

OWBN GIOVANNI GENRE REVISED 2009

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INTRODUCTION

"Embraced by a fallen clan during nights long past, the Giovanni has always had ambition. Now they bring that ambition to bear on a world they would claim for themselves. With vast wealth, the ability to command the spirits of the dead, and a strict familial hierarchy, the greatest enemy to stand against Clan Giovanni is itself." - Unknown

The history of the Clan Giovanni is rather simple: A death cult of deranged Kindred embraced the scion of the Giovanni family. This scion wasted no time in burying a knife in their backs. He then embraced childer of his own, who became very rich and powerful and all the other Kindred resented them for it.

The only clan to have truly stood outside Kindred politics since its inception, clan Giovanni has a reputation that causes most fellow kindred to avoid them at all costs. The clan's taste for the macabre is something that even the stuffy Ventrue and the wild Brujah can agree is not natural. They are the only clan that knows the joy of life, the dark twilight of unlife and the bitter ashes of true death. Founded during the Dark Ages and coming to ascendance in the Renaissance, the Family of Giovanni has since grown to include several other families. They are now stronger than they have ever been, while all around them disintegrate into dust. Still, suspicion of this clan has continued to the present day. By staying neutral in quaint battles, the Giovanni have had free rein to build its merchant empire. Now

the clan's wealth is undeniable, but no one knows the exact purpose for which it employs this wealth. Few outsiders have ever taken part in the clan's necromantic rituals, so the purpose of these is likewise a mystery. Instead, suspicions and innuendoes have taken the places of facts and truths. Clan Giovanni is one of the more rigidly controlled clans and contact is constantly maintained between members of the clan.

As has been foretold, if the Final Nights are upon all Kindred then be glad that you are a member of the one clan truly prepared to see these times and survive; This genre packet is a good start, for it contains information that every young Don-to-be needs (all Giovanni for that matter) to know and to take to his/her no-longer beating heart. The clan is more widely spread and in more positions of power than all the other clans know about. The clan will complete their objectives – and they are not what the other Kindred think they are. We must all understand the OWbN genre differs from White Wolf genre.

In late 2004, White Wolf stopped creating genre for their Masquerade line, choosing instead to focus on their New World of Darkness. This creates exciting opportunities for us, the members of OWbN, because it frees us to make the genre our own. This has been done in several ways, including different Justicars and worldwide plot.

Important Note:

The Giovanni Coordinator's office, and OWbN as a whole, does not recognize the usage of Time of Judgment or Orpheus in any way, shape or form. Any articles that use this for source material are to be considered invalid by the Giovanni Coordinator's office when applying to Clan Giovanni. Until a resolution is passed by OWbN that rules the Gehenna plot will be run across the board, this office will not run any Gehenna plot. This Genre packet shall supersede any and all Giovanni Genre packets before it, as well as Storytelling aids that deal with Clan Giovanni.

WHAT IT IS TO BE GIOVANNI IN OWbN

“Death runs in my Family. Bone powder is the blood in our veins. The stench of death is the air in our lungs. Whispers of Specters are the sweet music in our ears and you threaten me with Death?”

- Madeleine Giovanni

So, why play a Giovanni? The clan in itself is very diverse and has a connection that no other clan can boast. Since your fellow clan mates are also in some way, family they are more closely knitted than any other. Not to mention the wealth, the many influence connections and the pure decadence of being a descendant of a powerful merchant family.

The Giovanni are generally respectful, genteel and well-mannered. They are affluent beyond imagination...and depraved beyond measure. While Giovanni individually hail from a wide variety of interests and backgrounds, together they make an unmistakable tapestry of unique kindred existence.

Many in the U.S. play the Mob aspect and the "Goomba" roles that have developed from bad TV and the real life exploits from the 1940's. The Mob forth most part comes from Sicily whereas the Giovanni are from Venice. There **IS** a difference. The Giovanni are a merchant family. In OWbN the Giovanni have settled in as the contact men/women for hard to find items, finding teachers for disciplines for others, finance backers, and influence contacts just to name a few.

When playing a Giovanni, the feeling is often like that of a prostitute. Everyone casts the clan in a bad light but privately they still seek the clan's services for magical favors, raw capital, influence and even the occasional spy. In a buyer's market the Giovanni can cash in a variety of chips. Keep this always in mind when playing and running Giovanni.

In the clan books, it was the writer's intent to have the clan run by its founder, and a group of Elders when he was asleep. However, this will not work in OWbN. Players and ST's alike had to make up their own meaning behind this and in so doing created multiple levels of inconsistency. While it is not our intent to make this clan into the Ventrue or Tremere, we do feel that it needed some order to it. Therefore, we built this clan structure out of the past OWbN events and the real life exploits of Venetian history. After all, the clan came out of Venice. Now we can get a feel of what that might truly mean.

Embrace Date's for Clan Giovanni

April 4th is not the only date on which the Giovanni embrace, although it is the most common. Giovanni can be embraced any time, but those embraced on any date other than the listed ones are looked down upon. While Giovanni may be embraced on any day of the year, most are held until the following nights happen. Embracing a ghoul should be a grand affair with many PC and NPC Giovanni present. Many are run like a mock nativity scene, with gifts being given to the new embrace.

Other dates are as follows:

- All Saints Day is the 2nd most important embrace day, this is important to all members of the clan.
- June 27th is important to the South American members of the clan. It coincides with an important date in the Aztec Calendar.
- September 15th is important to the Machiavelli for reasons unclear. It is rumored to have been the day they were brought into the family fold.

Ash Wednesday is important because, while the clan has many faiths, it mostly consists of Roman Catholics.

THE FAMILIES OF THE GIOVANNI

The following are the only approved bloodlines for Clan Giovanni. Storytellers should encourage players who wish to play Giovanni to play members of the major, minor or even lesser families. A good rule of thumb is for every one Giovanni based in a chronicle, you should have one or two major or minor family members. This cut down on every Giovanni that you run into being a member of the Family Giovanni (giving single-blooded meaning). The Giovanni are not the only family that makes up the Clan Giovanni. We **STRONGLY** encourage PC's of the bloodlines with in the clan to email and communicate with others on semi-regular bases.

Each of the separate families should have a modified clan advantage where non-discipline traits are concerned. Below each are the recommended ones if the ST of your game wishes to give added incentive to play a major/minor/lesser family. Bear in mind that these are optional rules and subject to the approval of each Chronicle's ST.

Single-blooded Giovanni and members of Major Families chafe under the direction of one from the Minor Families, and often find ways to remove them from power. The Giovanni clan also harbors a number of Lesser Families related to the clan through marriage to one Giovanni or another.

The Major Families: **della Passaglia, Dunsirn, Milliner, and Pisanob.**

della Passaglia : The della Passaglia is the Giovanni's agents in the Far East, and are specialists in dealing with the mysterious Kindred of Japan, China, India, and Southeast Asia. Before being brought into the Giovanni, they originated as traders to the East, following the roads set up by Marco Polo. As such; they have opened new vistas for the Giovanni with their knowledge of Asian Necromancy and Thanatology. As our Far East specialists, they provide valuable links with Asian Vampire, which call themselves-Jin. The della Passaglia has recently risen in power.

*At character creation, della Passaglia may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a **Level of Kuei-Jin Lore with approval from the Kuei-Jin Coordinator.***

Dunsirn: Scottish branches of the Giovanni, these savvy bankers have a nasty fetish for cannibalism. Augustus appreciated their ability to keep a secret and brought them into the fold. The Dunsirn are steeped in the supernatural landscape of their Scottish homelands and are rumored to have ties to both the savage Lupines and an enigmatic sect of nature mages.

As part and parcel of their heritage, Dunsirn may swap their Giovanni Clan Advantage of an Influence level of either Finance or Health with a level of the Ability: Lupine Lore at character creation. As per WW canon, this group does have ties with the lupines.

Milliner: The 1950's induction of the Milliners into the Giovanni clan began with a family feud between Francis Milliner and Joe Kennedy after a Boston business deal cut out Milliner and set up Kennedy. Using Giovanni monies, Milliner set up circumstances to destroy the

Kennedy legacy, resulting in, if you believe the rumors, the assassination of John F. Kennedy. The Milliners are extraordinary industrialists and have close ties to the Mafia. Though extremely young compared to the rest of the Giovanni, they are still considered a Major Family for efforts that proved instrumental in providing the Giovanni clan with a foothold in North America.

NOTE: Due to their recent induction, Milliner character may not start at better than 10th Generation. *At character creation, Milliner may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a Level of the Resources Background or the Politics Ability.*

Pisanob: Though they did not originate as a true family, the Pisanob have, throughout the centuries of breeding and embrace, become one nonetheless. The Pisanob were inducted into the ranks of the Giovanni from a loose-knit cabal of Aztec priests in South America, led by their high priest, Pochtli. Masters of Necromancy even before they became Kindred, the Pisanob are atypical in that they've maintained the trappings of the Necromancy they used during their mortal existence. Pisanob Necromancy is extremely ritualized and utilizes props and iconography from the ancient Aztec religions. Their influence, as one would expect, is mainly relegated to the Latin American countries of Mexico, Central and South America as well as the European countries of Spain and Portugal.

