


# BLOODLINE THE SUPAY



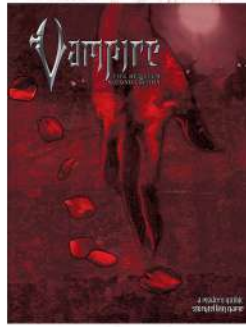


*This was the eerie mine of souls.  
Like silent silver-ore  
they veined its darkness. Between roots  
the blood that flows off into humans welled up,  
looking dense as porphyry in the dark.  
Otherwise, there was no red.*

**Rainer Maria Rilke — Orpheus, Eurydice, Hermes**

## Credits

- Writing, layout, and almost everything else: Lucas Bilos
- Character art for Kintrüy: Lenn\_Watson (check her instagram!)



*Requires the use of the  
Vampire: the Requiem  
Second Edition  
Core Rulebook*

## Acknowledgements

- To Lenn\_Watson, for her collaboration with the character art.
- To the Chronicle of Darkness discord community in general for being a cool place to talk about blood drinking monsters.
- To Super\_Dave and Daganisoraan, for the feedback I got.
- To Mim and Eromancery specifically, for telling me that hemokinesis was not supported by the “Psychokinesis” merit, and asking me why would I want it in the game anyway. Pettyness is behind some of humanity’s greatest works.
- To NMD Publishing, for keeping the game alive and giving me a lot of inspiration to draw from.

## Foreword

**This is the part nobody reads but authors write it anyway.** Feel free to skip it or come back to read it later.

This is the first time I write homebrew for the CofD, and the first time I put so much time and effort into any sort of homebrew, as well as the first time I am actually “publishing” it with the hopes that someone will actually use it (rather than sharing it simply for bragging rights and internet points), so my anxiety is through the roof and that’s what motivates me to write this section.

**First things first: This file is free,** maybe someday I’ll get around to understanding the legal mumbo-jumbo that comes with publishing into the Storyteller’s Vault and put it up with “pay what you want”, but I doubt it. Also, yes, the cover is a somewhat edited IA-generated image, and a long conversation with an IA helped me come up with ideas and/or polish them (even if it’s mostly just because the machine suggested something so stupid that actually gave me a clear idea of what I wanted), so I don’t feel good taking your money for this.

**Second things second:** I do not know how to layout a PDF, and I couldn’t figure out the free programs I found to do so, so this PDF was entirely made on photoshop. This probably does weird things if you want to copypaste text, but hey, the alternative was never getting this thing out of the door. Sorry for the inconvenience.

**Third things third:** turns out that writing even a single bloodline is fucking hard, man. I thought this would be at most a one week project, and to be fair, about 70% the text was written in that amount of time. But it’s been five and a half months since I started this thing. Reading and re-reading, writing and re-writing, it takes a lot of time and I still am not totally convinced with the result, but a finished decent thing is better than a never finished masterpiece. I also had plans for a new Coil of the Dragon and some Cruac rituals, as well as a small piece of fiction and two other NPCs, but the thing is robust enough as it is.

**So, before getting into the actual bloodline text... what is it actually all about?**

**This bloodline was born out of two main ideas:** to have a bunch of **hemokinetic vampires** and to have a **latin-american bloodline** that wasn’t based off of Yucatan’s pre-columbian civilizations. It started as a Ventrue bloodline, then it turned into a Ventrue-Gangrel bloodline and then I was persuaded that “not everything requires protean” and also that having three clan exclusive disciplines for most devotions was bad design, so it turned into a clan-agnostic bloodline. This clan-agnostic bloodline then turned also into a time-and-geography agnostic bloodline, with a few sample characters that were from South America. The concept of controlling blood seemed to be a reasonable feature for the “convergent evolution” side of the vampiric condition (and also, tying it up to a region with relatively few players and even fewer games situated on it would mean that probably no one besides me would ever play it). It also allowed me to draw from multiple mythologies without needing to marry any one in particular! The flavor text might be a bit inconsistent due to this process of evolution during the writing, but I hope it isn’t that bad.

**In terms of mechanics,** the goal was a bloodline focused on Devotions, heavily tied to Blood Potency, and with a more demanding relationship to vitae. When it became a clan-agnostic bloodline, I also wanted to have at least one Devotion for each discipline. Except for some merits in the NPC statblock, all the content here was written by me. I did take inspiration on some NMD stuff, but none of the text has been copypasted or simply reworded from their books.

It probably is an overdesigned bloodline, but I hope that at least one of the merits or devotions will catch your eye, even if you choose to ignore everything else.

Finally: **none of this material has been playtested,** so I can’t vouch for it’s balance... but I am pretty sure that CofD has never concerned itself too much with balance... and nothing in here makes aggravated damage, so... how bad could it be?

# THE SUPAY

## THE ONES WITHIN YOUR VEINS

It isn't hard for a vampire to physically overpower the average human; many also have no problem bending their minds; others command swarms of rats and packs of wolves, and more than one has taken up sinister forms of gardening. Even their own bodies are not true limits, for the powerful Kindred can alter their entire form as easily as a mortal alters their facial expression. And the most Defiant of all even challenge the greatest banes of their existence: flame and sun.

Reality itself bows to the vampire, helping them to remain concealed, and slowly transforming to reflect the nature of its masters wherever they decide to settle, a submissive response to this creatures' mere act of Being.

A single drop of vitae, the sweetest of liquors, can enslave a human, or reward their obedience with a rush of power.

Having conquered reality, mind, and flesh — their own or others'; Kindred, mortal or animal — it was only a matter of time before one of them followed on the next logical step: the conquest of the Blood itself. On these nights, those who follow on this path are known as the Supay.

Vampires with powers similar to those of the Supay have appeared throughout the world at different points in history, but they all share a common trait: the founder of the local lineage made some kind of pact with blood gods and cthonic entities, sealed by the act of drinking the blood from the springs of the underworld.

During the early years of these bloodliens, their patrons spoke to them during the day, or through Blood Sympathy, sending vague impressions of what they wanted them to do (and suddenly draining them of their precious vitae, if they dared defy them). But even when the debt was paid and the orders stopped coming in, even when a childe was created long after the matter was settled, they all still felt that hole at the center of their chests, slowly dripping their reserves of the coppery-red liquid out into the nothingness.



