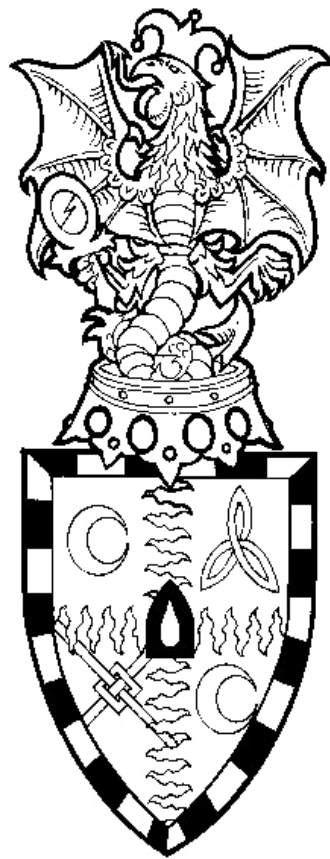


OWN Malkavian Clan

Genre Packet



January 26, 2016



DARK PACK

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2016. Written by Brendan Ammerman, Mark Koenig, Megan McCrady, Leigh Anne Reger, and the Malkavian Coordinator's team for One World by Night.



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A Note from the Coord

WARNING: This is *not* your average “binding genre packet.”

As with the previous incarnation of this packet, it is not our intent to stratify or control the Malkavian Clan, that is counterproductive to the nature of the Clan, but instead we have tried to present ideas, information and opportunities for players and characters to gain a new perspective or deeper understanding of the Clan. Our intent remains to not stifle or pigeonhole, but to clarify and assist the depiction of the genre.

Brendan Ammerman - Malkavian Coordinator 2006-2010

Megan McCrady - Malkavian Coordinator 2010-2012

Mark Koenig - Malkavian Coordinator 2012-2015

Leigh Anne Reger – Malkavian Coordinator 2015-?

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Section I: Binding



Okay, so if you don't want to read the rest of this packet, that's fine. Here are the rules that are binding in OWBN.

Coordinator Approval:

- Caitiff with Dementation in-clan;
- The Ability Babel (p. 8);
- Malkavians with Dominate instead of Dementation in-clan (p. 30);
- Death Screams on any MMN List are Malkavian Coordinator Approval (p. 7);
- Sect Defection (requires approval from multiple Coordinators);
- A PC permanently uploading to the MMN upon Death (PC Malkavian to NPC Disembodied Mentor).

Coordinator Notify:

- All home-grown/Custom Combination Disciplines that include Dementation;
- Any combination Disciplines that include Dementation learned by non-Malkavians;
- The Ravenous Malkavian AT Bloodline;
- The Tryphosan Malkavian Bloodline;
- The Clan Friendship Merit or Clan Emnity Flaw.

Other:

- The old Malkavian Prestige system is NO LONGER binding.
- Characters may not possess Dementation if they do not also have a Derangement.

Section II: The Malkavian Madness Network

Trying to rigidly define the Malkavian Madness Network is like trying to define infinity: it just can't be done. Even so, there have been many requests from both players and storytellers to at least clarify some of the parameters of the MMN. The Malkavian Madness Network is different everywhere you go because Malkavians are different everywhere you go. Every Chronicle has a different way of running the MMN, and that mutability is a perfect testament to the dynamic nature of the network itself. In a way, it's a quality that helps keep the Network truly mad. In the following section, we hope to clarify the MMN a bit – not by placing rigid boundaries on what can be done within the MMN, but by explaining what cannot.

The Clan Advantage

The Malkavian Advantage (Laws of the Night: Revised p. 33) indicates that Malkavians can often recognize each other on sight. The actual advantage is their connection to the Madness Network. Because it is such a mutable thing, and because “Pinging” detracts from the flavor of the MMN (see below), it is recommended that Storytellers allow Malkavian PCs to begin play with a free level of the Malkavian Time Ability (Malkavian Clanbook (Revised) p. 59) in *addition to* the free level of Awareness.

In the past, the clan advantage was handled by players in the following manner:

Adam : Hey, you ping?
Bob : Yeah
Adam : Cool... (and then walks away)

This dismissal of the Malkavian Madness Network as nothing but a machine that “pings” undermines the flavor and importance of it to Malkavians in the World of Darkness.

Ideally, Malkavian players can still use their Clan Advantage, but in a more dynamic and story-driven way that allows them to feel the effect of the MMN on their everyday existence. The Madness Network is a reflection of the inherent mental link shared by all of the Children of Malkav, not a computer network that allows an IP ping to determine whether a Malkavian is “legitimate” or not. In truth, the parameters required to make it into an effective “infiltration detection device” are antithetical to the very nature of the Madness Network. Nothing so dynamic and mutable should ever be *that* dependable. There are Malkavians that have temporarily suppressed the MMN (see below), have hidden themselves on the MMN, or whose signature is subtle and may be overlooked.

However, Malkavians can – with the appropriate Malkavian Time ability – use Malkavian Time on another Malkavian to discover whether their madness is reading in the pattern of the Malkavian Madness Network. To do this, a Malkavian must succeed at a static Mental Challenge against 7 Traits and may retest with Malk Time. Note: this may take up to 15 minutes of in-game time to resolve. This must be used within close proximity of the subject (i.e., not be used across cities). To help understand how this works, think of the following:

An orchestra is composed of many instruments, each contributing to a sound that is greater than the mere sum of its instruments. The Madness Network is, in essence, a symphony – and each Malkavian is an instrument. With the right amount of time and concentration, you can pick out the trumpet in the fourth row. You always have to take the time to find it, though.

What should not happen is a Malkavian player walk up to another and say “Do you ping?” and walk away when the player says “Yes” or “No.” There should be some element of roleplaying and discussing / addressing the feeling, impressions that one receives when searching for another Malkavian on the Cobweb.

Communication and the MMN

Telepathy is a Discipline possessed by Malkavians, not what the Madness Network is. Malkavians can show emotion on the Network (distress, pain, hatred, joy, etc.), however it cannot be used as a form of Telepathy. Coherent thought is not something that the Madness Network will pass along from one Malkavian to another. That's why the Malkavians have three very separate and distinct org-wide email lists: OWBN Malk (coherent, traditional communication), OWBN-Moon (coherent, traditional communications for non-Sabbat Malkavians) and the MMN (emotions, disjointed messages, flash images).

It is recommended that each Malkavian have a unique 'signature' on the MMN. A smell, a sound, an image, even a theme to what they post that can allow others to identify them from one post to the next. For example, all MMN posts by Justicar Maris Streck are accompanied by 'the scent of honeysuckle incense.'

However, if a Storyteller wishes to allow it, bursts of more coherent communication across The Network could be allowed within a single Chronicle. That said, it should be highly imperfect and require some effort. The sender could attempt to target a specific individual (which should be even more difficult) or just send a message to anyone nearby on The Network. Regardless of the numbers, only one message is sent.

It is even possible for two different Malkavians to receive the same message differently from one another. A Malkavian's personal Derangements can have a "filtering" effect on the images/messages received as well as those that are sent. The emotions are the same, just interpreted differently by the mind of the individual Malkavian. Here are some suggested ways of how to use the Madness Network to allow information to be passed between Malkavians at a game:

- At the start of every game, have the Malkavian players or the Storytellers write down six unrelated sentences on six different item cards. When a Malkavian attempts to use the Network as a communication device, take their number of Malkavian Time and remove that many of the pre-made item cards from the stack. Then have them write what they're attempting to communicate and scramble words from their communiqué and the remaining item cards you possess. This will help represent the inaccuracy of madness.
- As needed, have the Malkavian players or the Storytellers create a "stockpile" of random words that are common to your game. Each of these would go on a separate item card. When a Malkavian attempts to send a coherent message out on the Network, they write each word on a separate item card. For every dot of Malkavian Time the character possesses, they are able to send two words. For every word over this limit you randomly remove word card and replace it with one from the stockpile (the replaced words may then become a part of the future stockpile). All the words are then placed into a random order and delivered to each of the other listening Malkavians within range. Each receiving Malkavian may even receive them in different orders from each other. Again this is to represent the inaccuracy of the Network and not a requirement.
- A third example uses more Storyteller involvement. When a Malkavian wishes to send an image to the other Malkavians in the game, then they describe it to a Storyteller. They then make a Malkavian Time test (difficulty decided by the Storyteller) using Malkavian Time as the retest. This will determine if the message is sent coherently to begin with and thus the difficulty to receive and understand it. Then the Storyteller goes and makes a Malkavian Time challenge with each of the receiving Malkavians (Malkavian Time is again the retest). If everything is passed successfully, then the image is sent with little to no distortion. However each tie or failure in the process will distort the image from replacing objects with other nonsensical ones or even changing what is occurring in the image entirely.

In the Malkavian Clanbook (2nd ed), there is a Level Eight Auspex Discipline called 'Malkavian Madness Network.' This discipline was renamed in the Revised Clanbook to 'The Call.' Please disregard the 2nd edition version of this power; it is confusing by name and is greatly improved by rules in the revised edition.

Suppressing the MMN

Regardless of sect, bloodline or lineage, all Malkavians are connected to the Network. It should also be noted that a Malkavian cannot just “disconnect” from the Madness Network like pulling a plug or flipping a switch. With a great amount of difficulty, a Malkavian could suppress the Network for a short time, but this is not the norm. Disconnecting from the Network is akin to cutting off a limb, blinding oneself or turning off color. Malkavians are almost always awash in another layer of reality that is both a part of them and outside of themselves that reacts to their emotions, thoughts, and environment. To break off this connection isn’t just like hanging up a phone or changing the channel on a television; it is a life altering event.

Suggested Rules

There have been so many requests for a system that Malkavians can use to disconnect from the MMN, we have provided a suggested rules set below:

Malk Time x0: You are almost always overwhelmed by the noise of the Network and can do nothing to stop it.

Malk Time x1: Your connection to the Network is weak, but you are no longer overwhelmed completely.

Malk Time x2: You can suppress your connection to the Network for a scene or hour, whichever comes first.

Malk Time x3: You are able to suppress your connection to the Network for the entire evening.

Malk Time x4: You can suppress your connection to the Network for up to 3 nights.

Malk Time x5: You can suppress your connection to the Network for up to 1 week.

To suppress the connection to the Network, the Malkavian must spend a (temporary) Willpower. Consecutive uses to maintain this state for extended time should take a significant toll on the Malkavian. If Malkavians do not “reconnect” for at least the same amount of time that they had suppressed it, they gain a temporary derangement. For each successive use, another such derangement is gained. It is recommended that the player choose a derangement at random from a “T.I. Deck” or similar method.

While you are suppressing the MMN, you cannot send or receive messages on the MMN. You cannot hear The Call. If you die while suppressing the MMN, your Death Scream will never be heard. If another Malkavian attempts to locate your presence on the MMN, they cannot find you. This could prove beneficial in certain circumstances, but could also lead other Malkavians to believe you are not a Malkavian if you remain suppressed for too long.

Regardless of the Malkavian’s skill at suppressing the MMN, it is a strange and uncomfortable feeling and they may suffer from an inability to regain Willpower, Nightmares, Negative Mental Traits or just general irritability, at Storytellers’ discretion. Those Malkavians who overuse this ability should absolutely start to suffer significant (and potentially permanent) side-effects. At Storyteller discretion, abuse of the ability to suppress the MMN may result in permanent derangements.

Example: Bob has Malk Time x2; thus he can only suppress the MMN for a scene/hour. Bob chooses to suppress the MMN for a Formal Court and spends a Willpower. Immediately following court (1 scene/hour), he is called into a private meeting with the Prince, and doesn’t want to be distracted. Bob spends another Willpower to suppress the MMN for a 2nd scene/hour. Bob gains a temporary derangement that lasts until he has been reconnected to the MMN for at least 2 hours.

Malkavian Time

Malkavian Time works as per the book, except for uses cited in this genre document. It is highly suggested that Levels 4 and 5 are set as long-term goals for Malkavian PCs to attempt to achieve. No Malkavian should ever have more than 3 levels of Malk Time at character creation. Malkavian Time is not designed to duplicate or replace elder level Dementation powers that call Malkavians.

It should be noted that a Malkavian’s level of Malkavian Time has no impact on the distance that their messages may travel; the MMN isn’t limited in that way. Rather, Malk Time represents the clarity with which one can send, receive, and understand messages.

Using Malk Time in Game

With all of these statements about what Malk Time **isn't** (Telepathy, The Call, etc) the question might be “Well then, what **is** it?” That is a difficult question to answer as a lot of the answer depends on the characters, players and storytellers of an individual game. The MMN **may** be used in any of the following ways (or other ways) at the discretion of STs and players.

1. Empathetic images being communicated amongst Malkavians in the area.
2. Clues, hints, and ideas coming to the characters from their own minds, elders, or *other* things that they pick up on via their own strange methods.
3. An alien “landscape” that Malkavians can use to learn things, though derangements, psychological flaws, and “issues” are prevalent and often permanent when used.
4. Unconscious (or for elders conscious) manipulations and mini-posessions of Malkavians by other Malkavians.
5. Confrontations by Malkavians from different sects, coteries, or just people who don't like one another. Perhaps cleverness, riddles, or just straight up craziness wins the day.

Death Screams (Coordinator Approval)

In some cases, the final thoughts of a Malkavian tear chaotically through the Madness Network; other times they just fizzle away without a trace. Any player wanting to have a “Death Scream” projected upon the death of their PC must write up an initial draft of the desired MMN-style post and send it to malkstaff@googlegroups.com to be reviewed. The staff holds the right to make necessary alterations to preserve continuity. After review and approval, the Coordinator (or a Sub-coordinator) will post the scream to the MMN.

Aesthetically speaking, Death Screams function just as any other MMN post. They may not include overly clear imagery or statements. The dynamic and usually-unstable nature of the cacophony of the MMN means that Death Screams are less about warnings or passing on particulars about how one died, and more about the last few seconds of mental/emotional/ spiritual intensity from the Malkavian in question: a final flare of brightness before the light is snuffed out.

“Uploading” to the MMN

Uploading one's consciousness to the MMN is mentioned in several places in various source materials. There are PCs in OWbN who have visited the MMN in such a fashion temporarily. This section seeks to give some ideas and guidelines as to how this is possible.

