

# DESCENDANT OF ZELIOS

(NOSFERATU ONLY)

Nosferatu are well known for their Warrens, complex labyrinths beneath the streets of a city that hold certain death for those unwelcome. The clan attributes their knowledge to Zelios, a scholar of geomantic power, master planner, and gifted architect, who disappeared beneath New York City in the 1990s. He left behind him a wealth of knowledge and information the Clan has continued to use well into current nights, shaping the urban environment to their benefit.

• **Architect:** As masters of the urban environment, your lineage has access to all manner of information about structures. Once per game, you can freely access the schematics for a building. If you spend one Downtime Action scouting out a building, you learn all of its security features, secret passages, hidden rooms, and Haven benefits, if any. You never get lost when inside any man-made or vampire-created structure.

•• **Sanctuary:** Your Haven is a wonder of modern design, with electronic security, escape routes, and lavish trappings. You gain a three-dot Haven that is exceptionally difficult to breach. It cannot be destroyed or breached by any physical means short of a military-grade attack. You also gain four bonus dots of Haven Advantages of your choosing.

••• **The Labyrinth:** You have connected Zelios's Labyrinth to your own city, creating a combination of sewer tunnels and secret routes to move about. This secret network gives you the ability to travel to the exterior of any location with which you are familiar in half the standard travel time, provided the target location is within the same urban center. You may not use this advantage while in combat. Once you enter the sewers and declare your destination you cannot be tracked, followed, intercepted, or caught, even through supernatural means. You may bring a number of individuals with you, up to the number of dots you possess of the Streetwise Skill.