

# One World By Night: Nosferatu Clan Genre Packet

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# DARK PACK

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2009. Written by Shaughnn Lee Capua, J.J. Commisso, Ruy da Silva Paula, Nick Gailbreath, Scott Magness, Mandy Malone, Heather Santoro, Bridget Shopp, Jim Shopp, Mike Surma, and Larry Wile for One World by Night.



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## Part I: The Guts of Clan Nosferatu – Clan Structure

### *Introduction*

The curse placed on the Nosferatu and the fear of those that hunt them forces the Clan to protect and watch over all of their own. Clan Nosferatu - from the Sewer Rats (Camarilla), the Creeps (Sabbat), and all others - gather in the underground as family. Underground they are shed from all societies and they are all simply Nosferatu. (CbR:N 15).

As such interactions with any and all Nosferatu below ground is considered sect-less. Well-informed Nosferatu may be able to make inferences or hold knowledge that someone is of specific sect topside (i.e. Cock Robin as Justicar of Clan Nosferatu for the Camarilla). However, these conversations below ground with said individuals do not constitute conversations with an alternate sect.

As well, the positions held by a Nosferatu within a sect are of little importance underground. The stories and accomplishments of a Nosferatu spoken by his family hold greater weight when speaking. This prestige exemplifies the duties taken on by the Nosferatu on a nightly basis and the stories told of them by Clan Nosferatu.

## *Stories of the Underworld – Nosferatu Clan Prestige*

### *Introduction:*

Clan prestige is designed to represent the measure of good will or respect a character has inspired in a clan. Just as sect status measures one's standing in a sect, so clan prestige measures how an individual has mastered the rules and culture of a clan, and how they have come to be valued by that clan.

Amongst the Nosferatu in particular, acknowledging such a prestige system is a matter of respect. A Nosferatu may have six status within his sect, but expecting respect from other Nosferatu that she meets based solely on that would be folly. Gaining the true respect of her clanmates comes down to earning that respect for what she has done in their eyes (their clan prestige), not what non-Nosferatu say she has done in theirs.

The philosophical dichotomy that exists between the Sabbat, Independents, and Camarilla loyalists will ensure that no Nosferatu can ever expect to be complacent in matters of prestige, and Prestige is certainly no guarantee of obedience, but it will at least make other Nosferatu consider your words.

No Nosferatu can expect to lose prestige for expressing an opinion. However, failure to give help to the clan, or killing a Nosferatu for no other reason than the whim of a coterie are most definitely reasons for losing prestige, or if the crime is heinous enough, even gaining clan enmity. While loyalty comes naturally, gaining the ire of your family when you turn on them can be instantaneous at times.

All prestige held by Nosferatu characters needs to be logged with the Nosferatu Coordinator Team via: [Nosferatu.Subcoord@gmail.com](mailto:Nosferatu.Subcoord@gmail.com)

### *Structure of Clan Prestige:*

A Nosferatu is known to his family by his activities on a nightly basis and the stories told of them. These stories told by family about their accomplishments are personal prestige. The story is often concluded with a selected prestige that the majority of the family feels is appropriate for the individual based on the story.

Personal prestige can be granted up to seven times for a PC/NPC. Nosferatu PCs should start with no more than one personal prestige upon character creation, unless approved by the Nosferatu Coordinator. Nosferatu NPCs should start with no more than three personal prestige upon character creation, unless approved by the Nosferatu Coordinator.

The Nosferatu is also known for his activities on a nightly basis based on the position(s) held within his brood. Many Nosferatu are required to take on more than one position due to the low ranks of Nosferatu in a given area. However, a Nosferatu can only claim prestige for one position and it is for them to decide on which one to select.

### *Awarding Clan Prestige:*

#### 1<sup>st</sup> and 2<sup>nd</sup> Personal Prestige (City/Chronicle):

At the city level (chronicle), members can award a Nosferatu prestige to another up to their 2<sup>nd</sup> personal prestige. The voting is done on the local level and in the event of a tie the elder and the two highest prestige holding Nosferatu will come together and decide the tie.

Upon the awarding of such prestige, it is common form to tell the story to the rest of the Clan via SchreckNET.

*Note, at this level a Nosferatu can only be awarded subsequent Prestige once every Three months.*

#### 3<sup>rd</sup> and 4<sup>th</sup> Personal Prestige (Region/Event):

As for the 3<sup>rd</sup> and 4<sup>th</sup> personal prestige, these measures of standing should be brought up at a regional level (Event Game). A vote should be proposed and the stories of what the nominee has done to help the Nosferatu in his/her region should be given. If the vote is a tie, the Elder from the area the nominated Nosferatu is from and the three highest prestige holding Nosferatu in the region will decide the tie.

*Note, at this level a Nosferatu can only be awarded subsequent Prestige once every Six months.*

*The Nosferatu Coordinator and his/her team have the right to veto any prestige award to a PC that would take them over the 4<sup>th</sup> Personal Prestige.*

#### 5<sup>th</sup> and 6<sup>th</sup> Personal Prestige (National/Event):

For the 5<sup>th</sup> and 6<sup>th</sup> awards of Nosferatu prestige, such measures of standing signify regard within the clan that is of an exceptionally high level. Most PCs can never expect to attain this level of standing and those that do should be considered well-respected with the Nosferatu OWbN universe.

With regards to an award of a PC's 5<sup>th</sup> and 6<sup>th</sup> Nosferatu Prestige, a nominated Nosferatu is proposed to SchreckNET and one week discussion allowed for any that have comment. After the week, the moderator will setup a group poll and a vote will be cast on the award. After a period of two weeks, the vote shall be concluded and if more than 75% vote yes, then the Prestige can be considered awarded.

As well, a Nosferatu PC can be awarded a 5<sup>th</sup> and 6<sup>th</sup> Nosferatu Prestige at an event game that the Nosferatu Coordinator is present at and has given approval. The vote still must be found to have a vote of yes for over 75%, and the prestige can then be awarded.

*Note, at this level a Nosferatu can only be awarded subsequent Prestige once every Twelve months.*

#### 7<sup>th</sup> Personal Prestige (Global Event):

It is rare, but every once in a while a Nosferatu comes along that not only exemplifies the clan, but goes above and beyond their duty to serve and protect the family. This is the highest level of recognition and the ultimate sign of respect that a PC can achieve.

A PC may be nominated for this 7<sup>th</sup> Prestige at a major event game (example: a conclave) and if all present agree, then a vote will be put forward on SchreckNET to the entirety of the clan. A unanimous vote is necessary for this prestige to be awarded.

#### *Awarding Clan Prestige via Nosferatu Coordinator Team*

If the situation arises where a player is the only Nosferatu PC playing in a chronicle, and the player feels that ordinarily his/her actions would have been recognized, then the player should speak with his/her chronicle's HST and the Nosferatu Regional Sub Coordinator.

In such a case, the HST or designated representative will enter discussions with the Nosferatu Regional Sub Coordinator and explain what has been done to warrant such an award. If the Nosferatu Sub Coordinator agrees with the HST, a scene will be arranged in which an NPC Elder nearby hears about the actions and makes the award of prestige to the PC. This option is available for awards of Prestige up to the 2<sup>nd</sup> personal prestige, but should be considered a secondary method.

For any Prestige awards of a higher value, the normal rules for awards of prestige should be observed. In all such cases, it is recommended that the player speak with his/her HST to explain the situation.

#### *Awarding Prestige to Non-Nosferatu*

Clan Nosferatu tends to be an insular and close-knit lot. Therefore, when a non-Nosferatu performs actions for the Clan, it is usually discounted as someone trying to suck up to the Sewer Rats for information.

However, there are those rare occasions when someone genuinely aids the Clan and does so without thought of recompense or reward. These individuals can be nominated by a Nosferatu to receive Clan Prestige, just like any other Nosferatu. However, owing to their non-Nosferatu status, these individuals and the reasons for the award are put up before the entire clan for review.

With regards to this award, the non-Nosferatu is proposed to SchreckNET and one week of discussion allowed for any that have comment. A moderator will allow a week of discussion and then open a vote for a minimum of two weeks. After a period of two weeks, the vote shall be concluded and if more than 75% vote yes, then the Prestige can be considered awarded.

### *Removing Prestige*

If at any time a Nosferatu believes that one holding prestige has acted in a way to endanger or betray Clan Nosferatu, then they should outline the crime on SchreckNET, and recommend a prestige to be stripped. A moderator will allow a week of discussion and then open a vote for a minimum of two weeks. A simple majority is only needed in a vote to strip the prestige based on the crime. In the result of a tie, the Nosferatu Coordinator has the power to break it.

### *Clan Enmity*

In the case of Non-Nosferatu acting in such a way as to endanger and/or kill many Nosferatu, they run the risk of not only losing their prestige, but gaining “Clan Enmity”.

Those not of the blood that hold Nosferatu Prestige would in the first instance lose their standing in the clan. As detailed in the above table, in such a case, after a two week discussion, a vote is proposed and a simple majority agrees, then the Prestige is stripped.

If the non-Nosferatu Kindred continues to act in such a way as to endanger and/or kill members of Clan Nosferatu, then another vote would occur to determine if they are worthy of being declared an Enemy of the Nosferatu.

Due to the extreme nature of the Clan Enmity flaw, a majority of 90% is required to pass. In the event that such a vote passes, an announcement will be made by the Nosferatu Coordinator’s office to the OWbN community via the e-mail lists.

*Note, in extreme cases, a non-Nosferatu with Prestige may be stripped by the Nosferatu Genre Coordinator, and then a vote may be proposed to SchreckNET for the individual to be given Clan Enmity.*

### *NPC Nosferatu Prestige*

If an ST wishes to create an NPC Nosferatu for use in the OWbN universe they should approach the Nosferatu Coordinator and recommend a proposal, plot reasons and a background. In all but the very rarest of cases, it is recommended that NPC Nosferatu start in the game with no more than two personal prestige.

Higher levels of personal prestige signify regional and internationally known Nosferatu and as such may have a wider reaching affect than just one chronicle. In any such event, the Nosferatu Coordinator’s decision shall be final. If an NPC with such a regional and/or international reputation is to be introduced into the OWbN universe, the ST concerned should work with the Nosferatu Coordinator to prepare an appropriate message that can be sent out to SchreckNET. Such a message should include a brief history of the Nosferatu, their achievements and any other pertinent plot information that the ST may wish to release at that time. Ideally, this procedure will help to preserve



game and genre continuity within OWbN and will hopefully serve as a plot conduit opportunity for STs.

**Note:** If an ST wishes a non-Nosferatu to enter the game with Nosferatu Prestige, they should seek the permission to do so from the Nosferatu Genre Coordinator in the same manner as detailed above.

### *Trades of the Underworld – Positions of Clan Nosferatu*

The Nosferatu take up positions within an area to help support and protect the family. These positions generally revolve around the two keys for survival - the Warrens and Information Gathering.

These positions should be freely chosen by the character and generally recognized by the Nosferatu in those Warrens. Obviously, not everyone is going to agree with every appointment, but all that should matter is that the "locals" are in consensus. Positions within Clan Nosferatu are not a matter of authority or leverage. They are instead a matter of respect. These positions should be treated as a way to recognize and bestow respect, but remember respect must be earned within the Clan.

Each position comes with a positional prestige and advantage associated with it. A Nosferatu may only claim **ONE** positional prestige and advantage via their primary position. A Nosferatu may claim or hold multiple secondary positions to assist the Family. However, the primary position of the Nosferatu may only change every three months.

All positions held by Nosferatu PCs need to be logged with the Nosferatu Coordinator Team via: [Nosferatu.Subcoord@gmail.com](mailto:Nosferatu.Subcoord@gmail.com)

### ***Warrens Position:***

#### **Warrenmaster:**

**Prestige:** *Trusted or Respected*

**Minimum Requirements:** *Warren Lore x3, Security x2, Leadership x3, Information Network Background*

The Warrenmaster is one who takes on the job of making sure that the Warrens are safe, secure, and productive. It should also be the Nosferatu to whom the other locals come to if there are problems in the Warrens.

While not technically a position of authority, the Warrenmaster is shown some respect for all of the responsibility they take on their shoulders. This is not an attempt to implement Camarilla politics into Clan Nosferatu, but it does help establish a hierarchy. The title can be removed as soon as the clan's consensus turns.

This position must be filled by either an NPC or PC before the remaining can be named. Without this position, a Warrens cease to exist or survive.

**Advantage:** A Warrenmaster is considered a master of that domain and understands the logical layout of other Nosferatu warrens. They also have an overdeveloped understanding of where to go and how to arrive there. As such, while in the sewers and warrens, Warrenmasters have one additional retest of Lore: Warrens or Sewers.

#### **Hivemaster:**

**Prestige:** *Shepherd*

**Minimum Requirements:** *Animal Ken x3, Animalism: Quell the Beast, Animal Retainer Background*

Hivemasters are any Nosferatu who takes on the night-to-night responsibility of maintaining the Spawning Pools, keeping an eye on vermin, plant, and fungi populations and otherwise watching out for the flora and fauna of the under-realms. They are the masters of the creatures of the night that the clan relies so heavily upon. Without a ringleader for your wildlife you'll find the hunter soon becomes the hunted.

**Advantage:** A Hivemaster crafts creations from the spawning pools into their own vision of perfection regardless of how ugly the final creature may be. Therefore, while in the sewers and warrens, Hivemasters have one additional Animal Ken retest.

