

The Inconnu (version 1)

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Author's notes

The following is a document I wrote over the last part of the summer with regard to the Inconnu. Within it, I've tried to incorporate whatever I could find within the WOD books I have on the subject. If anything herein runs counter to WOD canon, it's because I didn't see the source or found other sources with conflicting information (this especially applies to Hunedoara). Please CC all responses/advice/flames to harmsdm@ctrvax.vanderbilt.edu.

Introduction

A few weeks before his untimely departure at the hand of a deranged holy man, I was speaking with Ryan Copeland, Baali of the Southeast Cabal. Midnight was rapidly approaching, and we had spent most of the evening discussing various matters relating to vampiric history and traditions. The subject had moved to Mithraism, the Roman mystery religion based around a Ventrue elder who later became prince of London.

"He's been missing since the Blitz, but I wouldn't write him off entirely," Ryan was saying. "After all, he was a member of the Inconnu before they were the Inconnu."

"But why would a member of the Inconnu be allowed to become prince?" My attention had begun to wander, and I was trying to keep awake.

"Well, he split from the group when their mission changed just after the Anarch Revolt. I take it you haven't heard that much about it?"

"No one seems to want to talk about them. I've read the 'Vlad Tepes' document where the Inconnu are only elders hiding from their childer and each other --"

"Ah yes. You know, some believe that your friend Sarkov might have been responsible for that. A source of useful information, but rather inaccurate on that point."

I almost asked about Sarkov, but decided to continue. "And there are some Kindred I've talked to who say that the Inconnu are actually the guiding forces behind the Jyhad and the servants of the Antediluvians."

"The rumors our younger ones start! Well, I can hardly leave you ignorant on such an important point of our history..." Since that night, I've cross-referenced what Ryan told me with what little else is known about the Inconnu. For the most part, it seems to go along with what little I have been able to find out about them, but I leave it to the reader to judge the information given. (And since he was a Baali, any tidbits you could pass on would be appreciated.)

Origins

The Inconnu, as they were called later, were originally a coalition of Ventrue, Lasombra, and Malkavians, and a few True Brujah, who controlled various factions among the Romans. Though spending a good deal of their time squabbling with one another, they were able to present an united front for long enough to maintain their position of power. With the secret aid of these generals and statesmen with their millennia of experience, Rome was able to obtain unquestioned dominance of the Mediterranean. One of the most important acts undertaken by the Inconnu was the destruction of the Brujah center of Carthage following the Third Punic War. Though it was hinted within the Inconnu that the Brujah had dabbled with infernal matters and Carthage had to be destroyed to be purified, the logic behind it was probably more economic than anything else. Whatever the cause, the city's destruction led to centuries of strife between the Brujah and the Inconnu nonetheless. After the Punic Wars, the Toreadors began to move to Rome in force, and many of them joined the Inconnu.

It was not until the first century AD that the Inconnu began to have true dissension within its ranks. The exact events are lost to history, but some time after the reign of Caesar Augustus the Toreador, along with a few Malkavian allies, wrested control of the Empire from the Ventrue. The coalition who gained power lasted for quite some time, and was able to perform such coups as conquering the Tzimisce-controlled region of Dacia to the north. The long-term conflict which resulted from this would eventually lead to the fall of the Roman empire to Alaric and other barbarians led by the Ventrue and the Tzimisce. After Rome's destruction, the Ventrue reformed the group, but the Toreador held a grudge against their returning lords and deserted them.

During the Dark Ages, the former Roman backers fell back, trying to engineer another centralized imperial government such as they had enjoyed in Italy. They backed various individuals, including the French Merovingian line, but it was in the Roman Catholic Church that they found the closest parallel to their former glory. Their aims were often frustrated, however, as various manipulators worked behind the scenes on plans that often conflicted with those of others. So confusing did the newer Kindred find this, and so little was known of these secret powers, that the term "Ignoti," meaning "The Unknown" (but also implying "Ignoble"), first came to describe them. Those

within the group, however, often referred to themselves as "The Order." It has been said elsewhere that the shock of Saulot's diablerization was the force that drove the Inconnu together. This is only partly true. Saulot's death did come as a great blow to the order, and the group did become more centralized after his death. This was mainly the result of anti-Tremere sentiment among the group, however. Efforts were made to damage the Tremere's standing, but the Inconnu were hampered by Clan Tzimisce's decision to exclude them from their homeland where the battle was raging, as well as a faction within their own group that held that Saulot's death was in fact planned by the Healer and therefore should not be avenged. For the most part, though, the Inconnu were too busy within their home provinces to cause the Tremere much trouble at the time.

