

A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE



# BLOODLINES UNBOUND

VOLUME 2

## THE TAL'MAHE'RA

# VAMPIRE

## THE MASQUERADE

## Bloodlines Unbound Volume 2

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# Introduction

For thousands of years, the Tal'mahe'Ra held the same course. Protect the enigmatic Aralu. Infiltrate the leadership of other sects. Stay steady at the helm. Then the Beckoning and Gehenna War upended everything, and left the Tal'mahe'Ra floundering. The ancilla and neonates of the cult are charting a new path forward into the night, while their elders remain trapped in Enoch under the pull of the Aralu.

*Bloodlines Unbound: The Tal'mahe'Ra* is the second in a series of tomes bringing bloodlines to unlife—you can find Volume I [here](#). Presented within you'll find ten bloodline loresheets, allowing you to easily and quickly use them in your campaign. We've also included *A History of the Tal'mahe'Ra* to better parse the nebulous cult.

Each loresheet provides enough information to bring the bloodline into the modern nights, rather than doing a deep-dive into its history. All loresheets are intended for PC's and SPC's. The book also offers a variety of Discipline powers for these unique vampires.

- **A History of the Tal'mahe'Ra** delves into the esoteric history of the cult, and its struggle in the modern nights.
- **Children of Zillah** are a bloodline of Malkavian seers who receive their prophecies by drinking the tears of Zillah, childe of Caine.
- **The Fenrir** are a stable bloodline of Abominations, held together by ancient rituals.
- **Maeghar** are a bloodline of fae-kin thought lost to time, who found survival in Enoch.
- **The Mubadhir** are a bloodline of Ashirra Ventrue, sent to infiltrate the Tal'mahe'Ra. It did not go as planned.
- **Old Clan Tzimisce** holds true to the immutable virtues of hospitality and dominion, and scorns the “new” invention of Vicissitude.
- **Fugerad** were bred and trained as a family of Tzimisce retainers, but they found freedom and the Tal'mahe'Ra instead.
- **The Lost** are an ancient bloodline of Banu Haqim, who worship the Weeping Stone—whom they believe is Zillah, childe of Caine.
- **Tlacique** are a Ministry bloodline indigenous to Central America, betrayed by all—including their clan—and making a new home in the Tal'mahe'Ra.
- **True Brujah** are a bloodline of philosopher kings, claiming no kinship to the rabble progeny of Troile.
- **The Watchers of Enoch** remake themselves in service to the Aralu, denouncing all ties of sect or clan.



# *Chapter One:*

# A HISTORY OF THE TAL' MAHE' RA



Ah, child, how enterprising and brave — some might say foolish — of you to find me. How many boons and favors did you trade for this achievement, I wonder? No, don't tell me — your business is your own. Let me guess, however, why you came all the way out here.

It's not for blood — you don't have that look about you. It's not for power either — someone of your lineage has an easier path. You came for that rarest of all gems: knowledge.

Go on, ask then: Who are the Tal'mahe'Ra?

The Tal'mahe'Ra, if you want to reduce it to its core, are the oldest of Kindred sects. Lies upon lies, built to form a byzantine maze, unparalleled even for a people as prone to lying as us. The Tal'mahe'Ra are at the heart of every poison tree, Camarilla and Sabbat alike, making sure none ever grows a fruit too close to the truth. The truth, of course, being who the Aralu are and where they rest.

## The Aralu

Once upon a time, there was a great city in the Middle-East where mortals worshiped vampires as gods. The name of this city matters little, but let's call it Enoch — that's the one whispered in the hallowed halls of Noddist scholars. In this city stood the dread palace Ghemal, where Caine ruled over his childer and grandchilder, and they in turn ruled over the mortals. All was well — until it wasn't.

The Third Generation rose against the Second, drinking their blood and soul. Caine threw another of his famous fits, cursing the Third Generation and their offspring and razing Enoch to the ground. Places as old and evil as Enoch don't just disappear though. It exists still, deep in the Underworld, as does Ghemal.

The Aralu sleep in Ghemal. There's four of them, each in their own tomb leading off a central chamber. What's that — did they check? No. When you find yourself in the presence of a sleeping bear, it's best to let it sleep. There's no need to check either. Anyone who ventures into Ghemal can feel the Aralu's ravenous presence. No Kindred can stay in Ghemal long before losing themselves to hunger.

We know the names of the Aralu. Someone long ago, quite helpfully, inscribed them on the tombs: Nergal, Nimgug, Loz, and Al-Mahri. The identities attached to those names, however, are lost to the shadows of time. The Tal'mahe'Ra believe they're the progenitors of Clans Nosferatu, Toreador, Ventrue, and an unnamed fourth. The Bahari claim the Aralu are Lilith's chosen: the progenitors of Clans Gangrel, Malkav, Toreador, and Malkav's lost twin Nahema. More scandalous tongues insist the Aralu are the three founders of the Baali and their progenitor Ashur. In the end, who they are doesn't matter so much as who the Tal'mahe'Ra think they are.

## That was Then

The Tal'mahe'Ra serve the Aralu. Well, maybe serve is too generous a word. They try to interpret the nightmares Ghemal inevitably brings as omens and messages sent by the Aralu. They're a religious cult, first and foremost, though not exactly coherent. You'll find Bahari and Baali working side by side, each convinced they are right — and the other will learn the hard way when the time comes. Their halls are rife with disbelievers, dismissive of the mythology but drawn by the very real power the Tal'mahe'Ra wield.

