

# Nosferatu Clan Guide

## Introduction

Playing a **Nosferatu** presents unique opportunities to explore the setting and themes of the Masquerade genre that aren't necessarily as viable in other clans. The story of Clan **Nosferatu** for the MES Camarilla Chronicle is a tragic tale of survival horror and inevitable doom. The **Nosferatu** are monsters that have monsters. They are creatures united out of birthright, and more importantly; survival. The **Nosferatu's** birthright is their curse.

## Culture:

The Nosferatu are not like other kindred, and they generally don't want to be. They are closely bonded together through their curse and their inability to interact easily with the rest of the world without the use of supernatural powers. This shared experience and bond has caused Nosferatu culture to become one of embracing their lives as outcasts, making the Warren their home, and having an antisocial society.

The **Nosferatu** are organized in close, tight-knit groups known as Broods within a city which generally reside under the city in the Warrens. Although Broods often will set goals for themselves such as improving the Warrens, gathering information on a particular piece of obscure lore or keeping tabs on a new coterie in the city, such participation is entirely voluntary.

Due to their shared curse, Nosferatu treat each other differently than kindred interacting of another clan. There is a baseline assumption of honesty within the clan. For all the lying and deception that occurs in the rest of the kindred world, one's reputation within the clan is based on forthrightness and honesty. Those who would deceive or lie to their own clansmen find themselves being ignored or worse. Additionally, the Nosferatu do not value age or power on their own in the same way that other clans might. Nosferatu value subject matter experts and understand that while an Elder might have more to offer the clan in their areas of focus, that doesn't mean that a younger kindred might not have a better understanding of their own topics of specialty.

The antisocial culture of the Nosferatu also causes the clan to culturally direct their focus away from traditional social elements and instead direct their energies toward other pursuits.

The foremost among these pursuits is knowledge. Knowledge is a broad subject, and covers anything and everything. The past, present, and future of every circumstance as well as the reasons behind these circumstances is valuable. Those Nosferatu with accurate, rare and more timely information are prized while those with inaccurate, commonly held, or useless information are shunned.

For a clan that publicly seems to pride itself on their antisocial behavior, the worst punishment a Sewer Rat could endure is being labelled an outcast, banished and abandoned by the brood. There are far greater dangers lurking around the Warrens than Clan Nosferatu. Nothing is more terrifying than realizing that you are truly alone and doomed.

## Hostings

Any Sewer Rat can offer to sponsor a clan gathering in the Warrens to discuss the latest crisis in the city. When a swarm of Nosferatu all ooze into the same place, it's called a Hosting. The vampire who calls it is responsible for providing a time and place to meet, as well as the ambience such gatherings demand. As the monsters assemble, they regard each other with respect and gentility, showing a curiously high regard for hospitality. While other vampires may cynically regard this affection, it is quite sincere. Wading through

shit is miserable enough; treating other Nosferatu like shit is simply unacceptable. Additionally, Hostings are not only for city level intrigue, as visiting Nosferatu from surrounding areas and abroad are more than encouraged to attend these gatherings to contribute.

Hostings are also used by the Nosferatu to trade information, share news, show off, and generally engage on a social level that other vampires deny them. Hostings often have a specific purpose or theme beyond the social. Hostings are called to discuss the history of the Clan, current politics, or as massive swap-meets for favors, information, construction techniques, or occult lore depending on the attendance and location.

Hostings are however not only created with just issues regarding the local city in mind. Hostings are also for Regional and National events as well, though attempting to host one is best done with plenty of supporters.

## **Factions within the Nosferatu**

There is an inherent conflict within the Nosferatu regarding who they are ultimately willing to give up information about and to whom. Are they willing to give up information on their coterie to the rest of the Nosferatu in the city? Are they willing to give up information on the Camarilla in the city in exchange for information on the Sabbat in the area? Are they willing to give the information they gain from the other Nosferatu to their comrades from other clans either to benefit the sect or themselves? The information and influence gained for sharing such knowledge is valuable indeed, but there is always a price to pay and each Nosferatu has to decide for themselves where they draw the line.

The stereotypical archetypes (Cleopatras, Leatherfaces, etc.) from the Nosferatu Clanbook are perfectly valid and exist within these factions in varying degrees. Cleopatras for example might fit best into the Ivory Swarm while a Leatherface may fit better into the Whispering Horde or Rat Kings depending on their specific concepts.

## **Ivory Swarm**

The Ivory Swarm are the Camarilla's invisible watchers in the night, the listeners in the darkness, and the secret keepers which keep the sect ready and prepared.

The Ivory Swarm is predominantly made up of Ancillae and Neonates who believe that the Camarilla is what protects the Nosferatu from the others out there. It is only with the Camarilla's assistance can the clan hope to stop the future atrocities such as those committed by the Tremere and the constant threat of the Niktuku. While the other factions view those of this faction as idealistic and naive, these kindred are influential and prized advisors and primogen in the courts of the Ivory Tower as they keep the interests of the sect forthright in their minds. This faction tends to focus on gaining information that is relevant to the Camarilla about its enemies, both knowledge of their inner workings and their current plans.

Those of the the Ivory Swarm do not share information with the Sabbat for fear of compromising the sect's security. They might be willing to sell out others of any clan (including their own) if the threat to the Camarilla was great enough.