What truly brought the Inconnu into their present form and purpose was the Anarch Revolt, along with the diablerization of Cappadocius. The elders who survived saw that their attempts to gain more power for themselves had in the end resulted in chaos and destruction. Diablerie, which had been a rare occurrence previously, suddenly became an omnipresent threat. The group had become more and more disenchanted with pursuit of material matters, and more interested in higher truths. Even the more pragmatic considered a withdrawal from the Jyhad wise, if only as a way to preserve their own existences.

The rise of Augustus Giovanni was also a matter of great concern. They, like the Tremere, attempted to destroy the clan of the Founder they killed. The Tremere, however, set out to do this by discrediting and demonizing their foes in a propaganda campaign that lasted centuries. The Giovanni had not gained the same connections within the Kindred community, so were instead forced to hunt down the Cappadocians themselves. To do so, they made use of a special ritual that allowed them to detect Kindred of the Clan from a great distance. [DH -- I asked Ryan whether this was the same as the Tremere ritual that found Saulot. He told me that the Tremere magic, which was more tied to nature, could only detect the massive amounts of energy around the Antediluvians, while the Giovanni's was more tied to the life and death cycle and could more easily pick out "anomalies" (vampires).] It was this innovation that led them to perform the ritual at Hunedoara Castle which shielded it from all intrusion. The newly-formed Council of Twelve sent the word out through the world about the sect's new policies. Many of its former members, among them Mithras, Prince of London, were unwilling to give up their temporal power and involvement in Kindred affairs, but at the same time the new message had appeal to some in the Brujah and Toreador communities. Over time, more of the Ancients who had grown tired of the Jyhad were won over, until the Inconnu reached the strength that it now possesses.

Joining

No one can join the Inconnu by asking; when the time comes, the Inconnu will contact the individual and extend an invitation. To be accepted, a candidate must have a true desire to exempt himself or herself from the Jyhad, as well as the wisdom and the power to make the separation and to avoid further manipulation by one's fellows.

The closeness of the vampire to Caine is one of the major qualifications for the order. The applicant must be sixth generation or higher to join. If diablerie was used to gain the rank, the members will consider the number of years ago the act was committed and the motivation behind it; a few "youthful indiscretions" might be tolerated, while a more recent act will probably not be. (Performing diablerie just to gain entrance to the Inconnu is considered particularly bad form.) Though age is an important factor (the potential member must be at least three hundred years old); closeness to Caine is paramount.

These rules, however, are relaxed for those who have attained Golconda. Such Kindred are considered to have the requisite maturity and potential, and indeed are regarded with deep respect by other Inconnu. Usually a quester will come into contact with a member of the Inconnu during their search, and the organization will keep tabs on them afterward. All who complete their Suspire successfully are invited to join. (Ryan later told me that exceptions have been made for those who reach Golconda through the Path of Power and the Inner Voice (see SHTTS 64-65), though the individual is always evaluated beforehand.) Those who fail in their quest, however, will never receive an invitation.

There is one other possible group that can enter the Inconnu -- those who have chosen at the apex of their Suspire to become human rather than reach Golconda. According to legend, such individuals have been allowed into the Inconnu when they have appeared, but currently there are no known human members of the group. [DH -- There probably never were any such members, Ryan asserted. Golconda, to his understanding, was an acceptance of one's nature, and anyone who wanted to become human at the end of the quest had failed already. Still, it could be asked how much a Baali knows of Golconda anyway.]