At character creation, Pisanob may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a Level of Giovanni Clan Lore or History Ability.

The Minor Families: Ghiberti, Machiavelli, Rothstein, Putanesca

The Giovanni, both of the Family and of the major families often look down on the minor families with a degree of contempt. However, their usefulness precludes any treatment harsher than jibes and taunts from their betters. Most significantly, the Minor Families have little say in what policies Clan Giovanni implement and it is extremely rare for one of their kind to climb higher than the station of Don or Dona of a city.

Ghiberti: As the della Passaglia is specialist in Asia, so the Ghiberti has made significant inroads for the Clan into Africa and the Middle East. Though they're grudgingly respected for their efforts to establish trade routes in the Dark Continent, and procuring valuable information regarding Nubian aspects of Necromancy and the Abombo (African Wraiths), they are still mistrusted and discriminated against by Single-blooded Giovanni for their Negro heritage. They are responsible for involving the Giovanni in the United States, West Africa, and West Indies trade triangle.

They are also responsible for inventing the Cenotaph path of Necromancy. *At character creation, Ghiberti may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a Level of either Shadonlands Lore or Laibon Lore.* Ghiberti do not freely teach their Necromancy to other Families.

Machiavelli: This Family enjoys respect from Augustus and the rest of the Giovanni Family, for their assistance in the Cappadocian purge. Nothing more than a mere mortal at the time, Edon Machiavelli was an associate of many of the Giovanni elders who continued to

practice the ways of mercantilism. When the Giovanni rose up to extinguish the Cappadocians, Edon and his family used their prodigious influence to ferret out information regarding the havens of the Cappadocians, thus making it easier for the Giovanni to hunt their parent clan down and slay them. For such service, Augustus himself embraced Edon and honored his descendants by bringing them into the fold. Recent nights, however, **have shown that the family has slipped out of favor due to the lack of contribution to the family in whole and has been lowered down to minor status.**

The Machiavelli Family: Embraced for services to us during our ascension to a clan, the Machiavelli are indeed the descendants of Niccolo Machiavelli who himself joined us in 1527. *At character creation, Machiavelli may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a Level of Giovanni Clan Lore.*

Rothstein: The Rothstein are Jewish-American Cabbalists with ties to Las Vegas. In the early 1900's, Shlomo Rothstein was embraced by Lady Putanesca and became the first and formal 'head' of this line. Their ties in the diamond industry cannot be denied. **Due to the impressive work the family has done in Las Vegas, Nevada, Augustus has promoted the family up to the respect of being a minor family.**

At character creation, Rothstein may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a Level of the Finance Ability.

Putanesca: The Putanesca are the servitors of the Giovanni, as well as their agents in the world of blue-collar crime, such as prostitution, numbers running, and the drug trade. Considered little more than whore mongers and crack dealers, they are reviled by all others of the Giovanni Clan. However, their aptitude in dealing with the seedy underbelly of modern society makes them especially useful nonetheless.

At character creation, Putanesca may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a Level of the Intimidation Ability.

The Lesser Families: St. John, Rossellini, Li Weng, Koenig, Beryn.

Most of the Retainers of the Core Family and Major families should come from these families. All lesser families should start out no greater than tenth generation and with a total age of less than seventy five years.

St. John: The first of the five Families that Augustus looked to acquire in whole was the St. John. They are a cabal of English Masons who have been breeding into the family. Their ties with the occult are very strong. Many Dons/Donas have them as top aids.

At character creation, St. John may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a Level of the Occult Ability.

Rossellini: The Rossellini are sadistic individuals who enjoy mutilating their victims as part of their Necromantic Rituals. They become involved in the Giovanni clan when a cadre of their members ran afoul of Claudius Giovanni, who separated their souls from their bodies until

they swore an oath of fealty to the Giovanni. Since then, they have almost entirely interbred with the Giovanni Family, though there are few true Rossellini still walking about. **Because of recent discretions from a few family members in the U.S., and the slow breeding out of the family, Augustus had removed the respect of being a minor family and has placed them as a lower family.**

At character creation, Rossellini may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a Level of the Torture Ability.

Li Weng: The Li Weng, originating from outside of San Francisco's Chinatown **and other parts of the West Coast and the Orient**, are a group of geomancers who are attempting to gain favor with the Giovanni Clan so that they might be the next Major or Minor Family. **Note:** If based out of San Francisco or Los Angeles, please contact the STs there and work with them when writing up your background as a courtesy.

At character creation, Li Weng may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a Level of the Occult Ability.

Koenig: These German death cultists may have never come to the attention of the Giovanni had it not been for World War II when the Giovanni saw an entire nation rise up under a dark leader. His band of cultists had the sickest and most twisted ideas of death that the family had seen since the induction of the Rossellini. They are also German arms manufacturers. I wouldn't try putting a Koenig and a Rothstein in the same room, it normally resolves in the death of both parties!

At character creation, Koenig may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a Level of the Intimidation Ability.

Beryn: The Beryn are a family of Flemish merchants operating from Luxembourg with African influence like that of the Ghiberti. They have many holdings in South Africa mines. Beryn seem to be unskilled in the realms of Necromancy having virtually no knack for it. It would seem they were brought in only for genetic purposes. Their tall stances and wide shoulders are desirable traits after all. Most are ghouls or still mortal.

Since their rebellion to leave the family and join the Camarilla in 2004, most of the family has been eradicated from the clan. Lately though the remaining family members that are loyal to Family Giovanni have made headway in Venice with tithes and money and extreme signs of loyalty by destroying their own rebellious family members in front of the Senate.

At character creation, Beryn may swap out their Giovanni Clan Advantage of an Influence level in either Finance or Health with a level of Resources.

THOSE NOT OUR OWN

Marrying into the family

Mortals outside of the family do not, for any reason, get married into the family. This means that in your background, your mother or father was Giovanni and the other parent was not a member of any of the official families. This does not happen. You now have other family lines listed here as new options, please pick one.

Kindred DO NOT marry into the Clan / Family. This does not happen.

Families play a major role in arranging marriages, especially if land and other wealth accompany the union. In cases where the marriage was part of the family's economic and social strategy, careful planning by the whole unit was needed, for a good marriage could bring considerable economic benefits. The prospective bride and groom also had an economic stake in a marriage contract. It would determine not only who their life partner would be, but also how well they could expect to live. To marry for love without land or chattels could assure nothing but a life of penury. Marriage contracts involved detailed planning, both for the mortal side and kindred ones.

Marriage was easy to contract, but yet, even some people remained celibate and unmarried their entire lives. This serves to explain why patrician marriage in sixteenth-century Venice was such a complex event. It was a many-staged procedure that took place over time, required several months and involved, beyond the particular families, the entire community.

Formal procedure began with a contract of engagement, which in Venetian terms seems to have been called *lenozze*. This not only established the relationship but more importantly included dowry arrangements, that is the total sum and what parts would be paid in cash, in goods, in jewelry, in real estate, etc. Then it progressed through several stages: the announcement of the engagement in the presence of the two families and officials (*fare* or *fermare il parentado*), the ritual showing forth of the bride led around by a dancing master, visits to the houses of bride and groom, and the publicly declared consent of bride and groom through the declaration of matrimonial vows (*fattesi parole ceremoniali dello sponsalizio*). After this ceremony, there was a feast during which the sponsor or sponsors (*compari*) made gifts of candy and comestibles to the couple. The final acts were the groom taking his bride to live with him in his family's house (*menare a casa*) and the consummation. At various points in this process, other rituals occurred. There was the mutual giving of the hand (*dar la man*), usually in the later stages of the wedding procedure.

Venetian patrician marriages in this period exemplified the blending of familial and civic concerns, the case and the terra as the family clans and the city-state were called. "Public" and "private" did not find their way into Venetian contemporary vocabulary except that the first qualified the rest of the state as a "public thing," a *respublica*. The second signified an absence and deprivation of the civic sphere, rather than a tangible property or intangible negotiation outside it. Venetian patrician marriages took place within, not without,

the community. The bonding of two patrician families strengthened political and economic alliances through their matrimonial arrangements.

Adoption into Clan Giovanni

The following shall be the genre standers for adoption into the family: ONLY with the approval of the Giovanni Coordinator and the PC's StoryTeller. In most cases, this will require a binding agreement to be signed by all parties.

CLAN ORGANIZATION

"Bite off more than you can chew, then chew it. Plan more than you can do, then do it."