#### **Architect:**

**Prestige:** *Revered*

**Minimum Requirements:** *Potence: Might, Crafts: Architecture x3, Industry Influence, Science: Any Engineering x2*

The Architect is one of the more under-appreciated roles within Clan Nosferatu. He is responsible for much of the safety that others in Clan Nosferatu take for granted. As a

Toreador works canvas, an Architect works the very stone around them, designing, shaping, and then finishing the Warrens in which Clan Nosferatu is able to shield itself from the horrors both above and below.

**Advantage:** An Architect is able to see the final product in raw materials with incredible ease. Bringing that potential into actuality is the gift which these builders possess. As such, all architects receive an extra retest of Crafts: Architecture while constructing sewer or warren sections.

**Enforcer:**

**Prestige:** *Feared*

**Minimum Requirements:** *Brawl, Melee, or Firearms (any so long as they total 3pts.) Dodge x3, Survival x3, Security x1, Potence: Intensity*

Every warren needs a protector, someone with the ham-fisted power to remind others why it's a bad idea to wander around the sewers. Enforcers are the things of nightmares, that hulking drooling beast in the darkness that radiates raw physical skill. Enforcers are the one position within the clan that a warren can have multiple of - better safe than sorry really. Warrens all over the world survive off of these members of the clan; while traps and tunnels are fine, Enforcers are the divine.

**Advantage:** An Enforcer is able to use the close quarters of the sewers to their advantage while confronting enemies. They are also especially vigilant when clanmates are being attacked in their home. Therefore, while defending other Nosferatu in the sewers or warrens, Enforcers receive an additional Brawl, Melee, Firearms, or Throw retest.

### ***Information Position:***

#### **Double “O”:**

**Prestige:** *Informed*

**Requirements:** *Stealth x3, Obfuscate: Vanish from the Mind’s Eye, Information Network Background x3, Contacts Background x3*

Double “O” is the Nosferatu known for being “on the ball” when it comes to getting information on anyone. Spawned from the clan’s obsession with movie culture, the name is derived from Ian Fleming’s James Bond, which is more or less precisely what this position entails.

Gadgets, personality, or raw obfuscation are the tricks of the trade and a Double “O” uses any and all of them. If you need to know which pocket someone puts their car keys you can just ask them. But if you want a copy of their car keys and alarm codes, a GPS map of their route home every night for the past month and a photo dossier of every person that they’ve fed from during that time, you go to the Double “O”.

**Advantage:** A Double “O” is able to retrieve information that Nosferatu covet. They are especially good at uncovering family secrets. When encountering someone below ground, Double “O”s can identify if that individual is Nosferatu or not with a simple mental test.

#### **Technophile:**

**Prestige:** *Invaluable*

**Minimum Requirements:** *Academics, Computer, Repair, Security or Science at any levels equal to Ten Points; Schrecknet Lore x3*

The Technophiles of the Clan are those Nosferatu who created and maintain SchrekNET. They are often the feeblest among the clan but easily the most coveted. Technophiles rely heavily on their manufactured genius, and every member of the clan uses their expertise in the form of communication devices and maintaining the technology the warren requires to thrive. When a Warrenmaster is slain the clan will seek vengeance, when a Technophile is slain the clan shows no mercy.

**Advantage:** A Technophile adds to and maintains SchreckNET. They are also experts in data location and storage. While in the sewers and warrens, Technophiles have one additional Computers retest.

**Loremaster:**

**Prestige:** *Knowledgeable*

**Minimum Requirements:** *Kindred Lore x3, Sect Lore x3, Nosferatu Lore x3,*

*Academics: History x3, Any Other Clan Lore or Supernatural Lore at any level equal to Five*

While finding out the haven locations of the city's primogen are always fascinating, after a while, it becomes tedious. Some Nosferatu at this point begin looking for more esoteric tidbits with which to feather their nests, at which point, another Loremaster is born.

Loremasters are generally Nosferatu who are interested in the world that exists beyond the warrens or even vampiric existence. They often trade information with mortal occultists or even other supernaturals, such as True Mages or Bonegnawers. However, since these tidbits are so esoteric, Nosferatu can be very protective of their treasures, even sometimes going so far as to spread false information about subjects in order to mislead others who might be interested in the same subjects as the Loremaster.

Information given to PCs by oral tradition is nothing more than IC knowledge. They are required to remember the conversation and use it, bearing in mind who spoke it to them and the questionable validity of the information. Remember, Loremasters often make it a habit of spreading lies to cover up the truths they so covet.

**Advantage:** A Loremaster is essential for instructing the Neonates in the culture and history of Nosferatu. They are also the storytellers of their clanmates' events and affairs. Therefore, Loremasters may award a fledgling Nosferatu their first prestige.

**Face:**

**Prestige:** *Diplomatic*

**Minimum Requirements:** *Empathy, Etiquette, Intimidation, Leadership, Politics, or Subterfuge at any levels equal to Fifteen Points*

When the eyes of the topside come down on the Nosferatu in the underground, the Face is the one that protects them. The Face serves the role of ambassador, diplomat, or scapegoat to ensure the Clan is not targeted. They are generally loaned support by the Clan to champion their cause.

Generally, this position is given to the Nosferatu that embraces the politics of the topside and thrives within it. These Nosferatu often work for the sects in a position and are able to garner information behind closed doors not available to all. They then return to the others and trade the information to protect the Clan.

**Advantage:** A Face is in close contact with the political leaders above ground. They are also knowledgeable about the affairs of topside factions. As such, Faces may identify the sect of a family member that they portray topside with a simple social test.

## Part II: The Mouth of Clan Nosferatu - SchreckNET

### *Introduction:*

SchreckNET is a network accessed and maintained by Clan Nosferatu. The clan converses with each other through a series of tiered and layered communication pipelines, encrypted e-mail messages, bulletin boards, encoded web pages, and other similar applications utilizing a system of chat rooms and Virtual Private Networks. Nosferatu send information to each other the world over.

With the technology available today, SchreckNET communication is broken up and bounced via cable and satellite transmission, and the packets are reconstructed at the receiving end and decrypted. The Nosferatu are nothing if not inventive in ways to hide their secrets.

By way of encryption, the Nosferatu use some of the most advanced techniques available. Technophiles and Administrators compete nightly to implement even more secure cryptosystems. The mages and werewolves may have ways around this, but even the most advance kindred do not. Even if a kindred (or other) manages to hack SchreckNET, without access to super-computers, the whiz-bang technology of the supernaturals, or the decryption key, there is no way they will be able to understand what they are looking at. Various burst transmissions have been intercepted over the years, but the lack of any ability to devise decryption intelligent enough to read the message has kept the integrity of the system intact.

It is whispered in dank steam tunnels that there is an actual separate network laid over the old military ArpaNET, where the true Elders of Clan Nosferatu converse about matters of great importance. The Justicar's personal and court systems might be an example of this. The supposition that all of Clan Nosferatu's cyber-chatting is nothing more than surface noise that serves as yet another layer of camouflage for the REAL SchreckNET has been hinted at in the knowledge possessed by those with superior knowledge of the system itself, or of the clan (SchreckNET or Nosferatu Lore x5).

## Technical Information

This is the technical information of SchreckNET for the STs and PCs to use should they desire it:

### Thin Client SchreckNET Nodes:

Provided by the SchreckNET Admin Team out of New York, Chicago, Dallas, and San Francisco, these SchreckNET nodes are in actuality just dumb terminals, in that they store nothing locally, being simply a keyboard and monitor with a "network" connection. They are akin to the green-screen mainframe terminals of the 1970s in that they have no actual processor, physical hard disk, or other standard PC hardware as we know it today.

Personal computers cannot access SchreckNET directly, though secure links can be made with special dispensation, and often are in the larger warrens out of courtesy to the Nosferatu that prefer the privacy of their own machines. Even on a private machine, however, no data is stored on the PC, as any hard-wired PC does not receive the data directly, and all video hardware is disabled for SchreckNET content. Effectively, any personal machine, while connected to the Nosferatu facilities, acts just like the standard dummy terminal.

These dummy terminals are integrated units, requiring no external pieces to function properly. The monitor and keyboard are the only extraneous items, and there is no computer "box" or case as one might expect. The monitor housing contains what appears to be a component board and some display necessities, surrounded by insulating foam and circuits. The board itself contains false circuits, resistors and conductors, and exists to make hardware connections from outside the system and with the actual circuits, which are specially made in the insulating foam. The foam is specially treated with chemicals that cause the foam itself to conduct electricity in special paths that must be cut or etched into the material as the machine is built. This essentially turns the foam into a series of real circuits, which do all the input and output processing of data. No storage is available at any of the terminals. Should the case be opened, the foam reactants immediately combine with the local atmosphere, and render all created circuitry useless by melting all components back into the foam. The batteries which keep a small current running at all times are cut off from the circuits on opening, and the circuits cease being electrically viable. Damaged terminals are salvaged when possible and replaced in whole, not repaired on site. The Admin team members are the only ones qualified to make the appropriate repairs, or have any knowledge of the actual inner-workings of these terminals. SchreckNET Nodes are often trapped so that opening them improperly (something an average vampire would not know how to do) renders a unit inoperable.

The most important aspect of these terminals is that they are located and hidden deep within the Warrens so well that they are not often noticed as terminals themselves. One needs to know how to locate things in the warrens before they can ever think about finding a node (SchreckNET Lore x1). Tampering with said node will, invariably, cause the node to cease functioning.



### **User Identifiers:**

Each SchreckNET Node is logged with a hardwired access ID. This hardwired ID is necessary to successfully connect up with SchreckNET. For personal identifiers, a unique identifier code (screen name) is also issued to each user of SchreckNET, which is updated on a regular basis.

Even if SchreckNET is hacked by someone, this would mean that hackers would get a limited time hack, and only if they kept the Nosferatu in question alive and viable (i.e. unconditioned) accessing a node in the Warrens.

Also, any deviation from SchreckNET netiquette would be instantly identified, and that user ID tagged for investigation. Rarely, if ever, can a non-Nosferatu even pass for a standard user, and even forced SchreckNET users are often picked off quickly because of their specific deviations in protocol to protect the family. To stress the point, Nosferatu should not willingly be giving up their family – the standard Nosferatu will likely try to alert the proper authorities by way of a slight indiscretion so they will have their own access removed, and thereby save the Nosferatu archives.

In addition, each Nosferatu has his/her own public/private key as well. The public keys are, of course, public and easily accessible by any Nosferatu (and maybe even non-Nosferatu), since it's the private key that allows a person to decrypt a message encoded with their public key.

### **Admin:**

Any specific node/terminal that drops off SchreckNET for whatever reason cannot reconnect without active Admin decision. There is a group of Nosferatu who never go topside, who all have the logon "Admin". They are completely inaccessible to the standard Nosferatu. Use of the "Admin" team should be limited in scope, and STs should coordinate efforts with the Nosferatu Genre Coordinator if they feel there is a need to use this NPC component to the clan.

## Mechanics Overview

For game purposes, without consent of the Nosferatu Genre Coordinator, SchreckNET is unhackable.

Any and all non-Nosferatu PCs and NPCs **must** notify the Nosferatu Coordinator of their activities surrounding and relating to SchreckNET. Non-vampires (i.e. ghouls, werewolves, etc.) are never knowingly on SchreckNET. Failure to alert the OWB Nosferatu Genre Coordinator to the presence of a non-Nosferatu on SchreckNET is grounds for termination of subscription and subsequent Organization Level Discipline.

All access to SchreckNET is based out of the nodes located within each Warrens. There is no way to access SchreckNET outside of the Warrens unless given permission by the Nosferatu Coordinator team.

It is *very much out of genre* to share information from SchreckNET with members of another clan. Nosferatu genre dictates an almost inherent familial tie to the clan – even Autarks respect the family bond, and its overt secrecy, over and above their personal political leanings. While the Coordinator team cannot enforce this familial bond across the Organization, or the roleplay inherent in that interaction, we hope that both the players and storytellers keep this in mind and help us enforce the keystone of Nosferatu genre throughout. Passing along SchreckNET messages to your coterie, selling out your clan, or giving away free random messages are all generally frowned upon.

Please note that one cannot forward messages off of SchreckNET in whole or part, as it is self-contained, and has no way to send messages outside the system. Messages, unless written down via paper or taken verbally, have no way of being “sent” or “copied” from SchreckNET for distribution. As well, messages over SchreckNET are coded and written in such a way that even if a non-Nosferatu were to read it, it would be incoherent and enigmatic.

All NPC posting to SchreckNET must be approved by the OWB Nosferatu Genre Coordinator prior to being posted, as NPCs are held to a higher standard than players, and are expected to be learning utilities for those players.

## Part III: The Home of the Nosferatu - Warrens

### Preface

This section contains a set of optional guidelines on how to design warrens, the various sections they could contain, and a system to allow warrens to continue even if a game currently has no Nosferatu players. If your chronicle decides to implement these rules and you run across issues, please contact the Regional Sub Coordinator so problems can be addressed. Also, if you have any suggestions on how to make the system better, please also forward your suggestions to the Genre Coordinator. Ultimately, as these are guidelines, all final decisions on these rules are in the hands of your local storytellers.