No matter how the person becomes a member, they will be met in private by two or three Inconnu who will extend an invitation. If refused, the Inconnu will continue to evaluate them and may once again extend membership within a century or two. If they agree, they are accepted as a member. To truly become a member in good standing, however, they must travel to Hunedoara Castle and take a solemn oath before the Council of Twelve to give up all role in the Jyhad and leave behind all other sect or clan loyalties, as well as any boons owed or given to vampires outside the organization. The clan leaders will break any Blood Bonds placed upon the individual, then place a magical mark upon them that will provide them with immunity from the fear and forgetfulness which Hunedoara Castle causes.

Benefits

Though exemption from the Jyhad in itself might be seen as benefit enough, the association of elder Cainites within the order is also an important factor. Though no member of the Order is bound to come to the assistance of another save under the direct order of the Council of Twelve (which is very rarely given), friendship between members of the Inconnu is often strong enough that informal pacts of mutual protection come into being. In addition, those in the Order are more than willing to trade each other information, or even tutor others in disciplines, if given sufficient incentive.

One other convenient aspect of the Inconnu is its remission of its member's prestaton. All bonds made before joining to anyone outside the Inconnu are considered null and void, and anyone called upon to fulfill them may claim exemption with little, if any, loss of Status. The Order does tend to avoid potential members who have a good number of debts, however.

Responsibilities

There are very few rules by which a member of the Inconnu is expected to abide, and even fewer that are enforced. Members of the Order must remain apart from the Jyhad; this is the most important of all of the group's rules. Even contact with one's non-Inconnu childer should be kept brief and impartial. The Inconnu is also dedicated to the preservation of the vampiric species. This does not mean, however, that an Inconnu member cannot destroy vampires in self-defense -- or truly, for any other reason. The Council is likely to give the individual the benefit of the doubt in these cases, so long as no Jyhad-based motivation can be found. Killing another Inconnu, however, is treated with the highest degree of severity, the offender usually being hunted down and killed.

Leaving the Inconnu

A person can leave the Order by either requesting dismissal or being expelled by the Council of Twelve. For the most part, however, the Inconnu interferes little in its members' lives, so a Cainite can remain aloof for centuries and still be considered a member. The only possible reasons for expulsion are continued interference in outside affairs, or if the Council judges that the Kindred's continued presence would irreparably damage the organization or its members.

Organization

Council of Twelve

The Council consists of Cret, the Monitor of the Tremere, along with eleven of the most experienced Kindred within the Order. Councilors remain in their position until their deaths or resignations. New members are not elected, but chosen from a list drawn up by the Council. Age is an important factor, but the councilors also look for a person who will complement their own abilities. Such a position is rarely sought; many members have turned down invitations to join the Council to pursue their own goals.

The Council's duties, at the present time, include collecting and correlating Monitor reports, dispensing justice, and aiding the Tremere Monitor in his duties. The Council could serve in a great number of capacities if needed, but prefers to keep its present, somewhat weak role. They realize that the Council's greatest power is its ability to rally the strong-willed and recalcitrant elders, and that any attempt to centralize the group's authority would alienate many powerful members.

Monitors

One position often volunteered for is that of Monitor of a given city, state, or region containing fifty or more Kindred. Those outside the Inconnu often think of such a person as a nearly-omnipotent individual whose spies are everywhere. This is true, in a few cases, but the style of each Monitor varies widely, with many taking little or no interest in their areas. It is possible, in fact, for the territories of two Monitors to overlap considerably. For the most part, these people keep their presence secret, though a few announce themselves openly or even re-enter Kindred society under an assumed identity. The latter are themselves closely observed by the Council to watch for "lapses."

The duty of the Monitors is simple: report any unusual activity to the Council. This is generally taken to mean the appearance of new bloodlines, major supernatural incursions, and drastic power shifts within the Kindred community, but the exact definition of "unusual activity" is largely left up to the Monitor in question. Failure to notice or report a major occurrence, however, may result in some unpleasantness from the Council.

