

Tzimisce Clan Packet 2008

The following is not intended to replace any source material. Players and Sts are advised to seek out the reference material to further expand upon the inner workings of the Tzimisce. While most of these materials are out of print they may be found at <http://rpg.drivethrustuff.com/>

The Clan Tzimisce

Potent sorceries, crumbling castles, forbidding mountains, villages of huddled and fearful peasants; These images play through the history of the Tzimisce. The scholarly Fiends trace their roots to the demesnes of Eastern Europe, where they ruled as feudal lords over a superstitious populace (and, in some places they still do, it is whispered) Even in the modern day, anachronistic behavior and uncommon occult insight are hallmarks of the Tzimisce. The Tzimisce serve the Sabbat as terrifying, alien creatures that epitomize the traditional characteristics of vampires.

Disciplines: Animalism, Auspex, Vicissitude

Clan Advantage: One free dot of the Occult ability. At ST discretion Tzimisce may purchase any Lore up to a second dot without extensive work or specialized research, due to Tzimisce libraries. Tzimisce may also have Revenant family ghouls as Retainers.

Clan Disadvantage: Every Tzimisce must sleep during the day with two handfuls of soil from their grave or from their native homeland. Each day that a Tzimisce fails to rest thusly, they suffer an additional one-trait penalty on all challenges. This penalty is reduced on a one-for-one basis once they regain their earth and sleep appropriately.

Family Ties

Revenants are families of ghouls created by the Tzimisce by inbreeding countless generations of ghouls of the same family. This practice was started as early as the 9th century A.D., and resulted in families of ghouls with hereditary powers. They were and are used by the Tzimisce as infiltrators, warriors, servants, seneschals, and in some cases as their contact with the mortal world or as breeding stock for new vampires. Besides some minor families that have been destroyed, several such families still survive into the modern nights, namely the Zantosa, Bratovitch, Grimaldi, and Obertus families.

Bratovitch: The historical hound-keepers and visible lords for the Tzimisce; the Bratovitches are noted for savage violence and a barely controlled rage. Disciplines: Animalism, Potence, and Vicissitude. Weakness: Bratovitches take a one-Trait penalty in all tests related to resisting frenzy and suffer a one-Trait penalty on all social interactions with normal people. Bratovitches may not start on the morality path of humanity.

Grimaldi: The most important of the ghoul families, the Grimaldi serve as diplomats, but have a more critical role as the enforcers of the Sabbat Masquerade. In this capacity, they are the most humane and useful of revenants. Disciplines: Celerity, Dominate, and Fortitude Weakness: All Grimaldi are blood bound to a Sabbat vampire of bishop rank or higher at puberty.

Zantosa: The Zantosa are too far gone in their appetites to serve much use for the Sabbat; these nights, they primarily subsist by providing obscene amounts of cash whenever their undead masters demand it. Beyond that, the Zantosa will party, drink, snort, smoke, dance and fuck themselves into the void. Disciplines: Auspex, Presence, and Vicissitude Weakness: Zantos must make a Self Control or Instinct test, generally against a difficulty of three Traits, to avoid wandering off to pursue pleasure instead of what she had been working on. Zantos cannot spend Willpower to resist supernatural powers as long as there's a pleasurable component involved.

Obertus: Possibly the oldest ghoul family, the Obertus can trace their history to ancient Constantinople. The Obertus are scholars and obsessive researchers, focusing on occult issues and questions of vampire lore. Many Obertus are associated with the Children of the Dragon.

Disciplines: Auspex, Obfuscate, and Vicissitude Weakness: All Obertus start with a Derangement and are more likely to develop more during game play.

Oprichniki: Youngest Revenant Family. The Oprichniki came into being during the reign of Ivan the Terrible. They serve only the Independent Russian Tzimisce and the Oradea League. They are trained from birth to fill whatever role their masters require. Disciplines: Animalism, Obfuscate, and Vicissitude. Weakness: As per the 3 point flaw Haunted. All Oprichniki are haunted by the ghosts of those slain by the family during the reign of Ivan the Terrible. This flaw may never be bought off.