### Introduction: Warrens vs. Sewers:

There is a common misconception that the sewers are synonymous with warrens. They are two different territories and serve two different purposes. The sewers are water and waste movement systems that facilitate the proper functioning of a city for its inhabitants. These sets of tunnels and pipes are typically within the first level or two of a sewer system, and closer to the ground level than not. Subway systems and underground transit also typically run along the second level of a “sewer”, though they are obviously not transferring water or waste. Even in the oldest cities, where abandoned tunnels exist for safe escape routes built by paranoid politicians, or underground mail systems functioned, or defunct aqueducts, the sewers only extend to the third “level”. These hidden sub-systems exist primarily without the general populace knowing about them. Many have been forgotten entirely.

The sub-city in any area is typically divided below ground in anywhere from 4 to 7 “sub-layers”. Each of these layers serve a purpose all their own, and as a common rule, the deeper you go, the more dangerous things get for not only outsiders, but Nosferatu as well. Also, the smaller the city, the less expansive the system, and the more shallow the depth of each system.

Once one passes the “sewer” level, or the functional level in which the mortal populace manages their needs, starts the Nosferatu’s home. Depending on the depth of the sub-city, and the warrens, this can start at levels 3 through 5, and varies greatly on what exists under the city. Some larger cities have expansive underground tunnels beneath the sewers that provide structure and support to the entire city. Even smaller cities may have vast underground caverns or water systems which make it hard to negotiate building on a level immediately under a city’s underbelly. Wherever they start, the warrens exist outside the standard connection of the sewers. They are typically accessed in very few places, and are extremely secure as a whole. People would need to be actively searching for a warren to ever even find an entrance.

Once inside, the warrens have the potential to be some of the most dangerous ground even traveled. Traps, dead-falls, ravenous beasties, and a host of other unpleasanties awaits the unwary traveler throughout the warrens.

Lastly, there is the Great Below, or The Darkness. Whatever the name, it's a place where no living or dead thing should travel, and even the Nosferatu fear it. Rumors speculate that Nictuku hide beneath the underbelly of great cities, or giant beasts of destruction slumber. Either way, going there means death to most anyone, no firsthand stories of a visit to this deeply disturbing place have ever been told truthfully. This is typically any level below that which the warrens themselves span. While some smaller cities may only have 3 or 4 levels, and this area may not exist for them, larger cities may have 5 or 6 levels, and anything below that would fall into this category. However, make no mistake – these areas are just as common on the first and second levels of underground caverns and the like. Natural formations are often far more dangerous to a Nosferatu than man-made structures. It took hundreds and thousands of years to create vast underground caverns typically – just what do you think made all those, anyway?

## Warrens Construction:

Characters in OWBN are given the opportunity to become a Warrenmaster via position, influence, or merits. These rules are not intended for individuals to go out and build their own warren (though possible), but to help these Warren Masters build and maintain what they have. They are designed to show how the clan works together in order to build a shelter and sanctuary for themselves, and using one of their primary clan advantages to their benefit.

The storytelling staff should provide its players with a basic foundation of what exists that would begin a warren. Feel free to make the initial warren inhabitable, and add any of the features found below to a starting system that would naturally occur in your area.

### Building the Foundation:

Warrens typically begin as nothing more than a sub level of meager rooms, crawl spaces, craters and tunnels to normal subterranean drainage, sewer, or mine systems in a city. The flavor of each particular foundation can help dictate the look and feel of each starting warren. Actually building a suitable, livable warren is represented by the construction of Add-Ons.

### Add-Ons:

Add-Ons are the bread and butter for Nosferatu warren construction. They encompass all the defensive, research and housing needs any city's monsters could ever need. With these add-ons the warren grows from a series of dilapidated city tunnels to a massive web way of defense and recreation.

Each Add-On has with it a designated ability and influence; these represent the appropriate resources needed to construct the specific Add-On. Add-Ons have six levels that can be constructed. Each level is independent of the next – therefore buying the first level is one full expenditure cycle of resources, and the second level incurs its own full costs after the first level is completed. These levels are made so that a Warrens has a Level 6 Spawning Pool rather than Ten Level 2 Spawning Pools.

Each level has a cost, and each cost has three definitive fields. The cost fields are as follows:

- **Ability:** This is the total ability level that must be spent in order to gain the insight of how to construct the Add-On level. Specializations count as one extra level of an Ability.
- **Influence:** This is the total influence level that must be spent in order to gain the resources, materials, permits, or general information to construct the Add-On level.
- **Time:** This is the total time it takes to complete construction of this Add-On level.

Each Add-On also has a *Mechanic Note* at the bottom of each Add-On description. This is a suggested way to handle the Add-On mechanically in game terms. Certain mechanics add to attributes within each warren. These attributes are **Defense**, and **Surveillance**. See the section following Add-Ons (“Assaulting the Warrens”) to understand more about players interacting in the Nosferatu’s home.

### The Add-Ons:

**Animal Defenders** These are animals from the spawning pool. They are larger than their normal counterparts. For them to be more than base ghouls they will have to be bought as retainers.

*The appropriate Ability is Animal Ken and the conjoining Influence is Bureaucracy or Street.*

**1.** 4 animals.

*Requires: Ability x1, 1 Points of Influence, 3 days*

**2.** 8 animals.

*Requires: Ability x3, 3 Points of Influence, 1 week*

**3.** 12 animals

*Requires: Ability x6, 6 Points of Influence, 2 weeks*

**4.** 16 animals

*Requires: Ability x10, 9 Points of Influence, 1 month*

**5.** 32 animals

*Requires: Ability x 15, 12 Points of Influence, 2 months*

**6.** 48 animals

*Requires: Ability x 20, 15 Points of Influence, 3 months*

### Mechanic Note:

**Defense:** The level of defenders should add to the static difficulty of intruders surviving a stroll through the warrens. Level one should be a +1 trait where as a level 6 should be +6 trait modifier. These traits stack with traits gained from other Add-Ons in any attempt to maneuver through a Nosferatu Warrens system.

## **Animal Watchers**

These are normal inconspicuous animals that are smart enough to realize what is out of the ordinary and run back to the warrens via a circuitous route. These animals can only be utilized within the Warrens.

*The appropriate Ability is Animal Ken and the conjoining Influence is Bureaucracy or Street.*

**1.** 4 animals.

*Requires: Ability x1, 1 Points of Influence, 3 days*

**2.** 8 animals.

*Requires: Ability x3, 3 Points of Influence, 1 week*

**3.** 12 animals

*Requires: Ability x6, 6 Points of Influence, 2 weeks*

**4.** 16 animals

*Requires: Ability x10, 9 Points of Influence, 1 month*

**5.** 32 animals

*Requires: Ability x 15, 12 Points of Influence, 2 months*

**6.** 48 animals

*Requires: Ability x 20, 15 Points of Influence, 3 months*

### Mechanic Note:

**Surveillance:** The level of watchers should add to the static difficulty of intruders or odd happenings being detected by the warrens inhabitants or warren master specifically. A level 1 would be a +1 trait difficulty whereas a level 6 would be a +6 trait difficulty. These traits stack with traits gained from other Add-Ons in any attempt to maneuver through a Nosferatu Warrens system.

These animals serve as a benefit of detecting those whom attempt to spy on the Warrens via Ghouls, Obfuscate, Astral Projection, Wraith, and other Supernatural method. Consider these animals to have a high degree of Awareness.

## Artistic Design

This is how impressive the warren architecture looks. Players should be encouraged to choose a style for the Warrens or its area and build the Warrens around this Artistic Design.

*The appropriate Ability is Crafts: Architecture and the conjoining Influence is Industry.*

*This add-on varies from all others as the ability requirement is dependent of a single Nosferatu and cannot be combined like all others. However, the other Nosferatu can still serve as assistants and reduce the Influence and Time costs.*

1. Pleasant form and design (Crafts: x1)  
*Requires: Ability x 1, 5 Points of Influence, 1 Week*
2. Pleasant form and design (Crafts: x2).  
*Requires: Ability x 2, 7 Points of Influence, 2 Weeks*
3. Impressive form and design (Crafts: x3)  
*Requires: Ability x 3, 10 Points of Influence, 1 Month*
4. Impressive form and design (Crafts x4)  
*Requires: Ability x 4, 14 Points of Influence, 2 Months*
5. Beautiful form and design (Crafts x5)  
*Requires: Ability x 5, 19 Points of Influence, 6 Months*
6. Beautiful form and design (Crafts x6)  
*Requires: Ability x 6, 25 Points of Influence, 12 Months*

### Mechanic Note:

This Add-On is purely aesthetic, though any warren with any hope of a decent reputation will have this at the minimum of 3. Any less and your warren is some back water no where.



## Boat System

This is a system of tunnels which are half flooded, but still large enough for a boat to pass through.

*The appropriate Ability is Science: Engineering and the conjoining Influence is Bureaucracy, Industry, or Transportation.*

1. Big enough for a kayak, a canoe or rubber raft.  
*Requires: Ability x 1, 5 Points of Influence, 1 Week*
2. Big enough for a row boat or a large raft with a small outboard motor  
*Requires: Ability x 2, 5 Points of Influence, 1 Week*
3. Big enough for a small gondola (2 people) or jet ski  
*Requires: Ability x 3, 10 Points of Influence, 2 Weeks*
4. Big enough for a medium gondola (4 people) or small motor boat  
*Requires: Ability x 4, 10 Points of Influence, 2 Weeks*
5. Big enough for a large gondola (6 people) or a medium motor boat.  
*Requires: Ability x 5, 20 Points of Influence, 3 Weeks*
6. Big enough for a large motor boat (...maybe even an Ark)  
*Requires: Ability x 6, 20 Points of Influence, 6 Weeks*

### Mechanic Note:

Travel through the warren should not be a matter of a snap of the finger. There are miles of tunnels and perils along the way. This Add-On allows for expedient and safe travel through the warren. Players that overlook this Add-On should be reminded how costly in time and effort walking through secret doors and labyrinth is without a quick mode of transport.

## Computer Banks

This background refers to the everyday level of computer technology used by the warren. This is separated from the SchreckNET nodes that are activated and maintained by the technophiles.

*The appropriate Ability is Computer and the conjoining Influence Is Bureaucracy, Industry, Police, or University.*

1. Everyone has an independent PC and a printer.  
*Requires: Ability x 1, 1 Points of Influence, 1 Week*
2. You have a small local area network and a small data server as well as an internet connection.  
*Requires: Ability x 2, 3 Points of Influence, 1 Week*
3. You have a real network with a few servers, up to date equipment and public/private IP addresses. Your firewalls and other computer security measures are industry standard for a large company.  
*Requires: Ability x4, 5 Points of Influence, 2 Weeks*
4. You have a full cluster of servers and a fully encrypted wide area network. You are using wireless encrypted technology that is far superior to current Government Issue. You have some voice-activated technology. Your computer security is cutting edge for a government agency.  
*Requires: Ability x10, 15 Points of Influence, 3 Weeks*
5. You have a basic AI. Your computer security is the kind that the government would love to have. This system could, reasonably, run every aspect of the warren if linked properly.  
*Requires: Ability x15, 20 Points of Influence, 4 Weeks*
6. The computer has developed an Intermediate AI. Various aspects of the Warrens are fully automated by the Computer. Your computer system allows access through environmental and biometric technology to prevent unauthorized access.  
*Requires: Ability x25, 30 Points of Influence, 8 Weeks*

### Mechanic Note:

**Special:** In computer challenges within the Warrens, each level of this add-on can be utilized as a bonus trait for the Nosferatu.  
i.e. Computer Banks x4 gives 4 bonus traits.

**Sureveillance:** The level of security should add to the static difficulty of intruders or odd happenings being detected by the warrens inhabitants or a technophile and warren master specifically. A level 1 would be a +1 trait difficulty whereas a level 6 would be a +6 trait difficulty. These traits stack with traits gained from other Add-Ons in any attempt to maneuver through a Nosferatu Warrens system.

**Defense:** At level 4 or higher, add +2 health levels to any damage dealt by Remote Sentry Guns or Traps.

**Electronic Security** The art of seeing without being seen -- this is much more than that. This is being able to detect anything coming your way and having a computer smart enough to figure it whether it is a threat or not.

*The appropriate Ability is Security and the conjoining Influence is Bureaucracy, Industry, Police, or Underworld*

1. You have a number of plainly visible black and white cameras where there is enough light to see in the sewers.  
*Requires: Ability x1, 2 Points of Influence, 1 week*
2. You have infrared/low light cameras and motion sensors working in tandem in hidden spots  
*Requires: Ability x3, 4 Points of Influence, 1 week*
3. You have laser trip wires hidden in the walls and microphones that analyze sound by type (humanoid walking, small four legged creature walking)  
*Requires: Ability x6, 6 Points of Influence, 2 weeks*
4. Laser grids for size analysis and pressure plates for weight.  
*Requires: Ability x10, 10 Points of Influence, 2 weeks*
5. A computer able to piece the above information together for threat analysis.  
*Requires: Ability x15, 15 Points of Influence, 4 weeks*
6. The computer banks are integrated and able to vary and evolve new mechanisms based on threat analysis.  
*Requires: Ability x20, 25 Points of Influence, 8 weeks*

Mechanic Note:

**Surveillance:** The level of security should add to the static difficulty of intruders or odd happenings being detected by the warrens inhabitants or a technophile and warren master specifically. A level 1 would be a +1 trait difficulty whereas a level 6 would be a +6 trait difficulty. These traits stack with traits gained from other Add-Ons in any attempt to maneuver through a Nosferatu Warrens system.

