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Golconda vampire requiem

... Golconda, I'm sorry. With very little concrete mechanics. One of my players tends to pursue it as a target for their character. I want to talk about some things. Rules, appropriate measures to get the country, and a discussion about what it is. First, mechanics. Blood and smoke are reminiscent of Golconda, but they have no rules. I remember VR's original core book had a little chapter on it, and some rules. I, unfortunately, left my original core book in the U.S. when I left the country, so I can't verify it. Either way, it might be a good foundation to build from. Second, I want a good story for Golconda. My line of thinking is a teacher. Prophetic dreams, and ancient fractures point to the country. Probably the Hibib, ancient writing, dreams, and then master. Anyway, I can't figure out anything that has the pure gravity to the country. Something meaningful, and above all, fun to play. Now there are a lot of theories of what, exactly, Golconda is? Synthesis with the beast? Does that mean the man rules, or does that make the vampire a perfect hunter? Salvation for the soul? Turn to a human being? Things like that. I have an idea for mine, but I want to see what other people think. It's always fun. There are several options for Golconda. One, the simplest, is that the character simply becomes mortal, he sheds his hell and is saved in the eyes of God or any power that exists in the universe. Two is that he defeats his animal, that he can never go into a frenzy again and lose his hunger, and will only need 1 vita/week to wake up. This Golconda was lost if it ever fell below Humanity 7 in Requiem (though, it should probably work differently in B&B; S, see how humanity is no longer just how moral your character is) three, the character becomes the perfect vampire, being in perfect harmony with his animal. Not much explanation is given in the books about it. Getting to Golconda is a difficult task that should require your character to redeem himself for all his sins, actively seek out all those he has harmed and try to disinfect things. High humanity is the only statistic that really matters. Also, as requiem mentions, there is an event called Suspire, where the character is put to the test, where he either reaches Golconda or it is postponed forever to him. It should also be a moral test for gysher, where dice should not play a role. There are rumors that they even die in the process, pay for their sins (and reach redemption) in their final moments. Golconda is also something that consumes all the chronicle if you want to play it, since it's an incredibly rare thing, even a miathic, and not just another adventure that a character continues. Consider it carefully if you want to play it, since it's going to be the main plot of the whole game campaign, if you To put it seriously. Yes. Since the actor is my wife, I considered it as a solo, one-on-one game. So to present it seriously would be the whole point. I remember what you mentioned, Markwam. Renew it for B&B; S will be good, since humanity has changed. I tend to see it as enlightenment. I don't want to make my player mortal again, so I get it. I'd use can't frantically, and 1 vita/week. I remembered that. No one knows the old core book either, there were no rules, just a few descriptions of what Golconda might be, too! There was more than blood & smoke, but not enough to really do much more than decide for yourself. Whether I was a game manager for Golconda would depend on the player, and whether I wanted it to turn into a tragedy or not. If you run a tragedy, I'll have an NPC that's quite beloved to achieve the goal... Then it'll be something like Super Drauger. If I wanted that for a player, I'd go with whatever they want. A friend of mine made the Strix for the key to Golconda. In his stix version is made every time a vampire is adopted. If somehow you could find that Stix that was made when you were adopted to defeat him, you beat the beast. Originally Posted by Orabilis View Post There are a number of options for Golconda. Why not all of the above? Well, going for what the actor wants is probably the best. I will, however, consider how tragic you want it to be. Even in Golconda, eternity in the dark, even without the beast is not nice. You still have to hunt, you'll still be dead, unable to feel the joys of life etc. Personally, unless the campaign continues after the player's horsefir, I'd say they'll just become mortal again, God forgive them, and they've opened their eyes to the first rays of sunshine they've seen in years, if not decades or centuries, and haven't felt dread. They'll feel the warmth, the joy and the slight uncertainty of what now? Then you have them wake up and it becomes much more amazing! I go with all of the above whether it even exists or is relevant to the game at hand (which is a rare exception; usually I just treat it like a rumor by hope). It should be -- totally -- personal. - One vampire joins Urdu Dracol. It seeks to beat the disadvantages and disadvantages of vampirism to live a less troubled and less burdensome existence with its focus on coils. It took many mortal deaths and people alike, many experiments. Eventually she succeeds. She got Golconda; She still has to eat one way or another, but rarely. She's still crazy, but it's a strap to her bone and the objects of her anger. Fire and sunlight are not as disturbing or the need for sleep as death. Her appearance in life is conscious thought and her colleagues wonder about her strange, almost beautiful condition. She got Golconda. She knew what she was going to get and she... This, vampirism and the gap between man and beast is bridging (though she says like any good animal, it just needs to be domesticated). She only feeds when she needs to harness her supernatural gifts. She's only crazy when she needs to achieve a violent goal, she only sleeps when she wants to, and she has never-before-seen supernatural powers. Now she helps others in the chapter house find their way, their own expressions of what vampirism can be; Some of her students show great potential. The rest of the art worries; Since her transition they find more and more of their missing friends. Another vampire, let's call her the unholy got Golconda, too; Nor is she bothered by vampires, or her animal, because there is no separation, no separation. Her higher thoughts and instincts are one; She's a predator, a force of nature, an uncompromising monster. A long time ago she wanted to shed the troubled remains, the budding doubts of being still human, to