

Good evening, I hope we find you well.

You will have heard of a World of Darkness, where dark forces control the world from the shadows, most mortals living as pawns and tokens, if not an obstacle to players. But there is another story, of a time before modernity. Before the Camarilla and the Sabbat, before the supremacy of the Technocracy. Welcome to the Dark Ages.

At this time, the common understanding of vampires is that they are descended from the biblical Caine. Without the structure of the Camarilla and the rebellion against it formed by the Sabbat, the primary conflict is between those vampire clans seen as noble high clans (Ventrue, Lasombra, Toreador, Tzmisce, Cappadocian & Brujah) and the brutish low clans (Gangrel, Nosferatu, Ravnos, Malkavian, Setites, Aassamites). The loss of Saulot and the Salubri is yet a fresh wound, and the reputation of Clan Tremere at its nadir, the lowest it has ever been or will be. That said, the First Anarch split was not too long ago, in disgust at elders abandoning their childer to the Inquisition.

Without the Technocracy's massive shared paradigm, magick is far simpler and uninhibited by Sleepers, though a miscast can still cause backlash. There are six main Fellowships, traditions each based on four pillars (proto-Spheres). The Messianic Voices believe in

channeling the power of faith and angels, and are presently the dominant force, while the Old Faith survives in hidden places. The learned, but elitist Order of Hermes are locked in a deadly struggle with the Tremere. Spirit-Talkers, sensitive to the channels and flows of magic, channel power through archetypal totems. In the far North, Valdaerman practice *seidr* with their runes, while in the Holy Land the Ahl-i-Batin (Subtle Ones) strive to uplift humanity gently. The Circle of Red are diabolists. Several are starting to react with alarm to the fading of magick.

Ever there have been hunters, but under the Holy Office of the Inquisition, they are more organized than ever before. Entire orders of monastic knights like the Order of Acre or the Red Circle are armed with the holiest relics in Mother Church's possession, directed by the oracular Sisters of St. John. The cursed House of Marnau have long been the bulwark against evil in the Balkans while the Eyes of G-d (Occuli Dei) hold vigil over all Europe.

The vampires may rule the city, but much of Europe at this time is deep, dark forest where the Garou hold sway. That sound, the Black Spiral Dancers are at their peak, and several alarming prophecies have been coming true of late.

The Fae are on the back foot in their endless war for Nodes against the Mages, especially since the disappearance of High Queen Carna.

Best of luck, have 1,000 choice points (cp) to get you started.

TIME

The dark ages cover a long time period; Giovanni is still a ghoul in 1197 AD, while most Dark Age core books assume a starting point of either 1230 or 1242. As such, pick any time from 400 to 1400 Anno Domini.

PLACE

The Dark Medieval is a world; while the greatest focus is on Europe, there are books detailing locations across the globe, and many of the historical events described in other books are contemporary to this time period.

Pick wherever you want.

ORIGIN

Mortal

You are not one of the cursed children of Cain, born with a Changing Soul, possessed by holy grace (or just possessed), enlightened, or in any other ways anything but human. Likewise, you *won't* achieve enlightenment, be invested with power by heaven, exalt, or similar. You might be embraced, and you *theoretically* could become a Changeling… but that's a process that takes decades and generally involves being enslaved for the period (not that becoming a vampire is significantly more pleasant).

That said, you might have an interesting heritage. You may have mastered lesser magics. You might be a ghoul, or have sold your soul to a demon; there are paths to power. But before the monstrous might many of the *true* inhabitants of the World of Darkness… What does that really get you?

Vampire

You know the stories; how Cain murdered Abel and was cursed. How he wandered. From there, the stories differ; did he learn to shape his power under Lilith? Did he learn the blood oath after being trapped in the same, and if so who could the Crone have been?

Yet others cleave not to the God of the Book, but make sacrifice to Odin, or Macha, or…

Good Christians call the Vampires devils wearing the corpses of good men, and condemn them to the pit. Yet this is a lie, for at no other time has the soul of the Vampire been so at war. War with itself, with the outside world, with its destiny. These are not the days of vampires quietly clinging to their humanity, giving their Beasts scraps. No, these are the days where they warred with each other, quarreled with demons and angels over the nature of God. Made peace and common cause with distant faiths, and fractured unified ones into a thousand shapes. If any time showed the soul of the Vampire, its better angels and worse demons, it is this time.

Inquisitor

This is the age of the Church. Before the Church of England, before the Protestant Reformation. Yet the fragmentation has already begun. The Great Schism of 1054 has begun the fragmentation of Christendom.

And despite how the church is pushing back the darkness, the darkness is not without its means. Witches conspire to summon demons and master blasphemous powers; some even claim their power comes from G-d rather than the Devil! Demons drain the blood of men, or wear their flesh and lead men into paganism. Fairies steal children and twist Good Christians into half-formed changelings. And beasts push back on the advance of man, challenging his dominion over the earth, as declared by The Lord.

To drive back the darkness and purge the corruption that besets Christendom, the Pope has created a secret inquisition, a great crusade against the darkness. Blessed with holy power, these inquisitors work to uproot the witch, the devil, and the heretic, so all may live in humble glory under the leadership of the Church.

Mage **(-100 cp)**

In many ways, this is the age of mages. Their souls are stronger, their Fonts deeper, backlash a lesson rather than a prosecution. The idea of 'Paradigm' is a thing still far in the future. On another level, this is the beginning of the end; mankind has started to turn against its wonderworkers, and the decline of magic has just started to set in.

So set your Foundation in any of the canonical Foundations, or make up your own so long as it's in line with the others; the ones we know about are hardly a comprehensive list.

Fae **(-100 cp)**

The terrible decline that will grip the Fae has only begun, but the courts of faerie are still ignorant, and *banality* isn't even a word yet. For now, it's lost lore, and the rise of the Church that is being blamed for the problems plaguing the four courts.

To the Firstborn, those old gods born of dream untouched by the concrete, the mortal world is just another dream, and they are the masters of Dream. Mortal rule is something that happened between their own conflicts, and they still believe that the world continues to exist out of their benevolence.

The Inanimae spent long millenia as second class citizens, but that was millenia ago. As they've become more established, they've sunk into their own niche, formed their own petty traditions, and pulled the ladder up behind them, and can be more judgemental than even the Firstborn. They are the spirits born from where faerie and the mortal world overlap; living wind, a walking mountain.

Sometimes seen as least among the fae, sometimes not even counted as true fae, the changelings are created as agents and spies to walk among humankind. By replacing a child with a firstborn, that child will grow a bit of a human soul, growing up among humans. Gaining connection to the mortal world while losing connection to their heritage. Though this is increasingly failing, for a baptism will erase the faerie spirit entirely, turning them into just another mortal. The stolen human child will slowly lose humanity until they become a changeling themselves. If given a chance to, that is.

Other times, those stolen from the human world for too long will slowly drift away from humanity, until they become changeling. Or the child of a Firstborn and a human.

Regardless, while seen as increasingly necessary, the changeling is often not seen as properly *faerie*. For in some ways, they are not. Of the fae, only Changelings may become Thralls, for only they have a human soul, if an incomplete one. And this is not unique to becoming a thrall; there are a number of situations where their status of having a mortal soul means they count as 'human' where another fae would not.

Choose if you are Firstborn, Inanimae, or Changeling. There are advantages and disadvantages to any choice.

Demon (-100 cp)

By mortal blasphemy, a crack was opened in your prison, and you escaped into the mortal world. By the Ritual of the Sundered Soul you have cleaved away your wholeness, and used a mortal soul to patch the gap, taking on something of mortal grace and nature. For most demons, this was not an attempt at a new start, but merely a wish to unburden themselves of enough torment to escape the abyss, for most demons swiftly fall back into damnation, their pain too great for any mortal vessel to tolerate.

Lies of the Wyrm: A 'demon' is nothing more than a bane, and to the extent that they have an identity separate from being an agent of corruption, it comes from whatever remnant of the

original human soul remains. That is; this origin becomes a Fomori, rather than something like a fallen angel.
This comes with both downsides and upside. On the downside, since the only identity they possess comes from the 'human' side of the equation, the death of the body is *death*. While the Bane might potentially jump to a new host, that will have nothing to do with you. On the upside, there is an expansive hierarchy of spirits - other banes - that you might potentially summon and do businesses with, a potential support network (if one that wants to use you to ruin the world) beyond what you can personally scrap together, and you might learn gifts like some Kinsfolk can.

☀ ***Exalted*** (0 cp/100 cp/200 cp)
Almost forgotten by the world, the Dragonblooded have kept the Black Vault, protecting the world against champions of humanity who, in the end, were the greatest threat humanity had. Yet as the wheel turned, they increasingly retreated from the world. They are pale shadows of what they once were, and have forgotten much. Even their role as servants of Gaea is long usurped, and how the Garou would react to learning of them is anyone's guess.
Yet they have failed their last task. The Black Vault cracks open. Who did it, and why? Well, now that's the question.

☀ ***Dragonblood*** (0cp)

The clans of the Dragonblooded stretch back to pre-history. Only the Mokolé are likely to recognize them. Some have even fallen into conflict with the Garou, with the latter having mistaken them for human wizards in fights over Caerns. They are relicts, and they know it; holdovers from an age long gone.

Created as servants, and not only abandoned but *replaced* by their maker, what purpose do they serve, or do they even need an external source of purpose? Will you watch their decline, or reverse it?

The Dragonblood do not suffer the Great curse, its influence having faded over the long eons.

Optionally, playing a Dragonblooded does not require that the Black Vault has been opened, though it will bring with it Liminals and Exigents.

☀ ***Liminal*** (0cp)

Alone among the Exalted, someone might recognize the Liminals even in this distant age. Though that recognition would not connect them to a broader class of beings. Revenant, ghoul… the source of those terms, for all that the Vampires have stolen them for their own use. A half-formed thing of failed necromancy, an incomplete resurrection that made something that was not the person their maker tried to return to the world.

Little understood, perhaps, though you may find records of their hatred for the dead and the undead.

Optionally, playing a Liminal does not require that the Black Vault has been opened, though it will bring with it Dragonblooded and Exigents.

☀ ***Lesser Exigent*** (0 cp)

Not new, not released from the Black Vault. Some powerful and ancient spirits have retained the knowledge of how to create a powerful champion, even if they long forgot the origin of the art… if they ever knew it at all. An Exigent has another name, after all…

The champion of a god. Whether it be Zeus, or the nameless spirit of the local woods, your nature is self-evident.

> ☀ ***Greater Exigent*** (+100 cp)
>
> Of course, not all champions are made equal. This is less a question of the power of the spirit that chose you, and more of how much they were willing to sacrifice to empower you.

Optionally, playing a Exigent does not require that the Black Vault has been opened, though it will bring with it Dragonblooded and Liminals.

☀ ***Lunar*** (100 cp)

The connection between the Dragonblooded and Gaea has long been lost. If the Lunars are unleashed, their connection to Luna is self-evident. In the nature of their power, and the love the Lunes shower upon them.

In ages past, they were survivors, but perhaps shaped by the long imprisonment of their Exaltations the Lunars of today are defined by how they seek to escape imprisonment, to not be a part of anyone else's definition, rather than to survive.
Lunar's suffer the Great Curse, though in this age it has become something closer to *frenzy*.

☀ ***Sidereal*** (100 cp)
Shapers of Destiny, and slaves of the same, the Sidereal shape the plan, but are also drawn to obey it. Alone among the Exalted, they know they have a task; that given to them is the shaping and implementation of destiny. Yet they have no more insight into why than any other exalted. Whether they look to Pagan faith about spinners of fate, or see themselves as custodians of the Book of Life, they have purpose.
Purpose unasked for and outside their understanding. They suffer the great curse, one that punishes them when they seek to escape the role their fate has demanded they follow.

☀ ***Infernal*** (200 cp)
Those whose failure twists in their gut until they would sell their very soul to escape it, an Infernal Exaltation looks nothing like anything in the histories the Dragonblooded keep. They are emissaries of Hell, but a hell much more recent than the scattered hints they retain about the wars at the beginning of the world. One in Asia is liable to be recognized as an agent of the Kings of Hell, a mistake that might confuse both sides, but one in Europe represents a king of a truly alien flavor of damnation.
Infernal Exalted suffer the Great Curse, one that drives them to truly embrace their nature as a hellish being.

☀ ***Abyssal*** (200 cp)
A walking force of death, clothed in death. A weak point between the world of the living and the dead, and tormented by the whispers of dark and false gods. Where an Infernal is unrecognizably alien, the Abyssal Exalted takes a form anyone would recognize as an agent of damnation. Where the very strangeness of the infernal could

help hide their nature… who would doubt you sold your soul to escape death, when you clearly sold your name?

☀ ***Solar*** (200 cp)
Where the Abyssal seems to bear the very countenance of damnation, the Solar likewise does for the holy. Yet their flavor of holiness is not truly in line with the Church. Driven by ambitions too great for a mortal of their station, they are empowered by… something. Some brightness? Yet is it holy, or the false holiness of the Morningstar?
Whichever way others judge, the actions of the Solar will overturn the order of the world.
Solars suffer the Great Curse, a form of it that cleaves closest to its original form.



CIRCLE

Invitation (Free for Everyone)
As a stranger to this world, you may have left many friends behind you. Let none gainsay that the Lord is not kind, for there shall be no unnecessary partings. Any of those who have followed you here may join you in this world, blessed with coin to make their own choices; they receive 600 cp to define their own entry into this time.

Likewise, you may invite any who would follow you into future realms to join your band. It requires simply honest agreement, though it may not be forced.
If you wish to grant more strength to those who follow you, you may pay your own coin. Every one spent to empower them will be granted to everyone who follows you, whether old or new.

Crafted by an Unkind Hand (100 cp)
If you have no reliable friends at your back, and trust not in your ability to make them, you may call upon your Patron to arrange the existence of one bound to you, made to play a part in your story. Such a companion will be crafted with 600 coins, just as an old companion joining you might be.

Troupe (100 cp)
Truly no Man is an island, and most monsters are in the end Men. To you have been gifted allies, followers, whispers, or prayers. Whatever the form, this world has seen fit to bless you with a resource many would sell their souls for, and some have. Strong backs to share some of the weight.

⫽ ***Enthralled Master*** (200 cp; Discount Demon; Fae must be Changeling)
The Fallen might have fallen from their love of mankind and creation, but few of them remember that love, wishing for nothing more than escape. This damned spirit might be cruel and valueless, but you hold over its head a Blade of Damocles that nothing would drive it to betray. Escape from G-d's creation.
Your 'master' is also bound with a pact that protects you from it; it may not ravish you, or otherwise abuse its end of the pact you share, even if driven by desperation to do so. You may donate Resolve to it, if you wish.
This Fallen is crafted with 600 CP, has the Demon origin, and will do everything in its power to protect you so that it might escape this world for new ones beyond. You can depend on it to help you manage your Arcana and Taints, or to guard you. Just remember that it is a terrible monster, twisted by more suffering and sin than mankind could ever understand.

This makes you a Thrall ⛧. Demons take this for only 100 cp, because they obviously *can't* be thralls, have no use for this. Among the fae, only a Changeling has enough mortal soul to be a Demon's Thrall.
Lies of the Wyrm: While its nature is if anything less sympathetic, a Bane may have any number of reasons for being desperate or hungry for escape. It is no less motivated than the 'normal' version. There are tradeoffs; it probably has rivals or enemies in the realm of Malfeas, and might involve you in conflicts with the Changing Breeds. On the other hand, returning from that place is significantly easier than the Fallen's Abyss, and it probably could scrunge up hoards of lesser Fomori if it felt the need.

Sister Evangeline and Kairos (300 cp)
This odd pair of demon and itinerant nun might raise some eyebrows. Fortunately for both of them, they have avoided attention so far. Sister Evangeline seeks her brother, and in seeking him, has made some kind of pact with Kairos. Kairos for his part seems oddly guilt ridden, and has a shockingly low level of corruption for one of the fallen.
Sister Evangeline has the Inquisitor Origin, is a Thrall, and has the ***True Faith*** (God of Love and Mercy), ***The Devil is a Parable***, ***Call to Arms*** (*Lot*, *Heavenly Watcher*, *Gallantry*, *Divine Hypocrisy*), ***Cniht***, ***Drowning in Grace***, ***Beacon of Grace***, ***Virtue's Truth*** (Mercy, Zeal), ***Mastered Arcana*** (*Unique Pact that grants a Familiar that Kairos possesses instead of taking a mortal body*), ***Transcending the Plan.***
Kairos has the Demon Origin, and has ***Mastered Arcana x5*** (A powerful Apocalyptic Form and a variety of combat Arcana), ***Defining Sin*** (Sorrow), ***Defining Virtue*** (Fortitude, Charity), ***Lores of the Fallen*** (Neberu), ***Transcending the Plan.***
Believing you have a hint towards the mysteries and tragedies of their past, these two have joined you. If you can be a Thrall (anything but a non-Changling Fae) you can choose to be. If so, it will follow the same rules as "***Enthralled Master***".
Lies of the Wyrm: While Kairos remains a Wyrm-Spirit, he's a Balanced-Wyrm spirit in this universe.

Damian (200)
This traveling wizard and alchemist is a kind and gentle man, one driven from his home by war. He's seeking the tools he'll need to rescue his home. He plays the lute with uncommon

grace. His dog is his familiar, a talking mutt as kind as she is protective. The fact that he's heir to a legacy of dark is something few people would guess.
Sometimes you might notice him talking to someone who isn't there. If asked, he'll gladly admit to having summoned the Archangel Raphael as a child. Clearly he must be touched by Twilight, because no amount of spirit sight can see the angel he claims to speak with.
And *yet...*
Damian has the Mage Origin, and ***True Faith*** (Raphael), ***Hedge Magic*** (Alchemy, Enchantment), **Welcome Doom** (Themed around an angelic presence/watcher), ***Lot***, ***Defining Virtue*** (Kindness, Peace, Sacrifice), ***Future Archmage***, ***Thy Will be Done*** (more powerful, eager to be).
While his family is not a member of that order, you can represent his inherited black magic via the Circle of Red Foundation and Pillars.

Hyllo and Rhys Cecil (100 CP)
Rhys is a traveling merchant, a friendly face who likes to think he's bringing people what they need while still making a mint himself. Principled as both a man and a merchant, he's both canny and better read than one would expect for someone who owns nothing more than what fits on the back of their wagon. Lately he is often seen traveling with a beautiful woman. Though the lone survivor of a household whose lord decided to take advantage of him swears that he's also accompanied by a giant wolf the size of a barn.
Hyllo is, of course, a god.
Rhys Cecil has the Mortal origin, with ***One of the Flock***, ***Dominion over the Earth***, ***Queem***, ***Inquisitorial Intrusion.***
Hyllo has the Fae origin as with ***Promises kept***, ***Lady of the Mists***(Shape in the Mists(Faerie Size)x3, Wolflikex3)), Season of Magic (Dawn), and Cniht.

Alli Merca (300 cp)
This constantly amused Vampiress operating under an obvious nom de plume is bound to you, a perverse sorcery that has twisted her blood against her, till her own Vitae binds her in something not too different from the Blood Oath to you, constantly refreshed from her own blood. With how she pushes the boundaries you might not know it. Yet... she pushes, but does not truly seek to free herself. Why? Maybe she has her reasons for serving.

She is of Old Clan Tzimisce, and of the Fifth Generation, an ancient and powerful vampire, though she's mocking towards the 'crusade' against flesh shaping. She well knows who is behind that abomination. She follows the Path of Chivalry, part of ***The Road of Kings***; despite her oft irreverent attitude, she shows a surprising amount of respect to anyone she sees as worthy of it, but is quick to judge anyone who falls short of her cruel standards. She is of a ***High Clan***. While she acknowledges spirits of the world, and is in fact a Koldun sorceress, she is a ***Vampire of the Book***, seeing the divine as separate from the physical, and believes in her own damnation, for whatever reason seeing herself as little more than a blood drinking demon. Perhaps she seeks purpose, seeks to be more through her service?
She is a master of ***The Sin of Amaranth***, and in fact has developed a unique form of ***Blood Magic*** that uses the souls she consumes, extending her will and soul through them as her ***Shackles of Damnation***.



ABILITIES

Abilities are discounted for their origin. An Abilities Discounted below 100 CP becomes free.
A [Unique] Ability is not discounted, but may only be bought by its Origin, representing some unique facet of being that origin. If you have been to the World of Darkness before, and have that origin, you may take a [Unique] Ability if it would make sense.

Mackerel Skies and Mares' Tails (Free)
The World of Darkness is oft a world of darkness. Mists and fogs, cloudy days, pounding rains, and terrible winds. A plethora of reasons to curse the skies. While this alone makes you no weather-witch, you may put your hand on the scales, and demand *bleakness* from the world. It

is not instant, and not all powerful, but you may make the world take a turn for the unpleasant.
You may do this generically; letting G-d and nature find the path of least resistance, or you may ask for specific unpleasantness, whether cloying fog, or punishing winds. Just don't expect miracles; this works best with plenty of lead up, and when what you ask for is in-season, ideally both. You're not getting snow in summer unless something is already off with the weather.

Hale and Healthy (Free For Everyone)
The Dark Medieval is a harsh time. Plague is rampant, food is poor. You may spend weeks hiking through parasite infested woods tracking down a witch, be mauled by diseased animals, suffer torture, injury, and deprivation.
While people with poor health exist, and are hardly uncommon, early death is also hardly uncommon. Your Patron has seen fit to grant you health enough that a casual accident won't take your life. For free you can count yourself as hardy as one can be, and still have it count as mundane. This won't make you large or strong nor grant finesse, though good health often grants *some* size and strength and lends itself to surety in your movements if only as a side effect.

Bless'd (-100 CP; two purchases free Mortal)
You possess some great virtue or merit, enough to make one a legend, or turn their fate around. Whether gifted by man, G-d, or the Devil, you have been granted a forte that others could spend their life to achieve and fall short. This may be something you were born with, or something you achieved through effort, something you traded for, or were gifted.

Firm Road (-100 CP, Forbidden Demons, Fae)
Breaking down 'the state of your soul' into a value… from such hubris, Simon the Magus bought heaven's ire. We will not claim you are saved nor damned, nor place you high nor low upon some moral totem pole. Such mysteries are between you and G-d alone. If you fall to your beast as a Vampire, that is more a question of will than morality. And if you're consumed by callousness as an Inquisitor, it will be because you became callous, not because you became too burdened with divine power beyond your 'piety.'

