

# NIGHTS OF ENOCH, THE SECOND CITY, AND WANDERLUST

Cappadocius alone remembers the time when Enoch stood, having watched it all unfold as truly as if he had written it. Cappadocius sired no childer during the nights of Enoch's reign, and sired no childer during the time of the Second City.

Cappadocius was not lonely, as was Caine, for the Embrace was not a curse to our founder. Rather, the Embrace gave Cappadocius the opportunity to study the eternal question which haunts men to this very day: the mystery of death. Fascinated by the intricacies of unlife, Cappadocius devoted his waking hours to unraveling its secrets. Cappadocius learned and studied and experimented through the long years, while the rest of Caine's childer fought and burned and destroyed. He kept his own counsel, and sometimes that of Ventruue and Saulot, never wishing to burden another with the weight of solving the riddle of life's short cycle. Many Cappadocians also believe that Cappadocius did not wish to share his discoveries, and kept to himself out of secrecy.

When the Flood descended upon the Earth, Cappadocius was no closer to answering the riddle. When the patricidal treachery precipitating the fall of the Second City came, Cappadocius realized the answer eluded him because he did not understand the question.

With this insight, Cappadocius decided to sire childer. Fleeing the wreckage of the Second City into his homeland, held today by the Seljuk Turks, Cappadocius embraced the first of his progeny, a simple traveler named Caias Koine.

It was at this time that Cappadocius first experienced his precognitive visions. Our founder saw himself surrounded by a host of his childer who mourned the loss of something unknown. Sharing his dream with Caias, Cappadocius and his childe undertook this new mystery with a passion that rivaled that of their quest for the answer to death's conundrum.

Cappadocius and Caias then sired progeny to help them with their studies, including Japheth and Lazarus, who consoled them throughout the millennia and helped them seek the answers that eluded them. They traveled throughout the world, watching kingdoms rise and fall, feeding as they felt the need and uncovering clues with every step. Cappadocius spoke with Zoroaster and Buddha, gleaning from these prophets greater knowledge of what he sought in the eternal mystery. He walked the lands of Babylonia with great Nebuchadnezzar and saw the Hanging Gardens. He queried Alexander the Barbarian and quizzed Ptolemy. Cappadocius spoke at length with Antiochus of Seleucus and with the host of Greek thinkers.

None provided him with the answers he needed.

## OF THE PROGENITOR

Very little is known of Cappadocius before his Embrace save that he was a priest, shaman or holy man, given to radical philosophies. Even this claim is dubious at best, as none can place his original faith or even state any of his early dogma. Scholars within the clan point to Enoch, identifying Cappadocius as one of the mortal slave caste of the mighty Cainites in their heyday.

The true name of Cappadocius is lost to the winds of history, known only to the vampire himself and written nowhere. As the gradual mingling of cultures in the world progressed, Cappadocius chose for himself a name that revealed his origin and nothing else, and this he gave to Caine and his childer when they selected Cappadocius for the Embrace. "Of Cappadocia" is all the world knows of this enigmatic Cainite, and it may be all it ever knows.

Some Cainites believe Ashur sired Cappadocius, while others believe Ashur to be Cappadocius himself. Regardless, numerous sources identify Cappadocius' generation as third, and most Cainite apocrypha enumerate only three vampires of second generation. This discrepancy is the spark of many Cappadocian debates: Was the founder of the third generation or the fourth? Was Ashur perhaps of second generation (a fearful prospect which lends credence to Assamite genealogy)? Or was he of the third and diablerized by Cappadocius? Is there any truth to the whispers that Ashur also sired those who would become the Baali? Or is vampire dictum wrong altogether?

Similar sources also attest to other peculiarities of Cappadocius' existence, with especial regard to his frequent periods of torpor. As with many of his age and power, the founder spends a great deal of time sleeping the bloodless sleep of the Ancients. Unlike most other Antediluvians, however, Cappadocius' slumber is fitful and fleeting, like that of an insomniac or a disturbed child. He is known to rise from torpor periodically, conduct some affair or deliver some cryptic decree, and sink back into slumber at random. This fact is commonly regarded as one of the primary reasons that Clan Cappadocian is so fractious and decentralized; because its founder could at any moment arise and pronounce a new directive for his childer, no one individual or group may impose its own ends on the clan. Even Japheth Cappadocius and Augustus Giovanni, the most frequently seen (if such can be said of the fourth generation) progeny of the founder, are given to random and incalculable periods of dysfunction.

## THE FIRST REVELATION

Though his travels seemed fruitless, Cappadocius pressed onward, sending his brood to search the world as he did. Was there none who could reveal the answer to the mystery of death? Surely others had pondered these same questions. Who could give him insight?

He came upon the answer while wandering the lands of the Hebrews, just south of his native lands of Cappadocia. In all his questing, he had lost sight of the objective of his research. No amount of studying the bodies of the dead or coaxing words from their departed souls could reveal the simple statement to which the living bore witness every day. God alone held the grand truth.

