



GARGOYLES

OWBN
2020



DARK PACK

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2020. Written by Chris Kazu, Lauren Russ, the Tremere Coordinator's team 2018-20, and the Tremere Coordinator's team 2020-22 for One World by Night.



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GARGOYLE APPROVAL/NOTIFY/ DISALLOW

Storytellers and Players must Notify the Tremere Coordinator for the following:

Non-Gargoyle PCs or NPCs with Visceratika 1-4

Storytellers and Players must get Tremere Coordinator Approval for the following:

Any Gargoyle PC or NPC of any sect

Non-Gargoyle PCs or NPCs with Flight

Non-Gargoyle PCs or NPCs with Visceratika 5

Non-Gargoyle PCs with Visceratika/Flight based Combination Disciplines

Non-Gargoyle PCs with Visceratika/Flight based Custom Content

Gargoyles with Dark Ages Gargoyle Powers/Rituals/Merits/Flaws - Tremere Coordinator Approval.

PCs or NPCs with Gargoyle Rituals

Gargoyle PCs and NPCs with Gargoyle Rituals as Powers

Gargoyle Bloodlines/Variations:

Scout Gargoyles

Sentinel Gargoyles

Simulacra Gargoyles (NPC only)

Storytellers and Players must get joint Tremere and Gangrel Coordinator Approval for the following:

PCs or NPCs as Gargoyle Bloodlines/Variations: Warrior Gargoyles

PCs and NPCs with Gargoyle Combination Disciplines using Protean

PCs or NPCs with Gargoyle Custom Content using Protean

The following are disallowed:

Non-Gargoyle NPCs with Visceratika/Flight based Combination Disciplines

Non-Gargoyle NPCs with Visceratika/Flight based Custom Content

Non-Gargoyle PCs and NPCs with Dark Ages Gargoyle Powers/Rituals/Merits/Flaws

PC Gargoyle Bloodline/Variation: Simulacra Gargoyles

R&U Overview:

Approval Requirements:

PC or NPC Gargoyles - Tremere Coordinator Approval.

Non-Gargoyle PC's or NPC's with Flight - Tremere Coordinator Approval.

Non-Gargoyle PC's or NPC's with Visceratika 1-4 - Tremere Coordinator Notify.

Non-Gargoyles PC's or NPC's with Visceratika 5 - Tremere Coordinator Approval.

Non-Gargoyle PC's with Visceratika/Flight based Combination Disciplines - Tremere Coordinator Approval.

Non-Gargoyle NPC's with Visceratika/Flight based Combination Disciplines - Disallowed

Non-Gargoyle PCs with any Custom Content using Flight or Visceratika - Tremere Coordinator Approval.

Non-Gargoyle NPC's with Visceratika/Flight based Custom Content - Disallowed

Dark Ages Gargoyle Powers/Rituals/Merits/Flaws - Tremere Coordinator Approval.

Gargoyle Rituals - PC: Coordinator Approval; NPC: Coordinator Approval; Coordinator: Tremere

Gargoyle Rituals as Powers - PC: Coordinator Approval; NPC: Coordinator Approval; Coordinator: Tremere

Gargoyle Combination Disciplines using Protean: Tremere and Gangrel Coordinator Joint Approval

Gargoyle Variations/Bloodline Approval Requirements:

Scout Gargoyles - PC: Coordinator Approval; NPC: Coordinator Approval; Coordinator: Tremere

Sentinel Gargoyles - PC: Coordinator Approval; NPC: Coordinator Approval; Coordinator: Tremere

Warrior Gargoyles - PC: Joint Coordinator Approval; NPC: Joint Coordinator Approval; Coordinator(s): Tremere and Gangrel

Simulacra Gargoyles - PC: Disallowed; NPC: Coordinator Approval; Coordinator: Tremere

Reference Guide:

CB:Gn = Clanbook: Gangrel

CB:N = Clanbook: Nosferatu

CB:Tz = Clanbook: Tzimisce

F&F = Faith & Fire

HoT = House of Tremere

LotN:AG = Laws of the Night: Anarch Guide

LotN:CG = Laws of the Night: Camarilla Guide

LotN:R = Laws of the Night: Revised

LotN:SG = Laws of the Night: Sabbat Guide

LS:WatD = Libellus Sanguinis: Wolves at the Door

LotB = V20 Lore of the Bloodlines

PGttLC = Player's Guide to the Low Clans

V20 DA = V20 Dark Ages

V20 VtM = V20 Vampire the Masquerade

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STONE BEASTS OF BURDEN

*I don't know what I am I don't know where I've been
Human junk just words and so much skin
Stick my hands through the cage of this endless routine
Just some flesh caught in this big broken machine*
-- Nine Inch Nails, "Happiness in Slavery"

Gargoyles are a unique breed of vampire: their origins come not directly from Caine, but from experimentation by the Tremere. Their original purpose was as guardians and shock troops against both Tzimisce and Gangrel in the Balkan Wars waged in the late medieval period, something that colors the perception of the bloodline to modern nights.

As such, they were not made to be peers of the Warlocks; they were made as an 'ultimate' version of their earlier successes with things such as the hexaped, iecur, stone dogs, and razor bats. They were slaves, they were servants, and they were protectors. The first generations of Gargoyles were created things; with each being hand made through strange and arcane rituals. While begot of Cainites (being a combination of Tzimisce, Gangrel, and Nosferatu stock), they were not truly vampires in any conventional sense. More experimentation was needed to make the creatures 'true' Kindred, which resulted in them developing two distinct and unique disciplines (Viseratika and Flight). Later still, they began 'breeding' on their own; able to Embrace humans just as any other vampire could.

With the inclusion of the Tremere as a founding clan of the Camarilla, the horrifying rituals they used to create (and enslaved) Kindred such as Gargoyles were locked away (though publicly declared as destroyed), and the Gargoyles themselves secreted away to chantries, not allowed to come into contact with, or be acknowledged as, members of the Ivory Tower. Some Gargoyles began to feel the chafe of this imprisonment by their masters, and found small ways to rebel without doing so overtly. Rumors of a Gargoyle known as the "Rock Lord" having escaped the Tremere began to spread throughout the ranks of the Gargoyles.

Under the guidance of Virstania, the Gargoyles led a revolt in Ceoris, the medieval capital of the Tremere, where they slew multiple Warlocks and Virstania diablerized Curaferum, the castellan

of Ceoris. At this time, many Gargoyles joined the ranks of the Anarchs during the Anarch Revolt, although some chose to remain with their masters rather than flee.

(For more information about the Anarch Revolt, refer to the OWBN Anarch Genre Packet or ask Team Anarch)

Until Recently...

Gargoyles can be found in all sects of vampires within the World of Darkness. They exist most commonly within the Anarch Movement, not quite as commonly within the Camarilla, and even a scant few exist in the Sabbat. Some have gone their own way as independents, too.



Early in 2013, The Pyramid released Gargoyles from their bound service to the clan, into the night under their own recognizance. Those Gargoyles that completely left the Tremere behind were wiped of their knowledge of that clan's inner workings, so as to prevent any unwanted secrets getting out. However, if a Gargoyle were to stay within the Camarilla, they were to be seen as Caitiff. While the intent of the Tremere was in good faith (allegedly), most Gargoyles found their existence and culture being swept under the rug offensive. These predominantly younger Gargoyles, preferred the ideas of liberty offered by the Anarch movement over Camarilla status and court procedure. The Tremere were not happy about this turn of events.

