

PRODITORES

LORDS OVER THE MACABRE

Savage and Lordly blood runs deep in this ancient bloodline, an ages old refinement of clans Gangrel and Ventrue. Sharing disciplines and weaknesses, authority meshing with ferocity, the Unified are feared and respected for their cunning leadership and cutthroat ambition.

Bound by tradition and an alien code of honour based on treachery, the Proditores are majestic and terrifying. They teach their history and philosophy through parables, advocating the excising of weakness from their ranks while rewarding ambition. They are the strongest, hardest and wildest of the Savages, and the most cunning and ambitious of the Lords in a single unified lineage.

The Proditores typically masquerade as members of either Gangrel or Ventrue yet they don't identify with either clan. Supernatural attempts at discerning their clan are wonky at best, their blood registering as both Gangrel and Ventrue at the same time. When embracing mortals the childe most often comes out a member of the sire's original clan, although sometimes the blood is known to manifest as the opposite clan. The Proditores have no explanation for this inconsistency, nor do they care: If they embrace a childe,

it will inevitably be inducted into the "true clan" if it survives long enough.

Linked to the Strix -- malevolent vampiric spirits from ancient Rome -- the traitors are one with their Beasts. It is rumored that there is outright Strix worship going on within the bloodline, and some would even claim they are ruled by the owls of death directly, but most consider it nonsense, even if it may have been true in their early history.

Parent clan: Ventrue or Gangrel (either may act as avus for the other)

Nicknames: Unified, traitors

Disciplines: Animalism, Resilience, Protean, Dominate

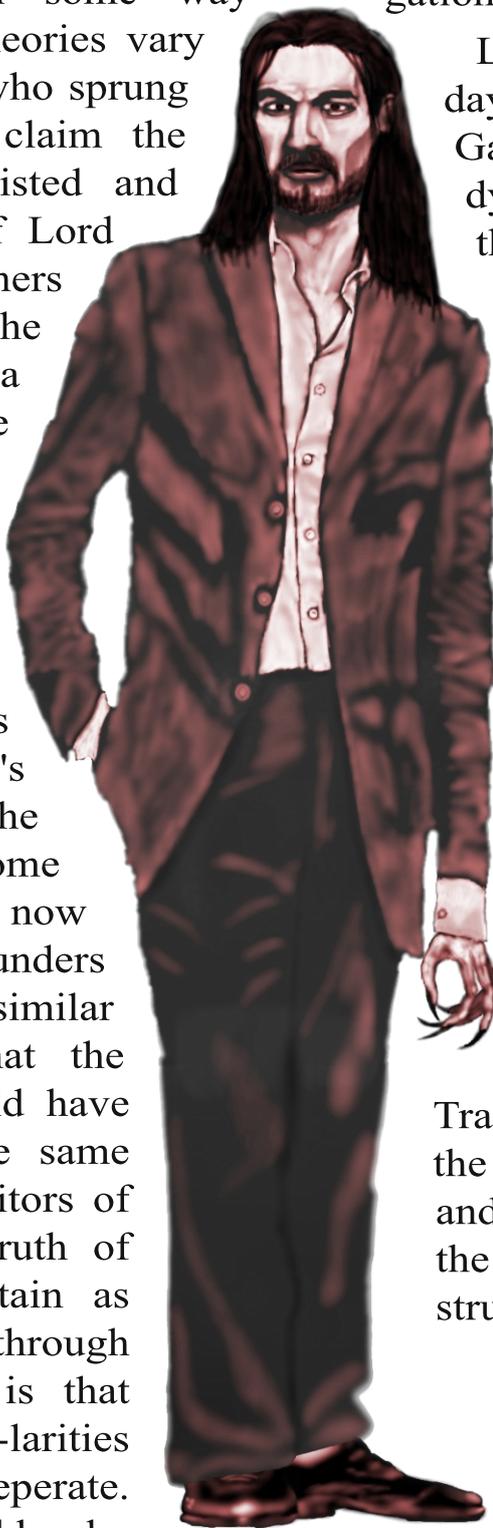
Weakness: Both the Gangrel and the Ventrue weakness apply to all members of the bloodline.

Covenant: Most Proditores are members of the Society of the Accord (*The Danse Macabre* p.117), finding spiritual release and fullness in their rites and dialogs. Those who opt a more political Requiem typically join the Invictus or the Circle of the Crone. Very few Proditores, most — but not all — of them renegades and anathema to the bloodline, are known to have joined other covenants.

