GOLCONDA

Optimistic rumors circulate of a state so pure that the curses of the vampiric condition no longer apply. Elders swiftly crush those heard speaking about this state, but you know they wouldn't act so firmly if there weren't some truth to the secrets. It's thought that this state of being, this perfect harmony between Humanity and the Beast, was discovered by the enigmatic vampire Saulot. Not enough is known about the exact path for one to reach Golconda. Followers of Saulot say it is different for each Kindred, based on the unique sins that they have committed. You may be on the path yourself, seeking the truth to all the rumors. Or perhaps you are a servant of the Master of Ravens and seek to disprove Golconda, erasing it from the hopes and dreams of all vampires.

- Satisfy the Hunger: You have begun your studies along the path of Golconda and learned to be more efficient in Blood usage. Once per game, you may lower your Hunger by two (but not below one) without feeding as a Standard Action.
- •• Saulot's Disciple: You believe in Saulot's teachings that Golconda is the ultimate way to overcome the Kindred curse. You practice a form of self-mastery that involves letting your Beast off the chain sometimes so that you can control it when needed. Prior to a game session, you have taken steps to unleash your Beast in a controlled environment. You automatically succeed on your first Frenzy test of the night.
- ••• Overcoming Banes: You have learned some of the secrets of Golconda: a way to walk the never-ending path of balance between Humanity and the Beast. These secrets allow you to suppress your Banes to some extent. As long as you have Humanity 7 or higher, this Loresheet Advantage provides the following benefits:
 - ➤ You may reduce your Bane Severity by one (to a minimum of one).
 - Once a night, you may reduce the damage from a fire-based source from Aggravated Damage to Normal Damage.
 - Once every three months, you may spend up to three hours in sunlight without taking damage.