

ENKIDU

(GANGREL CHARACTERS ONLY)

Enkidu is an ancient Gangrel methuselah and member of the Red List. He preserved animals threatened by extinction by ghoulizing them and warding them within his own body by order of the Gangrel Antediluvian herself.

Born in the height of Sumerian culture, he despised living amongst humans in their decadence. He came to hate his kind and only found solace among the animals, despite the fact that many were sacrificed to Sumer's various gods, which filled him with even more resentment against his species.

He was lured by his sire into the city by plaguing him with dreams and inducted him into Ennoia's brood where he received the Embrace. His sire struggled to keep the ancient ghoul known as the Typhonian Beast, a creature created by the Antediluvian Set, under her control with Animalism, and sealed it within her own body. The Antediluvian would not kill it, for it was the last of its species. Enkidu had been chosen to be her successor, also containing other rare species within his own body.

In an effort to maintain his morality, the ancient Gangrel splintered part of his personality into another form, a female called Sabrina. Thus, he can transform himself into this form and maintain a mental grasp on human concepts (and eventually lure out the Ministry in order to destroy them).

The Red List wasn't the only problem Enkidu faced. The Ministry wants to secure the Typhonian Beast, believing that it can lead them to Set himself. The Typhonian Beast complicates Enkidu's life as much as possible, luring other Ministry nearby to free itself from Enkidu's clutches. He is bitter for being chosen by Ennoia for the duty of guarding the Typhonian Beast, however he blames the Ministry for the Typhonian Beast's inherent evil instead. He believes that if the Ministry is exterminated, the Typhonian Beast could be freed from its corruption.

Not only that, but there are many other ghoulized animals belonging to extinct species that have been preserved inside Enkidu's body, who also require care



and attention from him. Yet still, Enkidu has endured for more than a millenia, and keeps doing so.

The last time Enkidu was spotted, a specialized team of 30 individuals, made of Alastors, ghouls, and the best fighters that the Warlord of the Camarilla could find, battled The Noah from dusk until dawn. In the end, the Alastors killed its ghoulized animal companions, seemingly slaying Enkidu along with them. After the incident, the methuselah's name was taken from the Red List and he was officially declared to have met his Final Death. However, the Alastors who survived are unsure and Enkidu may still be walking the earth. The Archons and Justicars did not mention this possibility at all, in fear of causing a political incident.

● **Road of the Beast:** Enkidu existed before Sects or the Sabbath or the Paths of Enlightenment. He did follow an ancient code however and a different Road set forward by Ennoia. There were laws of the wild and he adhered to them. Many of the older Gangrel still do, even into the modern nights.

You follow the **Road of the Beast** and its Convictions. This level in Loreshheet grants you one, 2-dot Advantage in the Road (see *Road of the Beast*). You must follow the Road of the Beast to gain this Advantage. Your Humanity is now tied to the governance of this Road. If you were not previously a follower of this Road at character creation, you shed any previous Touchstones you may have had and gain the Stains, for doing so. You have lost all previous Convictions and Tenants and must take all new ones in accordance to the Road of the Beast.

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●● **Methusalah of Renown:** It is common knowledge that Enkidu was your Mawla. Other vampires, especially Gangrel will petition you for knowledge and favors. You will have to tolerate sycophants and pretenders all wanting to learn what secrets may have been revealed to you by the Methusalah. On the flip side, Enkidu is or was on the Red List. Although many believe him to be dead, there are those that have their doubts. Additionally, the Sabbath would like a word with you in their pursuit of the Antediluvians.

You gain 5 dots in Mawla. Enkidu is your Mawla. If you previously had Mawla, you must change it to Enkidu, cutting all previous ties to your old Mawla. In exchange however, you gain 3-dots in Adversary. This could be represented by an Alistor looking to silence you as living proof that

Enkidu still lives perhaps, or a pack of Sabbath searching for you in hopes of locating Enkidu in an endeavor to diabolize him, or a jealous Gangrel Primogen wanting nothing more than to crush your claim to fame.

Additionally, you gain a single die bonus in Social rolls involving other Gangrel and those within your sect.

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●●● **Legendary Bloodline:** Few vampires existed enjoying the infamy of Enkidu. He is a creature of legend and arguably the most fearsome to allegedly still walk the earth. You may have been blood bonded to Enkidu or of direct bloodline of the Methusalah but something of his power remains inside you and nobody doubts its authenticity.

You gain **Legendary Bloodline: Mythic Figure** as the 3-dot Background. In addition, you are given a certain leeway when it comes to your reputation and association with a particularly powerful and dangerous vampire. Once per Story, you gain a Status of 3 amongst either your Sect or your Clan. In return however, you suffer a +3 difficulty in any social interactions with those of the Ministry or any Alistor in addition to those actively searching for Enkidu.