Over the last several years, the "secret" of their heritage within the Camarilla has not-so-slowly leaked out and in many Domains they are recognized not as clanless but as simply what they are: Gargoyles. Once the cat was out of the proverbial bag, Clan Tremere had no choice but to defer to popular opinion on the matter and has relinquished their opinion that Gargoyles are Caitiff. Tonight, only the old or belligerent offer any argument to the contrary (though they would be remiss to say those who stayed loyal to House and Clan are anything other than respected members of their bloodline... publicly.).

As established, in modern nights Gargoyles are no longer created beings; passing on their bloodline through the Embrace as any other Kindred. Alongside their newfound freedom, however, the Tremere made sure that those Gargoyles released directly from their servitude have no memory, knowledge, or inside information of the clan (read: Tremere Lore), to ensure a 'smooth transition' outside of their servitude. A deal has been struck within the Inner Circle of elders to both forbid the ritual construction of additional Gargoyles, and for the Gargoyles to be seen as an official, distinct bloodline related to the Tremere. However, due to particularly difficult past experiences with the Warlocks, some Camarilla Gargoyles have decided to claim their bloodline from one of the two constituent clans that created them. Clan Nosferatu specifically has been open to the idea, with some Gargoyles finding more comfort with the Sewer Rats than the Tremere.

In some rare cases, Gargoyles may inherit merits or flaws from the bloodlines their blood was stolen from. They can only possess Nosferatu, Gangrel, or Tzimisce merits or flaws if your game allows any character to buy clan-specific merits or flaws, some in particular we have made suggestions for as well [see 'Merits and Flaws'].

They do have their own flavors of merits, flaws, and combination powers, all of which will be touched on in this source packet.



Photograph by Chris Wenzel

BASIC TIMELINE

1121: Goratrix, Malgorzata, and Epistatia along with Virstania, succeed in the creation of the Gargoyles.

12th-15th c: The Tremere fight the Balkan Wars against Gangrel & Tzimisce, using Gargoyles as their front line troops. Three main variants of Gargoyle are established: the Scouts, the Sentinels, and the Warriors. Secondary types, like stone dogs, razor bats, and iecur are also created.

1435: The Tremere gain admission to the Camarilla, under the stipulation that no new Gargoyles are created, and concessions given to Gangrel and Nosferatu for the loss of their clanmates in the creation of the Gargoyles.

1476-1497: The Gargoyle Revolt. Set free by their “Mother,” the Tremere Virstania, and inspired by the Gargoyle called ‘the Rock Lord’, many Gargoyles flee into the night. This coincides with the Anarch Revolt.

Late 19th c.: By this time, Gargoyles as a bloodline are fully established with standard in-clan disciplines.

2004: A flight of Independent Gargoyles arrived at the Justicarial Conclave in Orlando Florida, seeking recognition in the Camarilla. This coincides with the naming of Anastaz DiZagreb as Tremere Justicar. The Gargoyles are turned away without mention at the Conclave, and retreat again to parts unknown.

2013: The Tremere “Emancipate” remaining Gargoyles from their control, declaring them as Caitiff, anticipating that they would simply join them in the Camarilla. The majority flee from the known domains. Together with previously independent Gargoyles, some dating back to the Gargoyle Revolt, they join en masse with the Anarch Movement. Something happened with the Gargoyles that left, leaving their minds clouded and ignorant of internal information on Tremere inner workings. [Plot Proposal: Freeing the Slaves]

2020: The Bloodline Gambit. Clan Tremere attempts at reconciliation with the Gargoyles that stayed behind, and try to entice other free Gargoyles into returning, by declaring them a Tremere Bloodline. They are afforded rights as a bloodline of Clan Tremere in the Camarilla, and offered other boons from behind the scenes... Some free Gargoyles within the Camarilla do not accept being a bloodline of their former masters, and do not benefit from the behind closed doors Tremere offers. Some have chosen to either set themselves up as their own clan, or find a voice amongst clan Nosferatu as a bloodline.

CHARACTER CREATION

The basic rules for Gargoyle creation for LARP come from the MET Laws of the Night: Camarilla Guide. That is the place one should start when you're creating a Gargoyle vampire. Further rules have been expanded on, and are in play in the organization, such as the V20 source material, and Dark Ages material. The following augments and clarifies other rules found for playing this clan in OWbN.

Gargoyles and the Sects

Camarilla

In 2013, the Gargoyles were 'freed' by Clan Tremere, who attempted to pass them off as Caitiff. Unsurprisingly to everyone except the Tremere, many Gargoyles used their newfound freedom to immediately flee to places with no Tremere, such as the Anarch Movement. These Gargoyles were dispossessed of all information they had regarding the Tremere and their inner workings though Thaumaturgical means.

Many Camarilla Gargoyles, either out of fear of the unknown or deep seated loyalty, have taken the offer to remain allied with House and Clan Tremere in order to have access to specific benefits and strong allies within the Pyramid. Those Gargoyles are granted the option to officially join the ranks of House and Clan Tremere by swearing the Oath to become an Apprentice. Other Loyalists may choose to ally themselves with the Camarilla Tremere without swearing the Oath, and receive Acknowledgement under the purview of the Tremere Justicar.

Tremere-aligned Gargoyles know they are caught between having some semblance of independence within their sect, and toeing the line for 'masters' they barely tolerate. The most loyal of these Gargoyles often adorn themselves with rituals to increase their efficacy in court, and in combat [ref. 'Gargoyle rituals']. Gargoyles that are not 'uniform' in terms of appearance [ref. Dark Ages powers/merits] rarely frequent court due to their inability to uphold the Masquerade; only venturing out once they have mastered some Obfuscate.

Those who have chosen not to ally with their former masters, but wish to remain in the Camarilla, may seek Acknowledgement within Clan Nosferatu. Some have chosen to remain unaligned, seeking for equality as their own clan within the Tower rather than as Caitiff.

Camarilla Gargoyles may be allowed to hold courtly positions, though Clan Tremere generally remains wary of the idea of a Gargoyle surviving as primogen for their clan. Many Tremere are also uncomfortable with the idea of a Gargoyle claiming praxis, and would only support it if the Gargoyle has sworn the Oath. The addition of the Gargoyles as a 'Tremere bloodline' puts even more pressure internally for older Tremere to ensure that this 'bloodline', while part of the Tremere, is in no way equal to them. Younger or more modern Tremere have less trouble integrating the Gargoyles into the structure of the Pyramid, causing push back against some of their close minded elders.

One clan, two factions

Tremere-aligned Gargoyles tend to be some of the oldest of the Clan and did not see any benefit to leaving the security of the chantry they reside in. However, even the most conservative Tremere knew something had to be done to maintain positive relations with those who stayed, and salvage what little love was left between themselves and the Gargoyles who had left the clan entirely (often referring to themselves as 'freemen', in opposition to their Tremere-loyalist brethren). Enforcing obedience would only inevitably lead to another revolt supported by the large numbers of independent and Anarch Gargoyles, and their allies.

The freemen found allies outside of the Tremere, and often still subtly worked against the Warlocks. Seldom do Gargoyles gain enough numbers or clout to gain representation in Court other than via other clans like the Gangrel and Nosferatu.

The Loyalists who stayed with the Tremere have found better fortune in a few ways that their freemen counterparts have not. They are seen as a 'bloodline', and gain representation under the authority of the Tremere. For their service and loyalty, they are rewarded by being taught the old "Gargoyle rituals", and some of the esoteric "Gargoyle powers" after Embrace. These Tremere loyal or aligned Gargoyles also find unlikely allies in their former masters, as well as new clout within House and Clan Tremere itself.

