

# *The Telyavelic Tremere*

## *of One World by Night*



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# DARK PACK

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## **The History of the Telyavelic**

During the Dark Ages before the diablerie of Saulot, a small group of Tremere magi travelled to expand their magical knowledge. The magi eventually settled in Lithuania after discovering the local pagans worshipped a god called Telyavel. Telyavel is worshipped as a protector of the dead, which led the local mortal population to view kindred as incarnations of the god Telyavel rather than monsters of the night. The kindred magi chose to embrace this perspective of the pagans of Lithuania, and shirked the name of Tremere to become the Telyavs. It is believed that the Telyavs were taught their Sielanic magics directly from Telyavel himself, and have passed it down the generations through their religious and occult studies of Telyavel. The process became more similar to the Hermetic Thaumaturgy of their parent clan than those who practice other forms of blood magics. However, their innate powers remained entwined with their unique spiritual ties to Telyavel.

Some infrequent contact remained between the Telyavs and Tremere chantries, but that came to an end in the late 13th Century. Ventrue elders destroyed their main enclaves with assistance from the Tremere from Ceoris. By the 16th century during the period when Poland and Lithuania joined, the Tremere reported that the Telyavs had all been eliminated. Lithuanian Paganism was crushed under the might of the Christian Inquisition, and pushed those who held onto their beliefs into hiding.

The Telyavs are considered to be extinct to all sects, however some elders of the Tremere and Tzimisce clan know the truth. The last vestiges of the Telyavs have been located in Lithuania, and rooted out by a secret society of Tremere answering directly to Councillor Etrius. Due to the early beliefs of the inclusion of women amongst the Telyavs, the last of their ranks are predominantly female presenting with some male presenting and non-binary. The Telyavs were split when they realized a raid was coming, some making the choice to run rather than stand their ground. Etrius's forces pushed their way through to the remaining leadership of the Telyavs, who swore fealty to Etrius and the Inner Council in exchange for their lives. Those who survived the escape from the Telyav enclave came upon a small faction of Sabbat led by a powerful Tzimisce. The Koldun saw an opportunity with the desperate Telyavs and decided to take them in and hide them within the ranks of some of the Tzimisce.

## **Modern day Telyavs**

In the modern era, the Telyavelic Tremere are publicly considered to have been made extinct in the Dark Ages. However, a small few remain hidden within the ranks of the Sabbat and Camarilla. Due to the nature of their current existence, they hide their true identities and blend in as members of either the Tzimisce or the Tremere. Some individuals have held onto their strong belief in Telyavel, and continue their worship of the Lithuanian deity. However, their worship is always in secret as they would be considered heretics if found out by either faction. Fortunately modern Telyavelic Tremere have found they are able to learn their Sielanic magics through study of the occult teachings of the followers of Telyavel, rather than through devout worship of the deity.

## **The Telyavs of the Sabbat**

Knowing their presence would quickly draw the attention of the Black Witch, the entire pack was vowed to secrecy and have allowed the Telyavs to live within the Sabbat under the guise of being Koldunic Sorcerers of clan Tzimisce. While this idea displeases many of the elders of Clan Tzimisce in the know, the benefits of having blood magicians that understand the old ways outweigh the detriments...for now.

From the chantry in their traditional homeland of Riga in modern day Latvia, the Telyavs are protected from scrutiny by powerful Koldunic Sorcery rituals. An unknown Tzimisce that has until recently remained out of the jihad watches over them and acts to guide their journey in the Sword of Caine. These protections act as a double edged sword to both help the Telyav blend in while keeping tabs on their movements.

Politically, the Telyav are free to act as they will under their facade, but are expected to pursue the agenda of Clan Tzimisce overall.

## **The Telyavelic Tremere within the Camarilla**

Those who chose to swear their allegiance to House and Clan Tremere were brought to Vienna to drink from the cup and swore the Oath in order to truly bind them to the Tremere. The Telyavic Tremere agreed to exchange their Sielanic Thaumaturgy for the salvation of their bloodline. Most Telyavelic Tremere within the Pyramid reside under the watchful eyes of Regent Astrid Thomas, childer of Etrius, within the Vienna Chantry. However, a small few have been allowed to be reassigned to other Camarilla chantries to serve the needs of House and Clan Tremere. The Telyavelic Tremere are hidden within the ranks of the regular Tremere, their true identities often

a secret even to their fellow Tremere. As far as Clan Tremere is concerned with regard to the Camarilla, these Telyavelic Tremere are not considered to be a bloodline and are presented as Tremere for Acknowledgement. The elders of clan Tremere hold the true origins and identities of the Telyavelic Tremere as a closely guarded secret, with few Tremere knowing and the rest of the Ivory Tower remaining ignorant to their secrets.

