ACTIVITY OF THE AND CORRUPTORS

A bloodline of black hearted corruptors and defilers, Hellions are the agent provocateurs of Belial's Brood. While the common perceptions of the Foresworn are of a ravening pack of monsters hell bent on murderous destruction, or satanic priests unleashing the power of their demonic masters upon the city, Corruptors move in the shadows with the guile and grace of serpents, whispering into the ears of the undead with forked tongues, inciting dissent, fracturing loyalties and feeding insurrection.

Just like the biblical serpent in the Garden of Eden they consider themselves devil's advocates, secretly questioning the laws of accepted wisdom for the insights that chaos brings. And then, when domains are thrown down and the jaws of anarchy have opened wide, the tide of Belial shall descend upon the city and cast out their undead Kings.

Background: The truth behind the inception of the bloodline has been willfully wiped from history, most disconcertingly, by its own members. Some think they are one of the oldest Bloodlines ever created, an act mandated by the will of Belial himself, others that they are in fact the proto-bloodline and ancient predecessors of both the Mekhet and Daeva clans, a theory backed up by the fact that members of both clans are able to join the bloodline. At best Hellions actively dismiss history, and at worst they have done their best to obscure and defile it throughout the ages. To Corruptors, and many of the Foresworn the fabric of history is a cloth ready to be dyed and cut to suit their needs. The only 'truths' are those of the Beast that lives within them, The Pursuit that brings it closer, and the will of Belial who has shown them the way.

With these dark revelations Serpents have tasked themselves with showing the undead the folly of their ways. They are adept at striking from within and without, and their ultimate aim is to bring down the fractious house of cards that the so called *Kindred* have erected around themselves. For unlike most of the Foresworn, Serpents have cultivated the ability to initiate themselves into the Covenants of Kindred society while still maintaining their ties to their demonic patron.

In domains across the world Corruptors are the instigators of Faustian

pacts, degenerate acts, temptation, sin and vice. As they move among the monsters who hide in Elysium and cower in the shadows of their cattle, they have worked their way into positions of power for millennia; The barb tongued Harpy, the insightful Seneschal, the Spy Master general. Here they sow the seeds of division and cultivate chaos while appearing aloof and unconnected from the events that unfold around them, and in their wake immortal empires have fallen.

Nicknames: Serpents, Corruptors

Parent Clan: Mekhet or Daeva

Weakness: As members of both the Shadows and Succubi call this bloodline there own, they share the weaknesses of both Clans, further adding to speculation that the Serpents are indeed the original lineage of both the Mekhet and the Daeva clans.

Character Creation: Above all, Serpents are masters of manipulation and their social Attributes and Skills almost always rank highest. Hellions make use of any advantage which allows them to blend in and progress in Kindred society and a Corruptor will always seek to forge contacts, gain allies and cultivate status across the board before they slowly begin to poison the undead heart of the court and let the wounds of division fester.

One requirement Serpents universally maintain when concealing themselves among Kindred society, is a secure Haven in order to enact their diabolical rituals to Belial. These are often places touched by death, sacrifice or violence (either mental, physical or spiritual) and will have a visceral and unsettling feeling upon the beasts of those Kindred who dare enter.

Similar to most bloodlines, Mekhet or Daeva Foresworn can only be inducted into the bloodline at Blood Potence two.

Covenant: Hellions are among the few Foresworn able to join Kindred covenants while they still hold fealty to Belial. This is maintained by a rite of spiritual cleansing thought to be used almost exclusively by members of the bloodline that must be enacted on a nightly basis in order to retain their ties to the Brood.

Although Hellions will attempt to worm their way into the ruling court, the Kindred covenant preferred by Corruptors to infiltrate, perhaps unsurprisingly, is the Lancea Sanctum. After this the Invictus is predominantly targeted as it is often considered to be the ruling covenant, with the remaining covenants next in line dependant on their size, power and accessibility.

While this bloodline is wreathed in the very heart of the covenants monstrous ideology, there have been exceptionally rare instances where Hellions who have left the Foresworn do exist outside of the Brood. Similar to all those who leave the Brood however, their memories of the time spent among the Foresworn fade to nothing, their minds incapable of retaining knowledge of such dark acts without going completely and irreconcilably mad. To their brethren within the Brood however, those traitors are Kindred to be mercilessly hunted and destroyed, so as to keep the bloodline 'pure' from the taint of Apostasy. **Disciplines**: Auspex, Majesty, Obfuscate, Vigor

Archonte – Foresworn Rites

Archonte are powerful rituals of the Foresworn that offer some form of mechanical benefit from their bloody enactment. The primary necessity for Hellions to be able to move among their enemies and infiltrate their covenants requires a very special Archonte ritual that is diabolic in nature and quite unlike the rites found in other covenants. Though this ritual is used almost exclusively by the Hellions, the Broods satanic caste of priests are also known to have access to this rite.

ward of sacrament

This rite of cleansing is a powerful form of dark communion that allows the Foresworn enacting it the ability to access and increase Status in Kindred covenants whilst retaining ties to the Foresworn, as well as protect them from discovery.