In the early nights, the Blood Lords would create vast cults of human worshipers around themselves to appease their insatiable hunger. The most famous of these was Tzinacan, who pretended to be an Aztec cthonic bat god, and was behind more than one Flower War—first encouraged, then demanded—just to stave his hunger for a few weeks.

In Greece, they took the mantle of Hades or Zagreus; and they impersonated a whole myriad of spirits and minor gods during the Shang Dynasty.

But wherever and whenever they sprung, the Supay always strived to become religious or political leaders.

In the modern nights, the Supay are regarded with suspicion, for both their powers and their hunger pose a serious risk to the masquerade and the All Night Society at large, but they are considered valuable as sheriffs or hounds (when their lust for power hasn't propelled them higher in the chain of command) given their particular aptitude for confronting other Kindred. With time, the Supay can also take on the role of supernatural mentors and arms dealers, as the bloodline has a tendency to first steal or develop, and then teach or rent out unusual Disciplines and Devotions.

*Why you want to be us*

You want security, you want power, you want control. While there are a thousand different strains of Kindred going bump in the night, we all depend on the same element: blood. Exploring the secrets of vitae until you bend it to your will is, by extension, learning to bend the will of your vampiric brethren, even when their minds are still an impenetrable fortress.

*Why you should fear us*

Sweet and red, it spills from your lips, invigorating you and making you feel almost alive. But then your body stiffens. For the first time in decades, your heart beats on its own, and with a deafening and arrhythmic pace at that. And then you feel it slide

**“Life? No, vitae is a debt,  
and it's time to pay.”**

smoothly down — No! Up— your throat. The only thing that truly matters in your existence abandons you without us having to say a single word. When we speak next, you'd better listen.

### *Why we should fear ourselves*

If only the pact had had a fine print, so we could complain about not reading it. Even after delivering many times the amounts stipulated, the hunger never goes away, not completely. And the few moments when it does, you're only thinking of when it will return. We all forever carry an emptiness in our chest, but it might be a bit more literal when we say it, and the night we fail to fill it, who knows whom will be awaiting down there for our torpid souls.

### *Bloodline Origins*

• "The Open Veins of Latin America" are not just a metaphor: they are scars cut into the land.

The first Ventrue embraced in South America was a Spaniard, a wretched thing that even in life had drained both his slaves and the mountains themselves, obsessed with silver, gold and blood.

Years later, when the ore began to run dry, the Lord ordered the earth split open, deeper than any mine should go. The tunnels gave way to damp caves that had never seen light, and there, he found a stone door adorned with carvings depicting the god Inti, arms spread to discourage any more advancement. But neither the carvings nor the warnings of the natives could stop the ambition of the vampire. And so, he crossed the door into Uku Pacha, and beyond the door he found a lake of blood, flavorful and endless.

The conquistador wasn't used to asking to whom the treasure belonged, and so he claimed it as his, and drank his fill. But when he was there, swimming peacefully with the blood up to his neck, something pulled him from his leg and anchored him to the bottom of the lake. The creature never showed its face, but It spoke, and said it would not release him until he promised to return, in Spaniard blood, ten times what he had drunk from the lake and from the people he had bled to reach it.

The night he emerged from the cave, he murdered almost every slave under his control without drinking a single drop, in a gesture of defiance to the cthonic god. The few who survived fled and warned others that Supay himself had come into the world of men.

• This story is true! When Rome went up in flames, the Camarilla begged to every known god for a chance to be spared by the rage of the Nemeses, but a wily Julii with a mercantile streak of personality knew that to win something you need to give something. He donated his best horse to Mercury's cult while asking for a swift travel; he sacrificed his beloved ghoulish who had served him for a century to Mors (or Thanatos, as the Greeks called him) in exchange for safe passage; and he gave all his coin to Charon to buy an eternal free crossing over the Stix river. But when reached the land of the dead he was weak, poor and hungry, and the ghosts living there had no blood to be bought by the wealth he didn't have or taken by the force he could barely muster. Yet Pluto took pity on this refugee, and invited him into his home.

There they talked about all manners of things over a plate of fruit that the vampire didn't touch. But when Proserpina brought a chalice brimming with blood-red wine, his needs took the best of him and he emptied the cup three times before even realizing who was refilling it. And while the God of the Dead, wiser after the tragedies brought by his stubbornness when faced by Ceres, did allow him to return once the Nemeses had dispersed under the winds that carried the ashes of Rome, he asked for a small libation every night, in exchange for protection from the gaze of the yellow eyes.

• Once upon a midnight darkly, a fox fell into a well. A goat passing by heard the calls for help, but the goat was wary of the fox, famous for twisting words but never breaking them. So the goat asked for a promise: to not be left behind. The fox agreed, so the goat went down into the well and helped the fox get out, but when it was her time to leave, she stumbled and hurt herself, becoming unable to climb.

True to his word, the fox did not abandon her. Every night he returned with prey. He lowered them into the well, and each night the goat wept in hunger, for the flesh would not nourish her. Still, the fox continued to bring chickens, rats, snakes and any other thing his fangs could claim.

In time, the mound of corpses grew tall enough for the fox to climb down. But when he reached the bottom, the goat was already dead, starved in the midst of plenty. So the fox devoured what was left of the goat and helped it down with a rich gulp of the now red water from the well. So, forever carrying his friend and her unsated hunger into his belly, and considering her oath fulfilled, he climbed out of the well to go about his life once more —gluttonously ever after.

**Parent Clan:** Any one.

**Nicknames:** Blood Lords, Bloodshapers, Heavy Drinkers (derogatory).

**Bloodline Curse (The Cthonic Heart Curse):** The pact that the Supay make with cthonic entities constantly drains them of Vitae, the life force slowly dripping from their hearts directly into the underworld to converge in the great rivers of blood.

Rising from the daysleep costs a Supay 2 Vitae. If they cannot pay the additional cost, the vampire can still awaken but suffers the Lethargic condition until they pay the remaining point.

Furthermore, a Supay doesn't get sustenance from the first dot of vitae they drink from a meal, as it falls through their heart and straight into the streams of the underworld.

Finally, Supay calculate their dietary restrictions as if they had a Blood Potency 2 points higher. When this brings them to feeding restrictions of BP 8 or more, they no longer can get satisfied by any vitae: they must feed from kindred of at least Blood Potency 3.

**Disciplines:** Dominate, Parent clan signature discipline (if Ventrue, pick any other), Parent clan common discipline, Vigor.

