

NATIONAL STYLE SHEET

Vampire the Masquerade 2025: End to Dawn

"MY BEAST WHISPERS THAT I DESERVE TO FEED BUT MY HUMANITY WHISPERS THAT I DESERVE TO LIVE. WHICH VOICE WILL DEFINE ME?" -VICTORIA ASH

The pace of technological change in modern nights is terrifying when you step back far enough to look at it. A century and a half ago, humankind had discovered neither the microbe nor the atom but now they can manipulate both – for wonders, yes, but also for terrors, weapons that can wipe out an entire species or unleash the force of the sun itself upon an entire city. The more we know, the more we find out we don't know how deadly these new marvels will prove to be.

It is in *this* world, a dark mirror of our own, that humanity is slowly starting to learn that vampirism isn't a meme or a dream or something from a work of fiction. A series of events around the world in the early 2000s led to the bills and laws that were jammed into place had already been drafted over a year before that dark day struck. They were written in response to events that took place two years earlier and on the other side of the world, in Bangladesh in 1999 – catastrophic events that included the open-air detonation of a nuclear weapon that would later be covered up as "just a typhoon," some kind of military exercise or perhaps a low-level altercation between India and Bangladesh as their planned military maneuvers spooked each other and drew first suspicion and then small-arms fire.

Those *in the know* can find the plain of glass where the bombs fell and a nightmare died, but even most of *them* don't know the true secret: what the monster was, and how many more of them there are. It is in *this* World of Darkness that we find ourselves; the quarter-century since the world quietly shook has seen a rise in wars both civil and internecine, where battles of non-state actors both corporate and political leave thousands dead in their wake and claim "no one" is responsible. Technology races far ahead, putting a personal supercomputer with video processing capabilities into everyone's pockets (which they generally use to argue with each other about who's right and who's wrong, sometimes with weapons drawn) and uploading the secrets of life's genetic coding as just another program added to Github. Anyone with a little bit of scientific literacy and a lot of elbow grease can hack their own bodies or somebody else's, and even those without the know-how can download the design for an untraceable firearm to their 3D printer for cheap at-home fabrication.

The world is scary enough before you start poking around at the shadows to see what lurks within... but humanity has done that as well, some responding to the terrors of Bangladesh and others happening to be in the wrong place at the wrong time with their phone's camera set to "record." The world's secret intelligence services have quietly united into an information-sharing posture that supersedes

their web of rivalries and alliances to form Project FIRSTLIGHT, meant to cast *light* into those dark shadows and find out just what it is that has sunk their fangs into humankind. What they have found both terrifies and surprises them, with the realization that these nightmares must remain secret – to tell the world would be to invite a war of all against all, one that the living might not win. Any open escalation to battle between them would lead to deaths in the hundreds of millions so those who know of *the Kindred* work to keep this knowledge from others, convinced by this logic of mutually assured destruction that in order to shield every living being their actions must remain hidden as well.

These are dangerous times for the Kindred themselves to navigate. Knowledgeable humans are well-capable of destroying them if they are not careful, and while any one vampire can stand assured that they can both deal and survive more harm than any one mortal can, there are at least ten thousand mortals for every one of their kind. One sect, the Sabbat, responded to the events of Bangladesh by declaring the coming of Gehenna and announcing a frenzy of military action. This so-called “crusade” sought to destroy their enemies and/or finally convince them of the rightness of the Sabbat’s cause as the last remaining salvation before the end of everything, their most powerful ancestors about to rise up and slay them. They won the war for a while but that ending never came, and in a year or two’s time the tide of battle turned as Kindred everywhere who could generally agree on very little else came together to cast them out of these places of power. With this sect war’s end came a fracturing – the Sabbat had gone all-in on claims of a Gehenna that never came, and the fighting that had led to new Camarilla strongholds led to *other* groups learning their strength and power as well, turning the Anarch Movement from a small niche political project started somewhere in California in the 1940s into a functional, *viable* alternative to the ways of living offered by either the Sabbat or the Camarilla.