There are even some former freemen who endeavor to rejoin the clan of their creators, and as such may seek out any Camarilla Tremere to start the process. Those who choose to re-align themselves with House and Clan after a period of separation will undergo minor tests to ensure

they do not intend to infiltrate or spy on Clan Tremere instead. Once they have been cleared to be aligned with House and Clan, they will be expected to work toward the joint goals of the Tremere and Tremere-aligned Gargoyles.

Tremere Bloodline:

House Tremere loyal: Gargoyles who wish to stay with their former masters and learn from them rather than serve. These Gargoyles will swear the Tremere Oath and be bound one step to the Inner Council like Pyramid loyal Tremere. These Gargoyles can learn Thaumaturgy.

Tremere aligned Gargoyles: These Gargoyles have chosen to be considered a Bloodline of Clan Tremere, and benefit from aligning with them publicly. They can serve in any Camarilla Court position, and are protected by other members of Clan Tremere. These Gargoyles will often be found to have rituals cast upon them in exchange for being allied with their former masters. These Gargoyles will not be learning Thaumaturgy.

Nosferatu Bloodline:

Nosferatu aligned Gargoyles: These gargoyles do not find comfort with their former masters and have instead joined with Clan Nosferatu. This group is seen as a bloodline of the Nosferatu within the Camarilla, and are allied with Clan Nosferatu. Not all of the Gargoyles may have been created from a Nosferatu in the Dark Ages, but they still wish to be political players without having to align with Clan Tremere.

Clan Gargoyle:

These Gargoyles wish to prove themselves and stand on their own. As they refuse to be consid-



ered a bloodline of any clan, their goal is to legitimize themselves as their own Clan. Since these Gargoyles are choosing to stand without the support of either the Nosferatu or Tremere, they must find a clan to sponsor their Acknowledgement much like Caitiff or those without a Justicar. Most often they find themselves welcomed by Clan Gangrel when they choose to seek Acknowledgement, however they are not considered a bloodline of Clan Gangrel.

Anarch & Independent

With the release of the Gargoyles by Clan Tremere in the early 21st Century, many went off into the night to parts unknown. Gargoyles knew the Sabbat were bad news as too many of their own kind had met Final Death facing off against the blood cults; all the while being called abominations. In the Camarilla, and the Tremere power with what it is there, many felt 'going home again' wasn't an option. So, they found their way to the places in-between; many finding acceptance amongst the Anarch Movement.

Many Anarchs were leery of Gargoyles at first simply showing up at their doorstep, and wondered when the other Tremere jackboot was going to fall. Some Anarchs, however, saw kindred spirits in the Gargoyles. After all, these Kindred had fought to throw off their master's chains, just like they had, and those open minded Anarchs welcomed the new Kindred as brothers and sisters-in-arms. This attracted the attention of lines of Gargoyles who'd escaped the Tremere long ago, which bolstered their numbers. The gargoyles themselves don't talk a lot about what happened in either case, but are more than willing to be silent flying eyes-in-the-sky, as committed as any other Anarch to freedom from the machinations of the Jyhad. This has given many baronies and free states a new advantage in the war, and strengthened their numbers overall.

There is no 'purity test' of Gargoyles in the Movement, so the wildest variations are often found amongst the Anarchs (see Dark Ages powers/merits). No Anarch Gargoyles will be found with the vaunted Gargoyle rituals cast upon them from the Tremere however.

Sabbat

Gargoyles in the Sabbat are the rarest breed of the bloodline. The vast majority of Gargoyles, even those that have been freed or took their own freedom, steer clear of the Sabbat. Even independent and Anarch Gargoyles dug truths out of the Tremere propaganda, and realized that even their former Masters could be right now and again.

The Sabbat

Sabbat internal propaganda has also worked against the Sword in recruiting Gargoyles. Loyal members of any given diocese were trained for decades or centuries to know that Gargoyles "weren't real vampires" and "lackeys of the hated Usurpers". Old hidebound Tzimisce (and Gangrel and Nosferatu) also know that blood of their brothers makes up part of Gargoyle blood; they are resentful of what was stolen and remade from them. Salubri and Assamites whose bloodlines have particular antipathy for the Tremere extend their prejudices for their enemies to the Gargoyles as well. Trust of a Sabbat Gargoyle should be incredibly difficult for any of these antitribu, in spite of any feelings engendered by a Vaulderie cup.

An old path revisited...

Road of Service (p122, HoT)

The Road of Service is a particularly ancient path still practiced by many of the oldest, most loyal Gargoyles still in service to House and Clan. With the recent enfranchisement of Gargoyles inside of the Tremere hierarchy, there is a subtle push from on high to have particularly loyal Gargoyles, especially leaders of rookeries, learn this path. While functionally the same as it was back when the Gargoyles were first created, the path has been tweaked a bit to better fit modern nights and politics.

This path follows Conviction and Self-Control.

Path rating Hierarchy of Sins

- 5 Disobeying the direct orders of the Council of Seven.
- 4 Disobeying the direct order of a Tremere master (Lord); thwarting the intent of an order.
- 3 Disobeying any Regent or leader of a rookery; failing to punish an insult against the Tremere.
- 2 Failing to avenge a crime against the Tremere; remarking on the fallibility of the Tremere.
- 1 Shirking an opportunity to suffer injury, or death in service to House & Clan



Those Gargoyles that find themselves in the Sabbat are often the most violent and most damaged of their kind. Freed Gargoyles that were particularly badly abused by their former masters, knowing that the Camarilla will never redress their grievances, and believe that the Anarchs are too disorganized to do anything, may find themselves supping the Vinculum for the chance to get back at the bastards.

Gargoyle Clan Structure

Historically, Gargoyles only knew that they were slaves, and the Tremere their masters. Only really having one another for support, and never treated as equals by their masters, they built their own structure and society. This spawned the practice of Gargoyles living in communal havens called aeries or rookeries, something that even among those that have fled the Camarilla and the Tremere still do.

Used to strict hierarchical structure, the Gargoyles built their own pecking orders on age and relative strength and cunning. The Tremere generally let them do this on their own, and exploit Gargoyle internal politics to keep order. As such, the Gargoyle social system became a sort of 'Pyramid-adjacent' structure. While any Gargoyle would answer to any Tremere regardless of rank, few apprentices would be so cheeky as to casually order around the Gargoyles without the Regent's permission or orders.

Even the Gargoyles outside of House and Clan tend to follow the same social structure of 'might makes right', but Anarch-leaning ones tend to favor the most clever and thoughtful over those that are simply strongest.

The Embrace

Gargoyle Embraces are troubling for those of high Humanity. Turning a human into a Gargoyle erases all traces of a person: mentally and physically. They are completely amnesiac of everything they were prior to being turned into one of the Damned. Further, their entire visage is completely changed, truly leaving nothing behind of the person they once were.

Gargoyle Embraces say much about the Humanity of their sires. Those of higher Humanity are fairly judicious in deciding who they may make into one of their own; most often choosing from the terminally ill, those without hope, and other marginalized peoples. The lower the Humanity, the less picky they tend to get, and the particularly vindictive or twisted will deliberately remove a prominent or beautiful person from society to become one of them.

MERITS AND FLAWS

This packet includes merits and flaws available to Gargoyles, which have been drawn from both source materials and custom content created for One World by Night.