A lesser-known fact is that the Inconnu also maintains Monitors for the various clans whose duty is to study their history, politics, rumors, and so forth. For the most part, these Monitors are mostly scholarly members of the clan in question. For the Tremere, the Setites, and the Giovanni, the situation is much different. Cret, the charismatic Ventrue who sits on the Council of Twelve, has taken up a post of Monitor of the Tremere, and he is often aided in his duties by other Councilors. The Monitors of the Giovanni and the Setites are less-valued though nonetheless important posts. The Council has

debated whether the irregularities displayed by the Samedi bloodline warrant the appointing of their own Monitor, though the matter has remained inconclusive.

[DH -- Ryan claimed that no Monitor of the Baali existed, but I think that this had more to do with his own failure to spot any such individual than anything else.]

Factions

The Inconnu, like any organization, has often been split among its members. It differs from other associations, however, in that it is so diverse and decentralized that such differences cause no schisms, merely opportunities for lively debate and discussion. These factions come and go, depending on their pertinence to the situations at hand. There are two groups, however, that have survived the centuries and who still pursue their separate agendas into the present age. The first are often grouped under the label "The Seekers." This faction sees the pursuit of Golconda as the highest task to which a Kindred may aspire. Those who have already attained Golconda, or who do not spend all their time in pursuit of that state, take it upon themselves to find those not in the Inconnu who seek it and help them upon their way. For the Seekers, the true fulfillment of the Kindred species will come when each member learns to accept his or her true nature.

On the other side of the question are the "Purifiers." Despite its title's sinister overtones, the members of this group are quite benign in their pursuits. Usually more rational in methods than their competitors, they believe that through science and magic, the Kindred can overcome their limitations while maintaining their unique natures.

Centuries ago, the two factions were relatively equal in number. Since the Age of Enlightenment, the Purifiers have grown in number, and in fact most of the Councilors now rank among them. Suppression is not in the nature of the Inconnu, however, so it is unlikely that any action will be taken against the Seekers.

Members

Only the Council of Twelve knows the complete list of members of the Order. If a clan member wants to be put in touch with another member, it is customary to ask the Council, though other members might also direct them to the person desired.

Ahrimanes, Baali, Blood Brothers, Daughters of Cacophony, Giovanni, Samedi, Tremere: No members of any of these exist within the Inconnu.

Assamites: Only a few Assamites have joined, and none of these is under fifteen centuries old. All are heretics despised by the clan.

Brujah: The memory of Carthage is still strong for many in this clan, but many of those Sired after the city's defeat have chosen to join the sect nonetheless, drawn by its emphasis on freedom.

Cappadocians: It is believed that the Giovanni destroyed all the Cappadocians. However, if any of these do survive, the Inconnu might be the best place for them to hide.

Followers of Set: Two or three renegades who have (supposedly) given up the ways of their founder have been inducted -- though not without some reservations.

Gangrel: With their love of the wilderness and aloofness from Kindred society, the Gangrel are closest to the Inconnu spirit, and appear in greater numbers than any other clan.

Gargoyles: It is possible that the first gargoyle has been inducted into the Inconnu, but if so no lower-level members have seen him for many years.

Kiasyd: Only a few of this reclusive bloodline have joined the Inconnu.

Lasombra: Following the destruction of their clan founder, many Lasombra felt the need to re-evaluate their priorities. Many of the "Old Guard" Lasombra joined the Inconnu, and a good number of these still follow the Path of Heaven.

Malkavian: The Malkavians fit into the Inconnu with the same ease (?) that they do within the Camarilla or the Sabbat.

Nagaraja: Few of these Kindred meet the generation requirement for the Inconnu, so only one or two at most have joined.

Nosferatu: Both Nosferatu and Nictuku are welcomed within the Inconnu, though they are expected to give up their feuding upon induction.

Old Clan Tzimisce: Just as with their Lasombra brethren, the Anarch Revolt caused many of these individuals to re-examine their priorities. Many of them have joined the organization, unsatisfied with living with their masters under the Oradea League. (For those using the "Old Clan Tzimisce" Internet posts, a good deal of these are fifth-generation House members who were passed over when succession was given to another of the founders' Childer.)

