CLANBOOK: GARGOYLES



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STORYTELLERS VAULT

FOURTH EDITION

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Second Edition

Chicago by Night; Clanbook: Tremere; Montreal by Night; The Kindred Most Wanted; Under a Blood Red Moon

First Edition

Storytellers Handbook

V20 Dark Ages

Dark Ages: Vampire

Players Guide to the Low Clans , Storyteller's Companion

Vampire: The Dark Ages

Ashen Cults; Book of Storyteller Secrets; House of Tremere; Libellus Sanguis II - Keepers of the Word

Vampire: The Victorian Age

Victorian Age Companion

Other

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Special thanks to Chris 'MrGone' Leland for his work on the character sheet!

A Note on Language

It should be stated that **Clanbook: Gargoyles**, unlike other V20 products, is written in British English since that is the form the authors are familiar with.

S&B

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A Gargoyle's Diary

12th of December 2017

Dear diary,

They finally gave me paper, at last. It's not like I've asked over and over again. I think Falco is just jealous because I can still write and he can't!

I've been here for around a month now. The strange thing is, I can't remember anything from before then. They just keep telling me I was 'unmade'. What does that even mean? Short answer is I don't know, all I can say is I'm getting my confidence back. Why do I keep saying 'remembered' and 'back'? I've remembered how to speak and write after all. So they say we are Gargoyles, avatars of the earth and children of... well, that's up for contention. Some say a woman called Virstania, some say a man called Chaundice, then they argue and I leave, so I'll get back to you on that one.

It has been fairly relaxed though. Some come and go while others never leave. Rixatrix says she doesn't see a reason to go outside anymore and that we are all she needs now, but not all Gargoyles are like that. Sibuan is another new Gargoyle, not much older than me, but she's different because she's 'sired'. I'm still not sure what that means, but it doesn't seem to have come between us. She says it's wonderful out there, and I can't wait to join her. The gentle wind creeping through the Eyrie - that's our home - feels so different to the stuffy air in here, but for some reason I'm not allowed to go outside. Falco said that I will be free to stretch my wings when he has 'enchanted' me. I don't know what that means either, but it's happening tomorrow and everyone seems excited about it. Falco has made me train with him for six hours every day in preparation for the enchantment. It's not too intensive though, just meditation and what he calls 'channeling the blood'.

The only thing that's happened to me so far that's really worth writing down would be the visit from the big guy. He was Gargoyle too with grey skin and all, he had quite large wings and several pairs of long, twisted horns. He said he had traveled to Derrycunnihy to speak to our Rock Lady and her Moulds. He was here all night talking to the four of them, they even broke into arguments every now and then, but before the light came he left. After that, things got tense in the Eyrie, so I went to sleep to get away from it all.

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13th of December 2017

Dear diary,

The enchantment was strange and unsettling at the time, but I felt amazing afterwards. I started out my night as usual. I awoke and spoke to Rixatrix about what everyone was up to, then I practiced the blood channeling they want me to learn with Falco - he calls himself the shaman most of the time. After my training the day was drawing near, but before we parted Falco ushered me into the church hall where numerous candles had been lit and the entire Grotesquerie had gathered. Obviously I was frightened, but Sibuan was at the front of the crowd smiling at me, which calmed me down alot. On my first night a similar event happened to me, but I was too tired to really understand it. They had all gathered around just like tonight and had me drink the blood of a big sheep. After that my skin dried and my hair became stiff like straw. This time around he simply drew a pattern on my head in blood then made me swallow a small stone. I do feel stronger, as he said I would, but I keep hearing a woman's voice whispering from nowhere.

20th of December 2017

Dear diary,

A few nights have passed since I wrote but a lot has happened. Best of all, I was allowed outside! I flew for the first time and did several laps around the steeple. I know it doesn't sound exciting for such a short distance but the sound of the air rushing against my face and the lights all around me, in the sky, in the church windows, off in the distance behind the hills, they made the world look so beautiful.

I fed from a human for the first time too. They're similar to us and act like us but they're so much more delicate, and they can't even fly. The mountain sheep we rear often take a bite to the neck and manage to walk it off but somehow when I fed from the human I must have bitten so hard her neck snapped when I pulled away, and... her blood spewed all over me and the entire room. I'll have to be more gentle next time, but the taste, my God the taste, it was worth the stress I had to go through just for a mouthful of that nectar. After the taste I 'journeyed' - as Falco calls it. The spirit of the Beast entered me for a few moments which ruined the fun entirely and made me feel angry and confused for the rest of the night.

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The last thing is the woman's voice, I mentioned her in my last entry. I've heard her several times a night since then and usually much louder than then too. She keeps making comments like: "The Flock awaits"; "Free yourself of fear"; and "I am the way to your salvation". At first her words were disturbing to me, another voice in my mind seemed so alien but now I come to miss it when she falls silent. Sibaun tells me I'm crazy (in a loving way of course) but Falco seems to believe me! In fact he tells me to listen to her, he says She is my Mother.

26th of December 2017

Dear diary,

Every night this Mother of mine keeps telling me that She is waiting for me south of the village, behind the hills. Her words are so soothing, it feels like She really wants me to see Her and Falco agrees entirely. Rixatrix and Sibuan both tell me to ignore the voice, if I ignore Her, She will eventually go away, but I don't think I want Her to. She sounds so caring that I should go to see Her at least once.

