

*A Modern
Clan
Cappadocian
&
Related
Bloodlines Primer*

*by
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The author would like to thank everyone who has been helpful in bringing this document to light, especially Telgar for sparking an idea I had been working on awhile now about how I could bring back the Clan of Death, and to Mr. Cone, for assisting me in the creation of these official-looking pdfs. Without his assistance, I would still be stuck doing everything in Microsoft Word.

Anyway, this document consists of clan spreads of Clan Cappadocian and a Sabbat-allied bloodline of male Lamia Antitribu, that I have dubbed Morbus, which is borrowed, and partially converted from a bloodline of the same name from Vampire the Requiem. As always, the documents within are entirely a work of fanfiction and are not intended to replace the clans and bloodlines published in 20th Anniversary Edition Vampire the Masquerade, Vampire the Dark Ages, Dark Ages Vampire, and Vampire the Requiem, published by White Wolf Publishing, a subsidiary of CCP.

Thor A. Thorson Jr., Oct. 2011

P.S. These clan spreads are a part of a chronicle that I had been working on, but never finished. I may finish it at a later time, once I get my copy of V20, but I thought that everyone else would enjoy my rendition of the clans that are within this document.

Clan Cappadocian

The Cappadocians are universally shunned for their macabre interests. It has been rumored that the Clan Founder was a priest in ages past and in his search for the secrets of life, death, and what lays beyond, Embraced the head of a family of incestuous merchants. After this childe committed amaranth upon his sire and attempted to annihilate the rest of the clan; some of the Founder's progeny escaped into the Shadowlands. During the Shadowlands' Third Great Maelstrom, these progeny returned to the Skinlands and after meeting with the Camarilla's Inner Circle, destroyed the upstart Giovanni Clan.

With their vengeance realized, the Stiffs resumed their research into the mysteries of death, and also their practice of advising Princes in matters of wraiths and other spiritual issues. The Cappadocians are trusted for their lack of interest in earthly power; respected for their insight and wisdom; and feared for their interest in what lays beyond the shroud of death. Throughout their ordeal, an undercurrent of repressed anger and a more obvious paranoia permeates the clan, though none of the other clans have detected their subtle change in outlook. The few who have deciphered the Cappadocians' new attitude chalk it up as simply as delusions.

After their return, Clan Cappadocian has managed to reclaim all their previous holdings. Because of their near annihilation, they have fortified each to withstand assault from without. The most heavily fortified is the monastery at Erciyes, where the Elders have recovered their stolen research. It is rumored that Japheth Cappadocius keeps the wraith of Augustus Giovanni enslaved for nightly tortures.

Nickname: Stiffs

Sects

The majority of Cappadocians are found in the Camarilla, though a small, and growing, cabal are found in the Sabbat. This cabal calls themselves the Harbingers of Skulls, and they seek revenge against the main clan. The elders in the Clan are unsure what their reason is, and the Harbingers aren't saying. In the early 18th Century, all male Lamia defected to the Sabbat, and actively recruit any male Lamia neonates that they come in contact with. These Lamia Antitribu were promised a more prominent role in the Sabbat's affairs, where they often compete with the Tzimisce as pack priest.