## Extra Tunnels

There are miles of tunnels. These tunnels run nowhere particular. They just seemed like a good idea to dig at the time.

*The appropriate Ability is Craft: Architecture or Science: Engineering (Any) and the conjoining Influence is Industry*

1. About one mile of extra tunnels  
*Requires: Ability x1, 5 Points of Influence, 1 week*
2. About two miles of extra tunnels  
*Requires: Ability x2, 10 Points of Influence, 2 weeks*
3. About four miles of extra tunnels  
*Requires: Ability x3, 15 Points of Influence, 3 weeks*
4. About eight miles of extra tunnels  
*Requires: Ability x4, 20 Points of Influence, 3 weeks*
5. About sixteen miles of extra tunnels  
*Requires: Ability x5, 25 Points of Influence, 4 weeks*
6. About thirty-two miles of extra tunnels  
*Requires: Ability x6, 30 Points of Influence, 6 weeks*

### Mechanic Note:

**Surveillance:** The level of tunnels should add to the static difficulty of intruders being detected and lost by the warrens inhabitants or warren master specifically. A level 1 would be a +1 trait difficulty whereas a level 6 would be a +6 trait difficulty. These traits stack with traits gained from other Add-Ons in any attempt to maneuver through a Nosferatu Warrens system.

**Special:** If someone fails a static test on an attack of the warrens, immediately make a second test against a static difficulty 5. If failed, the person gets lost in the extra tunnels. Add 1 static test to the attack efforts per level of tunnels. (e.g. If someone was facing 7 tests from Add-Ons, and failed a Level 2 Tunnels, they would face a total of 9 tests now)

## Fungi Garden

When fully grown, these gardens are forests of well-tended fungi. It takes decades to start from scratch and Nosferatu often take joy in the fungal species that they develop. However, the garden is not for purely ascetic purposes; it serves as yet another line of defense. When mature, many of the fungi are lethal. “That thirty foot, bright purple mushroom has a tendency to eat people that come too close,” or so Merrick, Nosferatu Elder in Washington, DC, says about his favorite “Bonsai Fungi”

*The appropriate Ability is Science: Biology or Chemistry and the conjoining Influence is Bureaucracy, Health, or University.*

1. This is an immature garden. Easily stepped on.  
*Requires: Ability x2, 1 Points of Influence, 1 week*
2. These ankle high fungi are very pretty in their luminescent patterns.  
*Requires: Ability x4, 2 Points of Influence, 2 weeks*
3. Some of these Fungi are starting to melt shoes and bite at ankles. Rats seem to avoid the garden.  
*Requires: Ability x6, 3 Points of Influence, 3 weeks*
4. For all of its beauty, this garden has become lethal. Those who are not careful when walking through it disappear.  
*Requires: Ability x8, 4 Points of Influence, 4 weeks*
5. Finally, the garden has a unique species. Also it seems a few of the jelly-like fungi are moving quicker (alacrity).  
*Requires: Ability x10, 6 Points of Influence, 5 weeks*
6. The fungal garden glows an eerie purple color that radiates in the darkness. What the hell is in that stuff?  
*Requires: Ability x15, 8 Points of Influence, 8 weeks*

### Mechanic Note:

**Defense:** The level of fungi should add to the static difficulty of intruders surviving a stroll through the warrens. Level one should be +1 trait where as a level 6 should be +6 trait modifier. These traits stack with traits gained from other Add-Ons in any attempt to maneuver through a Nosferatu Warrens system.

**Special:** This Add-On should be treated like a retainer background if it needs to be used actively. An 8 trait mushroom with swiftness and might at level 6 is reasonable. PC's and ST's should work towards creative ideas based on the technique and type of Fungai Garden created.

## **Kennels**

These kennels contain humans, kept as a communal herd for the warren denizens. Some of these kennels are used by Leatherfaces for their projects.

*The appropriate Ability is Medicine and the conjoining Influence is Health, Street, or Underworld.*

1. 2 Humans  
*Requires: Ability x2, 10 Points of Influence, 1 week*
2. 4 Humans  
*Requires: Ability x2, 10 Points of Influence, 1 week*
3. 8 Humans  
*Requires: Ability x3, 15 Points of Influence, 2 weeks*
4. 16 Humans  
*Requires: Ability x3, 15 Points of Influence, 2 weeks*
5. 24 Humans  
*Requires: Ability x4, 20 Points of Influence, 4 weeks*
6. 36 Humans  
*Requires: Ability x5, 30 Points of Influence, 6 weeks*

### Mechanic Note:

This add-on can function similar to the Herd Background for the Nosferatu within the Warrens. This Herd is shared by all the Nosferatu and refreshes based on ST discretion.

## Labyrinth

This set of tunnels can evolve into a complex maze normally consisting of several levels. It is an expensive but effective defensive structure. Plus, it's always fun to run people through.... It is rumored that in the greatest Nosferatu labyrinths there are bodies of kindred in blood torpor that no one can find to retrieve.

*The appropriate Ability is Enigmas and the conjoining Influence is Industry.*

1. Two tunnels ain't a maze. If you keep your left hand on the wall you can find your way through.  
*Requires: Ability x1, 3 Points of Influence, 1 week*
2. A single level, but a small challenge.  
*Requires: Ability x2, 5 Points of Influence, 2 weeks*
3. Two to three levels, or a few square miles, and a real challenge  
*Requires: Ability x3, 8 Points of Influence, 3 weeks*
4. Many levels (4-6), or multiple square miles, and very complex. Sliding walls with release panels and hidden doors. I have found the Minotaur.  
*Requires: Ability x4, 12 Points of Influence, 4 weeks*
5. Intricate subterranean multifaceted complex. Some of the walls shift to change the maze automatically. Many times, movement causes the Labyrinth to be closed out entirely unless you know the secret doors.  
*Requires: Ability x5, 16 Points of Influence, 5 weeks*
6. The maze stretches downwards into the Darkness going onward and onward. Those trapped within it head downward further and further.  
*Requires: Ability x6, 24 Points of Influence, 6 weeks*

### Mechanic Note:

**Surveillance:** The level of labyrinths should add to the static difficulty of intruders being detected and lost by the warrens inhabitants or warren master specifically. A level 1 would be a +1 trait difficulty whereas a level 6 would be a +6 trait difficulty. These traits stack with traits gained from other Add-Ons in any attempt to maneuver through a Nosferatu Warrens system.

**Special:** If someone fails a static test on an attack of the warrens, immediately make a second test against a static difficulty 5. If failed, the person gets lost in the labyrinth. Add 1 static test to the attack efforts per level of tunnels. (e.g. If someone was facing 7 tests from Add-Ons, and failed a Level 2 Labyrinth, they would face a total of 9 tests now)

## Lake

This is an underground lake capable of sustaining a blood supply as well as a means to change the landscape for security and aesthetic.

*The appropriate Ability is Science: Engineering and the conjoining Influence is Bureaucracy.*

1. A small lake, more of a pond, about a half-acre in size.  
*Requires: Ability x1, 5 Points of Influence, 1 week*
2. A small lake about an acre in size with small game fish.  
*Requires: Ability x2, 10 Points of Influence, 1 week*
3. A lake about 4 acres in size with fish, one of them large  
*Requires: Ability x3, 15 Points of Influence, 1 week*
4. A lake about 8 acres in size with an island and a couple of large fish.  
*Requires: Ability x4, 20 Points of Influence, 2 weeks*
5. A large Lake about 16 acres with an island or two and several large fish.  
*Requires: Ability x5, 25 Points of Influence, 2 weeks*
6. A huge lake about 32 acres with a large island and ecosystem present.  
*Requires: Ability x6, 30 Points of Influence, 4 weeks*

### Mechanic Note:

None



## Library

Libraries are more than just a collection of books, art and presentation material. They are dependent on the under-appreciated librarian. The better the library, the better the resources, and the easier it is to access those resources.

*The appropriate Ability is Academics and the conjoining Influence is University.*

1. The library is a room with a complete set of encyclopedias as well as a small collection of classics and reference books.  
*Requires: Ability x1, 4 Points of Influence, 1 week*
2. The library is a small set of rooms with a computer, legal library, magazines, and decent collection of paperbacks.  
*Requires: Ability x2, 8 Points of Influence, 1 week*
3. The library has a broad selection of books, a few pieces of good art, and perhaps even a couple of first editions.  
*Requires: Ability x3, 12 Points of Influence, 1 week*
4. The library has at least one masterpiece and several other good pieces as well as a small lore library and more first editions.  
*Requires: Ability x4, 16 Points of Influence, 2 weeks*
5. The information in it would take decades to read. The staff can put together unbelievable presentations. The library contains a masterpiece by a famous artist as well as several other lesser known masterpieces.  
*Requires: Ability x5, 22 Points of Influence, 4 weeks*
6. The library contains several first edition works by famous authors and a plethora of information on the world above us.  
*Requires: Ability x6, 28 Points of Influence, 6 weeks*

### Mechanic Note:

Storytellers are encouraged to let players utilize this Add-On as a teacher for various Abilities, especially that of Lores.

Other suggested Library abilities are: Academics, History, Science, Enigmas, Bureaucracy, Finance etc.

## Machine Shop

This is an area of the warrens where parts are created and broken items are repaired. It is generally filled with all manner of tools and hardware.

*The appropriate Ability is Repair and the conjoining Influence is Bureaucracy or Industry.*

1. The shop has a basic tools set. You can patch a leak or change a lock.  
*Requires: Ability x1, 5 Points of Influence, 1 week*
2. The shop has a wider set of tools and equipment. Standard table tools are now present. It can be used to repair any damage done to a warren feature Level Two or less.  
*Requires: Ability x2, 8 Points of Influence, 1 week*
3. Unusual table tools are present, such as a jigsaw or lathe. The shop can repair any damage done to a warren feature Level Three or less.  
*Requires: Ability x4, 12 Points of Influence, 1 week*
4. Large, mobile tools usually restricted to construction are present, such as jackhammers and blasting caps. Air pressure tubes have been linked around the warren to supply any compressed air needs. The shop can repair any damage done to a warren feature Level Four or less.  
*Requires: Ability x8, 16 Points of Influence, 1 week*
5. The shop contains all manner of tools, and even some construction grade vehicles parked in the corner. The shop can repair any damage done to a warren feature Level Five or less.  
*Requires: Ability x12, 20 Points of Influence, 2 weeks*
6. The tools have been modified specifically for each Warrens add-on. The shop can repair any damage done to a feature Level Six or less.  
*Requires: Ability x18, 24 Points of Influence, 3 weeks*

### Mechanic Note:

**Special:** In repair challenges within the Warrens, each level of this add-on can be utilized as a bonus trait for the Nosferatu.  
i.e. Machine Shop x4 gives 4 bonus traits.

**Messaging Network** This background refers to the communication system used throughout the warrens.

*The appropriate Ability is Academics or Science: Engineering and the conjoining Influence is Bureaucracy or Industry.*

1. You have a few rat couriers and a pneumatic tube or two otherwise you bang on the pipes in Morse Code.  
*Requires: Ability x1, 5 Points of Influence, 1 week*
2. You have wired the warrens with landline telephones and use an intercom system.  
*Requires: Ability x2, 10 Points of Influence, 1 week*
3. You are using wireless walkie-talkies.  
*Requires: Ability x3, 15 Points of Influence, 2 weeks*
4. You have linked your communication system into your computer network and can track signals throughout the warrens.  
*Requires: Ability x4, 20 Points of Influence, 3 weeks*
5. You are equipped with portable videophones linked into your computer system.  
*Requires: Ability x 5, 30 Points of Influence, 3 weeks*
6. A wireless system is available with direct connection to the computer banks and communication across all channels.  
*Requires: Ability x 6, 45 Points of Influence, 4 weeks*

**Mechanic Note:**

**Surveillance:** Though there really is no “need” for a mechanic, the Add-On allows for rapid and sophisticated communication in the warrens. It’s a must for any close Nosferatu brood. At level 4, add +2 traits to the static difficulty of intruders or odd happenings being detected by the warrens inhabitants or warren master specifically.

## Natural Music

This is the natural sound made at certain locations. For each level of this background the warren gains one place or room that is given the effects of the symphony of natural sound.

*The appropriate Ability is Crafts: Architecture and the conjoining Influence is Industry.*

*This add-on varies from all others as the ability requirement is dependent of a single Nosferatu and cannot be combined like all others. However, the other Nosferatu can still serve as assistants and reduce the Influence and Time costs.*

1. Two natural sources of sound combining into a rhythm.  
*Requires: Ability x1, 2 Points of Influence, 1 week*
2. Three natural sources of sound combining into a rhythm and melody (performance 2).  
*Requires: Ability x2, 4 Points of Influence, 1 week*
3. Four natural sources of sound combining into a rhythm and melody, changing the melody produced by slow transition over time (performance 3).  
*Requires: Ability x3, 6 Points of Influence, 2 weeks*
4. A symphony of natural sources of sound combining into a rhythm and melody, varying pitch and tone with the various melodies that transition naturally (performance 4).  
*Requires: Ability x4, 8 Points of Influence, 2 weeks*
5. A symphony of natural sources of sound combining into a rhythm and melody, varying in pitch and tone as the melodies transition masterfully. The final product is akin to sitting in on an orchestra production of natural sounds (performance 5).  
*Requires: Ability x5, 12 Points of Influence, 3 weeks*
6. A symphony of natural sources over various levels that reverberates throughout the Warrens and not just in the sound chamber.  
*Requires: Ability x6, 16 Points of Influence, 4 weeks*

### Mechanic Note:

Like Impressive architecture, there is no mechanic to this Add-On. Without at least the bare minimum of level 3 here, the warren is unlikely to be viewed as anything more than a starting venture.