### ***The Telyavelic and the Anarch Movement***

Although some of the Telyavs may share similar ideology with the Anarch Movement, none have been found to be within the ranks of the Anarchs. This is likely due to the carefully guarded nature of their existence within both the Sabbat and the Camarilla, with dissenters being dealt with.

### ***Telyavelic Lore***

Telyavelic Tremere PCs within either the Sabbat or Camarilla may purchase up to level 3 without Coordinator approval. For Lore: Telyavelic 4 & 5 it will require Tremere Coordinator Approval after justification through in-character roleplay.

For non-Telyavelic Tremere, Lore: Telyavelic will require Tremere Coordinator approval for Lore: Telyavelic 1-5. Once approved for the lore the Tremere Coordinator will send you what you may know with the new level of Lore: Telyavelic purchased to go along with what your character knows IC already.

Chronicle NPCs are not allowed to have Lore: Telyavelic, and it is reserved for specific Tremere Coordinator, Sabbat Coordinator, and Tzimisce Coordinator controlled NPCs only.

## *Playing a Telyavelic Tremere*

As the Telyavelic Tremere are technically a bloodline of the Tremere, they are to be considered as such during character creation. Players should understand fully the complicated nature of the concept they are choosing to play, and they will not be able to sect defect. They also come with specific required flaws and merits at time of creation that may not ever be bought off with experience points.

In modern nights in OWBN there are two branches of Telyavelic Tremere, those who have joined the Sabbat and those who have joined the Camarilla. Sabbat Telyavs are classified as Telyavelic Tremere as per canon references, however Camarilla Telyavs will be referred to as Telyavelic Antitribu. At time of creation it should be noted on the PC's sheet which of these they are where it specifies "Clan." There will be some distinct differences in requirements during creation, as well as during play.

Telyavelic Tremere (Sabbat) are significantly more difficult to play as they are actively hunted by both the Black Witch and the Pyramid. They rely on their Tzimisce allies quite a bit to keep them safe, and do not have access to the same types of thaumaturgy as the Telyavelic Antitribu (Camarilla) do. However, they are able to learn Koldunism far more easily due to their spiritual connections and faith.

Telyavelic Antitribu (Camarilla) are treated no differently within the clan as any other Tremere. As the Inner Council of Seven has decreed that they are to be considered legitimate Tremere, the Pyramid is thus bound by their decision. They face the same scrutiny in the eyes of the Camarilla as their fellow Pyramid loyal Tremere, but are treated differently during the course of Tribunal. The reasoning behind this is the desire of the elders of Clan Tremere to have more access to their specialized magics which they can not teach themselves.

- Telyavelic Tremere PCs of either Sabbat or Camarilla require Tremere Coordinator approval for play.
- Chronicle controlled NPC Telyavelic Tremere are disallowed. Coordinator controlled NPCs may be loaned to a chronicle for story and roleplay purposes temporarily.
- NPC and PC Telyavelic are disallowed from play as Anarchs/Independents.

### **In-clan Powers, Abilities, Merits, and Flaws for all Telyavs:**

In-Clan Disciplines: Sielanic Thaumaturgy, Presence, Auspex

Required Weaknesses (must be on the sheet at creation):

- Repelled by crosses
- Weak against Christian/Catholic True Faith:
  - Difficulty for Telyavs to resist frenzy is 2 higher than normal when confronted by an enemy using Christian/Catholic True Faith as a defense.