Sometimes referred to as “deep delves,” some Malkavians choose to focus their minds on the connection to the MMN and more directly connect their consciousness to it. While the MMN itself is not a Plane of existence (like Astral, or the Shadowlands, etc.), it can be compared to such for this purpose. While a Malkavian is so deeply tied to the MMN, their bodies are left behind, vulnerable. Since their consciousness is technically somewhere else, it is simply no longer in control of their physical self. While in this state, it is possible for a Malkavian to become “Possessed” by the consciousness of another Malkavian that dwells on the MMN (or the MMN itself). See the Vessel of Malkav Flaw later in this packet for suggested rules to handle this.

For scenes that take place in such a situation, the MMN is chaos, mutable, containing the minds of many Elders, linked together, yet some still separate. There are rumors that Malkav himself dwells on the MMN. The MMN is thought, it is memory, it is emotion, it is all of those things and more, and is not necessarily a safe place for neonates or ancilla to be going. The MMN lacks physicality, but since it is a mental landscape, memories of a sword are as real to a Malkavian's mind as a physical sword is to their bodies. It is quite possible for a Malkavian to come to harm, or even to be killed, while their mind is uploaded to the MMN, though the latter should be quite difficult (just as someone attacked on the Astral realm can return to their body, so could a Malkavian “download” off the MMN and back to their physical self).

Here are some suggested rules for running such scenes on the MMN:

- The Malkavian must succeed at a Willpower test, difficulty 10, retest with Malkavian Time, in order to upload and to get back to their body;
- Should the Malkavian's body become "possessed" by some other Malkavian from the MMN, it is a contested Willpower challenge to kick the invader out and return to their body;
- Any combat that takes place on the MMN is purely mental. Challenges are Mental Traits vs. Mental Traits, even if the attack "appears" to be physical. Just as Astral Combat, use the characters' Willpower ratings for Health Levels.
- If the character's mind is destroyed in/by the MMN, have the player make a Willpower test, difficulty 10, to see if pieces of their mind survive and can rebuild. If they succeed, their body remains in torpor until such a time as they can pull themselves together and download back into it.
- If a Malkavian's physical body is destroyed while they are uploaded to the MMN, have them make a Willpower Test, difficulty 10, to keep hold of the MMN rather than having their mind die with their body. They can then become a Disembodied Mentor (see below).

Becoming Disembodied Mentor aka Permanently Uploading to the MMN (Coord Approval)

There are some definitive rules that will apply to all characters seeking to become a Disembodied Mentor upon death. If the PC in question does not meet these thresholds, their request will be denied. To be clear, any PC becoming a Disembodied Mentor becomes an NPC that is controlled by the Storyteller (and/or Malkavian Coordinator) and at no point can be portrayed by the player that had the PC before becoming Disembodied.

- The character can NOT have been diablerized;
- The character can NOT have been Soul Stolen and had their Wraith Obliviated;
- The character can NOT have had their mind/soul/consciousness destroyed in any other way;
- The character MUST have Malkavian Time of at least a 4 (5 is preferred);
- Certain Merits and Flaws the character had will be taken into account, such as Disembodied Mentor (who could help them with the transition), Conductor (because their tie to the MMN is stronger), Malkav's Vessel (because they're familiar with the process of uploading), etc. at Malkavian Coordinator Discretion.

A Final Word

The Malkavian Madness Network is meant to be a tool to help the players and storytellers have more fun with the game. Storytellers are encouraged to use the Madness Network to involve Malkavian players with their game. It does not have to be a plot device every time it is used, but it does add a lot of enjoyment to the game when Malkavian characters become engrossed with trying to fit the visions into their viewpoints.

Likewise, Malkavian players are encouraged to involve their storytellers and other players with the madness. Players can write up or otherwise tell the storytellers how their characters understand or view the Madness Network and fit it into their unives. Sometimes a vision from the Madness Network could trigger a Derangement. This can lead to some fantastic roleplaying scenes. Players can also help and encourage their storytellers to utilize the Madness Network as a tool for storytelling. The true advantage of the Madness Network is in its ability to encourage good roleplaying, further plot, and have fun!

It is important to note that the Malkavian Madness Network is a creation of the "Revised" rules set. Some people view the lack of the MMN in earlier editions of the books (when all Camarillan Malkavians had Dominate instead of Dementation, for example) as a sign that Dominate Malks were not, or are not, connected to the Network. This could not be farther from the truth. All Malkavians have always been connected to the MMN, regardless of Bloodline or Sect.

Section III: Malkavians in One World by Night

"Insanity in individuals is something rare, but in groups, parties, nations and epochs it is the rule."

- Friedrich Nietzsche

Malkavians in One World by Night have had their own unique history that shapes the past and the future of the Clan. There have been a variety of well-known (and infamous) Malkavians as well as events that have shaped the World of Darkness. To learn more about individual Malkavians (PCs), visit the various Wikis. Some notable NPCs are listed here; most if not all will have a book and page reference, and only limited information is presented in this packet.

Why Malkavians Are Valued

Every Domain that has been around for any length of time has discovered that Malkavians are usually the ones to notice things first. Why is this? It's because they're always looking! While other Kindred are tied up in their endless political machinations and boring repetitive behaviors, Malkavians are out learning as much as possible about everything.

Malkavians have an uncanny ability to learn just about anything they want to about other Kindred and Kine. By playing games on Kine in power, they can find clues into who controls that Kine. For example, you make the chief of police do something unusual. Then when Kindred talk about it at Elysium, you now know which Kindred have interests in the Police in town. You can also cause a disturbance at a local bar or club. Then when others become concerned about it, you will know who either owns the club or feeds there.

Combine this knowledge with the insights gained from your nightly games and you will be able to know who does what and why. You will be able to know how to manipulate anyone in your city. No other clan can so easily do this.

Malkavians within the Sects

Malkavians in the Camarilla



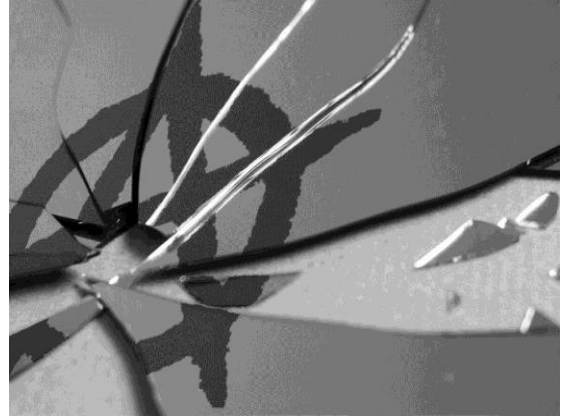
As with many things, there is an upside and a downside for the Malkavians in the Camarilla. The Clan lives under the stereotype that we are all flighty, maybe psychotic or crazy, sometimes nihilistic or sadistic, and unable to be serious. However, it is the actions of the few that sully our reputation. We are Princes, Archons, and have held every position in the Camarilla. All you need to do is look around to see that there are shining examples of Malkavian success in the Ivory Tower. Many of our numbers are known and respected, and some are even feared. Sure, some of us may be inclined to short attention spans, but it is usually due to inspiration and insight, garnering our reputation as premier investigators and problem solvers. Sometimes our jokes and pranks give needed levity and our hope renews morale. Our enlightenment has given us the gift to see past the normal means of looking, and has allowed us to find unique perspective. We often surprise people, our so called insanity is not always the first thing you would notice about many of us, our gifts hide in plain sight, and instead of destroying our minds it can be a source of wisdom and the solution to many enigmas. We are the seers, the solvers and the lore masters. Many of our numbers are moving up in the Ivory Tower, solidifying the impression of the Children of the Moon, and we are making a difference in their courts and domains, our vision is leading us to a bright future.

Character Creation: Per Laws of the Night (Revised) p. 32-3.

Malkavians in the Anarch Movement

Malkavian Anarchs are often stragglers or those whose voices in their heads told them to stop being doormats and try to change the world. Malkavians bring a kind of inspired lunacy to the activities of the Anarch Cause, formulating masterful strokes of sheer chaos that defy prediction and leave onlookers forever changed by the experience. Malkavians are often seen as visionaries within the Movement and sometimes treasured by their brothers and sisters of the Cause.

Malkavians within the movement are very similar to those that reside within the Camarilla. However many find the structures of the Camarilla too confining for the enlightenment that they seek. Others find that their form of madness is often frowned upon with the Tower. And it's less dangerous to play pranks and games when there is no Prince breathing down your neck.



Character Creation: Per Laws of the Night (Revised) p. 32-3.



Malkavians in the Sabbat

Wild fanaticism, unpredictable rage, obsessive behavior, inhuman codes of ethics, shrieking prophecies of doom, that “lean and hungry look” - all these things are common among True Sabbat. So what makes a Malkavian in the Sword of Caine special? Sure, Malkavian Antitribu are feared by the pawns of the Antediluvians, and they deserve their reputation. It's not because they easily realize their combat potential, because let's face it, there's a reason human armies don't outfit their troops with straight razors and hallucinogens. And it's certainly not because of their numbers, because Malk shovel-heads are especially unlikely to survive the first 72 hours as part of a siege, and their Costello converts often have a surprisingly difficult time adapting to unlife as proper Cainites.

But there's something more to a successful Malkavian Antitribu. Not the ones that go out in a blaze of pointless sadism or get lost inside their own minds; I'm talking about the really scary kind. Malkavian antitribu who survive their first few risky months have a purity to their faith, to their malice, that you have to admire like a force of nature. The Sabbat is a religion, an army, a revolution. The best of our Malks contribute to that with everything they have - like other Sabbat, but more so. They give us a vision of who we really are, and who we would be if every one of us were free to praise Caine and dance and kill until the stars burn out.

- Rusty Markham, Ductus of Hate Sex

Character Creation: Per MET Sabbat Guide p. 42-3.

Malkavian Bloodlines

Dominate Malkavians (Coordinator Approval)

In the late 15th Century, a group of Malkavian Elders gathered the clan together in Domazlice, and performed a ritual known as The Great Prank, which stripped Camarilla Malkavians of Dementation and replaced it with Dominate. It is rumored that those effected did not even know that they had lost Dementation; they believed they had always been that way. Every Camarilla Malkavian embraced after that point was a Dominate Malkavian. (It is important to note that losing Dementation in no way removed Dominate Malkavians from The Cobweb. That connection is a gift of the blood, and is not connected to a discipline.)

In 1997, Madness swept through the majority of Clan Malkavian, restoring their lost gift of Dementation. Some, however, remained untouched by this “reinfection.” Perhaps some were in the deep slumber of torpor, perhaps some were somehow less connected by blood. Whatever the reason, there are still a small number of Malkavians who retained Dominate instead of Dementation.

Such characters are rare. More than a few Malkavians took to killing those with Dominate instead of Dementation, keeping the numbers low. There was also no guarantee that this “flaw” would breed true; a Dominate Malkavian’s childe(r) may have Dementation instead of Dominate. As a result, there are very few Dominate Malkavians in existence.

During the past decade or so, more and more Dominate Malkavians have joined, or been embraced into, the Anarch Movement. Many fled to the Anarchs to avoid persecution when the change happened. Those rare few that do seem to somehow “breed true” have helped to bolster those numbers, but they are by no means even close to a majority of Malkavians within the Movement.

Since The Great Prank (the event that gave some Malkavians Dominate instead of Dementation) was performed specifically for entry into the Camarilla, Dominate Malkavian Antitribu are rare to the extreme. Any Dominate Malkavian in the Sabbat is far more likely to be a Sect Defector than a true Antitribu.

Starting Disciplines: Auspex, Dominate, Obfuscate



Tryphosan Bloodline (Coordinator Notify)

At the Conclave of 2015, every Malkavian present stood up and recited the same Prophecy. As time passed, the prophecy changed slightly, and changed again. One line in particular stood out for many Malkavians: The Lady will rise in the Age of Chaos. This Lady was Tryphosa, one of the Malkavian Elders who performed The Great Prank. Ever since, she has lain in torpor in Domazlice, waiting for the Age of Chaos that she might rise and walk again.

What Tryphosa didn't know (or did she?) was that the psychic backlash from waking, in addition to the remnants of The Great Prank, would cause a new ripple of madness to spread across Clan Malkavian, targeting Prophets and Seers. Suddenly, many such Malkavians found themselves without Obfuscate, and instead with the powers of Presence. Little more is known about this new bloodline, and only time will tell if those altered will return to "normal" or if the change is permanent. So far, no Malkavian Antitribu has displayed this change.

Starting Disciplines: Auspex, Dementation, Presence

Conversion Process from Malkavian to Tryphosan:

1. The PC must have either the Oracular Ability (Laws of the Night (Revised) p. 120) or Prophetic (Victorian Age Vampire p. 127) Merit (or both).
 - a. PCs who do not have either of those Merits but wish to become a Tryphosan will need to buy one of those Merits, with ST approval, (at double cost per the book unless the home game has a House Rule about developing Merits in-play).
2. The PC must be a "normal" Malkavian – Not Dominate, not AT, just a by-the-book Malkavian. This plot only affects those who have gone through the Week of Nightmares change back to Dementation, or were embraced post-WoN with Dementation.
3. The final step is to swap Presence for Obfuscate on a 1-to-1 basis. Presence becomes their In-Clan discipline and Obfuscate becomes Out-of-Clan.
 - a. In the case where someone has already maxed out both of those disciplines, it really makes no impact on the sheet/experience points.
 - b. In the case where someone has Obfuscate 5 but less Presence, it still shouldn't impact the XP. Obfuscate 5 becomes Presence 5 and Presence 1 becomes Obfuscate 1. The XP spent is still the same amount. They will just have to re-purchase Obfuscate at Out-of-Clan costs.
4. Lastly, while the ripple of madness that creates this change is a flash-point moment, the effects of the change should be a ripe opportunity for some amazing Roleplay as people try to figure out what has happened. Because of the chaotic nature of this change, it is being left to individual games/Storytellers as to HOW to introduce that change. If you want your player to slowly lose Obfuscate while gaining Presence, awesome. If you want it to happen as if a switch was flipped, and the person is left reeling, peachy. Do whatever you feel is best for your players at your game. There is nothing saying that every Malkavian who becomes a Tryphosan must have it happen the same way. And different stories will help add to the Chaos.

New PCs won't have to go through any conversion process. They just need one (or both) of those Merits, and Presence is in-clan instead of Obfuscate. Please be sure to stick to the story points for character histories.

Malkavian antitribu are truly terrifying creatures to behold when at their worst. If you think a Cainite is dangerous when he falls to his Beast, then imagine if that Beast then falls to his Madness. I'll have these nightmares the rest of my existence because that fucker scared the shit out of me. Here's how it went down...

