-Tz]



Beatrice <maybe 7> Archbishop in 1933, signed the Revised Code of Milan. [SHS] [GttS]



Xipe Totec <maybe 7> Archbishop of Guatemala. [WoD2]



Violet Tremain <maybe 7> She was Bishop, soon after was Archbishop of New York and now had vanished under unexplained circumstances. [RaNY] [RD1]



Dimitrii <maybe 7> Progeny of Polish Tzimisce. He was Tsar in Russia. [RaR]



Malachaius <maybe 7> Elder of clan Tzimisces. [PG2,p123]



Dragomir Basarab <8-7> (1195:1215+Inquisition) Diablerized his sire. [TC1,p87] [TC2]



Mircea Dzardescu <8> (1075:1113) Progeny of Gerlo. Rival of Count Radu. [TC1,p87]



Marelle <8> (age late 20s:1150) Progeny of Radu. Sculptor of Wolves [TbN,p117] [TC2] [TC3] [CbR-Tz]



Piotr Krezhinsky <8> Progeny of Darvag Grozny. [CbR-Tz]



Micah Hossa <8> Sire of The Rose (1957). [NoP]



Dr. Steven Hargett <8> [SHS]



Stephen Bateson <8> (:1962) [HK]



Caldwell <maybe 8> (+1999) American Sabbat. Commander during the attack of Atlanta, June 1999. Killed by Vykos for disobedience. "Capitan" of Averros' Nomad Coalition. [CN-Tz]



Gregario <maybe 8> Albino. One of the leaders of the Nomad Coalition. [CN-Tz]



Bolon <maybe 8> Sabbat. Commander during the attack of Atlanta, June 1999. One of the leaders of the Nomad Coalition. [CN-Tz] [CN-Br]



Ezra Howland <8> Sire of Righteous Endeavor (1713). [CbR-Tz]

Young blood



Righteous Endeavor <9> (:1713) Progeny of Ezra Howland. Sabbat Priscus, hates the Nosferatu Prudence Stone with passion. [Cb-Tz] [CbR-Tz] (Salem Witch Trials)



Buzzsaw Jim <9> (:~1890) [UBRM,p89]



Skinny Danifa <9> Sire of Zaljko Petrescu (1954). Grandchilde of a member of the original Chalice of Osseous Delights pack. [CbR-Tz]



The Rose <9> (:1957) Progeny of Micah Hossa. One of the three Bishops of Montreal. Widows Pack. Possess the Heart Club. [MobN] [NoP]



Oleg Selivanov <9> Influences the Russian mob of New York. [WoD2]



Martha Long <9> (age 48) Sabbat. Member of the Ravens - a founded Coven. [SHS]



Bardto Cermak <9> Sire of Illyana Dmitju (1992). [BbN]



Ludmilla Kantor <maybe 9> Influences the Russian mob of Philadelphia. [WoD2]



Charles <10> Sire of Lolita Houston (1988). [CbN2]



Zaljko Petrescu <10> (:1954) Progeny of Skinny Danifa. Sire of Ashanti Beachum and America Johnson (1999). Koldun. Current leader of the Chalice of Osseous Delights pack. [CbR-Tz]



Clois Lampher <10> [SHS]



Marie-Ange Gagnon <10> Hides Sangris. Librarians Pack. [MobN] [NoP]



Illyana Dmitju <10> (1974:1992) Progeny of Bardto Cermak. [BbN]



Flayer <10> (+1998) Sabbat, member of Fairuza's pack in Atlanta. [TC4,p56,85]



Elizabeth Westcott <maybe 10> Vocalist and keyboard player for the Persephone Seed band. Sent by the Sabbat to infiltrate the anarch population. Thought by others to be either Toreador or Caitiff. [WoD2]

Weak blood



Carl <11> Sire of Wendy Wade (1986). [CbN2]



Lolita Houston <11> (1968:1988) Progeny of Charles. [CbN2]



Daniel Murphy <11> Sire of Zachary Sikorsky (1996). [CbR-Tz]



Ashanti Beachum <11> Progeny of Zaljko Petrescu. Priest of Chalice of Osseous Delights pack. [CbR-Tz]



America Johnson <11> (:1999) Progeny of Zaljko Petrescu. Chalice of Osseous Delights pack. [CbR-Tz]



Boo <11> The Lawdogs pack. [NoP]



Wendy Wade <12> (1956:1986) Progeny of Carl. [CbN2]



Molly 8 <12> Koldun and necromancer. Librarians Pack. Mortal daughter of Beatrice L'Angou and mortal adopted sister to Skin. [MobN] [NoP] [CbR-Tz]



Angel Mercenary <12> [CbR-Tz]



Zachary Sikorsky <12> (:1996) Progeny of Daniel Murphy. Regent of the Sabbat. Found Regent Galbraith dead in the night of the Palla Grande, and quietly assumed her identity by using Vicissitude, mostly to stay out of trouble than to obtain any sort of power over the Sabbat. [CbR-Tz]



Sunshine <12> (:1999) Chalice of Osseous Delights pack. [CbR-Tz]



Tyrone, the Zulo Loco <13> (:1999) Progeny of Angel Mercenary. Chalice of Osseous Delights pack. [CbR-Tz]

Unknown generation



Zarakiah <?> Biblical scholar in the Monastery of Shadows. [EF]



Gunnhild <?> The "Mother of Kings", Fiend-witch. [CbR-Tz]



Gregorio <?> [CN-Br]



Troilus Cressida <?> Sire of Ezra. Diablerised his sire, ductus of the Golgotha's Nails pack. [CbR-Tz]



Ezra <?> Progeny of Troilus Cressida. [CbR-Tz]



Corrine Marcón <?> Fashion designer based in Manhattan, sinews her outfits from flesh and bone and uses powerful alchemical procedures to receive telepathic messages from these 'spies' worn by many Camarilla customers. [Cb-Tz]



Dokor Tötentanz <?> (1900s:1940s) Formerly an SS race biologist named Heinricj Lundt, Black Hand Dominion and Ductus of the Neo-Nazi 'Sonderkommando' Pack. Desires a seat on the Seraphim. [Cb-Tz]



The Little Tailor of Prague, aka The Butcher of Prague. <?> Tzimisce ancient and warghoul of sinister reputation. [CN-Tz]



Madame Paula <?> Koldun sorceress. [CN-Tz]



Delona <?> [CN-Tz]



Delora <?> [CN-Tz]



Marcus <?> War pack ductus. [CN-Tz]



Jorge <?> Sabbat. Also known as "Fingers" Jorge because of his tentacle-like digits. [CN-To] [CN-Tz]



Elford <?> (+1999) Tzimisce gaolor. Killed by the General. [CN-Tz] [CN-M]



-  *William* <?> [CN-An]
-  *The Green Man* <?> [CN-An]
-  ? <?> Sire of Dietrich (1942). SS-Brigadeführer und Generalmajor. [CbR-Tz]
-  *Dietrich* <?> (:1942) [CbR-Tz]
-  *Dietrich* <?> (+1998) Killed by the Blood Curse. [BC1]
-  *Droescher One-Eye* <?> Inquisitor. [SHRev]
-  *Laika* <?> Koldun. [SHRev] [GttS] [CbR-Tz]
-  *The Eye* <?> Priest of the Seven Hands pack. [CbR-Tz]
-  *The Prince of Paupers* <?> Priest of the Bloodfoot pack. [CbR-Tz]
-  *Devinder Bhalla* <?> Priest of the Split Lip pack [CbR-Tz]
-  *Csikos Thesz* <?> Pack priest. [GttS]
-  *Abraham Jensen* <?> Pack priest. [CbR-Tz]
-  *Titus Villicent* <?> Consultant to the consistory. [CbR-Tz]
-  *Bashtani Koudye of Tripoli* <?> [CbR-Tz]
-  *Kaleel Bratovitch* <?> (+) Kennel master. [CbR-Tz]
-  *Salem Justice* <?> Bishop of Miami. [CbR-Tz]
-  *Eli Dragsky* <?> Priscus of Moscow. [CbR-Tz]
-  *Andrea Leehorn* <?> Priscus. [CbR-Tz]
-  *Doktor Totentanz* <?> Sire of Weissrarech. [CbR-Tz]
-  *Weissrarech* <?> Progeny of Doktor Totentanz. Leader of an European neo-Nazi pack. [CbR-Tz]
-  *Devin Markbury* <?> Of London. [CbR-Tz]
-  *Alison Markbury* <?> Of London. [CbR-Tz]
-  *Jackrabid* <?> Ex-templar. [CbR-Tz]
-  *Grandmere Kale* <?> [CbR-Tz]



? <?> Embraces and diablerizes serial killers in California [CbR-Tz]



Luther Wexler <?> (+) Diablerised his sire. [CbR-Tz]



Ahriman Berney-Scott <?> [CbR-Tz]



Arnod Paole <?> Advisor to the Voivode. [CbR-Tz]



Peter Plogojowitz <?> Exsanguinist. [CbR-Tz]



Bogescu <?> (+) Ancient. [CbR-Tz]



Cezar Satnoianu <?> Founder of the Chalice of Osseous Delights pack. [CbR-Tz]



Dimka <?> [CbR-Tz]



Zulo <?> [VtM-R]



Dr. Lazslo Petre <?> [[HoD](#)]

Genealogy of the Tremere

References

One of the Camarilla Clans [[VtM1](#)] [[VtM2](#)] [[VtM3](#)] [[PG1](#)] [[PG2](#)] and in [Dark Ages](#). Described in a [clanbook](#).

"Shaitan" in Arabia.

History

The Tremere was a powerful House of sorcerers of the Order of Hermes (see *Mage: the Ascension* and *Ars Magica*), based in Transylvania and lead by its founder, Tremere, already many centuries old. At the dawn of the Age of Reason, as Magic became more rare in the world, the old Sorcerers found it every day harder to perform their rituals, let alone to extend their unnaturally long life-spans. Suddenly, Immortality, something they already took for granted, was escaping their grasp. Desperately seeking ways to avoid the long-denied death, those Mages look upon other Immortals: the denizens of the night known as Vampires. They started taking them down for observation and experimentation. Being the Tzimisce the most common Clan of the region, it was only incidental that it were members of that Clan the main victims of the Tremere depredations. But with their lives at stake, the Tremere were not about to let that stop them.

Suddenly, one night, the answer came to Goratrix, the favored disciple of the Tremere. He found the means to perform a ritual that will allow them to become Immortals as the Vampires WITHOUT the Embrace. Tremere himself, Goratrix and six other mighty Sorcerers of the Order performed the ritual. But something went unexpectedly wrong and, even when lacking the common weakness linked with the Vampire Clans while sharing their Immortality, the Tremere had all the other flaws of the Damned, including the inability to perform True Magic! Hence, they had to "develop" (rediscover actually) the discipline of Blood-Magic or Thaumaturgy.

Those were hard years for the Tremere. The Tzimisce became their mortal enemies, along with the Gangrel and the Nosferatu (whose member also where victims of the Tremere in their attempts to create the Gargoyle Bloodline of servants). Tremere realized they would never survive unless they could somehow become a formal Clan. Hence, he decided to become an Antediluvian HIMSELF.

Aided by mighty sorcery, the Tremere were able to locate the resting places of ancient vampires in Torpor, including several Antediluvians. Tremere and his disciples went through the list, lowering their generations down to the 4th. Finally, there was only one step to fulfill the quest: Tremere had to consume the soul of an Antediluvian.

Saulot became the victim of choice since his haven was the less protected. There, and with the ancient being thought unconscious, Tremere drank all of his blood and then his soul. It's said that when Tremere finally ended his foul action, he realized that the mystic third eye of Saulot was open, looking at him coldly...

The following years were of turmoil. Many tried to bring the Tremere down, some claiming that they had just destroyed the most noble of their kind. But the Tremere survived, and eventually found a place in the Cainite community. Weren't they now a Clan by their own right? Did they not have a founder of the Third generation?

But the Tzimisce never forgot that it was through the raping of their kind that he Usurpers

achieved their Immortal status. Worse yet, the Tremere became a newcomer vampire force in a land they considered theirs alone. The Tremere-Tzimisce War raged, and its fires have burnt with unrelenting force even to this day.

[Are the Tremere a clan or a bloodline]

The Tremere themselves pretend that they are a clan because they have an Antediluvian and they made themselves into vampires.

But they made themselves into 5th gen. vampires using Tzimisce blood, and they have many similarities with (old clan) Tzimisce, so I consider them as a Tzimisce bloodline.

But the diablerie of an Antediluvian may have changed a lot Tremere's blood, and some clan members may develop the Third Eye of the Salubri. It depends on Tremere having sired children after his diablerie, that are clan members and not tools to lower the generation of some worthy follower (e.g. a new member of the Council).

[The council of seven]

We can suppose that the original disciples diablerised up to 4th generation, and that no Tremere diablerised after Saulot's death. The replacement councillors might be of 5th generation.

- o Etrius (eastern Europe),
- o Goratrix (Gaul, now western Europe), replaced by Grimgroth,
- o Meerlinda (British isles, now north America),
- o Calderon, replaced by Xavier de Cincao (spain, now south America)
- o Abetorius (middle east),
- o unknown, replaced by Thomas Wyncham (far east)
- o unknown, replaced by unknown, replaced by Elaine de Calinot (africa).

Justicars

Mistress Fanchon (founder) ; Juan Verges ; Karl Schrekt (from before 1575) ; Gabrielle di Righetti (1987) ; Anastasz Di Zagreb (1998)

Dedicated pages

- o [Order of Draco's Virtual Chapter House](#)
- o [Tremere Chantry Bluestar](#)
- o [Tremere High Chantry](#)
- o [Clan Tremere, the Price of Eternity](#)
- o [The Book of Thaumaturgy](#)
- o [Tremere](#)
- o [Clan Tremere](#)
- o [Tremere Antitribu](#)
- o [The Tremere Virtual Chantry](#) (near empty site...)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 185 known Tremere.

Powerful blood



Tremere <5-3> (~700:1022) One of the founders of the Order of Hermes. Nearly succeeded in taking over the Order in 848. Became a vampire to be immortal. Diablerised Saulot in 1133. Now lies in torpor in the Vienna chantry. Tall, dark and foreboding.