### *In the Covenants*

While the wide range of skills the bloodline can cultivate makes them flexible when it comes to finding their own niche, regardless of the covenant they choose, the Supay tend towards

positions of power, not only because their abilities facilitate it, but because it is the most reliable way to meet their sustenance needs.

**The Carthian Movement:** The few Supay who join the Carthian Movement understand that they must be first among equals, or the coordinators and leaders that every group effort requires for “practical” reasons. They contribute greatly to the revolution, being capable of causing apparently natural deaths to the few humans who manage to withstand the onslaught of mental disciplines and of enforcing blood taxes upon the kindred who think themselves beyond their civic duties, paving the way for change.

However, in times of scarcity, their high food requirements create so many problems that they either seize control authoritatively, or the Movement ends up expelling them to avoid the bloodletting of the covenant as a whole.

**The Circle of the Crone:** Many Supay tend to become Acolytes, not only because their talents allow them to efficiently utilize every last drop of vitae in the rituals, but also because they enable spectacular displays of bloody artistry that enhance the glory of the Dark Mother. Several claim to be in communion with the Mother, for it is with her that they believe they have made their pact. For this reason, the Bloodshapers consider themselves particularly suited to lead religious rituals, even though other, more experienced and powerful priests insist that the Supay confuse the fervour of faith with the pangs of hunger.

**The Invictus:** The bloodline could very well have been created for the Invictus. Whether it takes the form of a complicated web of feudal titles, a pyramid scheme, or mimics the structure of an international corporation, the order imposed by the Invictus always has a verticalist side to it, and the blood always flows from the bottoms up, against gravity and towards the hungriest mouths.

While other facets of the covenant might be interesting, the main draw is how it builds a natural form of getting sustenance for the Blood Lords, who tend to create large networks of vassals to satisfy their need for vitae. Ego games, fancy titles, and a cash flow to rival that of the blood itself are simply nice bonuses.

**The Lancea et Sanctum:** It is uncommon to find a Supay in the Lancea if the Sanctified have a very strong presence in the domain. While the Blood Lords tend to form blood cults, and some of them use the trappings of Christianity, their impatience for attaining power is thwarted when they encounter the fact that the path to advancement within this covenant is deeply intertwined with theological knowledge rather than raw power, and a monster so worried for their next meal can hardly play with the kine the long games required by the longinian tempter archetype.

The Sanctified themselves are also wary of the Heavy Drinkers, as some understand that their hunger links them to the sin of gluttony and greed, and the very origin of the bloodline is understood as infernal by some congregations. But still where there is a will there is a way, and very rarely, the Blood Lord's have woken up from torpor to find long lost theban sorcery rituals inscribed in the walls of their avernian springs, granting them enough clout to be able to skip a few steps forward on the clerical ladder to power.

**The Ordo Dracul:** The Dragons welcome the Supay with open arms and sterilized syringes. Their ease in learning and creating new devotions thanks to their innate mastery of blood is astonishing, as is the mysterious fate of all the “lost” vitae they say is sent to the underworld. A few Dragons have even become Supay autonomously while investigating a wyrm nest that led them to one of the underworld springs, and some of them insist that this isn't a normal bloodline, but outrightly a new step in the path of vampiric evolution.

But a Dragon Blood Lord cannot rely solely on their bloodline's reputation to gain the covenant's favor if they wish to remain a researcher and not an experiment. However, developing the coils requires vast quantities of blood, which are already difficult to obtain for the average kindred. If the Supay doesn't achieve a rapid rise in the ranks to get access to internally “funded” investigations, they will sooner or later need to find a reliable source of blood elsewhere, or they will risk going into a frenzy during the next set of “clinical trials”.

## Rumors

*Do you remember the belly-dancer who came to do a show at the Elysium about a year ago? Yeah, yeah... the one who used blood like dance ribbons. That one. Well, the other day Pancho and I were together and some of those bikers who are always causing trouble showed up, and we were about to start throwing punches when the guy just straight up cut his wrists and started whipping the others with his blood. I knew those two had slept together, but it seems Panchito learned more than just how to move his hips.*

True. A few Supay, especially those who have learned Protean, choose a nomadic lifestyle, learning, renting, and teaching devotions in each new domain they pass through. It is unclear if they have a final goal, but it seems that their students come under the effects of a minor blood bond whenever they come back to town, no matter how much time has passed since their last visit.

*I mean, all Ventrue pdisgust me, but I swear this was something else. I didn't know him; a friend gave me his contact info. But before the guy had even said a word, I felt like my heart was going to jump out of my chest. Luckily, the notary already had all the paperwork ready, and the meeting was short. I really needed a new haven, and I got a good deal, but I have a feeling this is going to come back to bite in the ass me for not reading the fine print properly.*

True. The heart thing was probably more literal than this neonate realized. Many assume the Supay are an exclusively Ventrue bloodline, given the dominant and proactive nature their hunger often forces them to adopt (not to mention the word Lord on their most common nickname), and unless a promising candidate appears, there's little reason to correct the masses' misconception.

*Don't be naive. Do you think the Elders just came to power by waiting? No! They must have made their own deals, and they're so profitable they don't want anyone else doing the same. Remember when the sheriff just gave Armando a dirty look and the guy collapsed like a sack of potatoes? That can't be normal. Besides, how much damage can a puff of smoke do?*

Uncertain. A few scholars from the Lancea, interested in discrediting a local Blood Lord, began an investigation into the origins of the bloodline and noticed that, according to *The Divine Comedy*, the River Styx surrounds the city of Dis.

None of those vampires ever appeared in public again. Since then, rumors about a link between the Supay and the stirges have circulated, although no one has ever presented convincing proof.

*No, I'm telling you it's their curse. One case is a coincidence, but if no one in the entire bloodline has more than one or two ghouls, it has to be because they can't. They get sick, their vitae poisons them, or maybe they can't bind them with the bond. I don't know, something. But it's not normal, especially when they love having their groupies and worshippers so much.*

False. While it's true that most Supay don't have large networks of ghouls, this is for practical reasons. Maintaining a large retinue requires regularly feeding those servants vitae, a constant expense that is especially inconvenient for members of this bloodline. Blood cults and other large herds serve precisely to try to counteract this problem.

### *Who We Are Tonight*

- The cave diver trying to break the world record for deepest descent.
- The Mesoamerican blood god who devoured an entire archaeological expedition after they removed the spear the conquistadors drove through his chest.
- The hematologist who knows the results before the sample even reaches the centrifuge.
- The monster in the attic of a “hemophiliac” household.
- The cult leader curating devotees, deciding who is worthy of the cup and who of the knife.
- The penthouse executive who signs contracts with ink as red as the wine in his glass.