The Tal'mahe'Ra was already ancient when the Treaty of Thorns was a sparkle in Hardestadt's eye. This put them in a prime position to infiltrate both Camarilla and Sabbat, where you find them in the upper echelons. Did they infiltrate the Anarchs, too? Well, I suppose they could have, but why would one bother. They did, however, manage to infiltrate the Inconnu. Or perhaps we infiltrated them — it's hard to tell when you both exist as lies within lies. Either way, that's an impressive feat.

Of the two sects, the Tal'mahe'Ra was most concerned about the Sabbat. They served four Antediluvians, and the Sabbat — well, we know what they want. Sensibly then, the Tal'mahe'Ra worked hard to bring the Sword of Caine under their power. Keep it sharp, keep it drawn, and keep it pointed in the wrong direction. They founded the True Black Hand, not to be confused with the

Manus Nigrum of the Lasombra, to control the Sabbat top-down. The True Black Hand counted Regents and Seraphim amongst its number, some loyal to the Sabbat, others Tal'mahe'Ra spies, and even the latter rarely knew the difference. It worked, too: after their first two successes (or, if rumors are true, their only success) the Sabbat never slew another Antediluvian.

## This is Now

The Beckoning left the Tal'mahe'Ra elders largely intact, if effectively imprisoned. Most of them reside in Enoch, where the Aralu serve as their own dark sun. None could escape their pull to traipse off toward — well, towards whatever the Beckoning it. Apart from a few elders roaming the world at the time, the Tal'mahe'Ra remain in Enoch. They have nowhere to go, mind you, and the Aralu are slowly consuming their minds and souls — which is also why the cult's younger members generally try to be just about anywhere else these nights.

The Sabbat falling apart like dust on the wind left the Tal'mahe'Ra in need of new schemes. You can't infiltrate what doesn't exist — at least, not using the ritualistic top-down approach favored by the Tal'mahe'Ra. The Sword of Caine now exists as a thousand needles, flying out in all directions, and eventually — through sheer statistical chance — one of them will hit true. The Tal'mahe'Ra is deeply divided on what to do when that happens. Ideas range from a war of extermination, to sacrificing everyone's least favorite Aralu.

The Tal'mahe'Ra remains dedicated to the Aralu, but the elders' imprisonment gives the ancillae and neonate members new freedom — and they combine religious fervor with the pursuit of power. Some seek power in capitalist empires or bossing people around, using the inroads to the Camarilla that older sect members built. Others focus their infiltration on the Sabbat, happily seizing power by murder and diablerie. All enjoy the power that comes from access to the Aralu and the whispered nightmares and for-

bidden knowledge they leave imprinted in your brain. You, of course, know all this. I did say the Tal'mahe'Ra's infiltration of the Inconnu was impressive, but I did not say it was convincing. Tell me, little seeker, what power were you hoping to steal from me....



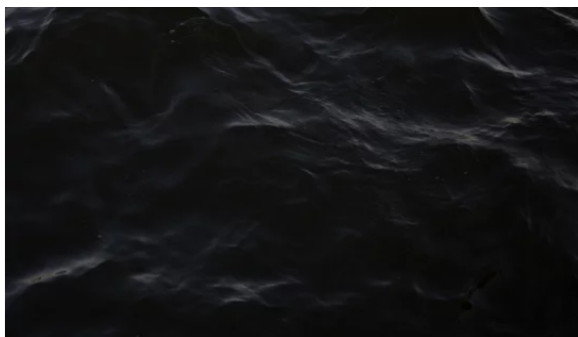
*Chapter Two:*

LORESHEETS



# CHILDREN OF ZILLAH

BLOODLINE: MALKAVIAN CHARACTERS ONLY



Within the city of Enoch lies a pool of cool, still water — a dark mirror, which reveals truths to those who gaze into it. It takes a flexible mind, uniquely comfortable with disparities between perception and what most generously call “reality”, to read the pool’s myriad ripples. The only kindred who can bear peering into it without wrecking their minds are a select few Malkavians. They call themselves the Children of Zillah, after the mythical third childe of Caine, who they believe created the pool and blessed their bloodline.

Whether Zillah’s vitae flows in the Malkavian bloodline at all is, of course, speculation. Zillah’s gift is not reliably inherited from sire to childe; rather, it can manifest within any Malkavian. The Children of Zillah constantly search for these lost siblings. While the Seers remain in Enoch to interpret the pool of Zillah, the Listeners roam the world to bring their lost sisters and brothers home.

The Children of Zillah align with the Tal’mahe’Ra largely by coincidence, as Zillah’s black pool — the essence of their culture — happens to be located in Enoch, which happens to be controlled by the Tal’mahe’Ra. They never openly diverge from the Tal’mahe’Ra’s philosophy, but many of its elders cannot shake the feeling that the absence of any obvious dissent is mostly due to a severe lack of the Children’s interest beyond the pool of Zillah.



## LORE



● **Lost Children:** You can always recognize another Child of Zillah on sight, even if you developed your gifts unaware you had these siblings. You can also sense whether any other creature possesses true prophetic powers with a successful Wits + Occult test against difficulty 3.

●● **Obscure Omens:** You can add two dice to any roll made to perceive or interpret omens and prophecies.

●●● **A Different Future:** Once per session, you can re-roll all failures of a roll

— the outcome of your actions just didn’t align with what you have foreseen.