One moment we're chasing down this Freak that recently flipped his lid after a soul snack, then the next, the Gangrel next to me is screaming "GET IT OUT!" and starts digging out his own entrails with his claws. After that, our Priest following behind us lets out that frenzied growl, shifts into his monstrous form and starts beating a pack-mate's ass!

Now half of us are fighting each other when this guttural scream echoes through my mind. I lose my shit and flee. I regain my senses at some point, face down in the dirt with a stake in my back. We lost three packmates that night, but that son of a bitch was finally taken down.

James "The Hatchet"
Brujah Ductus of Hell's Bells

Found exclusively among the Malkavian Antitribu, The Ravenous were first seen about a year before the Prophecy was spoken. Was this change a precursor of what was to come? It is unclear where the Ravenous came from or what caused them to exist, but they are far more dangerous than other Freaks. Their madness has a connection to their beast, and their frenzies are truly terrifying. They share their brethren's proclivities for murder, prophecy and chaos, but they also have a feral streak that is not usually found in your "common" Freak.

Ravenous do not seem to "breed true," just as with other Malkavian Bloodlines. Either the madness of their feasting finds an individual or it does not. The Sabbat, by and large, seems to be accepting them with little furor.

Starting Disciplines: Animalism, Auspex, Dementation

Advantages: Unlike their more aware *antitribu* brethren, they gain a level of *Animal Ken* or *Empathy* at no cost during character creation and are able to connect to the Madness Network of the Malkavian clan (can buy Malkavian Time).

Call the Ravenous Beast: They may voluntarily call upon a Virtue test for Frenzy; if they succeed the test, all its actions are guided, while losing makes it blindly instinctual (have a ST or Narrator step in). *This does not replace or override Path related Self-Control/Instinct situations.* If the test was won and the original target is no longer present, they can willfully "snap out of it". **Note:** This may be used as the prerequisite to utilize Advanced Animalism: Drawing Out the Beast if the Malkavian possesses that Discipline.

Disadvantages: The strength of the Madness coursing through you is no different than the other Freaks; you cannot spend Willpower to control yourself during a Frenzy. Additionally, Willpower cannot be spent to avoid a Frenzy test. Being touched by Madness, you also have a permanent derangement that is always active and can never be bought off.

Teaching Dementation to Others

It is often said that Dementation can only be learned by those with the gift of insight. Some have found this gift to be a double-edged sword that their minds are incapable of handling as it shatters their grasp of reality. In the end, it's the teacher that determines if a candidate is capable of dealing with the insights revealed by Dementation or not.

In most cases, the teacher will evaluate the student over a period of time, looking for clues into the being of the pupil by asking him to do some very odd things. The student's performance reveals things about him in these tasks (which do not usually lead to any fathomable goals). Things such as fears, hopes, morality, flaws, proclivities, and even Derangements are found during this process. This sort of information will usually be shared with other Malkavians as they may also participate in and assist the process. Finally, if the pupil lives up to the expectations of the Malkavian teacher (his mind is sufficiently open to the enlightenment of Malkav), then he can be granted the insight that is Dementation.

For those who fail the evaluation but still insist on learning, there is a more difficult road to follow, though it requires breaking their mind and then rebuilding them again. After all, it was built with such a huge "blind spot" to begin with that it needs to be fixed. Each Malkavian handles this process in their own way, but the pupil will invariably attain a Derangement if not multiple ones. When this occurs they may finally be taught Dementation.

In the end, not everyone can handle the Discipline of Dementation and should their mind resist enlightenment, then they cannot learn the Discipline. This may be because while the character is interested in learning Dementation the player is unwilling to accept a Derangement or the Storytellers have ruled for whatever reason that it is inappropriate. This should be a rare situation and only with a good reason. Should an individual not be able or willing to become more Enlightened (gain a Derangement), then they cannot learn Dementation and will either have to give up or change.

To clarify – in order for any character to have Dementation, they must have a permanent Derangement on their sheet, which includes any Combination Disciplines that require Dementation. If a character is ever without a Derangement on their sheet they may not have Dementation or Dementation combination disciplines.

Optional System for Learning

Those who already have at least one Derangement may learn Dementation as normal, per their chronicle's House Rules. For those with a 'clean slate' in the psychological department (i.e., no Derangements), something needs to give. Before learning the first level of Dementation, prospective students must lose a static Willpower Challenge versus their teacher to accept developing a Derangement. If the student of Dementation fails to acquire a Derangement, the teachings fail to take hold and they are incapable of learning the Discipline for the time being.

During this time -- when the student is still in the process of opening their mind to all manner of new vistas, but before a Derangement has been gained -- they may, at Storyteller discretion, back out of the instruction before any other permanent damage sets in.

A Malkavian with sufficient skill in Psychology (at least 3 dots) may direct her student to develop a specific Derangement of her choosing. By making a Mental Challenge versus the student, retest Psychology, the Malkavian may attempt to guide the way that their student's mind cracks. On a win, they may choose the Derangement that the student gains. On a tie, they may choose a general psychological "family" of derangement (such as 'Mood Disorders' or 'Anxiety Disorders'), but the Storyteller determines the exact Derangement. On a loss, the Derangement is chosen at random (use of a T.I. deck would be a good idea here). At the end of the day Storytellers are the ultimate decision makers on what Derangement is gained and how.

Section IV: Oracles and Seers

“The folly of mistaking a paradox for a discovery, a metaphor for a proof, a torrent of verbiage for a spring of capital truths, and oneself for an oracle, is inborn in us.”

- Paul Valery

Many Malkavians are gifted with insight into the world around them. Through their shared madness and the powers of Dementation, many are able to glimpse little bits of the future or the past. Oracles and Seers, however, go beyond these common talents. They are blessed (or cursed) with strong visions that come upon them without warning. Some embrace their powers and attempt to channel them, using tarot cards, rune-stones or other divination methods. Others cringe back from Fate’s regular assaults upon their minds, and suffer each intruding image with a singular dread.



Being a Seer does not give a Malkavian all the answers. It does not allow them to automatically unravel every riddle, see around every corner. For every moment in time, there are infinite possibilities about what might happen next, and while a Seer may be able to glimpse one or more of the options, there is no guarantee that circumstances will not change and render her vision utterly useless.

Seers often suffer for their visions. Headaches, dizzy spells, phantom pain and even outright unconsciousness are all common side effects to particularly powerful visions. Additionally, even when the Fates speak to a Malkavian, that Malkavian’s mind is the stage for the vision, and everything they see must be interpreted according to their madness and perceptions.

Starting as a Seer

If you start your character with an Oracular merit of some kind, then you should consider in your background the effect of this talent on her life. Did she see visions as a child? Did she have prophetic dreams all her life? Or perhaps it was the Embrace itself that woke a latent talent, and your Malkavian had to learn about this power along with all the others that came with the blood of Malkav.

Becoming a Seer During Play

Some chronicles will allow the purchase of Merits after character creation. If your Storytellers allow you to purchase

an Oracular Merit later on in your character’s story, you should roleplay out the adjustment that the character must make to their new powers. It can be very unsettling, even frightening, to become an Oracle later in life.

Seers in Other Clans

Malkavians are not the only people in the world who have a talent for divination. Oracles and Seers can be found in any clan, and some – particularly those that dabble in magic or sorcery – seem to have a special interest in those who show this talent. The Malkavian Clan has no monopoly on Fate.

Methods of Seeing

There are a number of mechanics that represent a Vampire's ability to catch glimpses of the future. The following are some clarifications and thoughts about the different methods used.

Oracular Ability (3-Trait Merit)

(Laws of the Night Revised p. 120)

While many games use this Merit as if it were the Prophetic Merit (see below), in truth, it is much more limited in scope and "flavor" and is applied as a mechanical bonus (a retest). The nature of this Merit means that the vampire who possesses it rarely looks farther forward than a single night. We highly recommend that any visions given to characters with the Oracular Merit be more limited and vague than those with Prophetic would get.

Prophetic (3-Trait Merit)

(Victorian Age Vampire p. 127)

This merit truly represents a Vampire that catches glimpses of the future. Please refer to the book and page above for the full description of the Merit. The mechanics for this Merit are in tabletop terms; as such we recommend the following for play in OWbN:

The Storyteller may require a Static Mental Challenge (difficulty determined by the proximity to a person or place, method used, etc.) for you to make sense of your vision.

Eyes of Chaos (Dementation)

(Laws of the Night (revised) p. 145)

Many games allow Eyes of Chaos to act as a prophetic power to some degree. Indeed, the ability to avoid surprise by use of this power indicates that there is some small window into Fate provided by the power. Any such uses are at Storyteller discretion.

Prophecy (Combination Discipline)

(Libellus Sanguinus 4, p. 109-110, This packet, p. 34)

This Combination Discipline is particularly useful when players really need a hand with a plot, or are just stuck on what direction to take an investigation in. Please see the suggested MET mechanics in this packet for a detailed description.

Abilities

Whether used for retests of powers, or as a direct method for guiding visions, Fortune Telling, Enigmas, Astrology, Symbology, and Occult are all abilities that can be used to enhance the Vision-seeking experience. These abilities should rarely, if ever, provide as much information as a Merit or Discipline.

Insight (Background)

The Malkavian Clanbook (p. 58) suggests that the Insight Background (Anarch Guide p. 110) might be an alternate way to provide Malkavians with the touch of vision and understanding. If this is used, it is suggested that Malkavians be limited to Insight x3 whereas true thin-bloods should not be limited to the amount of Insight that they may purchase. Do remember, however, that Insight specifically deals with a glimpse into the Jyhad, and any vision-related uses of this Background should be somewhat limited in scope.

Hints and Advice on Playing a Seer

Play it out! When a storyteller gives you a vision, roleplay out the effect. Your character isn't getting a phone-call; they're having an oracular episode. You should not just shrug and then repeat what the storyteller says – roleplay it out!

Cassandra Syndrome – Just as nobody believed the Prophetess of Troy, remember that not everybody is going to believe in your character's visions either. Seers are more often seen as babbling Cassandras than they are viewed as valuable sources of information. The stigma is part and parcel of being a Seer. It's part of the story, so try not to get upset out of character if other characters brush off your visions.

Try not to go overboard – If you are spending every game shrieking and rolling around on the ground because of visions, consider that there are other players in the game. Other people want to play too, and while visions and seer-related plot can be very dramatic and fun to play out, try not to make yourself the center of attention of every scene or every game. Other players may become frustrated and your character will get a reputation as a one-trick pony.

Do Not Pester the Storytellers – Oracular merits are not an automatic plot solution. Your Storytellers are under no obligation to give you the answers to every plot or otherwise give you special consideration in solving mysteries just because you ask them to. The exact usage of Seer-related gifts varies by chronicle, so please check the house rules and consult with the storytellers about their views, both at home and when traveling. Please remember that the Oracular Merits and Abilities are just those – Merits and Abilities. Just as Sanctity is not a cheap form of Majesty, Oracular Ability will not give your character a key to every plot your Storyteller wants to run.

Be Creative – Enjoy this part of your character's story! Ask your STs if you can write up your own visions, or add things into your background to explain how and why the character became a Seer. Use your imagination and have fun with the mystical aspect. Oracular Ability isn't just about avoiding surprise or untangling plots, it can be a big part of a character's make-up and story.

The OWBN Visions List

The OWBN Visions List (formerly known as the Seers' List) represents supernatural visions that characters may receive via Oracular Ability merits, Insight, Prophecy, uses of the Time Sphere, or other supernatural-type merits or powers as approved by the home chronicle of the character and accepted by the list moderators.

The Visions List is a restricted-access listserv, and we require confirmation from your home chronicle STs that you play a character with the appropriate prerequisites. Once we get that confirmation, we'll happily add you. Also, any STs who wish to be aware of such global visions for plot purposes are welcome to join. We'd love to get as much collaboration as possible to truly revitalize the list!

Joining the Visions List

For ease, we are providing a google form for players to fill out if they have a PC they want to be included on the Visions List. <http://goo.gl/forms/shUVbRiWoj>

In case the form goes down for any reason, the following is an alternate method by which to join the list. Send an email to malk.visions.sub@gmail.com with the following information, with your Storytellers CC'd for Confirmation:

Character's E-mail:	Player's Name:
Character's Name:	Character's Home Chronicle Location:
Character's Type: (Vampire / Garou / Mage / Etc.)	ST Contact Information:
Character's Subtype: (Clan/Tribe/Tradition/Kith/Etc)	
Character type, PC or NPC:	
Appropriate Merits, Flaws, or Powers:	

Rules for the Visions List

- YOU MUST BE AT LEAST 18 YEARS OF AGE TO BE ON THIS LIST. VISIONS MAY CONTAIN MATURE THEMES. Regardless of your age, please be honest with yourself and us about whether or not you can handle mature themes. Just as a reference: if you can't watch Law & Order, (SVU, Criminal Intent, Original) or CSI without feeling uncomfortable, this list may not be for you. Participation is strictly voluntary.
- Any OWBN Storyteller with players participating on this list is welcome to join as an observer.
 - Visions must be submitted to the Visions Subcoord (malk.visions.sub@gmail.com) via the form linked below, in order to be posted to the list. If you opt to write your own vision, please bear in mind that most Oracular gifts are vague and full of confusing images and sensations. If you do not wish to write your own vision, just send in the basic ideas you want conveyed and a vision will be sent back to you for approval.
 - Format may vary. Vision authors are asked to refrain from excessively explicit imagery. No X-rated visions, please. Visions may be short or long, complex or very simple. They may be based in any sense – sight, sound, touch, taste, smell – or a mix of all five. You may suggest the form the vision comes in: a dream, a blackout, a sudden feeling of disorientation, etc., but remember that every character is unique in how they gain their visions. You may describe effects such as headaches, dizziness, euphoria, or leave it up to the players to decide for themselves.
 - You may NOT dictate any sheet-changing effects of a vision (eg: “and then you frenzy”). You may only suggest and describe. Local STs retain all control over the sheets of their PCs involved; anything you provide should be considered cinematic. In our experience players are usually very cooperative and in fact slightly masochistic in this regard so we don't foresee any problems with them playing out the effects.
 - When writing the vision, please keep in mind that this is a Multi-genre list, meaning there are Vampires, Garou, Mages, Changelings, etc, on it. Please try to refrain from making them creature-type-specific.
 - Visions will not be redlined. In the event that someone has an objection to a particular vision it may be modified somewhat but it will not be redlined in its entirety. Please be responsible about what you write.
 - Understand that what the players get from the vision you send may not remotely resemble what you intended. Additionally, they may run in all directions based on complete misconceptions. We consider the misinterpretation of visions to be a big part of the fun for both players and STs.
 - Please use this form to submit visions: <http://goo.gl/forms/Ac57k2Bxb1>
- Players may not, under any circumstances, post to the Visions List.
 - Visions do not arrive by email. The list is an OOC mechanic to deliver IC visions. Visions are experienced by characters either in whatever fashion that he or she usually receives visions, or via the means described in the individual post.
 - If you want to talk about your vision in-character, YOU MUST RETELL IT IN YOUR OWN WORDS! Messages from this list may not be forwarded, cut or pasted into emails or passed on whole in any way. You should be thinking about how your character would interpret the vision and role-play out their attempts to express it, and that includes rewriting or retelling the specifics when talking to other PCs. Players are encouraged to filter all visions through the psyches and personality quirks of their individual characters. Malkavians in particular should be thinking about their derangements and personal quirks when processing information.
 - This is not an In-Character discussion list. Do not attempt to use this list to talk to other PCs in character. If you want to talk about the visions you receive ICly, feel free to do so, but please do it in in-character formats such as private IC discussion lists, email, or at live games.
 - Any after-effects of visions such as temporary negative traits or loss of WP, etc, should be considered suggestions. Your sheet will never be affected by anything on this list unless so determined by your *own* home chronicle storyteller(s).
 - If you wish to investigate a vision, you should contact the Storyteller who posted the vision (if contact information is provided). If there is no contact information provided, you may not attempt to investigate the vision. Remember, not all visions are going to be some global plot.
 - Have fun, and feel free to ask for help! Even if it's something simple like “I'm not sure how my character would react to this,” we want to give you as much help as we can, especially as everyone gets used to this.
- You may opt-out of participating, or remove your players from the list at any time. Any concerns about the contents of a vision should be taken up with the Visions Subcoord or the Visions List Moderator(s).

