



Zwei Seelen wohnen, ach! in meiner Brust,
 Die eine will sich von der andern trennen;
 Die eine hält, in derber Liebeslust,
 Sich an die Welt, mit klammernden Organen;
 Die andre hebt gewaltsam sich vom Dust,
 Zu den Gefilden hoher Ahnen.
 O giebt es Geister in der Luft,
 Die zwischen Erd' und Himmel herrschend weben,
 So steigt nieder aus dem goldnen Duft
 Und führt mich weg, zu neuem buntem Leben!
 Ja, wäre nur ein Zaubermantel mein!
 Und trüg' er mich in fremde Länder,
 Mir sollt' er, um die köstlichsten Gewänder,
 Nicht feil um einen Königsmantel sein.

In me there are two souls, alas, and their
 Division tears my life in two.
 One loves the world, it clutches her, it binds
 Itself to her, clinging with furious lust;
 The other longs to soar beyond the dust
 Into the realm of high ancestral minds.
 Are there no spirits moving in the air,
 Ruling the region between earth and sky?
 Come down then to me from
 Your golden mists on high,
 Give me a magic cloak to carry me
 Away to some far place, some land untold,
 And I'd not part with it for silk or gold
 Or a king's crown, so precious it would be!

—Johann Wolfgang von Goethe, *Faust* 1112–1125

Introduction

The Wissengeist are a small and secretive clan of Kindred who seek to explain the supernatural world through the disciplines of science, philosophy, and metaphysics. They believe that vampirism is like any other natural phenomenon, and once the principles of vitae are understood, its gifts may be used to elevate the human condition, bringing about a New Aeon where humans and immortals work together to unravel the mysteries of the Cosmos. They call this utopian project the Magnum Opus, a term that reflects their history as medieval alchemists. The Wissengeist are especially noted for their unique discipline of Menschlichkeit, a series of humanistic transformations that grants them the power to withstand the terrible light of the sun. For this reason, Wissengeist are sometimes called Daywalkers, even though this power is attainable only after years of study.

History

The first recorded use of the term “Wissengeist” dates to 1484. In his great occult work *De Vermis Mysteriis*, Ludwig Prinn referred to a group of “immortal alchemists” operating in Wittenberg as “die Wißens’geister.” Prinn, who professed to have been over two hundred years old himself, claimed that the Wißens’geister drank the “vitae” of their disciples in order to attain the “true” *lapis philosophorum*, or “philosopher’s stone.” Prinn’s account reflects the clan’s version of their history, which claims they arose from Saxon alchemists in the early thirteenth century. The Wissengeist believe that their clan has gone through numerous incarnations, or “flowerings,” throughout the millennia, and appear in conjunction with periods of great intellectual development. Born where the *Zeitgeist* wills, the Wissengeist have been associated with the Anunnaki Brotherhood, the Pythagoreans, the Alexandrians, the Gnostics, the Umayyads, the Templars, and most recently, the forces of the European Renaissance and American modernity. The Wissengeist view the Book of Nod as little more than a collection of medieval allegories, and do not believe in Caine, the First City, or the Antediluvians. They argue that vampires cling to creation myths just as humans do, and these antiquated beliefs are little more than a form of Kindred fundamentalism.

Blood Origins

The Wissengeist reject the Camarilla’s belief that their clan is merely a bloodline of the Toreador. They admit that the two clans are related, but suggest they diverged from a common bloodline during the time of Sumer. Those so-called “Arikelites” obsessed with the arts eventually became the Toreador, while those pursuing astrology, mathematics, and engineering were the first flowering of the Wissengeist clan. Geshtinanna, the Sumerian “Invisible Engineer” and architect of the Hanging Gardens of Nineveh, is often cited as a shared ancestor. Her legendary status as a Daywalker is cited as evidence for this claim, and Geshtinanna is honored as the first vampire to possess this coveted discipline.