●●●● **Zillah’s Gift:** Most visions that flood your mind when you experience stress are just distracting, but you can always find meaning in some. Whenever you lose a point of Willpower, you can re-roll up to three dice on another roll during that scene.

●●●●● **One Vision:** Zillah has granted you one vision so clear that it remains on your mind at all times. When

you get this ability, ask the Storyteller to provide you with the description of a momentous event that will occur during the chronicle. The Storyteller describes this event clearly but provides no context — and the vision might always turn out to be incomplete, allegorical, or otherwise point to a malleable future.



## TRAITS



**Disciplines:** Auspex, Dominate, Obfuscate

**Bane:** You are beset by visions, diverging and merging in dizzying kaleidoscopic patterns. It takes a constant effort of will to see reality through them; you can only re-roll up to two dice spending Willpower.

# FENRIR

## BLOODLINE: BRUJAH CHARACTERS ONLY

**D**on't Embrace a werewolf. It always ends with either the Cainite or the lycanthrope dead — unless you're a member of the Tal'mahe'Ra. The Enochian sect found a way to Embrace pre-change werewolves and stabilize the blood of Caine within them, leading to a bloodline of abominations. The trick lies in using Brujah blood, which meshes well with the inner fury lycanthropes call rage, and arcane rituals lasting three nights. Even so, the Fenrir remain exceedingly rare, as catching a werewolf, even before their first change, is tricky, and the ritual itself fails as often as it succeeds.

Fenrir are always angry. It runs deep in their blood, with neither side of their supernatural heritage bringing any calm. The Tal'mahe'Ra of old used them as shock troops against domains, usually Sabbat, that got too close to uncovering the Aralu's existence. These nights, in the age of the Second Inquisition, the Fenrir serve as infiltrators. They are easily mistaken for Gangrel, which lets them wander from domain to domain unchallenged.

The Fenrir's allegiance in modern nights is shifting from the Tal'mahe'Ra to other Fenrir—they are displaced wolves seeking a pack. They believe Al-Mahri, the fourth unnamed Aralu, is one of their own, a werewolf made vampire in the ancient mists of time. None of them can explain why they're so sure Al-Mahri is an abomination, possibly the first abomination, but all are certain of it. This steadfast belief sees them of two minds: Stay in the Tal'mahe'Ra to serve Al-Mahri, or somehow awaken or steal her as they flee the cult.



### LORE



● **Traveler:** You gain two bonus dice to all tests made to find, read, or decipher vampire graffiti (V5, page 322).

●● **Face:** You have a false identity that holds up among vampires, owing to being plausible and near impossible to check. For example, you can claim to be the childe of Tanner Jack, a Gangrel infamous for Embracing and abandoning vagabonds. The local clan accepts you as a traveler, lost member, or whatever your cover story is, of their own.

●●● **Scout:** You gain an automatic success on tests to imbue messages and persuasion into your own vampire graffiti (V5, page 323). You also gain three free dots in Haven as you settle in.

●●●● **Leader:** Gain four free dots to distribute across Allies, Contacts, and Influence. These mortals turn a blind eye when you commit a Masquerade breach, though their own judgement still apply: they don't mind that you're a vampire, but they might care that you killed Bob.

●●●●● **Connected:** You can craft a plausible, and nearly impossible to check, cover identity for other Cainites. You can even tailor it to their clan (or the one they are pretending to be), as you have collected stories about all sorts of negligent sires. You can craft one cover per story. This is a valuable service and you should negotiate payment in kind.



### TRAITS



**Disciplines:** Celerity, Potence, Protean. Fenrir only take wolf characteristics when emulating an animal with Protean, though they can use non-animalistic powers like Earthmeld.

**Bane:** Fenrir subtract dice equal to their Bane Severity from any roll to resist fury frenzy. This cannot take the pool below one die. Further, silvered weapons inflict aggravated damage.

# MAEGHAR

BLOODLINE: CAITIFF CHARACTERS ONLY



The Maeghar are less a bloodline and more a loose collection of afflicted individuals. A Maeghar arises when a vampire Embraces a fae or fae-kin and the creature, by some fluke, does not die. Most Maeghar prefer death. They are drifters and wanderers, lost between reality and shadows.

Some Maeghar try to re-create the conditions of their Embrace to make a companion to pass eternity with. Fae are exceedingly rare, though, and most sires mistake neurodivergent mortals for fae, resulting in the creation of a “regular” Caitiff. Most Maeghar spend an eternity never

meeting another of their kind. They cope with this isolation by collecting peculiar mortals, macabre oddities, and forbidden knowledge. This collection is the constant in their unlife, as they flee from city to city, leaving Masquerade breaches in their wake due to their inhuman visage.

The bloodline is a lost kin to the Kiasyd, and some claim hunted into near-oblivion by their own cousins. Both Kiasyd and Maeghar, as avid collectors, know rarity increases the value of an artifact. Where the Kiasyd focus their predilections on refining blood though, Maeghar delve obsessively into the secrets of death itself. This obsession saved the bloodline from complete extermination, as Maeghar fleeing persecution found allies in the Tal'mahe'Ra.

The Tal'mahe'Ra makes its home in Enoch, in the Underworld, and thus values the Maeghar's necromantic skill. While most servants of the Aralu pick up some necromancy along the way, the Maeghar, with no soul to begin with, have an unparalleled affinity for Oblivion. The Maeghar aid with underworld travel, and interpreting Aralu whispers. In exchange, the sect supplies them with a vast network of lies to hide in.