In the (non cannon) *Red Death Trilogy*, Saulot has been killed by Tremere manipulated by St Germain.

In the cannon World of Darkness (by Justin Achilli), Saulot has manipulated Tremere into diablerising him, his soul still living in Tremere's corpse. That body was infected with Vicissitude and reflected the inner struggle between Tremere's soul and Saulot's until around 1989. Saulot has taken control in 1998, and Tremere's soul took refuge in Etrius body, then in Goratrix and expelled him in a mirror. [Cb-Tr,p63] [CotI,p51] [RD] [TbN,p126] [TC1,p85] [TC4,p93] [NoP] [BM]



Etrius <5-4> (age mid 30s:1022) Sire of Mendacamina (1023), Celestyn (1039), Anastasia, Filaereus and **Peter Spizzo**. Member of the Inner Council from the start. Master of Coeris. Of Swedish descent. Is responsible for Eastern Europe. Watches Tremere's sleeping body in Vienna. In 1999 (TC4), Tremere's soul took refuge in his body, he then has a meeting with Vykos in Atlanta, to meet later with Goratrix in Mexico.

Wrote the "Veneficorum Artum Sanguis", probably the oldest existent text by a Tremere magus. [CotI,p51] [Cb-Tr,p64] [TC1,p85] [TC4,p93] [BC1] [VtM-R] [HoT] [BM]



Goratrix <5-4> (age early 30s:1022) Sire of Epistatia (1022), Therimna (1026), Malgorzata (1097) and Orlando Oriundus. Tremere Antitribu and head of the House Goratrix. Discovered how to turn the House Tremere into vampires using the blood of a Tzimisce elder (these researchs lead to the embrace of Myca Vykos). Also researched forward the Gargoyles. Tall and handsome. In 1999 (TC4 and NoP), Tremere's soul took refuge in his body and expelled him in a mirror. [Cb-Tr,p68] [TC1,p85] [TC2] [TC4,p93] [NoP] [CN-Tr] [CN-An] [BM] [CbR-Tz] [HoT]



Meerlinda <5-4> (:1022) Sire of Abetorius (1103), Geraint de Montfort, probably John Dee (1608), John Diamond (late 18th cent.), maybe Dulcis and **Giles Corey**. Member of the Original Inner Council. Responsible for North America, in Dallas, after having controlled the British Isles. Appears as an attractive, mature women in her late thirties. In 1394, proposed with Hardestadt what came to be the Camarilla, a century later. [Cb-Tr,p65] [NoP]



Calderon <5-4> (:1022) Member of the Original Inner Council. Spaniard. Attacked Goratrix for betraying them. [HoT]



Abetorius <5-4> (:1103) Progeny of Meerlinda. Member of the Inner Council. Responsible for Middle East (via Constantinople). The Assamites nearly destroyed him and his until they placed the Curse on the Assamite Clan. [Cb-Tr,p66] [WoD2]

Ancient blood



Xavier de Cincao <5> Sire of Tomas Marcello. Member of the Inner Council. Venezuela. Responsible for South America, originally in control of Spain. He is rumored to have allies among mages, fey and Garou, and to believe in some inimical force in the Amazon rainforest. [Cb-Tr,p65]



Grimgroth <5> Member of the Inner Council, replaced Goratrix. Responsible for Western Europe including the British Isles and Australia. Has his chantry in Rome. Was magus in Mistridge covenant, which he betrayed. [Cb-Tr,p64] [BT]



Thomas Wyncham <5> Sire of probably Oliver Thrace. Member of the Inner Council. Responsible for Asia and Far East (via Hong Kong). His predecessor was assassinated a century ago. [Cb-Tr,p66] [WoD2]



Anastasia <5> Progeny of Etrius. [BW] [HoT]



Filaereus <5> Progeny of Etrius. Sire of Ala and Peter Schloss. [HoT]



Lotharius <5> Sire of Karl Schrekt (1235). [BbN,p107]



Shavrael <5> Sire of Mistress Fanchon (1357). [TC2,p97]



Elaine de Calinot <5> (:15th century) Member of the Inner Council. Responsible for Africa. She is the third Councilor to Africa, her two predecessors having disappeared. The Brocken, the failed attempt to return lost mortality in 1993. She was not present in person, but followed the events telepathically. Lived in a chantry in Algiers, missing since a couple of weeks. [Cb-Tr,p67] [RD2]



Geraint de Montfort <5> Progeny of Meerlinda. [LS2]



Stromburg <5> Sire of Nicolai (1314). [CbN1] [CbN2,p118]



Orlando Oriundus <5> Progeny of Goratrix. [HoT]



John Dee <5> (1527:1608) Progeny of probably Meerlinda. [WoD1,pp33-34] [Cb-Tr,p65]



John Diamond <5> (:late 18th cent.) Progeny of Meerlinda. Pontifex of North America responsible for business. Bridgeport, Connecticut. Was renowned as a mage. [Cb-Tr,p27]



Peter Spizzo <5> Progeny of Etrius. [RD1]



Cornelius <5> Sire of Ignatus. [NecA]



Dulcis <5> Progeny of maybe Meerlinda. Close to Meerlinda. [HoT]



William Thorbecke <5> (+1989) Sire of Lille Haake (1784). Killed by the Sabbat. [CotN]



Giles Corey <5> Progeny of Meerlinda. Tremere Justicar in [The Silver Circle](#) VDA LARP.



Marissa <5 or 9> (:1812+) Dead Prince of Washington. She was murdered before Marcus Vitel assumed the throne. She was discovered to be manipulated by Sybil, a Lasombra Methuselah. [DCbN,p19]



Karl Schrekt <6-5> (1195:1235) Progeny of Lotharius. Sire of Maxwell Ldescu (1882). Tremere Justicar before 1998. He has been staked by Gustav in 1575, he was already Justicar. He recently diablerised a Lupine to gain a generation. Based Castle Schrekt, near Linz, Austria. It is not clear if Schrekt only served a more limited amount of time (which VRev,p237 suggests), but refused to realize the fact and went on enforcing the rules of the Camarilla. [BbN,pp58,85,107,14] [BC] [VRev,p237]



Epistatia "Usurper Huntress" <6> (:1022) Progeny of Goratrix. Sire of Paul Cordwood (1023). First outside of Council of 7 to be embraced. [HoT]



Mendacamina "The Iron Maiden" <6> (:1023) Progeny of Etrius. Hates her sire. Secretly plotted his final death while at Coeris. [HoT]



Therimna "The Executioner" <6> (:1026) Progeny of Goratrix. Sire of Locus and Roman. Had thought she achieved immortality through alchemy. Begged Goratrix for embrace. Created the path of Thaumaturgical Alchemy. Cried for a month after Roman's death. Was envoy to Rickard's court in Buda-Pest. [HoT]



Celestyn <6> (1010:1039) Progeny of Etrius. Sire of Ardan of Golden Lane (1107) and Augustine (1513). Master Librarian of Coeris. [TbN,p134] [TC4,p91] [HoT]



Malgorzata <6> (1078:1097) Progeny of Goratrix. Sire of Jervais (1102) and Itera (1197). Leader of the Conspirator Faction. [TbN,p133] [TC2] [HoT]



Lord Casmir <6> (1037:1097) [GC1,p47]



Ala <6> Progeny of Filaereus. [HoT]



Peter Schloss <6> Progeny of Filaereus. [HoT]



Tomas Marcello <6> Progeny of Xavier de Cincao. Prince of Caracas. A bastard son of the Giovanni, who served the Necromancers as a ghoul. [WoD2]



Mistress Fanchon <6> (1186:1223 or 1357) Progeny of Shavrael. Inner Circle. One of the founders of the Camarilla and first Tremere Justicar. [GC1,p60] [GC2,p20] [GC3,p15] [GttC] [TC2,p97]



Abigail <6> Sire of Hannah (1705). [NecA]



Nicolai Antonescu <6> (1303:1314) Progeny of Stromburg. Sire of Erichtho (1897) and DuSable (1943). [CbN1] [CbN2,p118]



Oliver Thrace <6> (age 40:1490) Progeny of probably Thomas Wyncham. Sire of Wan Hzu (1974). Lives in Hong Kong. Specialized in "cleaning up" Sabbat, Assamites and other clan enemies. First lieutenant of Thomas Wyncham. In NoP, betrayed the Kindred to the Kuei-jin for fear of the Antediluvians' awakening. [WoD2] [NoP] [HK]



Mendel <6> (:1492) Maintains the Black Rose Monastery library. [GC2]



Mesita <6> Sire of Dr.Mortius (1566). [BHDB,p57]



Johann Kaspar <6> Sire of John Reiss (1778). [DC,p58]



Simon Augustyn <6> Sire of Peter Dorfman. [DCbN,p71]



Ignatus <6> Progeny of Cornelius. [NecA]



Maria Haige <6> (+) Sire of Zachariah Slane (1741). [DC,p111]



Astio Giavetti <6> Sire of Antonio Calbullarshi (1723). [NObN,p69]



Lille Haake <6> (:1784) Progeny of William Thorbecke. [CotN]



Arnod <6> Sire of Johanna von Neumann. [[HoD](#)]



Abraham, Abe Powell <maybe 6> Pontifex for the western U.S. Has his chantry in Sacramento, California. [Cb-Tr,p27]



Jean Baptiste Morin <maybe 6> Sire of Mahalia Romano. Pontifex Exemptus. [NoP]

Ancillae blood



Paul Cordwood "Master of Spies" <7> (:1023) Progeny of Epistatia. One of the first embraced outside of the Inner Council. Maintained vast Tremere spy network. [HoT]



Brunavog <7> Sire of Virstania (1111). [TbN,p135]



Jervais <7> (:1102) Progeny of Malgorzata. Vis Master of Ceoris. [TC1,p85]



Itera "Wretched Usurper" <7> (:1197) Progeny of Malgorzata. Locked in the dungeons of Coeris. [HoT]



Locus <7> Progeny of Therimna. A diplomat to Rickard's court in Buda-Pest. Hated his job. [HoT]



Roman <7> (+) Progeny of Therimna. Died during the dark ages, on one of the hunting expeditions. Therimna cried for a month after he died. [HoT]



Ardan of Golden Lane <7> (1080:1107) Progeny of Celestyn. Sire of Claas Drescher (1170). Regent of the Coeris chantry. Primogen of Vienna. Killed in 1141 by Christof - game objective of VtM-R ! 7th generation in VtM-R. [TbN,p130] [TC3] [TC4,p90] [VtM-R]



Mirabilis <7> (age 65:1250) Regent and leader of the Chantry of the Five Boroughs. Killed in the "Leaves of Three" Chronicle shipped with VtM-R. [VtM-R, non-licence character]



Prince Bourdona <7> Sire of Carna (1435). He is prince of Marseille. [MibN]



Andre Mallotte <7> (:1405) [GC2]



Comte Augustine d'Erlette <7> (1470:1513) Progeny of Celestyn. Guardian of the Outer Circle. Master librarian of the Vienna chantry. [TC4,pp24,29]



Dr. Mortius <7> (:1566) Progeny of Mesita. Sire of Gabriel. [BHDB,p57]



Peter Dorfman <7> (1662:1700) Progeny of Simon Augustyn. Pontifex of North America responsible for the government. Has his chantry in Washington, DC. [Cb-Tr,p27] [DCbN,pp70-71]



Valerius Maior <7> (-50:17th century) He is controlled by Varro. Varro was member of the Order of Hermes around 31 BC. He used Valerius to summon the demon Nubarus. Valerius is the 3rd of the Red List. [KmW,pp75-78]



Hannah <7> (:1705) Progeny of Abigail. Tremere Primogen and Regent of the Atlanta Chantry. [NecA] [BC] [CN-To] [CN-Tz]



Antonio Calbullarshi <7> (~1700:1723) Progeny of Astio Giavetti. Sire of Nigel Porter (1776) and Marie D'Richet (1991). He and Marie are hunted by the Tremere Clan. [NObN,p69]



Zachariah Slane <7> (1701:1741) Progeny of Maria Haige. [DC,p111]



John Reiss <7> (1730:1778) Progeny of Johann Kaspar. [DC,p58]



Aidan Lyle <7> Sire of Lord Ephraim Wainwright (1821). [NoP]



Maxwell Ldescu <7> (~1400:1882) Progeny of Karl Schrekt. Sire of Heinrich Himmler (1945). He was one of the last apprentices in the old Order of Hermes, when his master tried to punish House Tremere for their crimes. Then he was a ghoul of the Tremere during almost five centuries. He has been embraced as a reward for his loyalty. Regent of the Berlin chantry. [BbN,p58] [BC]



Tracy Graves - Erichtho <7> (1875:1897) Progeny of Nicolai. [CbN1] [CbN2,p120]



Jacob the Glitch <7> (+1998) Antitribu. Librarians Pack. Lost memory each month. Committed suicide by walking in the sun in 1998. [MobN] [NoP]



Yasmin The Black <7> Antitribu. 25:17 Pack. Black Hand Member. Disappeared in 1998. [MobN] [NoP]



Abraham DuSable <7> (1883:1943) Progeny of Nicolai. Sire of Garwood Marshall (1937), Elliot and Maldavis (1980). [CbN1] [CbN2,p119]



Marius Drake <7> Sire of Julie Foster. [DAV]



Wan Zhu <7> (:1974) Progeny of Oliver Thrace. [HK]



Johanna von Neumann <7> (age 30) Progeny of Arnod. A regent in Vienna, she plans to secretly reopen an abandoned chantry in Venice. [[HoD](#)]



Wiener <7> Head of the Tremere Chantry in Strasbourg, France. [[web](#)]



Mahalia Romano <maybe 7> (+) Progeny of Jean Baptiste Morin. Destroyed in Salt Lake City. [NoP]



Mishka <maybe 7> (~1830) Russian Tremere saved from one of his own experiments by Perry Commons. [IE1]



Theresa Kymena <8-7> (1105:1139) Diablerized Achmet the Dreamer in 1198. Maybe killed by Abetorius. [CobN,p106]