And then, in 2008, came the Night of Ash and Fire. On the evening of September 17th a conflagration burned across the world one Kindred at a time, starting for unknown reasons and stopping just as mysteriously. It’s estimated half of all vampires in existence died that evening, heavily skewed to take out the oldest and most powerful among them, with Kindred everywhere just spontaneously catching flame... some deep in the ground, others in their havens, some even in public with no explanation for the few cases caught on film. In the years that followed the ranks of the eldest and most powerful among them continued to thin via a phenomenon that its survivors have come to call *the Beckoning*, an unexplained phenomenon by which individual Kindred seem to simply disappear into the night never to be seen again.

The fog of secrets that closed over Bangladesh to hide existential terror from all who might look upon it likewise seems to protect the Beckoning. The leading theories all point to it as a kind of slow-motion Gehenna and If anyone knows what it *really* is they aren’t telling; suddenly “the Sabbat was right, our elders *are* eating us!” is no longer as heretically unthinkable to say out loud as it had been a decade prior. To speak such in the halls of Elysium would be rude, yes, but not a crime... after all, is it even a lie?

The Sabbat had hoped that the coming of Gehenna would unite all Kindred into a war of all against all, the many thousands of the younger generations against no more than thirteen Antediluvians – several of whom the books of lore claimed were already dead. But the Sabbat had been discredited and seems to have fallen apart, now little more than a guerilla faction incapable of any real coordinated action. Disagreements about autonomy and how to wield political power have driven wedges between the Camarilla and this nascent Anarch Movement, and many cities once considered jewels in the crown of the Camarilla stand now as Anarch strongholds. Others have been utterly destroyed instead, like London and Vienna, fallen to the growing network of Project FIRSTLIGHT as the spymasters identified entire courts of vampires to target for destruction.

Both the Camarilla and the Anarch Movement are sure that *theirs* is the proper way forward. The Camarilla holds to its histories and traditions informing it of how best to hide from humanity so that they no longer cast a light out into the darkness to see them clearly, while the Anarch Movement theorizes a new path forward off half-remembered utopias like Carthage and the Paris Commune of 1873 telling them that vampires who bind themselves to mortal ethics could successfully live peacefully alongside them. Perhaps it is foolish to believe that what the vampire hunters loathe is not the existence of vampires but the perpetration of criminal assaults in order to maintain their necessary diet of the blood of the living, but nonetheless many Anarchs believe that a world could exist in which they lived peacefully with each other and with all of humankind.

What now the Kindred are starting to learn, in this time of ubiquitous surveillance and ever-present camera phones, is that that world is far stranger than even they understood. Yes, vampires are real, but so too are ghosts and goblins and wizards and werewolves... every single one of humanity's nightmares and fantasies seems to have some deep root somewhere. As Project FIRSTLIGHT continues to categorize and hunt the Kindred, they are also finding outliers and oddities they cannot explain: hulking furry war machines that kill beneath the light of the full moon, a horde of radioactive spiders taking the form of a single man, a strange fog inimical to life guarding a dark and forbidding lake. Some the Kindred already knew about from past struggles and shared histories... others came just as much a surprise to them as to the mortals who stumbled upon them.

The night is dark and full of terrors. You are but one of them.

Basic Information

Purpose

The National Style Sheet (NSS) codifies basic concepts, informs styles of play, and provides a whole-of-chronicle overview for the Modern Enigma Society (MES) Vampire: the Masquerade (VtM) Chronicle, titled "End to Dawn". **This is a living document which can be changed with PC action; any NSS change notifications will be detailed within the changelog.**

Source Materials

Chronicle rules, unless otherwise noted in the [LotN2 Rules Addendum](#), are found in the By Night Studios (BNS) “Laws of the Night, 5ed” (LotN V5) basic, non-deluxe book. Future BNS LotN V5 publications may be considered for inclusion at the NSTs discretion.