## LORE



● **Hunted:** The Kiasyd are still on your trail. You can take up to 2 dots in Adversary, and gain double the dots to spend on Allies and Contacts among the Tal'mahe'Ra. These Allies and Contacts may be mortal servants, other vampires, or ghosts.

●● **Patron:** Your talent drew a powerful patron whose expertise lies in all things death, the underworld, ghosts, Oblivion, and so on. Gain three free dots in Mawla. Your patron may be one of the dead themselves.

●●● **Scholar of Death:** You gain two bonus dice to all Skill tests related to death, the underworld, ghosts, etc.

●●●● **Companion of Death:** You own a ghostly fetter, and control the attached restless dead (for example a Spectre from page 377 of *Vampire: The Masquerade*, or the Storyteller can create one). The Spectre may hate you with a passion, or perhaps you have gaslit it into believing you a benefactor. This creature serves as a three-dot Retainer.

●●●●● **Master of Death:** You gain three automatic successes on Oblivion tests related to necromantic endeavors.



## TRAITS



**Disciplines:** Oblivion, and two of the player's choice

**Bane:** Maeghar have the Uncanny Valley (•) Flaw instead of Suspect, which makes them lose one die from all pools where passing as human is needed. They improve Disciplines at the usual cost for Caitiff. Cold iron inflicts aggravated

damage and triggers an immediate test to avoid either terror or fury frenzy (Storyteller's discretion).

# MUBADHIR

## BLOODLINE: VENTRUE CHARACTERS ONLY

When one thinks of clans well-suited to infiltration, the Ventrue are not among them. Which is precisely why a small Ashirra bloodline have used them so.

This ancient lineage is the best-established Ventrue bloodline in Ashirra territory, but even they are small, especially compared to the prevalence of their cousins in the Camarilla, Sabbat, and even Anarch Movement. This bloodline has struggled to prove themselves, and thought they had seized on a winning move when the Beckoning first began: send their best and brightest overseas, to infiltrate the gaps left by the elders. They had two goals: gain power for their bloodline, and monitor what steps these sects might take next in waging the Gehenna War.

The plan worked, but a little too well. After a period of adjustment, the Mubadhir (a name signifying ambition and drive) who worked their way into the Sabbat ran into agents of the Tal'mahe'Ra, who had likewise infiltrated the sect's upper echelons. Always eager to seize upon new opportunities, the Mubadhir spies moved their infiltration efforts to the Tal'mahe'Ra—and found themselves welcomed and rising the ranks. These childer find they enjoy the secrets, esteem, and status they could not win for themselves back home. Are they even really infiltrators anymore—or profoundly failed spies?



### LORE

● **Infiltrator:** Gain two dots of Mask, which apply to Kindred as well as kine.

●● **Handler:** You maintain especially close ties with the Ashirra back home. Gain three free dots of Mawla.

●●● **Cunning Espionage:** Infiltration has become second nature to you. Gain two extra dice on any roll related to maintaining your cover or uncovering secrets of interest to either the Ashirra, or the Tal'mahe'Ra (player's choice when

taking this advantage, depending on where your loyalties now lie).

●●●● **Veteran of Gehenna:** Your combat experience has made you a respected leader among the Tal'mahe'Ra. Once per combat, you may re-roll any attack roll which does not fall out to your liking.

●●●●● **Perfect Cover:** Short of a direct, personal confession your true membership in the Ashirra can never be

uncovered. No matter how much evidence is presented, others in the Tal'mahe'Ra refuse to believe it or actively cover for you.

### TRAITS

**Disciplines:** Dominate, Fortitude, Presence

**Bane:** Mubadhir feel adrift and cut off, and struggle to find a place for themselves. They cannot hold more than three dots of the Haven background.

# OLD CLAN TZIMISCE

BLOODLINE: TZIMISCE CHARACTERS ONLY



The weak crave leadership. Who would wish to give it to them but another weakling seeking validation? The feeble yearn for victories. What greater admission of your own powerlessness is there than to chase triumphs? The Old Clan wishes neither to lead nor to conquer. They merely dominate, they control — they own.

The Old Clan know that true power is not something you acquire — it is something you have, something you are. Their ancestry justifies their existence, and their elders and traditions must be obeyed ut-

terly. The Tzimisce who joined the Sabbat prove why — they abandoned all decorum and the practices of their clan to tear down their elders, only to wallow in the dirt, grasping futilely for lost power. The Old Clan despise them, and work with the Tal'mahe'Ra because they share and respect their worship of the Ancients.

The Old Clan tolerates no deviation, no progress, no freedom. These are the vices of those born weak and helpless. This immutability is why the craft of Vicissitude, practiced by their cousins in the Sabbat, is abhorrent to them. With the collapse of the Sabbat, the Old Clan is reaching into the Modern Nights for the first time in centuries, embracing new childer as agents in numbers unheard of since the Anarch Revolt, to assert dominance over their fallen cousins once again. They do not ask for help even in their darkest hour and only surround themselves with few trusted — often blood-bound — allies, but extend all the hospitality demanded by the traditions to those who conduct themselves accordingly.



## LORE



● **Immutable:** Change is repugnant to you. You double your dice pool for any check to resist manipulation of your physical form.

●● **Oradean Pact:** Asking for help shows weakness — repaying a debt or promise, however, is honorable. This is the basis of the Oradea League, an Old Clan alliance of mutual aid. You can extend a similar courtesy to other vampires. When you assist another vampire in a test, they gain two dice instead of one. When a vampire assists you, they

also contribute two dice instead of one. You cannot assist the same vampire again, or be assisted by them, before the debt is repaid.