Virstania <8> (1075:1111) Progeny of Brunavog. The Mistress of Gargoyles; helped them to revolt. 6th generation in VtM-R. [TbN,p135] [TC3] [VtM-R] [HoT]



Donal <8> Sire of Pieter Blum (1177). [FBC,p11]



Claas Drescher, The Agent <8> (1130:1170) Progeny of Ardan Lane. Sire of Anastasz di Zagreb (1867). Embraced in Prague. Pose as a Ventrue in Krakow. [TbN,p131] [TC3] [CotN,p48]



Randeux <8> Sire of Mara (before 1189). [JbN,p106]



Carna <8> (1417:1435) Progeny of Prince Bourdona. [MibN]



Maurcroix <8> (:mid 18th century) Sire of Mariane Dupuis. Head of the Tremere Chantry in Lille, France. [[web](#)]



Nigel Porter <8> (:1776) Progeny of Antonio Calbullarshi. Sire of Sebastian Walcott (1783). [NObN]



Lord Ephraim Wainwright, a.k.a. "Imp" <8> (:1821) Progeny of Aidan Lyle. [NoP]



Morens <8> Head of the Tremere Chantry in Lyons, France. [web]



Alix de Chantraine <8> (:end 19th century) Head of the Tremere Chantry in Rouen, France. [web]



Jack Weston <8> Sire of Helena Taylor (1938). [DCbN]



Gregory Roiters <8> Head of the Tremere Chantry in Birmingham, Alabama. [SHS]



Duke Traska <8> Sire of Victor (1950). [MibN]



Ian Carfax <8> Archon of Karl Schrekt, Tremere Justicar. [BbN]



Julian Sanderson - Jules <8> Archon of Karl Schrekt, Tremere Justicar. [BbN]



Gabriel <8> Progeny of Dr. Mortius. [BHDB,p57]



Garwood Marshall <8> (:1937+1993) Progeny of DuSable. [CbN2]



Heinrich Himmler <8> (:1945) Progeny of Maxwell Ldescu. Primogen of Berlin. [BbN] [BC1]



Annabelle <8> Sire of Valois Sang. Prince of Québec City. [MobN]



Elliot <8> Progeny of DuSable. [CbN2]



Carol Davis - Maldavis <8> (1955:1980) Progeny of DuSable. Sire of Uriah (1982). [CbN1] [CbN2]



Julie Foster <8> Progeny of Marius Drake. [DAV]



Marie D'Richet <8> (:1991) Progeny of Antonio Calbullarshi. [NObN]



Vojta Arminov <maybe 8> Prince of Panama city. [WoD2]



Prince Lumley <maybe 8> Prince of the Perth city. The anarchs successfully deposed Lumley in 1980s. He is one of the Cainites of the first fleet. [WoD2] [RaAu]



Madeline Coventry <maybe 8> This elder was sent by the Winchester chantry in England to the newly established Massachussets Bay Colony. She arrived in 1635. She was defeated by Baladin in 1795 and fell in torpor for a few years. She disappeared in 1831. [DC,pp15,17]



Baladin <maybe 8> (+1825) This vicious and ambitious elder was sent by the Winchester

chantry in 1795 to take charge of New England in place of Madeline Coventry. He defeated her. Baladin was killed by Quentin King III. [DC,p17]



Hargau <maybe 8> Elder of clan Tremere. [HH,p51] [AC,p25]



LeQuarte <maybe 8> Elder of Clan Tremere. [AC,p43]



Montelaine <maybe 8> (+1877) Primogen of San Francisco in ~1851. Prince of San Francisco in ~1859. Killed for Elders of Europe. [PoC]



Cyrano <maybe 8> (+1906) Sire of Honerius (~1894). Primogen of San Francisco in ~1859. Prince of San Francisco in ~1877. Killed for Vannevar Thomas. [PoC]

Young blood



Mircea <9> Sire of Denelem Obfusco (1102). [FBC,p11]



Artur Beck <9> Sire of Grigor Wallach (1150). [FBC,p11]



Mara <9> Progeny of Randeux. Sire of Vaclav (1189). Regent of the Chantry in Jerusalem. [JbN,p105]



Pieter Blum <9> (:1177) Progeny of Donal. Attempt diablerie in 1197 on the Salubri Aisha with the Ritual of the Bitter Rose. Follow the orders of Denelem. [FBC,p11]



Sebastian Walcott <9> (:1783) Progeny of Nigel Porter. [NObN]



Anastasz Di Zagreb <9> (:1867) Progeny of Claas Drescher. Tremere Justicar elected in 1998. [CotN,p48] [GttC] [NoP] [BM]



Hannigan <9> (:1907) Antitribu. [UBRM,p88]



Helena Taylor <9> (1917:1938) Progeny of Jack Welston. Sire of Cohn Rose (1974) and Pieter Van Dorn (1975). Chantry Leader of DC (Regent), Primogen of DC. [DCbN,pp71-72]



Mariane Dupuis <9> Progeny of Maurcroix. [[web](#)]



O'Meara <9> Sire of Frank Weisshandel (1970). [BHDB]



Victor <9> (:1950) Progeny of Duke Traska. [MibN]



Valois Sang <9> Progeny of Annabelle. Watch Marie-Hélène. Domain in Wesmount. [MobN]



Uriah <9> (1960:1982+1993) Progeny of Maldavis. Killed in a Under a Blood Red Moon. [CbN1] [UBRM]



Andark <maybe 9> Chantry Leader. [PG2,p129]



Honerius <maybe 9> (:~1894) Progeny of Cyrano. Chantry leader of San Francisco. Primogen of San Francisco in ~1916. [PoC] [BW]



Aleksandra <maybe 9> Sire of Franklin Reece and Beatrix Bijou. She is in Hong Kong Primogen. [WoD1,p97]



Selena <maybe 9> (+1995) Antitribu. Member of the Black Hand. Killed for Garou. Was infernalist (One - Who - Walks, Dread Zarastus = Demon). [PoC] [BW]



Lord Graythwaite <9> Sire of Jean-Michel du Pont-Ville (1805). [BN,p3]



Denelem Obfusco <10> (1065:1102) Progeny of Mircea. Attempt diablerie in 1197 on the Salubri Aisha with the Ritual of the Bitter Rose. [FBC,p11]



Grigor Wallach <10> (:1150) Progeny of Artur Beck. Attempt diablerie in 1197 on the Salubri Aisha with the Ritual of the Bitter Rose. Follow the orders of Denelem. [FBC,p11]



Vaclav <10> (1165:1189+1873) Progeny of Mara. Have master all the Thaumaturgy text in the Chantry. [JbN,p107]



Kyoko Shinsegawa <10> (:1897) [CotN]



Aisling Sturbridge <10> (:1911) High Regent of the Chantry of the Five Boroughs. [CotN] [CN-Tr] [CN-An] [WoD2] [CN-Br]



Alejandro Aguirre <10> Antitribu. Traveled throughout Mexico, Texas, and California selling remedies. Ran across a man who told him he could teach him real magic. Now, he can summon a nasty storm when the need arises. Member of the Boot Hill Gang. [TTM]



Frank Weisshandel <10> (:1970) Progeny of O'Meara. [BHDB]



Cohn Rose <10> (:1974) Progeny of Helena Taylor. [DCbN]



Pieter Van Dorn <10> (:1975) Progeny of Helena Taylor. [DCbN]



Janine <10> Antitribu. [RoP]



Claudius Maximus <maybe 10> Tremere Manchester Chantry. Killed by Nosferatu. [Cb-N] [Pariah]



Mosfair <maybe 10> (+) Antitribu. [RD1]



Hugh Portiglio <maybe 10> Antitribu. [RD1] [RD2]



Tyrus Benedict <maybe 10> (+1994) Killed in St. Louis. [RD1]



Bernhard <maybe 10> Tremere of London. [Cb-V]



Jean-Michel du Pont-Ville <10> (~1777:1805) Progeny of Lord Graythwaite. Embraced in Barbados. Vampire of Cleveland, Ohio. [BN,p3]

Weak blood



Johnston Foley <11> (age 45:1920+) Serves as Regent Secundus to Mirabilis. [CN-Ga] [CN-Tr] [VtM-R, licence character - vague]



Ehrich Weiss (Harry Houdini) <11> (1874:1926) [SC]



Hans Schmidt <11> (:1940) [DCbN]



Sion <maybe 11> (+1993) He is killed by Hervi. [BW]



Hervi <maybe 11> (+1993) Sire of Kyle. He is killed by Kyle. He killed Sion. [BW]



Gatlin <maybe 11> Sire of Rebecca Thompson. [Cb-Tr]



Kyle <maybe 12> Progeny of Hervi. Killed his sire. [BW]



Rebecca Thompson <maybe 12> Progeny of Gatlin. [Cb-Tr]



Unknown generation



Kathleen <?> [BC]



Nicolai <?> (+2000) Sire of Leopold. Antitribu. Destroyed in the sewers of NYC by Calebros and Cock Robin. [CN-N]



Leopold <?> (+2000) Progeny of Nicolai. Antitribu. Has the Eye of Hazimel. Fought against Xaviar. Though to be Toreador by some. Killed by Ramona when she cut the eye from his body. [CN-N]



Gabrielle di Righetti <?> Tremere Justicar in 1987. [VRev,p237]



? <?> 13th century Tremere, wrote the "Nominis Inferni" (translated from the Sanskrit document "Naaman'h raakShasa". [BM]



Johann Kloepfer <?> Member of the Cologne chantry, wrote "Das Tiefe Geheimnis" in the 15th century. [BM]



Thomas Bremond <?> Believed to be dead. [BM]



Constantin Addams <?> Regent of the Sixth Circle, developer of the Faux Path. [BM]



? <?> Sire of Stephan. [BM]



Stephan <?> [BM]



Mosely <?> (:around 1980) Lives in Las Vegas. [BM]



Max <?> [BM]



Father Terrell Harding <?> Magus Dominus of St. Moses the Black Chantry. Also known as Ronnie Royce of Clan Brujah, and Brother Demetrius Vance of the Malkavian antitribu. [BM]



Eva <?> Novice, First Circle. Sturbridge's protegee. [CN-Tr]



Johanus <?> Adeptus. The Pillar of Smoke. Master of Novices at the Chantry of the Five Boroughs. [CN-Tr]



Helena <?> Adepta. The Pillar of Fire. [CN-Tr]



Jacqueline <?> Novice, Third Circle. [CN-Tr]



Aaron <?> Novice, Seventh Circle. [CN-Tr]



Maria Chin <?> (+) Killed by Parmenides. [CN-V] [CN-As] [CN-Tr]



The Word of Etrius <?> [CN-Tr]



Nicholai <?> Tremere exile and sole survivor of the dark rite that killed the antitribu. [CN-Tr]



Janson Albright <?> rumoured consort of Alicia Penobscott. [WoD2]



Edward Sinclair <?> Adeptus Septem Orbem of Vienna. [SHRev]



Athosides <?> Archivist. [SHRev] [GttS]



Sean Reynolds <?> Regent. [GttC]



Saiz <?> Antitribu. [GttS]



Everett Thig <?> Apprentice. [GttS]



Dr. Rudolph Greaney. <?> Sire of Janina von Braun. [[HoD](#)]



Janina von Braun <?> Progeny of Dr. Rudolph Greaney.. Apprentice Septimus, she works under Regent Johanna von Neumann. [[HoD](#)]



Alvarraz <?> Regent of the Venetian chantry; killed by the Giovanni. [[HoD](#)]



Bauer <?> Regent of the Venetian chantry; killed by the Giovanni. [[HoD](#)]

Genealogy of the Blood Brothers

References

First introduced in the [Storyteller's Handbook](#).

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 8 known Blood Brothers.

Ancillae blood



Angelo <8> (1948:1966+) He is the 13th of the Red List. Destroyed by the joint effort of the scourges of five cities (NoP). [KmW,pp15-18] [NoP]



Jerry <8> Sire of Terry , Barry , Larry and Harry. One of the original Blood Brothers. [UBRM]

Young blood



Mark <9> (:1872) [CotN]



Terry <9> Progeny of Jerry. [UBRM]



Barry <9> Progeny of Jerry. [UBRM]



Larry <9> Progeny of Jerry. [UBRM]



Harry <9> (+1992) Progeny of Jerry. [UBRM]

Weak blood



Tom <11> Replaces Harry in Chicago. [UBRM]

Genealogy of the Ventrue

References

One of the Camarilla Clans [[VtM1](#)] [[VtM2](#)] [[VtM3](#)] [[PG1](#)] [[PG2](#)] and in [Dark Ages](#). Described in a [clanbook](#) and a [revised clanbook](#).

"El Hijazi" in Arabia.

Justicars

Hardestadt the Younger (founder) ; Godefroy ; Democritus (16th century) ; Baylor ; Severus (1666) ; Michaellis ; Michaellis/Kemintiri (1930s) ; Madame Hoteph (1968) ; Ulysian Thraces ; Lucinde (1998)

Dedicated pages

- o [Ventrue Home Page](#)
- o [Ventrue Haven](#)
- o [Clan Ventrue](#)
- o [VeNtRue CLaN](#)
- o [Clan Ventrue](#)
- o [Clan Ventrue](#) (panix.com, quite empty...)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 313 known Ventrue.

Powerful blood



Ventrue <3> (:~ -8000) Progeny of Enoch/Ynosh. Sire of Arakur of Ur (~ -3000) , Medon , Veddartha and **Aken Hoten** (~ -1050). Name unknown. The sire of the 4th gen. ventrue Aken Hoten is named Nergal ; the sire of the 4th gen. ventrue Mithras is named Veddartha. Note that Nergal is also the name of a Baali founder (aka. Shaitan) and that Veddartha is probably alive and a 4th gen. Inconnu.