Jurisdiction and Authority

The End to Dawn Chronicle is run under the authority and oversight of the MES National Storyteller (NST). Unless otherwise stated, the NST retains delegated Membership Handbook authorities to supersede any document or published material, or to adjust continuity, as they deem necessary. **External Clubs may run the venue with approval of the MES NST's office. In those instances where External Clubs run the VtM: E2D venue, they will be given consideration as an MES Region (specific details of the agreement will be worked out in separate documents). Future references to “Regions” in this document include External Clubs and Virtual games. Per the Membership Handbook, VSTs retain the right to refuse entry of non-mandatory plots into their venues.**

Mission Statement

Echoing the spirit of LotN V5, the NST is committed to focusing the chronicle at, within, and across the Domain level of our Club while affording a national story and common roleplay environment which enriches Player Character (PC) stories.

Vision Statement

Within a venue-wide framework emphasizing setting-appropriate concepts, effective approval delegation will empower our most valuable assets - Venue Storytellers (VST) and Players - to establish Venue Style Sheets (VSS), generate concepts, and explore roleplay best fitting creative and diverse local preferences.

Setting

This is a generalized update to the VtM setting we all know and love. More detailed information can be found in LotN V5, pages 5-11.

Kindred navigate Humanity's dark decay, observing their prey amidst the Kine's crumbling, violent, and corrupt society. They embody the worst in Human nature, their unives amplifying all desire into a slaving, craven, and demanding Beast to be both tamed and sated.

Kindred now face a world dramatically different. Great shifts of political and supernatural power have shaken their once-stalwart positions of tradition. The unknowable force referred to as “The Beckoning” drew all Elders to an unknown fate approximately 20 years ago leaving power vacuums in their absence.

“The Beckoning” caused great upheaval within the Camarilla, which long-subsisted upon its Elder power base. The destabilization did not go unnoticed by Kindred of the Anarch Movement, who rapidly struck at the Ivory Tower. Annihilating long-held power bases such as London and Berlin, the Anarch Movement slowly spread its influence to new territories.

Insecurity in the Camarilla’s structure was rapidly stabilized by young Kindred filling the voids Elders left. With fresh blood in their ruling ranks, the Tower holds a better grasp of the modern nights than ever before, and a better understanding of Anarch desires and motivations than Elders ever imagined. A tenuous standoff between the two Sects has developed in recent nights...however unreliable it may be.

Unbound, Unaligned, Autarkis - all labels describing Kindred who forge their individual way from night-to-night. Whether forming connections within the Sects, hiding in plain sight, or wandering as nomads, they survive in the margins as parasites. While the political landscape lies in turmoil, the universal law binding all sane Kindred still rings true: Keep the Masquerade.

Kindred once nested within, fed upon, and held great sway within mortal secular and religious organizations. The Second Inquisition has ripped that control from the undread grasp, and is united in its desire to protect Humanity while eradicating or dissecting anything and everything else.

A nightmare Kindred society wishes it could simply wake from, the Sword of Caine is no longer a viable Sect – and with no centralized structure, the Sabbat’s surviving religious fanatics are more bogeyman, and lethal, than ever before. Emerging when and where they choose, their strikes leave only fear, chaos, and ash in their wake.

The growing list of threats to kindred must be faced if one wishes to survive as one of the walking dead. But there is no greater opponent than the Beast.

The Sects

***The Camarilla:** No organization created by Kindred has been as influential as the Camarilla. Founded to keep the existence of vampires secret, the Camarilla tries to preserve the power of the “Elders”, a governing body both locally and internationally, and a web of influence that has infiltrated most segments of human society. Camarilla members are expected to preserve their Humanity to the best of their ability and in doing so support the Masquerade. Globally, all Camarilla domains have six main laws, known as the Traditions. Every released Camarilla Kindred knows them and that there is no excuse for breaking them. While all Clans but the Hecata and Salubri are accepted, the Camarilla also has six elite or “pillar” clans they base their power in.*