The Clan's overall organization

Not every Giovanni makes the great race for power within the offices of the Clan. Indeed only about half of the Clan does. This is due to the isolation of many of the family in far-off lands. They are islands unto themselves. The Clan's overall organization is broken up into the three branches of the family tree. Once a PC takes a path they may hop the fence. However, this is normally looked down upon. Doubling up on offices is forbidden The Giovanni having their whole ghoulish existence to think of what way they will serve the clan. Any city that the Giovanni have any hold in normally has three family offices within it. This is a step-by-step run down of each office. These offices are presented in order of most importance and power starting at the top. NPC's may fill in any position until a PC is available. There should be at least one of each of the following in every city: Don/Dona, Necromancer, and Enforcer

The Venetian Senate (NPC only): The Senate is comprised of various members of Clan Giovanni and Family Giovanni, such as the Rossellini, Dunsirn, Pisanob, and Machiavelli. There are 12 members of the Senate. The Senate serves as the organizers and distributors of Augustus' will. The number of twelve may reference the 12 Apostles, following the false Christ that is Augustus. Perhaps it is in reverence to the twelve members of a jury. No one within the clan is certain, and those who do know are not talking. There is a large ornate throne in the center, which is always vacant... well almost always. It should be noted that one of the members is among the "Honored Dead. The Venetian Senate is rumored to convene far beneath the ground floor of the Mausoleum in a great cathedral dedicated to Dis Pater. The veracity of this rumor has yet to be determined.

The Voice of Venice (NPC only): The Voice of Venice (aka "the Voice" or the "*Doge di Venezia*") is a single individual who is the sole authority of the clan. He speaks the will of the Senate and of Augustus Giovanni himself! His word is beyond reproach and thus Law. Few outside of Venice ever hear his words but all feel their effect.

Prefects: The word praefectus means “the one who stands in front’ (of others) The Prefect was an official who was appointed by a magistrate for a fixed period and a special task (mandatum)

Originally, this was a military task; for example, the auxiliary troops were commanded by a Prefect, and the *praefectus castrorum* was the garrison commander. Under the empire, the Emperor was the only one who was allowed to appoint Prefects. From now on, civil Prefects became popular. Prefects are responsible for mediating disputes within the clan usually, between Dons and Donas. A Prefect is more of a first-among-equals position than anything else. A Council of a minimum of five Dons or Donas from their appropriate regions can choose Prefects. Prefects can claim the office for themselves assuming there is no opposition, such as other candidates. The Venetian Senate may also elect Prefects as they see fit but generally choose to remain aloof from such regional matters. Prefects are exclusively a PC position unless otherwise stated. They direct the function of family members, of mortal and kindred within their respective regions. Their powers and responsibilities are comparable to that of the Camarilla's Archons. Prefects serve the Senate.

Notes on Prefects: PC Giovanni Prefects are appointed by the Giovanni Coordinator with their Chronicle Storyteller’s approval. Due to the Regional nature of this position, the Giovanni Coordinator may remove a PC Prefect at anytime without that character’s home chronicle Storyteller’s approval.

Prefects must fill out a report once every 2 months to the Giovanni Coordinator representing their reports to Venice. They must include at the very least, the following information: The total number of PC Giovanni within their area, Giovanni public relations with the local kindred population with special mention of any non-Giovanni Necromancers uncovered in their domains. Failure to file these reports will result in their removal from said office by the Venetian Senate. Prefects may not make national policy without the approval of the Giovanni Coordinator (a Sub-Coord is not sufficient). Nor may they take actions within their office that would result in the death or non-playable position of any Giovanni PC without first obtaining written permission of the Giovanni Coordinator’s office & the ST staff of that game. (Proof of permission may be asked for by both sides before any scenes will be approved to be run).

NOTE: All Prefect PCs must have approval from the Giovanni Coordinator before making any national decisions or proclamations. This is more a title position than anything else; much like the Queen of England. Prefects may of course, with ST approval from the appropriate game, have others take action when needed. This idea of PCs keeping tabs on other PCs does work so long as the Giovanni Coord/Sub-Cords keep an eye on the Prefects, which we WILL be!!!! If this is still an issue for your Chronicle, there are options to allow you protect your Chronicle from the influence of other players.

Daggers of the Giovanni: (NPC only) The Daggers of the Giovanni comprise 14 members of the Clan spread out over the world. The Daggers are exceptionally puissant members of the Clan sent when the internal affairs of the Clan begin to spin out of control on a local, regional or national level such as:

- * Extensive death of family members.
- * Poaching from the families, from which the Giovanni embrace. Disposal of said Giovanni.
- * The presence of a cagey Rogue Necromancer.
- * Matters relating to the Harbingers of Skull.
- * Large-scale Sabbat incursions into clan matters.
- * Dealing with missing Giovanni.
- * Taking out those who have killed family.
- * Breaking of the Promise. (Applies to both Giovanni and Camarilla sides)

The Daggers of the Giovanni serve a function within the family similar to that of the Camarilla's Alastors, mixed with the powers/ responsibilities of a Paladin/Archon. Prefects may request a Dagger be sent to deal with disobedient Dons but they report to the "Voice of Venice". Daggers may not supersede Prefects.

(NEW) Warriors of Proserpina: This new position was created to give players of medium to large scale in points, which feel as though Don is too small for them and that haven't gained the respect to achieve Prefect yet, to obtain that gives them the ability to help police Family issues that may be caused by Family or Non-Family. This position also takes place over the old Regional Enforcer position as the Warriors are not just muscle to pound problems away but are also well skilled necromancers that can investigate issues dealing with the family arts.

This position carries with it some fear amongst the Family. Warriors have the authority to punish family members who have broken the promise and that have brought shame upon the family by being caught in deals that should have been hidden more carefully. The Warriors are the deputized police within the family, but also must follow the chain of command if having to deal with ranking family members or with the Ambassadors if things go astray with non family members messing with the family.

When Warriors are on duty they must wear a small pin on the collar that resembles a skull sitting on a scythe. It is also recommended that Warriors on duty should resemble a Roman Centurion in clothing as this will help instill fear behind the title. When a Warrior is in town family should know that something sooner or later will be uncovered and dealt with in a very quick and final way. When addressing a Warrior, the respectful title would be "Centurion".

Dons and Donas: A Don or Dona should head each city with significant Giovanni population. It is up to each Chronicle to decide how they choose to fill this office from within the Clan's ranks. Any member of the Clan can challenge any Don for his/her city at any time as long as they are within the proper branch of service or have not yet made the

choice. Becoming Don or Dona immediately defaults you to the Administrative branch. A Don or Dona is expected to hold his/her city under their own power or relinquish it if they cannot hold it. The Don/Dona of a city is not always the most powerful in the city; however it is usually the one who provides the most for the family as a whole and who merits such a position. Reverting to combat as a means of settling such an issue is always frowned upon by the Anziani. The Anziani will respect whoever is strong enough to hold the position but prefer Single Blooded Giovanni to the other families. It is recommended that this position is made available to PCs rather than having it doled out to an NPC.

Dons/Donas are comparable to that to Camarilla Princes in regards to their position within the Clan/Family. They control Family assets within the city and are responsible for the direction of the Family's resources within said city. They are the leaders of the Family and Clan within their area of power. Dons and Donas handle mostly kindred matters for the family. All PC's portraying Dons and Donas within the family organization must report to their Prefect no less than once a month.

Consigliore: Advisers to any office they are typically the right hand man/woman. The person they are advising chooses these advisors. If the person they are advising is more tied up with kindred affairs, then they monitor the mortal affairs, or vice versa if necessary. Usually they are people who once held the office to which they are advising but not always. They no longer have the desire to hold said office and/or are in training to take over.

The Venetian Senate for various internal reasons may choose an advisor for a Don or Dona. In such a case, the Consigliore is also referred to as the Primo Consigliore. This position is not a true office as such, and therefore you may take it and still one night become the Don/Necromancer/etc. You still may not be Consigliore and another office at the same time. Dons/Donas must have a Consigliore. They handle mostly mortal affairs of the family such as managing all influences within a Chronicle.

Necromancers: Necromancers of a given city are often self-appointed but are confirmed by the Don or Dona of the city. Arch Necromancers are chosen by the Black Magus and coordinate the sorcerer's activities within their region. Arch Necromancers collect the information from the local Necromancers to be passed on to the Black Magus and the Senate. Necromancers (of the area) are the authority of Clan Giovanni's interests in the world of the dead. They monitor the shroud level of their given territory and report this as well as estimated spirit populations back to Venice, along with various other duties. They do what they can to advance progress in the Plan (The Rending of the Shroud). * The Necromancer office is beholden to the Arch Necromancer of the region. However, they still must respect the Don/Dona.

Enforcers: Enforcers are chosen by the Don or Dona` of a given city. The local Prefects choose regional Enforcers and the Venetian Senate chooses National Enforcers. The Enforcers are the martial arm of the family and are every inch the soldier, warriors and tacticians of the clan. Often recruited from family members who have survived long stretches in difficult regions the Enforcers safeguard the interests of the clan and make sure the enemies of the Giovanni remember that the clan's outwardly projected good nature hides a bright set of Shark's teeth. Soldati (soldier) are the lowest rungs within the Enforcer

branch. Enforcers often take No Necromancy in opt to work on there out of clan disciplines such as Fortitude, Celerity.

Additional Positions within the Clan

The potions below are not true offices. As such, those who hold such positions may hold other true offices within the clan. Ambassadors are often used when there is no local Don or Dona to handle said affairs, or opening relations within a new city the clan plans on occupying in the months to come.