Cappadocius found a lone tent on the plains of Canaan, far from the cities of Gaza and Jerusalem. A feeble light flickered within, and there was little movement. A loneliness lingered in the air, which Cappadocius mistook for despair.

Tired, disillusioned and ravenous, our founder descended on the tent in a rapacious mood. He was, at this point, intent on learning the answer by killing this vessel, which would sate the thirst of the Beast.

Into the tent he tore, eyes aflame, and spoke to the terrified Jew within.

"I seek the answer to death. Perhaps yours will reveal it."

"That I cannot prevent this, I know. But I know that God will protect me," responded the Jew.

"Who are you that God so looks after your well-being?" snorted the enraged Antediluvian derisively, barely staving off pangs of frenzy.

"I am but a man. God looks after me, for he is sovereign, transcendent, and good," came the feeble reply.

Cappadocius stopped, the Beast vanishing from his visage.

"With your simple wisdom, you have bought your life," he said, and the Beast fled from his soul.

Cappadocius cursed himself for his foolishness. Here he was, a childe of Caine who had wandered all over creation for thousands of years, asking mere mortals for insight into the unanswerable question. Thousands of years wasted! If he really wanted to learn, he would have to listen at the feet of God.

## THE TEMPLE AT ERCIYES

Rejuvenated in spirit with his newfound focus, Cappadocius sent word to all of his childer that he had news of urgent import. In exactly one month's time, all members of the brood would assemble in the carved-rock city of Goreme in preparation for the news the founder bore.

When the Cappadocians assembled, the founder told them that the new direction of the search required that they be closer to God. The first step in resolving the riddle involved physical proximity to the heavens.



# THE MASTER OF SECRETS

**Quote:** *You haven't heard talk of the hideous swamp-beast of Castle Belleme? Well, you have quite a bit to learn before heading for the baron's lair....*

**Prelude:** You were the sixth son of a seventh son, and the last of your father's offspring. Only one more brother and destiny would have planned great things for you, but such was not to be. Nonetheless, your upbringing and environment aroused in you a great interest in those things beyond the ken of most men.

No price was too high to pay for hidden secrets, which is why only four of your brothers remain. After all, if God had not meant men to find occult truths, why would He have left traces of such things on His Earth? You gathered book after book, scroll after scroll, relic after relic — the forgotten keys to realms of untold horrors.

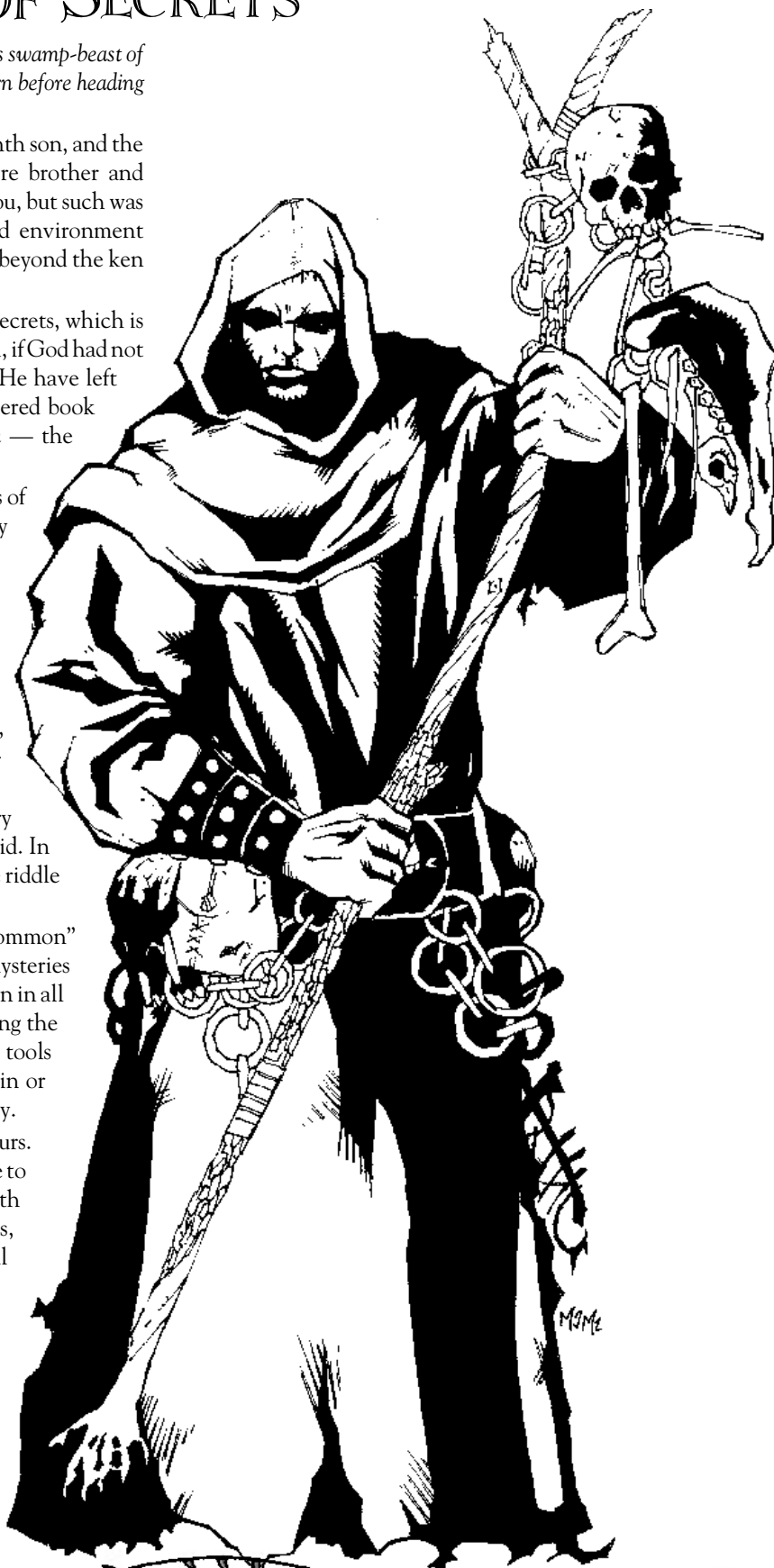
Finally, you found yourself amid the ruins of a decrepit pre-Christian temple, surrounded by books and maps that seemed strangely out of place in the moldering library. You crept deeper into the temple, heedless of the impending night and the reluctance of your traveling companions. The answer to the final mystery lingered palpably in the air, but just beyond your fingertips. Onward you pressed, stopping once you reached the crumbling remains of the crypt that lay below the temple.