Bloodlines and Embraced Revenants

Koldunists: Koldunists are Tzimisce that show a special affinity for Sorcery after their embrace. In modern nights some neonates are finding that Koldunism is almost calling to them during the embrace. Koldunists can come from any revenant family line, bloodline, or mortal embraced into the Clan. There is really no rhyme or reason why a childe will show an affinity for Koldunism. Many Koldunists are embraced by Koldunists but this is not always the case. Those Koldunists that come from revenant lines may not take the merit Revenant Disciplines or the flaw Revenant Weakness. Disciplines: Animalism, Auspex, Koldunism. Weakness: In addition to Tzimisce Clan flaw Koldunists are 1 trait down to any opposing magic or they may take the flaw Ancestral Soil Dependence which can never be bought off.

Old Clan Tzimisce: Though some refer to these Tzimisce as the "Old Clan," that is a misnomer. These hoary vampires have little use for sect, clan, or other ties. They remember well the nights of old, when each vampire was a law unto itself, and any other vampire was a potential enemy. Other Tzimisce are, if anything, even less trustworthy than other vampires. Old Clan spend more time brooding over some millennia-old, centuries-forgotten slight by one of their "peers" than they do worrying about the very real threat that the Sabbat poses. This is not to say that Old Clan Tzimisce have forgotten their traitorous progeny. On the contrary, Old Clan have gone so far as to disown younger Tzimisce entirely. This distinction seems to be based on the possession of Vicissitude, although some ancient Old Clan Tzimisce verifiably possessed Vicissitude for millennia. Disciplines: Animalism, Auspex, Dominate. Weakness: As per the Tzimisce Clan Weakness.

Embraced Revenants: Many Tzimisce served the Clan as Revenants before their embrace. The Disciplines and Flaws of the Revenants will sometimes survive through the Embrace. See the Merit Revenant Disciplines and Revenant Flaws listed in the Tzimisce Clan Book Pg. 69 and 70 for more details. There are a number of Extinct Revenant Lines that Vampire could possibly be embraced from. Vampires embraced from these families and surviving into modern times is a rare thing indeed and covered in Character Regulation Bylaws.

Family/Bloodline	Disciplines			Weakness	Rarity as Revenants	Rarity as Vampires	Source
Tzimisce	Auspex	Animalism	Vicissitude	Must have 2 handfuls of their Native Soil.		Common	Laws of the Night Pg. 45
Koldunist	Auspex	Animalism	Koldunism	See description.		Unusual	Laws of the Night Pg. 45
Old Clan Tzimisce	Auspex	Animalism	Dominate	Must have 2 handfuls of their Native Soil.		Very Rare	Clanbook Tzimisce 2 nd ed Pg. 27
Bratovitch	Animalism	Potence	Vicissitude	1 down on Self Control and social tests with mortals	Common	Common	Laws of the Night Sabbat Guide Pg. 173
Grimaldi	Dominate	Celerity	Fortitude	Bound to a Sabbat Elder	Common	Common	Laws of the Night Sabbat Guide Pg. 174
Obertus	Auspex	Obfuscate	Vicissitude	Start with a Derangement	Common	Common	Laws of the Night Sabbat Guide Pg. 175
Zanatosa	Auspex	Presence	Vicissitude	Addicted to Pleasure	Common	Common	Laws of the Night Sabbat Guide Pg. 175
Oprichniki	Animalism	Obfuscate	Vicissitude	Haunted Forever	Unusual	Unusual	Clanbook Tzimisce Pg 65
Basarab	Dominate	Protean	Vicissitude	Allergic to Garlic	Extinct	Rare	Transylvania By Night 157
Danislav	Auspex	Protean	Vicissitude	Allergic to Silver and Lunatics	Extinct	Rare	Transylvania By Night 158
Khavi	Animalism	Obfuscate	Vicissitude	Light Sensitive	Extinct	Rare	Libellus Sanguinus 59
Krevcheski	Auspex	Dominate		Only 2 Disciplines	Extinct	Rare	Libellus Sanguinus 59
Vlaszy	Animalism	Potence	Presence	Bound to Elder	Extinct	Rare	Libellus Sanguinus 58

The Knowledge of the Clan

Lore: Tzimisce x1

- You know that the primary Tzimisce Disciplines are *Animalism*, *Auspex*, and *Vicissitude*.
- You know that all Tzimisce are apparently tied to their point of origin, and that no Tzimisce may rest peacefully without two handfuls of his or her native soil.
- You know that the Tzimisce Antediluvian is seldom given a name or gender, and that the Tzimisce claim that it has been destroyed.
- You know that some Tzimisce, known as the *koldun* practice Sorcery.