Starting benefits at creation:

- Physically strong and taught to fight:
  - Choice of either Brawl or Melee ability at creation
  - Free dot of Dodge ability at creation

Telyavelic Backgrounds/Merits available for purchase at or after creation:

- Tremere Familiar (1-5 pt Background) [pg 67-68 Libellus Sanguinis 2]
  - Please refer to the Tremere Genre Packet and Arcane Compendium for more information.
- True Faith: Telyavel (5 pt Merit)
  - This is classified as Unusual True Faith through the worship of the pagan deity of Telyavel with Humanity x5
    - Sabbat Coordinator approval for Sabbat Telyavelic Tremere
    - Tremere Coordinator approval for Camarilla Telyavelic Tremere

### **Telyavelic Tremere specific benefits and disadvantages:**

Required Merits/Flaws for Sabbat Telyavelic Tremere:

- UnMarked Antitribu (2pt Merit)
- Hunted or Enemy (5 pt flaw): they would be hunted by both the Pyramid loyal Tremere and the Black Witch of the Sabbat
- Mentor x5 (5pt Background): Tzimisce/Koldun

Benefits for Sabbat Telyavelic Tremere:

- Able to learn disciplines/combos from the Sabbat
- Hermetic Thaumaturgy requires a Tremere teacher (Tremere Coordinator Approval)
- Able to learn Koldunism at out of clan cost (Tzimisce Coordinator Approval for all paths/rituals)

### **Telyavelic Antitribu specific benefits and disadvantages:**

Required Merits/Flaws for Camarilla Telyavelic Tremere:

- Unmarked Antitribu (2pt Merit)
- Bound to the Council x3 (3pt Flaw)
- Enemy (2 pt Flaw): Telyavelic Tremere
  - As this group chose to side with the Pyramid, they are considered enemies to their Sabbat counterparts.

Benefits for Camarilla Telyavelic Tremere:

- Able to learn hermetic Thaumaturgy from their fellow Tremere at the same rarity scale as regular Pyramid loyal Tremere at out of clan costs.
- Can not be killed through tribunal, and will be sent to Vienna for re-education if found guilty of extreme offenses of the Oath.

### **Sielanic Thaumaturgy**

This form of Thaumaturgy was originally derived from a mixture of Hermetic Thaumaturgy and pagan religious magics bestowed on the original Telyavs by Telyavel. Modern day practitioners of Sielanic Thaumaturgy learn their Sielanic in similar fashion to Hermetic Thaumaturgy or Koldunic Sorcery. The Telyavelic Tremere of the Sabbat utilize their ties to nature spirits and their worship of Telyavel to bring forth their magics. However, the Telyavelic Antitribu of the Pyramid learn their innate magics through the study of magical texts that have been passed down the generations since the Dark Ages.

All Telyavelic start with Path of the World's Blood as their primary path of Sielanic Thaumaturgy. There will be no exceptions to this. The Telyavelic Anti in the Camarilla have a more challenging time learning their secondary in-clan path due to their more scientific approach to their magical studies.

Those who learn Sielanic Thaumaturgy out of clan can not teach the paths or rituals they learn to others. Only the Telyavelic Tremere by blood can teach their clan specific magics to others, which ensures they are kept alive by both the Camarilla and Sabbat.



## ***In-clan Paths and Rituals of the Telyavelic Tremere***

The Telyavelic Tremere of the Sabbat have developed similar forms of magics for themselves as the Pyramid loyal Tremere. The key differences are in their methods of learning. As the Telyavs of the Sabbat have embraced their worship of Telyavel fully, their ability to learn their in-clan magics are tied to their religious worship. Quite similarly to the Assamite clan, they call upon Telyavel and his servants to bestow magic upon them. After their primary path is purchased to advanced, they may purchase Koldunic Sorcery from the Tzimisce Packet with Tzimisce Coordinator approval.

The Telyavelic Tremere who swore fealty to the Pyramid loyal Tremere learn their magics in similar fashion to regular hermetic thaumaturgy. As they have agreed to teach their specific magics to those chosen by the elders of Clan Tremere, they have access to the Pyramid's thaumaturgy. These Telyavs learn Hermetic Thaumaturgy at the same rarities as the regular Tremere, so please reference the Tremere Packet for Pyramid loyal Tremere rarities. After their primary path is purchased, they may purchase other paths from the Tremere Packet at the same rarity as Pyramid loyal Tremere at out of clan cost.

Sielanic Thaumaturgy paths and rituals require a Telyavelic teacher as well as Tremere Coordinator approval.