Salubri: All Salubri who succeed in their quests for Golconda are allowed

into the group, though their stay there is usually cut short when their Childer diablerize them. If the GM rules that any higher-generation Salubri still exist, they will most likely belong (and will be regarded with some awe by most of the rank-and-file).

Toreador: Not as many Toreador have returned to the Inconnu as that group might have liked, but more and more of this Clan are finding Kindred politics to be a distraction to their art and see joining the group as the only way to gain true freedom. Predictably, few Poseurs have joined the group.

True Brujah: A good number of this bloodline who are unaffiliated with the Black Hand are instead members of the Inconnu. Such members have, of course, given up on their feud with the childer of Troile -- or so they say.

Tzimisce: Very few of these have joined the Inconnu, as their presence is lobbied against by the Old Clan, and few would meet the requirements posed by the sect at any rate. At least one Tzimisce member, Vlad Tepes, is known.

Ventrue: It is difficult for most Ventrue to give up the idea of acquiring power over others, but a surprising number have nonetheless become members.

Paths

The Inconnu includes a wide variety of paths, with Humanity and the Via Bestiae (see V:TDA) being especially popular. Also common are the Paths of Harmony, Honorable Accord, Scorched Heart, and (in more recent years) Self-Focus. They tend to frown upon the Path of Caine and its forerunner, the Via Sanguinus, since they condone diablerie. Those known to be of the Paths of Typhon or Evil Revelations are never asked to join, as they would have a disruptive influence on the rest of the organization.

Locations

[Notes on Hunedoara Castle]

DH -- Though the description of Hunedoara Castle in the World of Darkness book is accurate for the most part, a few notes regarding its history should be made.

First of all, Vlad's raid on the Turkish garrison at Hunedoara never happened -- at least, not at Hunedoara. The incident described occurred at Giurgiu, halfway across the country and on the Turkish border.

Secondly, the timeline in the article seems flawed, as the diablerization of Saulot occurs at the same time as the Anarch Revolt. For the purposes of

this article, I've taken the time closer to Vlad the Impaler and used Cappadocius' diablerization as the reason for the group's final change in policy.]

The Catacombs

Before the Council cast its spell over Hunedoara Castle, the Inconnu usually had met within the catacombs beneath the old Roman cities, such as Paris and Constantinople. (The organization was forced to desert its former haunts beneath Venice due to flooding and the presence of the Giovanni, though the Monitor of the Giovanni is said to keep his residence in one of the remaining tunnels.) The Roman catacombs still remain the most popular place for meetings due to the low Kindred population and a cordial agreement with the local Nosferatu.

Geneva

As stated in the WOD book, Geneva serves as an unofficial meeting place for those Inconnu unwilling or unable to make the trek to Hunedoara. The Prince of Switzerland, Guillaume, provides hospitality for all of the Order who come here. The Kindred have access to a great deal of information from here, but even more valuable is the opportunity to associate with fellow members in a more congenial atmosphere than that of Hunedoara or the Catacombs.

All is not perfect in Switzerland, however. Guillaume has declared the areas outside Geneva and Zurich off-limits to Kindred; those few who have ignored his warning have never returned. Recently, rumors have surfaced that Guillaume will soon be overthrown as Prince, though few who know of the elder's strength and alliance put much credence in them. The possibility that the threat might be backed from within the Inconnu itself, however, is a disturbing one.

Shalkamense

The hidden archives of the Inconnu, they are accessible only through the magic of the Council. Shalkamense (or "Shalkamain") is a great library that exists somewhere beneath the ocean within a magical field. Other Cainites have spoken of Shalkamense as the resting-place of Caine; the Inconnu smile and agree, as every piece of wisdom recorded by Caine, Seth, or the Antediluvians may supposedly be found there -- if only one knows where to look within the labyrinthine collection. Most of the books are quite old, dating even back to the First and Second Cities, though sometimes quite recent volumes have appeared wedged between more ancient texts. It is likely that the complete text of the Book of Nod lies within -- for those with the fortitude

to comb the whole library for its fragments.