Merits:

Acute Sense (1 pt Merit; LotN:R, pg 112): As chantry guardians, the Gargoyle may have been 'bred' to be able to spot the enemy before they themselves are spotted.

House Tremere Loyal (2pt. Merit; OWbN): You are loyal to House and Clan Tremere, and as such you are considered protected by them. No longer a Slave, you serve at the will of the Pyramid and can be assigned a Rank of Apprentice, thus able to be taught Thaumaturgy as an Apprentice.

Prehensile Feet (2 pt. Merit; OWbN): Your big toes are rotated 90 degrees from the plane of your feet, and your toes are unusually long, allowing them to be able to grip like a hand. This allows for you to carry things while flying with your hands free, as well as hang upside down like a bat. They are not so dexterous as to be able to wield weapons however.

Retractable Wings (2 pt. Merit; PGtLC, pg 184): A Gargoyle with this Merit may take an action to extend or retract her wings. Retracted wings collapse and fold tightly against the body, allowing the character to move through tighter spaces and maneuver unencumbered.

Stillness of Death (2pt. Merit; LotB, pg 37): Gargoyles often hide themselves as statuary. You receive +3 traits to tests for anyone searching for you when you stay perfectly still.

Sect Fanatic (2 or 4 pt. Merit; OWbN): It is said there is no greater fanatic than a convert. Whether you are a decidedly loyal Tremere guardian, a recently 'freed' Camarilla Gargoyle, a self-empowered Freeman Anarch, or even a newly indoctrinated and initiated member of the Sabbat, the Sect you are part of is mother and father now. No amount of reason will convince you that any other sect than your own is the 'right' one. You also see Gargoyles who have joined the other sects, as the worst traitors, and it comes out when you fight them. You gain a bonus trait in all challenges against Gargoyles of other sects. Those Gargoyles that have remained in the Camarilla, in their minds, have seen centuries of hopes and dreams finally come to fruition. For a four point merit, the PC gets two bonus traits in combating Gargoyles outside of the Camarilla.



Heavy Hands (3pt. Merit; LotB, pg 37): One of the effects of becoming a vampire is strange changes happening to your body. The obvious alterations to your hands have made them tougher, harder, and more impervious to pain: You gain +1 bashing damage with brawl attacks using your hands.

Unbondable (3 pt Merit; LotN:R, pg 120): It would make sense that the gargoyle lines who have successfully become Freeman (non-Camarilla) have done so by being able to resist the blood bond, one of the chains their former masters took advantage of. This is only available to gargoyles embraced within the Anarch Movement. Not available for Dark Ages Gargoyles.

Huge Size (4 pt Merit; LotN:R, pg 113): This represents the additional health and intimidation factor that their masters preferred.

Sturdy (4 pt Merit, V20: DA, pg 420): while you are not a hulking brute, anyone who has seen you in action knows that you can take more damage than the average individual. You gain an additional health level with this Merit.

Flaws:

Cannot Embrace (2 pt Flaw; F&F, pg 142) early Gargoyles could not embrace, and required a specific ritual to allow them to do so. This flaw could present itself in modern Gargoyles as well.

Clan Weakness (2 pt Flaw; LotN:AG, pg 114): some of your ancient forebears weaknesses are shining through in you. The flaws inherent to either Gangrel, Nosferatu, and/or Tzimisce are yours as well.

Ragged Bite (2pt Flaw; V20: DA, pg 421): you lack the ability to neatly seal up the wound caused by the kiss and instead leave torn bleeding marks. The target may become infected from these open wounds and may be a breach to the masquerade.

Stone Tongue (3pt. Flaw; LotB, pg 37): The transformation of the Embrace didn't just affect your appearance. It made it physically difficult for you to speak properly and clearly. It may be because of a clumsy tongue, some nasty looking tusks, or a raptor-type beak. No matter the cause, you suffer a -1 trait to any Social challenge requiring you to speak.

Primal Stance (4 pt. Flaw; OWbN): Similarly to a gorilla or chimpanzee, you primarily knuckle-walk rather than walk bipedally due to the elongation of your arms and the shortening of your legs. Your legs are shorter than that of a human, thus you stand shorter than the average human



when bipedal. For attacks using a two-handed melee weapon you are required to stand completely still as you are not able to walk bipedally and attack two handed. For attacks using a one-handed melee weapon, your movement range is cut in half of normal.

Blood Weakness (4 or 7pt. Flaw; LotB, pg 37): The bloodline began as an experiment in manufacturing a Kindred from diverse bloodlines. The Tremere perfected the alchemical process, but somewhere along the way, a weakness in an ancestor caught hold. It manifested in your Embrace. In addition to the weaknesses you possess, you also possess either the Gangrel or the Tzimisce weakness. For four points, choose one of the two weaknesses. For seven points, you possess both. Warrior Gargoyles with the Gangrel weakness version of Blood Weakness may gain both animal features and stone features from one frenzy. Additionally, choose one of the four Disciplines available to the Gargoyles. For you, this Discipline is considered out of Clan and costs the higher amount of experience points to advance. This flaw is only available to the progenitor Gargoyle bloodlines: the Sentinels, Scouts, and Warriors. For modern Gargoyles, the 'Clan Weakness' flaw is more appropriate.

Infertile Vitae (5 pt Flaw; LotN: SG, pg 73): early Gargoyles could not embrace, and required a specific ritual to allow them to do so. This flaw could present itself in modern Gargoyles as well.

Patagiatic Wings (5 pt. Flaw; OWbN): You do not have separate limbs for your wings; instead, your upper limbs are your wings, akin to a bat or pterodactyl. Three of your fingers are distended lengthwise and act as struts for the winged structure, only leaving a forefinger and thumb free for grasping. This makes most attacks with your arms nearly impossible, as you only realistically have an index finger and thumb to hold a weapon, or to strike with. You cannot fly while holding items in your hands, and are down two traits on any physical attack you make with them. These wings are also impossible to hide without obfuscation, making you an egregious breach of the Masquerade. You cannot take the merit, "retractable wings" with this flaw.

Quadrupedal (6 pt. Flaw; OWbN): While you may still have opposable thumbs, you are a gargoyle that is truly bestial in shape. It is impossible for you to stand upright. You lope around on all fours, moving like a dog, bear, lion, or some other predatory quadruped. It is also impossible for you to attack with a melee weapon, and can only realistically hold something in your hand when standing still. The one upside of this is that you take four steps normally in combat, as opposed to three.

Grounded (7 pt. Flaw; OWbN): Gargoyles don't actually use their wings to fly, but they are a part of the 'magic' of the discipline that allows it to work. For whatever reason, your form has no

wings, and as such, you are incapable of using the Flight Discipline, or any of the associated maneuvers that go with it. While under the thumb of the Tremere, any Gargoyle with this flaw would have been destroyed not long after creation/embrace.

Gargoyle applicable Merits/Flaws from other clans

Since the Gargoyle's progenitors are Gangrel, Tzimisce, and Nosferatu, they may exhibit 'throw-back' merits and flaws from the clans that constitute them. Today, they mostly breed true; but their forebears lineages sometimes shine through. As such, the following otherwise 'proprietary' merits and flaws may be picked by Gargoyle PCs at a Storyteller's discretion.