Pillars: Banu Haqim, Malkavian, Nosferatu, Toreador, Tremere, and Ventrue

High Clans: Banu Haqim, Lasombra, Toreador, Tzimisce, and Ventrue; Brujah and Tremere by Domain

Low Clans: Gangrel, Hecata, Malkavians, Ministry, Nosferatu, Ravnos, Salubri; Brujah and Tremere by Domain

Offices: Prince, Seneschal, Primogen Council, Sheriff, Herald, Keeper of Elysium

The Traditions: Masquerade, Domain, Progeny, Accounting, Hospitality, and Destruction

Note: MES NST removes the 'Principle of Faith' position from Chronicle continuity. While Faith will not be a topic explored by National or Regional Storyteller (RST) Teams, we encourage Domains voluntarily exploring the topic to work with Venue Storytellers (VTS) and DCs to notate their VSSs accordingly (see 'Primogen' LotN V5 pages 318-319 as an example). As always, please ensure the MES Membership Handbook, the Code of Conduct, and the Zero Tolerance Policy are observed.

The Anarch Movement: The Anarch Movement started as a revolt by the young against the elders who believed themselves the rulers of the night. It has since grown into a sect all its own, forever at odds with elitist vampires who are little more than elder pawns. The Anarch Movement is done negotiating with the Camarilla because they know the Second Inquisition is the Camarilla's fault. As the Camarilla moved to smaller holdings and with national governments now hunting vampires, Anarchs have begun seizing and controlling small cities and territories - called Free States - once held by the Camarilla. The one thing Anarchs hold in common with the Camarilla is the absolute importance of The Masquerade, though while the Camarilla leverage mortal pawns, Anarchs try to blend into and mingle amongst mortal society.

Organizations: The Gangs, The Unlifestyle Crews, The Cells

High Clans: Banu Haqim, Lasombra, Toreador, Tzimisce, and Ventrue; Brujah and Tremere by Domain

Low Clans: Gangrel, Hecata, Malkavians, Ministry, Nosferatu, Ravnos, Salubri; Brujah and Tremere by Domain

Positions: Baron, Gang Leaders, Emissary, Sweeper, Bookkeeper, Preacher

Autarkis: Sometimes a Kindred chooses not to join any Sect. These few vampires live on the fringe of Kindred society, and are called 'Unbound' or 'Autarkis'. Most are hiding from watchful Camarilla eyes or the Anarch Movement's revolution, while others stand among the ever-insular Hecata.

Note: Players depicting PC Autarkis acknowledge and consent to the likely CvC resulting from their lack of societal alignment.

Notable Events

- ~6,000 BC - Caine sires 2nd Generation / Embrace of the 3rd Generation / The Great Flood: According to Kindred mythology, Caine made three children. These direct descendants sired the Third Generation of vampires before the Great Flood. These Antediluvians, or vampires from the time before the biblical Flood, became the progenitors of the modern clans. (page 13)
- ~5,000 BC – The first member of the Third Generation is slain when Troile overthrows their sire, Brujah, and diablerizes him. The aftershock from this event results in the Third Generation destroying the Second, and the fall of the First City.
- ~2000 BC - Embrace of Zao-Xue and Zao-Zei, "The Watchers": When the clan's progenitor traveled through the East he embraced two children, Zao-Zei and Zao-Xue. The first was a thief and a warrior, and the latter was a scholar and healer. They and their descendants often focused less on the study and pursuit of Golconda, and more on protecting Cainites from supernatural threats. In the modern era, the descendants of Zao-Xue are known as the Watchers: scholars and chroniclers who serve as knowledgeable shepherds through the dangers that threaten vampiric existence. (page 167)
- 146 BC – The Punic Wars and the Fall of Carthage: Some say that Carthage was an ideal moment in time worth re-creating, a world where Kindred and Kine lived openly and peacefully together without lies or violence. Others say that beneath the façade the city was controlled by demon-worshippers and needed to be eradicated, and this is why the Ventrue of Rome launched the Punic Wars and salted the earth when they were done.
- 694 – The Battle of Chorazin: The combined might of numerous clans, led by the Banu Haqim, join together to destroy the final remnants of the Salubri's infernal Baali bloodline. While many Salubri were on the side of righteousness in the battle, in the centuries that follow more Kindred remember that some Salubri had fallen to serve demons than remember the many who were slain in the combined efforts to eradicate the Baali once and for all.
- 8th Century - Creation of Clan Tremere: The Warlocks have a unique origin story from every other clan: During the 8th century, Tremere, a mortal mage, wanted to unlock the secrets of eternal life. Fueled by ambition for immortality and power, he began his studies and blood rituals, conducting horrifying experiments that left a trail of bodies both mortal and Kindred. Finally, after sacrificing enough blood to feed a vampire for years on end, he found some semblance of success; however, the immortality Tremere discovered was the