Some sources says that Ventrue was destroyed by Brujah, or in torpor near ancient Persia. Claimed to have been the first of the Third Generation and Caine's closest advisor. Builder of the Second City. [CbR-V] [DSBH]



Arakur of Ur <4> (+) Progeny of Ventrue. Sire of Tiamat (~ -3000). He was diablerised by Tiamat when she was controlled by Drakonskyr. [BHDB,p20]



Medon <4> (+) Progeny of Ventrue. Set himself as a god-king on an isle in the Aegean, but was left by kine to burn in the sunlight. [CbR-V]



Veddartha <4> Progeny of Ventrue. Sire of Mithras (-1258) and Malthas (554). Probably Inconnu. The sire of Mithras (4th gen.) and the sire of Malthas (5th gen.) are called Veddartha. If they are the same, either Veddartha or Mithras committed diablerie. Veddharta is probably still around, since in ToTB there's a letter from some 5th generation Inconnu where he also voices the opinion of Veddartha on the subject of the "thin-blooded". We favor the option that Mithras diablerised someone, but Veddartha might have diablerised the Ventrue Antediluvian, for example... [WoD1,p32] [TC2,p99] [ToTB]



Tinia <maybe 4> Sire of Collat. Controlled the Etruscans. [Cb-V] (Etruscan god of the sky)



Cret <4> One of the 12 Inconnu that made Hunedoara Castle the Inconnu Headquarters. He is monitor of the Tremere. He claims to have been Embraced in the Second City. He was known as a mighty wizard, almost as powerful as Lamech, and was considered to be legendary by all but a few until his arrival at Hunedoara. [WoD1,p61]



Aken Hoten <4> (:~-1050) Progeny of Nergal/Ventrue. It is rumored that Aken Hoten speaks directly to his sire (Nergal - Ventrue). He is a 4th generation Ventrue that resides in Enoch. He can Psychic Project into the tomb in Enoch. He was also the husband of Nefertiti. [web]



Nef-meri-Isis <4> Inconnu. Monitor of the Setites. Considered to be somewhat over-zealous by her fellow clanmates. [PG2,p123]



Antonius <4> (+796) Sire of Caius (325) , Belisarius (566) and Septima Dominica. Around 58, Beshter and Antonius become lovers in Rome. Around 312, the three Methulesahs Beshter, Antonius and Dracon become a vampiric Triumvirate, that will rule Constantinople. Killed by his childes, Septima and Caius. [CobN,p26]



Alexander <4> Sire of Gaius Marcellus (-146). Prince of Paris during Dark Ages. [VDA] [LS1] [AK]



Erik Eigermann <4> (:~1100) He disappeared in 1140, killed by the demon-hunter from Vienna, Karl Schrekt. He is in torpor under Berlin. [BbN,pp13,84]



Mithras <4 or 5-4> (-1235:-1258+~1993) Progeny of Veddartha. Sire of Duke and Duchess Amber (701) and **Marcus**. He probably committed diablerie, because a 4th gen Ventrue named Veddartha was active recently. Mithras was member of the Inconnu in the first Millenium, left them to be prince of London from 1066 until 1940, in torpor after the bombings of WW2. He was recently diablerised by Montgomery Coven after a Lupine attack. [WoD1,pp31-32] [WoD2] (Persian God)



Tiamat <5-4> (:~ -3000) Progeny of Arakur of Ur. Sire of Gotsdam (87). Born in the prehistorical Ur, she was named Lantla. She was a witch. She made a pact with the demon Drakonskyr. She diablerised her own sire and killed Urlon with her magical sword *The Sword of Nul*. Drakonskyr wants to use the vampire to destroy the humanity. Around 400,

Tiamat went in torpor. [BHDB,pp19-25]

Ancient blood



Elihu <5> (:~ -450+) Sire of Rebekah (12). Rebekah diablerised him. [CbN2,p145]
([Biblical character, 5th century BC](#))



Collat <maybe 5> Progeny of Tinia. Sire of Camilla. Prince of Rome around the 4th century BC. [Cb-V] [CbR-V]



Gaius Marcellus <5> (-169:-146) Progeny of Alexander. Sire of Doran (1471). This young tribune in the Roman army was 23 years old when embraced during the final assault on Carthage. He lived in France a long time, where he embraced his first childe, Doran. [NObN,p17]



Demetrius <5> Prince of Massilia (later Marseille), sworn enemy of Gaius Fabricius. [CbR-V]



Gaius Fabricius <5> Sworn enemy of Demetrius. [CbR-V]



Magnus <5> (+65) Monitor of Lyons. Is said to have been destroyed in 65. [[web](#)]



Gotsdam <5> (63:87) Progeny of Tiamat. Sire of Dylan (1944). [BHDB,p38] [KmW,p49]



Caius <5> (260:325+1204) Progeny of Antonius. Sire of Epirus (604). Emperor Constantine's lieutenant. During the Fourth Council in Constantinople (796), proposes (with Septima) Antonius' destruction, becomes Basileus of the Antonian Ventrue in 797. [CobN,p111]



Belisarius <5> (500:566) Progeny of Antonius. Sire of Helena The Armenian (1081). Justinian's leading general. Returns in a position of power in 1073. [CobN,113] ([Byzantine general](#))



Septima Dominica <5> (+1001) Progeny of Antonius. Sire of Nicephorus (604) and Ducas (836). During the Fourth Council in Constantinople (796), proposes (with Caius) Antonius' destruction. Basileus in second in 797. Destroyed by witch-hunters and Ducas. [CobN,p27]



Maltheas <5> (520:554) Progeny of Veddartha. Inconnu. He was in disguise at the Convention of Thorns (1493). [TC2] [GttC]



Duke Amber <5> (:701) Progeny of Mithras. [GC2]



Duchess Amber <5> (:701) Progeny of Mithras. [GC2]



Heinrich of Volstag <5> Sire of Bulscu (955). [TbN,p99]



Ilse Reinegger <5> (+1312) Sire of Gustav Breidenstein (1220). Gustav diablerised her.

[BbN,p61]



Severus <5> Sire of Lucinde (1656). Ventrue Justicar in 1656. [CotN,p49]



Michaellis <5> (+1930s) Ventrue Justicar. Kemintiri diablerised him and took his place as Justicar in the 1930s. [CotN,p49] [Cb-V] [KmW]



Hardestadt the Elder <5> (904:947+1395?) Sire of Hardestadt the Younger (1191) and Heinz Eulau. Suggested the foundation of the Camarilla in 1394. Diablerised by Tyler soon after that. Only some of his progeny know that Hardestadt the Younger replaced him under that name. From TC2 we could think that that the Younger is 5th gen, but he is more probably 6th gen (cf. GC1, CN-V). [CotI,p21] [GC1] [[web](#)] [GttC] [CbR-V] [CbR-Tz]



Alexander Vargos <5> Prince of St. Louis. [RD1]



The Del'Roh <maybe 5> (+1999) Antitribu. Top Leader of True Hand : The Del'Roh of Enoch is the highest position in the Black Hand, the Del'Roh is the spiritual leader of the Sect. She has currently been in power since the reclaiming of Enoch from the Tempest and Wraiths- some 250 plus years total.

Recent news, from VSH! The True Hand is no more, Enoch was destroyed in a war with the Wraiths, and the Del'Roh is dead. [DSBH] [VSH]



Fabrizio Ulfila <maybe 5> Methuselah prelate. Contracts in 1250 a strange wasting disease, along with several of his confederates in Rome. The younger kindred die, the elders, including Ulfila, make a slow recovery. Suggested a league of Vampires in 1394. [Cb-V] [CbR-V] [NoP] [Cn-Br]



Dominus <maybe 5> Inconnu. [TC2]



Nicholas Valmont <maybe 5> Sire of Jonas Valmont.



? <maybe 5> Prince of Severn. Rumoured to be a progeny of Mithras. [WOD2]



Rebekah <6-5> (-9:12) Progeny of Elihu. Inconnu. She diablerised her own sire. Monitor of Chicago. [CbN1] [CbN2,p145] [PG2,p125] [GttC] [CotN]



Gustav Breidenstein <6-5> (1192:1220) Progeny of Ilse Reinegger. Sire of Wilhelm Waldburg (1440) , Katarina Kornfeld (1507) , Friedrich von Köln (17th century) and Peter Kleist (1757). In 1312, Gustav diablerised his own sire. In 1575, Gustav killed a visiting Tremere that was late in introducing himself. In 1810, Gustav killed three of his own Get as formal apologies to Clan Toreador. Prince of Berlin until 1998. [BbN,pp13-17,61] [BC]



Stalest Coursain <6> (-574:-552) Her first 2000 year is a mystery, she came to Vancouver 50 years ago. [DAV,p98]



Lyle <6> (-371:-342) Was among the first kindred to arrive in North America. Was saved

from the Lupines by the ?, that he now watches over when he lies sleeping beneath the Simon Fraser University. [DAV,p99]



Bindusara <6> (:~273) Sire of Valerius (1066). A scholar. The Ventrue know of his legendary feud with the Mnemosyne, a bloodline of Caine - worshippers who devote themselves to the study of the first vampire and The Book of Nod. Hunted by Jocastatians, another bloodline of scholars, but ones who use more diabolic means to enlightenment. [DSBH] [Cb-V] ([King of Mauryan Empire](#))



Camilla <maybe 6> (+64) Head of the Ventrue Senate, which ruled Rome since before 3rd century BC. Disappeared during Nero's fire. [Cb-V] [CbR-M] [CbR-V]



Gnaeus <6> Sire of Junius (-149). [VN]



Regulus <6> (+~400) Sire of Siegfried (378). Siegfried diablerised him. [DAV,p97]



Nicepherus <6> (570:604) Progeny of Septima Dominica. Septima Dominica's servant. Caesar Magister. Member of the Inconnu. [CobN,p114]



Epirus <6> (:604+1185) Progeny of Caius. Magistrate. Destroyed for inciting the riots in Constantinople with Tribonius. [CobN,p30]



Malthias <6> Sire of Nicholas (832). [CoW,p35]



Ducas <6> (785:836) Progeny of Septima Dominica. Sire of Anna Comnena (1153). Responsible for his sire's death. [CobN,p115]



Bulscu <6> (age late 40s:955+) Progeny of Heinrich of Volstag. Sire of Zombar , Geza Arpad (992) and Vencel Rikard (1013). Embraced in Germany. Sybaritic Mastermind. [TbN,p97] [TC2] [TC3]



Gregor <6> Sire of Nova Arpad (1050). [TbN,p105] [TC1] [TC2]



Lord Jurgen von Verden <6> (+1271) Destroyed by Hardestadt. [[web](#)]



Helena The Armenian <6> (1043:1081) Progeny of Belisarius. She blackmailed Shabah. [CobN,p115]



Lady Jadviga Almanov of Bohemia <6> (1186:1223) Member of the Conspiracy of Issac, which led to Cappadocius' diablerie. [GC1,p48]



Lady Justania <6> Sire of Gilbert d'Harfleur (1444). Arrogant noblewoman. [TC2,p98]



Charles the Wise <6> (+) Sire of De Vandreuil (~1680). [[web](#)]



Hardestadt the Younger <6> (1150:1191) Progeny of Hardestadt the Elder. Sire of Jan

Pieterzoon (1723). Masquerades as his sire. From TC2 we could think that that the Younger is 5th gen, but he is more probably 6th gen (cf. GC1, CN-V). [TC2,p99] [CN-V] [NoP]



Heinz Eulau <6> Progeny of Hardestadt (the Elder). Inner Circle. One of the founders of the Camarilla. [GttC]



Master Frazier <6> (:1409) [GC2]



Wilhelm Waldburg <6> (1408:1440) Progeny of Gustav Breidenstein.. Sire of Henriette. First progeny of Gustav Breidenstein. Prince of Berlin since 1998. [BbN,pp15-17,62] [BC]



Doran <6> (1455:1471+1955) Progeny of Gaius Marcellus. Young philosopher, interested in Carthage. Settled in Louisiana around 1700. Murdered in 1955. [NObN,pp17-25]



Katarina Kornfeld <6> (1485:1507) Progeny of Gustav Breidenstein. [BbN,p66]



Datura <6> Sire of Lodin (1852). He is a friend of Eletria. [CbN1] [CbN2,p113]



Baylor <6> Sire of Eleanor Hodge (1864) and Dr. Joshua McCallister. Ventrue Justicar (before 1998). [NecA] [BC]



Lucinde <6> (:1656) Progeny of Severus. She is Alastor. Ventrue Justicar elected in 1998. She always wears gloves to conceal the 'mark of the beast', a trophy sigil given to Alastors. [Cb-V] [CotN,p49] [GttC,p27] [CN-Br, VtM-R, license character]



D'Harcourt <6> Marquess of Normandy. [[web](#)]



Friedrich von Köln <6> (:17th century) Progeny of Gustav Breidenstein.



Georgia Rowlands <6> (+) Sire of Upton Rowlands (1826). [DC,p59]



Peter Kleist <6> (1727:1757) Progeny of Gustav Breidenstein. Wilhelm's bodyguard [BbN,p64] [BC]



Dylan <6> (1920:1944) Progeny of Gotsdam. He is the 8th of the Red List. [KmW,pp45-49]



Artemis Orthia <maybe 6> Settled in the Peloponnesus and took the role of the Greek goddess. [CbR-V]



Evarchus <maybe 6> Prince of Corinth in Ancient Greece. [CbR-V]



Lysander <maybe 6> Spartan general. [CbR-V]



Owain ap Ieuan, aka. Owain Evans <maybe 6> (:~1053) Ventrue Elder of Atlanta, however not in the primogen. Antitribu. Diablerised the Gangrel Blaidd a millenium ago. Had been the controlling force behind the small Welsh kingdom of Rhufoniog for two

hundred years, around the 10th century. He last emerged from torpor in the 17th century, and traveled to America. He is the Kinslayer of prophecy. He has the power of healing ever since he drank the blood of Joseph of Arimathea. After discovering his ability in 1999, he became known as the Wanderer, and travels the world to release all Cainites from the Curse. [BC]



Bruce de Guy <maybe 6> Cardinal in 1933, signed the Revised Code of Milan. [SHS] [GttS]



Godefroy <maybe 6> Ventrue Justicar. [Cb-As]



Hoteph <maybe 6> Ventrue Justicar. [WoD1,p9] [CbN2,p22]



Baron Fredrich von Sieburg <maybe 6> (+1252) This Ventrue of age, wealth and repute in both mortal and kindred worlds, is exposed and killed by the Inquisition. [VST]



Anushin-Rawan <maybe 6> Created an island sanctuary for all vampires. Yiaros island in the Aegean Sea. Where she originated a revenant family. [Cb-V] [CbR-V]



Qadi Vardek <maybe 6> Member of the True Hand. [DSBH]



Gustav Mallenhous <maybe 6> Antitribu. He created the Inquisition of Sabbat. [SHS]



Mustafa <maybe 6> Prince of Istanbul. [WoD2]



Countess Saviarre <maybe 6> Queen of the Grand Court of Paris at the side of Alexandre. [VDA,p93] [LS1] [AK,p70]



Democritus <maybe 6> Justicar in the 16th century. [CbR-V]



Jonas Valmont <maybe 6> Progeny of Nicholas Valmont. Ventrue Justicar in [The Silver Circle](#) VDA LARP.