I think i'm going to travel south tomorrow, I'll only be gone for a few hours. I'll set off when I take my midnight flight, they seem to let me be alone when I fly so they won't expect me to go far and I'll be back before they know it. The way I see it, one of two things will happen: Either I don't find anything out of the ordinary and simply have a little flight around the village or I find this Flock She mentioned, maybe even that big guy from last week, and find out what my Mother wants of me.

27th of December 2017

Wish me luck.

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Introduction

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The Gargoyles are emblematic of the bizarre nature of the bloodlines as a group, and perhaps those to whom the label 'vampire' does the least justice. Long have they been the underdogs, the oppressed, scarcely above Caitiff and thinbloods in terms of social standing. But as a long-lost ancient awakens, this is changing. Even as they are preyed upon by members of their own bloodline aiming to bind them to an insane and tyrannical creator or enlist them in an apocalyptic crusade, the young Freemen are beginning to seek a new destiny and to carve out a true place for themselves. Some wish to overturn the current order, to supplant an entire Clan or even to create their own sect divorced from the dichotomy of Camarilla and Sabbat. Others simply wish to be treated as equals and to survive.

As with any group of sufficient size - and the bloodline has grown significantly over the past few decades - there are stark differences in opinion, but one line of thought is held largely in common. No longer are the Gargoyles satisfied to be counted as a mere bloodline; they wish instead to be recognised as a Clan, and to be granted the status that comes with it. After all, their progenitor has returned and lives among them - how many of the vaunted Clans can say the same?

This book is the result of a particular and long-held fascination with this strange bloodline. Information about them, much like the Gargoyles themselves, is scattered and often contradictory. **Clanbook: Gargoyles** seeks first to bring together the various scraps of lore to be found here and there and make them fit together more coherently, and then to expand upon that information, giving the Gargoyles the book-length coverage we feel they deserve and need. We are indebted to far too many people to realistically list here since we have drawn on so many sources, from the very recent to the very old. Of particular note are **Lore of the Bloodlines**, which prompted this book to be written, and **House of Tremere**, without which it would not exist in anything like its current form (and possibly not at all).

How To Use This Book

Clanbook: Gargoyles serves two purposes: to bring together information gathered from every edition of Vampire: The Masquerade and its historical spinoffs; and to expand upon existing Gargoyle lore in appropriately bizarre and surprising ways. These purposes, in addition to the sheer amount of content, has required us to split the book into a fairly large number of chapters, which are as follows:

Chapter One: A Past Carved in Stone sees Handsome Dan, a veteran Gargoyle Anarch of humble origins, relate the history of their bloodline to a Grotesquerie of young Rockheads - and offer a new way forward for them and the Gargoyle race as a whole.

Chapter Two: Freedom and Dependence lays out the current social structures of the Gargoyles, from the local to the global, as well as their relationships with the various Clans and sects of the Kindred and other denizens of the World of Darkness besides.

Chapter Three: Hearts of Stone provides rules and guidance for creating Gargoyle characters, with a particular emphasis on the Embraced Gargoyles provided in V20.

Chapter Four: Of Mingled Blood focuses on the rarer types of Gargoyles - the three ancient Castings (as depicted most recently in Lore of the Bloodlines) and the strange and new Misbegotten.

Chapter Five: Lithomancy presents new Visceratika powers, powers for the higher levels of Flight, and combination Disciplines (some of our own creation and others adapted from previous editions). It also describes a range of humours, the Freemen's inheritance of the 'Gargoyle rituals' practiced by their former masters, the Tremere.

Chapter Six: The Slaves' Retainers consists of a miscellany of Gargoyle-related creatures, from their ghouls to the mutated animals and other monstrosities which are as much a part of the bloodline's grotesque heritage as the vampiric Gargoyles themselves.

Chapter Seven: A Gallery of Grotesques presents a number of character templates which can be picked up or tweaked to provide ready-to-use player characters, followed by profiles on some of the most notable Gargoyles to be found in tonight's skies.

Lexicon

Casting: The 'type' which a cast Gargoyle conforms to, whether Scout, Sentinel, or Warrior.

Ceoris: The Tremere chantry where Gargoyles were first created and where the Revolt began, located in the Carpathian mountains of eastern Europe. It was abandoned shortly after the Revolt, and serves as the base for Virstania and her Flock.

Cenote: A pool of stagnant water believed to offer a passageway between this world and the next in Mayan religion. They are used to Gestate new members of the Misbegotten known as Calacas, and also feature prominently in their rituals.

Chaundice: The first Gargoyle and the original Rock Lord, created by Virstania as her last significant act while still a mortal mage. Apparently missing for centuries, he has recently re-emerged, and is the head of a new movement within the bloodline.

Chaundice's Children: The young, radical independence and emancipation movement within the Gargoyle bloodline, which gains more and more traction each night, drawing its membership from every sect and around the world. Also called the 'Chaundician movement' or simply 'Chaundicians'.

Duat: The Egyptian underworld, to which the spirits of Gorgons (see Misbegotten) supposedly travel during Gestation; once there, they are believed to commune with Set and bring his words back to the physical world.

Eyrie: The communal haven of a Grotesquerie.

Ferox: Originally a ghoul Embraced for his assistance in the Gargoyle Revolt, Ferox now leads the cult called the Grigori, or Watchers. He views himself as one of the angels of the end times, and wishes to prepare the Earth for God's judgement by destroying as many 'demons' (non-Gargoyle vampires, and especially Nosferatu) as possible.

The Flock: The Gargoyles still loyal to Virstania. They view her as the Great Mother, the unquestionable queen of their kind, and make efforts to kidnap or convert Gargoyles and bring them to live with her in the ruins of Ceoris.

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