However, the various roads and paths of this time period take measure and make judgement, and the judgement of the world may matter, even if it is not the judgement of heaven. As such, you may buy the external pageantry of such a high Road; the benefits it brings. To the extent that such grants advantage, you have it. To the extent it wards off disadvantage, you also have it.

Merely know that you aren't a good person simply for *buying* it. Nor enlightened, nor possessed of any other virtue.

If you wish to, you may buy this multiple times; this would let you buy another "path" you can manifest. With this, you could trade auras and other manifestations of your Road (or similar), or manifest a contradictory one embodying opposing moralities if you felt the need. Even if you only buy it once, you may freely *suppress* any aura you would 'naturally' have.

Such measures are not enough to deal with the well of pain and rage that dwells within a Fallen's soul, and as such beyond the scope of such a petty ability. Fae souls are alien things of wonder and nightmare, and more than a little severed for the moral tides others struggle with. They have their own spiritual questions, but not ones properly asked nor answered by this Ability.

Welcomed Doom (200, Discount Inquisitor/Mage)

Brandings, Curses, and similar punishments from the world are surely punishments for Hubris against the face of the divine, yet did not Caine himself show that even a curse may be made to serve? Perhaps an aura of ill-luck makes enemies stumble, or the infernal attention a curse invites makes parlaying with spirits easier.

Upon purchase, you may pick up to three "boons" you have become endowed with from such a negative source. For whatever reason, the negative side never comes up, and you may treat these as purely positive phenomena.

On a second purchase, you will find that you continue to develop such things from the same source over time. For mages, pick one of your foundations, for an Inquisitor, pick an Order. All such 'boons' will flow thematically from it. Other origins may buy this if they have something of similar character.

If you buy this Ability undiscounted, you may pick any such source, even if you wouldn't have access to it normally. Perhaps your vampire draws positive attention from the imps of hell, or

your fae is marked by the mystical secrets he pilfers? Regardless, you have access to tainted power of some kind.

Mentor the Initiate (200 cp Mage/Inquisitor; Free Hedge Magic)
In later days, magic is a gift only a few can grasp; while anyone theoretically could learn 'hedge' magic, true magic was the domain of sudden enlightenment. While the scales could be tipped, it was impossible to force the issue. Likewise, Hunters were called, not taught; such spiritual gifts did not appear spontaneously among the laity.
Not so in this age.
For mages, there is a process of enlightenment, of slowly learning to open oneself, and a measure of talent as measured by the Fount background. And while some are simply more aligned with the way a certain foundation describes the world, and quicker to learn it… it is a learnable skill; a teachable enlightenment.
Likewise, the Inquisition brings people into its fold and teaches them how to be members of its different orders, till Superior Virtue and Holy Power awakens in them.
By buying this, you may start the same process in future worlds. Whether the mystic education of a mage, or spiritual self-reflection and ascetic practices of an inquisitor, you may teach what you are. And the people you teach may go on to teach it in turn. By your actions, you may bring these practices into future worlds.
If you bought **Hedge Magic**, you may teach hedge magic, but still may only teach Enlightened Magic if you took the Mage origin, or Blessings if you took the Inquisitor origin.

Mortal

These Abilities belong to Mortals, and are discounted for them.

One of the Flock (100 cp)
Herd. Thrall. Sheep. The Flock.
Mortals.
The names given to mortals are countless, and all of them reveal how little the dark masters of the world place them in their eyes.

Vampire lords won't remember your name, nor credit you with the difficulties you throw their way. Firstborn courtiers won't pick you out of a crowd even if you were the one to drive nails into their footprints and drive them from their lands.

It's not that they are unaware that they were thwarted by mortals, just that they never put you in their eye enough for their ire to be directed at you as an individual; you are a faceless abstraction, unnotable beyond the moment as just another face of humanity. Anyone who holds you in inherent contempt for your nature as a 'lesser' being will struggle to keep track of your identity as an individual.

That said, this protection vanishes the moment they truly put you in their eye. Even if they hold all of humanity in absolute contempt, the moment they grant you true exception is the moment this protection evaporates. Such an exception doesn't have to be positive - personal contempt would do it; it just couldn't be contempt born of your humanity.

It also isn't unbeatable. It takes both great perception and focused will, but it can be seen through, though even there they're unlikely to realize they saw through anything. This veil will merely seem like an extension of their normal habits.

Dominion over the Earth (100 cp)

… dominion over the fish of the sea, and over the fowl of the air, and over the cattle, and over all the earth, and over every creeping thing that creepeth upon the earth.

Such is the claim humankind makes when facing the night folk. When they drive the fae from their forest, the witch from her village, the Garou from their untamed lands. And whether it is true or not, the trajectory of the future makes such true de facto, regardless of the de jure truth.

When you work to uproot others, the supernatural advantages they should have from their claim… are less. Spirits of the land long placated by ritual and sacrifice are slow to answer. Wards drawing upon the depth of the power of the earth fade. Curses and mists that should lead invaders astray weaken.

To be clear, this neither makes those you seek to drive out weaker, nor undermines mundane defenses. But powers invested into the land or drawn from territory are lessened. It's as if you're asserting that only mortal roots can truly tame the earth, and all other claims are dross.

Hedge Magic (200 cp)
This achievement is rarer than one might expect during these olden days; it was possible to just *learn* magic, rather than having to gain an uncommon 'awakening'. But magical paths that didn't rise to the level of Foundation, or those who simply lacked the spiritual insight (or perhaps compatibility with what education is available to them) to grasp them still abound. While "hedge mages" are hardly common, they're still more so than they would become in later years.
Upon purchase, pick three to five paths of 'mortal' magic. You have decent command of them and can potentially learn others. Perhaps more importantly, this comes with two other gifts. It comes with a talent for the 'petty' or 'subtle' magics of future worlds. Second, powers that belong to mankind alone will always be in your reach; you will not lose them no matter what you become, for you have a fundamental humanity that will not be smothered, and can always call upon the powers of Man.

Revenant (200 cp)
It seems you are a Revenant - a member of a family so long possessed by ghoulism that they have become in some small part possessed of the curse of Cain, and generate their own Vitae. They can learn the least of the vampiric arts, age slowly, and are possessed of unnatural toughness. You may design the family you come from and which disciplines they favor, or pick any canonical family. The coin of your choice has paid for your family weakness.
As a final benefit, you may choose to make it so that your bloodline always breeds true; if you take this boon, your children are similarly spared any special weakness.

True Faith (400cp, forbidden Demons)
You possess the mustard seed of the parable; a Faith that can warp the world. Or at least, you may leverage your Will as if you did. What you actually hold in your heart is between you and the Holy Father.
What this grants is… actually a bit vague. Protection against witchcraft, usually. Some ability to ward off supernatural entities opposed to the object of your faith, probably. The ability to draw upon it to refresh your willpower, to endure, often. Sometimes you may be randomly visited by other miracles. Sometimes you may 'expend' faith the way a man would expend

willpower to summon them on command. Sometimes faith is many-faceted, and can be directed towards pagan gods as easily as the God of the Bible. Other times there's only one true faith, and sometimes even dark faith in the Adversary is 'valid.'
When you buy this Ability, pick your 'faith.' This can essentially be in anything, but it will define your miracles, what you ward away, what you bolster, and so on. This comes with a free purchase of Firm Road for a road following that faith - you automatically count as a paragon of it, and your aura shows it.
When you buy this, it starts out as 'vague.' You get a minimal form of it; the bare bones of what faith offers. By living life in line with its ideals - whether charity for a bright faith, punishment for a judgemental faith, stoicism for an internal or ascetic one, or ambition for some dark will to power, you may grow it, and it can become any of the myriad expressions of Faith across the World of Darkness bit by bit.
You may buy this ability multiple times, if you wish to channel multiple ideals as holy power. Faith is a valid foci for appropriate Foundations.

True Sight (400 cp)
Mortals are well known for their lack of sight. Ironic then how often they are gifted with deeper sights. 'True Sight', 'Oracular Sight', 'Spirit Sight' for vision. Sometimes unkindly called The Bard's Tongue when gifted to speech. There are a thousand varieties of this; insight deeper and knowledge broader than they should have, especially into the supernatural, and the future.
You see omens in the world, hear the whispers of spirits and ghosts, dream secrets and futures, peer through all but the strongest illusions, speak of things you had no way of knowing, are gifted with insight, precognition, and revelation in at least a dozen additional ways.
Such a gift would make you a prize to control, much as the Oracles of Greece. Perhaps you should guard your tongue, lest someone decide to still it.
In every new world, you will gain access to whatever forms of 'second sight', 'true sight', or 'spirit vision' exist there, and at a strong level.

Unshakeable Soul (400 cp)

Some people are "Unbondable," or possess an "Iron Will," or are just too "Blase" to be controlled. There are many names people give for those odd gifts some people possess that make them resistant to all manners of external control. Some of them are natural, and some decidedly less so.

Perhaps it is only appropriate that a mortal possess this, for they are the ones most often reduced to little more than a tool in another's hand. You possess a mind and soul beyond any twisting, and control except the natural kind that happens when two people talk to each other. No one will influence you with spiritual powers, charm you with a spell, enslave you with blood or potions or drugs. You will not be driven mad by the revelation, succumb to inherent darkness. There is no way to overcome or attack your higher self except by honest discourse.

That doesn't mean *friendly* discourse. But if you submit, it will be because you chose to bend the knee.

Vampire

These Abilities belong to Vampires, and are discounted for them.

The Road you Walk (100 cp)

To be a vampire is to wrestle with the questions of vampirism; is a vampire inherently damned? The most faithful adherents of the Road of Heaven, the miracles of the Canite Heresy… these argue no. Yet a newly risen vampire, not yet steeped in the sins of survival can be driven away by the faithful. And if a vampire is not inherently damned, then are they not inevitably so, for merely by living they must sin again and again?

Simply by being a vampire, you will be plagued by questions. Take one purchase of Firm Road for the answer you found -

- Road of Heaven - **Via Caeli** - holds that while Cain was cursed by G-d, he was also in some senses closer to G-d than any other human. That a Vampire, then, can be a paragon of their religion and faith, can take their divine curse and show that it is divine, and act as an instrument of the lord on earth. While it is most common among Christian vampires, the Road of Heaven is open to any vampire who follows a faith with devotion.

- Road of Humanity - **Via Humanitatis** - holds that what separates the Vampire from the beast are those traits they keep from their humanity, and as such champion a philosophical ideal of humanity. Via Humanitatis cleaves to the idea of Human Virtue, and holds up Reason as the domain of man and an ideal.
- Road of Kings - **Via Regalis** - holds that vampires are above humans, and that one controls the beast by controlling the world around them and establishing a firm order. At the same time, a vampire should not take worship; they should be followed because they are wise leaders, granted greater vision and station by their state, not because they are gods.
- Road of the Beast - **Via Bestiae** - holds that it is in the conflict for survival that one can channel to focus the beast. They believe that the other paths merely camouflage that they are paths of glutting their beasts, and practice no real control over it. Only by devoting oneself to the simple necessities can one align the beast to oneself and control it.
- Road of Sin - **Via Peccati** - holds that to control the beast one must feed the self, whether it be ego, pleasure, or cruelty. Only by casting away all chains will one develop true inner strength.

These descriptions of the paths are brief and incomplete - and there are variants that flat out reject some of the core premise of 'their' root. Path of Devaraja is a Road of Kings that does feel the Vampire is a god, some Paths of the Road of the Beast see themselves more guiding the Beast rather than controlling it, and so on. Feel free to warp these quite a bit.
Vampires gain a starting Road for free, though they may buy again to represent a philosophical grounding and affinity for additional roads.

The Station you Hold (100 cp)
Vampire society has a strong sense of class, whether by aping their lost humanity, or born from their nature as vampires, bound by chains of Sire and Childe across generations.
Vampires gain a starting station for free, though they may buy this a second time undiscounted to gain the other benefit.

> *High Clans*
> Heavy is the head that wears the crown. It is the nature of man to make hierarchy; however little G-d might make of man's pretensions, even the Good Book tells to

give unto Caesar what is Caesar's. Likewise, one should give unto their Prince what is their Prince's.

Whether or not you are a Prince, you have the greatest virtue that a prince could want; stability. You can suppress change, fight against the decay or erosion of whatever is yours. This can be internal; resisting how the beast wears down your self, your willpower. Or torture. Or just *time* and tragedy. Or it can be external; it's harder to undermine whatever is yours, to take your lands, to subvert your agents.

As a minor benefit, you also carry an air of dignity, or grace and poise and power. It's easy to look at you and believe that some people are built differently; you don't have to *tell* anyone you're noble, and anyone who does have to say it in front of you is liable to come across as a pretender.

Low Clans

Ultimately the 'low clan' is a political distinction; one before Vampire, but not G-d. Move five hundred miles, and which clans are *high* and *low* changes. But that doesn't mean it doesn't matter.

The Low Clans possess the ambition to change their station; whether redemption before G-d or self, to claim territory, to become feared. You are more capable of progression, whether personal or temporal. It's not just faster, it's easier, more reliable, more *possible.* Any attempt to advance yourself, to change yourself internally or externally is eased and hastened.

As a minor benefit, you also carry an air of relatability, of sympathy, the kind of ideal *salt of the earth* flavor that makes you seem trustworthy, hard working, and practical.

The Altar where you kneel (100 cp)

For immortals mere generations removed from the source, vampires are awash in apocrypha, hearsay, and schisms over the basic facts of their condition. While they themselves might reject the distinction, most fall into two camps, those that see their condition as part of the world, usually championed by the various pagan faiths among vampire kind, and those that

see it as separate from the world, coming mostly from those of more monotheistic faiths. This can be a gross oversimplification, of course.

Still, which version of reality do you cleave to? Do you see yourself as a child of a Ennoia, sun-seared for their betrayal during her war with Churka, that your disciplines are on some level shamanistic invocations? Or do you believe that vampirism is a curse from G-d upon Cain the first murderer? There are many stories, which ones are yours? Vampires may take one of these for free, but can buy this a second time undiscounted if they want the other.

The old gods…

While vampire kind is increasingly dominated by Christendom, it is not defined by it. The elders of the Gangrel are increasingly worried about how the myths of Cain are supplanting their own beliefs, while the Followers of Set continue to teach of their dark god - one who, admittedly, has little in common with *mortal* perceptions of Set.

You are at least inclined to see things from a less monotheistic perspective. To you, the world is alive, and magic is part of its fabric. You are naturally more in tune with a living spiritual world, and it responds to you. Your Aura naturally affects the world around you in subtle ways, the fear of a Feral might make doors pop out of their frame and lock snap, as if the very objects of civilization know to fear them and quail at their touch. Spirits are more inclined to engage with you, and magic founded on spiritual principles comes easier, and you can develop abilities along these lines with effort.

This isn't the same thing as spirits *liking* you, to be clear; just that to them, you do have a place, and it is only natural for them to engage with you. What that place is comes from the Roads you took.

Vampires of the Book

It's impossible to deny that vampire-kind has not become defined by Christianity. While its 'main protagonist' predates the Crucifiction, the world view of the so-called Cainites has become inexorably entwined with a primarily Christian view of salvation, damnation, and the place of man and vampire in creation. Jews and Muslims make up a significant number of the remaining Cainites, and while

they don't share the *same* view, they can share one similar enough to create common ground.

That said, vampires follow many religions, some of them powerful forces among humans, while others unique to vampire-kind

You are inclined towards a more deontology viewpoint, one that sees the world as a thing *under* the spiritual, but not spiritual itself. Damnation and salvation are concrete, measured by some arbiter. Good and evil, heaven and hell, abstraction made real, divorced from the fallen world around you.

Your Aura naturally affects yourself; the spiritual overcoming the base material. You may become more saintly in appearance if you follow the way of Heaven, or more temptingly seductive if you follow Sin instead. You might gain the ability to heal others with your blood without creating ghouls as a miracle of the faith, ignore being barred by holy might as proof of your own salvation… or crack the symbols of a false god by the grace of your dark masters. You'll have to cultivate such abilities within yourself, but the path is apparent to you. What kind of abilities will come from the Road you took

Most spirits are less able to see you or interact with you, as your presence has no place in a living animistic world, and so your Aura divorces you from it. This doesn't protect you from *all* spirits to be clear; just ones tied to the world as part of it. More abstract spirits, or ones not part of the world like Angels and Demons, can freely affect you and this will do nothing to protect you from the fist or club or sword of a manifest spirit.

Together, ***The Road you Walk, The Station you Hold,*** *and* ***The Altar where you kneel*** *forms a vampire's Defining Philosophy, both how they see themselves, and how they see vampires fitting into the world of the dark medieval. Many vampire perks will use your Defining Philosophy as their starting point. Together, they should also define the social network a vampire exists in. Vampires may take one purchase of* ***Troupe*** *in line with the identity they have created.*

Ashen Knight (200 cp)

You may or may not be one of those doom champions, but you certainly represent a similar *direction*. You are in some ways a paragon of your road. Not in terms of actions, but in circumstance. Like the Grail Embrace, you are *different*.

Grail knights are fair in appearance, beyond even the Blush of Life. His body makes blood like the living, and so he need not drink of man. Forces that rend through a vampire's defenses, leaving aggravated wounds that deny healing… do not; they are as mundane harm to the Grail Knight. A Grail Knight's blood will burn another vampire, as if it was holy water.

This is a legitimate manifestation of what you could be; a Grail Knight would make sense for a follower of the **Via Caeli**. That said, you may craft your own version, in line with your Road; a different source should result in a different outcome, but it should represent a similar paragon and ideal. Perhaps you have obtained a particular version of Golconda. Perhaps a demon has possessed your beast, and then you master both demon and beast, proving your mastery of sin. Maybe you achieved something stranger.

Whatever you have, you can help other vampires achieve the same, but it requires significant investment of some kind. You may buy this multiple times, if you've achieved multiple 'one-of-a-kind' kinds of special grace from your *Defining Philosophy*, but only the first purchase is ever discounted. Non-vampires who take this perk create a template for their own kind that is similarly advantageous, and can share it with them instead of with vampires.

Gathering Grace (200 cp)

You aren't of a kind with the doomed knights of the holy grail. Instead, you're more like those who made them.

The Gatherers are one of the few truly 'good' organizations of Vampire, who have struggled with the cause for long years, working hard to be a force to help vampires find grace and redemption. From protecting artifacts, to systematically studying the vampire condition and using that to gain insight into it's true nature, to helping vampires achieve Golconda, to weeding out infernalism, to simply helping vampires find peace in ending themselves.

As the Gatherers are for the **Via Caeli** and **Via Humanitatis**, you can be for your *Defining Philosophy*. You find it easy to build a web of agents, gather like minded individuals, keep an organization true to its goals, gather and protect objects of your *Defining Philosophy*. Use objects

of your *Defining Philosophy* even if you shouldn't (much like a vampire using the Cup of Christ), and leverage that to cast a pall across an entire continent…
Do all that… and do it while making sure your organization stays less than rumors. The Illuminated Ones have nothing on you.

Raise the New Carthage (200 cp)
While the Gatherers survive into the final nights, and their power and influence can't be denied to anyone who understands everything they did (evidently they helped protect the existence of early Christianity as just the last in a long line of tasks they took on, trying to follow the will of The Absolute)… Whispers and subtle nudges never become a social movement on their own, merely see their failure to truly guide Kindred society in a better direction.
If you really want to shape society, you have to do it out in the open, where you can rally others to your cause. It's not enough to whisper secret lore in select ears; your words must be carried to lips in every court and corner. It's not enough to subtly nudge the direction other look, you must pave the road they'll walk down. Your charisma is overwhelming and superhuman in person, but your appeal and message truly shows its power in your writings and how they can come to define the movements they spawn.
You are skilled in this arena. You can build the network of influence needed to extend your reach, but more importantly you can do so in a way where your network will survive when you push towards open action. If no one knows your name, then who will rally to your banner? Yet you can do that without making your face known, or allowing your location to be revealed. While you can't carefully protect such a broad movement from drift and corruption, you can breathe *life* into it, making it a pernicious weed that will spread, mutating into new forms that can thrive in circumstances you never imagined when you set out.
You aren't the founder of a conspiracy, but a country.

Blood Magic (400 cp)
Blood magic is perhaps one of the most common things vampires develop and redevelop, inventing only to invent again. For all the reliable power of their disciplines, they inevitably

seek to escape them, to regain that spark of flexible magic that is humanity's. Perhaps they're only able to ape it, but it is still a power whose might cannot be denied.

Still, there are blood mages and there are blood mages. Many clans have some natural ability to develop limited and specific paths, and several organizations have a rich history of blood magic. Then there are the real blood sorcerers who know a dozen ways to do the same thing, each suited for a slightly different situation or toolset, and have an obscure path of magic that makes the problem irrelevant besides.

You are not yet one of the latter, but your path there is clear.

Upon taking this, look towards your *Defining Philosophy* - use it to define a core element of your blood magic that comes from that born from that. Your magic will have a 'primary path' that thematically invokes that element (for example, Lasombra's abyss magic has the Abyss as its core element. This could come from "Vampires of the Book", as the abyss is a spiritual 'place' divorced from the world, existing as an ideal. Or it could come from "Via Peccati", as… well, it's basically a form of demonology).

This core element will define some advantage your blood magic will have over 'generic' blood magic, and will weave itself through your magic. You'll always be able to quickly create new paths and rituals branching off your primary path, so long as they draw upon this core element. So long as you aren't pushing to new heights, but just pushing for greater 'breadth' of path, or within the scope of rituals you can already access, such growth will just cost you a bit of time and energy as you explore the shadows on the cave cast by your core concept.

That said, "your" school will be flexible, and can operate outside its core element. Not quite as much as Tremere Thaumaturgy, but more than any other school (or rather, Thaumaturgy's 'core element' is its incredible flexibility and ability to adapt other magics to itself, which it gains from *Low Clans*), and you will have a significant edge whenever you can leverage 'your' advantage.

You may buy this multiple times, to give 'your' school more core elements. It must draw upon elements of your *Defining Philosophy* each time.

You may choose if you were the creator of this school of blood magic, or just a student of it.

You do not need to take this to have blood magic; this just gives you a new and unique one, and grants you a special advantage with it. You learn this school as if it was one of your native

disciplines. You may choose if you are effectively an Inceptor, with this school being inherited by your Childers in place of a 'traditional' clan discipline.
If you're not a vampire, you may take this to create a 'school' of magic for your own type. It will follow the same principles for design, but use your origin's philosophy of power - mages might create an 'extra' pillar, Inquisitors would create a 'new' type of Blessing, and so on. It will gain a Core Element giving it a distinct advantage, basically on the same scale that Thaumaturgy has over other disciplines. You must have some kind of flexible power source to buy this.