Though what exactly the library contains would take thousands of years to determine, all those who have remained there for any length of time will agree on one fact -- something else is there. Usually it manifests itself only as a shuffling noise a few rooms away or a chill that passes through a room, but when items in the collection are threatened more violent occurrences have been noted. Many of the Inconnu whisper that Caine himself lives there in the library. Others, who have found references to Shalkamense in connection with a place called "Zemargad," point to Rabbinical lore and state that it is Lilith herself whose presence is felt.

The Taint

Ever since the disappearance of Hunedoara Castle from the historical record, the taint of diabolism has lain at the heart of the Order. At the present time, only a few of the Council have given in completely to the path which they have begun upon. Most of them regard what they have done with self-loathing, but see no way to escape.

Within the rest of the Order, the percentage of diabolists is higher than it is in other organizations, due to the loose controls placed on the members and the lack of an "internal affairs" group such as the Sabbat Inquisition. Still, due to the emphasis on spiritual enlightenment within the Order, those who choose the Path of Evil Revelations are still quite rare.

Recently, the Council of Twelve has become concerned with the magic practiced on new initiates of the Order. They remain split on whether the magical mark enabling the wearer to enter Hunedoara should still be given to new initiates. Nothing out of the ordinary has been observed with relation to these markings, but some remain worried that this has allowed the demons to obtain an even greater hold on the organization.

Bahoumet

It was Bahoumet to whom Cret turned for assistance when he and the Council made Hunedoara disappear from the world. In return for a mass human sacrifice, Bahoumet promised to cast a great spell around the castle to keep it isolated for all time. One year later, however, the creature returned, telling Cret and his fellows that it could only maintain the ward for one year at a time. Since then, the Council has been bound to perform the rite of Bahoumet annually.

Bahoumet can (and has) appeared as a red-skinned monster, a talking head of stone, a youth in a white robe, an inky blackness, a great scaled sea-monster, and many other guises. Often, witnesses to the same sighting will

describe entirely different forms. Cret believes that if Bahoumet's true form could be discovered, it would help the Inconnu to gain the upper hand in the pact with him. It is unlikely that this will ever come to pass.

Surprisingly enough for a demon, Bahoumet has taken little interest in the Inconnu other than the annual sacrifices, and has not been seen for over half a century. Some have said that this proves that Bahoumet has a more ambivalent nature than had been suspected, while others hold that the spirit is waiting for the right moment to strike and bring the entire order down.

Members

Bartholemew, Kiasyd (6th) (SHTTS)

Cassius -- Lord of the Catacombs of Rome and one of the oldest Inconnu still living. When his Clan was battling the Giovanni during the 1500's, he learned a great deal of that Clan, and only doubts regarding his objectivity prevented him from being named their Monitor. He is currently hidden near Hong Kong, waiting for the return of the Eastern Kindred there. (WOD1)

Cret -- A Ventrue who claims to have been Embraced in the Second City. He was known as a mighty wizard, almost as powerful as Lamech, and was considered to be legendary by all but a few until his arrival at Hunedoara. (WOD1)

Dondinni (6th) -- Monitor of Genoa. Considered to be an expert on new bloodlines. (PG)

Elijah (5th Gangrel)

Guillame -- Prince of Switzerland who has reached Golconda. His country is a favored gathering place for those members who want to meet one another but find Hunedoara to be inaccessible or unpleasant. He has never sat on the Council, and serves as a sort of ideological "opposition" within the group. (WOD1)

Mahatma -- Monitor of Istanbul (PG) Nefer-meri-Isis (4th Ventrue) -- Monitor of the Setites. Considered to be somewhat over-zealous by her fellow clanmates. (PG)

Rebekah -- Monitor of Chicago

Vlad Tepes (6th Tzimsice) -- While the infamous prince provided the Inconnu's leadership with much aid during its inception, he refused to join them, seeing in the Camarilla his first hopes for the survival of the vampire species. Later, he joined the Sabbat, but found them lacking in principle as well. In 1848, after much debate within the Inconnu, they inducted the

Wallachian as a member. Currently he spends much of his time at Hunedoara Castle, though his new quest for Golconda will likely take up much more of his time. The Council of Twelve watches him closely, hoping for an expiation of their own sins. (COTI, WOD1)

Stereotypes

Assamites: The warriors of the Kindred have indeed fallen far! At least there is one reason we can be thankful for the Tremere.