Description

Spread across the world in secret coteries, the Wissengeist are among the most ethical and compassionate of Kindred, assisting mortals in their quest to extend the boundaries of human knowledge. While many Wissengeist are scientists and philosophers themselves, some occupy the role of patron or muse, attaching themselves to progressive thinkers and supporting, funding, or guiding their research. Wissengeist delight in metaphysics and philosophy, and value theory over technology—they are quite content to allow humans to develop practical uses for the ideas they inspire. The sole exception to this is the Magnum Opus.

The Great Work

The total understanding of the vampiric condition is the ultimate goal of the Wissengeist, and the clan works tirelessly to research, analyze, and control vitae-based immortality, a state they consider both a blessing and a curse. Convinced that vampirism can be explained through logic, The Wissengeist refuse to consider themselves damned in any religious sense of the word. Their sense of damnation is highly personal, and stems from anguish over the inevitable loss of humanity that necessarily attends the immortal condition. The Wissengeist have a profound belief in the existence of the human soul, and place their faith in a God not unlike the Deist “Watchmaker” of the Enlightenment. They hold these beliefs not in spite of their immortality and passion for science, but because of these things. Indeed, many Wissengeist feel confused and betrayed by modern science’s embrace of atheism, and work to return the pursuit of knowledge to more spiritual foundations.

The Wissengeist believe that the completion of the Great Work will result in the transformation of the entire world. Kindred suffering from the afflictions of obsession, despair, and bestiality will be healed, and mortals finally delivered from the demons that have haunted the dark millennia of history. In this New Aeon, the gift of vampirism will be granted only to the deserving, offering an immortality founded on knowledge instead of murder, and bestowing an eternal life dedicated to the common good, rather than the selfish accumulation of power and wealth.

Feeding Habits

The feeding habits of the Wissengeist are among the most humane of the Kindred. Like all vampires, they feel an orgasmic rush of pleasure from drinking human vitae. However, the Wissengeist view this as a dangerous temptation, a pathway that leads directly into the jaws of the Beast. The Wissengeist prohibit themselves from killing a human vessel. More than any other clan, the Wissengeist sustain themselves on the blood of animals, and the clan has invested millions of dollars in the fruitless quest for a synthetic blood substitute. Those who indulge in human vitae do so very carefully, some developing a consensual relationship with human colleagues, others preferring to hunt quietly along the margins of human society.

The Embrace

As one might expect, the Wissengeist do not make many progeny. While this is partly a function of the clan's small size and cautious nature, they also contend with a terrible affliction that taints their bloodline and makes the Embrace a very risky proposition. They call this affliction the Wahnsinnflucht, or the "Curse of Madness." The subject of much study and speculation, the Wahnsinnflucht places grave limitations on the ability of the clan to reproduce.

Der Wahnsinnflucht

Like the vitae of the Toreador, Wissengeist blood inspires mortals to dazzling heights of creativity. However, this vitae is not easily transmitted during the Embrace. Nearly one-third of all mortals Embraced by the Wissengeist are infected by the Wahnsinnflucht, and fail to "Become." Remaining human, they spiral down a path of madness and dementia; like Arikel's legendary mosaic, this journey "down the well" terminates at the abyss. Such failed progeny are usually granted a merciful death. Those who survive the Embrace become Kindred, but even then, the Wahnsinnflucht remains a threat. A fraction of new fledglings find themselves gradually obsessed with some *idée-fixe*, following it to the point of obsession and finally madness. Progeny that succumb to the Wahnsinnflucht are said to have "gazed into the abyss." Those rendered completely insane are "shown the sun" by their Sire. More than just a euphemism, this fatal ritual exposes the damaged fledgling to the noonday sun. His Sire is expected to preserve his ashes as a *memento mori*, a doleful reminder of the tragedy of the Wahnsinnflucht and the perils of the Wissengeist Embrace.