vampiric sort. Unwittingly, Tremere and his followers traded their magicks for Hunger, the sun for eternal night, and life for permanent undeath... And created a new clan of vampires. (page 38)

- 1133 - Diablerie of Saulot: Their founder was devoured by a usurper, and their clan was blamed wholesale for the very crimes committed against them. (page 34)
- 12th and 13th Centuries – The Omen Wars: The newly-recognized Tremere Clan claim territory across Transylvania, drawing the Tzimisce into an extended conflict as they usurp their powerbase. When quick Embraces to increase their ranks doesn't prove enough to overcome the might wielded against them as the Tzimisce call upon their allies and the Gangrel and Nosferatu unite against them, they begin capturing their enemies and use mental conditioning to turn their foes into foot-soldiers.
- 1204 - End of the Golden Age of Constantinople: The Golden Age of Constantinople is spoken of with mostly fond remembrance by those vampires old enough, or learned enough, to know of its existence. Three vampires held sway over the city: the Trinity of Michael, the Dracon, and Antonius, a Toreador, a Tzimisce, and a Ventrue respectively. Because of their efforts and philosophies, the vampire utopia of Constantinople existed for as long as it did. Through a combination of outside forces, the Trinity was torn apart and the stability of Constantinople shattered. (page 173)
- 1235 - Embrace of Karl Schrekt: Modern nights have shattered the pyramid that was once Clan Tremere, scattering them to the winds. Of those who remain, the oldest is Former Justicar Karl Schrekt. Embraced in 1235, he had been a vampire hunter during his mortal years. Before the Schism, he served the Camarilla by hunting the Sabbat, the Anarchs, and any other occult menace they identified. Now, what's left of the clan within the Camarilla looks to him for guidance and leadership. (page 164)
- ~1320-1550 - The First Inquisition: Fire is one of the few things that strikes fear in even the most guarded of Kindred souls, and no flames burned brighter in any vampire's memory than those during the nights of the First Inquisition. (page 168)
- 14th and 15th Centuries – The Anarch Revolt: When blood-bound childer rose up against their tyrannical sires en masse, the Anarch Revolt tore its way across the world for a hundred and twenty years. Said to have begun when the Brujah Tyler killed the Ventrue elder Hardestadt, the battles claimed countless lives of old and young alike and are believed to have even seen the destruction of two Antediluvians, Lasombra and Tzimisce.
- 1444 – Diablerie of Cappadocius: Another Antediluvian is slain as Cappadocius is diablerized by his childe Augustus Giovanni, leading to continued attacks upon (and a campaign of slander against) their surviving Cappadocian cousins as Clan Giovanni grows in power and replaces their forebears.
- 1493 - The Convention of Thorns / Founding of the Camarilla: The Camarilla dates its creation to the Convention of Thorns, a meeting of Vampires from all Clans who crafted an agreement for the survival of society. Perhaps you are a descendant from one of the original signatories; perhaps you are simply a scholar, spending your nights bent over research of the Convention and its subsequent Traditions so that you better understand the laws governing “proper vampire society” today. Whatever your reasons, you can likely recite the iterations

of the Traditions that were proposed, as well as name some of the more important vampires present at such a momentous occasion. (page 162)