Ambassador to the Camarilla:(PC) This person acts where the Prefects cannot or chose not to act. The ambassador walks a very fine line when it comes to The Promise. They have many allies within the Camarilla's highest offices, and often use those well-paid-for strings to make things happen for the family's benefit within the Camarilla.

Ambassador to the Sabbat:(PC) Yes, there is indeed a member of our family that deals with this sect. Although the Sabbat put on the face of mindless killers with no real origination; Oops there is that damn Camarilla propaganda coming out. Anyway on rare occasion we have official meetings with this sect and even then it's almost always held though letters and missives.

Ambassador to Kindred of the East:(NPC) The Ambassadors are usually members of the della Passaglia. Their purpose is largely unknown. (The Giovanni, as per White Wolf cannon, have had one of the longest successful contacts with the strange Kindred in Asia).

Overall the clan branches are:

Administrative branch: **Ambassadors**, Prefects, Don/Donas, Consigliore (adviser), Primo Consigliore.

Necromancy branch: Arch Necromancers, local Necromancers, Primo Consigliore

Enforcer branch: Enforcers of local cities, Primo Consigliore, Daggers of the Giovanni, **Warriors of Proserpina**, Soldati (soldier)

ETTIQUETTE

1. In Venice, it is still common for both ladies and gentlemen to greet each other with a light kiss on the cheek. Since our American cousins consider this custom slightly effeminate and old-fashioned, a warm double handshake is acceptable. A kiss on the Don's ring, while not as strongly encouraged within the Cosa Nostra, is never the less a touching token of loyalty and respect. Many Enforcers follow this fervently; all Soldati must follow this rule.

2. Gentlemen will rise when a lady sits, stands, or joins a group. All chairs are pulled out. If a lady joins a conversation and declines to sit, all will remain standing. Ladies need not rise if another joins a group.

3. Everyone is addressed with respect. No exceptions. Both Family members and visitors from other clans are to be greeted with cordiality and deference, if only for their potential usefulness.

4. When sitting for official business, seating is done hierarchically, i.e., Better families at the head of the table, and second most important to his right, third to his left and so on, alternating. Always know who is in charge. If in doubt, take a lower seat to avoid causing offense accidentally.

5. Your superior is called "Capo". The head of the Family in a given domain is called "Don," or "Dona`," and his/her word is law. The "Visitor" may need to make an appearance as circumstances warrant, a rare and dangerous privilege.

Security

1. Arrive together, leave together. No one travels alone. No exceptions. It does not matter how much Potence you can boast, how intimidating you look, or even what kind of things your Wraith can do. At the very least you have someone else to draw fire while you make your escape if needed. Not to mention the benefits of always having at least one witness with you.

2. Ladies are never without at least one man for every two women.

3. A weapon is never brandished in public unless you are using dire force, and only when dire force cannot be avoided. The Enforcer is the exception to this rule.

4. Never accept anything handed to you. Have one of the ghouls accept it on your behalf. Always thank them even if you do not like what it was.

5. Keep a record of who can sense Wraiths in a city. If you think there is someone with Necromancy find out & report them to the Don/Dona. If you are a Don/Dona, then report it to the Prefect. Take no action until they say otherwise. Prepare to have them whacked.

6. Keep a close tab on all family within your city. If one goes "missing" you better report it to Venice, for if you don't you will soon be seen on the back of every milk carton on the planet.

7. Keep at least one wraith with Flux / fatalism / outrage around.

8. Keep a well defended and unknown haven.

9. In the event of a boot party, make it very costly for them to even think about whacking you or yours.

Public relations for OWbN Giovanni

1. Always dress appropriately for the occasion. Brujah wear jeans and white socks, not Giovanni.
2. Wraiths will not, for the most part, be talked about in public.
3. Ladies will act like ladies at all times, especially in public. They are the flower of our Family's honor as well as its future.
4. Arguments with other clan mates take place in private only. This is basic respect.
5. When dealing with clients, check your facts. Do not spread rumors needlessly, no matter how delicious they may be. We provide accurate information to our clients, not gossip. This is a distinction for which our friends are prepared to show great appreciation.
6. Pay for all information even if you already have it. Keep all sources happy.
7. Never promise more than you can deliver. Deliver what you promise, without fail, even though months may frustrate your efforts. A client's privilege is as invaluable as our word of honor. If you are going to double-cross someone, therefore, make sure to have an alibi or two for public consumption.
8. It is distasteful to discuss Necromancy in public. Certain admissions can be made in private, however, to select individuals. **Necromancy is never taught outside the Family, for any reason!!!** Due to the fluid and case-specific nature of our Discipline, even the most basic level of Necromancy will throw open the floodgate if improperly used. Individuals outside the Family, even scum like the Samedi who are observed to have a "wild" talent, must be disposed of. Needless to say, the monopolies and prerogatives of other clans must be respected if this tradition is to be enforced.... Or just don't get found out. So drop whatever great plans you might have had when it comes to Giovanni teaching non-Giovanni as it should never happen! **No NPC's will teach Necromancy.**
9. The Proxy Kiss and all matters relating to Family discipline are strictly private, and remain the exclusive jurisdiction of the Family itself. No public mention shall be made of disciplinary procedures, but our rights there to shall be strongly asserted.
10. Remember at all times that you are a member of chosen elite. You were bred and trained since birth to carry on the honor of the Family Giovanni.

In all things the clan comes first.

SECT RELATIONS

Sect relations invariably differ from game to game. On an international level, however, the Giovanni want to be left alone. They're more likely to work with the Camarilla, given their history. The Camarilla sends representatives to Venice regularly (every 13 years) to discuss the Giovanni's continued relationship (or lack thereof) with that sect. The Camarilla also deals in things in which the Giovanni are interested. The Ventrue and the Giovanni compete in the field of world finances; the Tremere and the Giovanni share an interest in the occult. There are enough similarities to make cooperation a possibility.

The Sabbat, on the other hand, are dangerous. If they are not attacking Giovanni themselves, then they are supporting those who are attacking them (those being the Harbingers). The Sabbat does not have a lot of money or influence, so there isn't a great deal that the Giovanni want from the Sabbat. Without incentive to work with them, and with incentive to stay away from them, the Giovanni should avoid the Sabbat altogether. If push comes to shove, (as it supposedly did during the Siege of New York in the source material) the Giovanni will side with the Camarilla against the Sabbat. This should not happen lightly, or often.

What advice does the family give to members operating in Camarilla domains? Most of the advice should be considered common sense, but here's some advice picked up through years of play.

Be respectful of the Camarilla, its members and policies. Don't go yelling about how you don't have to follow their rules, follow them anyway - you'll make more friends. If you respect them, they will respect you.

For god's sake, stay out of their politics. Make it clear that you're willing to work with the establishment, whoever that happens to be, and don't get involved in trying to decide who that establishment is.

If a Prince asks you to do something, they're clearly an agent of the Camarilla as a whole, and whatever they're asking is probably ok. Just make sure you get paid.

If someone who isn't the Prince asks for something, you might want to double-check his or her motives and make sure you're not getting yourself involved where you shouldn't be.

Wait for them to ask you for assistance. You are not trying to earn status; you are not racing to increase your standing. If you do something to help a domain, you are not going to get rewarded and they will forget it the next time the anti-Giovanni sentiment rolls around again (as it always does).

Each city varies as to their feeling son the Family. The same can be said about the Families feeling son some cities.

HISTORY UPDATES FOR OWbN GIOVANNI

Hukada Ghiberti finds new information on the Khazar's Diary.

Hukada Ghiberti request and receives aid to help the Family of Africa undertake more research into the Wraiths of the Dark Continent.

Embassies are being worked out to set up with the Asian courts and the Giovanni clan, after the Cambodia studies where finished 1971 2004, thanks to the della Passaglia.

Some time ago a plot was made where the Byrne of OWBN tried to join the Camarilla. As such the Camarilla, as well as the Giovanni Clan, had open killing rights on them. Since then, this plot has ended. All the Byrne that went off their rocker have been killed by the Daggers/Camarilla/other Giovanni/the head of their line himself! (Mr. Byrne, that is.) Some say it was the other heads of the major families that made this small group (about 15 at most) try and join the Camarilla. This topic is one of shame for the Byrne; any who bring it up are quickly forced into silence one way or another.

The Capuchin (mentioned in the Giovanni Clan book) was found out to actually be Lazarus, childe of Cappadocius. Since then he has fled Venice to parts unknown. He was unable to take anything with him and his offices have been raided and are now under quick study. His order within the family has being tracked down and killed off. The information about this has been suppressed, and most Giovanni are not aware of this fact. Those who are in the know think the Capuchin was a Harbinger of Skulls spy only and dismiss the notion of him really being Lazarus, childe of Cappadocius; or at least openly.

All past genre breeches when dealing with approved Necromancy teaching or other similar matters may be traced to the order of the Capuchin, which is now defunct.

The Family reports that the Rossellini Branch will be bred out or die out within the next 5 years. All efforts to keep this line going have failed. Claudius Rossellini has begun to sell off the Family's stock he controls of the genetic corporation Gene Tech. The profit from this is being rolled over into weapons deals in Asia Minor. The Family will name Enzo Giovanni successor to take his chair in a multi-national corporation by the end of the year.