- You know that the Clan was originally settled in the Carpathians and Transylvania where it tended to organize itself in a feudalistic fashion. You know that many "movie" vampires share characteristics in common with the Tzimisce.
- You know that the Tzimisce are the spiritual leaders of the Sabbat, and that they are credited with the creation of the *auctoris ritae*, especially the Vaulderie.
- You know that the Tzimisce are considered the least humane of vampires, and that they are the ones most commonly on Paths of Enlightenment and willing to teach them to others. You know that the Path most often associated with the Clan is the Path of Metamorphosis, a transhumanist philosophy in which initiates strive toward some state known as *Azhi Dahaka*.
- You are familiar with the terms *voivode* (the Tzimisce lord of a region), *szlachta* (*Vicissitude* modified ghouls serving a Tzimisce master), *manse* (a Tzimisce's primary haven) and *tirsa* (land or territory).
- You are aware that the Tzimisce are said to have bred their ghoulled serfs into bloodlines known as Revenants, mortals who show the aspects of being a ghoul at birth and without ingesting vampire blood.

Lore: Tzimisce x2

- You know that the Tzimisce progenitor was said to have left the company of the other Antediluvians before the flood, because it sought to free itself from the ravages of the Beast through exploration and experimentation. It is said to have eventually settled in the Carpathians, the lands to which the Tzimisce have the strongest ties.
- You have heard of Kupala's Night, the evening upon which Lugoj Bloodbreaker gathered his allies and clanmates together and broke the blood bond upon them using some mystical ceremonies from which eventually evolved the *auctoris ritae* and Vaulderie. You also know that it was later Lugoj who is said to have diablerized the eldest in it's *manse*.
- You are familiar with the War of Omens, and know that it was a conflict between Clan Tzimisce and the newly created Clan Tremere.
- You know that most Tzimisce refuse to diablerize those of their own Clan.
- You know that not all Tzimisce ally with the Sabbat, and that many of the Eastern European elders (known to some as the Old Clan Tzimisce) claim independence from the affairs of Sect. You also know that some of these elders seem to have an irrational paranoia regarding the *Vicissitude* Discipline.
- You are aware of the order known as the Children of Dracon which operates within the Sabbat, and know that they both seek to "atone" for some sort of sin committed by the Clan and tend to eschew the use of *koldunic* sorcery.

- You know that the Path of Metamorphosis is unique among Paths as the concept of *Azhi Dahaka* is never clearly defined, and that each initiate must discover it for themselves.
- You know that the term *voivode* formerly referred to the lord of a given Domain, but in the modern nights it is most commonly used to refer to the *voivode* for the entire Clan who essentially acts as it's head. You know that the current *voivode* is Minerva Schwalke-Wojtkiewicz.
- You know of Tzimisce who are generally considered leaders and advisors. You know that the requirement for being one is mastering the *zulo* (*Horrid Form*) form.
- You have heard of hellhounds, *bogatyri* (monstrous servitors the Tzimisce held during the middle ages) and the *vozhd* (gigantic war-ghouls built out of numerous animals and people grafted together with *Vicissitude*).
- You are familiar with the basic Revenant families that serve Clan Tzimisce. You know of: the Bratovich, an inbred and violent family of Polish animal trainers and fighters; the Grimaldi, a family with heavy mortal connections adept at helping to keep vampire activity secret; the Obterus, a Byzantine family of secretive and reclusive scholars often associated with the Children of Dracon; and the Zantosa, a notoriously debauched bloodline which has heavy ties to assorted vice trades.
- You have at least heard, in passing, of legendary Tzimisce, such as: Lambach Ruthven, an elder who continuously seems to be present during crucial moments regarding the Antediluvian's movements; Yorak, one of Tzimisce's original childer and *voivode* of the Clan for most of it's history; and Veyla the Vivisectionist, who along with Lugo helped to create the Vaulderie and now serves as Cardinal to the "Lands Beyond the Forest."