- 1493 – the Banu Haqim Blood Curse is inflicted: As part of the peace agreements that end the Anarch Revolt, the Banu Haqim clan willingly submits to a clan-wide blood curse by the Camarilla's newly-joined sorcerers, Clan Tremere, rather than continue the war and lose their secret holdfast at Alamut.
- 1493 – The Burning of Silchester: Those who refuse to accept the Anarch Revolt has ended and capitulate to the newly-formed Camarilla join together in their own grand meeting, forming the Sabbat and burning the nearby town of Silchester as their first of many acts of violent defiance.
- 1528 – The Giovanni Promise: A peace accord is signed between the Giovanni clan and the seven Pillar Clans of the Camarilla, recognizing Giovanni praxes and accepting the new clan's independence (and recognizing their de facto replacement of the decimated Cappadocians), allowing the Camarilla to focus upon the threat of the Sabbat rather than fight a war on two fronts.
- 1786-1803 – The First Sabbat Civil War: Fought in the wake of the American Revolution and through the middle of the French Revolution, the Lasombra and Tzimisce clans fight for dominance as they refuse to recognize each others' claims to replace the third Regent with a candidate of their own preference. Much of the territories they had gained in North and South America are lost to internecine conflict, and the civil war is ended only when the Purchase Pact is signed and grants effective 'first among equals' status that makes the Lasombra and Tzimisce the unofficial 'pillar' clans of the Sabbat.
- 1933 – The signing of the Revised Code of Milan: Yet another bloody Sabbat civil war is concluded by a peace agreement codifying the rights and responsibilities of all Sabbat members, the Code of Milan. Signed in New York City atop the Empire State Building, this ushers in fifty years of strength even if it wasn't enough to prevent subsequent civil wars within the sect.
- 1944 – The Formation Of The Anarch Free State: While many within the Anarch Movement would say it has existed unofficially for centuries, with individual Kindred walking away from any formal sect allegiance to form enclaves that lived and worked together in egalitarian and democratic fashion, the sect is formally acknowledged to exist when Salvador Garcia and his gang struck down the Prince of Los Angeles and then wrote the Anarch Manifesto to spread the seeds of their nascent sect far beyond any single domain.
- 1970s - Foundation of the Society of Heralds: Heralds from a number of major domains have come together to form an unofficial network, commonly referred to as the Society of Heralds. The Heralds of this group share influence, gossip, and political sway. (page 172)
- 1990s - Disappearance of Zelios: Nosferatu are well known for their Warrens, complex labyrinths beneath the streets of a city that hold certain death for those unwelcome. The clan attributes their knowledge to Zelios, a scholar of geomantic power, master planner, and gifted architect, who disappeared beneath New York City in the 1990s. (page 167)
- 1990s and 2000s - War between Sabbat and the Camarilla: The early 1990s and 2000s were full of war and violence between the Camarilla and the Sabbat, transforming what had been simple dogmatic disagreements to an all-out blood feud in North America. The Sabbat struck hard and fast, in an attempt to swarm

up from their seat of power in Mexico and seize control of the Americas. In response, the Camarilla built up a brutally-effective defense led by militant legends such as Theo Bell. With a strong and systematic defense, the Camarilla seized many domains back from the Sabbat across the American south. (page 172)