## **Whispering Horde**

While those of the Whispering Horde are still largely part of the Camarilla, and occasionally join the Anarchs, their sect is not where their heart is. This faction is dominated by those who don't feel at home in the company of other clans for various reasons; those who are old enough to remember the atrocities committed by the Tremere, those who don't fit in because of their curse, and those who believe that no one but the clan itself can hope to survive the Niktuku. The Whispering Horde serves to watch out for the clan

first and foremost and prevent new atrocities from afflicting the clan. These kindred deal more in ancient lore than current knowledge and motives compared to the other factions. Specialists in knowledge of the clans whom the Nosferatu are currently part of the Camarilla with, the clan as a whole, and the kindred condition are found here.

The Whispering Horde hold no special relationship with the Sabbat Nosferatu, the Creeps, but aren't above trading information with them in the right circumstances to improve the clan's position. Likewise, information on those of other clans is worth sharing if it benefits the clan to do so.

## **Rat Kings**

The Rat Kings look out at the sects and the clan and forge their own path for their own reasons. They are still found in broods and are often part of the Camarilla or Anarch Movements. They may assist in the formation of a Warrens, or even share information with a clansmen or a Prince, but the Rat Kings do so because it serves their purposes for shelter or to gain information in return not out of a sense of family or duty. The Clan as a whole does not hold anything against those who do not wish to go their own way or avoid interaction with others. They are still clansmen and still welcome. Those who comprise this group come from all ages and are usually jaded by trauma, rejection by others, or simply haven't had to rely upon either the sect or the clan in any meaningful way. The Rat Kings often follow the idea that doing something for ideology and kindness only causes you to be stepped on in the end, and instead perform tasks they are well suited for in exchange for what they need to survive and prosper. Some Rat Kings instead serve in an almost mercenary fashion, obtaining whatever information is needed in the moment for appropriate payment. A Rat Kings will trade information on almost anyone provided it gets them what they want.

## **Prominent Nosferatu NPCs**

**The Niktuku** - (*Vasilisa, Abraxes, Nuckalavee, Gorgo, Echidna, Azazel*) - These are the creatures which cause fear in the hearts of even the eldest of the clan. The childer of Absimillard who actively seek the destruction of the rest of the clan. They have been responsible for the deaths of innumerable Nosferatu over the years and even speaking their names is thought to draw their attention toward the speaker.

**Federico DiPadua** - 7th Generation - One of the Camarilla best known Archon as he has served more than half a dozen different Justicars over the reasons. Federico first came into prominence at the Conclave of 1595 where he was a major part of the fight to hunt down the Sabbat responsible for the attack and has served the sect with fairness and justice. In 1999, he was rendered into torpor by Archbishop Francisco Domingo de Polonia during the assault to retake New York City from the Sabbat and only recently returned to service. He is a prominent member of the Ivory Swarm.

**Gerard Rafin, aka Uncle Smelly** - 9th Generation - Administrator of the most recent adaptation of SchrekNET along with numerous other members of his Brood. He is terrified of the Niktuku and believes that only through modern technology can the clan hope to survive against such creatures. He is a prominent member of the Whispering Horde.

**Dondinni** - 6th Generation - Loremaster specializing in new bloodlines, especially the Daughters of Cacophony. He can be found by those seeking knowledge in those subject matters, but those doing so should have a good reason and be willing to perform a task to satisfy their thirst for knowledge. He is best described as one of the Rat Kings.

**The Shinigami** - Unknown Generation - A seemingly neutral Rat King with no clear agenda beyond being in the right place at the right time when an unwitting Sewer Rat (as well as other notable individuals of other

clans) makes a catastrophic decision. There are many tales of The Shinigami's origin and political affiliation, some as bizarre as even being Inconnu. Many Sewer Rats dismiss these accusations however in favor of the theory that The Shinigami gets his rocks off on watching the demise and horrors brought upon by the jyhada.

## **SchreckNET**

In the modern era, SchreckNET is a Nosferatu-centric computer node where the clan trades rumors and innuendo. On the rare instances when someone is able to break into this network, the Nosferatu simply disappear and coalesce somewhere else. SchreckNET is almost completely anonymous for those who seek to hide their identities when discussing sensitive information. This is done to ensure that when inevitably there is a leak, the information gleaned is minor and does not lead back to anyone in particular. Consequently, a kindred is judged on this forum not by their age, potency of blood or their friends in the Camarilla, but rather by how they can assist the clan, and the quality of information they bring to the discussion.

## **Lairs**

The Nosferatu are well known for taking up residence in the Warrens under the sewers of their domains. These lairs are often created through the use of animals who are empowered through the use of Spawning Pools, carefully burrowing below the sewers creating catacombs in which members of the clan reside.

Traps are frequently placed throughout the area to ensure that whomever comes wandering into the Warrens is unable to reach the Nosferatu without being discovered, and is dissuaded from continuing in the attempt to violate the area.

Mechanics change for Nosferatu Spawning Pools:

While they remain in the Warrens, Reptile Buddy and animal retainers enhanced with Spawning Pools may be treated as individual creatures (rather than minor actors) and gain an additional physical trait or health level, for each level of Animalism (Basic, Intermediate, Advanced, Elder, Master) the spawning pool creator possesses. A character may only maintain a single spawning pool at a time.

Standard animals which are not purchased as retainers gain no mechanical benefit from the spawning pool.