After the devastation of the 6th maelstrom, the Family has begun to rebuild the Shadowland's walls in Venice. It is noted that they are not undertaking this with any sense of speed which leads to the rumors that they had banks of wraiths elsewhere when this great storm hit, which where saved.

Augustus returns from his trip in the Shadowlands of Korea. He meets with the Senate and then is rumored to have traveled under the waters of Venice to meet with the Premascines.

The longtime schism between European and American Giovanni is set aside after the Venetian Senate calls a meeting to discuss said schism. In the heated debates, Clan

Giovanni decided that yes, America was an upstart country where the lesser families were sent.

This will no longer be the case. Whether by luck or by their undertaking, American Giovanni now reside within a global superpower (at least as far as mortal society is concerned.) Those Giovanni who are considered elders there (especially those of the double-blooded) will gain at least a portion of the respect that they have longed to possess. However, the price for this respect is that there will no longer be any double-blooded Giovanni to be sent to America except in the most extreme circumstances. As such, more of the minor and lesser families will have their members sent to America to make up any lacking that this amendment will create. In response to this, several heads of the Minor Families have jumped at this opportunity; Francis Milliner, Marco della Passaglia, Kwai Li Weng, and Melvin Rothstein, to name a few.

After some debates Venice gives control back in the form of Prefects to the U.S.

More minor and lesser family is being chosen to be sent over, making double-blooded Giovanni harder to find in the Americas.

Rumors abound that more of the Giovanni have moved to America due to following created by Valentina della Passaglia

The family in Los Angeles has over the last couple years have created a national corporation called Oroboros Corporation. This company has produced incredible results in finance, health and wraithly attainment. The company has been slowly spreading across the country.

Augustus Giovanni returns from underneath Venice and begins tightening the reigns of the upstart North American families and states that Venice is no longer going to let them have it their way. Venice will be more involved with the families in the Americas again. It is rumored that Augustus himself will be making his way to the North American continent to get a first hand look at the new world and to meet with certain individuals within the family and outside of the family.

For more history on Venice, visit www.Doge.it/index.htm

NECROMANCY

For most of the breakdowns of paths and rituals and their rarity systems please research the new Necromancy packet now available.

Rituals: Pisanob rituals are accessible to Pisanob characters only. See Necromancy packet for details.

Homemade Rituals: All homemade rituals will be controlled by their creators and their STs of that chronicle. It is up to each ST staff to allow/disallow any player created rituals into their chronicle from another chronicle/player. All player made rituals will need to be recorded by the Giovanni Coordinator's office for reference purposes only. A Storyteller Necromancy Packet will be available to look up any rituals that come into question by listed staff only. This packet will not be made available to players.

NOTE: Storytellers, it is up to you to decide what works in your chronicle and what doesn't work. It is our position to make suggestions, opinions to you in regards to genre, but we will not overstep our roll in telling you what you can and cannot do as long as it remains in genre.

Note: The Ghiberti Necromancy (aka The Cenotaph Path) works as mentioned in Clan Book Giovanni: Revised. Ghiberti Necromancy may be taught to those outside the Ghiberti, but within Clan Giovanni, for an insanely high price. Pisanob Necromancy should only be practiced by; you guessed it; the Pisanob. All Pisanob rituals work as per Clan Book Giovanni: Revised. These two families should never, ever, ever under any circumstances, teach anyone outside the clan these necromantic forms. Please see Necromancy packet for details.

TITHING

Each year, every member of the Giovanni Clan is expected to send a portion of their wealth back to Venice to stock the collective coffers of the clan or stock the wraith cells for the grand task of accumulating enough souls to achieve the ultimate goal of the clan: the obliteration of the Sudario, the shroud. After the sixth maelstrom hit, Clan Giovanni's main focus is rebuilding and making plans for mass death to refill their coffers. This is a very important aspect of Clan Giovanni; its importance is mentioned in a variety of White Wolf Canon books. Each Tithe is collected on April 4th. An e-mail to the Giovanni Tithe Sub-Coordinator from a storyteller of your chronicle is required as proof of the Tithe no later than the last weekend of May of each year. It will be difficult, but it should not be impossible to collect your Tithe. Every Giovanni player is required to deliver. This was developed in OWBN. In the WW books it was a strong suggestion but when transferring into OWBN it became a must. After all, this entire packet is about OWBN Giovanni.

The standard tithe is three wraiths a year or 100,000 dollars. This reflects that not every single member of the clan is interested in or proficient enough with Necromancy to make their payment in souls. Failure to Tithe will tend to turn Venice's eye to the city in which the disrespect originates and most Giovanni would rather not see that happen. All Giovanni are expected to pay the tithe though many choose to tithe more, as their position and resources allow. Venice tends to take notice as well when a Giovanni tithes more than the bare minimum and a favorable mention among the Senate can go a long way when issues of promotion come up. It is also worth noting that Venice also notices when more wealthy members of the Family only Tithe the minimum requirement. If you want to be respected within the family, you are expected to make a respectable Tithe.

Most wraiths that are tithed are drones, or are already made into items.

1 Spectre/Elder Wraith is worth = 3 normal wraiths

1 Kindred* Wraith is worth = 5 normal wraiths

1 Wraiths from Africa = 5 normal wraiths

1 Wraith from a guild = 6 normal wraiths

1 Wraith from the East = 7 normal wraiths

Tithe is between you and Venice. It is NOT a bragging right to announce to the open family. Tithe is a show of HUMBLE respect for the honor and privilege it is to be in this family and more so to be an immortal. Some may/can view this as a Tax, but those thoughts are kept to themselves and are never acted on or discussed.

*Ones that have died and not been obtained though Soul Steal!

THE GIOVANNI/WRAITH RELATIONSHIP

Wraiths are our clan's lifeblood, the family's power and its eventual tools of world domination. That said, they are also alive in their own ways and can be just as powerful as us, so always treat them with the respect one would give a powerful weapon - useful but with potential to be just as dangerous to you as to your enemies.

There are several groups of wraiths that we should be interested in:

Oracles: Oracles are wraiths that can see into the future.

Artificers: Wraiths that can make machines go haywire and build items.

Spooks: Spooks are wraiths that can physically manipulate the living world around them.

Haunters: Haunters are wraiths that can create chaos in the real world.

Puppeteers: Puppeteers are wraiths that can 'skin ride' mortals.

Remember, wraiths are easiest to manipulate when you possess something that physically used to belong to them - this is called a fetter. It can be as large as a house or as small as a finger bone. Find this item and it will give you significant control over a wraith.

Also be aware that there are several organizations of wraiths - the most notable being 'The Hierarchy'.

Dis Pater

The family and Clan Giovanni's Patron Saint. Dis Pater is the Roman ruler of the underworld and fortune, similar to the Greek Hades. Every hundred years, the *Ludi Tarentini* was celebrated in his honor. The Gaul's regarded Dis Pater as their ancestor. The name is a contraction of the Latin Dives, "the wealthy", Dives Pater, "the wealthy father," or "Father Wealth." It refers to the wealth of precious stone below the earth. The Giovanni have been praying to him since before the Cappadocian's took them as a ghoulish family. (Pluto "Rich One" Dis. Dis Pater, Dispater "Rich Father." Orcus, an alternative name for Dis, the god of the underworld. In Southern Germany and the Balkans, Dis Pater was paired with a Celtic goddess, Aericura. Julius Caesar wrote that the Gaul's considered they to be descendants of Dis Pater. He is the god of the underworld, particularly its riches. He manages the dead, too. Dante names a city in the Inferno after this god.)

This can make for a great backdrop for many plots or settings for family meetings. Chapels, tomes, shrines of all types can be found dedicated to him. The shines may not be moved once built, nor may they be within the shadowlands in order to gain the effects below, although there are many that do reside there. Only one may be built per game. Expect to pay a great deal to build this. (Funny, the more you have, the longer it takes to build it). You may not build one on the same night one was destroyed. The Shroud rating around the shrine is 4. (Standard 1 to 10 scale.)

By building a shrine to Dis Pater in your chronicle, you will reap the following benefits:

- * The negative effects of the maelstrom are lessened.
- * All those within a one-mile radius who are lucky become unlucky or have their Lucky merit negated.
- * By praying to the shrine of Dis Pater (i.e. sending a message to the ST's and Rend the Shroud/tithe Sub-Coordinator) a Giovanni may gain the blessing of Dis Pater.

There are also many disadvantages to building a shrine. In order to keep it maintained you must sacrifice a wraith and/or commit acts of great emotion or respect in the presence of the shrine once a month (i.e. a murder, birthing, etc.). **Due to this, specters will become a problem after two to six months.** Any acts of divination (i.e. Eyes of Chaos, Fatalism, Scry, the Knowing Stone, and high-end levels of Auspex) become terribly skewed to the point of no effect within the five mile radius. (ST discretion. This is an excellent way to manage the open ended powers that some of your PCs may gain within your chronicle.)

To build one you need your ST's approval as well as approval from the Rending the Shroud Sub-Coordinator.