- 1999 – Destruction of the Tremere Antitribu: As part of a mass ritual, the Tremere attached a generational curse to Goratrix and his line, destroying the large bulk of Tremere defectors to the Sabbat in one fell swoop during their celebration of Palla Grande in Mexico City.
- 1999 - The Week of Nightmares / Destruction of Ravnos: Kindred of all walks seem to know something about the Week of Nightmares, but none of them seems to be able to date it consistently. Calling it a “week” of Nightmares is really a misnomer, possibly adopted to downplay the torrential chaos that rained down on Clan Ravnos. In actuality, the event took place over several years, and it affected several thousand vampires. The ancient founder of Clan Ravnos Awoke from his slumber and began to slaughter his childer. Thin-blooded appeared, with omens and portents as Wormwood burned in the sky. (page 175)
- 2000-2010 - Sabbat Crusade: In pre-modern times, the Camarilla denied their existence, claimed they were dead, or insisted they were lost to torpor. That was until fanatics within the Sabbat forced the Camarilla to admit the truth. The Sabbat claim they are on a holy mission from Caine himself to wake and destroy these Antediluvians. As the Sabbat leads its crusade, elder vampires across the globe hear the Beckoning calling them to protect the ancient vampires of the third generation. (page 117)
- 2000-2020 - Disappearance of Methuselahs: Only slightly weaker and no less terrifying than the Antediluvians, the methuselahs of the Fourth and Fifth Generation retreated from society centuries ago. Some joined secret cults; others slept beneath ancient cities. Current knowledge of them is perhaps more rare than that of the Antediluvians. Have the Methuselah already been Beckoned to protect their sires from the Sabbat? Will they be soon? (page 117)
- 2001 – Lifting of the Banu Haqim Blood Curse / Clan Banu Haqim Joins Camarilla: As part of a new peace agreement, the Banu Haqim are relieved of the ancient curse levied against them by Clan Tremere and join the Camarilla as a Pillar Clan. Led by the elite and what are considered “the pillar clans” - currently the Toreador, Ventrue, Malkavian, Tremere, and Nosferatu, along with the recently-accepted Banu Haqim - a Camarilla domain’s feudal society resembles an aristocracy dedicated to growing and preserving vampiric power. (pages 15 & 313)
- 2003 - Gangrel Walkout / Death of Xaviar: It’s rare to find a Gangrel who still claims membership within the Camarilla, and Xaviar is the reason. Often ignored by the other Justicars, he was not truly noticed until he walked into a Conclave claiming to have encountered an Antediluvian who had destroyed the rest of his coterie. Even then, his claims were rebuffed. In return, he resigned his position as Justicar and left the Camarilla after accusing the remaining Justicars of perfidy against their members. Word spread slowly throughout the clan, but they too eventually discarded the safety net of the sect. Xaviar met final death soon after, though the exact method is largely unknown outside of his descendants. (page 166)

- 2003 - Organization of FIRSTLIGHT: A secret Vatican organization known as the Society of St. Leopold held the records and knowledge from the medieval Inquisition. What they lacked was credibility and support. Now, these hardline Hunters find themselves allied with and supplied by powerful intelligence agencies who will stop at nothing to gain information about vampires. However, the mortal authorities do not want to spark a panic. The agencies conducting this Second Inquisition are classified at the highest levels. Not every CIA or MI-5 agent knows about vampires. However, enough key people do that it is a major threat to vampires everywhere. The proof is in the results. (page 6)
- 2004-Present - Second Anarch Revolt: With that, the rebel cause known as the Anarch Movement gained the opportunity to strike at the seemingly invincible regime. Powerful domains such as London and Berlin, once thought unconquerable, have fallen out of Camarilla hands entirely. In many other domains, the aristocratic Camarilla shares territory in an uneasy balance with the Anarchs. Oppressed by the Camarilla and weakened by infighting, the Anarch Revolt has swept across the world. Without their elders, weakened Camarilla domains simply could not hold the line where they once dominated. The vacuum left by the Beckoning was exactly what the Movement needed to turn into a full-blown revolution. In many cities, the elite retreated from the streets to their Elysia, and the Anarchs claimed their abandoned territory. (pages 5-6)
- 2008 / 2010 - Fall of the Prime Chantry / Firstlight v. Kindred: Clan Tremere's Prime Chantry in Vienna has been destroyed. Camarilla Princes in London and Las Vegas were slain. Anarchs and the Sabbat have suffered greatly as well, losing many who were either too arrogant or too incautious to survive. The predators are not used to their prey fighting back, and the inquisitors are vicious people used to engaging in the nastiest fighting the world has to offer. (page 6)
- September 17th, 2008 – The Night Of Ash And Fire: The night that changed everything, though no two Kindred remember it exactly the same way. Elder vampires across all sects seem to have been obliterated in a pillar of fire one by one throughout the night, their essences consumed in a flash as the Ancients drew upon their strength to renew their own. The leadership structure of the Camarilla, its Inner Circle and Justicars, fade from sight and obscure their numbers and current membership... whether to preserve their strength or hide their weakness is unclear, but in the wake of this event the Sabbat crusade ends and the Anarch Movement's revolt gathers momentum in its place.
- 2008 - The Beckoning: The elders who created the Camarilla were essential to its power for centuries. In the last two decades, however, the elders began to disappear, called away to parts unknown by a mysterious force called the Beckoning, leaving the Camarilla in a precarious situation. (page 5)
- 2008 – The Red Star Fades From Sight: Anthelios, Wormwood, the Red Star, supernova remnant 28978 IXION... whatever you might call it, by the end of 2008 it has faded from the night sky. Some Gehenna prophets and survivors of the Week of Nightmares say they can still see it to this day, but the common belief is that it disappeared in the weeks after the Night of Ash and Fire.
- 2008 - Change in Tremere Clan Flaw: With the destruction of the Prime Chantry, the clan realized that the ability to Blood Bond others, relied so heavily upon, had suddenly disappeared. (page 40)