### *Kintrüy, The Machi*

*“Tarot, bird bones, constellations? No, the future is read in the blood. Now, bleed for me.”*

You have only seen her torpid corpse during the most important rituals when Uriel, the current leader of the Circle, draws her from her hiding place to participate in the feasts and ceremonies. Even though she is only an inert presence, you feel your blood stir uncomfortably before her, and you know from personal experience that drinking from Kintrüy brings sinister premonitions about the near future.

She claims to travel across the Minche Mapu during her resting periods, negotiating with the Wekufes, promising grand sacrificial ceremonies in exchange for knowledge of the future. Others believe that, in reality, it is her presence that attracts the calamities she says to be trying to prevent, and that her blood orgies only serve to satiate her hunger.

The most cited example is the burning of the Teatro Argentino in '77, a supposed attempt to kill a *Kurü ünüüm*—a so called *black bird* that no one but her ever saw—and which, nevertheless, marked the beginning of the end of the Invictus's dominion over the city, which in less than five years would fall into the

hands of the Ordo Dracul.

The truth is that Kintrüy is a fierce and terrifying leader when awake, but her presence brings prosperity to the covenant. Few, inside or outside the Circle, dare to challenge her, preferring to wait for her next slumber to antagonize the Acolytes. Under her influence, the Circle is organized into a rigid, vertical structure, sustained by the mastery of Cruac, and reinforced by the Machi's sinister powers, who does not hesitate to implement physical punishments using the offender's own blood.

Having witnessed her people virtually vanish at the hands of Roca, Kintrüy no longer hesitates to sacrifice others to ensure the survival of her traditions or the Circle of the Crone as a whole. During the two or three decades she remains awake, Crúac seems to grow stronger, blood cults multiply, and the Circle finds the Prince reluctant to refuse their requests for embrace... but the masquerade begins to crack when the sacrifices of humans and ghouls become frequent and gruesome.



When Kintrüy sleeps, the Circle itself seems to slumber without its leader, disintegrating into small, uncoordinated covens and losing power and territory to the other covens.

Kintrüy has been dormant since the mid-2000s, but now that the municipality has decided to shut off the Forest artificial cascade because the water inevitably comes out with an inexplicable rusty hue, the entire Circle anxiously awaits her next awakening.

**Clan:** Gangrel

**Bloodline:** Supay

**Covenant:** Circle of the Crone

**Mask:** Authoritarian

**Dirge:** Nurturer

**Touchstones:** The Indigenous Peoples exposition in the Natural Sciences Museum of La Plata, where she could see objects fabricated by her own mortal family. Kintrüy won't like to wake up to find out that the place is now under Dragon control.

"La Nona" is an old woman with an extensive knowledge of European traditions of witchcraft. Kintrüy made her a ghoul in her first nights in Buenos Aires, and after nearly 150 years together, their bond is beyond the word "friendship". Due to her frequent torpor schedule, Kintrüy has left her under the wing of his second in command, a Nosferatu called Uriel.

**Mental Attributes:** Intelligence 3, Wits 3, Resolve 5.

**Physical Attributes:** Strength 5, Dexterity 2, Stamina 4.

**Social Attributes:** Presence 3, Manipulation 2, Composure 3.

**Mental Skills:** Medicine 3 (Mapuche Traditions), Occult 5 (Strixes), Politics 3.

**Physical Skills:** Athletics 2, Brawl 2, Stealth 2, Survival 2.

**Social Skills:** Animal Ken 3, Empathy 3, Intimidation 5 (Stare Downs), Persuasion 1, Streetwise 2

**Merits:** Altar, Atrocious, Avernian Spring 5, Blessing of the Dark Mother 4, Circle of the Crone Status 4, City Status 2, Crúac Style: Primal Creation 3, Distinguished Palate (Spanish Descent), Haven 3, Herd 5, Indomitable, Language (Mapudungún), Libation to Hades, Mandragora Garden 3, Pack Alpha, Of Rose and Thorn, Safe Place 3, Systole and Diastole, Viral Mythology.

**Disciplines:** Animalism 2, Crúac 5, Dominate 2, Nightmare 2, Protean 3, Resilience 2, Vigor 3

**Devotions:** Arrhythmia, Drops of Stygia, Foul Grave, Hemokinesis, Hunger of Xibalba, Hypotension, The Give-and-Take, What's Mine is Mine.

**Rituals:** Pangs of Proserpina, The Pool of Forbidden Truths, Cheval, Blood Price, Blood Blight, Mantle of the Predator Goddess, Willful Vitae.

**Blood Potency:** 4 (6 for purposes of the curse of the Supay bloodline bane and gift)

**Health:** 9

**Willpower:** 8

**Humanity:** 4

**Size:** 5

**Speed:** 12

**Initiative:** 5

**Defense:** 4

**Notes:** Kintrüy suffers the Face of Hunger and Open Wounds banes, but she no longer experiences breaking points for spending any time in torpor or for killing and torturing for ritualistic purposes.

The Cruac Style: Primal Creation, Mandragora Garden and Viral Mythology merits, as well as the Mantle of the Predator Goddess ritual can be found in **Secrets of the Covenants**.

The Of Rose and Thorn merit can be found in **NMD's Wild Hunt: Gangrel**.

The Give-and-Take Devotion can be found in the Lidérc bloodline, in **Night Horrors: Spilled Blood**.

The What's Mine is Mine Devotion can be found in chapter three of **NMD's False Gods: Ventrué**.

## *New Merits*

Here you can find new merits for your chronicles. Not all of them are meant to be exclusive for the Supay, and the prerequisites for each clarify it accordingly. Also, from now on, whenever you find the BP acronym, it always refers to Blood Potency.

### *Avernian Spring (• to ●●●●●)*

**Prerequisites:** Safe Place, Supay Bloodline

A reddish liquid drips from stalactites in a deep cavern, far from the city, pooling on the natural stone floor. In an abandoned subway line, a broken pipe has half-flooded a maintenance room besides the tracks with a rust-colored fluid. In a lost room in the catacombs of Paris, a fountain adorned with skulls weeps blood until it almost overflows the large central bowl.