CHARACTER CREATION

Several of the merits and flaws have been taken from the World of Darkness: Mafia book. ST's may feel free to use or disallow any of them. Remember, according to canon, the Giovanni are the least involved with the mob. Statistically the Ventrue have the most influence in it and the Giovanni have the least. These traits are provided for flavor only. Some of the Merits and Flaws have been reworded to fit with OWbN genre.

Made man (5 pt. Merit.): This merit represents one of the predominant expressions of the Mafia's esteem for an individual. It means you will always have a powerful and violent institution behind you ready to protect you in return for your service to it.

Proxy Kiss (4 or 8 pt Merit): Ghouls who do spend a lot of time as a ghoulish servant to some kindred tend to develop this merit. It's not to be confused with the term "proxy kiss," which is used to describe the embrace of someone into the Clan Giovanni. The proxy kiss merit affords the former ghoulish-now-kindred some extra punch to their now formidable supernatural powers. Buying this merit once offers an added level of Potence. Buying this merit twice (for a total of eight points) gives the former ghoulish the added level in Potence but also an additional two levels of Fortitude. They may only take Physical Disciplines with this merit. This doesn't affect the normal discipline points a beginning Giovanni receives at character creation. However, with the first step the former ghoulish is that much closer to a blood bond. This can be a grueling experience, should the ghoulish's dominator be a slave driver. The second step takes the bond over the edge.

The former ghoulish is not only blood bonded to his former dominator but partial bonded to someone else as well. No one said the cost of (un)living was cheap. Note: Though the name is the same as the usual Giovanni ghoulishing custom, this merit implies an extended time under the Proxy Kiss. The bonuses granted are in addition to those in normal character creation, not instead of. This merit is intended for those that will not walk the path of Necromancy for some time. Like the Enforcers or advisors, this lets them take disciplines they would otherwise not have access to for some time, i.e. Celerity, Fortitude, etc.

Family Values (1pt Merit): You are committed to what must be done and find strength in that commitment, be it either through your belief in the goal of the endless night, placing the welfare of the family above all other values, or simply faith in the clan's elders. You may make an additional free retest for conscience challenges for deeds you do to take part in for the family. However, engaging in acts of betrayal of the family may require a self-control test lest you act immediately in its defense.

Honored Dead (5pt Merit): This merit is similar to Spirit Mentor, but to take this, it allows you to be a PC Family Wraith. Only Giovanni, Dunsirn, Pisanob, della Passaglia and Ghiberti families can have Honored Dead as these families have been around for the most time.

Inbred Flaws (1 to 4pts Flaw): There are a veritable of things wrong with Clan Giovanni to begin with.... This only compounds the problem. This flaw can range from a misshapen hand or a Downs Syndrome looking face, to a host of mental or social flaws. One can even have added derangements with this flaw that can never be bought off.

Clan Friendship (2pt or 4pt merit): Better known as "Friend of the Family," this merit is awarded to those who have showed on multiple occasions to be a clan ally. The Dons and Donnas can only award this merit in an area and only affects said area. This merit works on both kindred and mortals of the family/clan. This merit is not an open gateway to learn Necromancy. In fact those with this merit are looked at even closer to ensure they do not have Necromancy.

Taking this merit beyond the normal 2pt merit shows that your name is known to more than the local Giovanni. At 4pts, Venice knows who you are. Other than the above, this merit works the same as described in the book. The Giovanni can ignore this (which is plus 2 social traits) although ignoring it will have repercussions later. Giovanni PCs or NPC's will come to your aid with this merit. This merit requires Giovanni Coordinator approval as well as the Prefect of the area to be notified. STs who decide one of their PCs needs this merit should discuss it with the Coordinator first to get approval if the Coordinator finds it to be a reasonable request. You MAY NOT buy this merit at PC creation. It may only be given after substantial game play. All PCs and NPC's, both prior to and after this packet's approval, MUST notify both the Giovanni Coordinator area Prefect. This merit is not recommended for new players and this can either be bought at two points or four points only.

Poached (5pt Flaw): This flaw means that you are a character of a different clan, whose mortal lineage is that of a Giovanni or one of the minor families. This flaw can be taken at no less than 5 points. It means that when your lineage is discovered, you will be hunted down by the clan Giovanni. Not only will this character face final death at the hands of the Giovanni clan, but their sire as well.

This flaw does not include the lesser family members due to their recent induction into the clan. To take this flaw you must have your ST's and Giovanni Families Sub - Coordinator's approval. All PCs and NPC's, both before and after this packet's approval, must notify both parties above. Having this Flaw DOES NOT mean you have Necromancy of any type/path/ shape or form or Clan Lore above one dot, nor access to clan mentors that will teach you any of the above.

Bloodrot (3pt Flaw): You are afflicted with an insidious form of decay that blackens your skin and veins with mold as it slowly devours your unliving flesh. You may not have any appearance related traits and you suffer three levels of unsoakable lethal damage upon arising each night at dusk. Although your disease is not contagious, your mildewed visage makes other Cainites uneasy and gives you two negative social traits: Ghastly and Repugnant.

Visage of Death (2pt Flaw): You bear the stamp of death on your face and pallor, revealing the truth of your undead state for all to see. You cannot mimic the "flush of life" that other Cainites may evince, and your corpse-like mien makes you one trait down on all Social challenges not based on Intimidation.

Abilities

Thanatology: Thanatology is the study of everything that has to do with dying, death, and grief. This includes: Aging, Art, Children's and Parents' Problems, Counseling, Euthanasia, Funerals, Grief, History, Hospice, Life-Threatening Disease, Medical Ethics, Pain, Poetry, Pharmacology, Stress, Suicide, Urban Violence, Widows and Widowers, etc., and of course, Gravestone Studies and Wraiths. It is a retest for anything dealing with Necromancy just like Occult. Thanatology is in many ways more appropriate for Necromancers than Occult.

Venetian: The language is derived from the locals of Venice and is a combination of old Roman/Venice sea tongues and hand gestures developed from the gondoliers. This ability is limited to major family members and single-blooded only. Non-Giovanni should not have this ability. **Period!**

Lore: Clan Giovanni: All Giovanni PCs should start out with one free trait of Clan Lore. Listed below is an overview of what each level of lore should teach the holder of the lore. The higher the level of lore, the harder it is to learn. Just learning it from an item card that some guy gave you does not cut it.

Giovanni Lore 1: *What a Giovanni ghoul or anyone who has been around a Giovanni is likely to know.*

- * Show respect to everyone, even those of other clans.
- * The Family is EVERYTHING.
- * The Giovanni clan is better than any other clan.
- * ·Some Giovanni seem to be better than others.
- * ·The Giovanni do not seem to be very trusted by other clans.
- * The Giovanni are independent, belonging to no sect of any kind.
- * The Giovanni pursue Necromancy, money and the means to obtain both.
- * Giovanni DO NOT teaches Necromancy to ANYONE.

Giovanni Lore 2: *What a Giovanni neonate would know.*

- * Has heard about the Promise. Knows that it means the Clan stays neutral from the other Sects, but doesn't know exactly what it says.
- * Knows that the Giovanni is made up of others that do not have the Giovanni surname- has heard of the Major Families.
- * You have heard of the Path of Bones and may be on this path yourself.

* If you receive an invite to an April 4th party, you go; period. If you can't, you had better have a damn good reason as to why. You don't know the significance of the date; just that it is important.

* You know of the existence of the Spiriti.

Giovanni Lore 3: *What your average Giovanni Ancillae would know.*

* You know that the Mausoleum is the family headquarters that it is located in Venice and that it is a BAD IDEA to go there without an invite; and sometimes WITH an invite.

* You know that Augustus Giovanni is the head of the family and that he is not spoken about with impunity.

* You have heard rumors that not only are there other Necromantic Paths out there, but that some Necromancers can create their own Rituals.

* You are quite familiar with Clan structure- Don/Donas, Consigliore, Primo Consigliore.

* You know the ins and outs of the Promise of 1528.

* You have heard rumors about the family plan to Rend the Shroud.

* You have heard rumors of non-Giovanni that practice Necromancy.

* You have heard rumors about the founding of the Clan and that the Clan the Giovanni eliminated long ago was called Cappadocians.

* It has been observed that Wraiths stick together in sects, like Haunters, similar to Vampires.

* You know better than to try to contact Venice without following the proper chain of command- Don, etc

Giovanni Lore 4: *What an Elder/ Ancillae Giovanni would know - this involves much self-discipline and hard, diligent study for anyone under 7th gen.*

* You know that April 4th commemorates Augustus Giovanni's diablerie of Cappadocius.

* You know some family history such as the roots of the mortal family- this means the merchant princes part of the clan book history.

* You have heard rumors of something related in some way to the family called Premascines.

* You have some familiarity with all in-clan necromantic paths and have discovered that the rumors of other necromantic paths seem to be true.

* You have some very basic knowledge of the Harbingers of Skulls, have heard that wraiths seem to fear them and have heard rumors of the Nagaraja.

* You have a basic understanding of the Family goal to Rend the Shroud.

* You are familiar enough with the Family history to know that originally the Family name was Jovian.