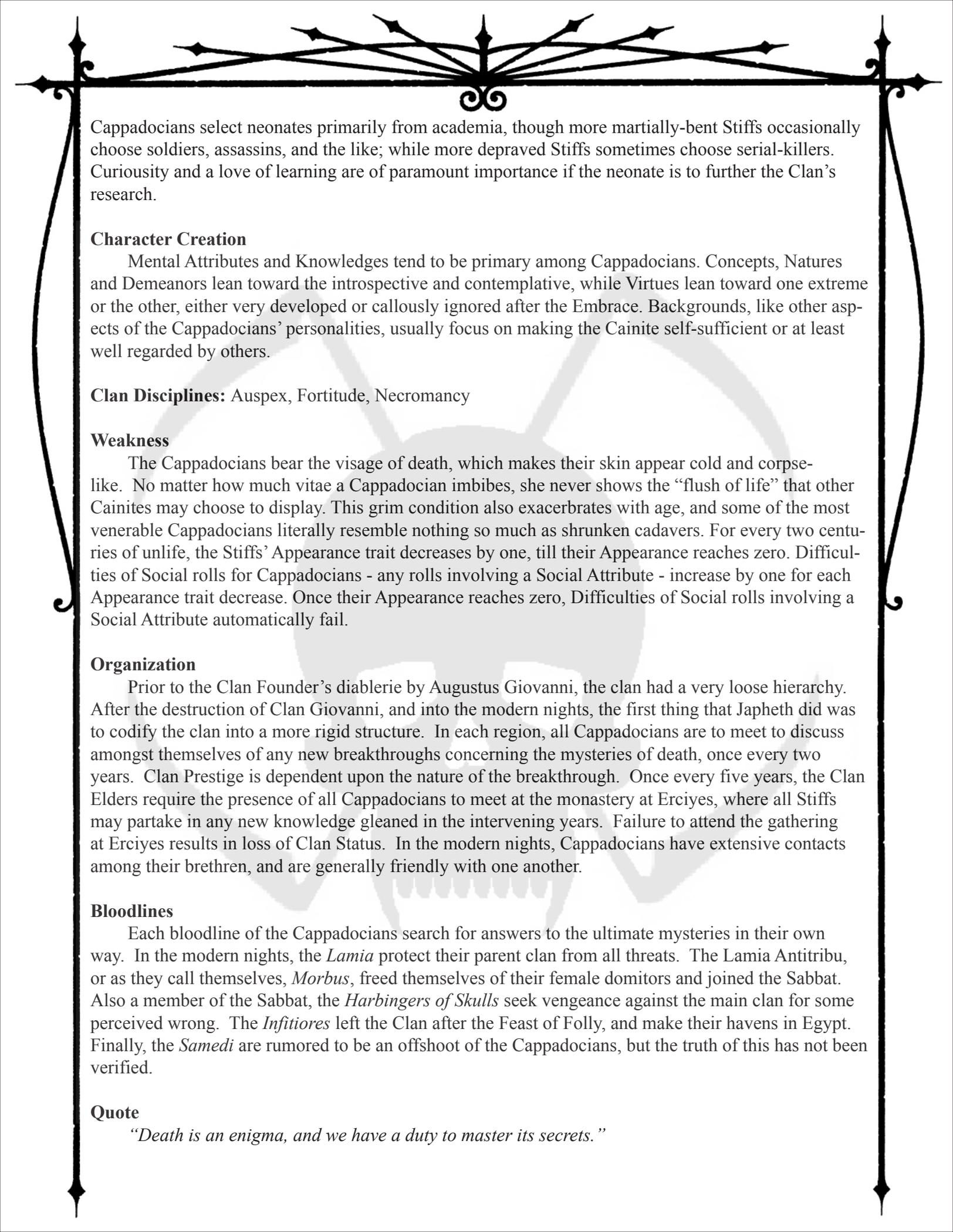
Appearance

All Cappadocians exhibit a deathly pallor that can never be assuaged by the imbibing of blood. They will attempt to hide their emaciation, in order to not bring attention to themselves. In ages past, the Stiffs typically dressed as monks or scholars because of their study of death; however, in the modern nights, Cappadocians typically dress in whatever fashion that they were in life, though they prefer free-flowing clothing that won't hinder movement.

Haven

Traditionally, members of the Clan of Death chose remote locations that were near their research, such as tombs and ossuaries. In the modern nights, the Stiffs' typically choose havens that don't attract attention of mortals and cainites. Abandoned sanitoriums, morgues, and other less savory locations are preferred by the Stiffs. Because of the nature of their research, their havens typically have extensive laboratory facilities as well.

Background



Cappadocians select neonates primarily from academia, though more martially-bent Stiffs occasionally choose soldiers, assassins, and the like; while more depraved Stiffs sometimes choose serial-killers. Curiosity and a love of learning are of paramount importance if the neonate is to further the Clan's research.

Character Creation

Mental Attributes and Knowledges tend to be primary among Cappadocians. Concepts, Natures and Demeanors lean toward the introspective and contemplative, while Virtues lean toward one extreme or the other, either very developed or callously ignored after the Embrace. Backgrounds, like other aspects of the Cappadocians' personalities, usually focus on making the Cainite self-sufficient or at least well regarded by others.

Clan Disciplines: Auspex, Fortitude, Necromancy

Weakness

The Cappadocians bear the visage of death, which makes their skin appear cold and corpse-like. No matter how much vitae a Cappadocian imbibes, she never shows the "flush of life" that other Cainites may choose to display. This grim condition also exacerbates with age, and some of the most venerable Cappadocians literally resemble nothing so much as shrunken cadavers. For every two centuries of unlife, the Stiffs' Appearance trait decreases by one, till their Appearance reaches zero. Difficulties of Social rolls for Cappadocians - any rolls involving a Social Attribute - increase by one for each Appearance trait decrease. Once their Appearance reaches zero, Difficulties of Social rolls involving a Social Attribute automatically fail.