Relationship to Malkavians

Insane fledglings that retain some degree of lucidity are granted exile rather than death. Their minds are Dominated into forgetting their true nature, and all memories of the Wissengeist are expunged. While the Wissengeist claim these poor souls are released into the world as Caitiff, many are rumored to join the ranks of the Malkavians. This has led Kindred historians to speculate on the relationship between the Malkavians and the Arikelites. The most famous Wissengeist of the modern era, the Comte de Saint-Germain, has theorized that the myth of Arikel is based on an early vampire whose blood first carried the curse of obsession. Saint-Germain uses the legend of Arikel's spiraling mosaic as an allegory for the descent of her

bloodlines. Those obsessed with the mosaic's artistry became the Toreador, those obsessed with the mosaic's message became the Wissengeist, and those obsessed with the abyss became the Malkavians. Curing the Wahnsinnflucht is considered a key component of the Great Work, and the Wissengeist have attempted everything from the Qabalah to quantum theory to better understand the true nature of the Curse.

Der Satz

Because of the risks associated with the Wissengeist Embrace, a potential Sire must formally present himself to his intended progeny and fully disclose the nature of Becoming. This is called *der Satz*, or "the Proposition." The history and goals of the clan are revealed, and the possible consequences of the Wahnsinnflucht are described in detail. Mortals who refuse the Proposition are Dominated into forgetting, and are never approached again. Those who accept are given time to organize their affairs, and are welcomed into the clan during a ritual known as an "Alchemical Wedding." An Alchemical Wedding attracts Wissengeist from all over the world, and is usually held in a Masonic lodge, a museum, or a library.

Information

Nicknames: The name "Wissengeist" dates to the fifteenth century, and is a contraction of the Germanic *Wissensgeist*, or "Spirit of Knowledge." In the United States, the modern clan rarely uses this name, which is increasingly considered old-fashioned. Most contemporary Wissengeist knowingly refer to themselves as the "College." Because advanced levels of Menschlichkeit allow the Wissengeist to withstand sunlight, some Kindred refer to them as Daywalkers. However, this is frowned upon by Camarilla historians. Not only is "Daywalker" a generic term for any vampire possessing this rare power, but a Wissengeist only learns this power after many decades of study. Toreador elders refer to the Wissengeist as "Geshtinanna's bloodline," and contend they separated from the Arikelite mainstream during the time of King Sennacherib. Some Toreador wonder if the secret of Daywalking lurks deep within their own bloodline. They point to the customary form of Toreador suicide—greeting the dawn with arms raised—as a subconscious urge to awaken some ancient transfiguration.

Appearance: Wissengeist are usually well-dressed in the current style, and tend towards conservatism and simplicity. The discipline of Menschlichkeit makes them difficult to distinguish from humans.

Haven: Wissengeist are frequently solitary creatures, often taking up residence close to a university, think-tank, or research facility. Socially-conscious Wissengeist may cultivate a circle of human followers, a tradition dating back to their ancient origins and common during the eighteenth and nineteenth centuries. The French Wissengeist were particularly fond of this practice. Calling themselves *le collège invisible*, these Kindred attached themselves to such groups as the Encyclopédistes, Amis de la Verité, and la Société d'Arcueil.

Background: The Wissengeist Embrace scientists and philosophers nearing the end of their productive lives, whether due to disease, hardship, or old age. These subjects are usually approached early in their careers, a process known as "mentoring." Many subjects are mentored for years, even decades, before they are offered the Proposition. It has been suggested that the mere presence of a Wissengeist has a destabilizing effect on her subject, causing her mentee to lose his grip on reality. Most Wissengeist emphatically deny this. Still, when one considers the

infamous relationship between genius and madness, or recalls that Nietzsche ended his life insane, that Goethe's last words were "More light," and that Newton was prone to nervous breakdowns...and should we even mention Tesla?

Character Creation: Wissengeist are usually scientists, philosophers, or public intellectuals, and tend to be older in appearance than most other Kindred. Mental attributes and Knowledge abilities are very important, and Backgrounds may include Resources, Contacts, and possibly Fame. Secondary Abilities are naturally geared toward science and metaphysics.