Inceptor (400 cp)
Mayhap there is no effectively. You are an Inceptor; some aspect of *Defining Philosophy* expounded upon, expanded into a full discipline that is uniquely yours. Among vampire-kind, you possess a new and unique thematic set of abilities that can be expressed in various forms, and that build on each other. If you wish, your discipline can replace one of your clan discipline for any childer you embrace, and you may warp or replace your clan weakness, creating a true new Bloodline.
But the most frightening aspect of this is not the discipline you've created. It's that you could do it again. While it takes effort commensurate with bringing an out-of-clan discipline to mastery… you may simply create more disciplines, much as the first few generations of vampires could.
Be careful who you reveal this too, and not just because of those who might grow jealous and seek to destroy you out of fear; such power would count as miraculous to some, and those who would follow you could be even more dangerous in the end.
A non-vampire can take this, to represent a new fixed path of their own creation; it will take a form defined by the philosophy of powers of their origin. Likewise, in future worlds you may continue to carve new paths of power. You must have some kind of linear power source that creates well defined fixed abilities to buy this.

Miracles (400 cp)
While the Vampire may be unholy, they are often visited by the holy. Sometimes in punishment, but surprisingly often as an extension of grace. Perhaps some divine force seeks

to counterbalance the burden of a Curse that was supposed to be Cain's alone, or maybe the Cainite Heresies are correct, and the Blood of Cain is holy to the true god, offering escape from Ialdabaoth.

This isn't True Faith, a holy power you can call upon. Rather, it is more an acceleration of what divine power already showed itself around vampires to the point of semi-regular miracles, powerful manifestations that you might not be able to rely on, but regularly act to aid you with holy power.

However, that's on its own. It will accelerate every form of divine power you have access to from this jump, pushing them to manifest. Holy Magic, True Faith, Pagan Blessings, Dark Faith… Whatever you have that forms your connection to the divine, as described by your powers and abilities from this jump get accelerated. This is *not* under your control, but it does work towards your interests, as flavored by your *Defining Philosophy*.

Golconda (600 cp)

While a vampire may achieve some measure of grace, that wasn't the fabled state that Cain rejected in that version of the vampire origin myth. Golconda was spiritual wealth, perhaps connected with the Enlightened Soul, not something external that could be *granted*. Cain was offered the path *to* Golconda, not Golconda itself. There's a reason those on the Road of Heaven are no more likely to achieve this mythical state than anyone else, and seeking Golconda started being associated with pride and heresy during this time period. Golconda is not *good*. It is *grounded in the self*.

To achieve Golconda is to achieve the spirit that will grow. With it, one may push their will till it overflows the banks of the self, swelling beyond mortal comprehension. Or develop disciplines past the limit of generation. They might learn to push the blood further, until a drop could sustain them for forty days and forty nights, or run with the full speed of Celerity on a sip of blood from one end of a lake to the other. Or maybe, like Ravnos will one day almost do, throw off the bane of the sun.

That said, simply achieving Golconda will give you none of these. It's a door and a road. Walking down it is up to you.

The Sin of Amaranth (600 cp)

Perhaps the most horrific part of the Curse, an act so hated, one sixth of the foundation of Vampire law is devoted to forbidding this single thing; Diablerie is proof that while how a vampire consumes is physical, *what* they consume is of the spirit. For vampires may eat the very souls of their victims.

For most vampires, the only souls they can swallow are those of other vampires, and few understand the full scope of what they can obtain from their victims this way, most gaining at most a single generation. Yet the scholars of the Tal'Mahe'Ra who have studied the nature of this act have learned to gain more - stealing disciplines, multiple generations, and stranger things through the act. The blood hungry Banu Haqim have learned to leverage the souls they consumed in acts of sorcery.

At the same time, it is a dangerous act. One might have their mind or spirit twisted by the nature of the victim, or worse. At least one vampire will use Diablerie to fake his own death as he steals the body of his consumer in a plot that will stretch millenia yet to come. The stolen soul shows, too, with black veins erupting through the soul-eaters aura. And it's possible to forcibly free a consumed soul and release it to find peace, an act that paralyzes the victim as they forcibly regurgitate their meals even as the strength they stole flees their grasp.

Despite all this, it remains a point of obsession for the Vampire, whether out of fear or desire. The highest, trust act of vampirism. Even those who know the power of Diablerie, know they are only scratching the surface of the power it represents.

You are one of those who have scratched the surface. Like the most ancient hungry vampires, your aura will show no black, display no veins should you consume another. Moreover, souls you consume will be segregated from you rather than instantly mixing. Through this, you may slowly and thoroughly digest their power over time, claiming all of the strength of their generation. You may pry away affinity with their disciplines, and reference the souls you hold, using them as tutors to learn from as if they were acting as teachers, or to interrogate them for secrets.

Once you have consumed all you want from them, you may let them go, confident in the knowledge their strength is now yours in truth, or you could regurgitate them to use them, turning their remaining Generation into fuel for magic and ritual, or trade them to those who deal in souls.

This segregation further protects you; the soul does not intermix with yours, so only the most horrific beings could assault you, and even there you would both have a natural metaphysical advantage, and could casually cast them out if that was not enough. Likewise, it means your consumption doesn't have to be hostile. You may pry away a soul only to pour it into a new vessel, for any number of reasons. Or perhaps you could use a friend's soul as a companion, advisor, or even familiar. Perhaps you'll bear the soul of a lover with you through your journeys, or hide a powerful magician's soul within yourself to act as an unexpected ally?
But perhaps the greatest secret is this; you can consume *any* soul, not just the souls of vampires. Where others depend upon the Hearts Blood, who the curse anchors the soul to the blood to consume it… well, every vampire has that as part of them, don't they? You can anchor your victims soul to their blood yourself, you don't depend on them already having that.
Saulot supposedly gained spiritual power from the East unknown to other vampires - perhaps the accusations of the Tremere are not baseless? While you can't turn consumed power into something alien to your condition, you can use it to develop new abilities that integrate that into your condition. Perhaps you could leverage the souls of werewolves into disciplines of violent shapechanging, or new blood magic paths that allow you to create or use fetishes. What you gain from the souls of non-vampires is for you to discover.

The Shackles of Damnation (600 cp)
Good Christians tell the lie that when a vampire comes wearing a loved one's face, their soul is at rest, and they face only a hollow corpse piloted by a beast of a demon aping their lost friend. Whatever god or force that made the first vampire or vampires was not so kind. Vampires may leave ghosts, and may engage in soul theft between each other. They may sell their souls to demons.
But perhaps the most horrific expression of this is those vampires who have learned to start *extending* their anchor beyond their body. Koldunic Sorcery and the Lhiannan Bloodline blur the distinction between vampire and land, Tzimisce extended itself through its Discipline of Vicissitude, and Malkav extended himself through *madness itself*.
You have achieved something of this, metamorphosing past the limitation of the flesh, extending your spirit. The specifics should come from your *Defining Philosophy*. How do you see

your vampiric condition, and through this, how have you begun to transcend the limits imposed on you by the curse?

Perhaps, like the Koldun, you buried a part of yourself in your lands, and thereby started turning the spirits of the land into your ghouled slaves… before pouring more of yourself into them, until the land starts *becoming* part of you. Perhaps a discipline or blood sorcery of your creation is interwoven with your nature, and any who learn it bring part of your soul into theirs, extending your influence through them.

Whatever the method you use, there will be a tradeoff between how much control you have, how fast you can extend it, and how expensive it is. A method that requires your personal attention every time you seize more into yourself might give you more power, and happen quickly, but it will be bottlenecked by your own energy and time. A method where others work to spread you will be more gradual, and give you less control over your far-flung pieces, but will allow you to passively corrupt a world into being an extension of yourself.

You may improve your vector with time and energy and effort, and you may buy this multiple times, to have multiple powerful vectors to infect the world or others with your nature.

Inquisitor

These Abilities belong to Inquisitors, and are discounted for them.

The Devil is a Parable (Free, Unique)

The Inquisition of this time is a prequel to the Hunters of the far future, and those hunters are often faithless bitter souls. Despite this, they wield the same power. If they're somewhat weaker, that seems born of lesser, more fragile souls, not a product of their faithlessness.

Nor do fallen Inquisitors lose their gift. They may become terrible and cruel and unholy; but they still bear their miracles. As such, we will simplify a question that is not simple; where does your power as an Inquisitor come from?

Within you. Perhaps it comes from a shattered Solar Exaltation. Perhaps it's the breath of an archangel endowing you with power. Perhaps it's human will - a perversion of the Awakened soul of a mage twisted by 'holy' power. But whatever the source, it is within you, and while it is

a spiritual power, it does not demand faith in Christendom. It can't be revoked or taken from you, as happens in one Endtimes, or like in Devil's Due.
You may also rest assured that you can develop your power no matter your personal beliefs. That doesn't sever their connection to the spirit; a timid soul will not wield the power of Zeal unchained. It just states that you aren't tied to the faith of the Church, and that Mercy can suffice where your Faith falls short.

Call to Arms (Free, Unique)
The Orders of the Inquisition are *orders*. They do not place someone in the field unready to face the predations of the enemy, and in this they have a deep well of tools, training, and tactics. As such, every new inquisitor will have many resources even to start, and be a hardened combatant.
Choose three of these advantages for free. Any of these that has a listed price can also be bought as an Ability, but are not discounted for inquisitors. Those without a price may only be taken as one of an Inquisitor's three free choices.

> ***Canaille*** (300 cp)
> When running from a hunter, how much does one see the hound? In the end, the Inquisitor is not the hunter. The Hunter is G-d and his Host. The inquisitor is just the hound.
> While this does nothing to make you less noticeable in the moment, hostile attention has trouble finding you after the fact. Rain, animal tracks, other travelers, and fallen trees might erase your tracks. Letters are lost or destroyed, and witness descriptions always focus on the wrong thing, leading to inevitable false trails.
> At the same, *friendly* attention finds its way to you with uncanny swiftness. A friend will hear of your arrival before you have set foot in a city, an enemy of your foes will find evidence of your fight even if your opponent tried to erase it. Stories will be told of your deeds long after you're gone among the common folk you seek to inspire, and similar. For should not the hound of G-d be loved?
>
> ***Lot*** (300 cp)

It is not the role of G-d to jot down the path of a man? Truly, who can gainsay the destiny given to him?
You have been entrusted with predestination; that you will succeed has been decided, and only the greatest efforts of the Adversary or sinful negligence to turn this asunder. Remember though, Child of Adam, that G-d calls all his children home one day; the glory of your road does not make it endless, and perhaps your fate is to die striking a blow for Church and Order.
Still, it's unlikely for your fall to be *written*. Practice due diligence, and Fate will see you escape the jaws again and again.

Queem (200 cp)
There is an inner peace to you that cannot be shook by any storm or tempest of the world. You are completely grounded in yourself. This doesn't grant insight into your own motivations; prayer and meditation would serve you better there. It doesn't tell you how to be a good person; turn to the good book for that. Nor does it shield against the machinations of the enemy; only Faith and G-d can do so.
But you'll never internally break or stress, nor before any mundane vector.

Heavenly Watcher **(300 cp)**
Are you perchance one of the Sisters of St. John? One might think so, at least considering how many visions you receive. You seem to have a direct pipeline to divine revelation, as visions are constantly visited upon you. The world warps as *something* talks to you, twisting the shape of things to send you messages. Voices whisper in your ear. Visions grip you.
This is not nearly the wash of information and insight that True Sight brings, nor the ability to observe multiple levels of reality. And it isn't seeing *reality*. It is messages. That said, whatever is sending these messages has true insight, and is curating things in line with your goals and interests, though it's not always good at explaining things down to a mortal level.

Yet… is it godly? Even if you should fail and fall and turn upon the Church and your Lord, the visions will still guide you faithfully and true. Mayhap you should trust such visions less, and the good book more.

Gallantry (200 cp)
Even in the most stressful times, you act with grace and verve, for the Lord is your shepard, guiding your steps, and uncertainty is a wolf kept at bay by the shepard.
As such, while your reaction times aren't technically better, you always react as fast as you could have, and with a calm detachment faster than any stress filled flailing could have accomplished. Truly, there are hellish werebeasts and soulless Vampir who could only envy your reactions.
Yet let it not be said that you are *passionless*. For while your movements are fast in the way only the unhurried can be, the strength you wield shows your passion for the Son of G-d. You may call upon strength so great it wrecks the mortal form, the kind of strength that only comes from possessed madness or a martyr's faith. Though perhaps you should not call upon it too often, lest you become a martyr.

Divine Hypocrisy (300 cp)
The heathen and the pagan and the demonic claim power over that which only belongs to G-d. You are initiated into the Holy Arts, and have a firm grounding in the Sophia Patris, Sedulitas Filius, and the Boni Spiritus.
More than that, arts of the divine and the spiritual draw from the same light, and so your faith and virtues empower your Holy Arts. If you learn other ways of calling upon the divine, your Superior Virtues and Truth faith will expand upon and empower them as well.

Red Heresy (100 cp)
The Red Order bears a terrible burden, for they are the ones who must delve into the most profane of tomes and learn the lies of the enemy so as to better fight them. Do not envy their knowledge, for the peace and ignorance of the Lord is bounty and a gift upon his flock.

To them is given the knowledge common to the enemy; the lies elder vampires whisper to their neophytes, the illusions witches use to lead their appearances astray, and more. Truely, you know the enemy as well as he knows himself. In future worlds you will gain similar insight into every major group; not their internal secrets, but the common lore 'anyone' would know within that group.

Poor Knight

The Poor Knights of the Passion of the Cross of Acre have quite the armory of holy relics, enough that other faces of the Inquisition sometimes whisper of Avaritia. Like them, you have come to possess many tools and relics touched by saint and angel.
Take four purchases of ***Dīvitiae***, only for Chapter House or Holy Relics, or things that directly support those two backgrounds.

Noble House

The House of Murnau is a noble house with extensive mercantile ties, for all that is has become a branch and hand of the Inquisition. Whether or not you're a member of that cursed house, you too have secular resources and connections to draw upon from before your time as a member of the Inquisition.
Take Three purchases of ***Dīvitiae***, only for Allies, Resources, Flock, and Influence, or things that directly support those four backgrounds. These will always take the form of resources from secular ties.

Unwatched Watcher

The Oculi Dei have a specific remit. Yet mortal sin often looks the same as demonic, at least until it is investigated. It is the nature of the Oculi Dei to gather information on all the evils of the world, yet only a small portion of that can be punished. Many members of that Order find uses for their unwanted knowledge.
Take Three purchases of ***Dīvitiae***, only for Contacts, Resources, Clout, and Influence, or things that directly support those four backgrounds. These will always take the form of resources leveraged through blackmail.

Army of G-d

In the end, the Inquisition is the fist of the church, the largest organization in the Dark Medieval. It has countless servants. While the Inquisition is to some extent a self-contained organization, it is not *that* isolated from the resources of the greater church.

Take two purchases of ***Troupe*** to represent allies from the church, initiates under your wing, other Inquisitors, and other allies, friends, servants, soldiers, and more given to you by your role in the Church.

Cniht (100 cp)

As a sword wielded by the hand of the Lord, you must be sharp. So it is a virtue that you have sharpened yourself to the keenest edge. You are a true master of fighting. Unarmed, burdened, tired, injured, there are few who would not fall to your fists, escape your grapples. Armed with sword, spear, polearm, flail, hammer, mace, pick, axe, dagger, you could teach a school or win a hundred duels unbloodied. By javelin, sling, bow, throwing knife, the enemies of the lord will fall long before they reach you.

Not only is there not a weapon of the Dark Medieval that you're not at least passingly familiar with, but if you find a new one it will take you but minutes to become comfortable with it, and days to become a master. You possess greater strength and finesse than you once did, a keen instinct for violence, and are held back less than other folk by problems that would burden a lesser servant of the Lord to the point of breaking.

Drowning in Grace (100 cp)

Many inquisitors spend much of their time in prayer, trying to build up their Conviction one moment, and unburden themselves of its divine weight the next. While you were never as fragile as some of these souls, the process of setting aside the grace of Conviction is a tiresome one.

You may freely bank conviction; if you would gain more than you could hold, this will happen automatically, but even without this it takes but a thought for you to set aside the weight of grace. Afterwards, you may call upon your banked Conviction to develop your virtues or blessings, or otherwise advance yourself spiritually, but may not use it to power your gifts.

This isn't restricted to Conviction. You may bank away any supernatural resources you possess, and in any quantity, but such resources may only go towards your own development; they lose their ability to be spent, burnt, or otherwise given away.
You may slowly reverse this banking to recover such resources, but it takes hours to do so.

Inquisitorial Intrusion (200 cp)
It is the nature of evil to hide from the sun, from the face of G-d, and to do its work in darkness. And it is the nature of the Inquisitor to chase them from the darkness, to face the sun and the glory of the Son.
To aid you in this, you are more socially adroit and perceptive than you would otherwise be. But perhaps more importantly, have a firm grasp of not just social manipulation in the moment, but social engineering in general. You can see not just how things have been arranged, but quickly perceive *what* has been arranged. If someone has engineered local mores to make it so important businesses always happens at night, you won't be misled into thinking it happened simply out of convenience. If some quant folk ritual *always* happens on schedule, you won't be misled into thinking that happened by accident.
It won't tell you the why of things; perhaps the lord in question is a night-owl, not a vampire. Perhaps the rite is performed out of respect for tradition, not because a fairy in the forest enforces an old contract. But maybe it *is* a vampire, or a fairy. The first step in rooting out the minions of Satan is seeing what has been done.

Beacon of Grace (100 cp, Unique)
Mercy is the first virtue, and one must have mercy upon oneself before one can have it for others, for it one judges themselves harshly, when one knows all of their own reasoning and self-justification, will not one judge everyone else even worse? Truly, if one does not practice mercy, soon one will find compassion a sin, and fall from the grace of the lord.
Not only does your faith and your mercy act as a constant bulwark against your own worst nature, but it radiates outwards, helping others do the same. Vampires remember their humanity and fall not to the beast, Demons cleave to their abandoned Virtues, Banes remember their old design.

Wisdom is the second virtue. Wisdom to know your own will, your own place in the design. And through that, resist powers that try to lie to you about it. The false designs of Illusions, the blood thralldom of the Vampir, the love spells of witches, and more. All crash against your Wisdom, and fall short. So too does the illusion of pain long past; with wisdom you can more easily confront your own history with steely eyes… or resist unnatural attempts to distort it. Not only does your Wisdom cut through veils and chains that try to slip over your eyes, but it cuts those from all who stand in your presence benefit from your Wisdom as if it was theirs. They gain greater ability to see through illusions, escape mental shackles, and throw over that which seeks to hide G-d's design. Likewise their own past becomes, if not lighter, than at least no longer as burdened by weight added after the fact.

The third virtue is Zeal, the bravery to confront that which tears at the design of the world, to face down and fight *that which should not be done.* It helps you fight off the more direct powers of the enemy; to confront the unnatural without fear of being twisted or bent by their cursed powers. With your Zeal, you have gone beyond the mortal boundaries of bravery.

This courageous flame lights the hearts of those around you, bolstering not only their mundane courage but also letting them shake off unnatural powers that try and strike at them. With courage, fear retreats, and what are the unnatural powers of the enemy but a source of fear? Armored in Zeal, those who stand near you advance.

You may bank the light of your virtues, holding them for yourself alone, but while Zeal only helps your allies, Wisdom and Mercy are always for everyone. If you share them, you must share them with everyone around you. That said, these lights will never go out entirely. No matter how drained of Conviction you are, you will benefit from your Virtues.

Virtue's Truth (400 cp)

The grace of the Inquisition comes not from temporal power or investment, but from an overflowing of virtue. Whether an icon of Mercy, Wisdom, or Zeal, your strength in this virtue is undeniable.

This is effectively ***Defining Virtue*** for either Mercy, Wisdom, or Zeal. This may be bought up to three times, if you wish to be a paragon of all three virtues.

New Books (300 cp, unique)

While G-d may not change like shifting shadows, the work of a Hunter does change with the times. It changes to adapt to the orders. It changes to adapt to the enemies. It changes to adapt to the values. In the distant future, the Magisters do not clearly take the form of Judo-Christian angels, nor restrict their message to the followers of the Son of G-d.

For now, you have Benedictions, investitures, legacies, and Psalms, and these define the themes and form of the holy power you wield, but as you travel to new worlds and see new ways of looking upon the Divine, or reflect upon virtue and how you feel man should relate to the world, you may develop new forms of Blessings, with new goals and methods. Such an undertaking is many orders of magnitude greater than unlocking even the most powerful blessing.

It's an act that will require a titanic level of Conviction; the kind that would take *decades* to gather. But with it, you can define new modes, new books. Just as the Magisters will one day create the Creeds, you may make your own new purpose.

Mage

These Abilities belong to Mages, and are discounted for them.

Future Archmage (100 CP, Unique)

Once you take steps upon the path of one Foundation, it becomes harder to take up another; the tools of your second path are never as familiar, yet *discarding* them as you would tools of your own path is even more unthinkable, for you know such magics are unnatural.

At least, for others. Are you not a worldwalker? Have you not walked under countless alien suns? What is the north star for others, is merely another changeable light in the sky to you. Learning a new Foundation is no hard thing, and you may use it as easily as you would your first. If you advance in your mastery of it, you will discard its tools like you would your first foundation, and you may easily craft Rotes that draw upon pillars alien to each other.

In truth, hybridizing magic comes easily to you, for to you all magic is the same. In this, there is no illusion; no matter how alien different paths of magic appear to be, you know they are aspects of the same underlying truth, and may treat them as such. Or 'miracles'. Or 'enlightenment'. Or 'alchemy' or 'artifice' or…

It's not instant. You must build up your mastery of the new topic, but you may always realize its original truth, and join it back as another river into the ocean of your magical insight.