Organization

Prior to the Clan Founder's diablerie by Augustus Giovanni, the clan had a very loose hierarchy. After the destruction of Clan Giovanni, and into the modern nights, the first thing that Japheth did was to codify the clan into a more rigid structure. In each region, all Cappadocians are to meet to discuss amongst themselves of any new breakthroughs concerning the mysteries of death, once every two years. Clan Prestige is dependent upon the nature of the breakthrough. Once every five years, the Clan Elders require the presence of all Cappadocians to meet at the monastery at Erciyes, where all Stiffs may partake in any new knowledge gleaned in the intervening years. Failure to attend the gathering at Erciyes results in loss of Clan Status. In the modern nights, Cappadocians have extensive contacts among their brethren, and are generally friendly with one another.

Bloodlines

Each bloodline of the Cappadocians search for answers to the ultimate mysteries in their own way. In the modern nights, the *Lamia* protect their parent clan from all threats. The *Lamia Antitribu*, or as they call themselves, *Morbus*, freed themselves of their female domitors and joined the Sabbat. Also a member of the Sabbat, the *Harbingers of Skulls* seek vengeance against the main clan for some perceived wrong. The *Infiores* left the Clan after the Feast of Folly, and make their havens in Egypt. Finally, the *Samedi* are rumored to be an offshoot of the Cappadocians, but the truth of this has not been verified.

Quote

"Death is an enigma, and we have a duty to master its secrets."

Morbus

The Lamia Antitribu, or Morbus as they call themselves, is committed to the ideals of the Sabbat, body and soul. As an all-male offshoot of the female-dominated bloodline that serves the Cappadocians in the Camarilla, the Morbus' origins are shrouded in blood-soaked tatters. In the modern nights, this bloodline traces its beginnings to a night of diablerie that resulted in the final death of Lamia, herself. As her soul was consumed, Lamia placed a debilitating curse on the future Morbus.

Since that night long ago, the bloodline has proven itself to be an effective means to sow confusion among the mortal populace of Camarilla-held cities. Typically, the Morbus are sent in as scouts by the Sabbat leadership, with orders to infect as many kine as possible. As the mortals' succumb to various diseases and the healthcare system disintegrates, leaving the Kindred of the Camarilla without healthy vessels; the Sabbats' war-parties swoop in.

Tonight, the bloodline has secured a prominent place in the Sabbat hierarchy. They have proven themselves capable, and have earned a reputation as zealots to the destruction of the antediluvians. Nowhere near as numerous as the Lasombra or Tzimisce, the Morbus have secured for themselves a few positions of Pack Priest. Should a Morbus comes in contact with a Lamia, they will attack viciously with everything at their disposal.

Nickname: Lemures

Sect

Never very numerous among the Lamia, the Morbus of the Sabbat are far more common. While the Lamia are choosy on whom gets the embrace, the Morbus aren't as particular. While never considered for any leadership within the Cult of Lilith, and by extension the Lamia bloodline, the Morbus grabbed their destiny by the throat and throttled it. Because of their second-class status within the Lamia, the Lemures bolted for the Sabbat shortly after the destruction of Lamia, when they saw that their lot in unlife would remain the same.

In the modern nights, the Lemures will typically work with the Harbingers of Skulls on furthering the sect's knowledge of death, and while they aren't as proficient as the Lazerenes, they do provide valuable logistics for them.