Merits from Nosferatu

Gaping Maw 2 pt. Physical (Nosferatu Clanbook, p. 71)

Long Fingers 1 pt. Physical (Nosferatu Clanbook, p. 70)

Oversized Fangs 1 pt. Physical (Nosferatu Clanbook, p. 70)

Flaws from Nosferatu

Blunt Fangs 1 pt. Physical (Nosferatu Clanbook, p. 72)

Merits from Tzimisce

Haven Affinity 3 pt. Supernatural (Tzimisce Clanbook, p. 69)

Pain Tolerance 2 pt. Physical (Tzimisce Clanbook, p. 69)

Merits from Gangrel

Without a Trace 2 pt. Supernatural (Libellus Sanguinus 3, Wolves at the Door, p. 28)

Dark Ages Merits

Abomination 4 pt. Supernatural (Players Guide to the Low Clans, p. 189)

Other Gangrel, Nosferatu, & Tzimisce merits and flaws may be applicable, but are up to Storyteller and Clan Coordinator discretion. If in doubt, always check in with the respective Clan Coordinator.

GARGOYLE POWERS

When Gargoyles first were created, they often had strange mutations and odd powers that were not anticipated by their Tremere creators. Sometimes, one of these other atavistic features will reveal themselves in modern gargoyles. Most slave gargoyles that demonstrated these 'mutations' were destroyed by the Tremere; however independent ones are under no such threat at embrace. Camarilla Gargoyles who still serve under the Tremere, will still be prejudiced against.

While these are 'powers' akin to disciplines for the Gargoyles, they are not teachable 'out-of-clan'. They are a result of long-past experiments done to them during the creation of the bloodline, and can only be purchased by Gargoyles at creation.

Gargoyle Dark Ages Powers

(Ref: Faith & Fire and/or Player's Guide to the Low Clans)

Gargoyles who were either created or embraced during the early years of their lineage have unique aspects to them that younger Gargoyles no longer exhibit. Only Dark Ages approved Gargoyles may have these merits/flaws, and must be taken at creation. They may have up to 3 powers, or a combined total of 10 exp worth, whichever is less, and can not be bought after creation.

Embrace (Cost: 5) [F&F p.216] -- Dark Aged Gargoyles lacked the ability to embrace new Gargoyles innately, and only came to that ability naturally much later. This power is listed for posterity, and would be possibly appropriate for the Dark Age variants found in the packet (Sentinel, Scout, and Warrior)

Extra Arms (Cost: 4) [F&F p.216] -- The torso of this gargoyle is extended, allowing for an additional pair of limbs. They grant a free retest in all challenges involving unarmed and melee combat. [F&F]

Eyes of the Beast (Cost: 4) [PGtLC p.191] -- The character's monstrous eyes smolder a dull red, permanently granting the effects of the Protean power of the same name.

Fire Breath (Cost: 5) [PGtLC p.191] -- By spending a blood trait, the gargoyle with this merit may spit up a bolus of fire with the same mechanics as the second level of Lure of Flames: Flame Bolt. The Gargoyle must make a physical challenge against the target, and its retest is Athletics.

Foulness (Cost: 3) [F&F p.216] -- Your visage and stench are so vile that everyone within five feet of you must bid an extra Trait for each challenge they enter against you. [F&F]

Heightened Eyesight (Cost: 4) [F&F p.217] -- The power acts the same as the power of Auspex power of Heightened Senses: Sight. It is however, permanent, and cannot be turned off.

Horror (Cost: 5) [F&F p.217] -- Your appearance is so frightful that mortals and Cainites alike are driven back in terror unless you conceal it. No person with less than five Willpower Traits can even approach you. Those with six or more Willpower Traits must make a Static Courage Test (difficulty three Traits) to approach. Should someone possess the courage to approach you, the Horror of your appearance does not trouble her for the remainder of the night.

Huge Size (Cost: 4) [F&F p.217] -- Functionally the same as the merit of the same name. Does not count against the merit cap of seven if purchased as a power.

Prehensile Tail (Cost: 3) [PGtLC p. 191] -- This power acts the same as the Gangrel “mixed blessing” of the same name.



Regeneration (Cost: 5) [PGtLC p. 191] -- The character does not need rest to regenerate, and may freely spend blood for healing regardless of exertion. In addition, the Gargoyle may heal all levels of bashing damage by spending a single blood point. Lethal and aggravated damage still requires the usual blood expenditure.

Talons/Claws (Cost: 4) [F&F p.217] -- This merit acts the same as the Protean power, ‘Wolves Claws’, only they are not retractable. Mechanics are the same as the Gangrel mixed blessing.

Terrifying Visage (Cost: 3) [F&F p.217] -- This merit acts the same as the second level Presence power of Dread Gaze. A Gargoyle may make a social challenge and intimidate another character away.

Combination Disciplines

The Shoulders of Atlas

(Flight ••, Potence ••) LotB, p. 35

Cost: 6 exp

The power of flight is one of the reasons the Gargoyles have existed for so long. Usually, they can only carry a limited amount of cargo based on their mastery of Flight. This power allows them to apply some of their superhuman strength to carry greater amounts at lower levels of Flight.

System: Use as Printed; For each level of Potence that would take the Gargoyle's Flight Discipline beyond level 5. The Gargoyle may carry an additional 100 lbs.

Falconer's Dive

(Flight •, Visceratika ••••) LotB LotB, p. 35

Cost: 7 exp

Gargoyles swoop down on their enemies like few other Kindred can. "Death from above" is a common tactic of these vampires, but a select few can streamline their diving forms for minimum wind resistance and maximum impact on a target.



System: The Kindred spends a point of Willpower to subtly make their body more aerodynamic as they fall. Using this ability requires room to maneuver high in the air or a great height to drop from, like the edge of a skyscraper. The Gargoyle, while diving, may make a static physical challenge v. eight traits. If successful, they gain an additional bonus trait to their very next melee or brawl attack at the culmination of the dive. This can only be done outdoors, or in an extremely large indoor space (cavern, airline hangar).

Carry The Mountain's Burden

(Visceratika ••••, Fortitude •••) LotB, p. 36

Cost: 10 exp

Gargoyles who master the Armor of Terra (V20, p. 476) can make themselves even tougher by using it in conjunction with their Fortitude. These Disciplines work together to make the Gargoyle into an unstoppable brute that requires a miracle to take down. For obvious reasons, this is a favorite choice of Sentinel Gargoyles.

System: Spend a Willpower to Double all the bonuses and penalties of Armor of Terra for the scene. (Quarter incoming fire damage, simple test to lower lethal to bashing with a free retest, Then Quarter all bashing once lowered, -2 bashing on all bashing damage to a minimum of 1 damage, -2 traits on any touch based perception challenges while this combo is active.