Section V: Lore

“Now you understand the Oriental passion for tea,” said Japhy. “Remember that book I told you about? The first sip is joy, the second is gladness, the third is serenity, the fourth is madness, the fifth is ecstasy.”

- Jack Kerouac

Lore Levels

This section provides insight into what sorts of things a player with that level of lore might know. Please keep in mind, however, that having a particular level of lore does not necessarily mean that they know everything that level of lore has to offer. They have a *chance* of knowing it, based on the character’s background and how they learned the lore. Otherwise a static test may be required by the storytellers to determine if the character knows a specific piece of information covered by this lore.

Many games use an alternate Lore system whereby anyone within the group, in this case any Malkavian, has a phantom two free dots in the Lore, which changes the Lore levels from the typical 1-5 to a 1-7 scale for PC Malkavians. This section also provides suggestions of how this interpretation of Lore might be handled. Suggestions for the 1-7 scale follow the | in the descriptions (and are in purple).

1: Newly Embraced Malkavians / Non-Malkavian Neonates | Newly Embraced Neonates

You can spot a member of the Clan with reasonable accuracy. You believe the well-known stereotypes of the Clan. You also believe some of the myths about the Clan.

2: Neonate Malkavians / Non- Malkavian Ancillae | Newly Embraced Malkavian / Neonate Non-Malkavian

You know myth from fact through personal experience. You know how the Clan is set up on a local level. You know the leader of the Clan in the local city. | *You know how the Clan is set up on a local level. You know the leader of the Clan in the local city.*

3: Ancillae Malkavians / Knowledgeable Non- Malkavian Ancillae | Neonate Malkavian / Non- Malkavian Ancillae

You know how many of the local Malkavians work. You also are in the know about many of the more prominent Malkavians in the region and can name the Elder. You can see the truth in the games. | *You know myth from fact through personal experience. You know how many of the local Malkavians work. You also are in the know about many of the more prominent Malkavians in the region and can name the Elder.*

4: Prestigious Malkavians / Non- Malkavian Elders | Ancillae Malkavians / Knowledgeable Non- Malkavian Elders

You have gleaned information on the true secrets of the Clan through knowledge of its history. You know most if not all the Malkavians in the region. You control many of the Malkavian games in the area. | *You can see the truth in the games. You have gleaned information on the true secrets of the Clan through knowledge of its history. You know most if not all the Malkavians in the region.*

5: Malkavian Elders / Very Knowledgeable Non- Malkavian Elders | Prestigious Malkavians / Non-Malkavian Elders

You know more about the Clan than most of its members do from its historical origins to the present day. You also know about the more powerful coteries and cults in the Clan. | *You control many of the Malkavian games in the area. You also know about the more powerful coteries and cults in the Clan.*

6: Malkavian Elders / Obnoxiously Knowledgeable Non- Malkavian Elders

You know more about the Clan than most of its members do from its historical origins to the present day.

7: Knowledgeable Malkavian Elders / Only the oldest and most knowledge of Non-Malkavian Elders

There is not much about the Clan that you don’t know.

Malkavian Lore: A Detailed Breakdown

We have been granted permission by the UnMasqued team to post (and slightly modify for OWbN use) their wonderful Lore List! Book citations and page references are listed in parentheses after each entry.

Note: *Lores are not automatically “known” ICly at any level. Rather, the level of Lore possessed by a character reflects the potential depth and range of their learned knowledge. Lore Tests are still the preferred method in most OWbN chronicles, so please check with chronicle Storytellers before assuming that your PC knows any of the information below.*

Also, please note that the following Lore Level descriptions are not the sole pieces of information available at each level of Malkavian Lore. The Lore List is designed to provide examples of appropriate information by level. It is not meant to be a full and definitive list in and of itself.

Again, the Lores presented below reflect both scales. The Lore level is noted in the left-hand columns for each scale.

1-5	1-7	Example Lore
1	1	You might know that the primary Malkavian Disciplines are Auspex, Dementation, and Obfuscate, and that Dementation is unique to their Clan. You have heard, however that some Malkavians possess Dominate as a Discipline, and know that until recently it was only the Malkavian Antitribu in the Sabbat who practiced Dementation. (LotN [Rev]: 33; VtM [Rev]: 73)
1	1	You might know that all Malkavians are permanently and incurably insane. You may know that this insanity, however, is also said to provide insight and premonitions. You might also know that most Malkavians do not consider themselves to be insane, but “enlightened”. (LotN [Rev]: 32-33; VtM [Rev]: 73)
1	1	You might know that Maris Streck is the current Malkavian Justicar of the Camarilla. (CotN: 43-44)
1	1	You might know that Lucian, the previous Malkavian Justicar of the Camarilla, is now the Prince of the North Aegean Islands. (OWbN)
1	2	You might know that the blood of a Malkavian carries some of their curse and that ghouls and thralls of Malkavians often display some form of mental instability. (CbM [Rev]: 64-65)
1	2	You might know that Malkavians traditionally engage in the practice of “pranking”, in which they play elaborate jokes on others. You know that not all of these pranks are particularly funny. (CbM [Rev]: 43)
1	2	You might be aware that Malkavians have some rudimentary mechanic by which they can mysteriously gather seemingly without having communicated beforehand. (LotN [Rev]: 33; CbM [Rev]: 41-42, 58-59)
2	2	You might know that Malkavians tradition of “pranking” is intended to demonstrate to others the absurdity of the universe and/or to shatter their perceptions of it, in the hopes that they might come to a more enlightened view. (CbM [Rev]: 43-44)
2	2	You might have heard of the Malkavian Madness Network (Also known as the Cobweb, the Tapestry, the Greater Dreaming, the Weavery, Metatron, et cetera). You know that it is a sort of rudimentary psychic hive mind that connects all members of the Clan together, although it is not really organized, definite or predictable in any way. (CbM [Rev]: 41-42, 58-59)
2	2	You might be familiar with the Reality Buster movement, which seeks to disrupt conventional perception. The general modus operandi of the group is to employ Disciplines to evoke all manner of hallucinations, delusions, and other sensations not in accordance with accepted “reality”. (CbM [Rev]: 38)
2	2	You might know that at some point in history all Malkavians practiced Dementation and that in 1997 it was somehow spread from the antitribu back to the rest of the Clan, who apparently forwent its use at the time of the Treaty of Thorns. You suspect that the Network might have played a role in this process of “re-infection”. (CbM [Rev]: 27-29, 34)
2	3	You might have heard that some Malkavians claim an indescribable sensation known as The Calling leads Malkavians toward their childer. You have also heard that the type of madness that plagues a Malkavian is sometimes seemingly passed onto those whom they Embrace, and that broods of Malkavian childer tend to share similar insanities or sometimes even mass delusions. (PGtLC: 137; LS4: 87)
2	3	You might know that historically the Clan is said to have strong ties to the region of Greece and Mesopotamia. (PGtLC: 37-39)

1-5	1-7	Example Lore
2	3	You might know that the Malkavians were allied with Ventrue Rome during the Punic Wars and that the Clan incited and aided in the destruction of Brujah Carthage. (CbM [Rev]: 20-21; PGtLC: 37-39)
2	3	You might have heard of the Malkavian progenitor, Malkav, and know that he was reputed to be a great seer or prophet. (LotN [Rev]: 33; CbM: 17; CbM [Rev]: 12-13)
2	3	You might have heard of “The Gnawed;” Malkavians who do not successfully make it through the Embrace and are rendered comatose or nonfunctional through insanity. (CbM [Rev]: 39-40)
3	3	You might know some parables common to Clan Malkavian such as “The Fable of Clever Grandsons”, in which Malkav pleases Caine through a sacrifice of his ego, and “The Blind Bats and the Elephant” which is supposed to illustrate the Malkavian understanding of objective reality. (CbM: 19, 33)
3	3	You might be familiar (or at least as familiar as you can be) with the bizarre cosmological constructs that underpin the sentiments of the Reality Busters. You know that it is claimed that empirical reality has been cut off from the infinite possibility of true reality, due to various godlike creatures destroying their connection to the rest of the universe, and therefore disrupting the flow of potential which powers magical phenomena. You know that it is the aim of the Reality Busters to restore this connection as fully as they are able, and that there are frequent claims that the Fae also attempt to serve a similar function. (CbM: 17)
3	3	You might be aware that after joining the Camarilla, the Elders of Clan Malkavian saw fit to “dampen” the violence of their innate Discipline and chose to adopt Dominate in place of Dementation. You have heard that through some sort of manipulation of the Network, the Sabbat Malkavians managed to “reinfect” the main Clan with it in 1997. (CbM [Rev]: 27-29, 34)
3	3	You might have heard that each Clan's traditional “coat of arms” was originally created by a mute Malkavian child named Pelinka during the Middle Ages. (CbM [Rev]: 27)
3	3	You might’ve heard that the Malkavians once had strong roots in the Christian tradition, and that certain heretical and widely dismissed claims have been made that the Clan had some sort of direct connection to the personage of Jesus of Nazareth. (LS4: 95-100).
3	3	You might be aware that the Malkavians have been credited with embracing such historical figures as: Olympias, Sennacherib, and the personage behind the Roman goddess Cybele. (CbM [Rev]: 19; KmW: 81-83)
3	3	You might have heard that Rasputin was a Malkavian, although this is disputed by other Clans. (CbM: 60-61)
3	3	You might’ve heard rumors that the “Gnawed” are often taken to the lairs of the Clan elders who can no longer subsist on simple human vitae, although you have no means of verifying this. (CbM [Rev]: 39-40, 52)
3	4	You might’ve heard of the Malkavian Orders of Mystery, most notably the Ordo Aenigmatis, which seeks to understand Malkavian madness through riddles and symbolic enigmas, and the Ordo Ecstasis, which seeks ecstatic experience as a means of enlightenment. You know that these mystery cults are, as a rule, never spoken of outside of the Clan. (LS4: 89; PGtLC: 219)
3	4	You might have heard of the “Language of Babel”, an argot of Malkavian origin consisting of codes and symbols allegedly only decipherable to their Clanmates. You might also hear that it is no longer in wide use, though there are rumors of Malkavians who are researching this ancient art. (LS4: 93, 112; PGtLC: 38, 82, OWbN)
3	4	You might have at least heard, in passing, of famous Malkavians such as: Anatole, the legendary prophet of Gehenna; Fabriza Contreras, the influential Archbishop of Miami; Dr. Douglas Netchurch, the famous Kindred hematologist; and Alessio Rinaldi, the “Peacock” Prince of Ravenna. (CbM [Rev]: 96-100; CotN: 28-30)
3	4	You might have heard of the Eater, a being of Malkavian origin that apparently is capable of devouring the names of things and people, removing them from collective memory as a result. (CbM: 26; CbM [Rev]: 17; PGtLC: 37)
3	4	You might have heard of Jane Pennington and the Ankou, two figures who seem to be connected to Clan Malkavian, but would be better called “apparitions” than Kindred. You know that “Crazy Jane” is said to appear in visions to young neonates in the throes of the Embrace and to assist in their transition (some have linked her mannerisms to those of the Plague-Bride, and consider her a modern incarnation of the