## **Ranch/Farm**

Your warren needs animals or plants for whatever reason (most likely, to feed the other animals or kennels).

*The appropriate Ability is Animal Ken and the conjoining Influence is Bureaucracy or Street.*

1. You have a few small caverns or mushroom fields and have a nice small farm that provides the needs of a small spawning pool or research lab. Animals are meagerly tended to, and basic kennels have a hard time not being hungry.  
*Requires: Ability x2, 3 Points of Influence, 3 days*
2. The established structure is large enough to provide for a medium grocer or simple hydroponics bays. Kennels and Animals are fed enough to keep healthy.  
*Requires: Ability x4, 6 Points of Influence, 1 week*
3. This is a large farm with many laborers. This produces specialized items for the warren. You can feed a large spawning pool. Kennels and Animals are never hungry.  
*Requires: Ability x6, 10 Points of Influence, 1 week*
4. This farm is as sophisticated as most modern day farms, producing various amenities and foodstuffs. This can sustain all of a warren's needs if tied to one spawning pool.  
*Requires: Ability x10, 14 Points of Influence, 1 week*
5. You can feed several large spawning pools on top of maintaining all needs.  
*Requires: Ability x15, 19 Points of Influence, 2 weeks*
6. The ranch/farm has become specialized for your spawning pools and your animals have reached the next stage in its mutation.  
*Requires: Ability x15, 24 Points of Influence, 3 weeks*

### Mechanic Note:

None

**Resistant Structures** How tough are the walls in the warren? How much abuse will they take before giving way? Will your clanmates have enough time to escape through the tunnels before the Nictuku attack?

*The appropriate Ability is Crafts: Architecture or Science:  
Engineering and the conjoining Influence is Industry*

1. The walls are not airtight and a sledgehammer would take a while to knock down these walls. At least the rats and roaches can no longer come and go as they please.  
*Requires: Ability x1, 5 Points of Influence, 1 week*
2. Someone with *Might* would have to work to get through these walls.  
*Requires: Ability x1, 10 Points of Influence, 2 weeks*
3. Someone with *Vigor* or a jackhammer would have to work to get through these walls.  
*Requires: Ability x1, 15 Points of Influence, 3 weeks*
4. Someone with *Intensity* or low yield explosives would have to work hard to get through these walls.  
*Requires: Ability x2, 20 Points of Influence, 3 weeks*
5. Someone with *Puissance* or medium yield explosives would have to work hard to get through these walls.  
*Requires: Ability x3, 30 Points of Influence, 5 weeks*
6. The walls only vibrate even with the strongest tremors. Earthquake resistant materials have been used to prevent collapse.  
*Requires: Ability x5, 40 Points of Influence, 6 weeks*

**Mechanic Note:**

It should be noted that these walls are **resistant** to the listed level of Potence. Meaning, it takes some time, but you can eventually get through the structure provided you have the minimum level of Potence listed.

## Research Labs

Researchers in these laboratories break new ground in their scientific specialties. This Add-On functions to assist in the various projects that Clan Nosferatu undertakes on a nightly basis.

*The appropriate Ability is Academics and the conjoining Influence is University.*

1. The laboratory has enough tools to replicate others' basic work, as well as the general components for basic studies.  
*Requires: Ability x1, 3 Points of Influence, 3 days*
2. The laboratory has the resources it needs to perform new work, and is expanding on available areas of study. The laboratory can support a few scientists working at once.  
*Requires: Ability x2, 6 Points of Influence, 3 days*
3. The laboratory has room and tools to support several good scientists -- potentially great scientists -- and the resources needed to do original, influential work.  
*Requires: Ability x3, 9 Points of Influence, 1 week*
4. The laboratory has the unique tools to support a significant scientific figure. Truly original work is being done in this department. This laboratory could publish regularly in peer-reviewed journals.  
*Requires: Ability x4, 12 Points of Influence, 1 week*
5. The laboratory could support work done for a major academic journal. Anything this laboratory needs, it gets. It produces enough patents to be very profitable on its own merit -- not that they're being shared with the mortal populace.  
*Requires: Ability x5, 15 Points of Influence, 2 weeks*
6. The laboratory is in the top of its field of study. Rumors of its work and capabilities are circulated through the highest circles in the field of study.  
*Requires: Ability x6, 18 Points of Influence, 4 weeks*

### Mechanic Note:

The Add-On can be used in various fashions. It can be used to speed up, or simply, production of materials for its intended research. It can be used as a place to learn and teach abilities. It can also be used to create specific output per the ability being fostered. It can even be used to gather Allies or Contacts, given a high enough rating, due to the research being done.

**Secret Doors/Panels** These are doors and panels that can only be found or opened by someone with previous knowledge of their existence. As a rule of thumb, anyone without a significant amount of Warrens Lore should find it impossible to maneuver through these doors at higher levels.

*The appropriate Ability is Enigmas and the conjoining Influence is Industry.*

1. You have a bookcase in front of the door or passage, but you can see light around the bookcase, or feel a small draft.  
*Requires: Ability x1, 2 Points of Influence, 1 week*
2. The door blends into the surrounding structure perfectly well. The catch/release – or trigger point (something you have to manipulate to open) – is hard to find.  
*Requires: Ability x2, 4 Points of Influence, 1 week*
3. These doors are secured against air and light leakage, and have one false trigger point.  
*Requires: Ability x3, 6 Points of Influence, 2 weeks*
4. Now retinal scans and finger print scanners can be hidden in doors, along with multiple trigger points and various false triggers.  
*Requires: Ability x4, 8 Points of Influence, 3 weeks*
5. Passages and doors now deflect ultrasound equipment and appear to be solid. Trigger points can have sophisticated methods of changing codes and access, and false trigger points can be trapped to cause damage.  
*Requires: Ability x5, 12 Points of Influence, 5 weeks*
6. The doors have advanced techniques to identify all Nosferatu in the Warrens. Such techniques like Biometrics are used.  
*Requires: Ability x6, 16 Points of Influence, 8 weeks*

#### Mechanic Notes:

**Surveillance:** The level of secret doors should add to the static difficulty of intruders surviving a stroll through the warrens. A level 1 would be a +1 trait difficulty whereas a level 6 would be a +6 trait difficulty. These traits stack with traits gained from other Add-Ons in any attempt to maneuver through a Nosferatu Warrens system.

**Special:** If someone fails a static test on an attack of the warrens, immediately make a second test against a varying static difficulty (Base 5 + Level [1, 2, 4, 8, 16, or 32]). If failed, the person gets lost by missing integral secret doors, or not finding the correct entry point. Add 2 static tests to the attack efforts per level of secret doors. (e.g. If someone was facing 7 tests from Add-Ons, and failed a Level 3 Secret Door, they would face a total of 11 tests now)



## Sentry Weapons

These are modern weapons that fire intelligently, either by remote control or computer control.

*The appropriate Ability is Firearms and the conjoining Influence is Police of Underworld*

1. Weapons that can be remotely fired in one direction by a person.  
*Requires: Ability x3, 2 Points of Influence, 1 week*
2. Weapons that are fully gyro-mounted, and fired remotely by a person.  
*Requires: Ability x6, 3 Points of Influence, 2 weeks*
3. Weapons controlled by a computer with a basic threat analyzer.  
*Requires: Ability x9, 4 Points of Influence, 3 weeks*
4. Weapons controlled by a computer with a medium threat indicator.  
*Requires: ability x12, 5 Points of Influence, 4 weeks*
5. Weapons controlled by a computer with a basic AI.  
*Requires: Ability x 15, 6 Points of Influence, 5 weeks*
6. Weapons controlled by a computer with an intermediate AI.  
*Requires: Ability: x20, 7 Points of Influence, 6 weeks*

### Mechanic Note:

**Defense:** This Add-On is probably the height of warren security and Storytellers are encouraged to take this Add-On VERY seriously.

The level of the add-on is added directly to highest Defense Add-on in determining levels of damage dealt to an intruder on a failed challenge.

[i.e. The Timbuktu Warrens have Traps x5 and Remote Sentry Weapons x3. This would deal the base 2 Levels + 5 Levels (Traps) + 3 Levels (Remote Sentry Weapons) for 10 Levels of Damage.]

### **Soup Kitchen / Homeless Shelter**

This is vagrant control. By providing food and shelter for the homeless a distance away from the warrens, it keeps the homeless from wandering into the warrens between meals.

*The appropriate Ability is Politics, Finance, Streetwise or Law and the conjoining Influences are Bureaucracy, Church or Street.*

1. You feed and shelter about two dozen homeless every day  
*Requires: Ability x1, 1 Point of Influence, 3 days*
2. This kitchen/shelter is known as reliable in this area and feeds and shelters 4 dozen people each day.  
*Requires: Ability x1, 2 Points of Influence, 3 days*
3. The kitchen/shelter has special events on holidays and is a fixture of the city. A favorite loitering spot for many of the city's transients. It receives recognition and funding and supplies from local government.  
*Requires: Ability x2, 3 Points of Influence, 1 week*
4. This kitchen/shelter is known to homeless in other cities. It receives recognition and funding and supplies from state government.  
*Requires: Ability x2, 4 Points of Influence, 1 week*
5. This kitchen/shelter draws many of the city's homeless on a daily basis. It receives recognition and funding and supplies from national charities.  
*Requires: Ability x3, 6 Points of Influence, 2 weeks*
6. The kitchen/shelter has received state funding and recognition from media groups. Over 90% of the homeless funnel through this area.  
*Requires: Ability x5, 8 Points of Influence, 3 weeks*

#### Mechanic Note:

Not only is this Add-On a vein of various influences – especially assisting the use of Street influence – it can be an avenue or reason to purchase more Nosferatu Information Network. Having all those eyes, ears and noses to do what you want is a splendid way to gather information. Storytellers are encouraged to cap the maximum Information Network a player can buy at the level of Soup Kitchen, because while you can get info other than the homeless; they really are the heart of the Nosferatu spy network around any city.

## Spawning Pool

Let's see you prick your finger and bleed into a bowl of water. Okay, how about a lot more blood and a much, much larger bowl of water? Then the animals of the sewer come and drink. They become ghouls and over the years the blood of the Nosferatu causes them to grow and twist until they are mere shadows of their natural selves. The spawning pool provides animal defenders and watchers for the warren.

*The appropriate Ability is Animal Ken and the conjuring Influence is Bureaucracy, Health, or Street.*

1. You have just started the spawning pool and a few rats that hang about more often now.  
*Requires: Ability x2, 1 Point of Influence, 2 week*
2. You are capable of sustaining a small population of rats, bats and a few exotics. Roaches and beetles are also more prevalent.  
*Requires: Ability x4, 2 Points of Influence, 4 week*
3. The small populace has rapidly become a large populace, not so much in numbers, but in physical size. The animals flesh has begun to slough off and mutations are beginning to show. You would not recommend swimming in this pool. In fact, you would strongly advise against it.  
*Requires: Ability x8, 3 Points of Influence, 6 week*
4. The animals swarm the area and are fifty percent bigger than their normal size. Mutations are rampant and are frighteningly loyal. The pool has created a small army of monsters at the clan's beck and call. These animals are naturally defensive, and will attack intruders without a familiar Nosferatu with them.  
*Requires: Ability x12, 4 Points of Influence, 8 weeks,*
5. The mutations have begun to pass to the next generation and adapt to suit the animals needs. Rats with perfect night vision, lizards with burrowing claws, moths with extra-sensitive antennae, and turtles with spines and tusks for example. The animals have begun to bond cross species and are unwaveringly loyal to the clan. You have an army of monsters and hideous nightmares.  
*Requires: Ability x15, 6 Points of Influence, 10 weeks*
6. Species have begun to cross-breed and create chimeric species. They are a Nosferatu's best friend in the underworld.  
*Requires: Ability x20, 8 Points of Influence, 12 Weeks*

### Mechanic Note:

**Defense:** The level of spawning pool, in addition to specific animal defenders, should add to the static difficulty of intruders surviving a stroll through the warrens. Level one should be a +1 trait where as a level 6 should be +6 trait modifier. These traits stack with traits gained from other Add-Ons in any attempt to maneuver through a Nosferatu Warrens system.

**Special:** This Add-On is one of the most important expansions to a warren. Allowing the Clan to delve into it's animal resources like no other clan. Storytellers are encouraged to allow players to purchase more powerful animal retainers when this Add-On is present.

## Thrift Stores

Second hand stores that start as a distribution point for clothing for the poor.