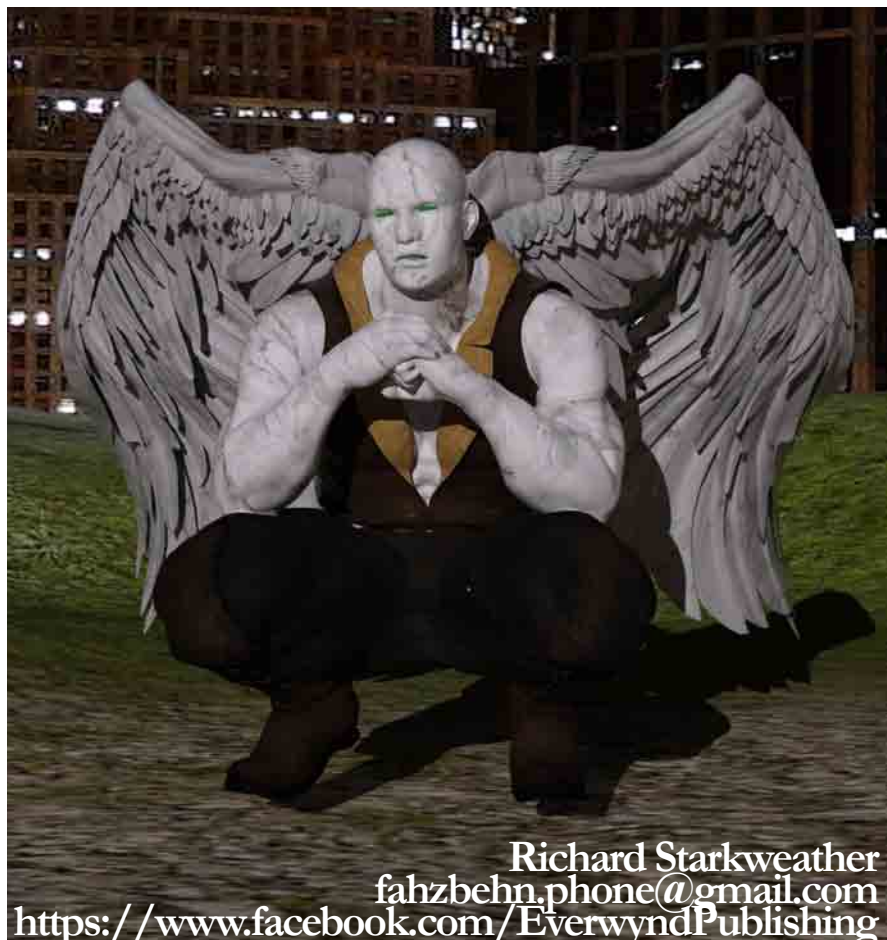
I Am The Keystone

(Fortitude ••, Potence ••, Visceratika •••) LotB, p. 36

Cost: 10 exp

Visceratika is known for Masquerade-shredding displays of toughness and strength. Masters of the Discipline can invoke changes to their body that are a bit subtler but no less devastating when unleashed at the right time.

System: Use as Printed; This Discipline may not raise The PC Gargoyle's Potence or Fortitude Disciplines above Advanced Levels, even temporarily, per the OWBN Bylaws.



Sonic Flight

(OWBN Custom: Flight ••, Potence ••, Fortitude ••)

Cost: 6xp

The power of flight is one of the reasons that the Gargoyles have existed for so long. Usually, they can only fly at a speed regulated by their mastery of Flight. This combination allows them to apply some of their other natural skills to allow for high sustained speeds for travel purposes only.

System: This power can only ever be used outside of combat and may not be used to fair escape. Your flight speed is multiplied by half your levels of Potence (round up) for a set duration of time. This duration is equal to an hour for each level of Fortitude rating the character has. As a drawback, your carry weight is reduced by the same modifier.

Lonsdaleite Armor

(OWBN Custom: Visceratika ••••, Fortitude •••••)

Cost: 9xp

There are very few things that can cut right through the thick skin of a Gargoyle. While they can shrug off many blows from various sources there are some that just can't be ignored. Until now. With a focus of Will the Gargoyle's skin hardens to insurmountable toughness akin to their innate ability to ignore death blows. Albeit, this lasts for only a short period of time.

System: Spend a temporary Willpower. For the rest of the Turn the User's Armor of Terra halves all Aggravated damage instead of just Fire and Sunlight Damage.

Flow Within all Structures

(OWBN Custom: Visceratika •••••, Protean •••)

Cost: 10xp

The new age has been hard to adapt for most older Vampires and especially Gargoyles who rely on the stone to primarily make up the building they lived in for hundreds of years. They have been released and realized that their powers don't work in the normal buildings of this age. So a change needed to happen and an adaption to the world was created.

System: You may use all of your Visceratika powers that interact with the environment within any structures no matter the material it is made of. To use these powers you must spend an additional trait of blood per activation of the specific Visceratika power.

[[The Visceratika powers this can be used with: Scry the Hearthstone (Basic), Bond With the Mountain (Intermediate), Flow Within the Mountain (Advanced), Various Elder and above Visceratika Powers.]]

Teaching Visceratika & Flight

Always be sure to check with the OWbN Character by-laws about teaching and learning esoteric and proprietary disciplines. Due to Flight and Visceratika both being Clan specific disciplines, the one learning the power must ingest one point of blood from the teacher. **Per the rulebooks, Flight is unteachable as an out of clan discipline.** However, as some chronicles will house-rule this away, it has been enumerated in the by-laws as well for certainty of enforcement.

Non-Gargoyle PCs and NPC's who learn Visceratika automatically gain either two negative social traits of Bestial x2, or Repugnant x2, with no additional XP awarded and can not be bought off. (Ref. OWBN Character Bylaw 10.m.viii.38.c)

Flight Maneuvers

The only published Flight Maneuvers appear in the Laws of the Night Camarilla Guide, but more can be created. Use the extant ones as a basis for further creation of these Gargoyle advantages. Suggested guidelines are use of brawl as retests, and bashing as base damage.

Gargoyle Rituals

Gargoyle rituals were developed by the Tremere to augment the powers and abilities of their slaves for their jobs and duties during the Dark Ages.

The powers of Visceratika and Flight (via Movement of the Mind) were all once rituals cast upon the Gargoyles, before they took hold permanently as disciplines. The rest were secreted away with the Tremere's inclusion into the Camarilla. With the new internal emancipation of the Gargoyles, these old rituals have been dusted off and more are being researched, as a way to reward their former slave's loyalty. Only those who serve the Camarilla through House and Clan will have these cast upon them.

These rituals were developed for, and only usable on, Gargoyles; they will not work on any other Kindred or creature (supernatural or otherwise) unless explicitly stated in the ritual write-up. Purchases of these rituals by thaumaturges follow the standard costs of 2, 4, or 6 xp, depending on level of the ritual: basic, intermediate, or advanced. In OWbN, all of these rituals require permission from a Pontifex (Coordinator approval) to learn.

Rituals:

Feather-Stone

Basic
Faith & Fire, Pg. 219

Infusion of Earth

Intermediate
Faith & Fire, Pg. 220

Transform the Skin to Stone

Advanced
Faith & Fire, Pg. 221

Know the Unnatural Beast

Basic
Faith & Fire, Pg. 219

Rite of the Sorcerous Shield

Intermediate
Faith & Fire, Pg. 221

Ward of the Winged Sepulchre

Intermediate
Lore of the Bloodlines, Pg. 37

Skin of the Chameleon

Basic
Faith & Fire, Pg. 220

Gift of the Immobile

Advanced
Faith & Fire, Pg. 221

Defender of the Haven

Intermediate
Faith & Fire, Pg. 220

Heart of Granite

Advanced
Faith & Fire, Pg. 221

Basic Gargoyle Rituals

Feather-Stone (F&F, p. 219)

Sometimes Gargoyles may be called upon to land on weak or fragile places, which can be troublesome if the new perch collapses under their weight. This ritual, which involves the coating of a chunk of lightweight stone, such as pumice or talc, with one Blood Trait and then crushing it in the Gargoyle's jaws, allows a Gargoyle to reduce her weight to one quarter without reducing her Physical Traits.

An additional benefit of this effect is that this weight can now be added to her carrying capacity while flying.

To activate the effects of this ritual, you must expend a Blood Trait. Your weight will be reduced for one scene.