1-5	1-7	Example Lore
		Methuselah). You know that the Ankou is a horrific figure that resembles the Grim Reaper and is said to leave a trail of dead Malkavians in its wake. (CbM: 8-10, 63; CbM [Rev]: 19, 100)
3	4	You might have heard the legend that Malkav was a notorious liar, and that through his deception of the other Antediluvians he nearly caused the death of Zillah, Caine's beloved. You have heard that Caine, in a rage, cursed him and his line, telling him that he should have an infinite number of "truths" to utter thereafter. (PGtLC: 37)
3	4	You might be familiar with various theories regarding the Malkavian Madness Network, including that it is the Antediluvian's method of spying upon all of his children. You also have probably heard some of the debate as to whether or not Malkavian-sired Caitiff can experience the Network. (CbM [Rev]: 42, 58-59)
4	4	You might have learned that some elders of the Clan claim that Malkavians are behind a disproportionate amount of the baalim, or city-gods, of the Sumerian, Babylonian, and Akkadian civilizations, and that it is claimed that similar practices amongst other Clans were done in imitation of this phenomenon. (PGtLC: 37-39)
4	5	You might have at least heard, in passing, of legendary Malkavians such as: the Dionysian, an ancient Greek Kindred with ties to the Bacchic cults of old and allegedly to the Fae; Unmada and his childe Vasantasena, two Indian Malkavians who were instrumental at the Convention of Thorns and in the foundation of the two Sects; and Tryphosa the Sybil, whose prophecies directly incited Rome to attack Carthage. (CbM: 18-19, 61-62; CbM [Rev]: 1921, 26, 98-99; CotI: 29-33; PGtLC: 38)
4	5	You might have heard that Malkav's influence in the area of Jerusalem has helped to augment its religious mystique, and that such incidents as the seemingly mindless butchery of the First Crusade, or the prevalence of Jerusalem Syndrome have been linked to the Antediluvian by Malkavian scholars. (FoBC: 5-7; 27-28)
4	5	You might have heard the various historical arguments as to whether Malkav was descended from Ynosh, Irad or Zillah, and are aware of legends from around the region of Nineveh that allude to one of the Second Generation beating its childe for either saying or refusing to say something of import. You have furthermore heard that Malkav was one of the more active participants in the diablerie of the Second Generation. (CbM [Rev]: 13)
4	5	You might have heard of Nissiku (also known as the Clever Prince), and know that he was an ancient Malkavian from the region of Mesopotamia. You have heard that the Babylonian god Ea, or Enki is sometimes given the epithet of nissiku, meaning "far-sighted", and that rumors apparently endure that Nissiku is also related to the Lakota spider-God Iktomi, the anonymous prankster "Malk Content", and various other identities including: the Devil Hanse, the Fool-Eater, and Old Man Hate. (CbM: 64; CbM [Rev]: 16-17; PGtLC: 37)
4	5	You might have heard of two nearly unknown and utterly minuscule bloodlines of Clan Malkavian: The Mnemosyne and the Jocastatians. You know that both groups are said to specialize in Noddist scholarship and to practice ritual diablerie, but you know little else. (CtB: 47)
4	5	You might have heard of Elmolech, a demon bound into a human body by a gathering of Malkavians after it had tried to possess the body of Geneviève of Limoge, an elder of the Clan. You know that Elmolech has hence been cursed to wander the earth eternally, and that several Malkavians claim to have had brushes with it. (CbM [Rev]: 22)
4	5	You might have heard of Adonijah, the Biblical son of David who allegedly had (and has) some manner of relation to Clan Malkavian and its founder. You have heard all manner of contradictory rumors about this individual, but know that he is said to still be wandering the earth - albeit not as a Cainite. You have heard that he was entrusted with something extraordinarily precious. (FoBC: 23-25)
4	6	You might know that Camilla Banes was the Malkavian representative amongst the founding members of the Camarilla, and that she was the first Malkavian Justicar. (GC1: 51-61; GC2 17-20; GC3 15-16)
4	6	You might have heard of the Plague-Bride, an ancient Methuselah who was said to have been Malkav's consort, and who is said to still walk the earth and spread infection and madness where she goes. (CbM [Rev]: 15-16; PGtLC: 37)
4	6	You might be aware that the Malkavian Discipline shift was not, in reality, a matter of choice, and that a massive conclave of Malkavians was held in the city of Domazlice, where six Methuselahs (Ademar, the Black Hag, the Dionysian, the Plague-Bride, Tryphosa, and Unmada) caused a "block" to be placed in the

1-5	1-7	Example Lore
		minds of their brethren, psychically shutting them off from the powers of Dementation. You are aware that people in the know about this “prank” historically regard the Camarilla Malkavians as the technical antitribu of the Clan. You further know that, in spite of propaganda to the contrary, it is unlikely that Sabbat Malkavians were the true cause behind the “reawakening” in 1997. (CbM [Rev]: 27-30, 34)
4	6	You might know that some truly believed that the “Language of Babel” was, in fact, related to the biblical myth of its name, and that at the time that the tower of Babel fell, Duma, the archangel of silence, descended upon the earth and blessed seventy-seven members of the Clan such as that they would remember the first tongue. (LS4: 93, 112; PGttLC: 38)
4	6	You might’ve heard of some of the fairly obscure Malkavians of note, such as Lamdiel, a famous prophet of Jerusalem, and “Le' Enfant Perdu,” the former Prince of Antwerp. (CbM [Rev]: 19; LS4: 94)
5	6	You might have heard that Malkav's Sire is disputed, but that he is often attributed as being the brother of Set and Saulot (the Setite and Salubri Antediluvians). You further know that Malkav was apparently physically ripped to shreds during the battles that destroyed the Second Generation, and that his childer at the time were said to have collected his body and drunk of his scattered blood. Others claim that this is false, and that he left the Second City intact and travelled to the region of Petra or Jerusalem, where he is still said to slumber today. (CbM: 18; CbM [Rev]: 15, 17-18; FoBC: 5-7)
5	6	You might know that the Plague-Bride, the Clever Prince and the “Eater” were held in archaic times as being the three foremost of the childer of Malkav, or the Coronati; and that they are said to be the three who first drank the blood of the sundered Malkav, eating the red clay of the earth wherever his blood had been spilled. (PGttLC: 37)
5	6	You might have heard in Jerusalem in the late 12th century, the waterways and fountains of the area were said to have turned red with blood and that many elder Cainites report having had strange and terrible dreams at the time. You may have also heard scant reports that it was during this time that something was discovered beneath the city, and have heard rumors to the effect that Malkav was active at this point in history. (FoBC: 19; 27-28)
5	6	You might have heard that the pure blood of Malkav is said to have miraculous qualities, and that imbibing it can heal the injured and mad, even to the point where it may turn back wassail. (FoBC: 25, 32)
5	6	You might know that Camilla Banes was alleged to have been involved in some way with the Antediluvian of the “Clan of Death” (GC2 17-20; GC3 15-16) and that she is the current Malkavian Inner Circle Member.
5	6	You might be familiar with the Mnemosyne, and are aware that they possibly can claim some manner of connection with the Dionysian. You know that their interest in scholarship has some manner of mystic compulsion to it, and that they have a seeming rivalry with the Jocastatians. You have heard of Aristotle de Laurent, who is amongst the most prominent of their line and works with various Camarilla notables on issues of research. (CtB: 47; EV: 202; Nod: 6)
5	6	You might be familiar with the Jocastatians, and are aware that they do, in fact, practice ritual diablerie upon their elders as a means of obtaining knowledge (not entirely dissimilar from acts ascribed to the Salubri). You know that several Jocastatians claim membership in the Sabbat. (CtB: 47; Nod: 182-183)
5	6	You might be aware that in 2015, new ripples of madness swept through the Clan, resulting in the creation of two new bloodlines: The Tryphosans, who are all seers of some variety; and The Ravenous, a truly bestial Antitribu bloodline. (Malk Packet)
5	7	You might be aware of the contents of the legendary dialogue between Caine and Malkav in which Malkav sought to redeem him, and you know that key to the argument was Caine's refusal to answer the question “Why?” when it was posed to him by Malkav - presumably in relation to his motivation for killing Abel. (LS4: 100; 117)
5	7	You might have heard legends relating that prior to Malkav's rending he was visited by an angel or angels of the Lord, who imparted unto him certain revelations that were meant to secure Caine's repentance, and that he then approached Caine and spoke to him. Caine, in rage, was said to have struck him down for this attempt and to have then cursed his descendants with insanity. (LS4: 101, 117)
5	7	You might know that one of Malkav's childer, similar in power to the Coronati, was diablerized beneath Jerusalem, and that the Antediluvian was on the verge of potentially waking in 1197 AD as a result. You have heard that Malkav himself does not lie beneath the city, but rather that the riddle to his final resting place is somehow related to the Latin phrase “Et in Arcadia Ego,” made famous by the painting 'Les Bergers

1-5	1-7	Example Lore
		d'Arcadie' by Nicholas Poussin - a notable puzzle piece in many conspiracy theories. You can suspect that this clue might be related to the occasional brushes the Clan is said to have with the Fae. (FoBC: 27-28, 31)
5	7	You might've heard of the obscure Biblia Negra, a Spanish translation of certain works set down by an Arab author. You are aware that it is said that the text has certain startling Noddist sentiments to it regarding the intentions of sixty seven beings of great power that sleep beneath the earth. You are aware that the original translator was a Malkavian, and that all known owners of the text have succumb to some form of insanity or paranoia. (LS4: 95)
5	7	You might have heard stories of some Malkavians who have managed to transcend their bodies and "upload" themselves onto the Network somehow. Although you have no idea how this is possible, you know it would account for stories regarding the Plague-Bride, Crazy Jane, and the Ankou. (CbM: 8-10, 63; CbM [Rev]: 64, 100)
6+	8+	Even if you are not a member of one of the Orders of Mystery, you might know of the rough ranks of progression through one of these groups. You know that the each order is led by a deacon, a Malkavian who claims to have been present at Malkav's original "rending", and that the majority of each order is made up of mystai who graduate from the entrant's rank of initiate after a year of study. You also have a fair amount of familiarity with the litany and practices of both the Ordo Aenigmatis and Ordo Ecstasis, and you've heard tell of the (hopefully) now defunct third order, the infernalist Ordo Maleficus. (LS4: 95-100; PGtLC: 219)
6+	8+	You might have heard that Camilla Banes had contact with the Antediluvian Cappadocius and that certain prophecies she made about him have proved eerily accurate. (GC4: 97) (GC2 17-20; GC3 15-16)
6+	8+	You might have heard a story, Bahari in origin, that Malkav and Arikel (the Toreador Antediluvian) were the children of Lilith, and that they had a third sibling named Nahema, a woman called the Dark Muse or the Demon Queen of Madness. You have heard that after the deaths of these three, Nahema was said to still speak to the blood of her siblings, and that it may be her whispers that actually transmit the Madness Network. (CtB: 64)
6+	8+	You might have heard some versions of the story of Malkav, in which he is driven mad after either sleeping with Lilith or after having her unveil to him certain forbidden "truths". You know that in these myths that feature Lilith, Malkav is said to have infected Set and Saulot with his madness as they tried to comfort him. (CbM [Rev]: 13; CtB: 47; PGtLC: 37)
6+	8+	You might have heard that the Malkavian Madness Network is not just the device of Malkav or a part of the Clan curse but rather that it is Malkav himself, who exists now in shards throughout the minds of all his progeny. You might have heard that the Coronati, by devouring Malkav's blood, allowed him to exist in them and in all they Embraced. You might have read that they are said to never meet, such as that should something attempt to kill them, all of the original fragments of Malkav will not fall at once. (CbM [Rev]: 12-13, 42, 58-59; PGtLC: 37)
6+	8+	You might be aware of the ritual diablerie practiced by (presumably) all three of the Ordos in the event that initiates prove themselves unworthy. You also have made some connections between the three Coronati and the three orders of Madness. (LS4: 95-100; PGtLC: 219)
6+	8+	You might've heard of the Book of Andreas, a lost religious text that makes the claim that Christ had a Cainite disciple in his company - a Malkavian named Andreas who was exhorted to seek Caine out and beg forgiveness, and thereby achieve redemption before God. You have heard that this scripture formed the basis for a highly heretical military-religious sect known as the Brotherhood of the Crooked Cross, which claimed to worship the divine trinity in the form of Caine the Father, Christ the Son, and Malkav the holy ghost. (LS4: 89, 93; PGtLC: 39)
6+	8+	You might have heard the parable regarding Malkav, Set and Saulot. In this story, Saulot goes on a journey to settle an argument between Set and Malkav over the origin of truth. Gifts are exchanged between the brothers. Saulot gives Set his sword, and in return is given Set's staff. To Malkav, he gives his crown, but Malkav, having nothing to give in return, bites his thumb and draws an eye on Saulot's forehead, hence giving the Salubri their characteristic third eye. (CbM [Rev]: 15)
6+	8+	You might be aware of Tremere's diablerie of Saulot, and perhaps that Clan Malkavian nearly joined in the War of Omens along with the Gangrel and Tzimisce to destroy the Usurpers on account of the Malkavian kinship to the Salubri. (CbM [Rev]: 23-24; LS4: 100)

Section VI: Merits / Flaws

White Wolf Merits & Flaws

There are a variety of merits and flaws that are specific to, or very appropriate for, Malkavian characters.

Name	Points	M/F	Source	Page
Uncanny	1 – 5	Flaw	Guide to the Low Clans	189
Feeding Fetish	1	Flaw	Time of the Thin Blood	79
Stigmata	2 – 4	Flaw	Clanbook Malkavian (Revised)	66
Moon Mad	2	Flaw	Guide to the Low Clans	186
Compulsive Counter	2	Flaw	Time of the Thin Blood	79
Infectious	3	Flaw	Clanbook Malkavian (Revised)	66
Glossolalia	3	Flaw	Libellus Sanguinis 4	112
Wanderlust	4	Flaw	Guide to the Low Clans	186
Suicidal Beast	6	Flaw	Guide to the Low Clans	186
Benevolent Blood	1	Merit	Clanbook Malkavian (Revised)	64
Immaculate Aura	1	Merit	Clanbook Malkavian (Revised)	64
Harmless	1	Merit	Guide to the Low Clans	187
Sanguine Lucidity	1	Merit	Guide to the Low Clans	186
Flock	3	Merit	Guide to the Low Clans	186
Oracular Ability	3	Merit	Laws of the Night (Revised)	120
Prophetic	3	Merit	Victorian Age Vampire	127
Deadened Nerves	4	Merit	Clanbook Malkavian (Revised)	65
Abomination	4	Merit	Guide to the Low Clans	189
Disembodied Mentor	5	Merit	Clanbook Malkavian (Revised)	65
Sympathetic Bond	5	Merit	Clanbook Malkavian (Revised)	66
Blessed	5	Merit	Libellus Sanguinis 4	112

OWBN Merits and Flaws

Some custom Merits and Flaws have been introduced in OWBN.

Name	Points	M/F	Name	Points	M/F
Father's Voice	1	Merit	Thirst for Madness	1	Flaw
Insatiable Blood	1	Merit	Cassandra's Curse	2	Flaw
Mad Blood	1	Merit	Easily Overcome	2	Flaw
Pythia's Gift	1	Merit	Hyperaesthesia	2	Flaw
Stable Blood	1	Merit	Lack of Time Sense	2	Flaw
Conductor	2	Merit	Secret Masters	2	Flaw
Subtle Whispers	2	Merit	Addiction - Medication	3	Flaw
Calling of the Blood	3	Merit	Chorus	3	Flaw
Malleable Blood	4	Merit	Naiveté	3	Flaw
			Outburst	3	Flaw
			Vessel of Malkav	3 – 4	Flaw

Merits

Father's Voice (1 point Merit)

While your Malkavian brothers and sisters may imagine voices from ghosts, ancient vampires and even mechanical devices, you know who's really in charge, and he speaks to you. Thanks to your intense dedication to a single father figure (or occasionally, mother figure), all of the murmurs of the Cobweb coalesce into a single resounding voice in your mind. This voice is different for each Malkavian, but it always remains consistent; you may hear God, Malkav, your sire, or your mortal father, but you hear the same voice each time.