The Tools of the Transient (200 CP)
Mages are known for their countless foci, the tools they invest their wills, their identities, their *beliefs* in. In this, you are the same, are you not? Is every Ability you have gathered from all the countless worlds you've traveled to not invested with belief? Do you not trust that which you have bought will serve? As such, is not the only true tool in your hand the budget of power your Patron grants you?
If such is true, then you may buy *this* foci; an act, a sacrifice of coin divine. After that, let none say you do not wield a focus of great power in your every act of magic, for you wield the only one you truly believe in, after all.
All but the most unique foci may be cast aside in favor of this one. It will not replace an arcane link. More pedestrianly, it will not replace a sacrifice greater in value than a day's work, a mortal life, or a tool more exquisite than what you might craft with a month of preparations. Anything less than that? You have paid the price.
This will not replace fuel; whether it be tass, or vitae, or some stranger source. But it will replace an hour of chanting under the moon, or the sacrifice of a beloved pet. At least the symbolic part of sacrificing a beloved pet; you may have to make up the concrete part of that cost in more conventional sources of power, and it won't make your casting *faster*, you just won't need symbols or tools to invoke your power.

Thy Will be Done (200 cp)
This might be the high age of magic, but it's the *end* of that age. Someone would struggle to believe that if they saw you. Magics others would have struggled with during the height of the ages of myth answer your summons.
Pick one -

- Spells another mage might use to strike down a bear, you could use to strike down a giant. Enchantments others would struggle to lay down with enough firmness to last a week will be *lasting* when cast by you. Your spells are *more powerful.*

- Wards that another mage might use to ward away animals, you could use to ward away predators of all kinds whether spirit, animal, or man. A magical contract another mage might craft that could be crudely outwitted when written by you will hold your signees to the spirit rather than the letter. Your spells are *more complete.*
- A barrier another mage raised could be worn away, but when cast by you will heal faster than damage could be done. A blessing another mage would have to link to an anchor to maintain its existence, but when cast by you will exist without support as an entity into itself. Spells you cast are *more alive.*
- Spells that another mage would struggle to successfully unleash will rush to complete themselves when you begin murmuring their incantation. Workings that other mages wrestle with (if they have the hubris to even attempt it), will wrest themselves into existence at a hint of your touch. Spells you cast are *eager to be.*

You may buy this Ability multiple times to represent truly overwhelming talent. These examples are hardly complete. You may make up your own talents.
It is the end of the age of magic? Who decided that.

Prytaneum (200 cp, *Unique*)
Where once magic was simply part of the fabric of the world, man is increasingly exiling it outside the bounds of their community. Perhaps it's a self-inflicted wound, perhaps it's the rise of Christianity, but the sacred bonds that once tied the mundane to the mythical have increasingly been severed, and the sacred flame of magic and enlightenment doused by fear, ignorance, and religion. Perhaps that is the source of the decline? This severing of ties?
But no one could believe such ties have been left fallow when they stand in your presence. Your Foundation defines a sacred space in which the bridge between the mundane and the mystical is alive. It makes your magic 'more powerful', or 'easier'. Only… it doesn't. Not really. Rather, around you is a space where that magic is still part of the world.
If you're a spirit talker, then rocks might speak in your presence. Not because you cast a spell or wielded one of your pillars. Simply because your foundation is as the World Tree, bridging the world of the spirit and the flesh and making the world closer to being *as it should be.*

This has two effects.
First, every work aligned with your Foundation is eased as if tass was burned in proportion to it to smooth its passage into reality. It is cast easier, and backlash (or other oppositional forces) mitigated.
Second, your pillars define the world; not in any massive kind of way, but in an omnipresent one. Mages of the distant later years yet to be might compare this effect to the warped world of a Marauder, though your sanity or ability to perceive and understand reality isn't affected.
These effects are rarely dramatic - they scale to your Foundation, but only the strongest foundations would match a focused journeyman - but they seed reality in ways friendly to you and your magics, or twist the path of events in ways aligned with your needs.
How far reaching these effects are is in proportion to your foundation. If you possess multiple foundations, track each one separately.
While anyone can use either effect while within this area, such efforts will almost always end up helping you - it's technically not *impossible* to use your aura against you, but it very much is *your* power, and like a living thing squirms and writhes to twist its influence towards your purpose and well-being. Still, if you wish to douse your presence whether to forestall such efforts or hide, you may.

Gnosis (200 cp, Unique)
One of the great strengths of the Order of Hermes was their research. Whether it be Enochian or the Parma Magica, one of the defining strengths of the Order is their ability to turn great magics from the unique tools of an archmage into general practices that anyone grounded in their Foundation can use. In a few centuries, the Order of Reason will have taken this even further, turing countless Pillars into a handful of Sphere that can, if imperfectly, enable a mage to approach almost any facet of reality regardless of paradigm, and then start turning wondrous mechanisms from the domain of mages into tools of the common man.
Like them, you excel at taking things from your foundation and *generalizing* and *simplifying* it. As a Spirit Talker, you could form pacts with spirits than mages less skilled than you could call out, create reliable systems to generalize negotiations into repeatable tools. With more effort, you could push such things until normal mortals, those without a foundation, could call upon the spirits in ways that would be impressive even for the greatest mages of the past.

In you is the spirit to take the magical, and make it mundane. Even with this, it isn't quick. A wonder or method for other mages of your own foundation might only take you a few months. For something other mages (or even hedge wizards) could use in general would take years, but it would take decades to make something mortals could use. Decades, instead of centuries, and on your own, rather than through grand social engineering and massive collaboration.
If you're a more selfish sort, then remember that such a simplified tool is simplified for your own use, too.

Arete (600 cp)
You have begun looking beyond the scope of Foundation, begun feeling the artificial limitations born from the Pillars of magery. You have a wild and formless magic in your soul. You can in moments of stress make intuitive leaps, grasping the reality underneath reality, twisting the world in strange ways beyond the scope of your pillars.
For now, this is an unreliable blessing. While it represents a power beyond the limited scope of Pillars, you lack the spiritual enlightenment to give the formless shape. You will need to develop something deeper and broader, a new kind of system to give your power form. Perhaps you'll ground your power in dreams, pulling forth strange abilities from the unreal realms, only to consign them to oblivion again when you next sleep. Perhaps you'll imagine an eidolon, a guiding avatar that can connect you to the cosmos and carry your awakened will. Perhaps you'll give form to your struggling awake soul through some stranger context. However you do it, it will at first become another source of power for your magic, joining Foundation and Pillar. But as your Arete grows, you will begin growing past the limits of Foundation, the limits of *Paradigm*. You will start setting aside your foci, your rules and laws and principles. Not the way mages of this era do so, not because you are powerful enough to work without them. No, it will be because you'll come to realize their irrelevance. The boundaries you know now will be forgotten the same way an adult sets aside the lies told to children.

Fae

These Abilities belong to the Fae, and are discounted for them.

Promises kept (Free for the Jump, Unique)
Having to buy protections that would extend for the scope of a single jump would be cruel and punishing. As such anyone who takes the fae background may have this - a Gold Oath, to ward away the plague of echos. It's not a *free* promise; work out the specifics, but it will place occasional demands upon you, but it will be armor against the rising tide.

To Describe (100 cp)
To the fae, seeing faerie is not a chore, or an act. There is a whole extra layer to reality, all those things that come from the Mists. Such things are just part of the world. To a fairy, there is little distinction between what mortals would call 'occultism' and what they would call 'empathy.' It is a natural exercise of looking upon the world and paying attention. Is a curse upon a bloodline truly something different from seeing malice in another faerie's eye?
Even for a fae, you possess unusual percept to things of glamour, dream, illusion, and unreality - a true master of Kenning. This isn't really the ability to see through such things; to the fae, that would be the same as being blind. Rather, you can see deeper into them. This makes understanding the fae and their magics intuitive, and among faerie you will probably be seen as a wise beyond your station. And such intuition will chase you into future worlds and future incarnations of faerie.
This Ability is obviously irrelevant to anyone with ***True Sight***.

Picatrix (100 cp)
The other side of the same ability; not a talent to see, or a perceptive talent, but a formal learning in all matters of Faerie Magic. Not just how to perform the rites of the fae, but how such rites should be made. Not just the cantrips of Dominion, but the *why* of those cantrips. Not only are you qualified to reinvent the way of forging Gold Oaths, but you could figure out *why* oaths act as such a shield, or figure out how baptism works to unmake faerie compacts or other unanswered questions of the Fae. This also makes you a true master of riddles, puzzles, cryptography… the very patterns that information *must* follow, and how to wind or unwind it.
While this Gramarye won't on its own make you *capable* of faerie magic on its own, you will continue to enjoy such a deep understanding of the fae even into future worlds; one that many

of their kings and queens would envy. And if you are capable of it, then it will certainly let you leverage it in ways beyond the kin of all but the wisest.

Lady of the Mists (100 cp, Unique)
The Mists of Faerie describe a world distant from the pocket of reality the fae have left for man. In their ancient war of seasons, they delved deep into the magics that crafted everything. Only recently have they turned their attention to the mortal world, concerned about what has happened to it during their distraction.
You possess an unusually deep connection to The Mists, the very substance of Faerie. Every time you take this, pick a benefit.

Part the Mists

Where others struggle to pull someone into the mists of faerie and unveil the true reality, you may do so at a whim, granting someone Kenning. You may effortlessly maintain a number of such enchantments scaled to the strength of your Mists, and if you expend from your own Mists may multiply that number. While it's technically possible for someone to resist your invitation, it would require significant power, and even then…
If you keep someone enchanted from Solstice to Equinox, or Equinox to Solstice, and they embrace the insight into faerie they received, they may become permanently enchanted in this manner, gaining their 'own' Kenning.
If you take this benefit multiple times, it will increase the number of people you may effortlessly guide past the mists.

Pea Soup

The mists might be called to veil your magics deeper into the dreams of Faerie so that mortals, or even other fae, cannot truly see or understand what you did. Most must dredge up valuable power to spin such a veil, but your magic *starts* cloaked. Even a perceptive fae might struggle to see your subtle magics if your Mists are strong enough, and this will even somewhat hide unleashed chaos.
This effect is scaled to your Mists, and multiple purchases of this benefit will pull your workings deeping into unseen dream.

Scattering Clouds

A mastery of the mist by nature means the ability to wrest them apart. For most, this requires some attention, some effort. For you though, the mists respond so readily that some strength is stolen from any magic you're hostile to that is cast in your presence, scattering weak working and damaging stronger ones. This scales to the strength of your Mists.

If you take this benefit multiple times, the amount of magic rendered apart increases.

Shape in the Mists

A fixed changeless form might be the cloth of the mortal form, but fairies are not so fixed. Inanimae display more of it; weaving together a form from their elements, only to disburse it again later, but the Firstborn used to be *more* than they are. Even a lowly Changeling can further develop their Faerie Mien. Swollen with mists, any fae can grow a piece of their Mien for a time.

'For a time', for you, is always. Pick a number of Lesser Features scaling to the strength of your Mists - minor displays of your inhuman nature. You may *grow* these into more impressive ones. More importantly, you may *change* how they grew into more impressive ones from moment to moment.

A single feature might be chosen multiple times, if you can imagine multiple ways it could become greater at the same time.

Every time you take this benefit again, multiple the number of Lesser Features so empowered.

Lord of Substance (100 cp, Unique)

It's appealing for the fae to think of themselves as creatures of the Mists. It is what makes them *other*, it is what belongs to them alone. Yet to delve too deep into them is to become Lost. They must weave themselves to substance, to reality, to a shared world with other people in it. Go too far into the Mists, and you'll lose sight of even other Fae, nevermind the rest of reality. No, one must weave the magic of the fae into the order of the world if they wish to truly *exist.*

You possess an unusually deep connection to The World, the weaving Faerie into its substance. Every time you take this, pick a benefit.

A Clockwork World

It is by Weaving that the chaos of magic is tamed into consistent forms. For you, to some extent, this is an effortless operation. Without expending of yourself, any magic you wield becomes more defined, more purposeful, more certain. If you're one of the Firstborn then even starting out your Unleashing will almost never 'go wrong' or escape your control, and it wouldn't be long for the same to become true for an Inanimae or Changeling.

Once any chance of going out of control is eliminated, any further 'stabilization' will be used to add complexity and purpose to your magic. This does have diminishing returns; it's more effective when taming wild power, and only marginally useful adding form to an already refined design.

This stabilization is scaled to the strength of your Weaving. Buying this benefit multiple times multiplies the influence of your Weaving.

Disassembly

With deft hands, a master of Weaving can unmake the structured magic of others, and sometimes even reclaim part of the power that went into it. To you, making structured magic fall apart is not something you have to work for, your passing attention can do it to magic you don't wish to see realized, weakening strong magic, and unmaking weak spells.

This will do nothing against *real* magic, the unstructured realization of power, but rotes, paths, cantrips, and other structured spells will fall apart before your attention. This effect scales to the strength of your Weaving, and if you break an effect down enough you may even steal part of its strength to add to your own reserves.

If you buy this benefit multiple times, it will multiply the strength of your Weaving.

Established Axiom

Echos increasingly plague the fae, they are rejected by the very world they made, by those lesser creatures they permitted to exist upon the surface of their realm. The unnatural power of the Church chases them away, but even folktales and witch

remedies can bind or drive them back. It isn't even a consistent or reliable magic, for mankind is too fickle and undisciplined to Dream these banes in a constant way!
No, you reject this! You are fact, for you dream yourself into being, and thereby weave your truth into the world. Forces that reject your presence, your magic, your reality, your truth must contest your weaving. Wherever you walk, you *can* walk. Whatever magic you cast, you *can* cast. Whatever you are, you *can* be.
Your ability to demand reality accept your existence scales with your Weaving.

Sworn Testimony
To the faerie of this time, oaths are little more than shields against the Echoes, ways of establishing their relationship with the world so that they can not be driven back. For all their power, in some ways the Changelings of later days know far more about the power of such things. It's not a lesson *you* would need to be taught.
You can invest oaths with power, not merely as a shield, but towards many purposes. Any agreement you make or see made can have some of the strength of your weaving tied into it. You may put the effect towards *helping realize* the oath, towards *punishing* oathbreaking, or as a *reward* for fulfillment. Such effects are woven from your magics, then tied and stabilized by the oath. It takes no particular effort on your part, and you may reclaim invested power at any time. Magic tied into a reward for fulfillment can stretch the normal limits of your magic, eased by the difficulty of the task.
The strength you have to invest comes from your Weaving. If you take this benefit multiple times, multiply your Weaving to see how much power you may divide across the many oaths you watch.

Cast into form
Wild magic *quells* before the stability of Weaving. While it's better to fix it before it goes wrong, sometimes it's too late by the time you realize it's needed. And sometimes, it was someone else's mistake. Regardless, it's now *your* problem. Or it was.
Every time you take this, you quell magic backlashes, out of control magical phenomena, and other manifestations of chaotic power in your presence. This doesn't make an out of control spell succeed; it just makes it fail safely. It's also about half as

effective as *A Clockwork World*. This can be taken multiple times, if your presence has a great stabilizing influence upon the world.

Assumption of the Purposeful Form(400 cp)

Every changeling knows a mortal form; for all that they might hate having to hide within it, it is *a* truth of them. To a changeling, their fae nature is something that erupts out of their 'human' form. By contrast, the Inanimae are in some sense formless and shapeless; they are manifestations of the elements, of the world itself. They may weave themselves into a form, but scrap away a layer of flesh and underneath is an elemental truth.

To you, every form of yours is woven into the form you're occupying, and every aspect is something that can erupt forth, clothing yourself in your truths. You may display 'invisible' traits of any of your forms in all of them, twist your nature under the skin to manifest inhuman powers, and hide your true nature under a guise of mundanity.

Season of Magic (200 cp, Unique)

The magic of the fae is tied to the seasons of the world; their ancient wars over explorations of these patterns. To a faerie, these aren't just phases of the world, but defining forms of who the world should be.

Each time you take this, you receive a benefit that ties you more to the magic and the patterns of the Fae

Dawn (Free Spring)

You count as 'of Spring' for the purposes of magic, and wherever you stand count as 'at Sunrise', and 'on the Spring Equinox'. This isn't just for the purpose of empowering your magic; spells that break at dawn may break at your touch, paths that only open on the Spring Equinox may open for you. You may suppress any of these effects, if it would not be to your advantage.

Any magic drawing upon themes of spring, of The Senses, Time, The Body, The Future, Healing, Purity, Earth, Controlling the Weather, Copper, or the Color Green is enhanced, eased, and empowered.

Day (Free Summer)

You count as 'of Summer' for the purposes of magic, and wherever you stand count as 'Noon', and 'on the Summer Solstice'. This isn't just for the purpose of empowering your magic; spells that break at noon may break at your touch, paths that only open on the Summer Solstice may open for you. You may suppress any of these effects, if it would not be to your advantage.
Any magic drawing upon themes of summer, of Light, Faith, Loyalty, Thought, Heat, Fire, Controlling Minds, Gold, and the color Yellow is enhanced, eased, and empowered.

Dusk (Free Autumn)
You count as 'of Autumn' for the purposes of magic, and wherever you stand count as 'Sunset', and 'on the Fall Equinox'. This isn't just for the purpose of empowering your magic; spells that break at sunset may break at your touch, paths that only open on the Fall Equinox may open for you. You may suppress any of these effects, if it would not be to your advantage.
Any magic drawing upon themes of autumn, of Spirits, Gateways, Space, Humanity, Air, Atonement, The Past, Reading Minds, Bronze, and the color Red is enhanced, eased, and empowered.

Night (Free Winter)
You count as 'of Winter' for the purposes of magic, and wherever you stand count as 'Midnight', and 'on the Winter Solstice'. This isn't just for the purpose of empowering your magic; spells that break at midnight may break at your touch, paths that only open on the Winter Solstice may open for you. You may suppress any of these effects, if it would not be to your advantage.
Any magic drawing upon themes of winter, of Darkness, Nightmare, Despair, Betrayal, Cold, Water, Shielding Minds, Silver, and the color Black is enhanced, eased, and empowered.

Twilight (Free Solstice)
You count as being 'of nothing but yourself', and any attempts to affect you as part of a generic group fail. Where you are counts as nowhere in particular; magic tied to specific times or drawing upon them is weakened, and if it requires such will fail outright. At

your touch, forces tied to such phenomena weaken, and may even shut down. Cut off from time, you may make magic extend itself for a time, as if it's cut off from the flow of events, and may shield magic destroyed by particular 'moments.' A spell that dies before the light of dawn will not see the rising of the sun in your presence. You may suppress any of these effects, if it would not be to your advantage.

Your shiftless disloyalty lets you easily shift the cantrips you practice. A number of times a day scaling to the strength of your Mists, you may spontaneously change the cantrips you feel most comfortable with to other magics you *could* have practiced in their stead. You may pick a number of themes scaled to your Weavings; these are enhanced, eased, and empowered. Changing one of your supported themes takes about as much effort as changing the cantrips you know.

The Brume Throne (600 cp)

Those *Lost* fae who delve too deep into mists end up fashioning their own world, if one few others ever see. Divorced from any perspective but their own, they make a kingdom out of themselves, yet divorced from every perspective but their own, who can hope to find it? It is a place that has nothing to do with any other reality, any binding of place or purpose, any shared oaths to tie it back to the rest of the world. Perhaps you once came impossibly close to being lost, for you have a Mist Pocket, a realm that is you.

Since you still engage with the world and exist, you cannot retreat to this realm. Within it is a throne waiting for the day you lose all connection to the world; only on that day you will walk here. Until then, you are a gate to this place. Your Faerie Mien defines its features. The magics filling your soul defines its laws and cycles.

But while you may not retreat here, as you are not Lost, you have power over this pocket realm. You may fashion sacred spaces within it to support your magics, and those places will be with you always. You may twist those who dwell here… or were caught. You could raise a Sprite to a full Fae… or a Spirit that was never of faerie. You might twist a mortal into a changeling… or even one who was never mortal. How such a strange fae will work is something you'll have to find out for yourself.

While not inescapable, it can act as a prison. While not all powerful, your power to craft things here is great. Whether to make people into what you want from them, or gift them

with what they wish to become, others' lives become yours to shape. There are certainly countless uses for a place where you stand as its god.
As a final virtue, your magic - your Mists - is greatly strengthened, as befitting a god with their own nascent world.

Jettatori (600 cp)
The fae exist in a balance between the forces of order, as represented by their Weavings, and the forces of chaos, as represented by their Mists. While a positive balance is personally desirable, there is power and danger in unleashed chaos held back by this balance. You are wise to such chaos, for you know how to wield it as a weapon that does not touch *you*.
You may call upon what might generously be called an 'unleashing'. Unlike a normal one, there is little of the positive aspects of the Dominion you're invoking when you cast this evil eye. Rather, it is an intentional invocation of the terrible aspects of the Dominion. But rather than being caught up in it, you may direct it to wreath your victim in the nimbus of the season unleashed.
This invocation is if anything *less* controlled than even a normal botched effort; if you call upon the elements, the element might destroy or consume itself. If you call upon enchantment, you will seed the area with cursed objects of unknown providence. While it's not technically impossible to guide the effect, it is harder than a normal unleashing. The only easy guarantee you have is malevolence, and that it will be born wreathing the target of your ire in the negative animus of the season invoked.
While this curse does avoid you to some extent, it's only 'to some extent'. This is wild malevolent magic, and if you push things too far you can be caught up in it.
This can be used with any magic that has dramatic chaotic backlashes, not just the magic of faerie.

Demon

These Abilities belong to The Fallen, and are discounted for them. Some abilities of demons are shared by their damned slaves, the Thralls. If you are a thrall, whether by companion or curse, you will receive the same discount as a demon for abilities marked with the ⛧ symbol.

✧***Mastered Arcana*** (200 CP; one purchase free Thrall, three purchases free Demon)
Arcana are the dark secrets of demonkind, born from perverted fragments of their former divine power. With them they can invest themselves and their slaves with power. You possess such an investment of might; one that, for whatever reason, sits easy on your soul. Another demon or Thrall might have to take on a terrible flaw like being hounded into the dark by the punishing rays of the sun to gain such a boon. If you're not a demon or thrall, perhaps a more benign blessing, pact, or gift is the reason for this queer power.
This may be taken multiple times, to represent greater investments of power.
Thralls get one purchase free; the coin for their souls. Demons get three purchases free. One to represent the dregs of angelic power they still possess, and two to start building an Apocalyptic Form with.