The following are what are specific to Telyavelic Tremere inherently regardless of sect, and purchased at in-clan cost:

### **Primary Path: Path of the World's Blood**

#### Paths

R1 (Storyteller Approval)

- The Green Path
- Weather Control
- Path of Blood
- Spirit Manipulation

R2 (Tremere Coordinator Approval regardless of sect)

- Path of the Shadow World
- Lure of Flames
- Alchemy
- Oneiromancy
- Elemental Mastery

## Rituals

### R1 (Storyteller Approval)

- Basics
  - Become one with the land
  - Calling the Restless Spirit
  - Chime of Unseen Spirits
  - Impressive Visage
  - Power of the Invisible Flame
- Intermediate
  - Soul of the Land
  - Binding the Beast
  - Bladed Hands
  - Craft Dreamcatcher
  - Respect of the Animals
  - Ward vs. Kindred
- Advanced
  - Touch the Protector's Mind
  - Eyes of the Beast
  - Awakening the Verdant Thorn

### R2 (Tremere Coordinator Approval regardless of sect)

- Basics
  - Eyes of the Nighthawk
  - Principle Focus of Vitae Infusion
  - Blood Walk
  - Inscription
- Intermediate
  - Heart of Stone
  - Incorporeal Passage
  - Ward vs. Vitae
  - Ward vs. Fae
  - Ward Circle vs Lupines
- Advanced
  - Ward vs. Demons
  - Ward Circle vs. Kindred
  - Stone of the True Form
  - Blood Contract

## **M&T conversions:**

### **Path of the World's Blood**

This path may only be used in the area the character has their primary haven.

Reference: *Libellus Sanguinis* 2, pg 66

This path allows the caster to become part of the natural world that surrounds them, and partakes of the abilities inherent in the earth, trees, rocks and life forms of any ground to which they have attuned themselves. This path is only usable in the caster's "home" territory in which they reside, such as: a large forest, a city, a domain, etc. The caster will occasionally be required to ingest strange concoction made of their vitae and the local natural fauna to keep them connected with the earth in order to cast this path.

1. **Eyes of the Earth:** The Vampire ingests an infusion of her own vitae mixed with soil, grass shoots, leaves, animal fur, and bird feathers. The Vampire may then spend blood and temporary willpower to extend the duration of the "earth-sight". Each blood and willpower trait expended extends the duration in the following manner:
  - 1 Blood and Willpower: The Scene or Hour.
  - 2 Blood and Willpower: The Night or Session
  - 3 Blood and Willpower: The Week.
2. **Roots of Power:** Cutting the soles of her feet losing 1 blood allowing the blood to soak into the ground, the caster may then activate this power and increase her physical traits by 3 for the remainder of the scene or hour.
3. **Arbor of Protection:** The Vampire may mix their vitae with tree sap and ingest it, allowing them to meld with a tree for up to 24 hours, after which the tree ejects the caster. The caster may remove themselves from the tree at any time prior.
4. **Course of the Beast:** The Vampire mixes her blood with that of an animal's and drinks it, then spends 3 vitae to activate the power. The Vampire may then shift into the form of that animal as per Shape of the Beast.
5. **Way of the Stone:** The Vampire pours 3 traits of vitae onto a large stone or boulder and assumes the boulder's rough shape/consistency for up to the next 24 hours. The caster may extend this effect 1 night for each vitae spent beyond the 3 at the time of the power's use.

## Path of the Shadow World

Taken from the OWBN Packet: *Dark Arts: A Guide to Infernal Magic*. Original reference: Ref: *Libellus Sanguinis* 2, pg 66

Through this path, Sielanic practitioners reach across the border between life and death, using their own unliving body as the conduit for contact with the shadowlands. Some say that at the more advanced levels of this path that practitioners are able to touch the essence of Telyavel himself. Many believed this path to have disappeared along with the Telyavelics, or to have been subsumed as Dark Thaumaturgy, however practitioners of Sielanic Thaumaturgy are still able to access this path through the teachings of Devarra or through prayer to Telyavel himself. (This paradigm of this path is in the original form and not considered Dark Thaumaturgy.)