While it is not necessary to personally drink from the rivers of the underworld to join the Supay bloodline, these springs tend to manifest near wherever these vampires lair, usually underground, although, as the events at the Cecil Hotel in LA prove, there are exceptions to the rule.

The size of the springs can vary greatly and they may appear as stagnant or flowing liquid, but they always contain enough blood to at least completely submerge and fully cover an adult's body. This merit must be tied to a Safe Place merit, but it is not limited by its rating. You can have multiple instances of it, but only one of them can go above the third dot rating.

**Resting Place (•):** You earn a new 1 dot Haven, and using Disciplines or Devotions that affect the location reduces their vitae cost in 1 (to a minimum of 1). You can increase the value of this haven by spending experiences as normal.

**Still Waters (••):** Daysleeping at this location gives a +1 to the first detachment roll of the night.

**Soothing Dead-Cold Springs (•••):** Resting inside your spring heals all bashing damage you had before going into daysleep at no cost.

**Blood Pond (••••):** By pouring your Vitae into the spring, you can choose to save it for later. The spring can only hold up to 5 vitae, and once placed in it, they cannot be removed, but you can spend them at any time to pay the cost of waking up from the daysleep, partially or totally, no matter where you are sleeping.

**Upstream Current (•••••):** Drinking from the spring restores vitae, ignoring any food restrictions. The spring only generates 3 vitae per week. You cannot take away the vitae from the spring in a container, but you can bring someone else to drink from it.

Usually, when a Supay goes into torpor, the avernian springs dry up until they awake again, but this is not always the case, and even when it is, the spring might not appear in the same place it was before it's owner went torpid.

**Drawback:** This type of place has a strong resonance with Death and Blood, and is of interest to many supernatural beings: from the occasional meddling Ordo Dracul scholar to the fearsome Reapers of the underworld.

### *Blessing of the Dark Mother (•• or •••)*

**Prerequisites:** Supay Bloodline.

Your character believes they have a connection to the Dark Mother, and it seems to be true. Fed by your constant loss of vitae, the Mother of Monsters lends you some of her favor when you honor her with the right rituals.

**Effect:** Before you roll to perform a Crúac ritual (or other blood sorcery with a vitae cost), you can choose to roll your BP.

#### **Roll Results**

**Success:** you can apply one of the following options to the next ritual you cast:

- Reduce in 1 the ritual's Vitae cost (minimum of 1).
- Add +2 to the Crúac/blood sorcery dice pool.
- Add +1 to the ritual's Potency.

**Exceptional success:** In addition to the normal effects, you gain the Inspired Condition.

**Failure:** the Dark Mother doesn't answer your call.

**Dramatic Failure:** Your pleas have exhausted her patience, or perhaps she thinks you need to reflect on the meaning of "Enlightenment through Tribulation". You gain the Stumbled Condition.

Every time after the first you use this Merit in the same night the roll gets a cumulative -1 dice penalty. You cannot make this roll if it is reduced to a chance die.

**With the 4-dot version,** when you get a success you can choose two options, and you can choose the same one twice.

### *Libation to Hades (•• or •••)*

**Prerequisites:** Supay Bloodline, Avernian Spring, Hemokinesis Devotion.

You can take a few minutes of the night to offer a sacrifice to the chthonic gods.

You must be inside or on the shore of your Avernian Spring to open your veins and let your vitae nourish the rivers of the underworld. As a result your bond with the blood will be strengthened, and it will be more willing to obey your commands. The ceremony is short but not negligible, requiring at least 15 minutes to be performed.

**Effect:** Once per night, spill 3 points of Vitae and roll for your BP. You can spend more vitae to gain a +1 bonus to the roll for each extra vitae spent, up to a maximum of +3.

#### **Roll Results**

**Success:** Once this night, you can choose to ignore the WP cost of the Hemokinesis Devotion.

**Exceptional Success:** Ignore the WP cost of Hemokinesis for the entire night.

**Failure:** The underworld accepts your offering, but it remains unmoved by it

**Dramatic Failure:** Something sinister has swum upstream, drawn by your offering. Your eyes meet for only an instant, before it drinks what you have given and departs with it. The encounter leaves you with the Humbled Condition.

### *Systole and Diastole (•• or •••)*

**Prerequisites:** Supay Bloodline, or at least one dot of any Coil of the Dragon.

**Effect:** The Supay have learned to regulate the thickening and thinning of their own blood to a limited extent. Your Blood Potency augments on its own every 25 years instead of 50. To lose a dot of Blood Potency, you only require 12 years in Torpor. The effects of this merit are not optional, the only way to remove it (getting back the experience as per the Sanctity of Merits) is to remain in torpor until your Blood Potency is reduced to 1 and then stay in torpor for 12 years more.

The Blood Lords who joined the Dragons have designed an offshoot of the Surgical Heart Removal scale that on a successful roll reproduces the same effects of this Merit on the subject, instead of removing the heart. The scale corresponds to the fourth dot of the Coil of the Voivode and can be bought at the normal cost for a scale.

The Scale is a procedure that can only be applied to others and it has an odd side effect: no matter if the subject has activated The Blush of Life or not, their heart is always very slowly beating in their chest (that is supernaturally slow, usually around 3 to 5 BPM), even when in daysleep or torpor. The effects of the scale cannot be ended by an extended torpor, only by another surgical procedure that reverts the first ones.

### *The Last Drop (•••)*

**Effect:** While diablerie is still abhorrent, there is no such risk when your victim is a mortal, or at least that's what you tell yourself to feel better.

When drinking a mortal to the point of death, you also gain a Willpower Point, even if you normally wouldn't get any nourishment from their blood.

### *New Devotions*

This is a list of Devotions developed by the Supay bloodline. Some of them are meant to be exclusive, while others could be taught (or independently developed) by any other Kindred. The exclusive devotions can be lended through the Hemagogy devotion though.

The Devotions that allow a Supay to feed in unusual ways have a Vitae cost that represents the effect of their bane, do not subtract the first dot of Vitae taken from their victims. Other Kindred that use those Devotions still have to pay the cost as a way of invoking the pull of the underworld rivers.

None of the Devotions presented here contemplate the Supay reduced experience cost for learning Devotions that comes with their bloodline gift, and storytellers should be aware that the written costs do not follow the standard rules for determining them, being instead priced accordingly to a mixture of expected impact on game balance, fictional rarity, and just vibes.