●●● **The Old Country:** While in your ancestral homeland, within one night's travel of the location of your Embrace, you can add three dice to any check once per scene.

●●●● **Mannered Monster:** You value rules of conduct and, while you may despise those that aren't in your own tradition, have an instinctive under-

standing of what governs vampire society anywhere. You know the basic code of conduct of any vampire sect, shielding you from committing major faux pas, and you add four dice to any dice pool including Etiquette.

●●●●● **Regnant:** You can have twice as many Blood Bond thralls as usual, their Bond Strength decays at half the usual pace, and their Bond Strength always counts as 6 for the purpose of tests to defy your will.



## TRAITS



**Disciplines:** Animalism, Auspex, Dominate

**Bane:** The Old Clan's traditions of respect and hospitality run deep in your blood, and dictate that you cannot enter anyone's abode without invitation, or harm a guest who abides by the rules of your house.

# THE FUGERAD

BLOODLINE: TZIMISCE CHARACTERS ONLY

High in the Carpathians, Tzimisce *voivodes* have cultivated mortal bloodlines for millennia, intent on creating the perfect family of servants and ghouls. Most have succeeded. However, not every child is born to be a perfect servant. Some escape and find a new life, away from the Tzimisce and vampires. However, some find (or seek) the Embrace.

The Fugerad are the result of blending generations of Tzimisce meddling with Caine's dark curse, when centuries of reinforcing the Tzimisce's control over inheritance drowns out the sire's own vitae. Thus, many Fugerad appear at higher generations; it's rare that revenant blood overcomes the thicker vitae of a low-generation elder.

While some Fugerad find a home elsewhere, one lineage has traded occult favors for the protection of Tal'mahe'Ra membership. The mysterious founder of this lineage seems bent on revenge against the old *voivodes*; going so far as to steal young revenants and raise them for eventual Embrace into the bloodline. Whether that's any better than what the Tzimisce do is a matter of intense debate.

Most Fugerad disguise their true origin, passing themselves off as Caitiff to better hide from their former keepers.



## LORE



● **Family Back Home:** Though you ran away from your vampiric master, you secretly maintain contact with your mortal relatives. Gain two dots of Allies.

●● **Twisted Insight:** Being raised in a revenant home, trained and educated to serve the Tzimisce, has given you extra insight into the workings of the clan. Gain an Occult specialization in Clan Tzimisce.

●●● **Rush of Freedom:** You know the horrors of capture and control. Regain a Willpower when you successfully

manage to avoid another Cainite imposing their will on you, even if your Bane was triggered.

●●●● **Obscured Heritage:** You've cultivated powerful allies who know your true origin and help you stay free of the Tzimisce. They've taken steps to protect you from being discovered. Gain two extra dice on any Social challenge to keep your secrets, disguise your true lineage, or maintain an alias.

●●●●● **Outright War:** You have gained enough trust among other Fugerad that the bloodline's true purpose has been revealed to you: destroy the Tzimisce and liberate the revenants still under their control. Gain three extra Background dots to use towards this end. You may change these Background dots once per story.



## TRAITS

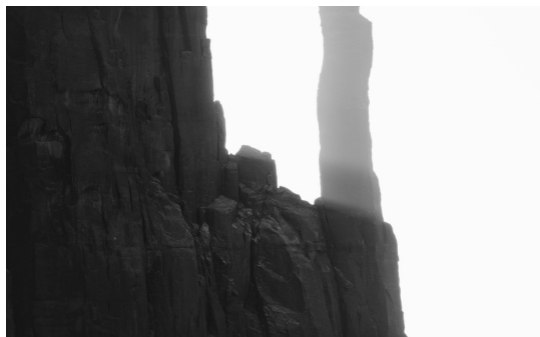


**Disciplines:** Animalism, Dominate, Obfuscate

**Bane:** All Fugerad desperately struggle for freedom. If you are aware of an attempt to overtly control your will, such as by Dominate, you must immediately test for anger frenzy. You do not add your Humanity to this roll, and you may ride the wave.

# THE LOST

BLOODLINE: BANU HAQIM CHARACTERS ONLY



The Lost began with the Weeping Master, who found the Weeping Stone in the desert of Ur. The Stone held the story of the second generation's destruction in its bloody tears. The Master listened, and grew to hate the third generation. She carried this hatred back first to Alamut, to the Cainites of Africa, and then to the Sabbat. Even Cainites cannot live on hate alone, and the Master perished — but not before teaching her hate to her disciples.

The Lost believe the third generation killed only Enoch and Irad, with Zillah's heart turning to stone at the

betrayal. They claim Zillah is the Weeping Stone, guiding them through visions. They believe the Aralu are Antediluvians who remained faithful to their sires. The Lost protected the Aralu for millennia, so they might rise at Gehenna to slay the betrayers.

Except Gehenna happened, at least in their elders' perception, and the Stone remains stone and the Aralu still sleep. The oldest Lost, seeing their death's work come to naught, surrendered to the Beckoning. The younger frantically delved into Noddist research and lore. Clearly, what they know about either the Weeping Stone, the Aralu, or Gehenna is wrong — and they will delve the deepest secrets of the Kindred until they pinpoint the problem.