Clan Disciplines: Auspex, Domination, Menschlichkeit

Weaknesses: As described above, Wissengeist vitae is tainted by the Wahnsinnflucht, which affects their human mentees, their ghouls, and their progeny. Their high level of Humanity ensures that Wissengeist cannot rise above level five in any vampiric discipline. Philosophically, their overly-logical *Weltanschauung* can sometimes work against them, especially in the ruthless environment of Kindred politics. The Camarilla considers the Wissengeist easily manipulated, while the Sabbat has been known to quietly influence Wissengeist from behind the scenes, especially those engaged in esoteric pursuits.

Organization: There is little formal organization among the Wissengeist. They are generally solitary creatures, and only congregate for special events such as academic conferences and Alchemical Weddings. Occasionally, rumors surface about clandestine political meetings in Washington, secret Vatican conclaves, or even "invisible journals" published on the Dark Web, but the clan has always been secretive, and functions best within an aura of mystery.

Gaining Clan Prestige: Unlike many mortal scientists and intellectuals, the Wissengeist are unconcerned about Prestige.

Quote: "Immortality is both our blessing and our curse. As Goethe lamented, 'Zwei Seelen wohnen ach! In meiner Brust.' It is our responsibility to illuminate that soul which makes us worthy of grace; our passion is to understand the Cosmos, and our destiny to assume our rightful place in the order of being. Philosophy, religion, magic, science; these are tools designed to complete the Magnum Opus. Through the Great Work we master our condition; and upon mastery, we heal the world and give birth to the New Aeon. Call it gnosis, or *tikkun*, or grand unification, our goal is best described by the great philosopher Einstein—'Ich will Gottes Gedanken kennenlernen. Der Rest ist Nebensache.'"

Stereotypes

What the Wissengeist Think of the Kindred

The Wissengeist view the Kindred as a worthy topic of study, much the way mortal philosophers and scientists look upon humanity. They recognize they are part of the larger whole, but share a sense of objective elevation. While this vantage point permits the Wissengeist a certain degree of sympathy and fair-mindedness, it also leads to detachment, aloofness, and arrogance.

Nosferatu—Those poor, wretched souls! Their grotesque deformities are but physical manifestations of a disfigured spirit. One day they will be in a position to be healed, if they so desire it.

Ventru—We applaud the Ventru, as they have understood the lessons of the Inquisition and the pitchfork, and have learned to support their human brothers from the shadows. If they could only reject their antiquated mythology and control their destructive will to power, they could contribute much to the Great Work.

Toreador—The most human of the Camarilla, the Toreador understand grace and beauty. Once they add discipline, compassion, and temperance to their understanding, they may finally take their place as our kinsmen, allied in spirit, if not in purpose.

Gangrel—They have reconciled the Beast and dwell apart from man. We honor this, but it is not our path.

Brujah—It is difficult to comprehend a clan that burns books in youth and pens them in maturity. They have produced many great thinkers, but so few survive the moral vacuum of Becoming. Perhaps they must reckon with their own Wahnsinnflucht?

Tremere—A tragic clan, and so much wasted potential. Their disregard for theory in their relentless pursuit of power disrupts the esoteric balance. If they could free themselves from superstition and temper their ambition with restraint, they could do much to further the Great Work.

Malkavian—“Und wenn du lange in einen Abgrund blickst, blickt der Abgrund auch in dich hinein.” These poor souls. They suffer from both our curses: they are mad and dead.

Ravnos—Every culture has its gypsies, tinkers, and wanderers. They should be respected, and occasionally may even be useful.

Lasombra—A splinter of Ventru who have tragically embraced the Beast, the Lasombra embody the Spanish genius for cruelty. It is doubtful they wish to be healed, but they may yet return to the fold.

Assamite, Setite, Tzimisce, Giovanni—They are monsters screaming under the inhuman yoke of the Beast, and destroy all that they touch. They must be killed when necessary, with a grim and quiet dignity.