Lore: Tzimisce x3 (Sts are advised to limit clan lore to 3)

- You have heard that the Antediluvian fell into slumber for several centuries after being attacked by warring Salubri. Oddly, some accounts of this event have Tzimisce being *killed* in the fray, although this clearly cannot be true because Lugo diablerized him centuries later.
- You know what Kupala is, a spirit native to the region in which Tzimisce settled, that the eldest supposedly made a pact with. You know that it is because of this spirit (who is itself bound to the land) that the Tzimisce are likewise bound to their native soil. You also know that it is supposedly the origin of *koldunic* sorcery.
- You have heard of the legend of Kupala's fire flower, which was the key ingredient that Lugo needed to break the bond.
- You know that the War of Omens originally was said to have started when the Tremere, using Tzimisce vitae, gave themselves the Embrace, and that the local Gangrel and Nosferatu of the region allied themselves temporarily with the Tzimisce.

- You that the Old Clan Tzimisce have created an organization known as the Oradea League, consisting of twelve of their eldest. You know it is unwise to meddle in their affairs.
- You know a bit about the structure of the Children of Dracon. You know that it operates from the Hagia Sophia and that it resembles a monastic order in practice. You know that the order is split into two branches, the scholarly branch (Akoimetai) and the knightly branch.
- You have heard of such movements as: the Neofeudalists, Tzimisce who seek to recreate their Lord/serf hierarchies in a modern setting; the Exsanguinists, Tzimisce who believe that drinking blood impedes enlightenment and engage in ritualistic vampire anorexia as a result; and the Reclaimists, those who believe diablerie to be essential to understanding the vampire condition, and spend most of their time in *zulo* form waiting to commit it.
- You have heard legends of the Cathedral of Flesh, a fantastical structure created by Yorak out of thousands of human victims. You know that it disappeared from its place in Transylvania centuries ago and many rumors abound as to what became of it.
- You know that each of the Revenant families have a specific disposition for certain vampire Disciplines and that each House also bears certain inherited weaknesses. You know that the Bratovich employ the Disciplines *Animalism*, *Potence* and *Vicissitude* and they have inherently bad tempers and are prone to flying into rages. You know that the Grimaldi employ the Disciplines *Celerity*, *Dominance* and *Fortitude* and each one of them serves on Sabbat member as a thrall to a blood bond. You know that the Obterus employ the Disciplines *Auspex*, *Obfuscate* and *Vicissitude* and have a tendency to become engrossed in their work to the point of derangement. You know that the Zantosa employ the Disciplines *Auspex*, *Presence* and *Vicissitude* and find it very easy to succumb to mortal temptation.
- You have heard of the Oprichniki, a rare Russian Revenant bloodline that maintains its loyalty only to those Tzimisce unaffiliated with the Sabbat, particularly the Oradea League.
- You are familiar with the Romanian Legacy foundation, a group masquerading as a mortal genealogy studies organization which seeks to track down mortals with Revenant blood that the family has "lost".
- You are aware that Schwalke-Wojtkiewicz is generally considered another link in an ongoing chain of progressively weaker *voivodes* and that she actually wields little power in the Clan.
- You have at least heard, in passing, of famous Tzimisce, such as: Byelobog, a Methuselah who masqueraded as the Slavic "White God"; Demdemeh, an African Methuselah who supposedly sired a bizarre variant bloodline; Gruunhild, a witch queen who allegedly helped to facilitate the Sabbat's exodus to Scandinavia post Revolt; Katarirya, a Methuselah that settled in Sri Lanka and is supposedly responsible for spawning many of the native "demons" of the region; and Righteous Endeavor, a former witch-hunter who now serves as a Priscus.