The Lost still believe the Stone is Zillah, but are now convinced an ancient wrong prevents her from waking. They seek lost pages of the Book of Nod, wisdom of Lilith only whispered among her followers, and any other fragments of esoteric lore to pinpoint this trespass against Zillah and punish the wrong-doers.



## LORE



● **Noddist Lore:** Add two bonus dice to tests related to Noddist lore.

●● **Teacher:** You have a tutor within the Tal'mahe'Ra. They serve as a three-dot occult Mawla.

●●● **Bound to Stone:** When you drink vitae, spend one Willpower point and roll Resolve + Composure. On a success, ignore its Blood Binding effects.

●●●● **Glorious Purpose:** Once per story, pray to the Stone and gain +1 Willpower for the night, even if it exceeds your maximum.

●●●●● **Weeping Tears:** You possess a vial of the Stone's tears. Drinking them grants visions about a subject of your choosing. Roll Intelligence + Occult to determine the vision's clarity. The tears set your Hunger to 2. The sect sends you a replacement vial at the start of the next story.



## TRAITS



**Disciplines:** Blood Sorcery, Celerity, Obfuscate

**Bane and Clan Compulsion:** As Banu Haqim, though the Lost's judgment and punishment centers around the teachings of the Weeping Stone.

# TLACIQUE

## BLOODLINE: MINISTRY CHARACTERS ONLY

The Tlacique are a bloodline betrayed by all — Camarilla, Sabbat, their own Clan Ministry. They were once deeply immersed in the culture of the Culhua-Mexica and other Indigenous civilizations of Central America. When European colonizers arrived, the Tlacique established contact with the Camarilla, and almost joined — only to find that the Ivory Tower would do nothing to check the conquest of their homeland, and the destruction of their culture. So they turned to the Sabbat, who had an interest in the Tlacique's blood rites, but they were repulsed by the Sabbat's complete lack of understanding or regard for the cultural significance of their practices. Even their parent Clan, the Ministry, did not help them in protecting their living culture of kindred and kine united in belief and purpose, for the Setites disavowed both the lineage and worship of Tezcatlipoca over Sutekh.

The few remaining Tlacique have long sheltered among and protected the disenfranchised, displaced, and marginalized. Traditionally focused on Indigenous communities in the Americas, the Tlacique have extended their reach to other parts of the world in modern nights, as justice demands retribution. It is perhaps surprising that the Tlacique have aligned themselves with the Tal'Mahe'Ra rather than the Anarchs. But they share a disdain for Clan Ministry, who tried to wrest Enoch from the Tal'Mahe'Ra. The True Black Hand's centuries of effective opposition to both Camarilla and Sabbat, and their fierce defense of their home, impressed and resonated with many Tlacique.



### LORE



● **On the Move:** You are often on the move — either running from oppressors or on the way to bring the hurt to them. You do not suffer from any penalties of not having a Haven.

●● **Downtrodden:** You know about being disenfranchised and marginalized. Add two dice to any checks made to find places where disenfranchised people live, and to any checks made to introduce yourself to them.

●●● **Cover Identity:** Your missions

often require you to hide your identity. You can pass for a member of Clan Ministry or a Gangrel bloodline, switching between these identities as needed.

●●●● **Mortal Conviction:** Your mortal charges are more precious than ever in the face of the new world order. You never attack a Touchstone when in a hunger frenzy and add two dice to any test made to protect a Touchstone. Stains to your Humanity related to a Touchstone damaged or destroyed by your actions are doubled.

●●●●● **Cult Leader:** Even though you may never have witnessed the days of glory when kindred and kine worshipped the same gods, you know how to lead people in faith. You have gathered a cult of up to a dozen mortals from marginalized backgrounds. They follow your spiritual lead and also serve as a three-dot Herd, and you gain an additional three dots to distribute among Influence, and Retainers. One of your Convictions and Touchstones must be linked to this cult.



### TRAITS



**Disciplines:** Obfuscate, Presence, Protean. Tlacique take on the characteristics of a jaguar with their Protean Powers; they regard it as an embodiment of their god, in the same way Setites view snakes.

**Bane:** Your bloodline has been betrayed too often, and distrust runs deep in your veins. You have difficulty establishing connections of trust and cannot benefit from another vampire assisting you in a check.

# TRUE BRUJAH

BLOODLINE: BRUJAH CHARACTERS ONLY



The Learned Clan is known for its strange affects — thoughtful philosophers one moment, raging zealots the next. These two hearts call back to their dual ancestry. The original Brujah Antediluvian was cold and dispassionate, but embraced the hot-headed Troile. When Troile diablerized their sire, they effectively became the Rabble's Antediluvian — except that some among the Philosopher Kings claim direct descent to the original Antediluvian, and deny sharing any blood with the traitorous Troile: the True Brujah. One of the few ways to rouse a True Brujah's blood is to question this purity of descent — after all, there is no proof of any

childer of the Brujah Antediluvian... except for Troile.

The True Brujah's lingering fury at the regular Brujah, who they view as sharing Troile's blood-sin of diablerie against their Antediluvian, made them one of the staunchest supporters of the Tal'mahe'Ra cause — and the way they embedded themselves into the Brujah Clan made them one of the sect's most effective active agents.