*Ability is Politics, Finance, Streetwise or Law and the conjoining Influences are Bureaucracy, Church or Street.*

1. You clothe about two-dozen homeless regularly.  
*Requires: Ability x1, 3 Points of Influence, 3 days*
2. This store is known as reliable in this area and gives clothes and blankets to about 4 dozen people regularly.  
*Requires: Ability x1, 6 Points of Influence, 1 week*
3. The store is known throughout the city and is considered a permanent structure. It receives recognition and funding or supplies from local government.  
*Requires: Ability x1, 9 Points of Influence, 1 week*
4. The store is known to homeless in other cities. It receives recognition and funding or supplies from state government.  
*Requires: Ability x1, 12 Points of Influence, 2 weeks*
5. The store has become a popular place to shop among the counter culture. It receives recognition and funding or supplies from national charities.  
*Requires: Ability x2, 16 Points of Influence, 3 weeks*
6. The kitchen/shelter has received state funding and recognition from media groups. Over 90% of all material donations filter through these sites.  
*Requires: Ability x3, 20 Points of Influence, 4 weeks*

### Mechanic Note:

Storytellers should make certain players have the financial means and masquerade means to hide constructing massive underground tunnels. This Add-On is perfect as a means of revenue as well as a front for various warren entrances and exits

## Traps

Ahhhh... the days of old tabletop games. Trying to avoid getting poisoned by the treasure chest or, more to the point, falling in the Pit-O-Death. Well, this is it: the front line defense of the Warren.

*The appropriate Ability is Enigmas or Survival and the conjoining Influences are Bureaucracy, Industry, and Underworld*

1. You have at least managed to hide the few traps that you have.  
*Requires: Ability x1, 3 Point of Influence, 1 weeks*
2. You have diversified the types of traps (pits with spikes, falling ceilings, gout of flame, spears and arrows firing from hidden spots in walls, a large ball that rolls down the tunnel, etc.) and managed to hide them well.  
*Requires: Ability x3, 6 Points of Influence, 2 weeks*
3. You have made some slightly more lethal traps (pendulums and slicing blades, spring loaded spike walls) and managed to make triggers to determine what sets them off.  
*Requires: Ability x5, 10 Points of Influence, 3 weeks*
4. The art of stationary firearms has been discovered. Wooden stake walls, flamethrowers, acid baths and pressure plates are all in your arsenal now.  
*Requires: Ability x9, 15 Points of Influence, 8 weeks*
5. Explosives and remote triggers (one character holds a remote for the triggers) have been incorporated. Coupled with Computer Banks, you have a veritable smorgasbord of death waiting to happen.  
*Requires: Ability x15, 21 Points of Influence, 10 weeks*
6. Open up the DM's guide and see table of Traps. You have all of the above.  
*Requires: Ability x20, 28 Points of Influence, 20 weeks*

### Mechanic Note:

**Defense:** The level of traps should add to the static difficulty of intruders surviving a stroll through the warrens. Level one should be a +1 trait where as a level 6 should be +6 trait modifier. These traits stack with traits gained from other Add-Ons in any attempt to maneuver through a Nosferatu Warrens system.

**Special:** See Computer Banks for a synergistic affect, adding to Traps damage. Staking challenges and even decapitation are not abnormal, and making any of the damage aggravated instead of lethal at higher level traps is encouraged.

## **Warren Retainers**

Warren Retainers are individuals devoted to a warren with their whole hearts and minds. To them the warren comes before all else. These individuals are so devoted to the warren they are willing to go to jail, and in some cases die, to protect the warren from others. Yet, if the warren betrays them, they will be the first to move to another warren. While warren retainers' skills may vary, they specialize in one area. There are no limits to the number of warren retainers (except reason).

*The appropriate Ability is Leadership and the conjoining Influence is ANY.*

For each Level:

*Requires: Ability (Warren Retainer Add-On Level x1),  
Influence (Warren Retainer's Add-On Level x2),  
1 day*

### Mechanic Note:

**Surveillance:** The level of retainers should add to the static difficulty of intruders surviving a stroll through the warrens. Level one should be a +1 trait where as a level 5 should be +6 trait modifier. These traits stack with traits gained from other Add-Ons in any attempt to maneuver through a Nosferatu Warrens system.

**Special:** This background is the vital representation of manpower who service, maintain, and repair the warren itself. While they add to the defense of a warren, they are not sheets or NPCs.

## Water System

This is vital to the warrens. Water is the lifeblood of the systems above, below, and around the Nosferatu and their homes. Water Systems make sure water gets where it is supposed to be, and stays away from where it is not supposed to be.

*The appropriate Ability is Crafts: Architecture or Science: Engineering and the conjoining Influence is Bureaucracy or Industry.*

1. Water gets where you want it when it rains, and things stay generally dry in the warren. The smell of mildew is only slightly apparent.  
*Requires: Ability x1, 3 Points of Influence, 1 week*
2. Water gets where you want it when it rains and things are dry in the warren all the time.  
*Requires: Ability x2, 4 Points of Influence, 2 weeks*
3. You have a three-month supply of water for a small spawning pool, animal use, and any mortals below ground. Starting to build most Add-Ons is safe now (Levels 1 and 2)  
*Requires: Ability x3, 5 Points of Influence, 3 weeks*
4. You have a reasonable supply of ground water for building bigger Add-Ons (Levels 3 and 4)  
*Requires: Ability x4, 6 Points of Influence, 4 weeks*
5. You have a reliable supply of ground water for all building needs (Level 5)  
*Requires: Ability x5, 7 Points of Influence, 5 weeks*
6. You naturally fill spawning pools with diverted water, can set traps, and utilize water at a whim. This system also supports larger bodies of water (Lake), and assures any water transportation never runs out of something to run on (Boat System)  
*Requires: Ability x6, 8 Points of Influence, 6 weeks*

### Mechanic Note:

Storytellers should not allow too many Add-Ons to be built until this Add-On is purchased. This Add-On is critical in order to deal with the naturally large amount of water flowing underground.

**Add-On Requirements:**

These Requirements are general requirements other than the specific requirements for each Add-On level listed above.

|                               |   |
|-------------------------------|---|
| Animal Defenders              | Requires <i>Spawning Pool</i> at level 3 AND <i>Ranch/Farm</i> at level 2.  |
| Animal Watchers               | Requires <i>Spawning Pool</i> at equal level.   |
| Artistic Design               | Can be bought with no requirements  |
| Boat System                   | Requires <i>Extra Tunnels</i> at level 2 AND <i>Water System</i> at level 4.  |
| Computer Banks                | Can be bought with no requirements.   |
| Electronic Security           | Requires <i>Computer bank</i> level at ½ level AND <i>Resources</i> at level 3  |
| Extra Tunnels                 | Requires <i>Warren Retainers</i> at equal level.  |
| Fungi Garden                  | Requires <i>Water System</i> at equal level.  |
| Kennels                       | Can be bought with no requirements.   |
| Labyrinth                     | Requires <i>Extra Tunnels</i> at equal level.   |
| Library                       | Can be bought with no requirements.   |
| Lake                          | Requires <i>Water System</i> at level 5.  |
| Machine Shop                  | Can be bought with no requirements.   |
| Messaging Network             | Can be bought with no requirements.   |
| Natural Music                 | Can be bought with no requirements  |
| Ranch/Farm                    | Requires <i>Water System</i> at equal level.  |
| Reinforced Structures         | Can be bought with no requirements  |
| Remote Sentry Weapons         | Requires <i>Resources</i> (PC Sheet) at equal level AND<br>Requires the following to be at level five:<br><i>Computer Bank, Electronic Surveillance, Traps.</i> |
| Research Labs                 | Requires <i>Resources</i> (PC Sheet) at equal level AND<br>Requires <i>Library</i> at equal level.  |
| Secret Doors/Passages         | Can be bought with no requirements  |
| Soup Kitchen/Homeless Shelter | Can be bought with no requirements.   |
| Spawning Pool                 | Requires <i>Water System</i> at equal level.<br>At level three, needs a <i>Ranch/Farm</i> two levels lower than this Add-On.                                    |
| Thrift Stores                 | Can be bought with no requirements.   |
| Traps                         | Can be bought with no requirements.   |
| Warren Retainers              | Can be bought with no requirements.   |
| Water System                  | Can be bought with no requirements.   |



## Augmenting Add-On Costs

It is possible to augment the costs of Add-Ons in order to make up for insufficient resources in two of the three cost fields (Ability, Influence, Time). In any task, one can take their time completing that task, thus expending less effort in the process. Additionally one can rush a project with the expenditure of extra resources and effort in order to save much needed time. That is precisely how you may augment the Influence and Time fields of Add-Ons. Per an equivalent ratio, you may change either the Time or Influence needed to complete the project to an appropriate level, then multiplying the other by the ratio used.

**Example:** Ralph the Nosferatu wants to bring his soup kitchens into the lime light by buying Soup Kitchen 3. Soup Kitchen 3 is as follows: Requires: Ability x2, Influence x3, 1 week. Well Ralph doesn't have a whole lot of influence and his buddies don't really care about the Kitchens... so he has to build it all on his own. Ralph only has 1 level of the appropriate influence, but he has all the time in the world... so he takes the normal 3 Influence level and makes it 1 influence level (the only way he can meet the requirements). Well at 3 influence levels it takes 1 week, a 3 to 1 ratio. So cutting the cost in a third is going to make the time triple, making the Time take 3 weeks instead of 1. Therefore Ralph can still get his Soup Kitchen 3, it will just take him triple the time since he has a third of the resources to build it.

Augmenting cannot happen on the Ability field. The Ability field represents the **minimum** amount of knowledge and work that you must have in order to plan and invent.

More than one Nosferatu may participate in the construction/acquisition of Warren Add-Ons. In this case, use the following:

- |            |  |
|------------|--|
| Ability:   | Combine Ability scores for a total to be used against the total needed. Thereby, two PCS could conceivably have 10 levels of an Ability. Again, specializations count as one added level of Ability.   |
| Influence: | For each Nosferatu participating in the project with the necessary influence, add one half of their influence level (rounded up) to the Nosferatu with the greatest single amount of influence. Barfy with Church 4, Ralph with Church 1, and Splork with Church 3 would combine for a value of Church 7 (Barfy's 4, plus Ralph's 1 divided and rounded up, and Splork's 3 divided and rounded up) |
| Time:      | Divide the time by the number of Nosferatu involved in the project contributing at least one level of influence, and one level of Ability.   |

## Warren Assault

One of the most important things about having a physical write-up for a warren is in order to survive the all too common thoughts of players' desire assault a warren, STs often have issue with how to run such a scenario, as most players do not like being simply told, "You die". Therefore, this is a recommendation for how warren assaults should be run mechanically, in conjunction with the Add-Ons section above.

Static difficulty to attack a warren begins at 6 traits. If an individual or group attempts to access the warrens via stealth, the challenges are made off base mental traits plus applicable specializations and merits, and the retest is the stealth ability. If an individual or group attempts to bypass warren security, the challenges are made off base physical traits plus applicable specializations and merits, and the retest is the security ability.

**Note:** Form powers and discipline usage does not add traits as they would normally in challenges. These challenges are made against one person's inherent ability versus the warrens itself.

### **Surveillance:**

All Add-Ons that are marked with the **Surveillance** descriptor in the Mechanics Notes section should add a +1 trait modifier per level to all challenges where the attacker attempts to sneak into the warren via stealth. The modifiers should stack, as the network of spies and equipment gets better, the bigger it is.

### **Defense:**

All Add-Ons that are marked with the **Defense** descriptor in the Mechanics Notes section should add a +1 trait modifier per level to all challenges where the attacker attempts to circumvent or pass through defenses and security. These Modifiers should stack, in that the more defensive Add-Ons you have, the more defensible the warren is. Failing at sneaking into a warrens system (above) adds a +2 trait modifier to the initial Defense challenge.

## The Warren Bites Back

Each time an attacker makes their way to assault a warren, they must pass through as many challenges as there are Surveillance and Defense Add-Ons plus one to a warren. No retests except Warrens Lore are applicable in passing through the warrens, as even a staunch survivalist is completely out of their element in the depths of the city's underbelly with insidious Nosferatu trying to prevent them from moving forward.

Should the attackers fail a challenge, the attacker(s) take a number of *health levels* of damage equal to the highest level **Defense** Add-On to the warren plus two. If they choose to continue to the warren, they must continue to face all the challenges, suffering the highest level **Defense** Add-On in *health levels* of damage plus two for each failure.

If they make it all the way to the warren proper, they must make **all** challenges again on the way back out. In both cases, the Nosferatu elders likely know you've been in for a visit once you've gotten this far.

If the attacker is simply sneaking in using a non-corporeal means of scouting, such as Astral Projection or via Wraiths, we **highly suggest** that they be unable to find the warren. These places are set up to be confusing, and since they don't know where they're going – fake doors, walls hiding doors, etc – they're unlikely to be able to physically test the area to find all the ways into such a place. Barring that, a mechanics system that could be used instead is that the attacker must pass each **Surveillance** Add-On the same as above, or otherwise be lost until morning. Each failed attempt should add +2 traits to the difficulty of the next attempt. Again, we strongly recommend that players not be allowed to use this system, as it attempts to defeat the purpose of having a clan's primary advantage.

Lastly, feel free to make this system **more deadly** than it is already. Simple suggestions could be to eliminate the use of Fortitude in the warrens raid, or build large ghoul animal defender sheets to use against attackers if they fail a **Surveillance** test.

## Warren Prestige

Warrens are living breathing entities – Sometimes a bit too literally. Many warrens aren't built to be pretty, but massively functional. Unless you have someone interested in making them pretty, they won't be. That's why word gets around the spawning pools and fungi gardens about those really sweet spots in the world where you can spend eternity and those really dank and crappy catacombs where you'd rather eat live cats covered in squid urine than spend the night. That is where Warren Prestige enters. Hell, most Warren Masters talk more to their warrens than their clan members. Warren prestige is identical to Nosferatu Prestige in function and usage.