Giovanni Lore 5: *What only an Elder of the Giovanni clan would know*

* Has confident knowledge and opinions of the Nagaraja and the Premascines.

* May have actually met and spoken with Augustus a time or two.

* Has been to the Mausoleum and knows its halls intimately; or you think you do.

* Has heard suspicions of what the Harbingers of Skulls REALLY are.

* Has worked on the plan to rend the Shroud in your own right.

* May have been below Venice to see the great library.

* Has confident knowledge of what happened to Venice when the 6th storm hit.

* Knows all of the History updates in this packet.

Knowing just one of the dots in the level of lore does not mean you have that level of lore. One should know all the dots of that level IC before obtaining said level. Over all, do what works for your game. The above should act as guidelines to what the Clan Lore Ability grants. Those outside of the Giovanni should have a very hard time obtaining ANY of this lore.

Lore: Wraith: (Use what works in your game.)

Lore: Shadow Lands: (Use what works in your game.)

Lore: Harbingers of Skulls: Giovanni Elders (**NPC's should be the only ones to have this ability, and even then only at 1 or 2 levels without Coordinator notification and approval.**)

Backgrounds

Family Ties: The secret strength of the Giovanni is the connection to the family itself. The paid lackeys are reluctant servants that riddle the business and influences of other clans pale in comparison to the loyalty and drive that exists within the larger family that aid the clan's efforts. This background represents several of those dedicated kin who work with you to grow and maintain the family affairs. Though their understanding of the true nature of the clan is limited, often believe it a family corporation or a nepotistic old boy's network, their drive and loyalty provide agility and endurance not found in most employees. In an influence jihad's system, these should be represented as action traits for growth, attack, and investigation for any activities chosen.

* One family member in your employ

** Two family members in your employ

*** Three family members in your employ

**** Ten family members in your employ

***** Fifteen family members in your employ

***Wraith Reputation/Notoriety:** This background represents your status among the local residents of the shadow lands, whether that is positive or negative. Each level represents phantom status on a social level with local ghosts. It does not give your character any biddable traits. **NOTE:** Upon receiving levels 4 and 5, the STs of your chronicle must notify the Giovanni Coordinator as to the reason so that it may be logged in the database.

* A few of the local spooks know you.

** Your name gets passed around at a few of the local Haunts. Some gossip may find its way to you. Many wraiths know you by name.

*** The dead come to you often to either seek your assistance; or to torment you. You can be seen as either the helpful soul whom wraiths will aim to please or the cruel necromancer whom they will seek to plight if they cross your path.

**** Specters either know better then to mess with your friends they will go out of their way to show you just how deep their anger goes. These specters will pass you information that is helpful to your nightly endeavors or will go out of their way to cause you trouble.

***** Your name is on the lips of most of the wraiths in the local Necropolis. Your treatment of the dead has either earned you a spot on the most wanted list or spoken in reverence. Either the wraiths will bail you out of trouble or will flock to destroy you whenever you so much as stumble.

The Honored Dead

At character creation, you have the option of taking a wraith as your retainer. The Wraith Retainer background, as mentioned in the Giovanni section of LotN:R, is different than this section. Those retainers act as slaves, meaning they work for you because they have to, for you have something on them or force them at almost every turn. The Honored Dead want to help the Family out because they ARE Family and therefore need very little to no coaching from the Giovanni. They still hold influence within the family structure and are someone's mother, father, sister, brother, aunt, uncle or child. Necromancy should NEVER be used on them unless it's to help them get out of their shadow side. They are Family and it makes no difference just because they're dead. You must pick to which family line they belong.

The Honored Dead come from the Major and Minor Families as well as the Giovanni. Lesser Family lines have not been around long enough to develop Honored Dead. They are created in the same manner as any other wraith. The Honored Dead, because they are members of Clan Giovanni and have existed for an extended period of time, do gain access to the powers of Fatalism, Flux and Castagate. All Honored Dead have at least one fetter that remains in Venice at all times. If an Honored Dead is destroyed, whoever is responsible for the destruction of said Honored Dead, will suffer a terrible consequence up to and including the replacement of the Honored Dead.

These retainers may not be Double Blooded Giovanni, for those stay only in Venice and are some of the oldest Honored Dead. As such, they are not appropriate for use as a wraith retainer. These retainers progress in the same manner as the standard Wraith Retainer, as dictated by the Chronicle house rules governing them.

To take this background you must have the Rending of the Shroud/ Tithe Sub-Coordinator's approval as well as approval from your ST. Use whatever works for your game and tenants of your house rules to work out the details of the Wraith sheet. Keep in mind that Giovanni Wraiths should have very detailed backgrounds.

12. Q &A

Q: What is the difference between a Prefects and a Director?

A: Directors: Their powers and responsibilities within the Family are comparable to that of the Camarilla's Justicars.

Prefects: Their powers and responsibilities within the Family are comparable to that of the Camarilla's Archons. Prefects serve the Senate. Prefects ARE NOT Directors!!!! No PC/NPC should claim otherwise.

Q: What does Clan Giovanni consider a Rogue Necromancer?

A: Any Kindred that is not of Clan Giovanni processing the Necromancy paths: Sepulchre/Bone/Ash/Vitreous. The Followers of Set's version is considered of a whole

different paradigm and thus not a true threat. (Unless of course the Chronicle is running it like the above paths, then consider it to fall under this paradigm). Spirit Thaumaturgy is considered Necro-lite. While it should be followed closely; it's a Kinko's copy of the true deal. Giovanni should always be on the look out for those that might gain the powers of Necromancy, as they understand them.

Q: Why in the Clan book does it say that Single Blooded are the minor Families etc?

A: The Term Single-blooded for the purpose of OWBN shall mean both sides of your direct mortal line were Giovanni. It is completely genre to have, within your distant genealogy, other major families.

Q: What is the relationship of the Dunsirn and the Lupines?

A: The Dunsirn were kinfolk to a tribe of lupines. See the Giovanni Clan book for more information.

Q: What is up with the clan's head? What is he up to?

A: He oversaw the aftermath of the maelstrom's effects on Venice. As of now he has just returned from a long trip in the Shadowlands. He was last reported to be under Venice talking with other elders of the clan or has fallen into torpor for a year or so.

Q: Say, I wish friendship with the Sabbat within my game and they have Necromancy. Should I be out to whack them?

A: If it's a Sabbat game and you are the only Giovanni there and the Sabbat players wish good relations with you, then do what works for your game. But keep in mind all you have read within this genre packet.

Clan Giovanni does not like Rogue Necromancers. However they are indeed much more worried with the Anarchs and Camarilla possessing it. You should not, in any way, aid the Sabbat to gain more power or knowledge of Necromancy. Also, you should actively look for every way to slow their efforts.

Q: I have a rogue in my city but I am the only Giovanni. What do I do?

A: Report it to your Prefect. If they are not making actions against you, then build up and build up fast. Keep your head down and friends close. It is only a matter of time before Venice or your Prefect will send you the aid you need.

Q: I wish to have more Giovanni in my area but I am the only one.

A: Try to see if your ST staff will let in one or two more. Have those are members of the major or minor families with one Single Blooded within the domain. Having one or both start as ghouls is very Genre.

Q: Why Don't the Giovanni teach Necromancy?

A: This comes down to Augustus's master plan. Most of the detail about this plan can be found in the Giovanni Clan book, but a quick summary follows: The Giovanni intend to tear down the shroud between the Skinlands and the Shadowlands. To do so, they need to collect a hundred million souls, and then use the energy from those souls to merge the two lands. Once the Shadowlands and Skinlands are merged, the Giovanni will have the upper hand, as they can control both wraiths (Necromancy) and mortals (Dominate). Ok, so we accept that as a premise. Regardless of whether it works or not, any other Vampire who hears of this plan is going to crap their pants to make sure it doesn't happen, right? In fact, just about any other anything would go out of their way to ensure this doesn't happen. This explains the Giovanni's on-involvement as well.

If the Giovanni aren't involved with every other vampire's business, then every other vampire won't be interested in the Giovanni's business, and they can get on with collecting souls and planning world domination. However, on the Shadowlands side of things, wraiths both know and fear Giovanni. They may not know why, but they sure have some idea that the Giovanni are collecting a lot of souls. Every being that can talk to wraiths is a chance that the plan can be compromised. Every additional Necromancer is one more person that could both know what the Giovanni are doing, and possibly deduce why they're doing it. Vampires are very conservative. Better to take half a step forward, than four steps forward with the chance of going back one. So not teaching anyone Necromancy is essentially covering his or her ass. And, they're good at not teaching it. In all the WW books I've read I can count all the NPC's printed with out-of-clan Necromancy on one hand. In recent times in OWBN there have been approved teachings of this power. I am suggesting that said approval came from past Prefects, and some Venice Elders did not inform the Senate of their actions.