The True Brujah have long hidden among their more affective cousins. Despite their hate for the main clan's original sin and unfettered emotion, they often try to direct them with new ideas and philosophies. While the main clan Brujah are tainted by Troile's blood, they can still be useful tools — or even saved, for the blood of the original Brujah might still well to the surface once again and wash away Troile's sin. Even if this takes until Gehenna, the True Brujah know that time is on their side. The True Brujah value logic and learning above all else, and despise emotion. Yet, fits of passion are not unknown among them — not surprising, perhaps, considering their unclear lineage. But such loss of control is universally regarded with disgust and self-loathing.



## LORE



● **Dispassionate:** You add two dice to your dice pool to resist Frenzy checks.

● ● **Temporal Awareness:** You have a perfect internal clock and a supreme sense for timing. Once per session, you can interrupt the established order of operations during a conflict and act out of turn.

● ● ● **The Learned Clan:** You have one free dot to spend on Haven, and a three-dot Library. It is so well-curated you can fit it even into a one-dot haven — although not much else besides it.

● ● ● ● **Black Hand Agent:** You are an active agent of the Tal'mahe'Ra. You know the secret signs by which its operatives know one another and you speak flawless Ghemalish. Also, you can use the Tal'mahe'Ra's spy network to obtain information about current operations in nearby domains, including intelligence on the activities of local sects, and usually receive a reply within two nights. The Storyteller determines the level of detail of information obtained in this way.

● ● ● ● ● **Child of Time:** Sometimes you feel like you just have to stretch out your hand into the flow of time to direct it. Once per story, you can rewind a scene to its beginning. You take one Aggravated Willpower damage for every being you wish to retain its memory of what occurred the first time around, including yourself. Every being retaining its memory gains two bonus dice to spend on any tests during the rewind scene.



## TRAITS



**Disciplines:** Celerity, Potence, Presence

**Bane:** Your dispassion makes it difficult to connect to your Humanity. Subtract one die from every Remorse test, unless this would reduce your pool to zero dice.

# WATCHERS OF ENOCH

BLOODLINE: ANY CLAN, OR CAITIFF

Inclusion into the Tal'mahe'Ra requires years of dedicated focus, training, and service. Once a Cainite has joined, however, another rank slowly reveals itself: becoming a direct servant of the Aralu themselves. This honor is offered only to those who have proven, often over decades or even centuries, their willingness to give all to further the Aralu's goals.

Even when offered, this honor is not always accepted, as it means forsaking one's own clan and lineage in favor of becoming a mystical child of the Aralu. Others turn down the offer out of fear; for the necessary ritual is painful, dangerous, and does not always succeed. Yet the promise of power, freedom, and an elevation to the higher echelons of the cult ensure the bloodline continues to grow.

When the ritual, about which little is known, succeeds, the Cainite emerges liberated of any connection to her former clan. Her old Bane vanishes, and even her Disciplines change. She is now a Watcher of Enoch.

Those who have been Watchers for several years speak of their connection to the Aralu only in vague terms. Among themselves, they confess to hearing strange whispers in unknown languages during their daysleep. While all visitors to the dead city of Enoch hear the Aralu's whispers, the Watchers hear them even half a world away—and though they cannot make out any words, they wake up with a sense of purpose. The Watchers believe the Aralu speak to them directly, and they carry this message—the purpose they feel—to the other Tal'mahe'Ra.



## LORE



● **Unforgotten Secrets:** Though you are cut off from your parent clan, you remember your time spent among them. Gain an Occult specialization relating to the secrets you learned.

●● **Benefit of Rank:** Other Tal'mahe'Ra view you with a mix of awe and jealousy over your position, but mostly awe. Gain two dots of Allies or Mawla representing their willingness to do you favors.

●●● **Stolen Secrets:** You do not need a teacher to learn other Disciplines, you need only taste the vitae of someone who has the power in-clan.

●●●● **Strange Resistance:** The Aralu make their favor known by inuring you to their rivals' childer and their powers. Gain a two-dice bonus on any attempt to resist someone else's use of a Discipline on you.

●●●●● **Thickened Blood:** Your Blood Potency increases by 1.



## TRAITS



**Disciplines:** Choose any 3, of which 2 must come from the following list: Animalism, Auspex, Celerity, Dominate, Fortitude, Potence, Presence.

**Bane:** The ritual which scoured your vitae of any connection to your clan's founder stripped away more than that. Though Blood Bonds form normally, you can never Embrace again.



# *Chapter Three:*

# DISCIPLINE POWERS



## Animalism

### Level 4

#### **DRAIN THE SPIRIT**

**Associated Bloodline:** Fugrad

You know the key to survival is in maintaining an indomitable will.

**Dice Pool:** Composure + Animalism

**Cost:** One Rouse check

**System:** When feeding, you draw Willpower into you as well as blood. Gain 1 dot of Willpower. Gain 2 dots of Willpower if you kill your victim by draining them completely dry.

**Duration:** One scene.

## Auspex

### Level 3

#### **PROGNOSTICATION**

**Associated Bloodline:** Children of Zillah

Children of Zillah do not just wait for vague visions — they ask specific questions about the future... and then receive vague visions.

**Cost:** One Rouse Check

**Dice Pool:** Wits + Auspex

**System:** The vampire describes a specific course of action and asks what the consequences will be within the current scene. Make a Wits + Auspex roll. The Storyteller provides one detail for every success. These details can be disconnected and of varying usefulness — with all the usual caveats of divining the future, which is in constant flux.

**Duration:** One scene

## Blood Sorcery

### Level 3 Ritual

#### **ZILLAH'S TEARS**

**Associated Bloodline:** The Lost

The Ritual's target feels intense remorse at sins they have committed.