The voice is not always influenced by the Cobweb, and is sometimes merely a product of your deranged mind. This can make its statements and commands contradictory at times. Nonetheless, it is much easier to focus on one voice than many; you are up two Traits in any Malk Time Challenges to understand what is coming in through the MMN. If and when it occurs to you to send a message to another Malkavian along the Cobweb, your message will be sent in the voice of your 'father'.

Insatiable Blood (1 point Merit)

You are a truly monstrously insane individual; a Ravenous. Your madness has infected your Beast, and this link is carried by your blood as well. Any Childe you embrace will also be Ravenous (though they will still need to be Notified to the Malkavian Coordinator). You will also be unaffected by any future waves of madness that cause ripples of change throughout the rest of the Clan. A childe embraced by someone with this Merit does not automatically receive the Merit; they must purchase it at Character Creation.

Mad Blood (1 point Merit)

In most situations, the blood of Malkavians causes insanity, but only over time to ghouls, and to childer who are granted the full measure of its blessing and curse. For some few Malkavians the spark of madness in their blood is more potent such that any who partake of their blood feel a ghost of the insanity of the Clan of the Moon.

MET System: Anyone who drinks from the Malkavian gains a temporary Derangement for every two Blood Traits they drink. These Derangements last as long as the Blood is in their system and then for a scene/hour afterward. Derangements gained in this fashion are often those possessed by the Malkavian, but not always.

Pythia's Gift (1 point Merit)

You are a truly gifted Prophet. You have always had the gift to Prophecy, even before you became a Tryphosan. Your gift for visions runs in your blood so strongly that any Childe you embrace will also be gifted with The Sight as a Tryphosan (though they will still need to be Notified to the Malkavian Coordinator). You will also be unaffected by any future waves of madness that cause ripples of change throughout the rest of the Clan. A childe embraced by someone with this Merit does not automatically receive the Merit; they must purchase it at Character Creation.

Stable Blood (1 point Merit)

You were either present at the Great Prank, when Dementation was replaced by Dominate for Malkavians joining the Camarilla, or were embraced afterwards. For whatever reason, when the Week of Nightmares happened, you remained unaffected, and retained Dominate. So strongly does Dominate run through your veins, that anyone you embrace is also a Dominate Malkavian (though they will still require Coordinator Approval). You will also be unaffected by any future waves of madness that cause ripples of change throughout the rest of the Clan. A childe embraced by someone with this Merit does not automatically receive the Merit; they must purchase it at Character Creation.

Conductor (2 point Merit)

Your ability to broadcast your thoughts and feeling amongst the cobweb is unusually powerful amongst the Malkavians. For the purposes of clarity, strength, and distance of your messages on the MMN, your Malkavian Time Ability is considered to be one higher. This can effectively put a character one Trait past his/her generational maximum for this singular type of effect. This does not affect their ability to receive, understand, or interpret the Cobweb.

Subtle Whispers (2 point Merit)

The Curse of Malkav is as strong in you as in any Malkavian, but your own indomitable ego is just as strong. Your adamant refusal to “hear voices like a lunatic” has pushed the voices of the Cobweb down into your subconscious. Instead of audible voices, therefore, you often develop random desires and revelations inspired by the subtle influence of the Network. You don't hear the voices, but they still give you information (the source of which you'll later wonder about). You may not consciously broadcast along the Network unless you possess the appropriate Discipline power, and you subtract two Traits from any Challenge to hear the Call, to reflect the time it takes for the information to filter into your conscious mind. On the upside, you are completely immune to all negative effects of the Cobweb.

Calling of the Blood (3 point Merit)

The blood of other Malkavian seems to call out to you. When conferring with a Kindred, it immediately becomes apparent to you if they are Malkavian as well - a useful trick if someone else proclaims themselves as one of Malkav's blood.

Malleable Blood (4 point Merit)

Perhaps you are so old that you were embraced with Dementation, lost it to Dominate at The Great Prank, and then regained it during the Week of Nightmares. Perhaps you were embraced a Dominate Malkavian, but reverted to Dementation during the Week of Nightmares. Perhaps you changed again during the Age of Chaos, becoming a Tryphosan and trading Presence for Obfuscate, or you are one of the Antitribu that became Ravenous. Whatever the cause, your blood is malleable, able to adapt to the insanity that seems intent on washing over the Clan of the Moon. As such, you may choose either Dominate or Obfuscate and treat it as an In-Clan Discipline for the purposes of XP cost to (re)purchase it, and for the purpose of teaching it. It also counts as In-Clan for any Combination Discipline requirements. You may only take this Merit once, and may not change which Discipline it applies to once chosen. Only Tryphosans or Ravenous may choose Obfuscate (for obvious reasons). This Merit may NOT be purchased in addition to ‘Additional Discipline’ in order to have 5 In-Clan Disciplines.

Flaws

Thirst for Madness (2 point Flaw)

This Flaw cannot be taken by Malkavians. For some reason certain individuals are particularly susceptible to the touch of Madness in the blood of Malkavians. For these few the Thirst for Madness is like an addiction. Anytime such an individual is presented with an opportunity to drink the blood of Malkavian they must succeed in a Self-Control Challenge against three Traits or drink from the Malkavian. Beyond the normal effects of Blood Bonds and the like, those with a Thirst for Madness gain a Derangement for every three Traits of Blood they drink after the first. These Derangements last for as long as the blood is in their system and for a scene/hour afterwards. Therefore, the first Blood Traits grants them one Derangement, the fourth a second, seventh a third, etc.

Cassandra's Curse (2 point Flaw)

You are blessed with visions. Unfortunately, you are afflicted with the same curse that Cassandra suffered: no one believes you. No matter how many times your Prophecies come true, and no matter how accurate they are, no one will ever believe the truth of your words until the events you have predicted come to pass. Even then, people would rather suspect you of setting those events into motion yourself than believe that you predicted them with accuracy. Whenever you receive a vision (due to Merits, Abilities, the Prophecy combination discipline, or a Derangement) and report your vision to someone else, you should inform them of the effects of this flaw.

Easily Overcome (2 point Flaw)

Your insanity is overwhelming and debilitating. You may never spend a Willpower point to resist any of your Derangements, like other Malkavians can. This includes permanent and temporary derangements.

Hyperesthesia (2 point Flaw)

The character is extremely sensitive to external stimuli, though it may not be to the extent of Auspex's power of Heightened Senses. If the character attempts to use Heightened Senses, the effect of overexposure to bright lights, loud noises, and other overpowering sensations are doubled and even normal sensations can become too much to bear. This sensitivity does not increase the character's sensory acuity, only the effect of the sensation - a character is pained by moderately bright light, but is not enabled to see in the dark by this Flaw.

Lack of Time Sense (2 point Flaw)

The character does not register the passage of time the way others do. When asked to wait for an hour, the character may wait for a minute or an entire night. Timepieces alone may fail to help, as the character doesn't realize time has passed and forgets to check them. Needless to say, a character who is in danger of losing track of time may become desperately hungry or unprepared for dawn.

Secret Masters (2 point flaw)

Your extensive conspiracy theories and general paranoia have convinced you that the voices you hear in the Cobweb are coming from the secret masters of the planet. What's more, they are being conveyed through common household devices such as computer monitors, telephones and radios.

Needless to say, this makes you a little wary of heeding the voices. You are aware that the voices are sometimes honest and helpful, but you are sure that this is only to lull you into a false sense of security. For an hour after hearing the voices, you are edgy and nervous and are down one Trait to any Self-Control Challenge to resist frenzy. Additionally, when you hear the Call and decide to heed it, you must spend a Willpower to avoid coming prepared for the worst; depending on your character this could mean surrounding yourself with protective circles or bringing a dozen obfuscated bodyguards. The more likely scenario is that you'll run like hell from the Call and not look back.

At the Storyteller's discretion, you may be able to escape the Cobweb by avoiding technology. On the other hand, you may begin hearing voices from hidden bugs or robot pigeons. In reality, the situation isn't likely to come up, considering the city-bound nature of most Cainites.

Addiction - Medication (3 point Flaw)

Medication in the blood of vessels will not normally aid Malkavians in resisting their primary Derangement. However, a character who has become dependent on medications will develop the symptoms the drugs were intended to cover up, above and beyond the character's Derangement. Antipsychotic and antidepressant medications form the most common dependencies in Malkavians, but it's possible for older Malkavians to have dependencies on outmoded treatments for mental illness, such as carbon dioxide or insulin therapies. Needlessly subjecting vessels to medical treatments and their side effects for the sole purpose of feeding off them may cause problems with Humanity.

Chorus (3 point Flaw)

Your twisted self-image imposes itself on the voices from the Cobweb. Where other Malkavians hear disparate voices with various points of view and attitudes, all of your voices seem to agree that you are worthless, and word their messages accordingly. You receive information from the Cobweb normally, but the voices you hear speak only in accusations and threats. They also tend to gang up on you, coming in groups of three or four at a time and harassing you to the best of their ability. Since the voices' insults are products of your own mind, they can contain information that only you know, which makes their attacks all the more terrifying.

Whenever voices speak to you from the Cobweb, you must make a Courage test against three Traits. If you fail this test, you will flee the voices and attempt to hide, ignoring any obstacles in your path. Additionally, when you receive the Call, the voices will not leave you alone until you arrive at the place of the meeting (even if the meeting is not for another week). The voices will start in again if you leave before the meeting is complete. While enduring such harassment, you have a -2 penalty on all Challenges to resist frenzy.

Naiveté (3 point Flaw)

Through a physical condition, such as fetal alcohol syndrome or similar birth defect, the character is susceptible to the deceptions of others. The character may be mentally retarded, but the implicit trust the character shows to complete strangers (or even known enemies) goes beyond this. The character is down 2 Traits on any Challenges to be convinced of something.

Outburst (3 point Flaw)

You do not hear voices; rather, you speak words, cryptic and frightening words that you don't understand. You can't control the words either; the babbling can happen the instant you awaken in your haven, while court is being held in Elysium, or even in the middle of a firefight.

In any situation where other Malkavians would hear voices from the Cobweb, the character begins uncontrollably babbling. The Storyteller writes the babble ahead of time, but ideally the player is able to portray the Outburst. The babbling may last anywhere from a single turn to an entire scene (in extreme cases), during which time the Malkavian is down one Trait on all Challenges due to the distraction.

Vessel of Malkav (3-4 point Flaw)

You are truly blessed among all Malkavians. Untroubled by the fetters of Ego, you are able to submerge your mind completely in the Cobweb, making you a puppet for the Clan's will (and perhaps that of Malkav himself). Certain other Malkavians may hold you in high esteem and even envy you, but of him to whom much is given, much is required.

Whenever you make a Malkavian Time test or hear voices from the Cobweb, you must make a Self-Control test against 3 Traits. If both tests succeed, the character hears the message of the Cobweb like any other Malkavian. If the Malkavian Time test succeeds and the Self-Control test fails, the character is overtaken for a full scene by the collective will of the Cobweb. During this time, the Storyteller takes control of the character. If the Malkavian Time test fails, this Flaw does not come into play.

The possessed character may have any bizarre goal the Storyteller cares to assign it, but such goals are neither sensible nor humorous. Rather, they are instinctive reactions to the voices. The situation of the character has no bearing on the voices, and even a character in the middle of a life-threatening situation will heed the voices if they demand, say, peaceful contemplation. Note that a character cannot enter frenzy in this state, but may enter Röttschreck (only from fire or sunlight). This will effectively end the possession.

Characters who take this flaw at 3 points will act only on the whispers of the Cobweb, while those who take it at four points will act on those whispers and develop one severe, uncontrollable Derangement (chosen by the Storyteller each time the character is 'possessed'). Either way, the character must possess at least two dots in Malkavian Time to take this Flaw, and is often well regarded by other Malkavians.

Section VII: Combination Disciplines

The following are suggested MET conversions for Malkavian-related combo disciplines. Note that each combo discipline listed below references its White Wolf-published source material. Storytellers, please bear these sources in mind when approving the purchase of these combo disciplines! The combo disciplines from *Archons and Templars*, in particular, are listed in this packet primarily as a ST resource for NPCs – they are not intended for PC use (unless, of course, the PC is an Archon or Templar).

Custom Combination Disciplines/Techniques have been removed from this packet due to the implementation of the Custom Content Database. It is also impossible to keep a packet up-to-date with every Custom Combo as it's created, so the database is a much better resource for that information.

Please remember that all Combination Disciplines that require Dementation still fall under the same restrictions for that Discipline – anyone with a Combination Discipline that involves Dementation must have at least one permanent Derangement.

Rarity - Since the Malkavian Clan is much more fluid -- and much *less* hierarchical -- than others, the Rarity system presented here does not function as it does in more rigid Clan structures. These are instead suggestions, guidelines for the general rarity of Malkavian Combination Disciplines to accompany the much larger compilation we've included in this genre packet revision. The goal of this rarity system is not to create an IC approval hierarchy so much as to provide a resource to both Storytellers and Players that explains how common these combination disciplines *should be* within OWbN and World of Darkness genre. The rarities listed below are for PCs attempting to research the Combo, or track down an NPC teacher. Limiting what PCs can teach each other through RP is not something we're looking to do. We have also added rarities for each of the Malkavian Bloodlines that are available for play, as some of these combination disciplines are thematically more suitable for some bloodlines than others.

Note: Because Camarilla Malkavians have so recently come back into their possession of Dementation, these combinations disciplines are somewhat rarer amongst them. Conversely, the Antitribu have never lost the discipline. For Malkavian Antitribu, all Dementation-based combination disciplines are to be considered more common.

Combination Discipline Rarity Definitions

Rarity	Requirements
1	Once a Malkavian has been around the block a while and has learned the basics of the family's history (<i>Malk Lore x1</i>), they are usually capable of discovering the existence of these powers.
2	These Kooks have come into their own within the Clan and within the world. They are knowledgeable about the family (<i>Malk Lore x2-3</i>) and have settled into their Sect and their surroundings. After a few years in one place they are ready to learn more...and hear about slightly more obscure resources.
3	These powers are usually (but not always!) reserved for those few who have not only learned of the family, but survived and learned of the world around them. To those who have survived for years and who know of the family (<i>Malk Lore x 4-5</i>) may find family members more and more willing to teach them.
4	These powers should be extremely rare in modern nights and should be approved with great care. Most are from Ordos that adhered to Dark Ages Roads and may not be appropriate for PCs not on such Roads. Please use extreme caution in allowing these into your game.
A	These powers are found within the Anarch Guide and <i>must have the approval of the Anarch Coord.</i> They are in this packet to provide a suggested mechanic for powers that fit within the general style of Malkavian genre and we hope you have fun with them if you end up with them on your sheet.
X	These powers are found within Archons and Templars, and should not be learned unless the character is an Archon or Templar at the time of instruction. While they are not to be considered Malkavian-Only combination disciplines, they are designed for a specific tier within Camarilla and Sabbat hierarchies and should not be spread to PCs beyond those tiers.
–	This combination discipline is not available to members of the listed sect without exceptionally good reason.