✧***Defining Sin*** (200 CP)
Pick a sin; this can be from the seven popular with modern literature, but the 'seven deadly sins' have changed several times historically, both in nature and in number, and further vary by culture.
You are a "paragon" of that sin. You have a powerful aura of it, as if from Firm Road, and this aura can aid and encourage manifestations of that sin helpful to you; if you have 'violence' as your sin for instance, violence in your presence you would support is aided, spirits aligned with violence have an easier time crossing the Gauntlet or manifesting, magic of violence is strengthen, and so on. Arcana strongly aligned with your sin are somewhat cheaper for you to develop/receive. Dark forces will grant you some measure of respect for your obvious corruption.
The strength of these benefits is tied to your Torment, though even at the base level you'll only have peers for the strength of your aura. If you don't possess Torment, you may substitute an 'appropriate' ability if you have one or gain one in the future. If you have nothing, it just operates at the 'base' level.
Unlike Firm Road, you can't suppress this aura. You can let it 'banked' back to whatever level you would naturally have it at without this Ability, but not shut it off entirely. Post-jump, you do gain that ability. While use of this ability doesn't *inherently* drive your Torment higher, if you're embracing your worst self all the time that can happen as a natural consequence.

This aura can defend you against True Faith, or be used to desecrate the sacred if you're unholy. That said, this isn't a subtle defense, and it can be overcome.
This may be purchased multiple times to represent someone who embodies many sins. Demons and Thralls always have their Vice Archetypes (yes, you may pick a sin other than the 'classical' ones as your Vice Archetype, even without taking this) as their first purchase.
There exists a bright mirror of this Ability ***Defining Virtue***. It costs the same as Defining Sin, except it represents a virtue, holy power, and can defend against unholy power. It is tied to your resolve instead of torment. It isn't discounted for anyone.

Lores of the Fallen (300 CP, Unique)
The demons of this era aren't even the pale shadows of the fallen who returned during the far off future of the Reckoning. They no longer wield Lores, and their "Apocalyptic Forms" are little more than a hollow framework to hang Arcana from, stripped of all remaining divine purpose. Useless and damned, not able to even properly echo the powers they once wielded.
You seem to have kept more of your divinity, however fallen, for you can craft arcana that embody the powers of the Lores. Pick your house from -

- Namaru
- Asharu
- Annunaki
- Neberu
- Lammasu
- Rabisu
- Halaku

You start out able to craft powerful and unusually efficient Arcana themed around the lores of your house, and with several "free" features on your apocalyptic form common to it. You may slowly remember more lores, or even learn them, even ones not a part of G-d's creation. The Earthbound didn't *start out* with the Lore of the Earthbound, after all.
This represents a fundamental expansion of your ability to craft and grant Arcana in general.
Lies of the Wyrm: Under this paradigm, demons are just banes, rather than angels involved with the creation of the world. That said, the Wyrm once was more than it is now, and better than it is now. While the name may change, and where it fits into the cosmology, what it means is

similar. The Bane you are possessed by still holds some echo of its original identity as an aspect of the Balance Wyrm, the primordial engine, the necessary entropy that allowed the world to progress. This will come with a certain amount of respect in some circles. It also may come with some potential hostility from other aspects of the Wyrm who notice.

Transcending the Plan (300 CP, Unique)
While it has been lost in sacrifice, pain, and rage, the early rebellion was not defined by hate, but love. The Fallen's love of humanity pushed them to work towards a plan that could exalt humanity, rather than sit by and let it be destroyed. You in some ways still echo this.
You may use Resolve in addition to Torment to create 'space' in your soul to bear Arcana. Over time, and with experience and spiritual growth you may 'naturalize' arcana supported by your resolve, truly making them a part of you. Arcana supported this way, cannot draw on your torment, and have a 'bright' character to them and their operations, echoing the love and joy the fallen host once embodied. If you have ***Defining Virtue***, you may have Arcana that specifically draw upon those virtues.
Lies of the Wyrm: Rather than embodying your old ideals, this Ability represents a personal victory you have achieved over your bane, a certain finesse that allowed you to tap into aspects of the Balance Wyrm. Your bane is no more enlightened, but rather you are, and in some small measure you have overcome it and twisted it back towards its better nature. Perhaps even against its will..

Better to Rule... (300 CP, Unique)
Didn't you sacrifice everything for mankind in the time before? Didn't you *burn* for them? Don't they owe you?
Generally speaking, the Earthbound have lost their empathy for mankind, and can no longer casually draw upon their faith. They must depend on rituals to achieve what more compassionate demons can achieve by nature. But why should you have to jump through hoops to reap what is yours by *right.*
You may become a slumbering beacon of nightmare, a smothering presence. People for miles around will dream fitfully, often waking without truly being refreshed. Those who are stressed may find themselves losing further motivation, drained by a formless dread of

something they know is just out of sight. As your Torment further rises, so does the range of this miasma, and the pressure grows, stealing away more of people's faith and willpower. This lost motivation doesn't just vanish. Rather, it sinks into the earth, chained in the gross matter of the land that sapped their wills… and so long as you stand within the territory, you may drink of it to replenish your Resolve, or spend it as if it was your own.

You may also tap into the power you've buried in the land to have it act in your stead; whether observing your subjects from afar, acting at a distance, or extending an effect across the breadth of the territory you claim, the buried power allows you to echo an omnipresence you don't truly possess. Not yet, at least.

As a final benefit, if your vessel is slain while within a territory saturated by *your* power, you may fall into it, possessing it. It might not work for a long term vessel, as you cannot hide your spiritual presence while occupying it this way, and if the Faith invested into the reservoir is ever exorcised or drained you will be driven from the land, no longer shielded from falling into the abyss. Since every action you perform while occupying it draws from this Reservoir, it can only ever be a short term solution. Quickly acquire a new anchor if you wish to avoid falling into hell.

In the end, the land may only become *so* saturated in stolen faith, and while this is active the whole spiritual landscape groans under your malevolence, quite possibly drawing hunters or worse. Luckily you may mercifully withdraw your presence, letting your subject recover, and hiding your existence away until you need to once more yoke the herds of mortals for power.

Lies of the Wyrm: You have become so intertwined with your possessing Bane that not even destruction will instantly sever you. So long as you retain control of the land and are not banished, you will 'live'. That said, it is somewhat harder for you to acquire a vessel (it has to be one that can house your human soul), and while your Bane might go on to possess another body if you lose this last anchor, you won't come along. The instant you lose this last anchor you'll die, absent other 1-ups or ways of surviving without a body.

☀ Exalted

These Abilities belong to Exalted, and are discounted for them.

☀ ***Hamartia*** (200, free Exalted)

The Exalted Host are heroes, but not in the modern sense of the word. They are greater and grander, and an Exalt that does not spit hubris and bite the hand of God and Fate is no true Exalt. And sometimes, oftentimes, they have the ability to succeed.
When out of unfettered ambition, passion, or rage (however cold it might be) you throw caution to the wind and set in motion the avalanche, the start of events that cannot be stopped or reversed, your passion and willpower spill forth. For a brief span of time - perhaps a few heated hours in the midst of chaos, or mayhap a few days for a slower toppling - your every action bursts forth with power and might born of your unchained Virtues.
May your mistakes be glorious, and rock even the gods.

☀ ***Mimesis*** (200, Free Exalt)
Upon the stage, the actors are visible. A tragedy must imitate life, but that imitation must be clear in all the ways life is not, and is not every Exalted's life a story on the stage? Event arrange themselves to reveal the fulcrums around which an Exalted's life story revolves. A Solar rooting out corruption in the church *will* meet the fanatical inquisitor driving the church to callousness, and in such a way as to signal his character and connection. The merchant association in need of assistance will fail to hide their trouble such that a Sidereal seeking tools will find them.
This won't actually simplify the world in any way. It merely reveals those turning points where the world can be simple for their needs, and in a form that is clearly recognizable. This, to be clear, doesn't stop others from arranging the illusion of the same; sometimes a story hinges on the hero's poor assumptions.

☀ ***Catharsis*** (200 cp)
After their fatal flaw sets up their future tragedy, there is the payoff. Yet when consequence and fate crash down upon the Exalted, they often rise up and break the world rather than be broken as the heroes of myth were.
When hubris's bill comes due, and the predictable consequences come, an Exalt's restraint may also break. This functions exactly like ***Hamartia***, but activates when the consequence finds you, rather than when you set things in motion.

☀ ***Parodos*** (200 cp)

It's easy for one's actions to be lost in the tide of events; no matter how important or key you think your actions are, it's easy for them to be wiped away. Who cares if you uprooted an infernal cult, if the town where you did it is wiped out by the Black Plague in a hundred years? The Exalted Hosts will not tolerate irrelevance. Upon setting in motion events, you may draw the eye of fate, and have the world sing the importance of where you are. Things will rapidly spiral such that whatever you're working towards will become tied to the same issue on a larger scale. The Infernal Cult you're trying to uproot? Events will rapidly tie them to other cults, such that their defeat will impact the destiny of Demons all across Europe. If you set out to break a famine, events might conspire such that the cities and towns you help become key to a solution that will help entire nations.

You don't *have* to activate this perk, and to be clear, it doesn't make achieving the larger goal easier specifically; sometimes it might, but other times it might make it harder. It simply connects the smaller goal to the larger cause, such that you can engage with the larger by engaging with the smaller.

☀ ***Stasimons*** (400 cp)

Every kind of Exalt is the Exalt of something; some form of divinity whether bright or dark. While it is the nature of the Exalt to be an unreliable tool that turns in the hand that wielded them for their own glory - so much so that there are no hands that still hold them as tools - the lineage remains. And so, every Exalt has kin among the spirits.

Your reflection is large upon the spirit world; you are in some sense a living nexus, breathing life into the spirit world around you. Life defined by and fueled by your nature and your purpose. Spirits 'in line' with you are naturally drawn to you and find themselves inclined to be friendly, and the gauntlet, shroud, or other spiritual barriers are *weaker* for any spirit so aligned. And any spirit who helps you finds that your presence acts as a Caern for a time, letting them draw essence from the world and heal as they can draw strength from your divine purpose.

At the simplest level, this draws spirits to you who want to gossip about issues you would care about. A Solar might have a spirit of law drawn to complain about the criminal underworld two towns over… after all, the werewolves they're fighting now have connections to them. But

with time you can certainly leverage this into something greater. To the Exalted Host was given dominion over Creation.

☀ ***Exodos*** (400 cp)

Often, fixing a problem is nothing more than a preclude to that problem returning. After all, most problems happen not because of some specific malefactor, but from systemic underlying issues. Yet no Exalt will find that a satisfying answer, and as in most things, the gravity of the world will bend to an Exalt's will. Perhaps you can't get rid of the Christians simply by burning all the churches and smiting their Priests in the name of the old gods of the land… but any Exalt might be willing to give it a try.

If you fix a famine for a village, then it will stay fixed; rain will come, plagues of locusts will go elsewhere. If you drive out an invading faith, then missionaries will find the world will turn against them if they try to return; failing health, hostile spirits, and circumstances beyond their control all struggling to turn them aside. Any goal you accomplish is *scarred* into the world, and in proportion to the strength of your Essence.

Undoing that then requires effort to excavate that scar. That doesn't have to be intentional, the world can simply passively work away at the marks even an Exalt leaves on it. But absent active work by a peer or a great marshaling of forces, you will not have to repeat a performance once you exit the stage. When it's time for the actors to leave, so too should the conflict.

☀ ***Anagnorisis*** (600 cp)

Not only is the true nature of an Exaltation a truth likely lost to history, but the very context of that history is unimaginable. The world as it exists now might not have a single history; the cataclysms that resulted in the current order may very well have consumed multiple branches to form the current reality. As such, true technical understanding is impossible, for there is no single simple answer. Their history doesn't exist, but neither does anyone else's, when you seek first causes.

But while the *Why* of an Exaltation may be unknown and unknowable, the *What* can be clearly understood. An Exaltation is a weapon of glory, to scar the world into a new shape through the terror of deicide. No pretty words can hide it, no pretense to 'justice' disguise it in

the end. An Exalt is a weapon of naked force, justifying itself through no higher principle than the ability to kill and murder and destroy better than any other weapon.
They were locked away for a reason. And you? You can remind everyone of that.
When you exercise destruction without restraint, your ability to unmake grows. Spells of indiscriminate devastation grow larger. Wounds made when you wield reckless violence are greater. Damage done when you stop holding back resists healing. In all ways your ability to bring ruin and end things is multiplied by the strength of your essence, so long as you act without a hint of care for the future or concern for the fallout.
Only when you embrace your role as a horrific weapon, can you realize your true purpose.

☀ ***Lusis*** (600 cp)
While you might not remember the specifics, many Exaltions hold the echo of an echo of memory. No contexts, but hints at what context might have been. The Exalted hosts were weapons, and then after they served their purpose, they were set aside. Oh, they weren't locked away; that happened later. No, they were given toys, distractions.
They were given the world as a distraction, in the hopes that those who made them could hide from their attention and escape to their games. So there is no justice, no true judgement in the actions of the Exalted Host. They did what they did because they decided to, and not out of any higher principle. Yet… not everything they did was monstrous. Sometimes the principle they chose was beautiful. The magics they dug up and weaved into the world, the mandate of rulership they wielded to care out a place for humanity? Mortalkind has shaped the world with tools of legacy they left behind.
Then this is the final truth; an Exalt can stand for anything. Choose what you stand for when you purchase this, and it will gain a gravity; the arc of history will bend towards it, as your presence becomes a denouncement. The arc of history is moral, because you have decided it.
You may buy this multiple times if you have multiple arcs you wish to inflict on the world.

POSSESSIONS

Gain +400 cp just for this section.

Caltrops (50 cp)
Endlessly handy, a regenerating weekly pouch of caltrops, sharp pieces of metal to shred the soles of men's feet and trouble horses so they dare not race on.

Cloak (50 cp)
Warm in the winter, cool in the summer, dry in the harshest rain, this cloak will mostly keep you in reasonable comfort.

Concoction of Vitality (50 cp)
A rare potion that turns a vampire human again for one day, letting them eat, enjoy the sunlight and otherwise establish themselves as someone who is definitely not a vampire. Disciplines are unavailable to them during this time. You get one phial per purchase which will be replaced monthly.

Forget-Me-Nots (50 cp)
Pressed and waxed leaves of a fae-grown flower. Closing a leaf inside any book or scroll will cause the text to be copied into the leaf. Then, leaving it overnight in a blank book or journal will cause the text to be flawlessly copied over, the envy of any scriptorum. You have thirty leaves, and any used are replaced the next day.

Mead Cup of Everflowing (50 cp)
A famous poisoned gift from High King Finn to Eoin, a cup of honeyed mead that refills each time it is set back on a table. The sneaky part, which you can choose to disable, is a subtle enchantment causing instant drunkenness in anyone who so much as sips at it.

Ring of Clear Thought (50 cp)
Developed for a Malkavian vampire, Martinelli, this enchanted ring removes all phobias, compulsions, obsession and madness from the wearer for the duration. With the small caveat that if the ring is removed all the insanities return twice as strong, along with an all-consuming obsession with regaining the ring. Sill, who could put a price on a cure for madness?

Rope (50 cp)
A hundred foot length of sturdy rope, that is always somehow handy whenever you have need.

Rowan Ring (50 cp)
A simple ring of polished wood, or so it seems. Inscribed on the inside is a command word in Arabic, when spoken the ring near instantly sprouts a wooden stake, and can be used in much the manner of a punch dagger.

Salt (50 cp)
A pouch of salt that replenishes each new moon. This can be sold in some places for a decent sum, but more pressingly lines and circles of salt can bar passage by spirits.

Steed (50 cp)
A finely bred horse, worthy of the finest of knights, and never seeming to need brushing, feeding or more than a single night's recovery.

Castle Keep (100/200 cp)
No mere vagabond, villain or tradesman, you. You are the lord of a small castle and town, with land, tenants, and a handful of men-at-arms to keep order and defend it.
For an additional hundred cp, this is more like a small city near a trade route, like Monteferro, and may boast something like a university.

Cat Boots (100 cp)
Once a cobbler saved a cat, actually a disguised pooka, and nursed it to health. As payment, for a year and a day, every shoe and boot made by this man's hand had supernatural qualities. Besides being very comfortable and never wearing out, the wearers of these shoes are almost unnoticeable to the Fae, unless they let them watch while they put the shoes on or do something drastic to call attention to themselves. This is not true invisibility, they simply seem… beneath notice, especially to the sidhe. Thus did Changelings flock to the shop and make this man's fortune, and you have been fortunate enough to obtain a pair, as fine a ward as you could ask for avoiding casual attention from the Fae.

Crusader's Sword (100 cp)
Unsurprisingly, a lot more common and less fragile in the time of the Crusades. The Inquisition uses these swords containing the bones of saints. The crossguard functions as a holy symbol, the

blade can blaze with holy fire in battle against the dark forces, and any vampire who comes within five feet of one begins to sweat blood.

Glass of Clarity (100 cp)
A rounded lens surrounded by gold gilding. Looking through it, your gaze pierces all obfuscation, revealing the man inside the wolf, the invisible vampire, the glamoured fae.

Meagre Coin (100 cp)
About a year's income for a moderately prosperous merchant, with investments to keep a similar sum coming in each year.

Odious Chalice (100 cp)
A blasphemous creation of the Tzimisce, this vile mollusk does one thing in its life, but it does it well. Produce large quantities of blood so its masters can sustain themselves.

Orb of Ulain (100 cp)
A dull red crystal, round in shape, set in a silver necklace. When worn, this harnesses the wearer's Numina to shield their mind from unnatural influences.

Plague Knives (100 cp)
Cursed blades that infect whomever they wound with terrible, random sickness. Even a scratch may prove fatal.

Sword of the Fianna (100 cp)
A bronze short sword of legend. It can be extra harmful to things Fae and Fae-touched, but its most special quality is rusting away any iron it strikes in moments. Only a few pounds at a time, it'll do for a sword or helmet, a breastplate may take a few strikes and an iron cage would have to be destroyed a bar at a time. Still, this is the best weapon against the Fae's bane.

Cordial of Dagan (200 cp)
A demon-enchanted flask, whatever liquid it is filled with gains healing properties. Though miraculous by any reasonable standard, it may take as many as three complete flasks to stave off death.

Veneficorum Artum Sanguis (200 cp)
The Art of Blood Sorcery, by Etrius bani Tremere. In short, a complete compendium of all the blood sorcery and lore known to the Tremere. They would probably be pretty upset that an outsider has it.

Powder of Rigidity (200 cp)
A pouch of purple dust, made from a mixture of herbs including wolfsbane, and the blood of a Gangrel. Empty some of this dust on any shapeshifter, and they shall be locked in their present form for four hours or more. This pouch refills with each dawn.

Primer (200 cp)
A special kind of Grimoire that teaches Arete 1. In other words, Sleepers can become Mages by studying it.

Tapestry of Blood (200 cp)
A magnificent tapestry, formerly from the Vienna Chantry. Studying it for a night will grant a vision of the most important events in one's future (In-Jump, anyways).

Dīvitiae (400 cp)
For what shall it profit a man, if he shall gain the whole world, and lose his own soul? You shall have to tell me, for this is a token greater than some have sold theirs for. Whether gross wealth, devilish artifacts, or heretical knowledge, you have taken a bit of this world for your own (Resources 7). Tell us what was so desirable you would spend *this* coin for it?

Sands of Time (400 cp)
A pouch of sand collected from some exotic Greek islands. Blown, thrown or sprinkled over someone's face, the sands instantly heal all wounds or illness, reverting their bodies to a time before the damage. This pouch never runs out.

Well of Ashes (400 cp)
A legendary artifact, some say wrought by Saulot, others by the Aassamites. Whatever its provenance, this crude iron cauldron holds a prize legions have died for, the cure to vampirism. Simply have the vampire climb into the Cauldron and shovel it full of ashes. These will form a

cocoon and after a day and night, a human shall break loose, lacking the power of vampiric disciplines, but also the many downsides.

APOCRYPHA

There isn't one World of Darkness, but many. What some claim as canon is nothing more than mad ravings to others. What is the truth? You tell us.

The Wisdom in the Story

So… sometimes White Wolf writes things… and they should have known better. They *really* should have known better. You may change such things to have a world that doesn't make you cringe. Or worse.

This is not an excuse to make the world *safer*. This is here because books like World of Darkness: Gypsies, is a thing. And it shouldn't be.

Lies of the Wyrm

Demon the Fallen, and by extension Devil's Due, posits a very different kind of devil than exists within any other work. As such, Devil's Due suggests that in games where the Fallen are not important, and especially within the context of a Changing Breeds campaign, that Demons and the systems they bring with them do not exist. In such worlds there will still be Demons; they might just be banes, or spawn of the outer dark, or the nightmares of mankind, of Spectres too twisted to be recognized as once human. This moderately changes how some things work. The Circle of Red summon and control Banes for instance, instead of using the True Name of Demons, and on the supernatural front, the primacy of a 'Christian' worldview is much less certain. Entries marked by the ⫽ symbol may work differently.

Dying of the Fourth Age

Before there was a World of Darkness, was there an age of legends? There might have been. In a World of Darkness where the dragonblood remnants failed, and the black vault cracked open as the end of the Fourth Age approached. New heroes and new horrors walk the land. Options opened in such a world are marked by the ☀ symbol.

A Difference of Opinion

Exalted Vs. The World of Darkness is not entirely in line with Both Exalted, and The World of Darkness, and not just in ways where those two setting disagree with each other. The Solar Exalted are set up to be *heroes* in a modern sense in a way that is fundamentally dissonant with their history as the weapon of Usperation the gods made against the Primordials.

As such, how any given table plays with this setting is a question best answered by that table. Likewise, this jump. Generally speaking, we assume Solars are picked from people with some kind of grand vision or dream that drives them to act and change the world. They are not *hunters*. The Lunar Exaltation isn't trying to *free people from slavery*. The same goes for the other kinds as well. That said, if you wish to cleave to the more heroic vision imagined in EvWoD, you may.

A Different History

The World of Darkness is a shifting, ever-changing place. By selecting this, you may create a crossover chronicle. Perhaps the Reckoners were sealed long ago, and their evil spirits seek to free them? Perhaps the Order of Hermes stopped that little spot of devil-worshiping, and are quite sure their power is still on the rise. Whatever it is, it needs to fit with the Dark Medieval. Keep all total separate. All drawbacks from both sides will remain relevant.

A Known History

Perhaps you've been to this time before? Or you wish to visit the world of a campaign you've been in or run? Maybe you just want to meet and save *your* Christof Romuald?

You may return to a familiar world of darkness, if you wish.

Breaker of Names

While Mage posits a reality that is born of Consensus, none of the other game lines agree. To werewolves, mages are those who steal the names of things from spirits, breaking them into new forms. To Demons, Mankind holds the power of Faith, and can wield it to remake creation. Vampires see magic as something in the world, something fading as the echoes of creation dim, till the only magic that's left are those curses of god that perpetuate themselves upon the earth.