A SAVAGE HISTORY: Clans

Gangrel and Ventrue bear many similarities, the most obvious being their almost identical discipline spreads. It is rumored, and often considered unofficial fact, that the two clans are in some way related, although theories vary dramatically as to who sprung from who. Some claim the Savages are a twisted and weakened strain of Lord blood, while others would have it the Ventrue were a bloodline of the Savage that stole their proficiency with Dominate and became a clan of their own.

The mix only gets weirder when one's research reaches the era of ancient Rome where the clan now known as the Founders reigned; a clan so similar to the Ventrue that the untrained eye would have them be either the same clan, or the progenitors of the Ventrue. The truth of the matter, as certain as any truth can be through the Fog at least, is that despite their similarities they were in fact separate. According to forbidden lore the Founders struck a pact with the vampiric spirits known as the Strix and were subsequently wiped out when they broke the deal.



Mentioned in the same texts as the Founders is a clan or covenant known as the Traditores, the traitors, which the Founders persecuted and, allegedly, exterminated, under allegations of Strix-worship.

Long story short, the modern day Proditores believe the Gangrel/Ventrue/Founders dynamic to be a simple one: the Proditores are the direct descendants of the original clan from which both clans Ventrue and Gangrel sprung, and a lineage whose image the Founders mimicked after their pact with the striges. Their history with the Founders is as such significant but not exactly familial.

The truth of these matters is foggy and uncertain, but the modern Proditores themselves tell tales and parables linking themselves directly to the Traditores of old. Regardless of the truth their stories are told and retold to this day and form the foundation of their social structure and philosophy.

TRAITORS

⚡ TONIGHT: While the bloodline thinks of itself as the direct descendants of the ancient enemies of the Founders, it bears little significance in their nightly unives, what with the Founders being no more.

Instead they focus their dealings on their own Requiems like any other Kindred, carrying pride and power in the knowledge that they are the perfect blend between Lord and Savage: feral yet cunning.

New members of the bloodline, those with no direct relation to existing members, are typically chosen from the most resourceful and promising of clans Ventrue or Gangrel, offered only to join if they have already some measure of reconciliation with their Beasts -- those who succumb to it completely are weakwilled and useless, and those who attempt to distract it with human mannerisms and a false sense of ethics are too deluded to be worthy of the bloodline. Only those attempting to walk the balance between Beast and Man are offered to join, and only when they reach a certain measure of mastery are they fully introduced to the bloodline.

It is no coincidence that most of the bloodline frequents the Society of the Accord as they find it highly compatible with their own ends and a prime gathering for picking up prospective members. In effect it becomes both the recruiting grounds and a place of enlightenment to the Unified. Some would even claim the Proditores are the secret founders of the covenant, although that particular point is heavily contested, even within their own ranks.

Mentality and teachings: It is no secret that the mind of a Ventrue
3 will eventually deteriorate into

madness. Similarly the mind of a Gangrel is burdened by the Beast, challenging their ability to reason. These two weaknesses combined makes for a very grave threat to the mental fabric of a proditor. How do they cope? Truth be told a lot don't. While they often succeed in staving off complete dementia for a while, maybe even centuries, many traitors eventually succumb and become raving mad. Those who wear their dementia on the sleeve are quickly destroyed by their ashamed peers, and those who keep their suffering within often make it to the top of the bloodline's social structure, leading it with inhuman "enlightenment".

Those who cope do so mostly through deals with the Beast. They find that by understanding their Beast they can stave off insanity, a feat made difficult when that same Beast has neutered their rational selves. The compromise the Proditores found was remarkably simple: Control the grounds of engagement and you can trade off humanity for sanity. Through the **Treaties** (*The Danse Macabre* p.121) taught within the bloodline specifically and the Society of the Accord generally, they are able to keep themselves in a limbo between Beast and Man, subservient to neither.

Whatever the reasoning behind it, the tradition in the Proditores dictates adherence to the call of the Beast -- the Beast is an ally accepted by Kindred long ago to

help them in their Requiems and without it the moral codes of their long dead Man would prevent them from surviving. The Beast is not the enemy, the Proditores say, but neither is it their master. The Man is not, per se, the enemy either, but is considered mostly irrelevant -- an empty carapace the Kindred species has not yet been able to shed without damning themselves to the claws of the Beast.

The moral code of the Proditores is carried down through the generations in the form of parables from which elders draw conclusions they pass on to their initiates. There is no strict set of tenets to abide by, but elders are known to construct their own personal rules to punish neonates by, as interpreted from the parables.