Clotaire <maybe 6> [web](#)



Siegfried <7-6> (356:378) Progeny of Regulus. He diablerised his own sire. Was a Visigoth chieftain. Now Prince over Vancouver, which he is the absolute ruler. He is enforcing the policy of no fighting between kindred and truce with the local Garous. [DAV,p97]

Ancillae blood



Junius <7> (: -149) Progeny of Gnaeus. Ignorance is bliss, for both Junius and the Cainites of Cordoba. Junius was one of the Roman soldiers who invaded the city in 152 BCE. He was a steady if uninspired soldier, with great respect for the chain of command. It was this quality that won him the "promotion" into the ranks of the Ventrue. [VN]



Marius <7> (+) Sire of Hrothulf (380) and Gracis Nostinus (412). Roman general, killed

by Hrothulf. [MibN]



Baron Hredel <7> Sire of Rudolf Brandl (899). [TbN,p103]



Nicholas <7> (800:832) Progeny of Malthias. Seneschal to the Prince of London. [CoW,p35]



Zombar Arpad <7> (+) Progeny of Bulscu. ended his unlife in a violent suicide. [TbN,p98]



Geza Arpad <7> (age late 50s:992) Progeny of Bulscu. Embraced in Buda. The historical prince of the Magyars died in 997. Prince then Archbishop of Esztergom, Hungary. [TbN,p99]



Theodora <7> Sire of Basil (1021). [CobN,p116]



Vencel Rikard <7> (age mid 30s:1013) Progeny of Bulscu. Embraced in Buda-Pest. Prince of Buda-Pest. [TbN,p105] [TC2] [TC3]



Nova Arpad <7> (age early 30s:1050) Progeny of Gregor. Sire of Gustavus (1806). Prince of Mediasch, Transylvania. [TbN,p103] [TC1,p88] [TC2,p99] [TC3] [TC4,p23] [CbR-Tz]



Skithos <7> Prince of Adrianople in 1203.



Valerius <7> (age early 30s:1066) Progeny of Bindusara. Sire of Lady Anne Bowesley (1688). Lieutenant of Prince Mitras. A wiry, athletic man in the early 30s, he has long red hair and a neatly-cropped beard. Sometimes said to be a progeny of Mithras. [WoD1,p36] [Cb-V] [GC2,p78] [GC3]



Anna Comnena <7> (1126:1153) Progeny of Ducas. Sire of Irene Stellas (1169). Chamberlain of the Antonian Ventrue. [CobN,p112]



Titus <7> Sire of Dominique (13th century). [CotI,p67]



Michaela <7> (:1300) Sire of Tabitha Bauer (probably 1999). So-called "Prince of New York". [WoD2] [CN-R] [CN-Br] [VtM-R, license character]



Gilbert d'Harfleur <7> (1426:1444) Progeny of Lady Justania. [TC2,p98]



Thomas Carlyle <7> Sire of Dorian Adams (1701). [DCbN]



David Case <7> Sire of Dr. Edward Walker (1866). [DCbN]



Quentin <7> (:end 16th century) Regent of Normandy. [[web](#)]



Robert Pedder <7> (:end 17th century+1998) He was a British soldier. He is Prince of Hong Kong. Destroyed by the Kuei-jin in 1998. [WoD1,p90] [WoD2] [NoP]



 *Anya* <7> Sire of Nikolai (1706). [NoP]

 *Jan Pieterzoon* <7> (:1723) Progeny of Hardestadt (the Younger). Framed by spiky blond hair and deep blue eyes. [NoP] [\[CN-V\]](#) [CN-Tr] [CbR-V] [CN-Br]

 *Charlemagne* <7> Sire of Benedic (1792). [NoP]

 *De Sade* <7> Sire of Clarice Fontaine (1804). [BbN]

 *De Vandreuil* <7> (:end 17th century) Progeny of Charles the Wise. Sire of Catherine de Vandreuil (end 20th century). Marquess of Lyons. [\[web\]](#)

 *Édouard de Morsac* <7> Marquess of Aquitaine and Occitany. [\[web\]](#)

 *Upton Rowlands* <7> (1769:1826) Progeny of Georgia Rowlands. [DC,p59]

 *Eleanor Hodge* <7> (:1864+june 1999) Progeny of Baylor. Sire of Benjamin (1964). Primogen of Atlanta. Prince Benison's wife. Was archon of her sire Baylor, Ventrue Justicar. She embraced Benjamin unknown to Benison. Cured from the Blood Curse by the Wanderer in BC3. Died during the Atlanta takeover by the Sabbat in CN-M. [NecA] [BC] [CN-Tz] [CN-M]

 *Joshua McCallister* <7> Progeny of Baylor. [NecA]

 *Lodin* <7> (:1852+1993) Progeny of Datura. Sire of Drummond (1865) , Ballard (1881) , Neally (1896) , Tommy Hinds (1906) , Capone (1941) , Peterson (1978) , Schumpeter (1981) , Jackson (1984) , Weatherbottom (1984) , Riggs , Brennon Thornhill (1985) and Lorraine Matthews (1987). Prince of Chicago until his death. [CbN1] [CbN2] [GttC]

 *Lothar Constantine* <7> (+~1870) Sire of Jereaux Guilbeau and Marcel Guilbeau (1866). Probably diablerised by Jereaux around 1870. [NObN,pp75]

 ? <7> Prince of Amsterdam. [WoD1,p48] [WoD2]

 *Laurent de Gueldre* <7> Sire of Philippe (~1920). [\[web\]](#)

 *Abram* <7> Sire of Tennant Usher. Former prince of Sydney and Melbourne "at least in name". Declared himself "Prince of Australia," after which he went suddenly missing. Reappeared in 1927 to become prince of Camberra and no longer involves himself in the Jyhad. [WoD2]

 *Oliver Ligon* <7> (+1871) Sire of Pariah, the Abomination (1860). He is allied with Maxwell in Chicago. Killed by Lodin's men. [UBRM,p91]

 *Henriette* <7> Progeny of Wilhelm Waldburg. [BC]



Camille T'sien <7> (:1922) [HK]

Dillon Abernathy <7> [WoD2]

Robert Kross <maybe 7> Sire of Juan-Miguel Ramirez. Aide to Hardestadt and one of the first archons of the Camarilla. [CbR-V]

Philippe de Margaux <maybe 7> (:894) Prince two times and archon for three decades. Strong candidate for Justicar until he disappeared in 1791. [CbR-V]

Anton Borecelli <maybe 7> (+1440) Prince of Venice in 1400, destroyed by Petrina Nicolovna and the Sabbat. [VST]

Queen Catarina <maybe 7> Prince of Milan in 1428. [VST]

Abdul Rahmann <maybe 7> Sire of Shayke Muhammad. [WoD2]

Alexander Garlotte <maybe 7> (+1999) Sire of Fin , Katrina and Isaac. Prince of Baltimore. In love with Victoria Ash. Killed by Katrina in an explosion. [CN-V] [CN-Tz] [CN-Tr] [CN-Br]

Quincy Cullen <maybe 7> (+1832) Sire of Vannevar Thomas. Killed by an indian Cherokee. [PoC]

Lord Kelvin <maybe 7> Elder Europe London. [PoC]

Joseph Bar <maybe 7> Elder Europe Prussian. [PoC]

Galen <maybe 7> Elder of clan Ventrue. [PG2,p123]

Arturo San Gerande <maybe 7> Prince of Belize; has three Samedi bodyguards all claiming to be progeny of Baron Samedi himself. [WoD2]

Hrothulf <8-7> (:380) Progeny of Marius. Sire of Chiclena (16th century). He is a Dane embraced just before Rome withdrew the forces it had stationed in England. He hated Marius for his decadence and corruption and finally slew him. Tormented by Gracis Nostinus, he flew to the New World. Prince of Juneautown in 1818. [MibN] (Beowulf old english Tale)

Gracis Nostinus <8> (:412) Progeny of Marius. Tormented Hrothulf for having killed their sire. Prince of Kilbourntown in 1834 [MibN]

Cartagio <8> Sire of Joachim von Neumann (1502). [TC3]

Rudolf Brandl <8> (878:899+) Progeny of Baron Hredel. Embraced in Germany. Prince of Prague around 1200. Dies in the battle of Prague. [TbN,p102] [VtM-R]



Kuritz <8> Sire of Lucretia of Hardtz (1098). [TC1,p89]



Nuri <8> Sire of Nadim ibn Nuri (1132). [VN]



Basil of Thessalonika <8> (973:1021) Progeny of Theodora. Under Stanislav tutelage. [CobN,p116]



Irene Stellas <8> (1145:1169) Progeny of Anna Comnena. Domestic Prefect. [CobN,p115]



Dominique <8> (:13th century) Progeny of Titus. [CotI,p67]



Kyle Strathcona <8> (:1514) Antitribu. Cardinal of Canada. [CotN] [MobN] [NoP]



Chiclana <8> (:16th century+) Progeny of Hrothulf. Was Hrothulf's wife. Fought the Menominee tribe and their Lupine allies. Killed by the outcast Lupine named Usla. [MibN]



Lady Anne Bowesley <8> (1635:1688) Progeny of Valerius. Queen of London. [WoD1,p36] [WoD2] [NoP] [CbR-V] [CN-Br]



Dorian Adams <8> (:1701) Progeny of Thomas Carlyle. [DCbN]



Nikolai <8> (:1706) Progeny of Anya. Prince of St. Petersburg since 1990. [NoP]



Night Star <8> Sire of Louis Fortier (1754). [LAbN] [NoP]



Contillio <8> Sire of Karen Chartry (1792). [NObN]



Benedic <8> (:1792) Progeny of Charlemagne. Prince of Las Vegas since 1949. [NoP] [GttC] [BM]



Clarice Fontaigne <8> (:1804) Progeny of De Sade. Antitribu. [BbN]



Gustavus <8> (1780:1806) Progeny of Nova Arpad. Nova's Whip. [TC4,p30]



Yong-Sung Chang <8> (:1848) [GC4]



Harold Goodston aka. Pariah <8> (1828:1860) Progeny of Oliver Ligon. Abomination. Silver Fang Embraced by a Ventrue. Looking for Golconda and changed his name to Pariah. [CotN] [UBRM,p60-61]



Edgar Drummond <8> (1831:1865+1993) Progeny of Lodin. [CbN1] [CbN2]



Marcel Guilbeau <8> (:1866) Progeny of Lothar Constantine. Sire of Christopher (1985) and Anthony (1986). Prince of New Orleans. [NObN]



Dr. Edward Walker <8> (:1866) Progeny of David Case. [DCbN]



Sir Andrew McCardle <8> Sire of Edward Vignes (1882). [LAbN]



Irving Boldger <8> Sire of Jochen Van Nuys (1908). [NoP]



Horatio Ballard <8> (1832:1881) Progeny of Lodin. Sire of Lawrence Ballard (1939) and Alan Sovereign (1959). [CbN1] [CbN2,p124-126] [GttC] [GttS]



Anna Schelling <8> (:end 19th century) Marquess of Eastern France. [[web](#)]



Edward Neally <8> (1863:1896) Progeny of Lodin. Antitribu. [CbN1] [CbN2,p135-136]



Therèse Maurier <8> Sire of João Bilé (1911). [CbR-V]



Villeneuve <8> (:~1905 (beginning 20th)) Sire of Roche (~1930). Marquess of Marseilles. [[web](#)]



Tommy Hinds <8> (1850:1906+1993) Progeny of Lodin. Was a socialist leader during Pullam strike, embraced by Lodin to end the strike. [CbN1] [CbN2]



Phillipe Navital <8> Sire of Mariel St. John (1930). [LAbN]



Tennant Usher <8> Progeny of Abram. [WoD2]



Erasmus Gallister <8> He is the right-hand man of the prince of Birmingham. [SHS]



Jessica Morrow - Cashmere <8> Sire of Nichole (1991). Archon of Karl Schrekt, Tremere Justicar. [BbN]



Philippe <8> (:~1920) Progeny of Laurent de Gueldre. [[web](#)]



Benjamin <8> (:1964) Progeny of Eleanor. [NecA] [BC]



Capone <8> (1891:1941) Progeny of Lodin. Sire of Frank Gaughan (1952) and Pham Hong (1978). [CbN1] [CbN2,p127-128]



Riggs <8> Progeny of Lodin. [CbN1] [CbN2]



T.J. McMillan <8> Sire of Leon White/8-Ball. [IE1]



Joseph Peterson <8> (1938:1978) Progeny of Lodin. [CbN1] [CbN2,p131]



Jacob Schumpeter <8> (1939:1981) Progeny of Lodin. [CbN1] [CbN2,p128-129]



Bobby WeatherBotton - Hurricane <8> (1963:1984) Progeny of Lodin. [CbN1] [CbN2,p132-133]



Kevin Jackson <8> (1964:1984) Progeny of Lodin. Sire of XX Jackson and two others. He

embraced one of his brothers and two others blood that are now leaders of a gang in LA. [CbN1] [CbN2,p130]



Brennon Thornhill <8> (1950:1985+1993) Progeny of Lodin. Owned the Succubus Club. [CbN1] [CbN2]



Lorraine Matthews <8> (1966:1987) Progeny of Lodin. [CbN1] [CbN2,p134]



Catherine de Vandreuil <8> (:end 20th century) Progeny of De Vandreuil. [[web](#)]



Tabitha Bauer <8> (:probably 1999+1999) Progeny of Michaela. Diablerised by Khalil Ravana. [CN-R]