Appearance

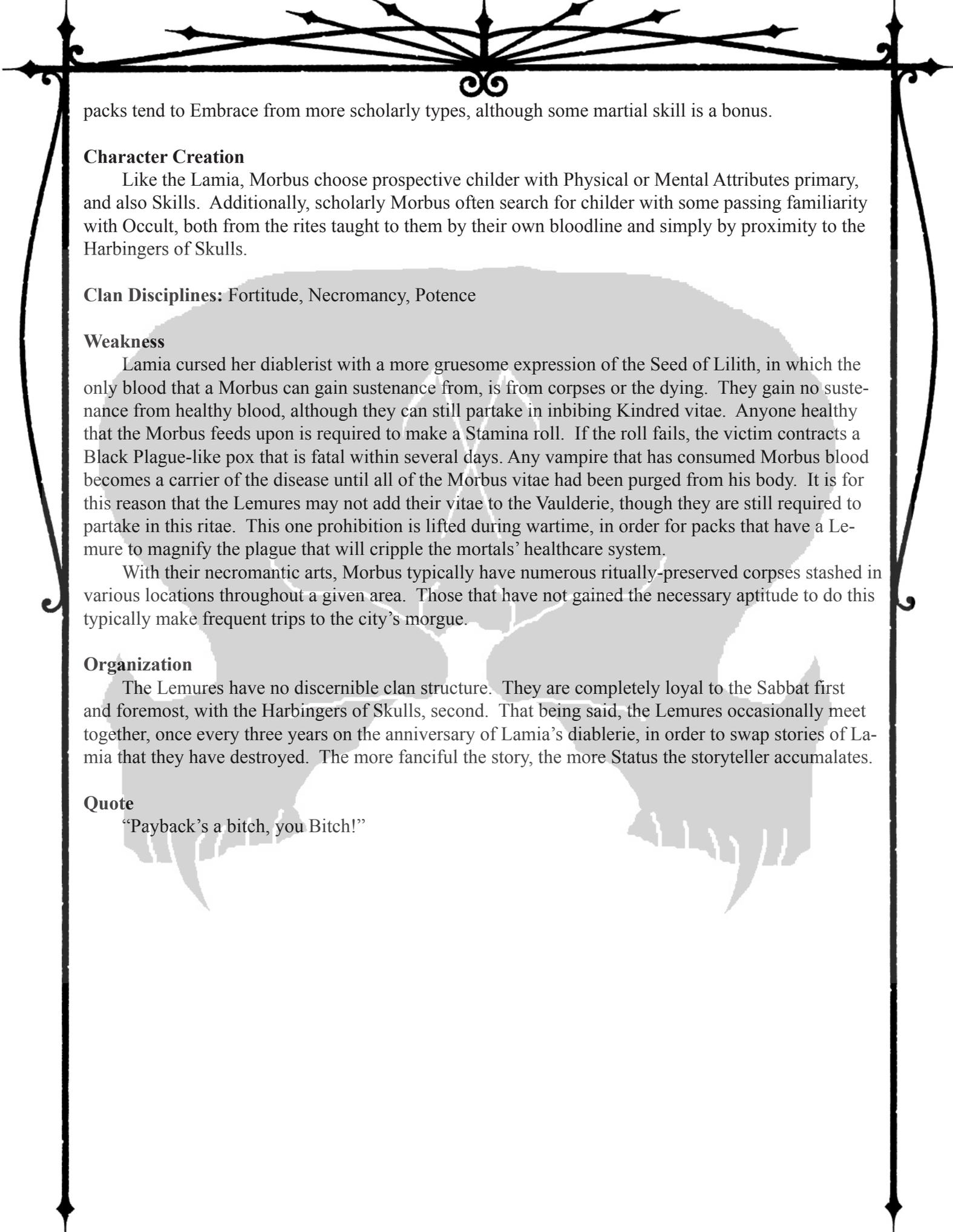
Like the Lamia, they also do not share the deathly pallor of their parent clan, the Cappadocians. Exclusively male, the Lemures tend to dress provocatively; anything that will incite a reaction with others.

Haven

Those Lemures who have not joined a pack tend to share havens with the Harbingers of Skulls, providing security for the Lazerenes, which suits them just fine. These Morbus tend to be more proficient in Necromancy than their brethren in packs. Like in all Sabbat packs, Lemures who belong in one will share a communal haven with others of their packs.

Background

Morbus, like all bloodlines of Clan Cappadocian, seek those individuals that will advance the search for death's mysteries, though the Lemures that belong to packs will Embrace childer with military training, in order to aid the war effort against the Camarilla. Those Lemures who do not join



packs tend to Embrace from more scholarly types, although some martial skill is a bonus.

Character Creation

Like the Lamia, Morbus choose prospective childer with Physical or Mental Attributes primary, and also Skills. Additionally, scholarly Morbus often search for childer with some passing familiarity with Occult, both from the rites taught to them by their own bloodline and simply by proximity to the Harbingers of Skulls.

Clan Disciplines: Fortitude, Necromancy, Potence

Weakness

Lamia cursed her diablerist with a more gruesome expression of the Seed of Lilith, in which the only blood that a Morbus can gain sustenance from, is from corpses or the dying. They gain no sustenance from healthy blood, although they can still partake in inbibing Kindred vitae. Anyone healthy that the Morbus feeds upon is required to make a Stamina roll. If the roll fails, the victim contracts a Black Plague-like pox that is fatal within several days. Any vampire that has consumed Morbus blood becomes a carrier of the disease until all of the Morbus vitae had been purged from his body. It is for this reason that the Lemures may not add their vitae to the Vaulderie, though they are still required to partake in this ritae. This one prohibition is lifted during wartime, in order for packs that have a Lemure to magnify the plague that will cripple the mortals' healthcare system.

With their necromantic arts, Morbus typically have numerous ritually-preserved corpses stashed in various locations throughout a given area. Those that have not gained the necessary aptitude to do this typically make frequent trips to the city's morgue.

Organization

The Lemures have no discernible clan structure. They are completely loyal to the Sabbat first and foremost, with the Harbingers of Skulls, second. That being said, the Lemures occasionally meet together, once every three years on the anniversary of Lamia's diablerie, in order to swap stories of Lamia that they have destroyed. The more fanciful the story, the more Status the storyteller accumalates.

Quote

“Payback's a bitch, you Bitch!”