- You are aware that the Tzimisce have been credited with embracing such historical figures as Vlad Tepes, known more popularly as Dracula.

Lore: Tzimisce x4

- You have heard legends that state that the Tzimisce Antediluvian placed some of it's flesh into each of its childer, and that through this, the creature may experience the sensations of each member of the Clan. You have also heard very unsettling rumors that indicate that due to this the Antediluvian would be able to consume or control any of it's descendants as well. Legends say it did this to the first of its childer, Gallod.
- You know that the War of Omens actually was started by a conflict between the Ventrue Nova Arpad and the Tzimisce Methuselah Ionache over the territory of Hungry, and that it was Jürgen of Magdeburg, another Ventrue, who briefly led one of the major onslaughts against the Clan.
- You are aware that many Tzimisce were used during the War of Omens in Tremere experiments to create the bloodline of the gargoyles.
- You have heard legends that Kupala once opposed the shape shifting Lupines of the region, and that they sought to imprison it by burying it under the earth. They required so much earth to be heap on top of it though, they formed the Carpathian mountains in the process.
- You know that the connection to Kupala and to sorcery is often mirrored in a Tzimisce's connection to the soil, and that some Tzimisce are said to be quieted in their rest *only* by the soil of Kupala's lands, even if they weren't born there. It is said that these childer, if not killed for perceived weakness, make excellent *koldun*.
- You've heard that Ruthven has made wild claims stating that LugoJ was somehow overtaken by the eldest during the diablerie. Ruthven is regarded as losing his sanity. Few if any will listen to his claims. Fewer still believe him.
- You know that the Oprichniki favor the Disciplines of *Auspex*, *Obfuscate* and *Vicissitude*, and that each one of them is said to be under a curse where they are pursued by the ghosts of the dead.
- You have heard of the Revenant bloodlines which now longer serve the Tzimisce or who went extinct. These include: the Krevcheski, who defected to the Tremere and became the Duschevsky; the Khavi, who served the elder Bylebog, but were eventually slain by invading Teutonic Knights; the Vlaszy, who sided with the nascent Camarilla during the revolt and were hunted down and killed; and the Basarab, who were systematically slaughtered due to the interventions of Vlad Tepes (Dracula) who came from their lineage.

Lore: Tzimisce x5 (STs are advised to notify the Tzimisce Coord before allowing a character to have this level of Lore. So the Tzimisce Coord can talk them out of it!)

- You've heard that some of the Old Clan believes *Vicissitude* to be a disease, inflicted by terrible creatures known as Soul Eaters. You may wonder if this has anything to do about the legends of Tzimisce's flesh being in each of his childer.
- You know that the Children of Dracon regard Kupala as a curse upon the Clan and this is why they forfeit any *koldunic* knowledge. You hear that they also believe that Tzimisce was killed during the Salubri wars, but it was the Dracon who managed to use his embryonic remains to breed another incarnation. This lends some credence, if true, to the theories that the eldest survived Lugo's diablerie.
- You've heard that Lambach Ruthven indicates that Tzimisce somehow transferred it's consciousness either to Lugo or into the Cathedral of Flesh or in some cases to both. You know that several members of the Clan, taking stock in Ruthven's words, suspect that the Antediluvian isn't dead.
- You've heard stories that further imply that Kupala's fire flower, was in fact an extension of the Antediluvian himself, and that the Vaulderie only serves to help place even more under Tzimisce's sway.