If for whatever reason you don't wish to go with the Mage explanation, you may use another. This doesn't change how any of the Mage perks *work*. But it might change what they are, underneath.

A Dream Unremembered

The true nature of the Fae is a question unanswered in Dark Ages - Fae. That said, they give a number of possibilities. This matters for a jump where you take on a fae identity, but probably *doesn't* for any one jumper.

Somewhat Fallen Angels

Yeah, the fair folk might just be angels who didn't fall all the way, who have forgotten their origins. Well, at least the first generations.

There are actually a number of stories that used the idea that 'A third' of the host fell to hell, 'a third' stayed loyal, and 'a third' remained on earth as the fairies and spirits of the world, neither good enough to be angel, nor fallen enough to be demon.

This would imply that there's some metaphysical shared 'dna' between demonic pacts and fairy contracts, explain why the Church is so powerful against them with echos (they're *pseudo*-fallen). It probably makes Mist and Weaving some kind of distorted form of Resolve. They don't really have Torment, but then they were never cast down into hell.

This has some problems of *how* they forgot; maybe it happened the same time the Demons were cast into the abyss? They were damaged in the same divine strike, and reinvented themselves as they are now? You can come up with something different, obviously.

The Old Gods

The Fae see themselves as pagan gods, that *they* are the makers of the world. Heroes of old and demigods were Changelings. The old oaths were the ties and compacts between worshiper and god. This probably goes with *Lies of the Wyrm*. It doesn't completely explain the strange power Christianity has over the fae; maybe mankind has simply invested *that* much of their power and magic in this faith?

Incarnate Dream

The Fair Folk are the Dreams of Mankind, creations of mankind, born of their thoughts, their expectations. Echos effect them because mankind has that power over what they have created. This is pretty compatible with Mage the Ascension, but this kind of power from man is only *barely* compatible with Dark Age - Mage. As such, it's probably both the most 'canonical' answer, and the least compatible one with a jumper who wishes to remain grounded in the metaphysics of this time period, rather than the greater World of Darkness.

Something else
Really, the question is wide open.

The First Vampire
When Vampire the Masquerade started, it very much was founded on the idea of Caine as the original vampire. Over time though, they explored alternatives; vampires who followed other mythologies. They expanded on them, and made some effort to make it less clear. Even in the myths about Caine, there actually appear to be a few vampires or vampire adjacent beings that were *not* dividend from Caine; most notably The Crone.
Werewolves obviously *don't* subscribe to the Myth of Caine, and blame Vampires on the Wyrm. The idea that all the Changing Breeds are descendants of Ennoia's coupling with animals is not something they'll believe. Yet in a world where God created vampires, and where Ennoia will one day become the spirit of the world itself, there's not much place for Gaea. Similarly, the Fae are sometimes call The Shining Ones… and the angels who cursed Caine are sometimes called The Shining Ones
While the default assumption is that, yes, Vampires do come from Caine, and Werewolves from Gaea, that the Fae are not the angels who cursed the vampires, and so on… you *can* choose to be in a world that simplifies the mythology either *towards* the Cainite view of reality, or *away* from it, and towards the Caine-centric view of vampires or away from it.

CURSES

A lifetime (+100 cp)

Is ten years enough time to truly say you have overcome the dangers of the World of Darkness? Can you really say you *succeeded* at anything if you run away so soon? No, you must live a mortal peasants lifetime here before you may go, enough time to have grandchildren - three score years.

A Turning (+100 cp)

Or perhaps you must live to see a turning point, whether to change it or face it head on. Rather than three score years, you will stay here until 1670; when the Order of Reason turned on the Craftmasons.

A New Beginning (+100 cp)

Or perhaps even further through time, to a new age of enlightenment, when new mores start changing the world in truth, to see the most famous work of vampire fiction published… if you have not butterflied that all away. To 1897.

The Beginning of the End (+100 cp)

Perhaps you wish to face the signs of the end? Has your actions sped destruction, or pushed it back? You won't leave until 2001. You may extend this as far as you want, if you're not ready to leave.

Blood-Bond (+100 cp)

You have undergone the initial blood-bonding to a vampire, and trust them even if you really shouldn't.

Blood Debt (+100 cp/200 cp)

You owe someone out there a serious obligation. A vampire, a mage, an inquisitor, a fae princeling or even a mundane noble, it scarcely matters. What does matter is that you will be compelled to repay them, and this will involve significant drudgery or danger.

For an additional 100 cp, you owe your patron *everything* and can't think of refusing practically any non-suicidal request they may have.

Fallen Legacy (+100 cp; 200 cp Fae, Vampires)

Your sire, whether mortal or supernatural, is a figure of disrepute and infamy. A traitor, a heretic, a failure when their people needed them most. Whatever you do, it will be an uphill

struggle to escape the shadow of their shame and the hostile judgement of others. This applies doubly to the clannish Fae and Vampires.

Foeman (+100 cp)
You have an enemy, perhaps a local Baron or a fledgling vampire, a rival who lacks much in personal power or connections, to start, but may grow.

Foul Weather (+100 cp)
The weather is generally whatever would be least convenient for you. If practicing archery, it will be extremely windy. If a vampire, expect a lot more sunny days than otherwise, if not rain. Especially if you need to climb something.

Last One Standing (+100 cp)
You are the last survivor of your clan, your kingdom, your order, your chantry, or other community. This is unacceptable to you. You will be driven to restore it to glory, and be bereft of all support you might otherwise expect until you do.

Masquerade Breach (+100 cp; 200 cp Vampires, Demons)
While not every faction has the same attitude towards secrecy, all of them practice it to some extent. Even the Messianic Voices sometimes want to dodge attention. You? You are not good at secrecy. However hard you try, you'll be chased by revelation. While this is not always going to be negative - a village witch might *want* peasants in search of healing to be able to find her, and many Fae wish to reestablish their old temples - it certainly will undermine any attempt at subtly. And for some, it will result in hunters of all stripes chasing you down no matter where you hide.

Mute (+100 cp)
You appear to be down a tongue, or some similar impediment prevents speech. This is no great trial for Mages, surprisingly, but few people in this age can read, and some will become incensed at your rude refusal to speak.

Travails (+100 cp)

Traveling is a major headache for you, fraught with delays and dangers. If you take a ship, there will likely be a storm. If you stray more than a few hours walk from your home, expect wild animals or bandits to attack. If you rent a carriage, the wheels will break.

Trouble and Tribulations (+100 cp)
You have some kind of serious starting complication for your in-jump identity. It might be solvable, but it also is something you *have* to solve. As a demon, your True Name might have fallen into the hands of a hostile party. Maybe you're being hunted by the local Prince as a vampire. Perhaps the Garou hold you responsible for some curse that plagues them as a magician of the Circle of Red.
You may not take this for a problem that you're immune to; if no name holds power over you, then your name being known is not a valid Curse. You may take this multiple times, to start out plagued by problems, enemies, worse, or more.

Anathema (+200 cp)
Mages can be marked by terrible brandings, the Fae are chased by their echos, Inquisitors harried by Curses, demons may bear Taints, and nearly anyone may be harried by the strange malidictions.
A purchase of this represents a serious weakness. Many possibilities are specific to certain kinds of creatures, others are flaws that could plague anyone. This may be taken multiple times, but every purchase should represent a serious issue that will plague your character for their time in this world and resist any effort to completely fix. Something as serious as an extra Echo for a Fae, or several punishing Curses for an Inquisitor.

Cripple (+200 cp) You are down a limb or eye for each purchase, like no few veterans. Still, it will pain and inconvenience you greatly and makes you very distinctive and memorable, should anyone come looking.

Honorable (+200 cp)
It is an age of chivalry, who are you not to participate? You will go to extreme lengths to keep your word once it's given, even if it means you must free the Holy Land. This does not necessarily oblige you to make any promises, but life is likely to do that.

Thrall **(+200 cp/100 cp/400 cp; Forbidden Demon)**

You have made a pact with a demon and become a thrall.

For 200 cp (300 cp Mortal), your Master is not regularly demanding, but will have uses for you - it sees you as an agent and servant, but understands the lie that leads people into selling their souls, and it does not seek to undermine that lie. The more of use you are, the less often it will ravage you. The less useful… Well. Still, it will not purposefully destroy and consume you unless you become a threat to it. Your long term existence grants it a steady drip of power, one it has no wish to lose.

For 100 cp (200 cp Mortal), your master is currently in the abyss, but their name is known and they will eventually return barring your own actions stopping that outcome. They otherwise start out the same as the 100 cp version. You might improve their attitude if you're the one to conjure them from the Abyss, though you know not their True Name. On the flip side, if you keep them from returning… well.

Though that may darken their opinion of you. They still are unlikely to *kill* you. They don't expect loyalty from their slaves, and you're still useful. But… well, expect your servitude to at least be *worse* if they manage to return, and discover your actions.

For 400 cp, your master is a true monster. While they still won't casually throw your life away, they will use you, use you hard, and then ravage you anyways if it's ever convenient. They see their Thralls as disposable tools, useful only to the extent they help them build their cult and extend their influence further.

This makes you a Thrall ⛧.

Tragedy **(+200 CP)**

The Dark Medieval has an aesthetic of decay and decline; and while modern humanity would probably largely say that they have it better than the people of this time period, in many ways the World of Darkness as a whole has a theme of decline, that nothing good may stay. Many of the problems with the metaplot when they rear their head are founded on this theme; that nothing you do matters, and everything *will* get worse.

Now you'll be fighting this during your whole time here. Anything you make that isn't just 'history grinding things down' will face the world trying to undermine it. Any social movement you push will face internal corruption. Any organization you make will drown in

the tides of history. Any magic you create will struggle to work in anything beyond a personal scale.
If you're fine with not mattering, that your only accomplishment will be to live, to not being able to change or help or *do* anything… then this could almost be considered free points…

Unfinished Business (+200 cp)
You seem to draw spirits and Wraiths like a lodestone does iron. Any deaths within a fifty mile radius are almost sure to result in your being haunted or even attacked.

A World of Darkness (+200 cp/400 cp)
Generally speaking, you don't have to have much presence for any group too distant from your origin.
As a Vampire, vampire hunters of various stripes will be a thing, and werewolves in the woods exist as one of the reasons so many vampires stay close to civilization… but mages and wizardry are a fading thing.
As a Mage, there are various monsters and wonders, but vampires are not a pressing issue; those madmen of the Order of Hermes who turned themselves into something monstrous were just that; madmen, and not a major problem. As for the Fae, fae are spirits and creatures of nature, not the powerful magic users of Dark Ages Fae.
That is… you *can* run into almost anything from the World of Darkness, but what *matters* (if you don't go looking for it, or take it from another drawback) are the problems of your own origin and type.
For 200 cp, that's no longer the case. As a Fae, vampire machinations will exist in pretty much every city, and most villages. As a Vampire, you had better watch out for ghosts and wraith who come to defend their living kin. As a mage, many of the places you care about are also interesting to Werewolves and Faeries. And so on. The world of darkness can be quiet crowded, and the pretense that so many actors can walk across the stage without constantly running into each other will be removed.
For 400 cp, you can start adding in things from the new world of darkness that don't have a common local equivalent. Sin-Eaters, Prometheans, Mummies… and the strangeness from

both lines will be all over the place (though you may freely ignore the God-Machine elements, unless you *want* that); strange one-off creatures, hosts, and horrors of all descriptions.

A Game of Thrones (+300 cp)
No matter where you go, there is conflict. Largely driven by deeply personal, petty and *vicious* politics, which dog each Prince's court, each fort and chantry, every squabbling order of knights and inquisitors, and every burg you may settle. Rivalries, affairs, *drama* attend each day and if you don't keep up with the gossip, you'll be caught off guard by the next murderous plot.

Alienation (+300 cp; Forbidden Fae, Exalted)
Generally speaking… the various morality systems created to punish immortality were flawed, and ended up taking on a life of their own within the world of darkness. And not one that really made the game better. This jump largely rolls back on them; it doesn't get rid of everything, but it pulls back quite a bit.
You may remove that grace, if you want more points. This can't be taken Fae or Exalted because they don't really have comparable systems that limit their behavior. It can be taken by mages, but that will represent issues like Jhor and other Resonance issues rearing their ugly head, and to an unusually extreme extent such that it constrains your behavior much like a Humanity trait would.

Heretic (+300 cp)
You have been excommunicated from the Church, and the Inquisitors sent for you. Or in rebellion against Cain's Children and a blood hunt called. A mortal enemy of all Fae. For each purchase, one force or major faction will dedicate themselves to your destruction.

Niche Protection (+300 cp)
White Wolf got someone aggressive about not wanting crossovers; they wanted a shared world, without really wanting shared metaphysics. This never properly worked either way. Lose all perks and powers that don't come from the Old World of Darkness.

You can't take it with you (+300 cp)

That's what they tell you about endings, and you had an ending to get here. What can you bring with you to the next world?
Lose all items and warehouse access for this jump.

End Times (+1,000 cp)
Call it Armageddon, Gehenna, the Endless Winter, Doomsday, Revelations, or whatever pleases you, all men and monsters have been looking to the end of the world since the Crucifixion, at least. Now the end of days is here, and you must survive your origin-specific version of the Apocalypse. Best of fortune.

END

What now? Go home, stay here, onto the next adventure…?

Notes

The Dark Ages has a number of different game lines, and outside of Abomination you can normally only touch one of them. As such, you may use this document multiple times if you wish. However, you only receive a Stipend for a given origin *once*. If you wish to take an origin multiple times, all points will have to be gained from drawbacks, and you 'lose' any post-jump advantages for a revisited origin until you complete the jump again.

Abominations count as Changing Breeds for the purposes of Origins.

If you want mechanics -

Your 'starting experience' is formed by what you buy. If you buy a bunch of Weaving perks, you probably have focused more on the more formal parts of fairy magic, but maybe also the skill you use *with* your Cantrips. If you buy vampire social perks, you probably have social connections, and so on.

Hale and Healthy grants you stamina five, and the Merits *Sturdy* (You're solid enough that it takes more damage to down you), *Robust Health* (you are highly resistant to disease and poison whether natural or not), *Cast-Iron Stomach* (you can eat and keep down pretty much anything,

though this doesn't mean it won't hurt you), *Catnapper* (you don't need less sleep than other people, but you don't need it all at once. Terrible sleep schedule don't bother you), *Light Sleeper* (You *do* need less sleep. About half as much. And you wake nearly instantly and fully), and *Too Tough to Die* (you can deal with damage humans usually can't resist. This doesn't help you heal, it just means you don't go down as fast).

The World of Darkness has many merits and background already designed to be used by a protagonist; no need to reinvent the Wheel. Every purchase of ***Bless'd***, ***Dīvitiae***, or ***Troupe*** is seven • of merits or backgrounds, representing focused thematic purchases. You may 'buy' things that would be unusual for your type so long as it can be justified, or it could make sense. You may not buy Demonic Investments (and similar) this way; those are governed by different perks. You may not purchase a generation lower than 7. You can take a background over 'five,' but every • past that costs ••.

While at times these options can blur into each other, ***Bless'd*** is for perk-adjacent things - the depth of your magic Fount, your Destiny, your having wings… whatever. ***Dīvitiae*** is for possessions, items, artifacts, resources; Item-Adjacent things. And is ***Troupe*** for Companion and Follower-adjacent things. Make your best call here; is your cult a group that you call upon and use as a follower, or just a battery you drain? Whatever way you do it will affect how they function in future worlds; a Cult taken as an Item is going to be somewhat useless for non-item uses without excessive investment, but will require less care and effort to keep on track.

Werewolf

Where is Werewolf?

This jump was done as a community jump. The Jump author who decided to cover Werewolf ended up choosing to make his own Dark Age Werewolf jump rather than do it as part of this project, as such it is an independent jump doc. Since no one else wanted to do Werewolf… Well, it didn't end up covered. If you want to be a kinfolk, you can do that with just merits, using ***Bless'd***, but otherwise Changing Breed support has not been added.

As this *is* a community project, you could add it yourself if you want; this doc remains open to additions.

Mortals

Both Revenants are usually limited to the barest dregs of the power of Vampires or Changing Breed; more limited in fact than the lore around them suggests. There are Revenant families known for both their independence from Kindred masters *and* the power of their blood magic. Or feared if they grow too abused, or too jealous of the power of their 'betters.'

As such, the two perks will both let you reach the third level in abilities; a Revenant can learn disciplines up to the third dot.

While (kindred) Dhampirs technically shouldn't exist yet, there are certainly stories and legends about them. There are even merits for being more similar to those myths and legends, even though that's not the 'modern' conception of a Dhampir. They're mechanically identical to **Revenant**s (are, in fact, essentially the Caitiff version of revenants). And I could swear that's actually a merit somewhere for 'vampire ancestry' in some random book that would put that well before the Time of Thin Blood. So yes, you can theme your status as a **Revenant** as being a Dhampir. Mechanically, it is identical. Being a **Revenant** mage or something would be weird… but *The Black Hand: A Guide to the Tal'Mahe'Ra* actually has rules for Revenant mages.

It's not particularly broken, or even hugely useful, as the 'vampire' part usually interferes with your enlightenment more than it's worth in the long run. As you're paying CP for the privilege, you may ignore all that anyways.

You may choose to give up having three favored disciplines in return for being somewhat more capable of learning disciplines generically if you wish.

So yes, with **True Faith** you can develop powers like 'your very presence passively drives supernatural evil away'. That said, that's both going to be a hard ability to develop, and one that *can* be overcome. It's not an absolute or unbeatable effect.

Vampire

Post jump, your beast quiets itself; it doesn't vanish, but becomes leashed. Fire and Sunlight and faith lose their fear, and will harm you no more than nature should suggest. Generally speaking, the various curses and weaknesses of your condition vanish.

Moreover, the Blush of Life becomes *life*, and once started will continue until you stop it. While alive, you have the weaknesses of life, though you will not age unless you will it. But normal food will sustain you, and you will generate your own blood over time, slowly refilling your reservoirs passively. That said, if 'slain' while alive in a way that wouldn't 'end' your undead form, life will depart and you will return to unlife. Likewise, you may still your heart and return to unlife at will. You will again count as undead, not be sustained by mortal food, and will require blood to keep your body going.

Technically *The Road of Heaven* is open to *any* devout vampire, but it's really built for Christians first, Jew and Muslims second. Anything that's a heresy of those could fit without much problem. But if you're going past that… as written, it really doesn't work; you're having to change more than one or two tenants, but rewrite the paths entirely. There are paths written for those, but they tend to be very different in flavor. That said… it's fine?

I didn't offer *Road of Lilith* as an option for three reasons. First, it simply is scattered across more works, and harder to track down all the pieces. Second, it is thematically all over the place. Like… even more than the other roads, which really aren't as cleanly unified as my short blurb makes it sound. Third, it somehow manages to be more try-hard than the Road of Sin, which at least is fun in its over-the-top evilness. Honestly, you could take pretty much any of the other paths and say it's the Path of Lilith by reframing things a bit, and I won't tell you not to. But I'm not wrestling with it.

Different editions deal with the disciplines differently; ***Inceptor*** basically assumes you're using a fluff based hybrid approach - like in later editions, different vampires can develop different abilities with the same discipline from pretty much the start; such diverging doesn't just happen past the 'fifth level .'

Your discipline will be about as 'strong' as Celerity, though obviously, how useful it is will be more situational and will depend on events and (un)life choices.

You may use ***Inceptor*** to create some clan-only kind of blood magic, but it must be a highly limited and focused one with little flexibility to go beyond its core theme. ***Inceptor*** has power but more limited flexibly, ***Blood Magic*** casual flexibility but not quite as much raw power. Yes, the only reason Celerity isn't the strongest discipline is that Thaumaturgy exists, but that's because Thaumaturgy can do *everything*, even *that*, and it's super affordable to keep investment more and more into your Thaumaturgy.

If you buy both, you can take the best of both worlds.

For **Ashen Knight**, I took some liberties with the Grail Embrace; mainly because the canonical one *literally* whitewashes the vampire. As in, it turns them white.

Yeah. I could try and excuse it with "it was the nineties", but I don't want to. Anyways, you get super-blush of life rather than 'magic moon white skin.'

Otherwise…
Grail Knights -

1. Make much more powerful ghouls than normal vampires (as if they were four generations lower).
2. produce one fifth of their full blood pool every time they slumber/when they would pay blood to awaken.
3. Reduce some sources of aggravated damage to lethal. As this would mostly not matter post jump, instead you'll do that for *all* sources of aggressive damage.
4. Immune to Fear Frenzy.
5. Immune to the Blood Bond/Blood Oath.
6. Is somewhat protected against True Faith (nice for this jump, kinda marginal afterwards; refluff it as protection from the Holy in general).

They also have some *disadvantages*.

1. They can't make Childer or perform the embrace.
2. Vampire Blood they drink burns them.

3. Can't blood bond other vampires.
4. Has sorta racist seeming magical super-white skin that literally glows - you just constantly enjoy the Blush of Life. You can eat and keep down food too, though it won't do anything for you.
5. You can lose you Grail Knight status if you become unworthy of it.

As you're paying for the privilege, you won't suffer these drawbacks if you choose Grail Knight as your form for **Ashen Knight.**

Making a Grail knight involves the literal holy grail, and a ritual that can only be performed once a year at a specific time, and has a decent chance to fail. Whatever 'template' you create should be quite fussy itself - you might not need the actual holy grail, but you will need *an* artifact in line with your Road, and not a petty one.

While ***Raise the New Carthage*** is founded in the media environment of the Dark Medieval, it can rapidly adapt to new forms as you experience and experiment with them. It's not an *instant* process, but it won't take you long to take full advantage of them.

Miracles is inspired by a *bunch* of various holy perks that Vampires an have. Unlike True Faith or Inquisitor Powers, such things were mostly out of the control of the vampire; vampires aren't supposed to be able to just call on things like that, at least not to the authors who were writing the Dark Age Books… but that ended up meaning rather than simply giving them 'True Faith', they got several different options. None of which were really under the Vampires control.

More specifically, ***Golconda*** is a spiritual uncapper. The power of Vitae is spiritual - it's the life, not the blood - so you could make your Vitae more powerful. Disciplines are spiritual powers, so you could push them beyond their limits. The various banes and curses of a vampire are worn on the soul, so you could push past them till you cast them aside.