SOCIAL STRUCTURE: The hierarchy of the bloodline is very fluid and unofficial yet they are well organized on an international level. There aren't many members, and they prefer it that way, and as such there isn't much need for a lot of officials. The Proditores consider themselves more of an evolved clan than a true bloodline, hence they have their own unofficial Priscus that can be of either parent clan. The Priscus oversees bloodline dealings on the city level and reports to the regional Decanus.

Proditores on street level

First tier traitors are typically either a sire and a childe or a lone proditor unliving it up masquerading

as either a Gangrel or Ventrue — whatever their clan originally was — and are likely to be never found out by the rest of the city, in terms of their true nature. Childer are taught long enough to know the basic tenets of the bloodline philosophy and know the parables by heart, and are then sent away on their own.

Proditores on city level

On the second tier the Proditores are still low in number, rarely more than four in a city, and typically back a local chapter of the Society of the Accord. For subtlety or personal ambitions, a lot however do join the Circle of the Crone or the Invictus. The local leader of the bloodline is called the Priscus just as any unofficial clan leader, and will often hold some measure of power, be it in the primogen or sovereign regency. Curiously, very few Proditores become princes themselves, although it does happen. They don't like that much treacherous attention to them and would rather act as secret puppeteers, but they are willing to brave it if the current leadership is too incompetent to rule and too stubborn to control.

Proditores on global level

Third tier Proditores are lead by a regional Decanus. The definition of region is fluid, as it can be anywhere from a regency within a large domain or a cluster of small countries. How large a Decanus' region is depends solely on the 4

ambition and competence of the proditor holding the title — a title taken from the decaying, dead hands of the former holder. Officially, there is no international leader besides the independent Decani, but all Proditores knows which Decanus holds the most sway on the few international matters the bloodline deals with. Such matters can, for instance, be uncovering — and if need be, destroying — evidence of their history with the Camarilla.

BLOODLINE DEVOTIONS:

Masters of both Protean and Dominate, the Proditores have access to a set of unique and powerful devotions tapping into the Beast within while commanding the Beast without.

New devotion: Non Servio

Prerequisites: Dominate ●,
Protean ●

Dice pool: Resolve + Composure

Cost: 1 willpower point

Whenever another vampire fails a roll to use Dominate, Majesty or similar mental ability against you, you may reflexively activate Non Servitas and bounce the effect of the ability back to the sender. If the effect is triggered by words the proditor may change the command while sending it back: “No, I will not bow down. How about you leave?”. If the effect is time limited it lasts for one turn. Assume one success if the number of successes impact the result. If the power affects individuals other than 5 you, Sovereignty for instance,

the effect remains on the others but is reversed between you and the caster. As such a Kindred affecting you and three others with Sovereignty would have the three others feel the effects of Sovereignty to the caster, while the caster himself would be affected as if you had activated Sovereignty.

The storyteller may opt to roll in secret and only offer the possibility of spending willpower to the player if the roll was successful to keep successful Dominate or Majesty attempts hidden from the player.

This devotion costs 30 experience to learn.

New devotion: Me Servio

Prerequisites: Dominate ●●●●●,
Protean ●●●●●

Dice pool: See Dominate ●●●●●

Cost: 2 vitae

While transformed into mist with Protean the proditor can possess and inhabit bodies physically. While in mistform and within range, determined by the proditor’s speed, of the target, the traitor may attempt a Possession roll. If successful the target is physically possessed, the traitor seeping in through mouth and ears and taking shelter within the body while subsuming the mind.

This possession lasts for the traitor’s Resolve in nights. On vampires the proditor is simply expelled from the host after this time, whereas in mortals the proditor can choose to stay and let the body take one point of aggravated damage per night. This

damage cannot be healed until the proditor leaves the body. While possessing mortals physically in this fashion the proditor takes lethal damage from fire and no damage from sunlight, but must still resist fear frenzy from either regardless. Vampires possessing mortals needn't pay vitae to sustain themselves at each sunset either, but penalties and dice pool limits imposed from being awake during the day still apply to the proditor. If the host body is destroyed, the proditor is expelled and manifests torpid in physical form nearby with a full health track of lethal damage.

This devotion costs 50 experience to learn.