1. **See the Dead:** When activated, the caster may see into the Shadowlands for the rest of the scene or hour.
2. **Repel the Angry Dead:** Activating this power will banish a wraith from an area for a scene or hour. Spend a Temporary Willpower in order to engage the ghost in a Social Challenge (retest either Occult or Wraith Lore) which, if won, allows the caster to ask the ghost what must be done to satisfy it and ensure its permanent banishment.
3. **Command the Freshly Dead:** Engage a ghost in a contested Social challenge, retest Intimidation. If you are successful the ghost will answer one question or perform one action at your command.
4. **Army of Souls:** Spend two Blood Traits and a Temporary Willpower in order to call a number of ghosts to your presence.
  - For each Social Trait expended (up to a maximum of 3) one intangible ghost warrior materializes and will either defend you for the scene, or deliver a message for you. The ghosts summoned by this power are Drones.
  - **Drones:** Drones are mindless wraiths who are attached forever to the circumstances of their deaths and spend their existence re-enacting their deaths. They will likely have starting mortal stats and basic powers. For more information, see Wraith: The Oblivion (Second Ed.), p.43.
5. **Walk the Road of Shadows:** Expend a total of 3 Blood Traits and 2 Temporary Willpower in order to physically cross into the Shadowlands.

## Rituals:

Reference: *Libellus Sanguinis 2*, pg. 67

- **Become one with the land (Basic):**

- System: The Caster combines 1 trait of her blood with some natural substance and ingests the mixture, then casts the ritual by spending a temporary willpower. Once this ritual has been cast, the area where it is being cast is now attuned to the caster allowing them to utilize Path of the World's blood in the attuned area. The maximum area may not exceed 10 square miles, and may only be attuned to one area beyond their home territory at a time. The duration of this ritual depends on the number of successes against a difficulty of 7, with each success lasting for 24 hours each. The maximum length of duration for this ritual before recasting is equal to the amount of permanent occult ability of the caster.

- **Soul of the Land (Intermediate):**

- System: The caster buries himself in a grave near the center of his domain, remaining within the earth for one full day. Upon arising the following evening, he imbibes an infusion of his blood combined with the soil in which he has lain, thus uniting his essence with that of the land. Periodic expenditures of blood can maintain the connection indefinitely by spending 2 blood per night. The exact effects of the ritual are determined by the storyteller.

- **Touch the Protector's Mind (Advanced):**

- System: The Vampire spends an hour in meditation during the time the caster spends 5 points of vitae and a temporary willpower. After which the Caster establishes a bond with Telyavel. If the casting is successful, the caster gains +3 traits to both their physical and mental trait pools, and all their Disciplines are increased by 1 up to Advanced for the next scene or hour. With an expenditure of an additional temporary willpower, the vampire can remain awake during the day and has some immunity from indirect sunlight (Lethal instead of Aggravated damage).

Reference: *Player's Guide to the Low Clans*, pg. 170-171

- **Awakening the Verdant Thorn (Advanced)**

- A stake is enchanted through the binding of a vengeful forest spirit into a stake made of rosewood, but is not a fetish. If driven anywhere into a vampire's flesh, the stake takes root in their body, soaking up their vitae, and quickly grows into an unnatural mass of vines and thorns. The vines entwine the victim to grow in strength, and have the ability to drink a vampire dry.
- System: The caster spends 1 hour enchanting a stake, hardening the point with fire while chanting to the *Siela*. They must then plunge the shaft into their own heart, inflicting one point of un-soakable lethal damage. A static mental challenge is

made with a difficulty of twice the caster's permanent occult ability. If the challenge is won, the caster retains full mobility and may remove the shaft at any time. The shaft will also absorb one blood point each round that it remains lodged in the heart. It may only absorb as many traits of vitae as the caster's current (not permanent) levels of Occult ability. If the challenge is lost, the caster is paralyzed similarly to being staked, and there is a possibility of the ritual being triggered within the caster. If the stake inflicts at least one level of lethal damage to a vampire it will begin to grow, drinking one blood point from its victim each round until their blood pool is empty. This ritual is not effective on mortals or ghouls, and will only behave as a regular stake if used against them. Vampires reduced to zero blood points by this ritual cannot activate any powers requiring blood. However, stakes with this enchantment still only paralyze a vampire if the attacker wins the staking challenge to penetrate the heart.

- Those who wish to remove the shaft from the victim must succeed in an opposed physical challenge against the number of blood traits the shaft has absorbed. For example, if the shaft drank 3 points from the caster and 3 points from the victim, the shaft will have a strength pool of 6. The stake cannot have a trait pool higher than 8.
- **NOTE:** Per the book, this is considered to be a level 3 ritual. However due to the abilities of the ritual it is felt that it should be considered an Advanced ritual for OWBN.