What the Kindred Think of the Wissengeist

The Wissengeist are not well understood among the Kindred, and most younger vampires don't even know they exist. Older Kindred dismiss them as foolish idealists, an esoteric bloodline of Toreador wasting their gifts in pursuit of some lofty and unattainable ideal. Because their clandestine goals more or less serve the Camarilla, they are usually left in peace. Occasionally a Wissengeist makes herself known to the Camarilla, and if a mutual relationship can be established, so much the better.

Nosferatu—Of course we've heard of them. They seem harmless enough. Foolish, but harmless. And how very easy it is to tempt them with information!

Ventrue—They serve their purpose in eradicating man’s belief in the supernatural. As long as they are watched, they are to be left alone and treated with respect.

Toreador—I give you William Blake: “Art is the tree of life. Science is the tree of death.” However, it’s charming the way they place themselves on equal terms with us. I suppose every bloodline must preserve its dignity—kill your parents, the anxiety of influence, blah blah. Too bad about that curse of theirs, but that’s the price for commanding the sun.

Gangrel—Another goddamn bloodline?

Brujah—All that Great Work bullshit, and they think the Camarilla is obsessed with mythology? Ha! They want to tame the Cosmos? Didn’t we go through this during the Enlightenment? You know, that grand experiment in humanism that brought us colonialism, chattel slavery, Napoleon, a pair of World Wars, the Holocaust, the atom bomb, and the Cold War? And this New Aeon of theirs? Please, tell me that’s not a catastrophe waiting to happen, more Big Ideas requiring Capital Letters. We might as well start building the death camps.

Tremere—Oh yes, the Wissengeist. Interesting... You wouldn’t happen to know where one is working, do you?

Malkavian—Wissengeist? Better than a poltergeist, I guess. At least they don’t throw things around as much. Knowsy ghosts, indeed! Still, it’s nice to know you can earn a degree in philosophy and still get a job. Wait, what did I do when I was human? Um...I had this research grant, I think, working on quarks...why?

Ravnos—Aren’t they a species of Toreador? They seem harmless enough, but their arrogance is insufferable. Still, they pay well.

Assamite, Setite—Fools. Afraid to be vampires, still clutching mommy’s apron strings in their trembling little hands. Now, if we could only *bleed* the Daywalker out of them, there’s be something useful to have. Diablerie, anyone?

Giovanni—We’ve had our plague of Wissengeist during the Renaissance. Damned Prussian mentality; one grows quickly tired of it. But, like everything, they have their uses.

Lasombra—They are harmless romantics from a Germany that vanished when the first Krupp guns opened fire. Let them have their illusions. The Antediluvians will destroy them whether or not they believe.

Tzimisce—Yet another abortion shat into the world by the stunted womb of the Camarilla. Of course they think we’re monsters. We know what to do with our gift of immortality; and it doesn’t involve crawling back to the milky tit of Mother Humanity. They actually want to *cure* us! Can we please destroy this simpering bloodline before they do any real damage?

Menschlichkeit

The Wissengeist Discipline

A singular discipline, *Menschlichkeit* is unique to the *Wissengeist* bloodline and cannot be acquired by any other clan. It has only five levels, and all are concerned with making the vampire appear increasingly human. When a level of *Menschlichkeit* is achieved, it is available to the vampire at all times, and may be automatically maintained—it becomes a part of their nature. A *Wissengeist* can never have more points in *Menschlichkeit* than he has in *Humanity*. If a vampire's *Humanity* score drops below their rating in *Menschlichkeit*, the discipline must be reduced accordingly and the excess points are lost. The initial adoption of *Menschlichkeit* automatically grants the *Wissengeist* a +1 *Willpower* bonus when resisting *Frenzy*.

Atemkraft (Level 1)

This discipline enables the vampire to breathe without exerting a conscious effort. This has a calming effect on nearby humans, who are subconsciously placed at ease by the subtle perception of the vampire's "breathing." *Atemkraft* costs no *Blood Points*, and may be stopped at will.