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●●●● **Consanguineous of Enkidu:** You are a child of Enkidu. This is a perilous heritage and fraught with danger and intrigue. All of which will be described below.

These dots of Loreshheet must be purchased at character creation. You are of 5th generation. This alone creates many perils. If it is commonly known who your sire is, You may be questioned or detained at best by Alistors, the local Prince and their magistrat, at the onset of this discovery. Additionally, if it is common knowledge, you may be a

target of the Sabbath and dialorist's in general, for the power of your blood. Especially since you may be perceived as a weak neonate and easy target. The Ministry may want some words with you. If it is common knowledge that your sire is Enkidu (meaning you don't hide it if asked or when you are somehow recognized, you don't deny it), you take 2 dots in *Dark Secret*.

If you tell no one of your true heritage and it's discovered after lying about it, increase this flaw to 4 dots.

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●●●●● **Typhonian Beast:** You have learned the ancient and powerful discipline of Flesh Bond. Enkidu himself taught it to you to pass the honor set down before him by Ennoia. Someday, Enkidu may return for the **Typhonian Beast** within. Until then, you are now The Noah and it has changed you inside and out. If the Ministry finds out you have it, they will tear the creature out of you if need be to get it.

You may learn the Amalgam, Flesh Bond but must still meet the prerequisites and pay the xp cost as usual. The Typhonian Beast grants you the following benefits; raise your Blood Potency by one. You may 'unbind' the creature per the Amalgam but lower your Blood Potency back to normal.

TYPHONIAN BEAST

An extinct creature resembling nothing the world has seen in thousands of years. It is ferocious, strong and as big as a medium sized dog. Its exact appearance is up to the Storyteller but it carries within it a piece of the Ministry antediluvian. Use the stats of a Bear (page 373, Vampire the Masquerade core rulebook). Additionally, it is your famulus.

Level 5

- **Amalgam:** Animal Succulence, Subsume the Spirit, Enduring Beasts, Protean 4

FLESH BOND

You may bond with animals by absorbing them into your body and feed. These creatures become a part of you.

Melding with larger animals grants you the ability to travel by day while you are within them.

- **Cost:** One or more Rouse Checks
- **System:** *Absorption:* You may absorb animals no larger than yourself at the rate of 1 (or a swarm) per Rouse Check. It requires touching the animal. *Absorption, unbinding and melding* requires 3 rounds. This can be sped up to instant at the cost of 2 Rouse Checks instead. The number of creatures you may absorb is equal to your Blood Potency. Absorbed creatures are considered a Famulus at this point forward and live within you in a suspended animation. If you use Animal Succulence on an absorbed animal, the dead husk is instantly expelled from your body and no longer counts towards the limit on the number of animals absorbed. *Unbinding:* You may voluntarily unbind a single animal with the same Rouse Check cost and time as absorbing them. You or the animal is expelled and unharmed. *Melding:* You may enter another

living animal larger than yourself or swarm at the same cost and time as absorption. While within the animal, you must use Subsume the Spirit to control its actions. It is considered a Famulus. You are safe during the day once melded with the animal. There is no change to the status of other animals you have absorbed. If you use Animal Succulence on the animal, you are immediately ejected from its empty husk. Those using Sense the Unseen may be able to see that you are using Flesh Bond with a suggested Difficulty equal to the Blood Potency of the Flesh Bond user though it may be higher if one with Auspex is not actively looking at the aura of the animal in question. While melded, the vampire does not need rest nor sleep but must still make a Rouse Check at the beginning of each night. The use of other Disciplines while melded is still possible. As a 'rider' you control the animals actions with Subsume the Spirit and that is all. You may use your disciplines on the animal and on those around you as usual but within reason.

Duration: Until the user either feeds on or expels an animal or unbinds with the animal of which they have either absorbed or melded with.

New Background

Legendary Bloodline

For a variety of reasons, you are the subject of a great number of vampiric legends and have a certain reputation that has been passed down to you or even granted. Perhaps you are an Elder who has seen and witnessed a great many things over the past few decades or centuries. You may be descended from an ancient bloodline or sect or simply a scholar of a great many things. As a 1-dot Background, you may purchase advantages from one additional Loresheet although still following the restrictions.

MYTHIC FIGURE

Your bloodline is the thing of legends. Perhaps you studied abroad amongst the Inconnu in Hunedoara castle, or you can trace your heritage to Dracula himself. Maybe you have a Mawla well-known throughout all Kindred society...

Whatever the case may be, you are worldly and privy to a great many kindred secrets either from experience, heritage or for mystical reasons. As a 3-dot merit you may purchase advantages from any number of Loresheets, again as long you meet the prerequisites.