This is the path of Ravnos, the power that even unfulfilled caused the Week of Nightmares. It also took him millenia to achieve that power. This does not *speed* growth, merely remove an inability to grow further. In some cases (blood pool, strength of blood) you couldn't grow it before achieving this… but that usually means growing them is hard.

Inquisitor

Hunters have a kind of 'metaphysical advantage' over other types, like a lesser version of the kind of Fiat that Exalted wield. However, unlike Exalted, such effects are not truly 'absolute,' even within the context of the World of Darkness. That is, Hunter specifically notes that powerful beings like 'Elder Vampires' may be able to resist or overcome Hunter effects, even when those effects have no mechanical way of being resisted or overcome.

As one of those examples are of the core Hunter resistances, and no mechanical details are given, and we're not told what counts as 'Elder' to a hunter (which were a very new splat at that time), this is an unsatisfying answer. To a jumper, this instead becomes a mildly terrifying answer, since it's unclear answer about potentially core abilities. As such, I'll give the still unsatisfying answer that Inquisitor Fiat is reliable against 'level appropriate effects', and it's hard but not impossible to be overcome by 'big bads/level inappropriate effects.'

Basically, against anyone you have any business fighting, you can depend on them. If you pick a fight against someone who's clearly terrifyingly strong/would be a hyped up opponent for you if your life was a syndicated TV show, they might be able to overcome it, but it's still going to take them effort. If you pick a fight with someone who's so far above you as to be a god… Well, if you want your Fiat to be reliable against that kind of foe, be an Exalt.

At the end of the jump, you will lose any Curses you have acquired, and have become firm enough in your own power that it will no longer twist within you. You become immune to Inquisitor Curses. This is specific to the maladies that plague hunters as they push their spiritual might too fast or too hard, not a defense against being cursed in a generic sense.

If you travel to a future World of Darkness and become a Hunter, your Superior Virtues will count as Hunter Virtues. Edges are Blessings, and you will be able to 'learn' them the same way you would a blessing. You may treat many of the strange maladies that plague Hunters as Curses.

Yes, the Holy Art is hedge magic. As an Inquisitor you don't need to buy Hedge Magic to learn or use them. That would only be needed if you wished to broaden your horizons. (Yes, there's a

lot of irony here. Irony and hypocrisy are the Inquisition's middle name). ***Divine Hypocrisy*** means that your Superior Virtues empower the Holy Arts, and any other theurgy or "holy" magic you have. And yes, finding ways of *making* your magic 'holy' means that it can thereafter be supported by your Holy Power.

New Inquisitors you teach with **Mentor the Initiate** in future worlds will follow the same rules as you do.

Canaille is basically the *Everyman* Hunter background at ten, and Everyman is just Arcane. However, where Arcane erases or blurs all signs of you, ***Canaille*** only does so for hostile attention; it's as if God is shielding you from the eyes of the Foe. For friendly attention, it is more like *Uncanny*, helping them find you or hear of you, whether to draw faith from your presence, to lead help to you in your hour of need, or to make you a rallying symbol, you'll never have trouble being seen when it's to your advantage.

Lot is the Hunter 'Destiny' background at ten. Unlike Arcane, there have been a bunch of different 'destiny' backgrounds, so for those unfamiliar with hunter, it gives you that many rerolls (for *anything*), pick the better of the two, per 'game session.' As you neither have rolls, nor game sessions, think of it as 'this many interventions where things turn out notably better than they should over the course of a set of events.' A set of events doesn't have to be a small period of time; if you aren't doing much, that could be a couple weeks. If you are, then that could be a couple hours.

Heavenly Watcher is the Hunter 'Patron' background turned up to eleven, and then the knob is ripped off to turn it even higher.

Mage

How Awakened magic works in future jumps is always a question with World of Darkness Mages. In many ways, Dark Age Mages make the question simpler. In most worlds… it just works.

That is, you can generally ignore the behind the scenes 'truths' about magic. Whatever foundations you have, work. Your magic won't become more powerful, but neither will it

weaken. By carving a foundation on your soul by developing it, it supports its function. By studying superstition and traditions in future worlds, you may potentially carve new foundations onto yourself.

If a world has a learnable tradition of magic, and you learn it, you may develop a foundation for it, develop minor abilities that bring you further in line with it as your foundation deepens, and use that foundation to make that magic somewhat more powerful.

The exception is when you're in worlds with an active 'regulator'. In place of your 'natural' backlash, you will deal with that regulator, whatever it's nature. If you travel to Mage the Awakening, your twisting of reality might open holes to the void, despite the fact you're not reaching for the Supernal Realm. If you cast spells in the Nasuverse, then you'll deal with Textures and the problems they bring, and so on.

With just what you gain here, you'll never gain true enlightenment or become an oracle; foundations aren't Arete - they're how *invested* you are in your own paradigm, not the wisdom to transcend them. They aren't true sphere magic. That said, it is a good starting point if you do find ways to further expand your worldview. Still, if you met a 'modern' mage, you might create a Foundation out of their Paradigm, but achieving Arete through your own work would be more effort and beyond the scope of what you gain just for taking this origin.

Nothing the Arete Perk gives you is unachievable without it. The simplest way is to just go to another Mage Jump. Yes, you'll have trouble wielding your Foundations *with* your Arete, rather than your Arete just gradually superseding your Foundations… but in the long run that happens anyways. Perks that help you become more enlightened could slowly tear your foundations further and further open until you achieve Arete. And so on. The perk lets you leap to that place, and makes sure you keep that flexibility of a newly Awakened mage, letting you grasp in small part a world of infinite possibilities. But… you could do this without it.

While 'a new sphere' is a big deal, a new foundation is not nearly as much, and the ones we see in Dark Ages - Mage and Devil's Due are hardly comprehensive. The Itarajana might be essentially heretics to the Euthanatos, but their Foundation of Lokas and Pillars of Naraka,

Preta, Triyagyoni, and Deva are as valid as the pillars found in those books. Dark Ages - Mage only showed us a snapshot of their paths and powers.

New Mages you teach with **Mentor the Initiate** in future worlds will follow the same rules as you do.

Fae

After this jump, you lose all your echos and won't gain more. Iron ceases to be an active problem for you. You won't become Lost or Locked, or otherwise suffer from spiritual imbalance.

To Describe represents more Kenning than you could achieve simply through practice. No matter how perceptive you become, it will always be *more* than you could have achieved in a "mundane" manner; that said, practice can still make you better.

Picatrix is similar for Gramarye. It's less extreme, but still represents 'superfae' levels of accomplishment. The key aspect here is that it will allow you to practice and learn aspects of fairy magic without a teacher - for example increase Dominions without a tutor in future worlds.

Granting someone Kenning is pretty much the same as Enchanting someone in a future World of Darkness. It lets them see and interact with invisible parts of fairy, and anyone with Kenning doesn't invoke Echos.

Lady of the Mists
It might be possible to turn someone into a changeling with *Part the Mists,* but that's not really what it's for.

Pea Soup won't hide that *something* happened if what you did has concrete effects; it will just make it confusing and unclear that it was fairy magic. Or magic at all. Or intensional. If you turn a king into a horse in the middle of his court, people will know that the king vanished, that a horse is there; they just won't automatically understand the connection. A wizard might figure it out; they just won't *see* that the king was transformed. And if you're throwing

fireballs… well, fireballs are well within a wizard's ability to understand, even if he doesn't see you doing it.

Scattering Clouds is basically - (Mist/3) successes from magic cast in your presence that you're hostile to, if you need something concrete.

How this works against non-success based systems you'll need to figure out; it's just a passive level of countermagic.

Sorry for the long explanation in *Shape in the Mists*. It isn't a complex effect, but it's kind of hard to cleanly put into perk text. Fae have 'lesser features' and 'greater features'. Lesser Features are purely cosmetic. Greater features *do* something. You can upgrade a Lesser Feature to a Greater Feature for One Mist for a scene… and since a lesser feature doesn't have a defined effect, you get to come up with the effect you want in line with it. What Shape in the Mist does is basically say "I've spent my Mist Rating in mist points per scene on [X] lesser features". The lesser features you've picked are fixed, but *what* and *how* they're upgraded into greater features is not, and you may change it moment to moment. You may also deactivate this if you don't want to display that level of inhumanity, though your 'enhanced' version is your 'true form' for effects that care about that.

Lord of Substance

When Faeries Unleash their magic (use a dynamic effect, rather than a defined spell), they roll to see if/how wrong it goes. *A Clockwork World* takes away your Weaving from that, just as if you spent your Weaving in Weaving Points to 'stabilize' your magic. If this pushes that pool into the negative, then your 'wild' magic becomes more and more ordered and purposeful.

This will affect pretty much any magic you cast, not just Unleashings. It takes away wild unintended effects (or, you know, miscastings) and channeling that into purpose, but the more defined a magic, the less this does. And it never makes your magic more powerful, just more crafted/complex, though that can create the illusion of power through efficacy.

Disassembly takes away your (Weaving /2) successes from magic you see that you want to fail, but it only works on magic that's structured. A Mage using their foci and a rote? Definitely. If

they've set aside foci? It won't work as well. And if they've gone beyond using formal rotes, just using their pillars in their true raw form? It won't do anything.

If you drive an effect to "negative three" successes, you can steal part of its power.

How this works against non-success based systems you'll need to figure out; it's just a passive level of countermagic.

Established Axiom mostly affect Echos for this jump, but will work against anything that tries to deny or rewrite your existence, your actions, your magic, your powers, and so on.

Cast into form isn't just for spell backlashes. It will stabilize chaos if you walk through it, or make a wild magic zone not so wild, or stabilize a damaged world around you. That said, this is purely to quell chaos and assert order and creation. It won't help you *use* chaos, or actually *fix* a damaged world.

Assumption of the Purposeful Form is an alt-form blender; it will let a Changeling unleash while in a human seeming, lets a Trueborn take on human seeming, and lets an Inanimae completely hide their elemental nature.

No, you can't jump straight to level five botches for ***Jettatori*** just because you have a level five Dominion. The strength of the effect will scale up with Dominion, your Mists, and your Weaving. But even then, something on that level probably takes effort and energy and maybe even preparations. While you can develop this to the point of 'nuke on command', that's going to take time and effort and probably an uncapper.

While ***The Brume Throne*** is not unique, how it will work for someone who is not fae is something you'll need to figure out yourself. You probably can't make fae, lacking the connection to faerie and the mists, and lacking Features, your world will need to draw it's shape from elsewhere. That said, you *can* use other things to fill in the gaps, or to expand your world in non-faerie directions even if you are a fae. As a non-fae doesn't have Mists, it won't strengthen them unless and until you find some other source of fairy magic.

And yes, if you ever suffer a 'final' death or destruction, you may take up your throne and live on in this world if you choose. It will be hard for anyone to find there way here, but it's not impossible to stumble into a Mist Pocket. This form of survival isn't a 1-up though; it counts as a chain failure.

The Brume Throne is a reference to the story the Fae tell themselves about how they made the world; a power that, if taken far enough, could let you do such a thing. It doesn't do anything you couldn't *theoretically* do anyways with enough uncappers and elbow grease, but it makes that line of development obvious, rather than something you have to figure out.

Demon

The demons of Devil's Due and the Demons of Demon the Fallen… *differ*, and it very much seems like the author of Devil's Due disliked how sympathetic Lucifer was as a figure; it's to an extent that it's actually incompatible with Demon the Fallen. While there isn't 'one' version of Lucifer in Demon the Fallen, most versions of the story have Lucifer suppressing demonology and demon worship and blackening his own name to keep Faith away from hell, because the Hosts of Hell are so corrupt that they keep working against humanity.

That their corruption was literally a punishment from God upon Lucifer, that the suffering they bring to mankind is a punishment of God upon Lucifer. That the angels who once would do anything for mankind would become one of the worst scourges upon it, and Lucifer would have to watch. And that Lucifer would have to fight and suppress his own followers to protect mankind. That this was all part of God's (frankly sadistic) plan.

In my experience, most people who do anything with Demon stay true to that story. Devil's Due presents… well, a much more generic Lucifer, who fell out of pride, jealous of God's power, trying to usurp mankind's faith to overthrow God. That said… even when I see people do anything with a book as obscure as Devil's Due, I see people generally use Demon the Fallen's Lucifer. If nothing else, because he's more interesting. I have designed the Demon perk tree assuming that you are probably one of those people… but generally speaking, it's pretty easy to ignore all that and use the more malevolent vision of the Fallen. The only thing that

changes is that ***Transcending the Plan*** vanishes, as that perk is inherently at odds with this version of 'reality.'

If you ever travel to a future of the World of Darkness, most of your abilities will translate, though without taking a 'modern' identity you will be a crippled anachronistic fallen, rather than one who has recovered what measure of grace the Demons of that time possess. Without the ***Lores of the Fallen*** perk, there are abilities and parts of the nature of Fallen Angels you will never 'reclaim.'

⛧⫽ Demons (and Thralls) possess Resolve. Metaphysically, this is the same as 'faith' for the demons of the distant future of Demon the Fallen. That said, it's not *mechanically* identical, and you don't automatically gain uses of faith that show up in Fallen that don't show up in this time period. It's possible you might be able to develop them, depending on perks and abilities that allow spiritual development… but you don't have them automatically.

Vampire thralls aren't suppose to generate Resolve at all (and require an Arcana to steal it), but you're paying for this one way or another, so you'll keep generating it like a mortal. Mages generate extra resolve; honestly, you probably should be able to use it as a form of Tass, though the book doesn't mention it. Werewolf Thralls use their Gnosis as their Resolve and spend it as resolve.
Lies of the Wyrm: Resolve is just another form/manifestation of Gnosis in a universe where demons are just Banes/Evil Spirit.

⛧⫽ Demons (and Thralls) possess Torment, a measure of pain and corruption so great that it twists the Divine Plan. Torment drives one to sin, makes one vulnerable to True Faith, surrounds one in an aura of corruption, and left unchecked will eventually consume one from the inside out. Some Arcana draw their strength from Torment, and can be twisted to terrible ends when fueled by it. At the same time, its presence makes it impossible to call upon more benevolent, angelic manifestation of Arcana.

While there is no simplistic 'morality system' that's going to judge your every action and increase torment every time you kick a puppy, you are infected with a seed of demonic corruption, channeled through your defining sin. It can grow and consume you over time if

you don't keep it in check. Yet at the same time, how much power you can dredge up (as a demon) or how far you can exist outside the divine plan (as a thrall) is determined by Torment. Mortals can more easily resist its growth, graced as they are by the divine, and Firm Road will let a thrall stop its growth where they wish (though not push it to grow). Actual demons are too plagued by memory and pain to reign it in so easily.

After this jump, this seed will be quelled. It will lose the ability to grow to the point where it consumes you, and having escaped the divine plan will no longer make you vulnerable to Faith and divine power. Tamed, it can no longer drive your actions, nor twist your abilities into a form you don't wish them to take. In every other manner where it might come up, it is also mastered. You may still call upon an aura of sin if you wish to, or suppress it if it would be a disadvantage. That said, it is still a seed of rage and pain, and is best put to uses in line with that.

Lies of the Wyrm: Torment is just another form/manifestation of Rage - if a particularly Wyrm flavored one - in a universe where demons are just Banes/Evil Spirit. Honestly, even in a universe where they aren't, it often counts as Rage.

⛧⫽ The Demons of this time period haven't recovered their Lores. The shattered fragments they remember, along with their ability to invest power into a soul are used to craft manifest Arcana; demonic investitures of power.

The ability of a demon or thrall to tolerate Arcana is defined by -

A. How tainted they manifest as; letting themselves distance themselves from gods design, and thereby hold more Arcana.
B. How Tormented they are. In demons, this lets them draw upon more of their original angelic will and deeper fragments of Lore to craft their Arcana. In mortals, this represents further deviation from the divine plan.
C. Thralls may further use Pacts; behaviors they commit to. These pacts generate faith that gets recursively tied back into the Thrall, fueling further Arcana.

Some Arcana can only be used by Demons (baring perks that change that), while others cost somewhat differently depending on whether it is a Demon or Thrall. Many of the strongest Arcana are demon only (in theory. Honestly, nothing is really stronger than buying a bunch of

vampire disciplines with Arcana, but while Demonic Pacts in other books let you get 'out-of-type' powers, in Devil's Due only Vampires can buy disciplines with Arcana).

While there are a few exceptions, Arcana are usually rather physical and straightforward; few of them have the esoteric power of many Lores. That said, Arcana is one of a number of different systems for Investiture/demonic investment that exists across the World of Darkness. While you can't just buy different investments willy-nilly (some effects are much cheaper under one system or another and for the purpose of this Jump we're only using the Arcana system), there are effects that exist under other systems, but don't show up as Arcana. It's fair for you to be able to buy them if they make sense. That said, you'll have to figure out what you think they should cost.

I would suggest *Possessed: A Player's Guide* as a starting point.
If you want a cost comparison to existing powers -

A. A • of Gifts costs two points of Arcana per level. Technically only werewolves are supposed to be able to buy this, but buying gifts as pacts shows up all over the place. Just so long as you're not buying an effect cheaper than you would get as an Arcana, it should be fine. If an effect directly competes with an existing Arcana, that it should cost more at the very least.
B. A • of Vampire Discipline costs six points of Arcana per level. Technically, only vampires should be able to buy this, but buying Disciplines as pacts show up all over the place, though it would be fair to charge non-vampires *more*. Such abilities probably are fueled by Resolve for non-vampires.
C. A • of Mage Pillar costs eight points of Arcana per level and a • of Foundation costs 12 points of Arcana per level. 'Demonic Magic' has shown up several times, but mostly in mage books. If you want to deal in this kind of thing to anything but a mage, and grant a Foundation or Pillar they don't already have, you should take the ***Lores of the Fallen*** perk, and remember that Foundation is not Arete. A pact will not grant you true enlightenment.

Figure out costs from there.

Thralls can't normally 'pick up' more Arcana. They require a Fallen to change their 'load up.' That said, if you figure out a way to take advantage of the 'space' Torment grants you and learn to put 'new' investments into it, that's perfectly legitimate. The Circle of Red's pillars probably could do that using 'in-jump' resources, and a Jumper has plenty more. A demon obviously needs no external help.
Lies of the Wyrm: This recontextualizes demonic pacts as pretty much the exact same thing as possessed powers. Some powers become completely inappropriate (many low torment powers), while filthy worm powers are more appropriate. I'll leave it as an exercise for jumpers to figure out how they should shift things.

While Arcana can normally be released and reassigned, **Mastered Arcana** are fixed on purchase. Mastered Arcana represents ten arcana points, the same as the second level of the Sun-Seared taint.

Exalted

After this jump, the Great Curse, or Limit, or Curse of the Neverborn, or whatever, will fall off.

Timeline

Gratitude to the World of Darkness fan wiki.

- 306 - Roman troops in York declare Constantine as emperor.
- 320 – Both the Sacred Congregation and the Sons of Mitras (Proto-Celestial Choristers) filter into Britain; develop mixed feelings about pagan shaman's ways; some were appalled, others were fascinated.
- 325 - The Ventrue forces Emperor Constantine to call the Nicaean Council, but are unable to influence any of the decisions made.
- 330 – Early Celestial Choristers, members of the Sacred Congregation and the Sons of Mithras move into Wales.
- 350 – Scots and Picts begin Border raids against Roman positions.
- 369 – Scots and Picts end Border raids against Roman positions.

- 3rd cent. - Due to the Settites' manipulations the Roman empire starts to tear itself apart.
- 378 - Siegfried is embraced by Regulus
- 400 - Doissetep becomes the center for Magickal learning.
  - Church mages of various sects filter into England over the next 9 centuries.
- 400s – Gaelic Scotti/Scots tribes migrate from Ireland into Scotland, bringing with them Gaelic language.
  - Immortal Oberon's (AKAs: Alberich, Andvari) fabled time as King of the Elves.
- 400-599? – Dream Realm of Camelot (British Utopia) emerges in response to the energy coalesced for 350-400 years (invasions, new cultures, etc.).
- 405 - Church and pagan mages begin rivalry over local paradigms, locals and sites, and places of power.
- 407 – Prophetic mages win over British Sleepers to their paradigm, forcing withdrawal of pagan mages. Church mages misaligned the Fae, and equated them as demonic, and began a pogrom against them. Christianity spreads through Britannia via mortal missionaries. Church mages resurrect the Chi Rho symbol, an appropriated pagan symbol.
- 410 - Roma, Italy, the Capital of the Roman Empire, is sacked by Visigoths led by King Alaric I.
  - Roman withdrawal from Britain. Roman influence over England all but dies. Rise of the Welsh tribes in Gwynedd.
- 413 - The Cainite Heresy is founded by a Byzantine priest called Procopius.
- 439 - The Kiasyd bloodline is created and breaks away from the Lasombra clan.
- 440-495 – Angles, Saxons, and Jutes invade and settle in Essex, Sussex, and East Anglia.
- 450-1300s Various sects of proto-Celestial Chorus enter Scotland and begin to establish various churches.
- 455 – Native shamans burn wooden cross in Stirling, Scotland, invoking the wrath of local proto-Choristers. Feuding throughout the region will last through the 1200s.
- 461- Emrys, a magus, appears at Caer Caernyffon to prophesy mighty, Welsh half-sidhe, half-magus Glamorgan's fall, and is ejected. His foretelling will be fulfilled months afterwards.
- 461+-462 – A black boar fatally gores mighty, Welsh half-sidhe, half-magus Glamorgan, months after it was prophesied by Emys, a magus.