It is not unknown for Serpents in particular to act as the solitary vanguard of the Brood in a city, and therefore the mystical connection to their satanic patron normally gained by the group rite of sharing blood and dedicating it to Belial known as the Vaulderie is often unavailable. In its place a rite of communion is performed on a nightly basis for as long as they maintain Status in another covenant.

Though this rite is not required if the Foresworn remains a member of the Unbound, many Foresworn who know this rite whilst residing in a city will enact it to feel closer to their demonic masters, as the effect upon the beast is spiritually reaffirming to them.

This rite requires the presence of a Resonant; an object, location or even text connected to death, suffering or extreme violence which in some way has become infused with a satanic essence or resonance which all Foresworn are able to sense. Such objects could be the diary of a diabolical mass murderer whose writing and hand drawn sketches seem to eat their way into the minds of those who read it, or places where others have made a connection to the Adversary through violence, death or despair such as a children's asylum ward where six of its severely disabled or diseased young patients enacted a death pact against a God who had abandoned them and left them to their cursed existence.

Once an occult circle has been drawn on the floor in the ritualist's own blood (roughly six feet in diameter and costing one Vitae per character to be affected) candles and incense must be lit. Entering a wild trance the Foresworn will summon forth the dark energies of the resonant to wash over and strengthen them as they chant in tongues and loose themselves to the beast whilst reciting a litany of demonic incantations. When the ritualist's senses return, the blood will have turned to burnt ash and they will feel a great sense of power as if touched by the hand of Belial as the rites protective aura strengthens their black souls.

In effect the rite gives those who took part in it a dice pool of five dice per night which can be added to Resistance rolls to avoid the discovery of their Foresworn nature. This can be through mundane means such as torture, as well as any supernatural means such as Auspex, Dominate, Majesty, Blood Rituals and magic of any kind. The invocation also allows those who took part in the ritual to reflexively spend Willpower to 're-roll' failures of these Resistance rolls. This ritual fortifies the beast of the Foresworn and allows them to be initiated into Kindred covenants without losing their ties to the Brood, and their sense of purpose and faith remains unassailable through almost any initiation.

This guarded ritual can be learned from Serpents or other satanic ritualists who know it, though at least one covey has separately sacrificed the hearts blood of a kidnapped Kindred soul to Belial to gain knowledge of this potent Archonte.



You are a wild and beautiful creature of death. Kindred 'society' is a grand lie. You've known it since your earliest nights. The vicious games of the Masquerade which you play with such ease are really a diversion from a deeper truth, a truth that haunts every immortal's waking existence. Beyond the decadent charade of the night, behind the painted smile of civility there is a creature of hunger and rage clawing at the frayed black edges of your tattered soul. It was when you accepted this fact, when you stopped fighting it, that you came to your first epiphany. It called you to the abandoned abattoir where wall after wall of symbols had been frantically scratched into the white tiles in blood and faeces. The mortal you found there was hysterical and close to death. You knew he had been touched by the Adversary as soon as your eyes met. He had been waiting for you. He told you he had been there at your embrace. He told you the sire who had abandoned you would return to teach you the truth of your existence. Before he died from blood loss and exhaustion he taught you to reach inside and let the beast wash over you. The symbols would show you the way.

Now you stand on a precipice. Contained within the myriad of symbols scrawled across the walls of your new Haven are secrets you are only now beginning to comprehend. They have already taught you the Ward of Sacrament. They have already shown you the path of corruption you must take. This city will soon be consumed in a tide of blood. When your sire returns the gates of the Underworld will be thrown open and the Brood shall pour forth from Hell itself ...

Project Santorini

Status Report: Subject H

Name: Helena

Sex: F Type: U-V Genus: Unknown Age/Appearance: Thought to be approximately 27 years deceased Condition: Acute retrograde amnesia **Observations**:

Subject experiencing recurring 'visions' which manifest during extended necrosis phase accompanied by severe haemolacria and hematidrosis.

Diary 10th May

I saw her again. She was screaming. The blood trailed down her cheeks from the hollow holes where her eyes should have been. she was screaming for us to go to her, but she couldn't find us.

Conclusion: These episodes could mean that the subject is exhibiting latent memory recovery. We have found regressive hypnotherapy to be inconclusive in answering the questions of who it is or what it's origins and genus are. As U-V subjects have proven to be resistant to known forms of pharmacological interrogation, authorization has been approved for Dr Zimmerman to test his theories regarding the potential response of invasive neurological stimulation on necrotic brain tissue.

Addendum - Dr Zimmerman's experiment brought on an initial aggressive fuque state. This was followed by a calmer but still agitated period of lucidity in which the subject recounted a torrent of 'atrocities' it had been part of. This was then followed by 'prophetic visions' and a sketch (see attached), Subject subsequently remains in a persistent vegetative state. Tissue harvesting for field trials underway

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