TRACTATUS

PRODITORUM: Literally meaning Treaty of Traitors, the Tractatus Proditorum is a Society of the Accord treaty taught within the bloodline, be they members of the covenant or not. Any member of the bloodline can learn it, but they cannot learn other treaties unless they are members of the Society of the Accord. Tractatus Prodiores is obtained like any other Treaty through some form of dialog, most often performed between sire and childe, sometimes even a full coterie of Prodiores when applicable. The treaty deals with maintaining sanity by using the Beast itself as bulwark against dementia, and in keeping authority over ones own actions and respecting ones elders until they grow weak and should be usurped.

With an offset in the parables told within the bloodline, the dialogs held also work as indoctrination and secures the structure of the bloodline for all eternity, and as the core tenets of their, albeit fluid, moral code.

First tier: Uphold the Bargain

The player can choose to roll 10 - Humanity instead of Humanity when resisting derangements. Normally the remaining strength of the Man is used by a vampire to keep derangements at bay, their resolve to stay sane weakening every time they degenerate. With this treaty, the power of the Beast can hold derangements at bay just as easily as the Man.

Traitors we became: The man known as Victor and the man known as Julius were stranded in the forest. Starving were they, for they had no food, yet wild flowers, fresh fruit and busy villages grew prosperously around them. Trapped in a world they could and would not touch they called out to the beasts of the wild, for them they could eat, but none ever came.

Night after night they would cry out, but no beast would come to them. On the seventh day of crying out, a single Beast appeared, within themselves, and they now knew where to find the food they sought. Villages burnt as they made their passing, the Beast inside them guiding them to the source of their sustenance, until one day there were no villages and no more sustenance.

That was when Victor took to the throat of Julius, fulfilling the pact with the Beast that Julius would not. Since then, the childer of Julius, in abandon to forget their promise to the Beast that saved them, opting instead to reforge their neutered Man, has called Victor a traitor, and we his childer bear that name with pride.

Second tier: Respect power

Attempts at Dominate on the proditor by characters with lower Blood Potency are always chance rolls unless the aggressor spends a point of willpower. The aggressor will instinctively know, most likely through the channel of Predator's Taint, that spending willpower is necessary to combat the Proditores mind. No bonus dice are granted from the willpower expenditure. In this fashion the Beast of the proditor harden them against attempts at usurpation by weak willed lessers.

The Serpent and the Lion: In a beautiful garden the serpent rested. It had all it needed, for it had carved it's own dominion in the endless lands.

The serpent went to the birds and told them: "Sing me a song". The birds sang and the serpent was pleased.

In a vast cavern the lion rested. It had all it needed, for it had carved it's own dominion in the endless lands.

The lion went to the vermin and told them: "Bring me food". The vermin would offer themselves up and the lion was pleased.

Then one fateful eve the serpent took to the caverns, for it had grown bored with the birds and the flowers. It knew of the lion that rested there, and it knew of it's power. Yet still, the serpent woke the lion and told it:

"Sing me a song". The lion growled and the serpent was pleased. Then the lion told the serpent:

"Bring me food". The serpent offered up the birds, and the lion was pleased. Once more the lion told the serpent:

"Bring me food" and the serpent offered up the flowers, but the lion was not pleased, and wholesale the lion devoured the serpent.

Today the garden is dead, overgrown with untamed weed. The lion rests, for it has all it needs.

Third tier: Take what you must

The holder of this treaty may Ride the Wave before, during and after a successful diablerie and negate the automatic Humanity loss.

Since the traitors' inception they have been violent schemers, constantly taking from others what they covet. Diablerie is an important component to this modus operandi — how better to assert your dominance over your peers than by taking in their heartsblood? However, it does come with the danger of falling prey to the Beast, but the Proditores have worked around that. By making a pact with the Beast to indulge it and sacrifice to it the potency of elders, they in turn remain in control of their other dealings.

The Pelt of Kings: The Old Man in the Mountain would sit on his hilltop and watch the sun set, and his son the Beast would come to him. It said:

"how can I make my lessers do my bidding?" The Old Man in the Mountain bade the Beast capture a King and steal his tongue, and so the Beast did, and it could command it's lessers with but a word. The Old Man in the Mountain had given the Beast power.

The Old Man in the Mountain would sit on his hilltop and watch the sun set, and his son the King would come to him. He said:

"how can I be one with the wild?" The Old Man in the Mountain bade the King capture a Beast and steal his pelt, and so the King did, and he could run wild and free. The Old Man in the Mountain had given the King freedom.

The Old Man in the Mountain would sit on his hilltop and watch the sun rise. His sons the King and Beast would lie dead in the valley, and so the Old Man runs wild and commands his lessers. The Old Man in the Mountain had taken true power and freedom, for it cannot be given.