Herzkraft (Level 2)

Two points in *Menschlichkeit* allows a vampire to simulate a heartbeat and pulse with no conscious effort. *Herzkraft* costs no *Blood Points*, and may be stopped at will.

Essenskraft (Level 3)

This allows a vampire to eat and drink with no ill effects. The substances are merely absorbed into the vampire's body over time.

Der Sonnenmantel (Level 4)

The power granted by this discipline is one of the most coveted in the vampiric world—it confers the ability to withstand sunlight. For every point of *Humanity* the *Wissengeist* has, he may spend a *Blood Point* to withstand fifteen minutes of daylight. During this time, the *Daywalker* may use no other powers or disciplines other than those conferred by *Menschlichkeit*. He may not feed, heal wounds, or boost attributes. If he exceeds his allotted time, the sunlight affects him as it would any other vampire. *Der Sonnenmantel* may only be learned after years of careful study, and cannot be taken until the *Wissengeist* has reached the status of *ancilla*.

Untergehen (Level 5)

The Nietzschean name of this power is difficult to translate. Linked to the setting sun, it conveys a sense of "perishing" and becoming transfigured. The polar opposite of *Golconda*, "going under" allows a vampire to slowly transform back into a mortal and regain her *Humanity*. Possessing this power allows a vampire to pass as human under limited situations. She breathes, has a pulse, eats and drinks, grows hair and nails at the regular rate, and cries and sweats saltwater. She may activate *der Sonnenmantel* at a reduced cost of one *Blood Point* per *hour* of daylight. In addition, a vampire who is "going under" may control the urge to *Frenzy* until only one *Blood Point* is left, after which a normal check is required.

The cost of Untergehen is staggering. It is tremendously taxing on the vampire’s system, and once this discipline is acquired, the vampire begins to permanently lose her Blood Pool capacity, eventually withering away and dying the True Death. Untergehen takes a long time to complete, but once it begins, the process accelerates geometrically. It takes a full century to lose the first Blood Point, reducing the vampire’s Blood Pool from 10 to 9. The next reduction occurs in fifty years, and then twenty-five, and so on. This contracting Blood Pool brings many disadvantages. There are fewer Blood Points to heal injuries and increase attributes. The vampire needs to feed more often, but cannot drink as much vitae. Siring another vampire is even more dangerous than usual, as each lost Blood Point represents a cumulative 5% chance the Embrace will fail.

Time Elapsed	Blood Pool	Humanity	Time to Next Reduction
Commitment to Untergehen	10	+1	100 years
100 years	9	+1	50 years
150 years	8	No gain	24 years
174 years	7	No gain	12 years
186 years	6	+1	6 years
192 years	5	No gain	3 years
195 years	4	No gain	1 years 6 months
196 years 6 months	3	No gain	9 months
197 years 3 months	2	+1	4 months
197 years 7 months	1	+1	2 months
197 years 9 months	0	Restored	True Death!

When a Wissengeist’s Blood Pool has reached zero, she dies the True Death and leaves behind a mortal corpse. To put Untergehen in the proper perspective, it is only undertaken by a Wissengeist who has grown weary of her existence. A Wissengeist usually “goes under” after she’s completed a life-long project and has passed the mantle to a younger student—in other words, after successfully Embracing a progeny. Once making this decision, “going under” offers the Wissengeist two final centuries of life, during which she may instruct her progeny and safeguard her legacy. Once a Wissengeist has committed to “going under,” the process may not be halted or reversed. As her Blood Pool depletes and her Humanity returns, the dying vampire is expected to make preparations for the end. Wissengeist usually accept the True Death during the daylight, surrounded by loved ones in a place of tranquility. It is said that most Wissengeist die with a blissful smile on their faces, the Beast conquered and their humanity restored.