Juan-Miguel Ramirez <maybe 8> Progeny of Robert Kross. [CbR-V]



Enguerrand <maybe 8> Serpent of the family tree. Dwell in Normandy. [AK,p124]



Ogier Fouinon <maybe 8> Prince of Avignon. [AK,p70]



Vannevar Thomas <maybe 8> (1732:1776) Progeny of Quincy Cullen. Sire of Swede (1851) , Margaret (1859) , Leland Stanford Jr.(1884) and Donna Cambridge (1980). Prince of San Francisco. [LAbN,p102] [BW] [PoC]



Petal <maybe 8> Mysteriously destroyed during a thunderstorm in Brussels. [Cb-V]



Shayke Muhammad <maybe 8> Progeny of Abdul Rahmann. Ruler of Al-Hasa. [WoD2]



? <maybe 8> Prince of Managua. [WoD2]



? <maybe 8> Prince of Colon, Panama. [WoD2]



Wallace <maybe 8> Prince of Birmingham. [PG2,p127] [WOD2]



Nickolai <maybe 8> Sire of Tommy Pallazo. Advisor of Nicholas II. Fleed from Russia. Primogen of San Francisco in ~1916. [BW] [PoC]



? <maybe 8> Prince of Arequipa, Peru. [BoN]



Fin <maybe 8> Progeny of Alexander Garlotte. [CN-V]



Katrina <maybe 8> Progeny of Alexander Garlotte. Killed Garlotte in an explosion. [CN-V] [CN-Br]



Isaac Goldwin <maybe 8> Progeny of Alexander Garlotte. Sheriff of Baltimore, then Prince of Baltimore since Garlotte's death and before the city fell to the Sabbat. [CN-V] [CN-Br]



Abigail Woodruff <maybe 8> Hosted by Hessa. [CN-Se]



Isabella Balboa Garcia Mendes <8> (1930:~1952) Embraced in Havana, Cuba. Vampire of Cleveland, Ohio. [BN,p3-4]

Young blood



Gaius Cassius <9> Sire of Lucius Trebius Rufus (79). [JbN,p113]



Piotr <9> Sire of Lady Seinia of Muscovy (1042). [AK,p86]



Otto <9> Sire of Roland (1103). [TbN,p102] [TC2] [TC3]



Kazi (one of The Triplets) <9> (age 29:1001) Antitribu, Teta and Zil are mute (their tongues were cut out during their human servitude) and now speak through Kazi. [VtM-R, non-licence character]



Teta (one of The Triplets) <9> (age 29:1001) Antitribu, Teta and Zil are mute (their tongues were cut out during their human servitude) and now speak through Kazi. [VtM-R, non-licence character]



Zil (one of The Triplets) <9> (age 29:1001) Antitribu, Teta and Zil are mute (their tongues were cut out during their human servitude) and now speak through Kazi. [VtM-R, non-licence character]



Walther von Torsten <9> Sire of Konrad von Aufholm. [TbN,p107]



Lucretia of Hardtz <9> (:1098) Progeny of Kuritz. Retainer to Lord Jurgen. [TC1,p89]



Nadim ibn Nuri <9> (:1132) Progeny of Nuri. An ambitious Cainite out to make a name for himself, no matter what obstacles the elders throw in his way. He still has rounded cheeks and a boyish appearance. Making most believe him to be a glorified errand boy. [VN]



Vincent Day <9> (:1327) Antitribu. Sabbat Paladin. [PGS] [CotN]



Joachim von Neumann <9> (:1502) Progeny of Cartagio. [TC3]



Carl Wisor <9> (1709:1725) Traitor of the Sabbat. [SHS]



Louis Fortier <9> (1726:1754) Progeny of Night Star. Sire of Catherine Du Bois (1910) and Elena Gutierrez (1975). Minister of the Western City of Angels. [LAbN] [NoP]



Karen Chartry <9> (:1792) Progeny of Contillio. [NObN]



Don Cristian de Leon Negro <9> Sire of Jesus Ramirez (1843). [LAbN]



Iain MacLaren <9> (:1874) One of the only four Kindred in Kingston, Ontario. Serves nominally as the prince. [WoD2]



Edward Vignes <9> (1820:1882) Progeny of Sir Andrew McCardle. Sire of Vera Vignes (1882) and Henry Waters (1894). [LAbN]



Jefferson Foster <9> (1866:1897) Antitribu. Bishop. [PG2,p133] [BB]



Jochen Van Nuys <9> (:1908) Progeny of Irving Boldger. Prince of San Francisco. [NoP]



João Bilé <9> (:1911) Progeny of Therèse Maurier. Sire of Robin Withers (1976) , Michael Brandeis (1989) and Margarida Cordeiro (1993). [CbR-V]



Salondra <9> Sire of Randel (1935). [BHDB]



Mariel St. John <9> (1903:1930) Progeny of Phillipe Navital. Antitribu. [LAbN]



Roche <9> (:~1930) Progeny of Villeneuve. [\[web\]](#)



Lawrence Ballard <9> (1900:1939+1993) Progeny of Horatio Ballard. Sire of David Geduld (1952). [CbN1] [CbN2] [LAbN]



Frank Gaughan - Nina <9> (1911:1952+1993) Progeny of Capone. [CbN1] [CbN2]



Alan Sovereign <9> (1903:1959) Progeny of Horatio Ballard. [CbN2,p126-127] [PG2,p125]



Pham Hong <9> (1956:1978+1993) Progeny of Capone. [CbN1] [CbN2]



Jazz Murphy <9> Antitribu. Member of the Deathbringers Sabbat nomad pack. [SHS]



Chuc Luc <9> (:1978) [CbN1]



Christopher <9> (:1986) Progeny of Marcel Guilbeau. [NObN]



Anthony <9> (:1986) Progeny of Marcel Guilbeau. [NObN]



Nichole <9> (:1991) Progeny of Jessica Morrow. [BbN]



Becky <9> (1984:1991) [BB]



XX Jackson <9> Progeny of Kevin Jackson. Embraced by his brother, he and two others are now leaders of a gang in LA. [CbN2,p130]



Burn <9> (+1998) Antitribu. Fairuza's Pack. [TC4,p85]



Leon White/8-Ball <9> Progeny of T.J. McMillan. [IE1]



Count Orsi <9> Antitribu. [VtM-R]



Sprenger <maybe 9> British Sabbat. He was the leader of a Sabbat band from Maine. He threatened to kill Madeline Coventry. He disappeared in 1784. [DC,pp17,61]



Swede <maybe 9> (:1851+) Progeny of Vannevar Thomas. He was diablerised by Sullivan (a Gaki). [PoC]



Margaret <maybe 9> (:1859+) Progeny of Vannevar Thomas. [PoC]



Leland Stanford Jr. <maybe 9> (:1884) Progeny of Vannevar Thomas. Stanford University in 1891. [PoC]



Donna Cambridge <maybe 9> (:1980) Progeny of Vannevar Thomas. [BW] [PoC]



Claudius <maybe 9> Sire of Auston Jacobson. [Diary]



Dr. Doc Michaels <maybe 9> (+1993) Sire of Emily Grange. The Ventrue Minister of Health in San Francisco. [BW]



Tommy Pallazo <maybe 9> (+1975) Progeny of Nickolai. Killed by the Sabbat. [PoC]



Friedrich von Weber <maybe 9> Sire of Estranza. [Cb-V]



Margarida Cordeiro <10-9> (:1993) Progeny of João Bilé. Masquerades as an Anarch Toreador. She committed diablerie once, unknown to her sire. [CbR-V]



Lucius Trebius Rufus <10> (30:79+Anarch Revolt) Progeny of Gaius Cassius. Sire of Leucruy of Provence (570) and Vicelin of Marseilles (1092). Crusader and maybe in Golconda, possess Presence 6 and Dominate 7. [JbN,p112]



Lady Seinia of Muscovy <10> (1015:1042) Progeny of Piotr. Grail Knight. Will be an Antitribu. [AK,p86]



Konrad von Aupfholm <10> Progeny of Walther von Torsten. Trader in Krakow. [TbN,p107]



Roland <10> (age late 20s:1103) Progeny of Otto. Was Master of Slaves for Bulscu. Spy and informant to Count Jocalo. [TbN,p100] [TC1,p89] [TC2] [TC3]



Jesus Ramirez <10> (1802:1843) Progeny of Don Cristian de Leon Negro. La Hermandad's second-in-command. [LAbN] [BC2]



Theodore Al'Azif <10> [RaNY]



Vera Vignes <10> (1822:1882) Progeny of Edward Vignes. [LAbN]



Henry Waters <10> (1862:1894) Progeny of Edward Vignes. [LAbN]



Catherine Du Bois <10> (1883:1910) Progeny of Louis Fortier. [LAbN]



Ilyana Ravidovich <10> (:1931) Holds some interesting information concerning Baba Yaga. [CotN]



Randel <10> (:1935) Progeny of Salondra. Antitribu. [BHDB]



David Geduld <10> (1923:1952) Progeny of Lawrence Ballard. [LAbN]



Elena Gutierres <10> (1955:1975) Progeny of Louis Fortier. [LAbN]



Robin Withers <10> (:1976) Progeny of João Bilé. [CbR-V]



Michael Brandeis <10> (:1989) Progeny of João Bilé. [CbR-V]



Helen Drake <10> [[web](#)]



Guy du Berry <maybe 10> Domitor of Talbot Fitzwilliam. [AK,p121]



Auston Jacobson <maybe 10> Progeny of Claudius. [Diary]



Dr. Emily Grange <maybe 10> Progeny of Doc Michaels. The new Ventrue Minister of Health in San Francisco. [BW]



Estranza <maybe 10> Progeny of Friedrich von Weber. [Cb-V]

Weak blood



Leucruy of Provence <11> (540:570+Anarch Revolt) Progeny of Lucius Trebius Rufus. Prepare to fight to recover the city of Jerusalem from the muslims. [JbN,p114]



Vicelin of Marseilles <11> (1065:1092) Progeny of Lucius Trebius Rufus. Masquerade as a knight. But is amoral. Will be an Antitribu with the diablerie of his sire Lucius. [JbN,p114]



Gino Manitelli <11> (:1932) [DCbN]



Earl <11> (:1952) [AH]



Marie-Hélène Dutoit <11> Lost Angels Pack. Separitist. [MobN]



Little Willie (William Terry) <11> Antitribu. Member of the Dead Gypsies - a nomad pack. [SHS]



Cass <11> Sire of Portia (1998). [NoP]



Portia <12> (:1998) Progeny of Cass. An aspect of Helena's self. [NoP]



Evelyn <12> Priest of Les Orphelins Pack. [MobN]



Dancer <12> Antitribu. Member of the Sabbat nomadic pack the "Crypt-Ticks". [SHS]



Jerry <12> Sire of Samson (1989). [CbN2]



Karina Dobson <12> (:1973) [DCbN]



Samson <13> (1965:1989) Progeny of Jerry. Antitribu. [CbN2]

Unknown generation



Robert Gillus <?> Killed by the Blood Curse. [BC2]



Malak <?> Sire of Shayke Bandar. [WoD2]



Shayke Bandar <?> Progeny of Malak. [WoD2]



Antonius Haminus <?> [Cb-V]



Charlemagne <?> [Cb-V]



Rasputin <?> [Cb-V]



Ruud Retief <?> (:~1900) [Cb-V]



Mme. d'Excavalier <?> [EEW]



Maria <?> [Cb-N]



Jason Summers <?> [Cb-V]



Carlos <?> [Cb-V]



Charles Farthington <?> [WoD1]



Ea Adapa <?> [Cb-V]



Vittorio Angelotti <?> Became Director in 1811 and disappeared after 80 years; he created an illusion of the Ventrue antediluvian at a clan conclave. [CbR-V]



Cattarina de Volo <?> [CbR-V]



Matthias Van Dorn <?> Sire of Casper Johnson. [CbR-V]



Casper Johnson <?> Progeny of Matthias Van Dorn. [CbR-V]



Redford <?> Sire of Charles "Charlie" Vane. [WoD2]



Charles "Charlie" Vane <?> Progeny of Redford. A pirate. [WoD2]



Laszlo Mirac <?> Antitribu. Bishop. [GttC]



Alexander Cantor <?> Sire of Duke. [GttC]



Duke <?> Progeny of Alexander Cantor. Former ghoul. [GttC]



Dennis Rundgren <?> [GttS]



Crush Lawler <?> [GttS]



Antonius <?> Prince of Cairo until 14th century, assassinated by Setites. [WoD2]



Jean-Paul <?> (+1999) Antitribu. Diablerised by Khalil Ravana. [CN-R]



Clark Ionesco <?> [PG2]



Mrs. Ionesco <?> Married to Clark Ionesco. [PG2]



Cyprian <?> Prince of a small city. [NoP] [ToTB]



Anabela Almeira <?> Sire of William Anson. [[HoD](#)]



William Anson, aka Guglielmo Collina <?> Progeny of Anabela Almeira. [[HoD](#)]



Vladislav Sengir <?> Primogen of Florence. [[HoD](#)]



Giuseppe Frezzato <?> Knight Inquisitor of the Sabbat. [[HoD](#)]

Genealogy of the Gargoyles

References

First introduced in the [Storyteller's Handbook](#) and described in [Book of Storyteller Secrets](#).

History

The Gargoyles are an attempt of the Tremere to create a bloodline of servants. The original Gargoyles are supposed to be of 8th generation.

[Are the Gargoyle a bloodline]

The original Gargoyles of Coeris were neither embraced nor transformed by ritual. They were instead assembled from the remains of Tzimisce, Nosferatu and Gangrel and 'birthed' via a grotesque Level 5 Ritual called *At Our Command it Breathes*. After the Slaves revolt, the Tremere abandon this ritual, though Fidus is thought to still make use of it in modern nights. The main birthing creature at Ceoris is called Alvusia (see below) and is quote obscene.

Some other original Gargoyle were vampires transformed by a ritual.

But Gargoyles are not a bloodline, like Caitiff are not a clan, in the genealogical sense of the term.

Dedicated pages

- o [Gargoyle Homepage](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 11 known Gargoyles.