Surprisingly, the monster within was very well-read and knew many of the secrets you did. In fact, he presented an all-new puzzle to you: the riddle of life beyond death.

**Concept:** You are not satisfied with the "common" sciences known to men, so you probe into mysteries best left unearthed. You find morbid fascination in all manner of bizarre entities and insist on learning the rites to control them. Your friends are merely tools useful for getting you to whichever arcane ruin or dilapidated castle holds your interest currently.

**Roleplaying Tips:** All secrets should be yours. The more hidden a truth is, the more you desire to learn it. After all, it's not a secret if any fool with access to a library can discover it. Besides, wouldn't you rather be able to open a mystic seal than know how to remove a wart?

**Equipment:** Filthy shift, walking stick, bag of herbal concoctions



CLANBOOK: CAPPADOCIAN

## CAPPADOCIAN

**NAME:** \_\_\_\_\_ **NATURE:** FANATIC **SIRE:** \_\_\_\_\_  
**PLAYER:** \_\_\_\_\_ **DEMEANOR:** TYRANT **GENERATION:** 11TH  
**CHRONICLE:** \_\_\_\_\_ **CONCEPT:** MASTER OF SECRETS **HAVEN:** \_\_\_\_\_

### ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●●●●●●	Charisma	●●●●●●●●	Perception	●●●●●●●●
Dexterity	●●●●●●●●	Manipulation	●●●●●●●●	Intelligence	●●●●●●●●
Stamina	●●●●●●●●	Appearance	●●●●●●●●	Wits	●●●●●●●●

### ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Acting	○○○○○○○○	Animal Ken	○○○○○○○○	Academics	●●●●●●●●
Alertness	●●●●●●●●	Archery	○○○○○○○○	Hearth Wisdom	●●●●●●●●
Athletics	○○○○○○○○	Crafts	○○○○○○○○	Investigation	○○○○○○○○
Brawl	○○○○○○○○	Etiquette	●●●●●●●●	Law	○○○○○○○○
Dodge	●●●●●●●●	Herbalism	●●●●●●●●	Linguistics	●●●●●●●●
Empathy	●●●●●●●●	Melee	○○○○○○○○	Medicine	●●●●●●●●
Intimidation	○○○○○○○○	Music	○○○○○○○○	Occult <small>ANCIENT LORE</small>	●●●●●●●●
Larceny	●●●●●●●●	Ride	○○○○○○○○	Politics	○○○○○○○○
Leadership	○○○○○○○○	Stealth	●●●●●●●●	Science	●●●●●●●●
Subterfuge	●●●●●●●●	Survival	●●●●●●●●	Seneschal	○○○○○○○○

### ADVANTAGES

DISCIPLINES		BACKGROUNDS		VIRTUES	
AUSPEX	●●●●●●●●	GENERATION	●●●●●●●●	Conviction	●●●●●●
FORTITUDE	●●●●●●●●	RESOURCES	●●●●●●●●	Self-Control	●●●●●●
_____	○○○○○○○○	RETAINERS	●●●●●●●●	Courage	●●●●●●
_____	○○○○○○○○	_____	○○○○○○○○		
_____	○○○○○○○○	_____	○○○○○○○○		

### OTHER TRAITS

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### ROAD

**BONES**  
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**WILLPOWER**  
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**BLOOD POOL**  
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### HEALTH

Bruised   
 Hurt -1   
 Injured -1   
 Wounded -2   
 Mauled -2   
 Crippled -5   
 Incapacitated

### WEAKNESS

**DEATHLY PALLOR**

CHAPTER TWO: DEATHLY PALLOR