## *Hemokinesis* (Dominate ••)

The Supay can exert their will over the flow of Vitae itself, both within their own bodies and in the world around them. Their cursed blood resonates with the cthonic rivers that drain them, allowing them to move, shape, and use Vitae as if it were an extension of themselves.

This devotion costs 3 Experiences to learn, but members of the Supay bloodline can learn it for free once they meet the prerequisites.

**Cost:** 1 Willpower

**Dice pool:** Resolve + Dominate + BP.

**Action:** Reflex

**Duration:** Scene

You can then produce the following effects for the rest of the scene.

- **Flow:** Move a mass of spilled blood, from a single drop up to (BP/2) liters. The blood will flow in the direction you choose, defying gravity and even straight up levitating.

- **Coagulate/Dissolve:** You can change the state of the blood, coagulating it or making it liquid again. This can stop a mortal's bleeding.

- **Shape:** Shape the vitae, sculpting it in both its liquid and solid states. Creating complex shapes (such as modelling small figurines and sculptures of coagulated blood, or drawing intricate symbols in blood) may require a Wits + Crafts roll.

- **Attack:** Spend an Vitae point to launch a projectile of semi-coagulated blood, capable of cutting its target. The weapon has a range of Resolve + BP in meters, does +1L damage (bashing for kindred), and rolls attacks with Wits + BP. Each use consumes an additional Vitae point.

- **Manifest (Supay only, requires an exceptional success):** Call upon the cthonic Vitae from underground rivers, turning nearby water sources red or making walls begin to ooze blood. You summon up to (BP/2) liters of fresh blood which can be manipulated to use the other powers, it also provides 3 cost-free uses of the Attack option. This blood is not capable of providing nourishment to a Kindred. The effect is overtly supernatural, and most mortals will be Spooked, Shaken or even Frightened (At the Storyteller's discretion) if they witness it.

## *Arrhythmia* (Dominate ••, Nightmare ••)

**Prerequisites:** Hemokinesis Devotion.

Your victim's heart races when you inject raw fear into their bloodstream, causing harm to mortals and even altering the biorhythm of other kindred.

This devotion costs 2 Experiences to learn.

**Cost:** 1 Vitae

**Requirements:** Activating the Hemokinesis Devotion in the current scene.

**Dice pool:** Presence + Nightmare + BP vs. Composure + BP

**Action:** Instant

**Duration:** Scene

## Roll Results

**Success:** The victim suffers the Frightened condition, you are the source of the fear. Humans receive a point of lethal damage, while vampires reflexively spend Vitae to activate the Blush of Life. If they already have it on, their Vitae is wasted in augmenting heart and respiratory rate and provoking other common physiological alterations due to fear. Every turn the victim doesn't manage to run away from you where they can't see you, they suffer the effects of the devotion again.

**Exceptional Success:** The terror is absolute, humans don't receive more damage, but their bodies can't stand the physiological alterations and they faint, waking up in a few minutes.

Kindred victims must resist a frenzy with a -2 dice penalization to the check. If they fall into frenzy, the beast will try to escape as fast as it can, sparing no resources to get away from you as the blood in their bodies threatens to abandon them one way or another.

**Failure:** your victim feels a bit of pressure in their chest, but it rapidly passes without causing harm.

**Dramatic Failure:** The victim feels fear, but they remain unfazed before it. They regain a Willpower point.

## *Hunger of Xibalba* (Dominate ••, Vigor •••)

**Prerequisites:** Supay Bloodline, Hemokinesis Devotion.

Your hunger guides your will, and your will guides the Vitae. By slightly opening the door to the underworld that resides within your heart when feeding on a ghoul, you can drink the vampiric Vitae that runs through their veins instead of their human blood.

This devotion costs 3 Experiences to learn.

**Cost:** 1 Vitae

**Requirements:** Activating the Hemokinesis Devotion in the current scene and physically biting and using the feed move on the ghoul..

**Dice pool:** Strength + Vigor + BP - Victim's Stamina

**Action:** Reflexive

**Duration:** Until the victim manages to break free.

**Effect:** You drink from the ghoul at your usual rate, but you empty its Vitae pool first. This does not inflict the usual lethal damage that drawing blood usually causes.

The Vitae absorbed in this way, as it is mixed with normal blood, does not create bonds nor addiction and is not particularly nutritious. You can choose whether to ingest the entire stolen amount as human blood, or concentrate it further, acquiring half (rounded up) of the stolen Vitae as Kindred Vitae with a Blood Potency equal to 1.

When drinking from your own ghouls, you can get the whole pool of vitae as vampiric vitae of your own BP.

## *Hypertension* (Celerity ••, Resilience ••, Vigor ••)

Your blood thickens and begins to rush through your body. Your muscles swell and appear stronger, your skin takes a reddish hue, and if you are cut, you bleed profusely, spraying

blood all around in such a manner that some neonates call the devotion "The Kurosawa".

**Cost:** 4 Vitae

**Action:** Reflexive

**Duration:** Scene

Gain the benefits of Physical Intensity for Strength, Dexterity, and Stamina, adding three bonus dice to your rolls for the remainder of the scene.

Using physical intensity while under the effects of this devotion inflicts a point of bashing damage per vitae spent, as your flesh and blood vessels strain to contain the pressure.

## *Hypotension*

(Dominate ••, Protean ••)

**Prerequisites:** Hemokinesis Devotion.

Your victim's blood slows and squirms refusing to follow on it's natural paths, producing painful cramps and hampering the voluntary movement of their muscles.

This devotion costs 2 Experiences to learn.

**Cost:** 2 Vitae

**Requirements:** Having activated the Hemokinesis Devotion in this scene.

**Dice pool:** Strength + Dominate + BP - Victim's Stamina + BP.

**Action:** Instant

**Duration:** 1 turn (special).

### Roll Results

**Success:** Your victim receives a -1 dice penalization to all actions that require physical movement on the next turn. Their Speed and Defense get split in half (rounded up).

Count and split all your successes after the first in two pools: Penalization and Duration.

For each success allocated to Penalization, the penalization increases by -1 (to a maximum of -5). At -3 or more this even makes it hard to talk, requiring Dexterity + Expression rolls to be understandable.

For each success allocated to Duration, the penalties remain for one extra turn.

**Exceptional Success:** Allocate all your successes to a single category and choose one of the following options:

- The effects of the devotion last for the Scene.