Ancillae blood



Erik <7> (+) Formerly Gangrel. Transformed into a Gargoyle by Etrius. Killed by Christof and his coterie. [VtM-R]



Ublo-Satha <7> (:963) Progeny of Harlequin. [CbN2,p122]



Rocia <7> Sire of Ferox (13th century). [KmW,p55]



Alvusia <maybe 8> (+16th century) A twenty-foot, twelve-ton monstrosity bound to the floor of Coeris. It births the chantry's Gargoyles though its massive abdomen. [HoT]



Chaundice <maybe 8> (:1121+1126) The first Gargoyle ever created, vanished in Tzimisce territory. Thought to have survived and has since lead a band of rouge Gargoyles using the name "Rock Lord". [HoT]



Ferox <8> (:13th century) Progeny of Rocia. Was a celt from Britain. Ghoul of the Brujah, then of the Ventrue. Unboundable. True Faith. Freed the gargoyles and was embraced in

return. He is the 7th of the Red List. [KmW,pp51-55]

Young blood



Luma <9> (:1123) One of the one of the original Gargoyles who were 'born' instead of embraced or transformed by ritual. Leader of Virstania's Gargoyle slaves and the oldest living Gargoyle. [HoT]



Luma "Stone Beauty" <9> (:1183) One of the one of the original Gargoyles who were 'born' instead of embraced or transformed by ritual. Exceptionally attractive for a Gargoyle. Many male Gargoyles desire to mate with her. [HoT]



Fidus "The Shrunken Beast" <10> (:1187) One of the original Gargoyles who were 'born' instead of embraced or transformed by ritual. [HoT]



Rusticus <10> (+1561) Formerly a Tzimisce. Learn Thaumaturgy from Vaclav. [JbN,p104]

Weak blood



Erinyi <11> Antitribu. Navigators Pack. [MobN]

Genealogy of the Kindred of the East

References

Gaki are introduced in [Dark Alliance: Vancouver](#) and in [Dark Colony](#). "Gaki" is now a loose descriptive term for any Japanese Kuei-jin

Bushi are introduced in [Dark Alliance: Vancouver](#). They are actually the Kuei-jin of the Japanese House Bishamon.

History

The Kuei-jin are not descendants of Caine, they have no "generation". Cf. [Kindred of the East FAQ](#). The equivalent measure of their power is how they are advanced in their [Dharma](#).

The different Dharmas are: Devil-Tigers, Resplendent Crane, Bone Flowers (Song of the Shadow), Thousand Whispers and Laughing Rainbows (Thrashing Dragon).

Dedicated pages

- o [lurkula/KOE](#)

Syntax of each entry:

[Sex] *Name* (birth:second birth+death) Disciple of ... Master of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 28 known Kindred of the East.



Tieh Ju, the Iron Chrysanthemum (+1999) Bodhisattva, fell in battle with the Ravnos Antediluvian. [ToTB]



The Either Thunders Master (+1999) Bodhisattva, fell in battle with the Ravnos Antediluvian. [ToTB]



Chou Li Bodhisattva, survived the encounter with the Ravnos Antediluvian. [ToTB]



Hao Wei-Liang Resplendent Crane. [NoP]



Jiejie Li Bone Flower Ancestor of the Extraordinary Commission. [NoP]



Chiu Bao, First Oni (:1631) Devil Tiger Mandarin of the Extraordinary Commission. [NoP]



Yoshida Ozaki House Bishamon. [NoP]



Ch'ang. [NoP]



Fun Toy (:1943) Thrashing Dragon Mandarin of the Flatbush and Stockton Posse. [NoP]



Monkey Trip Wu (:1951) Thrashing Dragon Mandarin of the New Promise Mandarinate. [NoP]

Han Hui (:1962) Resplendent Crane Mandarin of the Violet Path Posse. [NoP]

Maximum Sun (:1917) Resplendent Crane Mandarin of the Emerald Ministry. [NoP]

Sun Tai T'ung Master of Effie Feng (1784). Gaki [DC,p50]

Effie Feng (1759:1784) Disciple of Sun Tai T'ung. Gaki [DC,p50]

Heike Yusuke Saburo Gaki [DAV]

Kwon (+1906) The Family. [PoC]

Grandfather (+1995) Master of Loo and Sullivan. Magician. The Family. [PoC]

Loo (+1995) Disciple of Grandfather. The Family. [PoC]

Sullivan (:1851) Disciple of Grandfather. Master of Kathy. The Family. He diablerised Swede. [PoC] [BW]

Kathy Disciple of Sullivan. [PoC]

Yashiri Master of Yokoshi. Bushi [DAV]

Yokoshi Disciple of Yashiri. Bushi [DAV]

Feng Sha (+1993) Clan Yin Shan, The Dark Mountain Clan. Diablerized by Don Benedict. [BW]

Iwo Fortuneteller Japanese kindred in San Francisco. [BW]

Marty Chin Chinese vampire in San Francisco. [BW] [PoC]

Lun Meng (+) Master of Ying Lei. He met Zao-Lat. [TC4,p96]

Ying Lei, Thunder Hawk. (:Just before British occupation) Disciple of Lun Meng. Thousand Whispers 7. Want to clean the dragons lines in Transylvania. Celestyn guest in Romania. [TC4,p96]

Bortai the Fair, Bone Dancer (:1227) Bone Flower Wan Kuei, ritually sacrificed along with many other women and buried with the Great Khan. [WfE]

Genealogy of the Vampires of unknown clan

References and Dedicated pages

Most vampires of unknown clan are anarch and caitiffs,

- [Anarchs Unite !](#)
- [Anarchy by Night](#)

but some of them are members of the True Hand

- [True Hand](#)

or of the Inconnu

- [Inconnu](#)
- [Inconnu](#)

or of the Mnemosyne or Jocastatians

- [Mnemosyne](#)
- [Mnemosyne revision](#)
- [Jocastatian revision](#)

Syntax of each entry:

[Sex] *Name* <generation> (birth:embrace+death) Progeny of ... Sire of ... (date). Brief description and comments. [[References](#)] (historical references).

Here is the list of 255 known Vampires of unknown clan.

Powerful blood



Amriat <maybe 3> (:~ -8000) He destroyed Dracian in his desire to take the Tree of Knowledge and its fruit for himself. [Gypsies]



Namrael the Enochite <maybe 3> (:~ -8000) Progeny of maybe Irad. She broke from "the undead city of her sires" and joined the Circus. She sacrificed herself in a rite to strengthen the Circus so it could continue. She bled to death to feed her power to the Incarna "Cara" an ancient spirit of the "Midnight Circus". [MC]



Domingo <4> [GttC]



Khufu the Pharoah/Reuben <maybe 4> This creature is described in the *Red Death Trilogy* which has been removed from White Wolf's cannon.

A complete mystery. He and his sister (?) are likely powerful Undeads. They pose as ordinary mortals in every sense, though their power is without question. Recently they have been posing as Reuben and Rachel, a mysterious pair. He dresses in angelic white, while she seems a normal ghoul. Both have some serious-ass plans. They even leave Lameth and Anis wondering about their identity and abilities.

Maybe Khufu is the Malkav antediluvian, and his sister is the Toreador antediluvian. Another suggestion is that he and his sister are the children of Seth, who is the ghoul of Caine. [RD1]



Rachel Young <maybe 4> This creature is described in the *Red Death Trilogy* which has been removed from White Wolf's cannon. She seems a normal ghoul of Melville. Singer of the Jazz trio. She is twin sister of Reuben. [RD1]



StoneMan <maybe 4> He is shrouded in mystery and all attempts to get answers about his age or history from him are met with an enigmatic smile. The Stoneman has allegedly created several new Disciplines on his own, and is willing to teach the powers he has developed to other Caitiff - if they meet his standards. Some few have even made the claim that he had diablerised one of the Antediluvians or that he is actually a childe of Caine returned from the East. No one can say for certain just what the Stoneman looks like, for he apparently can change his shape at will, and he is almost never described the same way twice. [Pariah]



Rama <maybe 4> He reached the Golconda. He was diablerised by Dimitri. [SC]



Niccolo <maybe 4 or 5> Mysterious Methuselah, ruler of Sienna [VST]

Ancient blood



Walter Homes <maybe 5> Inconnu. Monitor of New York. [RD1] [RD2]



Harlequin <6> Sire of Ublo-Satha (963). [CbN2,p122]



Si'Djeha <maybe 6> Seraph of the Eastern Hand. [DSBH]



Quetzalcoatl <maybe 6> [BW]



Dimestico <maybe 6> [BoN]



Miguel de Santos <maybe 6> Prince of Seville [VDA]



Charles VI <maybe 6> Cardinal in 1933, signed the Revised Code of Milan. [SHS] [GttS]



Agnes <maybe 6> Cardinal in 1933, signed the Revised Code of Milan. [SHS] [GttS]



Huroff <maybe 6> Cardinal in 1933, signed the Revised Code of Milan. [SHS] [GttS]



Jullian <maybe 6> (+) Archbishop in 1933, signed the Revised Code of Milan. Dominion of Black Hand but not member of the True Hand. Reformed the Sabbat's own internal-policing Inquisition because he suspected something was behind the Black Hand. Killed by the True Hand. [SHS] [DSBH] [GttS]



Vladimir Rasputin <maybe 6> Sabbat poet and Dominion of the Black Hand. [PGS]

Juleidah <maybe 6> Dominion of the Eastern Hand. [DSBH]

Ancillae blood

Mukhtar Bey <7> (:1354) Caitiff prince of Cairo since the 14th century. [WoD2]

Justicar Thracs <maybe 7> (+1992) Killed by Lupines in Milwaukee. [MibN]

Salluccio <maybe 7> Archbishop in 1933, signed the Revised Code of Milan. [SHS]
[GttS]

Rebecca <maybe 7> Archbishop in 1933, signed the Revised Code of Milan. [SHS] [GttS]

Marsilio <maybe 7> Archbishop in 1933, signed the Revised Code of Milan. [SHS] [GttS]

Aeron <maybe 7> Archbishop in 1933, signed the Revised Code of Milan. [SHS] [GttS]

Toth <maybe 7> Archbishop in 1933, signed the Revised Code of Milan. [SHS] [GttS]

Tecumseh <maybe 7> Archbishop in 1933, signed the Revised Code of Milan. [SHS]
[GttS]

DiSalvio <maybe 7> Archbishop in 1933, signed the Revised Code of Milan. [SHS]

Una <maybe 7> Archbishop in 1933, signed the Revised Code of Milan. [SHS] [GttS]

Joseph Pander <maybe 7> Priscus of the Sabbat. Nominal head of the Pander "clan".
[Pariah] [PGS]

Miguel <maybe 7> Sire of Javier. Sabbat. [BC]

Amelia <at least 7> Has Obfuscate 6, so must be at least 7th gen. [GttC]

Javier <maybe 8> Progeny of Miguel. Sabbat. [BC2]

Alexi Darba <8> (+1973) She attempted to force the Camarilla to Acknowledge her as a
clan (Caitiff) in her own right. [Pariah]

Rose Chandler <8> (:1666) Caitiff [GC2]

Valerie <8> (+1993) Sire of Dickie (1977). Caitiff. Killed in a Under a Blood Red Moon.
[CbN1] [UBRM]

Dumas <8> Founder of the Jocastatians. Has been diablerised by his three progeny, who
gained his knowledges to continue his quest. [BoN]

Ismene <8> Sire of Sennacherib. Member of the Jocastatians. Has been diablerised by her

progeny Sennacherib, who gained her knowledges. [BoN]



Sennacherib <8> Progeny of Ismene. Sire of Ayisha. Member of the Jocastatians, he diablerised his sire to get her memories and abilities. [BoN] [CbR-M]



Alfred Benezri <8> Pander. One of the three Bishops of Montreal. Ex-Inquisitors. Leader of Shepherds of Caine Pack. [MobN] [NoP]



Galaric <maybe 8> (+) He was the first anarch. He was killed just after the first Conclave by a powerful Ventrue, probably Hardestadt. [AC,p13]



Carmalita Marie Santo <maybe 8> Prince of Lima. [BoN]



Suarez <maybe 8> Prince of Rio. [RaAm]



Nora Clemones <maybe 8> Bishop of Quebec. [PGS]



Carlos <maybe 8> Sabbat Bishop of Toledo. [BC2]



Mark <maybe 8> Bishop. [PG2,p125]



Crenshaw Ghast <maybe 8> Primogen of Dallas. Member of the True Hand. [DSBH]

Young blood



Ayisha <9> Progeny of Sennacherib. Member of the Jocastatians. [BoN]



Richard Fulcher (Dickie) <9> (1962:1977) Progeny of Valerie. Caitiff [CbN1] [CbN2]



Derrick Stack <9> (:1980) Caitiff [CbN1]



Donny <9> (+1993) Sire of Jasper Krevets (1983). Killed in a Under a Blood Red Moon. [CbN1] [UBRM]



Edythe Swift <maybe 9> Member of The Order of Chanticleer. Under a Blood Hunt in England. [AK]



Tobias Leveler <10> (:1615) Caitiff. Child Kindred, acts like young girl, but sophisticated. [GC2]



Amethyst <10> (1911:1928) Sire of Rose (1982). [LAbN]



Count Zaroff <10> (:1941) Caitiff [WoD1]



Gordon Keaton <10> (:1972) Caitiff [CbN1]



Jasper Krevets <10> (1960:1983) Progeny of Donny. [CbN1] [UBRM] [CbN2]



Susan <10> (+1993) Sire of Raymond Wallace (1985). Killed in a Under a Blood Red

Moon. [CbN1] [UBRM]



Jason Dodgerson <10> (:1770) [AH]



Raymond <10> (:1950) Caitiff [NObN]



Bach <10> (1931:1958) Antitribu. [BB]



Danielle Hardling <maybe 10> Priscus of Colombia. [Pariah]



Lopez <maybe 10> (+1994) Member of the Blood Guard, the elite order of Cainites who served as the Archbishop's personal shock troops. Killed by Melinda. [RD2]



Hanns Heinz <maybe 10> (+1994) Member of the Blood Guard. Killed in the Alicia Varney building. [RD2]