Locally, a warren should be at around 2-3. That's as high as the locals can praise their own home. This is for all those places with a spawning pool, housing, some side projects, and a bit of electronics downstairs. Nothing fancy, yet nothing too impressive... but homey in a cave sort of way.

Now when a warren has grown to include a gigantic mushroom forest, a chamber of hot air vents that spout a symphony of steam, and a sprawling gothic subterranean cathedral to rival the Vatican, then it is time for other Nosferatu to acknowledge the accomplishments of their brothers and sisters and be recognized in the 4-7 prestige range.

The nomination process and awarding and stripping Warrens prestige acts in the same manner as Nosferatu prestige as documented in the prior pages.

### **Warren Faux Pas or Fox Pass:**

If non-Nosferatu begin hearing about the warrens in a particular city, things can get ugly (sometimes quite literally) for the local Nosferatu. Below is a quick chart to determine how well respected your particular warrens are in the eyes of the Clan as a whole. The lower the number, the less respect your warrens are given by other members of the Clan.

#### **Hierarchy of Sins**

|          |  |
|----------|--|
| <b>5</b> | Supernatural creatures besides Nosferatu hearing of the details of the warren. (Just knowing that the warrens exist is not so much of an issue; this sin pertains more to them learning about details, like the mines that are laid near the warren entrance). |
| <b>4</b> | Allowing supernatural creatures besides Nosferatu to enter the Warrens past the Antechamber with an escort for any reason.   |
| <b>3</b> | Allowing supernatural creatures besides Nosferatu to enter the warrens past the Antechamber without an escort for any reason.  |
| <b>2</b> | Holding Elysia or gatherings, or allowing supernatural creatures besides Nosferatu to live in the warrens  |
| <b>1</b> | Media reports or other mortal knowledge of the warren.   |

## Part IV: Stories of the Nosferatu - Lores

### Nosferatu Lore

This includes knowledge of the clan, history, and important current happenings and figures. This is the public and private side of the clan, and should be limited to Nosferatu only. Nosferatu teaching Nosferatu Lore beyond level 1 are generally breaching genre by revealing secrets that no other kindred should have about their own family. STs are encouraged to use whatever appropriate means they have at their disposal to disrupt this kind of teaching.

### Level 1 -- Unreleased childer/Anarchs/Infiltrators

*(Reference: No NPC Nosferatu mentor will teach Clan lore beyond this level to non-Nosferatu.)*

- Understands the essential Nosferatu "mission". Knows terms such as "Warrenmaster", "Hivefather", "Spawning Pool" and "Brood" but does not understand them fully.
- Buys into the Nosferatu stereotypes
- No knowledge of major Nosferatu or events of significance. Understands the basic expectations of Nosferatu: collect and trade information, etc.
- Believes the rumors and misinformation that is spread about the Clan, Warren, inner workings and Nosferatu of note.
- Access to Nosferatu communications limited or at the suffrage of another.

### Level 2 -- Newly released childer/Savvy Anarchs

- Knows of Clan Nosferatu's basic positions on all other clans and the Clan's objectives in relation to them
- Understands the basic principles and operations of the Warrens
- Understands Clan Nosferatu's ideals and objectives
- Able to separate bald faced lies about the Clan and their inner workings from the truth.
- Has been indoctrinated into not sharing Clan lore with non-Nosferatu, admitting them to SchreckNET, and understands the penalty for doing so.
- Lore beyond this level is too intricate and complicated to be written-down, taught to non-Nosferatu, extracted through conditioning, necromancy, etc.

### Level 3 -- Up-and-Coming Nosferatu/Ancillae

- Knows of most events of importance to Clan Nosferatu from 1700's to present
- Understands the inner workings of the Clan and is able to operate fluidly  
Knows of important Nosferatu (Status (same sect) or Prestige of 4 or higher)
- Aware of the impact of Clan Nosferatu upon major architectural movements and which engineers have been Embraced
- Has heard some rumors that are true about Clan Nosferatu.
- Sometimes able to secure permission to travel to alternate sect Warrens.

*Lore of this level is only available to Nosferatu who have been in play for six months or more.*

#### **Level 4 -- Established Nosferatu/Senior Ancillae**

- Able to launch investigations into possible infiltrators into Clan with reasonable chance of success.
- Letters returned and name recognized by all Nosferatu of note
- Knows of most events of importance to Clan Nosferatu from 1400's to present
- Aware of the impact of Clan Nosferatu upon industrial movements.
- Able to obtain permission to travel within alternate sect warrens safely and easily.
- Can recognize all important Nosferatu, identify major broods.
- Able to separate truth from rumor about the history of Clan Nosferatu for the past 100 years.
- Privy to some disturbing Clan secrets and hidden agendas.
- Able to serve as a mentor background for other Nosferatu.
- Able to call upon other Nosferatu to bolster one's personal and political position.
- Childer you Embrace may go on to benefit from your Reputation

*Lore of this level is only available to Nosferatu who have been in play for twelve months or more.*

#### **Level 5 -- Senior Ancillae/Junior Elder/Powerfully Established Nosferatu**

- Knows of most events of importance to Clan Nosferatu from 500 AD to present. Suspects the truth of most events of importance to Clan Nosferatu from 1 AD to 500.
- Knows in depth about Medieval Broods and Ancient Nosferatu Orders.
- Able to participate as a minor player in the Jyhad of European Nosferatu
- Privy to information about European Nosferatu: coteries, lineages, secrets, movements, etc.
- May have read or learned about some Nosferatu-specific references from the Book of Nod.
- Not only privy to but participating in some disturbing Clan secrets and hidden agendas.
- Able to command significant resources in uncovering infiltrators; set Clan-wide policy.

*Lore of this level is only available to Nosferatu who have been in play for twenty-four months or more.*

## SchreckNET Lore

This is lore about the Nosferatu internal information network. With enough knowledge, you are able to access to the archives of the database and create your own. This lore is ***only available to Nosferatu and Nosferatu Antitribu***, and should not be taught to anyone outside the clan. Teaching this particular lore to anyone outside the clan ***requires Nosferatu Coordinator permission*** so appropriate steps can be taken by the NPCs that are always watching around the corners, keeping their information secret...

### Level 1 – n00bs

- Newly initiated to SchreckNET under strict supervision of local Nosferatu.
- Careful monitoring of your online activities occurs, under strict supervision of an elder.
- Use of basic SchreckNET communication techniques revealed to you.

***Requirements:*** Computer x1 required.

***Advantage:*** This level of lore is required for a Nosferatu to access and join SchreckNET [<http://games.groups.yahoo.com/group/SchreckNET/>].

### Level 2 – l4m3rs

- You have been given more freedoms to use the vast array of SchreckNET features and have been instructed on the penalties for revealing such secrets.

***Requirements:*** Computer x1 required.

### Level 3 – ub3rs

- You have begun to comprehend the true vastness of the SchreckNET network and the implications for Clan Nosferatu.
- You have become skilled at delving the archives for choice bits of data for sale and/or blackmail.
- You have heard rumors of massive subterranean server farms powering this massive information web.

***Requirements:*** Computer x3 required. Lore of this level is available to Nosferatu who have been in play for 6 months or more.

***Advantage:*** This level of lore is required for a Nosferatu to access the archives of SchreckNET [<http://games.groups.yahoo.com/group/SchreckNET/>].



#### **Level 4 – l33ts**

- You sail the cyberseas with the expertise of a seasoned data pirate.
- You utilize the resources of SchreckNET and the common internet to beg, borrow, and steal the data that is your bread and butter.
- You have begun to hear rumors of an even more secure network, where the true secrets of the world are traded, but as yet have been unable to access it.

**Requirements:** *Computer x4 required. Lore of this level is available to Nosferatu who have been in play for 12 months or more.*

#### **Level 5 – r00t**

- You have met “Admin” or at least IRCed with one.
- You are considered one of the true pioneers of the clan, inventive in both your code and methodology.
- You now realize that while you are the digital master of all you survey, such wonders as you cannot imagine lay just below the surface.
- “Admin” hints that if you play your cards right, you might one day get access, but you have to be patient. Immortality sucks.

**Requirements:** *Computer x5 required. Lore of this level is available to Nosferatu who have been in play for 24 months or more.*

**Advantage:** This level of lore allows a Nosferatu to establish their own sub-networks on SchreckNET. The Nosferatu Coordinator team must be consulted and be informed before these actions are taken.

### The Difference Between Sewer Lore vs. Warren Lore

A set of rules describing the difference between lore surrounding mortal sewer systems and Nosferatu Warrens is listed below. As described previously, sewers refer to the vicinity immediately below a city, while the warrens are deeper within the bowels of the sub-city, and are inaccessible to those without knowledge of them.

**Sewer Lore** can be bought by all PCs who take the time to map the sewers, their entrances and exits, and care to familiarize themselves with the smelly underbelly of the city. This **does not** give them access to the Nosferatu's home.

**Warren Lore** deals with the sub-city dwelling even below the sewers themselves. This is your home. This lore is *only available to Nosferatu and Nosferatu Antitribu*, and should not be taught to anyone outside the clan. Teaching this particular lore to anyone outside the clan *requires Nosferatu Coordinator permission* so appropriate steps can be taken by the NPCs that are always watching around the corners, keeping their home safe...

Additionally, **Warren Lore** is the equivalent of its current level plus one in **Sewer Lore**, to reflect the fact that Nosferatu are truly the masters of the subterranean. Thereby, a Nosferatu needs only **Warren Lore** if they so choose. We recommend all Nosferatu that currently have **Sewer Lore** be allowed to switch to **Warren Lore** for the equivalent level.

## **Sewer Lore**

### **Sewer Lore 1-**

You are aware of what the city has in terms of subterranean tunnels be it mines, sewers, drainage etc. You could probably find the opening to these tunnels if given enough time and you have a vague idea what might be inside them. But have never actually been inside them.

### **Sewer Lore 2-**

You know a good portion of the subterranean world, and you've actually wandered around in portions of it. You have a few "favorite" openings that you know very well and can even find your way from one point under the city to another without too much difficulty.

### **Sewer Lore 3-**

You have been just about everywhere in the undercity. You know your way around as if it were your second home. You've seen a few dozen entrances and exits and know where they lead and you have a suspicion that there may be more to the underground than you think. You can travel through the city without ever touching the streets.

### **Sewer Lore 4-**

This is no longer a hobby, you've mapped out this place front to back, top to bottom, as much as you can find. You can list off street names where drainage grates can take you to desired locations, or list off the serial codes on the sewer lids and where they lead. You also are very aware that you're just scratching the surface of something. You still have odd feelings there are more tunnels you just can't figure out where.

### **Sewer Lore 5-**

You know the tunnels better than some Nosferatu. If there is an opening in the ground... you know where it leads. You even have a system to remember passageways. Like streets you can make a map and give directions anywhere in the tunnels. You know what is down there when and how to move through it. This is your second home.

Additionally Warren Lore is the equivalent of its current level PLUS one in Sewer lore, to reflect the fact that Nosferatu are truly the masters of the subterranean.

## **Warrens Lore**

### **Warrens Lore 1-**

You know that the Warrens exist, and you have heard a few ways to get to them, but have never put them to practice. You can get into and out of the Warrens by one route. Should you wander in you know how to get a hold of the Warren Master and get guidance to safe locations.

### **Warrens Lore 2-**

You know a few ways into the Warrens and you are aware of what traps are present. You even know what the purpose for these Warrens are. You can find the larger, more obvious structures, but anything that is even slightly hidden is beyond your scope.

### **Warrens Lore 3-**

You are well aware of the layout of the Warren now, and you are a part of its functionality. Whereas before you were just getting by in its protection, now it works for you as much as you work for it. You know most of the structures here, and you have a half dozen ways to get in and out. This is the level any subterranean Nosferatu must have if she wishes to work sufficiently within the Warrens. *Must be in play for at least 6 months*

### **Warrens Lore 4-**

You know your own Warren perfectly. In your home you have detailed knowledge of it's every trap and crevice. You could lead anyone to their doom or sanctuary at your whim. You most likely are the Warren Master, or at least help her significantly. Additionally you know the warrens of your neighboring cities fairly well. You know the Warren Masters and how to contact them, and even how to get in and out of the Warrens there. *Must be in play for at least 12 months.*

### **Warrens Lore 5-**

Your knowledge of Warrens is nearly unmatched. Save for the eldest among you, you are the authority on Warrens. You have the skill and knowledge of every warren in your region, and can manage fairly well in any warren in the country. While you do not know any warren like your home, you can navigate through almost any of them and live long enough to contact clansmen. You just know the tricks of the trade. You know what traps usually look like what and what a giant alligator smells like, or which switch is usually the one that sends you plunging to your death. *Must be in play for at least twenty-four months.*

## **Part V: Secrets of the Nosferatu – Game Mechanics for the Nosferatu**

### **Fair Escape – Sewer Access**

The Nosferatu are the undisputed masters of the undercity. In any city where the Nosferatu have had a chance to set up shop, they will be able to enjoy several advantages by using the city's sewer system. A Nosferatu standing within three steps of a sewer grate, manhole cover, or other access way may use it for the 'Fair Escape' rule, so long as the route is unimpeded and the entry way unblocked. This rule should be expanded when a Nosferatu is within the Sewers and Warrens as well due to their inherent familiarity with this environment over any other creature.