It took some time, but the message got to the Senate and was one of the many reasons the Senate dissolved the Prefects of the U.S. Will punishment come down on those who thought they were approved? No, however they will be watched from this point on very, very closely. Any acts against any of the family will be met with only one answer: death. Daggers will be sending spies to their domains to keep an eye on them. Their studies will hence forth be stopped. (No more levels will be taught to them.) All efforts by them to gain more powers will be thwarted by the Clan as a whole. The above only applies to those who had approved Necromancy. As for those that were taught by your average Don/Dona or random Giovanni, if found to be a Necromancer they will suffer what is laid down throughout this genre packet.

Q: Why are the Giovanni so good at not teaching Necromancy - why doesn't someone break ranks?

A: This comes down to the insular nature of the clan, and the family structure. It's written in some books that the Ventrue and Lasombra may spend as much as 10 years evaluating potential embraces, testing them along the way. The Tremere have a rigid apprenticeship where ghouls serve as acolytes for many ranks. That's nothing compared to how the

Giovanni do it. The Giovanni embrace within family lines. You're not picked out as a potential and watched for ten years.

You're bred into the clan and taught from the time you can speak that your family is everything. And, if you show the most promise of any in your generation, you might get ghouled. And only then, if you show enough promise as a ghoul might you get embraced. Potential Giovanni have many opportunities to betray the family long before they're even ghouled. Those who show signs of disloyalty are simply never embraced. Furthermore, even after the embrace, the traffic in wraiths and unwilling spirits is significant enough that should a Giovanni betray the family, one of the wraiths they've been abusing would use the excuse to inform on them.

Q: What are the clans views of inbreeding?

A: The clan is in no way ashamed on its inbreeding, in fact they are proud of it! Their view is like that of dog breeders. They are pure; while all other clans are nothing but mutts. Though the Giovanni do give some small credit to the Ventrue and the Tremere for at least trying, still they might keep there blood of Caine in check but there mortal bloods are still all-out of whack.

Q: How bad do the Giovanni want to hunt down "rogue Necromancers"? What are they willing to do to bring them down/in?

A: In three words: anything and everything. Breaching Elysium or conducting open warfare within some Prince's court is probably out, but anything short of that is acceptable. You **DO NOT** betray the family. That said, if you have any non-Giovanni in your game in possession of Necromancy, especially those who may have been taught by a 'clueless Giovanni Mentor' feel free to let me know and I can dispatch a set of nasty elders to remove this genre breech. (aka: Daggers of the Giovanni)

I am not against rogue Necromancers to the point that there should not be any. What I am not for is what I have seen time and time again in OWbN. I do not feel it is genre for a rogue Necromancer to be flaunting the fact they have these powers. If a character somehow managed to get Necromancy, then they should be well aware of how fervently guarded the discipline is, and it only follows that they should hide the fact that they know this discipline.

If a character flaunts the fact that they have Necromancy, they will not only draw the attention of Venice, but also its ire. The Giovanni Coordinators office does recognize that certain individuals have learned approved Necromancy, but it is worth noting again that these individuals should be careful not to upset Clan Giovanni lest their approvable revoked

The clan should not aid them in any way to gain more power or knowledge of Necromancy, and should look for every way to slow their efforts.

Q: There is a character in my chronicle who is playing a poached member of the Giovanni family (or a minor family). What should I do?

A: No expense would be spared to seek out and destroy the character in question, but if possible the sire as well. There are no exceptions, and no chances for reprieve. Notify the Daggers of the Clan and your Prefect immediately.

Q: Can I ever become an anziani?

A: Only Venice (Giovanni Coordinator) may name Anziani PCs.

Only after 4 years of continuous game play on the PCs part and a significant contribution to the clan as a whole will this notion be entertained. Just living for years does not cut it. Anziani are considered the elder of elders within the family. Any Giovanni that has been around for 300 + years is, in many realms, an elder. But being an Anziani is a whole other ball of mortician's wax. It will be rare in the extreme to have PCs named Anziani. If it does happen, their numbers will be spread across the world.

Q: Can I become a member of the Senate, or become the Voice of Venice?

A: No PC may elevate to the rank of The Venetian Senate/The Voice of Venice. In addition to the R&U policy, any character that has a Giovanni Mentor that is considered regional or higher must be approved by the OWbN Council and/or the Giovanni Coordinator.

ADMINISTRATIVE BYLAWS

This current Giovanni clan packet is to be considered policy for OWbN. It is the responsibility of the Giovanni Coordinator to keep the rules and guidelines for Giovanni Genre available for OWbN as a whole. The Giovanni Coordinator shall have the following Sub-Coordinators (see below listing). During their period as Sub-Coordinator, these Sub-Coordinators may not have an active PC that is Giovanni or that has a Giovanni as a mentor.

Harbingers of Skulls are under the auspice of the Samedi/Harbringer SubCoordinator and is a shared department between the Giovanni Coordinator and the Sabbat Coordinator.

Interregional Sub-Coordinators:

3 East Coast, 3 Midwest, 1 West Coast, 1 Southern, 1 Brazil, and 1 Europe

Each of these Sub-Coordinators is responsible for the family structure of their area. They are responsible for operating and portraying the area's family elders, keeping in regular communication with the Storytellers in their area, and report to the Giovanni Coordinator. Giovanni Sub-Coordinators shall be chosen by the Giovanni Coordinator, but may be removed by a majority decision of the Chronicles in the area in which that Sub-Coordinator is working. The Giovanni Coordinator shall have the minimum Sub-Coordinators of the above listing. Additional Sub-Coordinators may be assigned as needed for those regions by

the Giovanni Coordinator. The appearance of The Venetian Senate or The Voice of Venice is strictly forbidden without the Giovanni Coordinator's approval. (A Sub-Cord is not sufficient for approval.)

Characters may not have or receive direct contact, private missives, gifts, telepathic contact, psychic projections or the like from The Venetian Senate or The Voice of Venice unless approval from the character's STs and the Giovanni Coordinator office and/or OWbN council is given. The appearance of any NPC Daggers of the Giovanni is strictly forbidden without the Giovanni Coordinator's approval or that of the Daggers Sub-Coordinator and the STs of the chronicle they will be affecting.

Specialty Sub-Coords:

There shall be Sub-Coordinators for each of the Following: Necromancer-National, Daggers of the Giovanni, Minor/Lesser Family, Rending of the Shroud/Tithe, and Samedi/Harbringer of Skulls.

The Necromancer-National Sub-Coord regulates Giovanni Necromancy. They are responsible for maintaining the necro packet and updating the ST Necro Guide. They also monitor the proliferation of Necromancy and run Necromancy specific plot.

The Daggers Sub-Coord monitors the use of the Daggers as an organizational unit and their use in Chronicles. They approve or disapprove official Dagger use in chronicles. They must also approve or disapprove requests from chronicles for their use.

The Lesser Families Sub-Coord runs lesser family tailored plot for each of the families (with St Approval) and keeps the population tally.

The Shroud Rending/Tithe Sub-Coord oversees all Giovanni-Wraith connectivity matters. They regulate dispensations of the Honored Dead and Dis-Pater Shrines.

The Samedi Sub-Coord is responsible for monitoring the actions of NPC and PC Samedi as well as making available Samedi genre information and the portrayal of Samedi NPC's. They also handle Samedi specific plots (with St Approval).

The Venetian Senate: Giovanni Coordinator/Sub-Coordinators

The Voice of Venice: Giovanni Coordinator

The Director of North American Operations: Giovanni Coordinator

Daggers of the Giovanni: Sub-Coordinator

Prefects:

Prefects in North America: East Coast; PC (1), North East PC (1), Mid Atlantic PC (1), South / Caribbean PC (1), Midwest PC (4), West Coast PC (1), Canada - (Sub-Coordinator)

International Prefects: Brazil - (Sub-Coordinator), New Zealand - (Sub-Coordinator), Europe - (Sub-Coordinator)

Enforcer- National - (Sub-Coordinator)

Runs the Sword of Venice (NPC) and monitors the appointment of **Warriors of Proserpina (PC)**

Necromancer- National (Sub-Coordinator)

East Coast PC, South / Caribbean – PC, Midwest – PC, West Coast - PC

Security of the Family and Necromancy

While it is possible for Giovanni Havens, or “Loggia,” to be invaded by those not of Clan Giovanni, no Necromancy materials (i.e. Books, Tomes, Rituals, etc) can be removed from said Haven. This is to reduce the spread of Necromancy outside of Clan Giovanni. Rituals can be learned from books. Paths are Disciplines, however, and cannot be learned from books. Paths require teaching from one whom already possesses them in clan, just like other Disciplines. (A similar rule to the one above is in the Tremere bylaws)

The Mausoleum in Venice **CANNOT** be attacked in anyway, nor any powers used on/within it without Giovanni Coordinator approval. Poaching and/or Killing the NPC mortal members (non-ghouled) of the Giovanni Clan, the clan's only embrace pool, requires approval of the Families Sub-Coordinator. All scenes taking place in Venice must be approved by the Giovanni Coordinator's office and the ST staff of that game. (Proof of permission may be asked for by both sides before any scenes will be approved to be run). All scenes taking place in Venice are under the jurisdiction of the Giovanni Coordinator.

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Personal consulting from: Greg Stolze, John Chambers, Chris Sauter, Jerome Lamberth, Midian Niles.