Know the Unnatural Beast (F&F, p. 219)

This ritual gives its subjects the ability to recognize supernatural creatures in the guise of animals.

Although this ritual is fairly simple, it calls for blood from a natural animal as well as from vampires of the three aforementioned clans.

Once this ritual is cast upon you, you can attempt to determine if an animal is a natural animal or under some mystical influence. Doing so calls for a Static Mental Test against the level of the power being used: one for Basic powers, three for Intermediate powers and five for Advanced or higher powers. Add two Traits to the difficulty if the animal has a natural body but a supernatural mind, and add another two Traits to the difficulty if the supernatural creature is not a Cainite.

Skin of the Chameleon (F&F, p. 220)

This ritual has become Visceratika 1, “Skin of the Chameleon” in modern Gargoyles. Only Scout, Warrior, and Sentinel Gargoyles can benefit from this ritual.

Intermediate Gargoyle Rituals

Defender of the Haven (F&F, p. 220)

This ritual has become Visceratika 2, “Scry the Hearthstone” in modern Gargoyles. Only Scout, Warrior, and Sentinel Gargoyles can benefit from this ritual.

Infusion of Earth (F&F, p. 220)

This ritual has become Visceratika 3, “Bond with the Mountain” in modern Gargoyles. Only Scout, Warrior, and Sentinel Gargoyles can benefit from this ritual.

Rite of Sorcerous Shield (F&F, p. 221)

Tremere often need their servants to do battle against other sorcerers. This ritual allows a Tremere to protect a Gargoyle from other forms of blood sorcery, and even mortal sorcery, until the next new moon. For this rite, the Warlock transfers mystical energy to a silver torc that he then places around the neck of the Gargoyle.

A Tremere can only protect a single Gargoyle at a time using this ritual, and when the ritual wears off, the torc dissolves into an acrid mist.



Richard Starkweather
fahzbehn.phone@gmail.com
<https://www.facebook.com/EverwyndPublishing>



While this ritual is in effect, you receive an automatic retest against all uses of koldunic sorcery, Assamite and Setite blood sorcery, mortal magic and the like.

It does not protect you in any way from the secondary effects of magic, though. You might be protected from a sorcerous lightning strike, but you are not protected from the fire a sorcerous lightning strike may cause.

Ward of the Winged Sepulcher (LotB, p. 37)

The Gargoyle (or its master) can prepare the creature to provide temporary shelter from the damning rays of the sun. When the rays of the sun strike the caster's skin, wings billow out and dramatically wrap around itself and anyone in the creature's grasp. Both the caster and its charge are protected from taking sunlight damage until the sun sets the next evening.

The caster must prepare a small cube, half an inch in diameter, carefully cut from a tombstone marking an empty grave in a graveyard. Spending a blood point, he dabs each side of the cube with a drop of blood, whispering an incantation. The caster ingests the cube and the ritual lies dormant until the creature's skin is touched by sunlight, at which point wings unfurl to protect the caster. The wings harden to a stone-like substance and they are able to protect one person inside their space. If the caster does not already possess wings, the ward does one level of aggravated

damage if only protecting the caster, two if protecting the caster and one other subject.

Advanced Gargoyle Rituals

Gift of the Immobile (F&F, p. 221)

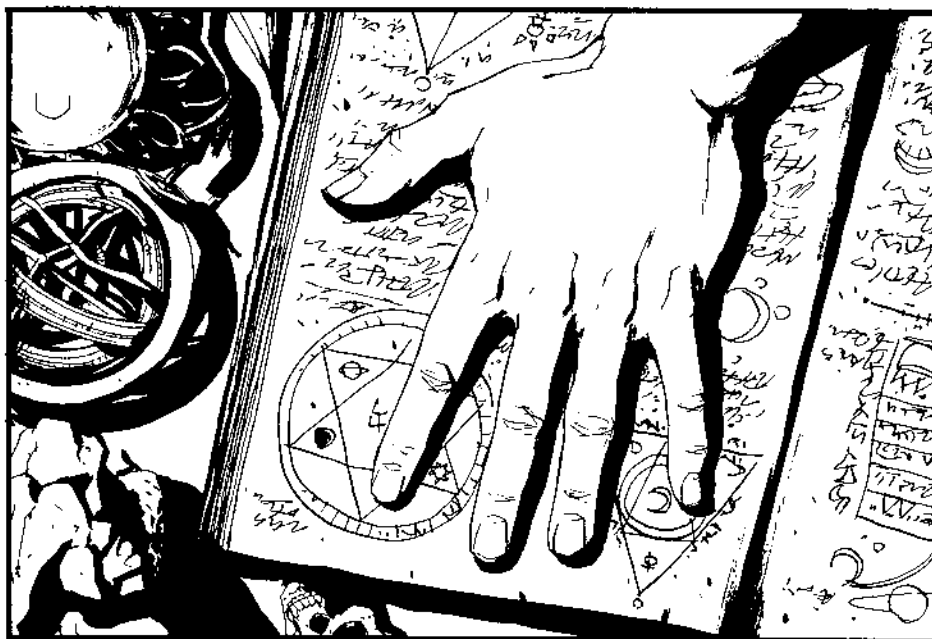
This ritual allows Gargoyles to temporarily circumvent the Curse of Caine and stay out in the sunlight as long as they don't move. The Gargoyle must stand still for a minute and requires a physical challenge. After that, Willpower challenges are needed, especially for standing still for long periods of time. Once the Gargoyle succeeds in standing still for an hour, he may thereafter stand in the sun and suffer neither damage nor Rotschreck so long as he keeps still. Should he move and suffer damage from sunlight, he becomes vulnerable to Rotschreck again. If Fortitude allows him to endure the damage, he may make a physical challenge to resume standing still. If he suffers any sunlight damage, he may not use this ritual again until the following day.

Heart of Granite (F&F, p. 221)

This ritual acts as the ritual, "Heart of Stone". This ritual only works on Gargoyles 7th generation or better.

Transform the Skin to Stone (F&F, p. 221)

This ritual has become Visceratika 4, "Armor of Terra" in modern Gargoyles. Only Scout, Warrior, and Sentinel Gargoyles can benefit from this ritual.



Other Potential New Gargoyle Rituals

As the Tremere are masters of converting the magics of others for their own benefit, they have also begun research into converting some of their most common rituals to be used on Gargoyles.

Some examples are:

Bladed Hands

Wake with Evening's Freshness

Stone Slumber

Any rituals converted to be usable on Gargoyles must be submitted as Custom Content unless included in this packet.

Gargoyle Rituals as Gargoyle Powers

New and additional rituals (turned powers)

As it can be seen in the descriptions above, half of the published Dark Ages Gargoyle rituals became what is now the discipline of Visceratika. The greatest number of these are either lost, or buried in libraries since the 12th c.

It is possible to make any other Gargoyle applicable ritual into a permanent, 'one-off' discipline power. To do so, requires a Hermetic Thaumaturge to cast Enchant Talisman on the Gargoyle.

Permanent Rituals:

Donning the Mask of Shadows

Basic

Laws of Elysium, PG. 80

Scry the Hearthstone

Advanced

V20 Dark Ages, Pg. 307

Stone Slumber

Advanced

MET ST, Pg. 74

Mirror of Second Sight

Intermediate

MET Sabbat, Pg. 133

Firewalker

Intermediate

MET Sabbat, P. 132

Any others not listed may be requested with the understanding they may not be approved, and are subject to Tremere Coordinator approval.