- The victim is totally paralyzed and can't move unless you allow it; you can also roughly control their movements, making them perform simple tasks like walking around, opening an unlocked door or drawer, or picking up an object not smaller than a finger. Tasks that require fine motor skills like writing or aiming a gun beyond point-blank are not possible, as this form of control produces only crude, shaky and unnatural movements. If the movement you were going to produce would cause a Breaking Point or would risk immediate death, the victim can roll their Stamina + BP - your BP, in a success, the Devotion ends. Forcing them to stay motionless on the other hand, does not allow for resistance.

**Failure:** Your victim feels an uncomfortable tug inside her flesh, but nothing more.

**Dramatic Failure:** Your own blood turns against you as it recoils

from the power of your victim: you receive a -2 to all actions that require physical movement for the rest of the scene.

A character with Vigor can activate it to force a Clash of Wills and try to end the effect.

## *Drops of Stygia*

(Dominate ••, Vigor •••)

**Prerequisites:** Supay Bloodline, Hemokinesis Devotion.

The rumble of the Styx never goes truly silent. It lingers as a quiet swirl inside the vampire's chest.

Once the vampire has established dominance over another's blood, that inner current stirs hungrily, tugging at their Vitae as if trying to drag it back into the underworld.

This devotion costs 2 Experiences to learn.

**Cost:** 1 vitae

**Requirements:** Activating the Hemokinesis Devotion in the current scene.

**Dice pool:** Resolve + Dominate + BP - Victim's Stamina + BP

**Action:** Reflexive

**Duration:** Turns equal to Resolve.

**Effect:** The vampire can use an Instant Action to make the Feed move without grappling or biting his victim at a distance of Vigor + BP meters as long as they remain in control of the victim's blood.

The victim might start bleeding from their nose or ears, or the blood might come out of their open wounds, but one way or another it finds a way out, and flows towards the vampire's mouth. If the victim is under the effects of the Arrhythmia or Hypotension Devotions when this one's duration should expire, the effect persists until those other Devotions are over as well.

## *Tides of Mictlan*

(Majesty ••••, Vigor •••)

**Prerequisites:** Supay Bloodline, Hemokinesis Devotion.

The vampire calls upon the pact that binds her vitae to the great rivers below and, for a heartbeat, her chest becomes a true chasm cascading into Mictlan.

Every nearby vessel feels the pressure shift, as the emptiness drags at every drop of blood nearby, pulling through skin, veins and flesh.

This devotion costs 5 Experiences to learn.

**Cost:** 2 vitae, 1 WP.

**Requirements:** Activating the Hemokinesis Devotion and Awe in the current scene.

**Dice pool:** Presence + Majesty + BP vs Stamina + BP. (special)

**Action:** Instant.

This Devotion affects everyone (including kindred, kine and animals) within Majesty + BP meters of the Supay. If a victim's BP is equal or superior that of the vampire, or if they spend a Willpower Point, they can make the resistance roll stated above. Otherwise, they are automatically affected if the Supay got at least one success on the activation roll.

**Note:** You can only get an Exceptional Success if at least one victim was successfully affected by the devotion.

## Roll Results

**Success:** The vampire steals a point of Vitae from each victim, which deals a two lethal damage (even to kindred). This Vitae emerges in the form of blood from the eyes and throats of the victims or sizzling out of open wounds in the form of a bloody mist, and it quickly slithers through the air or floor towards the vampire's gullet. If there is blood spilled in the area (or even contained within bloodbags) it also feels the pull, no matter if it would be nutritious for the vampire or not.

While the Supay drinks it greedily all in one big gulp, the vitae takes a bit of time to be absorbed in his belly. The vampire will receive all the stolen vitae at the rate at which her BP allows her to absorb blood through normal means. If the Devotion provided the vampire with more vitae than what they can hold, the excess is simply lost and will be puked out at the end of the scene, but as it takes a few turns to be absorbed, it might be possible to burn through their reserves quickly enough to minimize the wasted yield.

**Exceptional Success:** Regardless of the amount of Vitae gained, the vintage was filling and particularly flavorful. Finally, at least for a few moments, the hunger has become silent. Gain the Sated Condition.

**Failure:** The victims might stumble and feel sick for a moment, as something pulls from them towards the vampire, but their vitae remains theirs.

**Dramatic Failure:** The Beast expected to be gorged and found famine. She suffers the Tempted condition, and the vampire must immediately face a hunger frenzy.

If you got a successful roll and you know the Drops of Stygia Devotion, you can activate it without a roll during the rest of the scene in any of the affected victims.

## *The Truth Lies in the Blood*

(Obfuscate •)

Most Supay have drunk from the underworld many times. The land of the dead is shrouded in secrets, and now so is their vitae.

This devotion costs 2 Experiences to learn.

**Effect:** Subtract your Obfuscate dots from any Taste for Blood or Auspex rolls applied to your blood. If the roll fails, the blood can be identified as vampiric in nature, but nothing more is discernable about you or your meals.

If you know Touch of Shadow, your bloodstains don't pop out to kindred senses unless you explicitly want to, they need to be found through the same ways a mortal can use.

If you know The Familiar Stranger, you can choose to activate it so any blood you shed while it lasts tastes like that of a certain kind of human you have fed from before (this can be really specific, like "a diabetical middle aged asian man under a lot of stress" or fairly generic like "a young woman" or "an alcoholic"), or appears to be from an unspecified kindred of a specific clan. Using Auspex on these stains of blood triggers a Clash of Wills.

## *In Vitae Veritas*

(Auspex ••)

What runs in the veins of others could very well be yours; you don't need to see the spilled blood to know what it conceals.

This devotion costs 1 Experience to learn.

**Cost:** -

**Requirements:** using Uncanny Perception.

**Action:** Instant

**Effect:** When you successfully use the second dot of auspex, instead of asking questions you can treat the roll as if you had rolled for Taste for Blood upon the victim's blood, applying relevant merits you might have (like Distinguished Palate).

With an exceptional success, instead of getting clearer answers, you might learn if the victim is partially or totally bloodbonded, and from now on you'll be able to recognize their domitors if you use this Devotion on them too.

If you know The Spirit's Touch, you can always taste the supernatural properties of blood and vitae, no matter how long ago it's been spilled.

## *Blood Lord's Due*

(Animalism •••••)

The Blood Lords aren't called that for nothing. When a Supay claims a territory, they become the rightful owner of every drop of Vitae within its boundaries. The herd feels no fear toward its master, but crossing the border becomes taxing, and even welcomed guests must offer a small tribute to the Lord of the Land if they are to feed from it.