**Ingredients:** Tears of true grief, bloody spittle from the Lost.

**Process:** The Lost mixes the tears and spittle. Their target must imbibe it.

**System:** The Lost makes a Ritual roll vs Resolve + Composure. If successful, the target remembers their greatest sin (their player's choice, subject to Storyteller's approval) and feels intense remorse — even if they normally wouldn't, or are incapable of feeling remorseful. Every action they take to make amends gains two bonus dice, while all other tests lose two dice. This lasts the remainder of the night.

### Level 5

#### **REPLICATION**

**Associated Bloodline:** Watchers of Enoch

You have been granted the status Watcher of Enoch, indicating your duty to watch over the Aralu, divine their will, and then carry it out. This usually requires you to enter the wider world of Cainites to perform some task or mission, or carry a message to other agents of the Tal'mahe'Ra. To better perform your duties, the Aralu have granted you this powerful ritual.

**Dice Pool:** Attribute as the Discipline power to be copied + Blood Sorcery

**Cost:** Two Rouse checks

**System:** Draw on the potential within you to replicate any one Discipline power. You must have recently fed from, or otherwise taken vitae from someone who knows the power you are trying to replicate. This does not mean you know the power indefinitely, only that you can copy it on an individual basis.

**Duration:** One scene.



# Dominate

## Level 3

### COMMAND THE SELF

**Associated Bloodline:** Mubadhir

You can turn your Dominate inwards, convincing yourself that lies are the truth. This isn't used for the purpose of self-deception, but rather to resist supernatural interrogation.

**Dice Pool:** Intelligence + Dominate

**Cost:** One Rouse check

**System:** Spend at least one hour in deep meditation, self-hypnosis, or some other form of isolated, intense thought. During this hour, you craft elaborate false memories; of your sire's identity, the circumstances of your Embrace, your journey to the current city, and more. On a success, any attempt to use supernatural powers to interrogate you, or read your mind, fail. Be wary, however: On a failure, your memories become so jumbled that you always seem to be lying about who you are or what you want.

**Duration:** One month, or until a trigger set by you when enacting this power (tell your Storyteller what it is).

## Level 4

### IN MY HOUSE

**Associated Bloodline:** Old Clan Tzimisce

An Old Clan Tzimisce brooks no distraction from their words — they must be heard.

**Dice Pool:** Composure + Dominate vs Composure + Etiquette

**Cost:** One Rouse check

**System:** Roll Composure + Dominate. For every success, the vampire can affect one being present in the scene. Each affected target must roll Composure + Etiquette against the total result of the vampire's Composure + Dominate roll or is compelled to interrupt whatever they are doing (arguing, feeding, fighting, etc.) and look the vampire in the eye. In combat, this effect makes the target skip its next turn.

**Duration:** One turn

# Oblivion

## Level 2

### HARROWING

**Amalgam:** Auspex 1

**Associated Bloodline:** The Maeghar

The Maeghar reaches into their target's sleeping mind, on the precipice of death and sleep, to torment them with nightmares.

**Dice Pool:** Wits + Oblivion vs Resolve + Composure

**Cost:** Free

**System:** The Maeghar either makes eye contact with their target while they are awake, or holds something of theirs. The target dreams of their own death when they next sleep. The Maeghar can suggest one element ("fire" or "a car crash") for each success above the threshold, and the Storyteller designs the nightmare. The target cannot fully remember the dream upon waking, but the trauma prevents them from regaining Willpower until the sun passes the horizon.

**Duration:** One nightmare.

# Presence

## Level 3

### TIME STOP

**Amalgam:** Celerity 2

**Associated Bloodline:** True Brujah

You suspend your target's perception of time so that time is effectively frozen for the target.

**Dice Pool:** Manipulation + Presence vs Composure + Resolve

**Cost:** One Rouse check

**System:** Make a Manipulation + Presence vs Composure + Resolve roll. If you win, your target is frozen in time, measured as a number of combat turns equal to the margin of successes. They can't act nor be affected by Powers or otherwise either.

**Duration:** Varies (see system).

# Protean

## Level 2

### SENSES OF THE HUNTER

**Associated Bloodline:** Tlacique

Due to their deep spiritual affinity with the jaguar, Tlacique benefit from its skills as a hunter even without a full transformation.

**Dice Pool:** No check needed

**Cost:** One Rouse check

**System:** The vampire marks one being they can perceive when activating the power. The vampire's senses become so highly attuned to it that they can track their target anywhere within one mile of themselves, for the duration of the night.

**Duration:** One night.

## Level 3

### WAR-FORM

**Amalgam:** Potence 2

**Associated Bloodline:** Fenrir

The Fenrir transforms into a ten-foot bipedal monstrosity with fur, claws, and a massive wolf snout. This terrifying form does not look natural and constitutes an immediate Masquerade breach if seen by mortals.

**Dice Pool:** No roll needed

**Cost:** One Rouse check

**System:** The Fenrir gains 2 bonus dice to their unarmed damage and inflicts Aggravated damage against all opponents. They also gain two bonus dice to all perception rolls relying on scent.

**Duration:** One scene.



# THE COTERIE

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# VAMPIRE

THE MASQUERADE

## Bloodlines Unbound Volume 2



# BLOODLINES UNBOUND

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- ^ New Discipline powers for Tal'mahe'Ra bloodlines.

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**Mature Advisory:** contains graphic and written content of a mature nature, including violence, sexual themes, and strong language. Reader discretion is advised.