- 462 – After the death of the mighty, Welsh half-sidhe, half-magus Glamorgan, Cymria fae fall into unrest, dubbed "the Kniving Times." It will last until about 540.
- 476 - Rome falls to attacking barbarians, due to the efforts of the Brujah.
- 483 - Inyanga is embraced by Esemkofu
- 500c -Britannia's Fae recede from mortal affairs, and knit more tightly around internal affairs. Britannia's small, sidhe-controlled fiefdoms grow into larger kingdoms, ruled by High Kings and Queens.
- 501-515 – several Welsh tribes choose kings and queens; some are secretly mages or fae. Seelie and Unseelie courts control remote parts of Wales; fae principalities established outside major human cities and towns.
    - Myrddin Wyllt (AKA Merlinus Caledonensis, and the inspiration for Merlin), is crowned High King of Gwynedd, Wales.
    - Carna, direct descendant of Tuatha de Danaan, is crowned High Queen of the Welsh Principalities of Glamorgan, and half of Dyfed, Wales, and of the Kingdom of Wool (now Kingdom of Smoke), in the Midlands, England.
    - Talisen of Rhegen is crowned over Powis and half of Dyfed, Wales.
- 510 - The Cult of Enlightenment is formed.
- 515 - Guillaume is embraced by Hannibal of clan Brujah.
- 520 – Myrddin Wyllt (AKA Merlinus Caledonensis, and the inspiration for Merlin), High King of Gwynedd entrusts to High Queen Carna both his Principality of Gwynedd and the Pool of Brianne for safekeeping.
- 522 – Myrddin Wyllt (AKA Merlinus Caledonensis, and the inspiration for Merlin), , High King of Gwynedd, Wales disappears. High Queen Carna annexes the Principality of Gwynedd under her crown.
- 527 – The Black Tor reappears at the bottom of the Albion Pool, Wessex, England, near the sacred spring of St. Andrew's Well. The pool itself is one of 3 ancient magical pools in Britannia (Lynn Brianna in Wales' Cambrian Mountains, and Tuath Glas Cu, "dear green place" in Scotland).
    - War over the Black Tor erupts between Seelie and Unseelie, beginning in Wales and spreading out mainly into England (primarily in High Queen Carna's domains). The War is fought mainly in England (Wool).

- Unseelie Prince Carnok of Lyonesse leads Saxons against the Seelie, and gains possession of the Black Tor by chance. He and Unseelie Morgan le Fay enchant and enslave many into his service. Morgana betrays Prince Rys of Glamorgan, son of High Queen Carna, to Prince Carnok, and is lost and enslaved as well. High Queen Qarna goes to war to rescue Prince Rys, and loses.
- Morgan le Fay rules Glamorgan as Queen with her Unseelie court. Simultaneously, Brianne Pool, Gwynedd Freehold, vanishes for years.

- 537 – Battle of Camlann: In one version of Dream Realm Camelot, Arthur and Mrdred fight and perish during battle. Arthur possibly spirited away to Avalon (Afallach), or in some versions Glastonbury (England), or Carnedd Arthur (Snowdonia).
- 540 – Cymrian fae period of unrest ("the Kniving Times") following the death of Glamorgan finally dies down.
- 541 - The Black Death (bubonic plague) hits Europe.
- 550 – St. David's monastic settlement is built. Unseelie slowly withdraw as Church strengthens in Dyfed. Many move into Glamorgan to serve Morgan le Fay.
- 556 – Saxons set up seven kingdoms across Britain.
- 557 – In the Final Battle, High Queen Carna knocks the Black Tor from the hand of Unseelie Prince Carnok of Lyonesse. It falls into the Llyn Brianne, turns the water black for days, and remains irretrievable.
- 558-663 – For the next century, High Queen Carna languishes in depression and loss over her son. Her couriers will search the lake, the rivers, the Bristol Channel, England's Midlands, Kent, and Aberdeen with no success.
- 565 - First sightings of the Loch Ness Monster, Scotland.
- 570c - In Mecca, Arabia, the prophet Muhammed is born
- 590, March 1 - St. David of Wales dies, having worked to convert Wales to Christianity, and instituting the Monastic Rules for monks.
- 594 - The Black Death ends after killing 1/2 of Europe's population.
- 597 - Saint Augustine goes to England to convert the people.
- 600s – Unseelie Lord Coruisk sails from Eire to establish the Kingdom of Shadows on the Isle of Skye, Scotland. An ancient faerie, he rules for more than a millennium afterwards.

- 600s, early - Due to the collapse of the Roman Empire, several Toreador elders slip into torpor, hoping to awaken in another time of debauchery and excess.
- 602 – Over the next 5 decades, many British Isle fae rulers enter seclusion or Arcadia as Christian influence grows and cities fill.
- 622 - The Prophet Muhammand and his followers bring most of the tribes of the Arabian Peninsula under their control and the religion of Islam.
- 632, June 8 - The prophet Muhammed of Islam dies.
- 652 – Unseelie Queen Morgan le Fay of Glamorgan abdicates the Principailty of Glamorgan to Unseelie Prince Carnok of Lyonesse, gifts him with the shining silver Sword of Glamorgan, and retreats forever into the Horizon realm of Avalon, abandoning Mortal Earth.
- 653 – Unseelie Prince Carnok of Lyonesse takes the Glamorgan throne. He never returns to the sunken Court of Lyonesse. He begins attacks on Seelie neighbors in Powis and Dyfed. Powis begins to grow in power.
- 654-954 - Under the reign of Unseelie sidhe Prince Carnok Glamorgan Principality becomes haunted, and near deserted. The reign and trend will last until 954.
- 663 - Quests throughout England to find the Black Tor and to release the trapped Prince of Glamorgan are all declared as failures, and halted.
- 700s Proto-Celestial Chorus founds Glastonbury Abbey, built upon the Arch of Dionwy, sacred to the Breton tribes before the Roman invasion. The pagan blood spilt over the Celestial's Abbey salts the earth to where no flowers will grow there, except for a cutting from the Black Rose or Moronwy. Monks also bury a chalice filled with the ancient pagan blood of the Wyck beneath the Abbey. These rumors will bastardize into stories about the resting place of the Holy Grail, and the Abbey will then become associated with the Isle of Avalon, the resting place of King Arthur. Age of Mages begins in England.
- 740s - In France, Charlemagne is born. Year either 742 or 747
- 754 - The Cainite Heresy was uncovered and declared anathema, due to errors made by a group in Ostia. But by now, the Cainite worship was too extensive to destroy.
- 768 – Bonisagus founds Houses (later Order) of Hermes. Several Covenants are established throughout the English Isles.

- 771 - Charlemagne begins to form his empire.
- 793 - The first recorded Viking raid on the British Isles takes place off the Northumbrian coast, England.
- 800, December 25 - Charlemagne is crowned emperor of all Europe by Pope Leo III.
- 800 - The Ahl-i-Batin reveal their Plan of Unity to the other Traditions. They form the first Council of Nine. Iteration X moves their HQ to Arabia. Algoritmi invents our modern 10 decimal math system.
  - Doissetep is taken over by usurper Mages. It is moved to Turkey.
- 900s - The Brujah start to make inroads into Toreador-dominated Constantinople.
- 911 - Norwegians in France are granted land. The Duchy of Normandy is born.
- 932 - 'The Ghosts of the Five Tigers' occult group is founded in the Zhejian Province of China.
- 940s – Height of Caledfwlch influence. Preparations for war against Unseelie Prince Carnok of Glamorgan (previously of Lyonesse). Mount Snowden giants and Chief Mog enter Caledfwlch, ash for asylum, and promise help to defend against invasion by the forces of Unseelie Prince Carnok of Glamorgan (previously of Lyonesse). Giants begin stockpiling great ice boulders in a huge pile on the slope of Mount Snowden as “ammunition”.
- 950 – In the pay of Unseelie Prince Carnok of Glamorgan, Snowden Giants betray Caledfwlch by causing an avalanche with the stockpiled ice-boulders which destroys Brianne Pool and its guardians. Caledfwlch begins to weaken as its source of power if lost.
  - Sightings of the Questing Beast in Cairngorms.
- 951 – Deaths of Abernaeron and Princess Rhonwen. Caer Caledfwlch falls to Unseelie Prince Carnok of Glamorgan.
- 952 – Led by Seelie Sidhe High Queen Carna, Gwynedd and the Kingdom of Wool battle against Unseelie Prince Carnok of Glamorgan for control of Powis, but lose.
- 953 – Powis, controlled by Prince Carnok of Glamorgan, grows dark, unpredictable, and dangerous.
- 954 – Battle of Carnok's Doom, in Wales. Queen Carna defeats Prince Carnok Fae Queen Carna rules the united Welsh principalities as High Queen, in addition to Glamorgan, Dyfed, and the Kingdom of Wool. Mage allies assist to avenge Abernaeron. Carnok's magus

ally Prester Fflydd turns on Carnok scratches the Toc, which releases Prince Rys, who informs Queen Carna of Carnok's weakness, and Carnok slays Rys. A magus Clothra Seabreazemoves the tide to make Carnok technically offshore and out of Cyrmu, and the sword turns on Carnok the wielder, and slays Carnok The Toc falls into the water and turns the whole sea black for 24 hours.

- 954 - The Kingdom of Wool will slowly begin to feel neglected as High Queen Carna's attention is focused upon Wales.
- 963 - Ublo-Satha is embraced by Harlequin
- 980s, late to 990s - Leif Ericson discovers Vinland after merchant Bjarni Herjólfsson mentions it to him after being blown off course.
- 992 – In England, Hermetic House Diedne and the Fae Kingdom of Heather establish Britain's first Fae-Mages treaty. This treaty concerned land use in northern England. Other Hermetic Houses begin to feel suspicious and/or threatened by House Diedne. Mages of House Merinita and Fae of the Kingdom of Heather lend assistance, support, or safe retreat. Many of House Diedne are said to be in Arcadia, via trods, under guidance of the Fae.
- 1000 - The Order of Hermes first identifies the loss of magick in the world and realizes that it may have something to do with the Order of Reason.
  - Entire Viking world accepts Christianity.
  - Pueblo Indians withdraw to canyon and cliff communities.
- 11th cent. - For the first time the whole of England was under the control of a single ruler, Cnut the Great, who also ruled Norway and Denmark.
- 1003 - Schism Wars, during which House Diedne was destroyed.
- 1010 - Caliph Haker renounces the holy city of Jerusalem.
- 1012 – Hermetic Houses declare open war upon House Diedne, disbands the House, and pursues individuals throughout Britain and Scotland. Their fae allies retreat from humanity.
- 1018 – Britons become part of the Scottish kingdom; long-lasting conflict begins with England.

- 1021 - Goratrix captures an elder of clan Tzimisce, forces him to turn his two apprentices into vampires, and then kills him. He takes his apprentices back to his Chantry to experiment.
- 1022 - Tremere, Etrius, Goratrix, Meerlinda are turned into Vampires
  - + - In fighting among the new vampires grows so high that it is rumored that Tremere himself is forced to Blood Bond the Council of Seven. Still denied by the clan to this day.
  - + - The Tzimisce form alliances with the Gangrel and Nosferatu in the Eastern Europe areas. Chantry after Chantry falls until Goratrix perfects the Gargoyle and tells them to "...go forth and multiply.". The Tremere vampires destroy the other vampires.

* 1024 – In Britain, Fae High Queen Carna falls ill, and her court grows weak, and she declares her longing for Arcadia. In the resulting power vacuum, Powys and the Kingdom of Wool disintegrate as her courtiers jockey for the throne.

- 1066 - Edward the Confessor dies in England leading to war.
  - Battle of Hastings. William the Conqueror (previously the Bastard) of Normandy crowned King of England. William is the first Norman king on the English throne.
  - Welsh battle for independence prompts construction of numerous castles, many of which are owned by mages and noble fae.
- 1071 – The Anglo-Saxon resistance leader Hereward the Wake is defeated at Ely.
- 1072 - The Crusades begin.
- 1075 – In England, mages and Fae increasingly vie for places of power (Nodes & Freeholds). Small skirmishes between them begin to arise in dismaying frequency.
- 1077 - Father Iago is embraced by Le Fanu.
- 1086 - All of England is subdued under Norman rule.
- 1093 – English King William the Conqueror grants land in Cardiff to his knight Sir Robert FitzHamon, who builds a Norman fort.
- 1096 - The War of the Guilds starts, and last for another 150 years.
- 1098 - The Sword of Nul is stolen by the thief of Bagdad, a Brujah.
- 1099 - The Thief of Bagdad reaches Jerusalem.
  - Jerusalem falls to the Christans.

- Tariq is embraced by Bakr
- King Hywel Dda of Wales establishes the first "eisteddfod" (gathering) to seek out the finest poet to serve his household, inspiring other nobles to begin performance or patronage, and placing them into noble entourages. Bardic social hierarchy develops. A tradition of annual bardic competitive festivals will spawn the Eisteddfod, a modern-day representation of medieval competitions among bards in contests of poetry, drama, music, writing, and painting, and featuring elaborate celebrations with costumed rituals and large singing choirs.
- 1101, Winter – Tremere vampires arrive in Glastonbury, and abbey monks slowly died. Over the next few months, townspeople will be found bloodless and on deserted paths at the end of town.
- 1102 – Church Prophets seek out nearby Verbena covens and individual fae for assistance in eradicating the Tremere Liches. These groups sign the Glastonbury Compact, ending major hostilities, and in exchange for assistance fae, mages were forbidden from stealing fae land.
- 1105 – After three years, Seelie spies and proto-Celestials locate and destroy the last of the Tremere havens threatening the Glastonbury countryside. Soon, mages and fae will return to mutual mistrust, but never violate the compact.
- 1116 - Shaitan arrives in Mexico and takes control of the Aztecs.
- 1119 - The first Gargoyle is created by the Tremere as shock troops.
- 1121 - An Army of Gargoyles turns the tide against the Inconnu in the Tremere/Inconnu war.
- 1128 - The Poor Knights of the Temple of Solomon (called the Templars) are officially recognised by the pope.
- 1133 - Tremere discovers the havens of several sleeping Antediluvians. He chooses and drains Saulot (founder of the Salubri). Tremere also begins to slip into Torpor lasting weeks or months. He tells the Council to organize the house. They do and divide the world then known among themselves.
- 1134 - First settlement of the Berlin area by Albrecht the Bear.
- 1137 - Erik Eigermann is driven in torpor in Berlin by Karl Schrekt the demon hunter from Vienna

- 1143 - Helena Embraces Galbraith, who will become the Cardinal of Mexico.
- 1100's, mid – Craftsmasons form.
- 1154 – King Henry II of England demolishes castles, and levies taxes against barons in exchange for military service.
- 1158 – Sorceress Merinita, founder of Hermetic House Merinita, is reported seen deep in the wilds of the Trossachs (at the border of the Highlands and Lowlands).
- 1160 – Hermetic magus Zurenzialle bani Merinita disappears. Evidence surfaces later that he was a changeling fae passing as a human magus.
- 1170 – King Henry II of England's Knights murder Thomas a Becket, the Archbishop of Canterbury.
- Madoc, son of Owen Cwynedd, Prince of Gwynedd, lands in Mobile Bay, Alabama, and teaches Welsh to Native Americans.
- 1173 - Lady Dimitra is embraced by clan Gangrel.
- 1177 - Queen Eleanor Aquitaine of England poisons Fair Rosamund, who was King Henry II of England's mistress. The Rosa Mundi, a variety in Gardens of the Rose, Chiswell Green, Hertfordshire is dedicated to and named after Fair Rosamund.
- 1100's (late) - A Italian prince and Hermetic magus (Lorenzo Golo) and a Templar magis (Simon de Laurent) uncover different translations of the Kitab al Alacir, and they form the Natural Philosophers Guild.
- 1191 - Khalid is embraced by Alexius.
- 1193-94 – King Richard the Lionheart of England is imprisoned in Germany. Prince John attempts to usurp the throne; in Nottinghamshire, Robin "the Hood" of Locksley and his band of Merry Men work to protect Richard's claim.
- 1197 - Francois Villon is born.
- 1198 - Pope Celestine II dies and is replaced by Pope Innocent III.
- 1199 - King Richard is killed in battle and succeeded by his vicious brother John.
- 13th cent. - Subitai Khan is embraced in Poland.
- Destruction of the Hermetic Covenant of Mistridge by Artificer Mages. Beginning of the Ascension War.
- Florentine artists sow the seeds of what will develop into the Renaissance.
- The beginnings of the Sabbat Movement started by the Brujah around this time.

- 1201 - Pope Innocent III calls for the Albigensian Crusades.
- 1205 - Pope Innocent III instigates the Fourth Crusade. This will eventually lead to the Inquisition.
- + - Goratrix infiltrates the Church and takes control of it. He uses it to destroy enemies of the Tremere. The Council decides that Goratrix has overstepped his bounds and calls him before them. Goratrix runs away and hides after his power is taken away and given to Mistridge.
- + - First Anarch movement starts due to Inquisition killings. Because of the fact that the Elders sacrificed their childer to save their hides.
- + - The Anarchs make peace with the Assamites, and together kill the Lasombra 3rd generation Antediluvian.
- 1209 - The Path of Cathari becomes a Path of Enlightenment.
- 1210 - The Craftsmasons unite to storm the Mistridge Covenant.
- 1215 – Magna Carta.
- Loss at Grimsfen Tor, the Midlands. Hermetics, mostly of House Quaesitor, seek new nodes for their rapidly growing English membership. Having never signed the Glastonbury Compact, The Hermetics target the Ancient and Potent fairie mound Grimsfen Tor. Seelie Fae High Queen Carna rouses a successful but costly defense, which is delayed due to the Woolen and Welsh courts' internal strife. A collected boon from the Unseelie Court of Nottingham brought warriors at the twilight moment, and fended off the Hermetic mages. That very evening, proto-Techocratic mages surprise and attack the two camps or Hermetics and fae, and using cannons and explosions, take Grimsfen Tor as a Node, and rout the defenders. The loss of such a strategic and vital location, convinces many court sidhe to immediately retreat from the battlefield to Arcadia, and Queen Carna simply disappears. As new high king, Gwyddno takes the throne of Powis, and renames it "Powys".
- 1215 - The Kiasyd overthrow the Ventrue in Strasbourg, Germany.
- 1220 - Gustav Breidenstein is embraced by Ilse Reinegger.
- 1229 - The start of the Spanish inquisition.
- 1230 - Villon is embraced by Helena of clan Toreador.
- 1231 - Pope Gregory IX officially founds the Society of Leopold.

- 1233 - The Albigensian crusade winds down.
- 1234 - Marchettus the bold is embraced by clan Brujah.
- 1235 - Karl Schrekt is embraced by Lotharius.
- 1230s – Roger Bacon flourishes and thrives in England. A Great Wizard and scholar, he will later join the Order of Hermes.
- 1238 – Hermetic mage and avid astronomer Michael Scot bani Ex Miscellanea, founds the Auld Covenant in Edinburgh.
- In Wales, Caernarfon Castle is built with red sandstone, to imitate the walls of Constantinople. It will serve as the seat of medieval England's government in Wales, and the traditional coronation site for the Prince of Wales.
- 1240 - The start of the anarch revolution.
- 1244 - Ilse Reinegger came to Berlin from Belitz.
- 1248 - 7th crusade begins.
- 1252 - First Ventrue caught by the Inquisition. 1256 – First English Parliament to include ordinary citizens convenes.
- 1258 - The Barons' Revolt takes place in England.
- 1260 - The Mamluks come to power, aided by Talaq of clan Assamite.
- 1282 – King Edward I (Longshanks) of England conquers Wales through a blockade, starvation, and then submission. The English Castle Beaumaris still stands as testament to Edward I's efforts to subdue Anglesey Isle
- 1283 - Iteration X loses an ancient Islamic scroll . They later watch the man who finds it.
- 1289 - An ancient Islamic scroll is found. The contents awaken the reader's Avatar. He then forms a secret cult based on that information. This cult would later become the Sons of Ether.
- 1296-97 – William Wallace begins the war for Scottish Independence, and repels the English Invasion and Occupation. King Edward I (the Longshanks) of England invades Scotland, seizes/steals the Stone of Destiny from Scone, and takes it to Westminster Abbey. William Wallace defeats the English at Stirling Bridge, which reduces English forces by effectively bottlenecking the English Troops.
- 1305 - Augusta Holford is embraced by clan Setite.

- 1312 - The Way of the Ancient Lawgivers is formed.
- 1313 - The Inquisition winds down. The Society of Leopold takes up the slack.
- 1314 - Nicolai is embraced by Stromburg.
  - The Templars are denounced for heresy, and its last Grand Master (Jacques de Molay) is burned at the stake, he curses those who conspired against him.
  - Robert the Bruce leads the Scots, and defeat the English at the Battle of Banockburn.
- 1315 – King Gwyddno's centenary. Cantrev Gwaelod, the "Jewel of Powys", reaches peak of glory; contains 16 freeholds, including Caer Ceredigion.
- 1324 - First sleeper use of Cannon in Siege of Metz.
- 1321 - The Aztec civilization is on the rise in Mexico.
- 1325 - Destruction of Mistridge
- 1325, March - Convention of the White Tower and the rise of the Order of Reason (the Technocracy's foundation). The Cabal of Pure Thought, a group of Philosopher-Mages, meets in the White Tower. and forms the Order of Reason, and the foundations of the future Technocracy. The Pogrom is initiated, with initial persecution of non-Convention mages.
- 1330 - Ascension War begins; across the world reality begins to tighten. Many Magi fall to persecutions, revolts, assassinations, plagues and outright battles within the Order of reason.
- 1331 - The Aztecs begin to build their empire. Shaitan orders the deaths of all shape-shifters found throughout Mexico.
- 1330c to 1350c - Paradigm begins to shift, making will-working more difficult.
- 1345 - The Anarchs slay the Tzimisce Founder.
- 1348 - Petrodon, Nosferatu is embraced by Cristo. Now Justicar.
  - The Shattering: noble fae and others flee to Arcadia, while others undergo the Changeling Way. Gates to Arcadia close. Sidhe nobles kill and slaughter commoners to speed their own escape from Earth towards Arcadia, often attacking from behind or using cold iron. Commoner fae seek and find refuge. Gates to Arcadia shatter.
- 1349 – The Flooding of Gwaelod. The Awakened kings welcome surviving Kithain, who establish new freeholds in Snowdonia.

- 1349 to 1969 – Interregnum. Time between being ruled. Commoner fae learn to rule themselves. Many appear to humans as freaks, madmen, and/or performers. This period will last until the US NASA Lunar Landing reopens trods between Earth and Arcadia.
- 1350 – Unseelie Lord Coruisk offers the Faerie Flag to MacLeod, who takes the flag, and disappears onto the faerie forests of Isle of Skye, Scotland.
- 1352+ - The Alliance. Seelie and Unseelie courts cease hostilities.
- 1356 - The first HIT Mark II's are made.
- 1381 - The peasants revolt takes place in England.
- 1381 - Tyler is embraced by the Brujah Robin Leeland.
- 1394 - The Tremere Council member Meerlinda, along with the Ventrue Hardestadt, propose a league of vampires. No one listens.
- 1395 - The Ventrue Hardestadt is killed when the Brujah Tyler attacks his castle.
- 1400 - Karsh is embraced. Jalan-Aajav is embraced. Danov is embraced.
- 1400 Iteration X calls the first Symposium. It is decided to usurp reality.