This devotion costs 3 Experiences to learn.

**Cost:** Varies, 0 or 1 WP.

**Requirements:** Using Lord of the Land.

**Duration:** as using Lord of the Land.

**Effect:** When using Lord of the Land, you may choose to exclude specific individuals or groups of humans, kindred and animals from the panic-inducing effects of the Discipline.

In addition to that, by spending 1 WP when establishing your domain, whenever a vampire attempts to trespass or feed within your territory, they lose 1 Vitae, which is immediately transferred to you. The Vitae gained is treated as vampiric Vitae with a Blood Potency equal to that of the vampire who lost it, but it does not create Blood Bonds.

You can receive only an amount of Vitae equal to your own Blood Potency per week in this way. However, if you have a 4-dot Avernian Spring within the marked territory, you may store any excess Vitae in your Blood Pond.

You may choose to exempt a specific vampire from this taxation on their trespassing and/or feeding, but you gain the Tempted Condition every night they would have been required to pay their due, as your Beast gets restless sensing that others roam freely through its territory.

## *Tunic of Sherymu*

(Resilience ••)

Believed to be a precursor of Juggernaut's Gait, this Devotion

coats the vampire's skin with a thin film of coagulated blood that protects them from the brunt of harm. The blood is quickly exuded and dries up immediately, so while the skin gets caked in a red crust, clothes and adornments don't get stained from it, and once the effect ends, the cover flakes off and turns to ashes.

This devotion costs 1 Experience to learn.

**Cost:** 2 Vitae.

**Action:** Instant.

**Duration:** One turn per BP

**Effect:** For the rest of the scene, you gain an amount of armor equal to half your Resilience rounded up. This armor does not accumulate with mundane forms of armor. This armor reduces even the damage produced by personal banes and fire, but the devotion ends immediately if any part of the vampire is exposed to sunlight.

If you have used the Manifest option from the Hemokinesis Devotion in the same scene, pick one of the following:

- Reduce the cost of activation to 1 vitae.
- Add +1 to the armor gained.

## *Blood Flagellum*

(Vigor ••)

**Prerequisites:** Hemokinesis Devotion.

The vampire opens up or bleeds from an already open wound a thick and dark blob of blood that quickly takes the shape of a weapon, traditionally but not restricted into the shape of a whip or a spear, since the Devotion was developed by a Sanctified Supay.

This devotion costs 2 Experiences to learn.

**Cost:** 2 Vitae

**Action:** Instant

**Duration:** 1 Scene.

**Effect:** You form a weapon that deals lethal damage even to Kindred. It has a weapon bonus equal to half your Vigor (rounded up), Size 3, and no Initiative penalty. You attack with Strength + Weaponry.

At the end of the scene, the weapon collapses, losing it's consistency to turn back again into inert liquid blood.

You also gain a pool of customization points equal to half your Blood Potency (rounded up). Spend them to grant the weapon one or more of the following properties, you can choose the same option more than once:

- **Stronger (1 point):** Increase weapon damage by 1.
- **Resize (1 point):** Increase or reduce the weapon's Size by 2.
- **Add a Tag (1 point):** Choose one tag per point: Accurate, Grapple, Guard, Piercing, Reach, or Thrown (A). (See *Hurt Locker*, pp. 141-142.)
- **Drain (3 points):** On a successful hit, you may steal 1 Vitae from the target. Against mortals, this also inflicts 1 additional lethal damage.
- **9-again (3 points).**
- **8-again (5 points).**

If you have used the Manifest option from the Hemokinesis Devotion in the same scene, pick one of the following:

- Reduce the cost of activation to 1 Vitae
- Add +1 to your pool of customization points.
- Keep the weapon with you for the rest of the night.

## *Bloodform*

(Protean •••••, Majesty •)

Most Protean masters dissolve into mist, but some learn a far more visceral trick. Their bodies collapse into a spreading pool of blood that ripples with a will of its own.

What relation there is between this devotion and the Pijavica is something the Supay refuse to comment on.

This devotion costs 2 Experiences to learn.

**Cost:** 1 Vitae.

**Prerequisite:** Using Primeaval Miasma

**Action:** Instant

**Effect:** Instead of turning into a miasma or while already transformed into it, you may choose to coalesce into a pool of blood. In this state you can crawl and climb even on vertical surfaces, slip through tight spaces and perform simple tasks that require neither notable strength nor fine motor control.

You may also rise into a humanoid shape, visually indistinguishable from your normal form. You can speak and perceive the world as usual (and you can use mental and social disciplines as well), but your Strength is treated as 1 (even if you have Vigor), and you remain effectively intangible for the purposes of injury. Any force capable of harming you simply splashes your form apart without dealing damage, with the exception of fire, sunlight and your banes.

## *Coagulate*

(Auspex ••, Dominate ••, Vigor ••)

**Prerequisites:** Supay Bloodline, Hemokinesis Devotion.

Vitae is usually understood as the extension of a Kindred's will. The question is: which Kindred's will is it following?

Every drop of Vitae resonates with the rivers below, and when the Supay listens closely, they can hear the moment another vampire's blood begins to move with intent... and command it to resist, clogging the arteries the same way a waterway is dammed.

The Vitae thickens, clings to itself, and refuses to be shaped. Not simply in rebellion, but in obedience to a greater pull.

This devotion costs 5 XP to learn.

**Cost:** 1 WP and 1 vitae (optional, see below).

**Requirements:** Activating the Hemokinesis Devotion in the current scene.

**Dice pool:** Resolve + Vigor + BP (-1 per each victim after the first)

**Action:** Instant.

**Range:** Vigor + BP meters.

**Duration:** Scene.

**Effect:** Whenever a victim tries to spend vitae or use a discipline or devotion, you become aware of the fact and you can choose to reflexively spend a Vitae to force a Clash of Wills.

If you do so, roll your Vigor+BP against their Discipline+ BP (or their Vigor if the expenditure is not tied to a Discipline, like in the case of healing or physical intensity). If they fail, the Vitae spent (if any) is wasted and Disciplines or Devotions do not take effect. Other resources like Willpower are not spent.

You do not know what your victim is about to do, just that they are about to do something, unless at the moment of activation of this Devotion you also spend a vitae to roll for Uncanny Perception. You can choose to identify a number of Vitae uses equal to your successes. You can spend Vitae again to repeat this effect.

Auspex and devotions building upon its powers are not affected by this devotion.