Debbie Sue Mauser <maybe 10> (+1994) Member of the Blood Guard. Killed in the Alicia Varney building. [RD2]



Sha'una Teague <maybe 10> (+1994) Member of the Blood Guard. Killed in the Alicia Varney building. [RD2]

Weak blood



Hanna Redmonds (Angel) <11> She is anarch. [CbN1] [CbN2]



Caroline Bishops <11> Pander. Queens of Mercy Pack. Pregnant. [MobN]



Rose <11> (1967:1982) Progeny of Amethyst. Sire of Marc Perleman (1991). [LAbN]



Raymond Wallace <11> (1954:1985) Progeny of Susan. [CbN1] [CbN2]



Louis Pasteur (Jacob Prestor) <12> (:1895) [AH]



Priscilla Gibbs <12> (:1973) Caitiff [CbN1]



Smith <12> Sire of Margarite (1990). [CbN2]



Marc Perleman (Zipper) <12> (1973:1991) Progeny of Rose. [LAbN]



Margarite <13> (1972:1990) Progeny of Smith. She is pander. [CbN2]



Mary Johnson <13> Sire of Richard Justice. She is Sabbat. [RaAm]



Terranda Jackson <13> (:1975) An enemy of Dillon Abernathy. [WoD2]

Thin blood



Richard Justice <14> Progeny of Mary Johnson. [RaAm]



Cesar Holfield <15> (:1996) Caitiff with the "mark of the crescent moon" upon him, despite his not being the "last daughter of Eve". [CotN]

Unknown generation



Nidal <?> Former Sultan of Samarkand. [VN]



Tosia <?> Prostitute in the 12th century. [HoT]



Celeste <?> Has the "mark of the crescent moon", probably the "last daughter of Eve"... Maybe not a Kindred. If the prophecy holds, she may well be a mortal woman (albeit one born of Cainite or Dhampir parents). [VRev]



Katherine <?> She is a Sabbat Infernal Diabolist. [KmW] [GttC]



Murray Sutton <?> Sabbat Monsignor. [PGS]



Ezekiel Donner <?> Sabbat Hierophant. [PGS]



Terrifisto <?> Elder of the Sabbat. [HH,p52]



Brigette <?> She was taken by the Setites with her brother Baron Samedi in Haiti. [KmW,p28]



Jacqueline Fairmonte <?> (+) Member of the Revolutionary Council. [LAbN]



"Fast Eddie" Sanchez <?> (+1994) Killed by Red Death. [RD1]



Tito Gagliani <?> (+1994) Member of the an organization know as the Syndicate. Killed by Madeleine Giovanni. [RD2]



Mistrina <?> Sire of Dr. Solomon Grey. [Pariah]



Dr. Solomon Grey <?> (+) Progeny of Mistrina. Killed by Claudius Maximus. [Pariah]



Archdeacon Lorister <?> Demonologist and Damned Soul. [SHS]



Johnny "Big Dog" Yeates <?> Traitor and Corrupter. [PGS]



Choros <?> Member of the Sabbat. [BoN]



Hymie <?> Nomad priest of the Sabbat. [SHS]



Hook <?> Sabbat scout. [PG2,p121]



Karina <?> Sabbat Assassin. [PG2,p127]



 *Jagal* <?> Sabbat. [AC,p43]

 *Clifton* <?> Probationary Sabbat pack member. [PG2,p129]

 *Sayshila* <?> [PG2]

 *Dirk* <?> Anarch of San Francisco. Leader of The Gutters. [BW] [PoC]

 *Andy* <?> Caitiff anarch. [BW]

 *Gabrielle Allende* <?> Sire of Farher Paul Able. [BW]

 *Farher Paul Able* <?> Progeny of Gabrielle Allende. [BW]

 *Maggie Flury* <?> [BoN]

 *Typee* <?> [BoN]

 *Tenga* <?> [BoN]

 *McGrath* <?> [BoN]

 *Trinka* <?> Killed by Korasca gypsie. She had taken part in a uprising at Glodker, one of the Nazi concentration camps. [Gypsies]

 *Tom* <?> Sire of Carlos. He is a well - know karaoke singer, in the Karaoke bars of Hong Kong. He frequents a different bar every night, and not only is his voice superb, but his stage presence is electrifying. [WoD1]

 *Carlos* <?> Progeny of Tom. He sing duets with Tom. [WoD1]

 *Kwan Sze* <?> Anarch refuge. [WoD1]

 *Mai Lai* <?> Anarch refuge. [WoD1]

 *Will* <?> Anarch refuge. [WoD1]

 *Elsbeth Tabituda* <?> Rumours hold that she is not a Kindred proper, but a loa-possessed body that was actually Embraced. [WoD2]

 *Vizier Majeed* <?> Claims his clan "is that of the sand", suspected of not being Ashirra (Kindred) at all. [WoD2]

 *Milesius* <?> Prince of Ulster. [WoD2]

 *Meletios* <?> Sire of Justinus Theodoric. Hideous creature, probaly Nosferatu. [WoD2]

 *Justinus Theodoric* <?> Progeny of Meletios. Half his body is burned. [WoD2]



Prince Vasily <?> Ruler of the Czech Republic and Slovakia. [WoD2]



? <?> Prince of Winchester, who is probably a Tremere but the fact remains unconfirmed. [WoD2]



Bishop Judas <?> Assistant to Archbishop Camille of Brisbane. [WoD2]



Bishop Silence <?> Assistant to Archbishop Camille of Brisbane. [WoD2]



Bishop Soul <?> Assistant to Archbishop Camille of Brisbane. [WoD2]



"Nightingale" Rosie Ming <?> Former prostitute in Shanghai. [WoD2]



Eugene <?> Primogen. [NoP]



Harley <?> Primogen. [NoP]



Jocelyn Crane <?> "Unbound" (a sub-group of the anarchs). [NoP]



Onoklept <?> [NoP]



Abbas <?> [NoP]



Saggara or Ombos <?> High Priest of El Kharga. [NoP]



Josiah <?> [NoP]



Rodrigo <?> Met the "Dead God". [NoP]



Omaha Singh Khatri <?> Probably an Assamite. [NoP]



Tanya <?> [NoP]



Typhon <?> General of Baba Yaga's Army of Conversion. [NoP]



Echriso Varakut <?> [NoP]



Maria Sandoza <?> Grand Inquisitor of the Sabbat. [NoP]



Josefina <?> [NoP]



Yusri Al-Margil (Abandoned Ansar) <?> Was once a craftsman, a man with a family and responsibilities. He was later a servant to a powerful creature of the night and it allowed him to improve his family's lot. With the withdraw of his sire, Yusri fell on hard times. He corrupted his family and left them scrambling for sustenance. With each passing night he grows more untrustworthy. [VN]



-  *Rick, aka Mongoose* <?> [CN-R]
-  *Joachim Almodovar* <?> [CbR-V]
-  *Dezra* <?> [SHRev] [GttS]
-  *Stevie "The Butcher" Reno* <?> Sheriff of Houston. [SHRev] [GttS]
-  *Gray* <?> [SHRev]
-  *Ivreh* <?> [SHRev]
-  *Gabrielle* <?> [SHRev]
-  *Davis Purrell* <?> Prince of Charleston. [CN-Tz]
-  *Van de Brook* <?> Prince of Asheville. [CN-Tz]
-  *Thatchett* <?> Prince of Richmond. [CN-Tz]
-  *Desmond* <?> Pack member of Hardin's nomad raiders. [CN-Tz]
-  *Rojo* <?> Pack member of Hardin's nomad raiders. [CN-Tz]
-  *Jacques* <?> Pack member of Hardin's nomad raiders. [CN-Tz]
-  *Jake* <?> Pack member of Hardin's nomad raiders. [CN-Tz]
-  *Lonnie* <?> Pack member of Hardin's nomad raiders. [CN-Tz]
-  *Greasy* <?> Pack member of Hardin's nomad raiders. [CN-Tz]
-  *Amber* <?> Pack member of Hardin's nomad raiders. [CN-Tz]
-  *Kai Simmons* <?> Pander. [GttC]
-  *Phillippe de Greffuhle* <?> Sheriff of Lyon. [GttC]
-  *Leah* <?> Monitor of Sheffield. [GttC]
-  *Prince Alexander.* <?> [GttC]
-  *Elieser* <?> [GttC]
-  *Adele* <?> [GttC]
-  *Selene Arneault* <?> Prince of Boulder. [GttC]
-  *Simon Crabtree* <?> [GttC]



Elias Karp <?> [GttC]



Jonah <?> [GttC]



Anabelle <?> [GttC]



Devin <?> [GttC]



Shelby <?> [GttC]



de la Vega <?> Sheriff of Chattanooga. [GttC]



Richards <?> Probably Tremere. [GttC]



Bobby <?> [GttC]



Van Bailey <?> Sire of Nicole. Ductus of the Riverside Cutthroats. [GttC] [GttS]



Nicole <?> Progeny of Van Bailey. [GttC]



McLoughlin <?> [GttC]



Deirdre <?> [GttC]



Helton <?> [GttC]



Jonesie <?> Killed his sire by sending him into the sunlight. [GttC]



Nadine <?> Infernalist. Probably Tremere. [GttC]



Lisa Marie, aka Ellum <?> Sabbat. [GttS]



Livia Boleslav Czernzy <?> Priscus. [GttS]



Enrique Albertos Marquez <?> Archbishop. [GttS]



Federic Montaigne <?> Bishop. [GttS]



Matilda Soliz <?> Pack priest. [GttS]



Shana Windsor <?> Black Hand. [GttS]



Galliano <?> Bishop of Atlantic City, probably killed by the Black Hand for several infractions. [GttS]



Schuyler <?> Pander. [GttS]



-  *Alexei Guylaine* <?> Sabbat templar. [GttS]
-  *Dash* <?> Nomadic Sabbat priest. [GttS]
-  *Lucretia* <?> [GttS]
-  *Cherise DuChamp* <?> Coven ductus. [GttS]
-  *Andrei* <?> [GttS]
-  *Vincent* <?> [GttS]
-  *Danya/Sabrina* <?> [GttS]
-  *Armin* <?> [GttS]
-  *Sayle* <?> [GttS]
-  *Teague* <?> [GttS]
-  *Samuel Tremaine* <?> Pack priest. [GttS]
-  *Saul Joram* <?> Pack priest and infernalist. [GttS]
-  *Gentha Shale* <?> [GttS]
-  *Aksinya Daclau* <?> Lilin Hierophant. [GttS]
-  *Boy Toy* <?> [GttS]
-  *Chucky* <?> Killed by the Nosferatu Bruno. [GttS]
-  *Jean-Paul* <?> Killed by the Nosferatu Bruno. [GttS]
-  *Ariel* <?> Killed by the Nosferatu Bruno. [GttS]
-  *Gorin* <?> [GttS]
-  *Grimsdale* <?> Killed by Francesca. [BC1]
-  *Liza* <?> (+) Sabbat. Killed by the Blood Curse. [BC]
-  *Jolanda* <?> (+1998) Anarch. Killed by the Blood Curse. [BC]
-  *Aaron* <?> (+1998) Anarch. Killed by Liza. [BC]
-  *Antony* <?> Sire of Marla and Paula. [BC1]
-  *Marla* <?> (+) Progeny of Antony. Sire of Emigesh. [BC1]



Paula <?> Progeny of Antony. [BC1]



Emigesh <?> (+) Progeny of Marla. Anarch; sentenced to death by Prince Benison for attacking a group of mortals. [BC1]



Gisela <?> (+1998) Sabat. Killed by the Blood Curse. [BC1]



Ebenezer <?> Sire of Langley. [BC1]



Langley <?> Progeny of Ebenezer. [BC1]



Kenny <?> [BC1]



Marquis <?> [BC1]



John Rotty <?> [BC2]



Tobias <?> (+) Anarch. Killed by the Blood Curse. [BC2]



Eddie Cocke <?> (+) Anarch. Killed by the Blood Curse. [BC2]



Matt <?> (+) Anarch. Killed by the Blood Curse. [BC2]



Didi <?> (+) Killed by the Blood Curse. [BC2]



Rebecca <?> (+1999) Killed by Xavier Kline. [BC2]



Gregory <?> (+1999) Killed by Xavier Kline. [BC2]



Elliot <?> [BC2]



Santiago, aka Brillante <?> Sabbat [BC2]



LeRoi <?> [CbR-M]



Bartholomew <?> Prince of Cleveland, Ohio. [BN,p7]



Charbonneau <?> Lieutenant of Cleveland, Ohio. [BN,p6]



Ellis <?> Lieutenant of Cleveland, Ohio. [BN,p6]



Jackson <?> Lieutenant of Cleveland, Ohio. [BN,p6]



Patrice <?> Lieutenant of Cleveland, Ohio. [BN,p6]



Duua the Blind <?> Oracular Ability, possesses the third eye. [WfE]



? <?> Prince of Hamburg, the sole survivor of the massacre by the Assamites in Berlin during the Anarch Revolt. [CbR-As]



Lydia <?> [CN-Br]



Baldur <?> (+1999) Killed by Marcus Vitel. [CN-Br]



Frankie <?> [CN-Br]



Clyde <?> (+1999) Killed by what appear to be Blood Brothers. [CN-Br]



Maurice <?> (+1999) Killed by what appear to be Blood Brothers. [CN-Br]



Wallace <?> (+1999) Sabbat. Killed by Theo Bell. [CN-Br]



Octavia <?> (+1999) Killed by the Sabbat. [CN-Br]



Jenkins <?> (+1999) Killed by the Sabbat. [CN-Br]



Eustace <?> (+1999) Killed by Leopold. [CN-Br]



Reggie <?> (+1999) Killed by Leopold. [CN-Br]



Slick <?> [CN-Br]



? <?> (+1999) Killed by Parmenides. [CN-Br]



Mr. Misster <?> Pack priest for the Sacred Band. [CbR-Tz]



Boo <?> Member of Atlanta's Lawdogs pack. [CbR-Tz]



Bartholomew Diggs <?> Member of the Road Kilt nomadic pack. [CbR-Tz]



Dezra <?> Sabbat flunky. [CbR-Tz]