quell the lie that anchored herself in her invincible heart and the end of her breath, and ultimately, by accepting and surrendering to her own animal she ran it. At the time she didn't want to be alive, what an animal she didn't think, and over time she achieved just that by really accepting what she was; A vampire, shedding her old skin, her old worries, her old anguish from a howling human brain. She never got out of control. There is no internal debate, no doubt, no tug-of-war and a war of guilt even though it is rarely so nukes of who she would flash behind her eyes, the part that makes her think. She's a thing of legend, blood, and feathers, a little god in her making on her way to being much like her mother gave long enough. She accepts it without a doubt. She got Golconda. - Tablets and scrolls from third combs, cave paintings and hidden literature to the truth of his country. Seeing himself as a curse and a whack, he performed mysterious rituals, arduous meditation and self-anguish and the sedation of holy and enlightened people. He found the common thread of truth behind it all, the way out of the sins he committed both alive and dead. He eventually forgave himself, embracing what he knew was true (but feared) throughout, something many of the wise men he found repeated; He died a long time ago. When he went to meet the sun for the first time in many years, he felt no fear, no burning pain, even as he dissolved as dust on the wind. For the first time in centuries he felt what it was like to be truly human again, and died on behalf of a human being, returning to his true age and remembering eternal peace. Golconda, I'm sorry. The fourth denied his starvation, denied his concerns, and denied the animal's gifts in its entirety. Sure, he made mistakes, it overtook him the more he denied it, but he struggled. Eventually, when he's older, hunted. And relying more on animals, the killer inside began slowly but surely silent. It was a battle that almost cost him, sanity and soul, but slowly he started winning against his impulses. He stayed among the living at every opportunity to steel himself against temptation. He lived as many lives as more people until at least slowly the sun hit him less and less. He wanted to be human at all costs; Any cost that didn't cost others at least. Only when he found love unexpectedly, for no reason but to love another, is there no pursuit to be less of a monster behind her, no agenda, no desire but to give, to protect, to sacrifice for - they - did his heart start beating regardless of whether he was fed, regardless of whether he wanted it. After nearly 200 years of selfishly hunting for his redemption from cyclical, he found what it took to be human again. The day his daughter was born against all odds was the day he went without the animal and held it under the sun. He achieved Golconda, although the city where he lived his remaining years has been harassed by a strex with nothing to young girls since. - A fifth found it another way. Therion's pendant of Blial Thire's Thisjo watched one by one the others hesitated and failed around her. Shedding humanity just to go crazy, or to break up mentally into useless animality. They were cut off, sent into the world; Imperfect monsters, imperfect vampires. They fostered cruelty for its own sake, and only nurtured humanity and that's the ugly side; They were found wanting to. They were murdered in hopes of silencing their memories of their respiratory days, but the murders were clumsy, fearful and hatefully driven like a broken mortal psychopath. They corrupted themselves in the hope that only mockery of humanity's form would be enough to make them inhumane. They, too, were found diligent, making excuses for Damierge and Blyal through the eyes of the sheep, all empty ceremony, empty heater, empty feeding and violence without realizing the emptiness of it all. They became inhumane without becoming anti-man, the dark reflection that exists in the shell world. She was found wanting and questioning when she witnessed it, and then the owls came and whispered. She just had to let them in, and they showed her way under the dead cheer of being once human. When her last move was consumed by her, body, mind and soul, when the conversation turned into a Haley space of nothing hungry, when humanity's last dim spark left her body she found her final discovery. She looked at the space that nurtured, carved, cut and burst inside her, the empty pit burned by humanity's last ember. Something looked back from the pit with burning yellow eyes, and a face unlike hers. Where partners failed, she succeeded. She found her golconda. A cautious predator now, a monk who only the fiercest and most inhumane of reflection seeks to understand, a ruthless and cruel predator is watched from a distance by the weak for the lessons it gives. They say she never took a new message, at least not a proper one; The truth is, she does, if one's been watching her long enough. They are there, in the dark, eyes like hers, reflective yellow, hungry as hers, cold, cruel, detached and lifeless, so much more than a simple animal. Sometimes goes like dark reflections of people, sometimes taking flight on wings like an owl. To hear them whisper is to hear them say: she's always been one of us. She's already broken her shell. She just needed the room to stretch her wings. And some nights she does just that. Last edited by the King of The Tatradermion; 01-17-2014, 05:59. Werewolf: Abandoned Renovation: W:IF Shrapnel and House Relations, Pre-Idigam Chronicle and takes a different path. Constantly updated. New dynasty and blood and smoke updates: Homebrew Dynasty and previous updates. Blial's Blood and Smoke: An updated take on Forsworn. Originally posted by zap rowdstower View Post My boyfriend made the stix the key to Golconda. In his stix version is made every time a vampire is adopted. If somehow you could find that Stix that was made when you were adopted to defeat him, you beat the beast. Random vampires wouldn't wake up and find someone killing their animal somewhere in the world, then? I think his taste was that you must defeat yours; This adds to the difficulty if your strix is destroyed or defeated by another. Originally Posted by Demdemeh View Post I think his taste was that you must defeat yours; This adds to the difficulty if your strix is destroyed or defeated by another. I don't like the idea myself, and the consequences seem very strange, but for each of their own! That's the great beauty of leaving these things ambiguous in the throes. Canon.

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