Enchant Talisman

(Per Lore of the Bloodlines, p. 37)

Some Tremere discovered that if they use the Enchant Talisman ritual on a Gargoyle, additional rituals can be cast on the Gargoyle for a permanent effect. This requires casting the ritual for six hours a night, for one week per level of the ritual to be applied, but otherwise enchanting a Gargoyle uses the same rules as Enchant Talisman. The experience cost for the ritual and any others are paid by the caster, not the gargoyle.

Thaumaturges who utilize enchant talisman on a Gargoyle may still only have one “talisman,” be it a Gargoyle or a staff. To create a new talisman, the thaumaturge who cast the Enchant Talisman ritual must have it removed from the Gargoyle prior to creating a new talisman or casting on a different Gargoyle. Conversely, once a gargoyle has had a ritual inscribed upon them through Enchant Talisman, they can only ever receive gargoyle powers from the same thaumaturge. If a different thaumaturge wishes to enchant them then the original Enchant Talisman and all inscribed powers must first be removed.

Rituals activated by a Gargoyle require no test to cast, and last a scene or until dismissed. A Gargoyle enchanted in this manner can spend its own blood or Willpower as if it were the caster of

the ritual enchanted into its blood. If no cost is normally required for the ritual, however, the Gargoyle must still spend at least one blood point to activate it. If the ritual requires a specific item, the Gargoyle is considered to be the “item” for purposes of the ritual.

Many of these so-called “Gargoyle rituals” were lost hundreds of years ago, but some modern rituals may or may not be compatible with Enchant Talisman at the Storyteller’s discretion. If a Gargoyle has been found to be considered a liability or enemy of House and Clan, a Tremere may then remove all active enchantments placed upon them through Hermetic Thaumaturgy.



Greater Unweave Ritual

(OWbN specific; elder level ritual)

Similar to how Enchant Talisman can be cast upon a Gargoyle to allow for rituals to be permanently put upon them, so can another 'standard' Tremere ritual be cast to remove them. Used as punishment, Unweave Ritual can take them off. Further, this can be done remotely, so that if a Gargoyle decides to go rogue, any rituals given to them, either temporary or permanently, can be taken away.

If a Gargoyle decides to sect defect, or shows disloyalty, the rituals put on them will be removed immediately. Further, it also marks the Gargoyle invisibly to them, but visible to members of House and Clan as being a traitor, akin to "Mark of the Betrayer".

System: In order to target an individual gargoyle with this ritual the caster must have a trait of blood from both the target Gargoyle and the Thaumaturge who laid the Gargoyle powers upon them.

Permanent Gargoyle Rituals as Powers

A Gargoyle with permanently enchanted rituals can teach other Tremere-loyal Gargoyles these powers. The student must ingest the blood of the Gargoyle who has the ritual cast upon it to "inherit" the ritual. The one learning must pay experience points equal to the cost of an out-of-Clan Discipline (4 xp for basic, 7 xp for intermediate, or 10 xp for advanced), not the cost of a ritual

Permanent Gargoyle Rituals:

Met Conversions

Scry the Hearthstone

Source Book: V20 Dark Ages, Pg. 307

Level: Advanced

Description: With this ritual, the caster or a subject whom she casts it on becomes linked with a haven (up to the size of a small castle). The subject may detect intruders of any sort, even if they are out of sight or under the veil of Obfuscate or similar powers.

System: Use as written. This ritual's duration is one month, it must be used upon the caster's Haven, and the recipient may be the caster or another of their choosing. This ritual functions per Viseratika: Scry the Hearthstone with the exception that the ritual is not limited to stone.

GARGOYLE VARIATIONS AND BLOODLINES

In the early nights of experimentation and creation of the Gargoyles, there were four known variants. Three of these (the scouts, sentinels, and warriors) eventually became streamlined into the modern Kindred bloodline we simply call 'Gargoyle' tonight. One, the simulacra, was a specialized bloodline that while recognized as Gargoyles, had fundamentally different constructions and were not a part of Gargoyle society.

These variations are not widely known in modern nights, and are seen even less. Any of those that still exist are as old as the clan itself, and reside in the most ancient of chantries in Europe. None of these variations have Visceratika as a discipline (but may have the various rituals that made that discipline cast upon them). Further, they predate the capacity for most Gargoyles to Embrace without a specific Gargoyle ritual cast upon them to do so, though even if such a ritual was cast upon them, they are forbidden to make more by the Warlocks. Clan Tremere has focused instead on the 'newer model', as they can create more on their own without the need of complex rituals.

Variant Gargoyles have distinct traits that separate them from more typical Gargoyles. Visceratika is considered out-of-clan for these classifications of Gargoyles, and find themselves more susceptible to mind altering powers than their modern counterparts.

If interested in one of these variations, please see the Character Bylaws outlining the approval process for each.

Scout Gargoyles (Gangrel/Nosferatu Hybrid)

V20 LotB p.36

Scouts were created to explore and report back to their Tremere masters about their surroundings. They were designed to turn to stone if heavily damaged so that they may be retrieved later to claim any information they were unable to report back.

Disciplines: Auspex, Obfuscate, Flight

Weakness: Any damage done to the Gargoyle as it is turning to stone deals twice as much as normal until the Gargoyle has completed the transition.

Sentinel Gargoyles (Nosferatu/Tzimisce)

V20 LotB p.36

Sentinels were created to watch over the chantries, havens, and other important locations of the early Tremere. They are quite sociable and friendly, despite appearances to the contrary. Sentinel Gargoyles often chose to stay with the Tremere during the revolt to ensure they still had a purpose for their existence.

Disciplines: Flight, Potence, Fortitude



Weakness: If a Sentinel Gargoyle finds itself truly alone without someone to call master or ally, it has access to half of their normal permanent willpower until they find themselves a new master or ally.

Warrior Gargoyles (Gangrel/Tzimisce)

V20 LotB p.36

Warriors were built to wage war on the enemies of House and Clan Tremere as pawns of the elders. These stone soldiers were created with the express purpose to fight on the battlefield rather than risk the lives of Tremere kindred.

Disciplines: Flight, Fortitude, Protean

Weakness: Whenever a Warrior Gargoyle frenzies, a part of their body turns to stone for the remainder of the evening. Choose a body part and an Attribute trait that reflects the part (such as eyes for Perception or legs for Dexterity). Until the next sunrise, any challenges requiring the chosen attribute are considered an automatic failure.

Simulacra

Not much is known about the Gargoyles termed 'the Simulacra' in modern nights. Some elders can recall that they were Gargoyles created in the Dark Ages used to spy on vampire courts. While they looked human, there were definite hallmarks of Tremere tampering, such as the scars from where their brains were removed and operated on. Gargoyles recognized them as one of their own, but shunned them from their own hierarchies. None of these variants are known to have survived into the modern nights and are considered extinct. They were an early experiment which was for a short term gain, and not continued as they were more work than they were worth in the eyes of their Tremere masters.





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Written by: Former Tremere Coordinator, Chris Kazu and Team Tremere 2018 - 2020, Current Tremere Coordinator, Lauren Russ and Team Tremere 2020 - 2022
Special thanks to: David Ashby, Travis Clark, Geoffrey Combs, Doug Cook, Robert Crosby, and Samantha Swanson
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MARION BIRDELL | ANARCH SUB-COORD | MARKETING SUB-COORD | DOMINATIONBYDESIGN@GMAIL.COM

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