Brujah: The Punic Wars were a youthful indiscretion on our part, but we must not forget the reasons behind what we did. Treat them fairly but firmly.

Followers of Set: Are they still the tools of their founder? No matter. Avoid them or kill them.

Gangrel: They are our younger brothers, and should be treated as such.

Giovanni: They remain as isolated from us as possible -- though this is more likely a way to cover up their own plots.

Lasombra: A noble though declining people, their association with the anarchs and Sabbat has been an unfortunate choice.

Malkavian: Listen to everything they say, but believe little of it.

Nosferatu: One of the wisest clans. Their internal strife is distressing; if we were forced to choose sides, it would be against the Nictuku. If we were forced.

Toreador: Their artistic vision has been tainted by their rise to power within the Camarilla.

Tremere: Saulot must have had a good reason -- or so some of my brothers say. At any rate, they bear careful watching.

Tzimisce: These rabble have forgotten who they are; though their fury against their elders was warranted, their actions were not.

Ventrue: Too many of them define themselves by wealth and rank, instead of by their true natures.

Baali: A few of us have been lost to them. When you act against them, strike quickly and forcefully.

Gargoyles: Proof of the lengths to which the Tremere will go. Simple creatures, yet respectable.

Kiasyd: Strange yet trustworthy.

Old Clan Tzimisce: For the most part, they have maintained their traditions. It is unfortunate that they will probably not survive much longer.

Salubri: Treat them as the Gangrel, but take even more care. They are to be held in the utmost respect.

Samedi: Could it be? Watch them closely.

True Brujah: Holders of great wisdom, but their wrath against their own kind is pointless.

Antediluvians: As symbols of clan unity, they are invaluable. As actual beings, they are a great danger. We may be forced to face them in the end. Fortunately, many of us know them from older times.

Anarchs: They have the ideals, but not the discipline.

Camarilla: They have the discipline, but not the ideals.

Sabbat: Children. Some of us have taken to hunting them in revenge for their little Wild Hunts, though this is on an unstructured basis.

Black Hand (Eastern): A group of mystics who might have taught to and been taught by Saulot himself. They show little inclination toward an alliance with us, but perhaps they may be persuaded.

Black Hand (Western): We have known of them for centuries, but still do not understand their motives -- aside from their desire to destroy Clan Tzimisce. And where is their headquarters?

(The Inconnu have had experience with both the Eastern and Western Black Hand, but have yet to realize that the two have re-united.)

Eastern Kindred: They are an unknown quality, and as such must be treated with the utmost caution. It would probably best if we were able to reach them before our younger ones do.

Blood Bond: The chains of the Antediluvians, they are nonetheless a tool for the wise.

Kindred: We are the most powerful beings on this planet, but we must be careful nonetheless.

Kine: Just as great a threat as our own kind, but if we can hide from the Kindred, we should not find them difficult.

Mages: The less you deal with them, the better. Tell them as little as possible, but always assume they know everything.

Lupines: Some of us are able to deal with them through rituals, others with careful words and promises. If you anger them, vanish.

Wraiths: A largely-neglected species -- if we can call them that. We will have to study them more if we are ever to understand the Giovanni.

Mummies: Wild cards. Though useful, they are not to be trusted.

The "False" Inconnu

There are many Methuselahs who, for various reasons, have chosen not to join the Inconnu. They do share many of the same traits as the members of that organization, though -- living apart from Kindred society, wandering through the wilderness, and so forth. Many of the younger Kindred refer to these individuals as "Inconnu." For the most part, these ancients do little to correct them, preferring the respect and security the term gives them. The Inconnu, for its part, does nothing to discourage this practice; it makes the sect seem even stronger, and shrouds it in even more mystery.