Dementation Combination Disciplines (and non-Malkavians)

Malkavians are certainly not a unified group in most matters, and teaching combination disciplines is no exception. While many kooks are willing to teach Dementation, sometimes as a prank as much as anything else, those willing to teach the tricks of the trade (Combination Disciplines) are far rarer. We at Team Malk strongly support the right for Storytellers to have the final say in restrictions. With the exception of the Note above and the description of rarity “A,” we leave the combination discipline purchases of Malkavians and non-Malkavians alike to the discretion of chronicle STs. If you as a player or a Storyteller have questions or comments about these Combos, please feel free to contact us at MalkStaff@googlegroups.com.

Any non-Malkavians learning Combination Disciplines that have Dementation as one of the base disciplines are Coord Notify. Any Custom Dementation Combinations learned or created are also Coord Notify.

Combination Disciplines List (With Suggested Rarities)

Name	Source	Rarity					
		Cam	Ana	Sab	Try	Dom	Rav
An Ear for Lies	Road of Kings, p. 72	3	3	3	3	3	3
Anticipatory Locution	Archons and Templars, p. 142	X	–	X	X	X	X
Anticipatory Visage	Archons and Templars, p. 142	X	–	X	X	X	X
Aura of Inescapable Truth	Road of Kings, p. 73	3	3	3	3	2	3
Beast’s Communion	Road of Humanity p. 70	2	3	3	3	3	1
Catch a Whiff of Madness	Counsel of Primogen, p. 102	1	3	3	1	2	3
Chaos Fold	Laws of the Night: Anarch Guide, p. 57	–	A	–	A	A	–
Enhance Sensation	Road of Sin, p. 70	4	4	3	4	4	3
Guardian Vigil	LotN: Anarch Guide p. 58; Low Clans p. 161	A	A	–	A	A	–
Maddening Halo	Player's Guide to the Low Clans, p. 162	3	3	2	2	3	2
Madman's Quill	Libellus Sanguinis 4, p. 110	3	3	2	2	3	2
Memory Rift	LotN: Anarch Guide, p. 60; Low Clans p. 162	–	A	–	A	A	–
Mind’s Eye	Archons & Templars, p. 143	X	–	X	X	X	X
Mortal Skin	Road of Humanity, p. 71	2	3	3	3	1	3
Phobic Affliction	Counsel of Primogen, p. 102	1	3	3	3	1	3
Prophecy	Libellus Sanguinis 4, p. 109	3	3	3	1	3	3
Quicken Sight	Archons and Templars, p. 140	X	–	X	X	X	X
Random Patterns	Archons and Templars, p. 141	X	–	X	X	X	X
Record / Recall Sensation	Road of Sin p. 71-2	4	4	2	4	4	2
Respite of Lucidity	Player’s Guide to the Low Clans, p. 163	3	3	3	3	3	1
Sensory Overload	Laws of the Night: Anarch Guide, p. 61	–	A	–	A	A	–
Sound of a Breaking Oath	Road of Kings, p. 73	3	3	3	3	2	3
True Tongue	Road of Kings, p. 73	3	3	3	3	2	3
Vanishing	Libellus Sanguinis 4, p. 111	2	2	2	4	4	4
Veil the Sin	Road of Sin, p. 72-3	4	4	4	4	4	4
Ward the Soul’s Sanctity	Road of Sin, p. 70	4	4	4	4	4	4
Whispers of Loathing	Player’s Guide to the Low Clans, p. 167	3	3	2	3	3	2

An Ear for Lies**Auspex 1, Auspex 2****14 XP**

MET System: As written in Road of Kings, p. 72.

Anticipatory Locution**Auspex 4, Obfuscate 3, Anticipatory Visage****10 XP**

MET System: Whenever you give a brief answer to someone you are successfully employing Anticipatory Visage against, make a Static Social Challenge, retesting with Subterfuge. Success means the target hears whatever they would have expected from who you appear to be, while failing means they heard what you actually said. Long conversations or more interrogative questions will make this power ineffective (storyteller decision). If the target's Auspex is greater than your Obfuscate, they may make a Mental Challenge to pierce (hear through) the Obfuscate.

Anticipatory Visage**Auspex 4, Obfuscate 3****12 XP**

MET System: Expend a Blood Trait and makes a static Mental Challenge versus the target, retesting with Investigation. If successful, you assume a Mask of a Thousand Faces of someone the target is most expecting for that situation. You are not aware of the mask you wear, nor do you gain any insight to the personality or memories of the person you are disguised as through use of this power. It can be pierced just like a normal Mask of a Thousand Faces.

Aura of Inescapable Truth**Dominate 4, Presence 4, True Tongue****14 XP**

MET System: As written in Road of Kings, p. 73.

Beast's Communion**Animalism 3, Auspex 4****14 XP**

MET System: As written in Road of Humanity, pp. 70-1.

Catch a Whiff of Madness**Auspex 3, Dementation 2****8 XP**

MET System: This power will not work if the Malkavian has no sense of smell and he can be overcome by especially pungent odors when using this power. The Malkavian has to specify before the Challenge which of three things he smells for: A Negative Mental Trait, a Derangement, or a Blood Bond. In any case, the Malkavian must be close enough to his target to smell him, then makes a Static Mental perception based Challenge versus the target (there is a 3 Trait penalty for detecting Blood Bonds). Empathy is the retest. If successful, the Malkavian will learn either one negative Mental Trait, a Derangement, or a Blood Bond (if they exist). This power will not reveal whom the bond is to, although that can be determined through more common means.

Chaos Fold**Dementation 5, Dominate 4****12 XP**

MET System: As written in Laws of the Night: Anarch Guide, p. 57.

Enhance Sensation**Auspex 3, Presence 3, Optional Vicissitude 2****10 XP**

MET System: As written in Road of Sin, pp. 70-1.

MET System: As written in Laws of the Night: Anarch Guide, p. 58.

Maddening Halo**Auspex 2, Dementation 3****10 XP**

MET System: Spend a Blood to activate this power for a scene or hour. Anyone who uses Aura Perception on the vampire risks madness. After successfully using Aura Perception the victim makes a static Mental Challenge against the user; if the player with Maddening Halo wins, the spying character fails to discern the information they were looking for and gains a Derangement for the remainder of the night. This Derangement must be one that currently afflicts the vampire protected by Maddening Halo. If the user of Aura Perception wins the second Mental Challenge, the aura is read as normal. This also affects those who look for an Astral form via Aura Perception.

Madman's Quill**Auspex 3, Dementation [variable]****8 XP**

MET System: The Malkavian can use this power to embed any Dementation power they possess (*with the exception of Eyes of Chaos*) into a writing or artwork. After choosing which power they will weave in, the Malkavian expends a temporary Willpower and a Blood Trait, then makes a Social Challenge against a difficulty of 9 plus the power's level, retesting with Crafts or Expression (*depending on the medium*). The process of embedding a power into a work takes a number of hours equal to the level of the power. The item should also be noted with the Malkavian's Social Traits at the time of creation. Failure of the test results in a normal item with no Dementation power woven within it.

Anyone reading/observing an imbued item (*minus the creating Malkavian*) for at least two minutes will be on the receiving end of a Static Social Challenge from the object using the Traits noted. If the individual loses the Challenge, they are affected by the embedded Dementation power as normal as well as a Derangement focused on the object lasting until out of the scene with the object. It is the Storyteller's decision on the derangement, but Obsession or Paranoia are very common.

Completely destroying the object will end the effect of the power on anyone afflicted by it; destroying the creator renders all items inert and ends any lingering effects. Anyone who successfully resists against an imbued object's Dementation power may examine the item to reveal the strange feeling. Succeeding in a Mental Challenge of difficulty 8 Traits, retesting with Occult, would reveal that the object is cursed in some way, perhaps more pending Storyteller decision.

Memory Rift**Obfuscate 5, Presence 3****5 XP**

MET System: As written in Laws of the Night: Anarch Guide, p. 60.

Mind's Eye**Auspex 4, Dominate 3****12 XP**

MET System: The character must make eye contact and spend a Blood Trait, then make a contested Mental Challenge against the target, retesting with Investigation while the target defends with Subterfuge. In order to utilize this on a kindred of stronger generation, a temporary willpower must also be expended. Success means you may experience a specific memory that resulted from questioning for a specific time (ex. Tuesday at midnight) or event (ex. The meeting with Bob yesterday). If the test is failed, this power may not be used on the target for the rest of the scene. The clarity and amount of information gained is up to Storyteller determination, taking into account the target's Merits / Flaws / Negative Traits / Derangements and the amount of time that has passed since the event in question took place.

Mortal Skin**Dominate 3, Obfuscate 3****10 XP**

MET System: As written in Road of Humanity, p. 71.

Phobic Affliction

Dementation 3, Dominate 2

8 XP

MET System: The Malkavian must make eye contact with his target and speak a threat (*however veiled*) to her, then make a contested Social Challenge, using Intimidation for a retest. If the Malkavian succeeds, the target is overwhelmed by unrelenting waves of terror and anxiety stemming from the threat and its repercussions and is therefore unable to do anything but cower or flee. While others may hear the threat, they won't be able to understand the degree of its impact on the target. If the Malkavian has more than double the target's current Willpower, the target immediately enters fear frenzy.

Prophecy

Auspex 4, Dementation 3

10 XP

MET System: Although the Malkavian oracle may go through the divinations silently, the player should phrase a question or subject for the focus of the divination. The player then spends two Blood Traits and invests an optional amount of Mental Traits (zero to three), then makes a Static Social Challenge versus 10 Traits. This test should be done in such a way that the player is not aware of the outcome to prevent an altered consideration of the vision (such as believing it is misleading or incorrect because they know they lost the test). The process takes approximately an hour from the start of the divination to the fading of the visions. During this time, the user is lost in a trance to the waves of chaos, similar to failing an Eyes of Chaos test.

If the character is seeking simple information, they receive visions from the flowing waves of fate. Each Mental Trait that was expended will expand on the vision, but the user should take heed that not all insight gained is truly pertinent to the information they seek.

If the player uses the insight they have gained to help with an action in the near future, such as trying to avoid enemies or battling a foe, they gain the benefits of their knowledge. The player gains a number of uncancelable 'Prophecy' retests equal to one plus the number of Mental Traits expended. Only one 'Prophecy' retest can be used per complete Challenge and are only valid during the scene that the vision was about.

When Prophecy is called upon to read the fate of another, the same tests are involved, but two additional Blood Traits are needed from the prophecy's subject. Mind you, the subject need not be present nor aware their blood is being used. If they heard the vision's message directly from the Malkavian, whether or not it seems to make any actual sense, they will gain a number of uncancelable 'Prophecy' retests equal to half of the Malkavian's, rounded up. Aside from the user of this discipline, an individual may only have Prophecy used on them once per night. In all of the aforementioned situations, it is up to the Malkavian to relay the visions; if it results in an instinctual edge, the Malkavian must convey that edge through cryptic warnings.

The blood used for this becomes stagnant and detached from the individuals by the end of the vision, as their mystic power was transferred into the divinations. It should be treated as plain mortal blood, unusable for any purpose. Storytellers should take note of how often a player uses this power to watch for abuse. The power may be used on multiple targets at the same time, but the more targets, the bigger the potential repercussions of failure should be (Storyteller Discretion). Any skilled Seer is aware that staring into the waves of chaos too often will have dangerous effects on their mind and constant use has shown that visions will begin to blur together with a dash of the uncontrollable.

Quicken Sight

Auspex 1, Celerity 2

5 XP

MET System: Expend one Blood Trait to activate the power, and for the remainder of the scene you are able to notice and follow things moving quicker than you can see normally. To discern more detail, such as noticing that the bullets being used are hollow point, make a Static Mental Challenge against a difficulty set by the ST.

<i>Random Patterns</i>	<i>Auspex 2, Dementation 2</i>	<i>7 XP</i>
MET System: The character spends a point of Blood to activate the power then makes a Mental Challenge versus an opponent, retesting with Empathy, to read the patterns of chaos around them. Each Derangement the opponent has at the time (<i>permanent and temporary</i>) gives them a bonus Trait in defense. If successful, then during the following round the character gets a free retest on all opposed Challenges with the opponent. Use of this power does not take an action.		
<i>Record / Recall Sensation</i>	<i>Auspex 3 or 4, Vicissitude 2</i>	<i>11 or 15 XP</i>
MET System: As written in Road of Sin, pp. 71-2.		
<i>Respite of Lucidity</i>	<i>Animalism 5, Dementation 5</i>	<i>12 XP</i>
MET System: When using Drawing Out the Beast, the character may spend a Blood Trait per Derangement to affix it to her Beast (or three Blood Traits for her Core Derangement). A Malkavian who expels all of her derangements in this manner cannot regain Willpower until she regains her Beast. Once she has reclaimed her Beast, she suffers from all of her Derangements as usual.		
<i>Sensory Overload</i>	<i>Auspex 1, Dementation 3</i>	<i>8 XP</i>
MET System: As written in 'Laws of the Night: Anarch Guide', p. 61, with examples of possible effects on p. 63.		
<i>Sound of a Breaking Oath</i>	<i>Auspex 4, Dominate or Presence 4</i>	<i>28 XP</i>
MET System: As written in Road of Kings, pp. 73-4.		
<i>True Tongue</i>	<i>Dominate 2, Presence 2</i>	<i>14 XP</i>
MET System: As written in Road of Kings, p. 73.		
<i>Vanishing</i>	<i>Dementation 4, Obfuscate 5</i>	<i>10 XP</i>
MET System: For the Vanishing to work, the vampire must lock gazes with his victim and curse him. The player makes a Social Challenge—retest Stealth for the user, Awareness for the target. If successful, the target fades from view (depending on the Malkavian's outlook, either swallowed by the shadows, devoured by demons or swept away by angels). While vanished, the victim is rendered delirious and can do nothing except babble to herself and seek shelter from the sun; she cannot break the Obfuscate herself. Consider the victim Obfuscated but the Obfuscate may only be tested against by those possessing elder levels of Auspex. Even then, the victim wins on ties, has a free retest and must use any stealth abilities they possess. This power lasts for the scene/hour.		
<i>Veil the Sin</i>	<i>Auspex 2, Obfuscate 2</i>	<i>7 XP</i>
MET System: As written in Road of Sin, pp. 72-3.		
<i>Ward the Soul's Sanctity</i>	<i>Auspex 2, Obfuscate 3 (Optional Presence 3)</i>	<i>11 XP</i>
MET System: As written in Road of Sin p. 70.		