### **Information Network Background**

This background is explained in the Clanbook Nosferatu: Revised. For ease of play and fairness to throughout different chronicles, there are two main mechanics to include when Information Network is used in OWBN.

First, treat each purchased level of Information Network like Contacts. The difference is that the Information Network cannot attach to an Influence and discover specific details. Instead, the Information Network collects all sorts of pertinent free floating information that can be accessed and useful for a current interest. Think of Information Network as a place where Contacts hang out after work and chat about miscellany. So a Level 4 Information Network listens while a bunch of Level 4 Contacts pass rumors about.

Second, players may gain information and lore knowledge from the SchreckNET Nosferatu IC list of the same level of their Information Network. So if there has been conversation about how to slay a werewolf, and several individuals respond with tactics and recommendations of silver weapons or bullets, then a person without Lore: Garou and possessing a Level 1 Information Network could then justifiably learn and purchase Lore: Garou Level 1.

## Combination Disciplines

These disciplines are tied inherently into the culture, history, and curse surrounding Clan Nosferatu. These disciplines may only be held by members of Clan Nosferatu. All those wishing to learn these disciplines must have a teacher and approval of the Nosferatu Coordinator.

### **Animal Magnetism** (Counsel of Primogen): *Animalism 4 + Obfuscate 3*

Foul as they are to look upon and boorish as they tend to be in social situations, the wise among the Nosferatu can, if they so choose, was alluring. This temporary appeal is rough, fleeting, and slightly feral, but it gives them a fascinating charm none the less.

By enhancing the powers of their Obfuscate with the dangerous allure of the beast (channeled carefully through Animalism), some Nosferatu can briefly approximate a type of presence.

*Mechanic:* To invoke this power the user selects a target in line of sight and engages in a Self-Control check of difficulty 3. Upon being successful, on the next social challenge with the target person in line of sight (whether contested or static), the user adds their rating in Animalism to the social challenge. If the individual fails his Self-Control, he enters into an immediate frenzy on the targeted individual.

Should the user use this discipline more times than their Self-Control rating per night, the difficulty of the static self-control check is increased by one per additional usage.

*Cost: 12 XP MET*

### **Blood Apocrypha** (Libellus Sanguinis 4: Thieves of the Night): *Auspex 1 + Obfuscate 1*

In an attempt to create a secret language of their own, the Nosferatu generated different methods of coding their speech and messages. This discipline allows a vampire to relay coded message via speech or by writing via the passing of atomized blood through the air. In speech, the two Nosferatu must be close enough to smell and taste the atomized blood, often through kissing, to pass the message. In writing, the Nosferatu draws the message in pictographs on cloth and the message absorbs into the material. The other Nosferatu must then absorb the blood through the air or by tasting to discern the message. Upon completion of the message, the entire portion of the atomized blood is consumed during the process.

*Mechanic:* A character must spend a blood trait to relay the message whether it is via speaking or writing to another Nosferatu. The receiving Nosferatu needs to have *Blood Apocrypha*, as well, in order to absorb and understand the message being relayed. However, the receiving Nosferatu does not need to spend a blood trait to receive.

The blood is consumed upon the message being received prevents the formation of blood bonds and/or the use of Thaumaturgy on the original message. However, if a message is intercepted, the blood can be pulled via the use of Thaumaturgy.

*Cost: 4 XP MET*

### **Feral Imbuing** (Player's Guide to Low Clans): *Animalism 4 + Potence 2*

With this power a vampire may share his strength with a beast in his line of sight. Few sights are as disturbing as a bloated rat chewing tunnels through solid stone.

*Mechanic:* The vampire selects an animal, which has not been subsumed, within their line of sight. The vampire may transfer as many levels of Potence as he possesses to the animal. For the duration of the transfer, the vampire's Potence rating is reduced by the number of levels transferred. The vampire cannot give more levels of Potence than what they hold. The power ends when the vampire wills it to, a reflexive action which does not require the presence of the animal.

*Cost: 8 XP MET*

### **Mortal Terror** (Archons & Templars): *Animalism 3 + Presence 2*

While the power of Quell the Beast is certainly useful if you're trying to soothe or quiet someone, sometimes you need something a bit more dramatic. Mortal Terror focuses the power of Dread Gaze directly on another Kindred's Beast, bypassing the conscious mind entirely. This can potentially drive a vampire into immediate Rötschreck.

*Mechanic:* This power channels a terrifying kindred's Dread Gaze directly into the beast of another. By expending a willpower trait and winning a social challenge versus the target's permanent Willpower rating using Intimidation as the retest, the user can invoke Rötschreck into the targeted kindred. There is no self-control or courage test to resist this power.

*Cost: 9 XP MET*

### **Iron Facade** (Archons & Templars): *Obfuscate 3 + Fortitude 1*

Battles are often won not by the strength or weaponry of the combatants, but in the psychology of war. The appearance of invulnerability is often sufficient to unsettle or even rout a superior foe. With this power, the Kindred creates just such an appearance, seeming to shrug off heavy or even near-crippling blows like so much water. This power is most commonly found among Archons, but its use among Templars is not unknown.

*Mechanic:* Spend one Blood Trait. For the next hour, no damage you suffer produces a visible result: no wounds, no limps from lameness, no fountains of blood from inconvenient holes. Characters with *Auspex* may attempt to pierce this with the usual challenge of *Auspex* against *Obfuscate*. Bystanders who see particularly ludicrous lack of evidence may attempt a Mental Challenge to see through the illusion. While using this power, you have a two-Trait bonus to Social Tests related to your physical capabilities.

*Cost: 5 XP MET*

## Part VI: The Mannerisms of the Nosferatu – Roleplaying Tips

This section contains information on an OOC level for players wishing to improve their roleplaying experience as Nosferatu. Examples below include make-up tips, clothing, mannerisms, et cetera. Those seeking opinions the Nosferatu have about other Clans should consult the write ups found in White Wolf's Clanbook Nosferatu: Revised.

The suggestions for costuming are by current and former Nosferatu players and are in no particular order. Anyone with additional tips should send them to the Nosferatu Genre Coordinator for inclusion in future packet updates.

### Make-Up Tips

Drop a bit of cash on skin colored liquid latex. You can easily find places to order this online. When applying the latex, use additives to make bumps, ridges, or craters. Easy additions are gauze for texture, oatmeal for severe lumps, and any small plastic pieces for variable size bumps. Get creative! You can also add food coloring to the liquid latex when putting on a second or third coat. Mixing in red food coloring in the right ratio yields a "bloody" effect. Add a dusting of hot cocoa mix along the "wound" edge for a truly bloody looking wound, with dried blood around the edges.

Something as simple as wiping random swaths of charcoal make-up across your face can convey to some players that your character looks \*different\*. Another example would be to use a red eye-liner pencil because the effect usually makes people uncomfortable without being so obvious that they know "why". When planning on role-playing without Mask 1K for a while, use a small rubber mask and put that on. Try to make sure that all of these things are \*always\* nearby so that you can use them whenever the situation comes up.

A way to make really effective warts is to use rice crispies stuck on with the skin safe adhesives you can get in joke shops (or theatrical type shops I suppose). Then color them in with foundation to match your skin.

A really effective undead makeup is to make the face really pale (not with thick white greasepaint, but with something like very pale foundation with white eyeshadow all over) and then use a blend of dark green and dark brown eyeshadow around your eyes, and a little on the sides of the nose and lips. Vary the intensity of the white and green/brown according to how dead you want to look.

Potting soil, mixed into mud and smeared on ANY exposed portion

Baby oil in the hair (long and ratty looking)

A Deep green eye shadow in a ring around the eye (for that hollow, scary look)



Heavy makeup of any sort when combined with a hooded sweatshirt (or cloak if Resources and temperament allow) and sunglasses make for a very vaguely-evil looking face that people won't want to see.

The soap and vinegar trick is fun and leaves you smelling stinky: put a thick film, almost a paste of soap on your face. Now pour white vinegar on it. It bubbles into blisters and pustules.

Any face powder (skin colored) mixed with water into a paste and then applied to the face, will slowly dry and flake off onto people - nice and gross.

Go to sleep with wet hair. Wake up and don't try to fix it. In fact, put mousse or gel into the wet hair when you go to sleep so when you wake up it will stay like that all night/day...

Always have dirt under your fingernails.

Get a hold of a jar of Vaseline and a couple of handfuls of rice. Smear the Vaseline in a thick layer over the face, then closed your eyes and sprinkle rice over the Vaseline. For the rest of the night, the rice "maggots" will slowly ooze down your face.

### **Clothing and Accessories**

A bandana, tied around the head, with properly cut holes can provide a patchy look to one's hair. Simply pull strands through the holes you've cut, and hide the rest.

Gloves are often an overlooked and cheap commodity. Pick up a cheap pair of gloves, preferably cotton and of a light color. Rub them around in dirt, mark them up with a pen, and walk on them a bit. When they get good and dirty, run water of them to spread the mess through the fiber a bit, and let them drip dry. They should come out with a permanent grunge that only gets worse over time.

Go to the Salvation Army or an old Army store or such, and splurge \$15 or so on old, beat up shirts/pants/sweaters/etc. Look for a really beat up trenchcoat. You can add dirt to this and cut it up some, to give it the proper completion.

Take an old button-down shirt (white or another color) that you don't mind getting dirty. Take a cup full of dirt, some cheap wine or even grapejuice, and whatever other 'ambience' you want. Cut the shirt in places with a knife and fray the cuffs. Rub the dirt in and use the grapejuice or wine to give it that 'wino look'. You can do the same with pants.

Add to your outfits any cheap fake jewelry you can find, anything you think would be thrown into the sewers after a mugging or something.

Barbie heads. (I don't really understand this suggestion, but it sounds great, doesn't it?)

Imagine skulking up to the Prince and snarling "Barbie heads!" for no good reason...Yeah!)

Pillows make good hunchbacks.

One of those knitted beer can hats. (Knitted hats of all kinds make good hairless fun.)

A formal tuxedo shirt (I had a black one) properly stained - reddish brown for blood and other stains for age and use A formal tuxedo vest (old and ratty) buttoned wrong A full tailcoat (slightly moth-eaten) with the sleeves pulled up ripped and destroyed jeans.

Another fun trick that someone did was to wear tight gloves, then stick his hands into loose gloves filled with something gooey, then seal the ends so it didn't leak out. Anyone who shook hands felt it go squish.

A fantastic way to quickly rumple up your clothing to give it that slept in appearance is to tie the article of clothing into knots over and over again then put them in a plastic bag and leave them for a day or two... then when you get to game you look like you've worn the clothing for the past fifty years without changing.

Two of the simplest and most appealing accessories to any Nosferatu costume are Goggles of some sort and gauze bandages. Goggles can be anything as simple swimming goggles for the thrifty Nos or maybe even more classy and high tech goggles that you can get from good sunglass shops or costume apparel stores.

Gauze Bandages can be dirtied very easily with make-up or just old-fashioned dirt. You can then apply these bandages to your head obscuring your face for a burnt man feel or cover your hands and legs to make everyone suspect that at any moment your going to fall to pieces. All in all these accessories can give your Nosferatu's look a very creepy turn.

## **The Smell**

Put a fresh egg in a bowl, sprinkle some sugar on it (very little) add some water and leave at warm or room temp for several days. Rub into clothing...Tuna juice is also very effective. Eat garlic (LOTS of garlic) and always use H words - like Halitosis!

## Mannerisms

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Skulking - Practice. If you're naturally a visible and outgoing person, it may be a stretch. A good way of doing it is always looking for the darkest corner of a room and sort of revolving your travels around that corner. Multiple Nosferatu, should of course pick multiple corners. Skulking is also a good way to hide makeup deficiencies. If you have very slight makeup, or don't look all that hideous at all, then you can use skulking to make sure people don't get to see your face all that much. If, on the other hand, you got snaggle fangs, six-inch overbites and pasty gray nasty skin, don't waste it by skulking too much. Look 'em in the eye. Make 'em squirm.

=====

The Nosferatu Information Network - Never say "I don't know." If someone asks you a question you don't know the answer to---say "Tell Me." Or something like that. Alternatively, you could say you don't know even if you know very well. Eventually it will get around. Detail the Nosferatu Info Network. Have a semi-out-of-character clan meeting and write up the structure of the thing. Who has what contacts? What is the nature of those contacts? Remember to give it to your Storyteller for approval and editing.

=====

Look uncomfortable. Wouldn't ya rather be back in the sewers instead of out talking to all these people? There you go.

=====

Get pushed out of conversations. That may sound weird, but just try it once or twice. It's surprisingly easy to do. Stand in the wrong place, and suddenly, you're a social outsider.

=====

I try to affect awkward or \*unnatural\* movements like always leaning to one side or keeping my arms bunched into my body whenever my character is at rest.

=====

Sit Quietly And Listen. At one game I had a pair of Setites stop about 10 feet away from me and discuss internal clan policies re: their Warrior Path while I sat quietly and listened. At another game we had an outdoor site, and I spent a good hour or so obfuscated in a tree listening. You find out so many wonderful things when your character is obfuscated and you are hidden. \*grin\*

=====