Combination Powers

Combination Power	Discipline Required	Discipline Required	Rarity	Reference Source	XP Cost
Conquering Blood	Vicissitude 5	Dominate 5	3	Guide to the High Clans Pg. 166	18
Flaying Touch	Vicissitude 2	Potence 2	3	Guide to the High Clans Pg. 167	7
Measure the Will	Dominate 2	Auspex 2	3	Guide to the High Clans Pg. 168	7
Sculpt the Flowing Wound	Vicissitude 2	Fortitude 3	3	Guide to the High Clans Pg. 169	11
See the True Shape	Vicissitude 2	Auspex 2	3	Guide to the High Clans Pg. 169	7
Unchain the Wrathful Beast	Vicissitude 4	Animalism 5	3	Guide to the High Clans Pg. 170	11
Body Armory	Vicissitude 3	Protean 2	1	MET Journal 1 Pg. 54	9
Shape of All Beasts	Vicissitude 3	Protean 4	3	Mexico City by Night Pg. 114	12
Soul Decoration	Vicissitude 3	Auspex 2 Obfuscate 2	1	Tzimisce Clanbook Pg. 72	6
Pater Szlachta	Vicissitude 3	Protean 4	1	Tzimisce Clanbook Pg. 72	18
Flesh of Wind and Water	Vicissitude 3	Celerity 2	2	Archons and Templars Pg 141	8
Name of the Fallen	Auspex 3	Koldunism 1	2	Archons and Templars Pg. 140	5
Circumspect Revelation	Vicissitude 2	Celerity 1	1*	Caine's Chosen Pg. 75 Requires Black Hand Membership	6
Rarity	Requirement				
1	ST Discretion				
2	ST Discretion/ Notification to Tzimisce Coord office				
3	Tzimisce Coord Approval				

Powers that are listed in existing MET source material are not currently detailed in this packet. Powers that do not require a translation into MET are also not listed here.

Flaying Touch

With this cruel power, a Tzimisce can tear away a victim's skin as easily as removing a robe, all without disturbing the muscles and other tissue beneath.

For every level of brawling damage that is not negated (Fortitude, Armor, Armor of Luna, ect) your target loses a blood trait. Should your target have a heart beat, they will lose an additional blood trait a round until the bleeding is stopped by medical means. For every blood trait a mortal loses they take a bashing damage.

Conquering Blood

This power allows a vampire to physically enter a host with in blood form and control it from within like an obscene marionette.

While in blood form you may posses a mortal host. The normal rules for possession apply but your blood form physically resides in your host. This gives the added advantage of the host automatically being ghouloued. The host body may use your blood pool per normal rules of vampire blood use.

The vampire may relinquish and subsequently regain control at any time, allowing him to slumber during the day and use the host body at night. The only limitation on how long a vampire may remain in a host is his blood pool, which diminishes at its normal rate each evening and for other expenditures. Possessing vampires cannot regain blood under any circumstances. Once a vampire exhausts his blood pool, he is forcibly ejected from the host, reverts to his normal physical form and may take no action for 1 round.

In addition while possessing the host, the host body gains the use of any Vicissitude up to and including Bonecraft.

Measure the Will

A vampire with this power may gauge the strength of a target's resolve and identity, often as an exploratory prelude to shattering and reshaping that mind.

This power requires line of sight but not eye contact. Make a static willpower test against your target. If you succeed you may learn one of the following, the subject's permanent willpower, temporary willpower, or any selected virtue. If you fail the test the subject is immediately aware that someone is intruding upon their mind.

Sculpt the Flowing Wound

A Tzimisce with this power may vastly accelerate her healing by concentrating and willing flesh to mold back to its original form.

For every blood trait spent to heal doubles the amount of bashing or lethal damage healed. This power cannot heal more health levels per turn than the vampire's generational limit for blood expenditure. Any healing beyond this limit extends into subsequent turns until complete.

See the True Shape

A Fiend with this power may recognize flesh that has been magically reshaped.

Make a static mental vs. physical test against your target. Should you succeed you will spot uses of Vicissitude. By spending additional mental traits you gain additional information. This power will not pierce powers that do not reshape flesh such as Mask of 1000 Faces.

- 1 mental trait will pierce other vampiric shape changing powers.
- 2 mental traits will pierce other magical shape changing powers including mortal wizardry.
- 3 mental traits pierce "natural" changing powers such as Lupines use.

Shape of All Beasts

This power is at the discretion of Storytellers!

Unchain the Wrathful Beast

A Fiend with this power may project her Beast into a hapless host, where it immediately sets about warping flesh and bone to better accommodate its monstrosity.