MET System: Establish eye contact, or touch your target (a physical challenge may be required), and engage in a Social Challenge (retest Empathy for both parties). If successful, choose a derangement (with the Storyteller's approval) to inflict on your victim (this does NOT have to be a Derangement that the Malkavian possesses). For the next month, the target suffers from the effects of this Derangement (though it can be suppressed by spending Willpower as usual). If you fail, you may not attempt to use the power on the same victim for one month (this does not prevent other Malkavians from using the power on that target, however). Once a target has been effected by this power, they may not be targeted again, from any source, during the month.

At the end of the month, the victim makes a Willpower challenge versus 18 traits (retest Willpower). The difficulty is reduced by one for every permanent Willpower trait above 6 that they possess. At Storyteller Discretion, the victim may further reduce this difficulty by seeking aid from someone skilled in Psychology. If the Willpower challenge is successful, the victim shakes off the effects of the power. If the challenge fails, the Derangement becomes permanent (though it may be removed, at Storyteller Discretion, through the usual means of buying off a derangement).

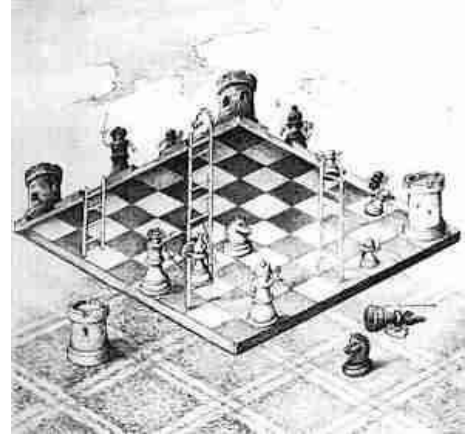


Section VIII: Extras

Malkavian Games

Malkavians are always wont to play games of one sort or another. These games provide insight into the participants for the Malkavians involved. In many places other Kindred do not want to participate, so the Malkavian will hide the fact that it is a game in order to get more participants.

How can this work? One easy way is to just stand and stare at something. A crack in the wall, the pattern of the tiles on the floor, or the tiles on the ceiling, a doorknob, anything at all. Start a conversation with a large group of Kindred and keep being distracted by this. When the others look as well, then you know that they are paying attention. The ones that don't are the ones in need of "help". This game is sometimes called "Made Ya Look."



Other games can always be developed by the Malkavians in play. In all cases they help the player to learn about the motivations of other characters in the game, such as the collectively designed "Game of Madness" (found in the Custom Content DB). Even a simple puzzle left out for others to ignore or solve will lend insight into what makes other vampires and ghouls "tick".

Malkavian Poker

In the Midwest a variant of poker has developed, aptly called "Malkavian Poker", which was devised by Jessica Kesch (prior to becoming an Archon), Adrian Serra and Malachai. The number of players is not set, the number of cards does not matter (some masters of the game play with no visible cards at all) and the rules are always different. Usually Eyes of Chaos is used first to see if the Storytellers want to give any collective information about the game that night.

In most versions of the game, all the cards are dealt out to the players (sometimes the dealer will throw out unnecessary cards as well). Some prepared family will use their own deck of cards, making for a larger outcome. Then one of the players will play a card or cards in the center either face up or down, of any orientation, or stacking. The play continues to the next player (who does not have to be next to the first one) and goes until everyone is out of cards.

Some players will take time and thought to placing their cards; others will just literally toss them out there. The way a person plays can give much insight into how they think. And this is the true point of the game. At the end of the game, the Malkavians who played or observed the entire time may test with Eyes of Chaos on an individual's cards in the pile to try and find out the Nature of that player. This is most often used on non-Malkavians playing the game.

In some places during the course of the game, those non-Malkavian players that are being less than revealing in their method of play when playing cards to the pile will be referred to as "bluffing." Some of the Malkavians present will then either Impassion or use The Haunting on the subject to distract them into revealing more about themselves. This is viewed as something done in cutthroat games, not friendly ones.

Puzzles and Enigmas

Both players and storytellers should find puzzles and enigmas to be their friends throughout the game. Storytellers can use them to provide clues and entertainment for the Malkavian players. Malkavian players can use them to share their insights and knowledge with others in the game. In some places, a game of competition can be started between two Malkavians as they try to best the other with a new puzzle or riddle. The winner can then claim the minor title of "enigmatic" amongst their peers. In cities with many Malkavians, this title can be passed around quite a lot.

In any case, it is a good idea for storytellers and players alike to find and purchase a book of puzzles or riddles to augment your own capacity in these areas. Not only are they fun to read, but they will help you to see new ways to approach and solve problems. This is not only useful at game, but in real life as well.

Prestige

As with many things in the world and the Malkavian Clan, prestige has changed and continues to change throughout the ages. At times in the past each city had its own rules for how this was handled. At other times the Clan held a more democratic approach whereby various individuals had to support an individual for Prestige to be granted. In recent nights, it returned to a more laissez faire method. Individual Malkavians decided on their own to grant Prestige to another Malkavian or anyone else. Similarly, individual Kooks did or did not grant this Prestige any weight or merit. In modern nights, the idea of a unified system by which Malkavians recognized each other, is considered a Prank whose time has passed.

Where did Prestige go wrong?

There's no good answer to that question. The long and short of it is, after consulting with Storytellers and Malkavian players, it became clear that almost no one was using, nor did they want to use, the Prestige system presented in earlier versions of this packet. As such, it has been done away with entirely, left as little more than a footnote of past times.

Lighting the Fire

In the spring of 2011 something happened. There are a variety of theories depending on who you speak to, but there are a few things that are consistent, if not clear. On March 25, 2011 a vision rocked the world hitting Malkavians, seers, prophets, madmen and scholars. Visions of flame, war and the beat of ages hammered into the minds of those throughout the world and on its heels followed fire and brimstone. The next year had an influx of infernalism, consternation amongst the Sects and change within the Clan. It seemed that something about the Malkavian's Discipline of Dementation had taken root more firmly in the mind of those who learned it. Some sensed it immediately, others over time, and some know nothing of it to this day, but the ability to catalyze insanity in others gained a price, insanity in the user. After the spring nothing was the same, but are the changes complete?

Babel, Babble, Babble

Babble is a level six Auspex and/or Dementation power; Babel is a Dark Ages Talent. Regardless of the power or ability in question, the use of these are founded upon the connection that the Malkavians share. It should also be understood that, regardless of the form, Babel is NOT a language. The Elder discipline version(s) are basically mass- and long-distance telepathy. Babel the Talent represents a series of Symbols which Malkavians can use for very basic communication; this is not the same as conversation.

The Babel Talent was largely the purview of the various Dark Ages Ordos and has largely been lost in the modern world. As such, learning the Ability Babel requires Malkavian Coordinator approval. If you want to know more about the various versions of Babble/Babel, see the following books:

- Babble (Auspex 6) – Clanbook Malkavian (2nd ed) p. 27
- Babble (Auspex 6 or Dementation 6) - Clanbook Malkavian (Revised) p. 60
- Babel (Talent) – Libellus Sanguinous 4 pp. 93, 112; Players' Guide to the Low Clans pp. 38, 82

Section IX: Options

Many games have found that there are certain House Rules that they feel capture the flavor of Malkavians better, allow for better consequences, or just make more sense. The following are a collection of House Rules that may or may not help an individual game. They have been collected from various OWBN games so Storytellers are free to use them or not at their discretion.

THESE ARE ONLY RULES IF YOUR STORYTELLER SAYS THEY ARE. Please do not be pushy with your Storytellers and respect that they may not like some of these potential House Rules and that they are the final decision in such matters.

Character Creation

- Malkavian players gain one free level of Malk Time at character creation.

Derangements

- All Malkavians begin play with one “core” derangement, which, per the rules, can’t be removed or cured permanently. However, feel free to interpret this as ‘a Malkavian must always have one Derangement.’ Allow for character growth and evolution by allowing players to change their “primary” derangement during play. The 2nd edition Malkavian Clanbook, p. 29, outlines a cycle that Malkavians go through. Consider this ‘evolutionary process’ as one method through which a Malkavian could change their core derangement. It should never be easy to do so, and there should always be good reason or story behind such a change.
- Many games (or players) run that a Malkavian’s “Primary” Derangement is always active. If this is the case, they should absolutely be able to suppress it with Willpower.
- For a much more in depth look at Derangements, please see the Malkavian Derangement Packet.

Other Systems

In the Malkavian Madness Network section, there are suggested rules for uploading to the MMN. Rather than reprint them here, or separate them from their main topic, they are only presented in that section. See p. 9 for more information.



Dementation

These are a variety of different options from various games' House Rules that you and your STs may want to consider. Each level of Dementation has multiple options that could be instituted.

To be clear these are **multiple different options** for how to run or house rule each level of Dementation. Each bullet point is a different potential house rule.

Passion:

- This is run from Faith & Fire instead of Laws of the Night: Revised.
- Opposite uses of Passion on the same target in the same scene/hour, will cancel each other out.
- As per LotN:R. Requires some sort of social interaction with your intended target. It is possible to stack the effects of Passions by having different aggressors target the same individual. No more than five Negative Traits may be gained in this manner.
- This power, used in the 'Passion Down' capacity, will not bring someone out of frenzy, but if you use it on them while they are in frenzy, it will give them an additional test to resist the frenzy.

Haunting:

- This power lasts for one hour.

Eyes of Chaos:

- Whenever a character expends a Mental Trait to prevent surprise, they also get an Eyes of Chaos retest for any one Challenge during that hour/scene that they could have "seen coming."

Voice of Madness:

- Upon using this power, a character may pick frenzy or Röttschreck; all targets that can hear the vampire using this power that possess 3 or less of the appropriate Virtue Trait (Self-Control or Courage) automatically enter the appropriate type of Frenzy without a test. Targets with 4 or 5 Self-Control may make the appropriate Virtue test as they normally would. The user of this power is also subjected to the full terror and will automatically Frenzy unless they have 3 or more Self-Control or Courage, which they may test normally. Note: there is no longer a Social Challenge required to activate this power.
- Willpower may not be spent to resist this Frenzy; however, it may be used to direct actions taken in Frenzy as normal.
- Willpower may not be used to ignore this Virtue test.
- The difficulty of the Challenges to resist this frenzy is 4, and the target may not spend Willpower to automatically resist said frenzy (although they may retest normally).
- As per LotN:R. Causes fox-frenzy in Lupines. There is no Social Challenge. After the aggressor has spoken the necessary words, everyone in range makes a Courage Challenge or spends a Willpower not to frenzy.
- Voice of Madness does not trigger a Frenzy or Röttschreck check on successful use. Instead, it triggers actual Frenzy or Röttschreck in its victims.

Total Insanity:

- A character's existing derangements are activated first and then they are given additional ones until they have 5. Existing derangements a character has may not be suppressed using willpower when they are activated by TI. A character may not have more than 5 derangements, active or otherwise. This power lasts for a scene not the evening.
- If a player is unable to roleplay the derangements he has gained, then the character will go catatonic.
- Derangement decks carried by the player need to be a minimum of 12 derangements, and the derangements of your PC must be included (derangements shall be determined by the Storyteller if the player does not carry such a deck). Each card must have the appropriate effects written and be approved by a Storyteller.
- You must have a storyteller present to use this power. Derangements must be chosen from a Derangement deck that will be kept at the sign in desk. Total Insanity is not stackable, and victims of TI may not take any offensive actions for 1 round, as their mind is reprogramming itself. The beast will obviously defend itself if attacked during this time. This power lasts for only one hour.
- The effects of this power last for 1 hour or until the end of the scene, whichever comes first.
- If you have more active derangements than permanent willpower you fall into a catatonic state where you can only defend yourself.
- This power lasts an hour, not the remainder of the evening. If you have more active derangements than your permanent Willpower Traits, you lapse into a nonfunctional, psychotic state wherein you can only take defensive actions.
- This power lasts for one hour. The victim of Total Insanity may not attack the one who placed the Insanity on them so long as any one of the derangements is active, it is their crazy and it just won't let you. The victim of Total Insanity may choose to suppress each derangement for one hour per derangement per Willpower expended. The rule regarding the length of time to initiate Total Insanity is ignored.
- The 5 Derangements gained through this power fade away at a rate of 1 per hour.
- Once this power is activated as per Laws of the Night (Social Challenge, must have held the target's full (unobstructed) attention for one (1) full turn, or four (4) seconds), if the attempt is successful, then the victim may choose from the two following effects:
 - The victim may enter a catatonic state for the remainder of the scene, with a minimum of ten (10) minutes and maximum of twenty (20) minutes of affected time.
 - During this time, the victim may not speak, move, or act; if the victim is attacked during this time, either by the user of *Total Insanity* or any other source, then the victim immediately enters Frenzy, as the Beast takes control of the catatonic flesh.
 - This Frenzy shall be unavoidable, and shall run its full course of ten (10) minutes; it may not be stopped with a Social Test against the Frenzied Kindred; it will stop only if the time is up, the Kindred is staked or Torpored, or due to the use of the Intermediate Animalism power: *Quell the Beast*.
 - If the catatonic Kindred is not attacked, they will remain in the catatonic state until the duration has passed.
 - Otherwise, the victim may choose to pick five (5) cards from a pre-approved "Insanity" deck, which will be provided by the Story Staff or the Malkavian using the power; if the Malkavian provides the deck, each card must be approved by the Story Staff before it will be allowed in play. The cards shall have the names, descriptions, and rules for the Derangements that they represent.
 - Once the five (5) cards are chosen, the victim shall feel the full effects of their chosen derangements for the remainder of the scene, with a minimum of ten (10) minutes and a maximum of twenty (20) minutes duration.
 - The victim may not take action in the first round following the use of this power, as the madness sweeps over them, but they may defend themselves normally if attacked during this time.
 - Furthermore, if the Storyteller deems appropriate, a character which has chosen the "Insanity Card" method may be instructed by the Storyteller to instead feel the catatonic effects. This may occur because of the debilitating combination of Derangements chosen, the inability of the player to roleplay the derangements effectively, or any other reason that the Storyteller feels is appropriate. If this choice is made, then the character shall remain in a catatonic state for the remainder of the duration of the power.