Sources & Notes

This document was first uploaded on 9 January 1995 and was extensively revised on 24 September 2017. As should be obvious, Goethe and Nietzsche helped inspire the Wissengeist. Umberto Eco’s novel [Foucault’s Pendulum](#) was also influential, as attested by the presence of the Comte de Saint-Germain. The banner incorporates an image from Harry Clarke’s 1925 illustrated edition of Goethe’s [Faust](#). He’s a fantastic illustrator, and [well worth investigating](#). The English version of the extended *Faust* quotation heading the page was from the David Luke translation.

Storyteller Notes

Obviously, the modern incarnation of the Wissengeist clan has Germanic origins, and the clan's connections to alchemy, philosophy, and science are described above. France was another center of Wissengeist activity, and French-speaking Storytellers are free to invent Gallic names for the Wissengeist disciplines—certainly, *le collègue invisible* was more prone to quote Descartes and Voltaire than Goethe and Nietzsche! During the twentieth century, the majority of the clan resides in the United States and the United Kingdom, with smaller coteries remaining in Paris, Berlin, and Geneva.

German Translations

For those unfamiliar with German, the following guide may be helpful. I apologize for any mistakes—Ich spreche ein bisschen Deutsch, aber nicht sehr gut!

Wissengeist: (VISS-in-geist): roughly means the “Spirit (or soul) of Knowledge.” *Wissenschaft* means science, and *Geist* is a metaphysical translation of “ghost” in terms of spirit or soul. For instance, *Poltergeist* means “noisy ghost,” but the Hegelian concept of *Zeitgeist* means “the spirit of the age.” (*Zeit* is pronounced TSEIT, the “Z” being spoken like a TS, such as the sound at the end of “spits.”) Technically, the clan should be named “Wissensgeist,” but mistranslations and linguistic drift have streamlined Prinn’s “Wißens’geist” to “Wissengeist.” The formal plural is “Wissengeister,” but common usage makes “Wissengeist” both singular and plural. Naturally, there are regional variations. For instance, German elders properly refer to the clan as *Der Wissensgeister*, while the general Camarilla uses “Wissengeist.”

Weltanschauung: (VELT-an-shauw-uhng): usually translated as “world outlook.”

Wahnsinnsflucht: (VAHN-zin-FLOOCHT): translated loosely as “Curse of Madness.” The German “ch” sound is pronounced in the throat, like the Scottish *loch* or the Hebrew *l'chaim*.

Menschlichkeit: (MENSCH-lich-KITE): literally, “Humanity.”

Atemkraft: (ATEM-krahft): “breathing power.”

Herzkraft: (HAIRTZ-krahft): “heart-power.”

Essenskraft: (ESSENZ-krahft): “eating-power.” (Also Eßenkraft.)

Der Sonnenmantel: (DARE ZON-in-MAHN-tel): “the Sun-cloak.”

Untergehen: (UHN-ter-gay-in): A Nietzschean concept, *untergehen* literally means “to go under” and is usually translated as “perish.” In his book *Also Sprach Zarathustra*, Nietzsche employed the word to signify the death of man and the birth of the Übermensch, or the “over-man,” usually translated as “super-man.” I’ve twisted Nietzsche’s pun even further by describing a vampire “becoming” human again.

Translated Quotes

“Zwei Seelen wohnen ach! In meiner Brust”

Johann Wolfgang von Goethe—“Alas! Two souls dwell within my breast.”

“Ich will Gottes Gedanken kennenlernen. Der Rest ist Nebensache”

Albert Einstein—“I want to know God’s thoughts. The rest are details.”

“Und wenn du lange in einen Abgrund blickst, blickt der Abgrund auch in dich hinein”

Friedrich Wilhelm Nietzsche—“And when you gaze too long into the abyss, the abyss also gazes back into you.”

Author: A. Buell Ruch

First Uploaded: 1995 January 9

Last Modified: 2018 June 29

Email: quail (at) shipwrecklibrary (dot) com

Online Version: <http://shipwrecklibrary.com/vampire/wissengeist>