The vampire releases his Beast using the Animalism power Drawing Out the Beast. Once the Beast finds a home, it burns two of the vampire's blood points to change the host into *zulo* shape. The painful transformation lasts two turns, after which the host enters immediate frenzy. The Beast will not attack the vampire it rightfully belongs to, but assaults everyone and anyone else in range of its claws. If the host dies before the vampire recalls his Beast, the Beast rises out of the corpse as a black, writhing miasma and flies back to the Cainite faster than mortal eyes can follow. Even after the Beast leaves the host, the physical changes remain. Vampires regain their form over three nights. Mortals and ghouls are not so fortunate, remaining locked in the *zulo* shape indefinitely. Worse still, mortals suffer one level of aggravated damage each day until they perish from rotted bone marrow and unnatural tumors. This decay can be slowed to one level of damage per week if the mortal remains a ghoul. Mortals (ghoul or otherwise) cannot heal the damage from their degenerating tissue, so this power spells their death sentence without extremely potent curative magic.

Merits and Flaws

Merit	Point Cost	Source	Flaw	Points Gained	Source
Pain Tolerance	2	Tzimisce Clanbook Pg. 69	Consumption	5	Tzimisce Clanbook Pg. 70
Haven Affinity	3	Tzimisce Clanbook Pg. 69	Scar Face	2 or 4	Tzimisce Clanbook Pg. 70
Revenant Disciplines	3	Tzimisce Clanbook Pg. 69	Revenant Weakness	3	Tzimisce Clanbook Pg. 70
Dracon's Temperament	3	Tzimisce Clanbook Pg. 69	Ancestral Soil Dependence	2	Tzimisce Clanbook Pg. 70
Mask of Every Man	2	Guide to the High Clans Pg. 204	Mask of Every Man	3	Guide to the High Clans Pg. 204
Promethean Clay	5	Guide to the High Clans Pg. 207	Unblinking Vigil	1	Guide to the High Clans Pg. 203
Vindictive	3	Libellus Sanguinis I Pg. 61			
Naturally Supple	3	Libellus Sanguinis I Pg. 61			
Secular	4	Libellus Sanguinis I Pg. 61			

Merits that are listed in existing MET source material are not currently detailed in this packet. Merits that do not require a translation into MET are also not listed here.

Vindictive (3)

Your honor is your life. You will go to the ends of the earth to avenge a slight. When opposing someone who has directly slighted you, you are considered 1 trait higher for purposes of comparing traits and overbidding.

With this merit you automatically gain the flaw Vengeful but do not gain any points for it.

Naturally Supple (3)

Your body naturally welcomes Vicissitude. You are considered 2 traits up when using Vicissitude on yourself.

Secular (4)

You are a monster of science and will not be fooled by Pagan or Christian dimwits! You are one trait up against any Faith based power, Infernal Magic, Thaumaturgy, Necromancy, Koldunism, or Mortal Magic. You also gain an additional willpower each session.

You may not have True Faith, Thaumaturgy, Necromancy, Koldunism, or be Infernal and have this merit. You are also considered one trait down on any Conscience or Conviction tests due to your lack of faith.

Promethean Clay (5)

Your flesh ripples and molds itself to your preternatural will, almost before you consciously invoke the change. Any one using any Vicissitude power on you is 2 traits up, and you may activate Vicissitude powers reflexively while taking other actions. Powers that require multiple turns to activate still require the usual duration — the change simply occurs without conscious direction. As a final benefit, you need no physical sculpting to use the first three levels of Vicissitude on yourself, as your flesh undulates and extrudes to its desired shape. Only characters with at least one level of Vicissitude may purchase this Merit.

Source Material for this packet was drawn from the following sources:

Libellus Sanguinus 1: Masters of State

Transylvania by Night

Players Guide to The High Clans

Laws of the Night: Sabbat Guide

Laws of the Night

Clanbook Tzimisce Revised

Clanbook Tzimisce 2nd Ed.

MET Journal 1

Mexico by Night

Archons and Templars

Caine's Chosen

While most of these materials are out of print they may be found at

<http://rpg.drivethrustuff.com>