- 2010 - Destruction of the Domain of London: The ongoing Second Inquisition has emptied some cities by the sword. For example, London's vampire population was destroyed en masse after their recent crackdown. (page 315)
- 2011 - Clan Tremere Fracturing into 3 Houses: Since then, the Pyramid has been fractured, with individuals separating out into one of three major Houses: House Carna, House Goratrix, and House Tremere. (page 39)
- 2012 - Destruction of Hardestadt: The Ventrue do not speak lightly about Hardestadt, an Elder they claim was the most powerful of them for the last eight centuries. During the Convention of Prague in 2012, he was destroyed by Brujah rebels led by the betrayer Theo Bell. (page 163)
- 2013 - "Downfall of the Sabbat": For centuries, the Shadows were among the rulers of the Sabbat, but, with its downfall, most have switched sides and now vie for positions of power within the Camarilla. However, the switch came at great cost: many Princes required that any Lasombra aspiring to join their Sect put an older Lasombra or a powerful member of the Sabbat to the torch as proof of their new allegiance... Since the fall of the Sabbat as a sect, many younger Tzimisce have found their way into the Anarch Movement, where they can protect and guide their gangs. (page 22 & 42)
- 2013-Present - Sabbat Insurgency: Having been struck from many angles and lost nearly every territory they claimed to either the Second Anarch Revolt or the Camarilla, some Sabbat members bent the knee to the Camarilla while others pose as Anarchs. Without being bound to geographical territory that they must hold as a power base that enemy Kindred and Hunter kine could attack, the remaining Sabbat become a militant insurgency using small cells and attack targets of opportunity from surprise before vanishing back into the shadows, amplifying the terror they leave in their wake. (Sidebar: An Evil In The Shadows, page 7)
- 2015 - Formation of Hecata - "The Reunion": The vampiric world has been shaken to its core by a constellation of circumstances, leaving room for vampires who are not members of either sect to try to exist in their own way. The Hecata, known as the Clan of Death, has made a particular mark, claiming territories of their own and sending emissaries to Anarchs and the Camarilla Courts to create a place for themselves in the night. (page 6)

Framework

Player

- Players may possess **two** approved PC at any given time.
- All PCs are created using floor xp, see [LotN2 Rules Addendum](#).
- Setting enforcement begins with you the Player, and **shall be** reinforced by all levels of the Storyteller (ST) Chain.
- The NST encourages all Players to help one another create rich roleplaying experiences, though CvE and CvC will occur within the Chronicle.
- Sect officer positions above the Domain level are only available to National and select Regional NPCs.

Storyteller

- National metaplot are intended to bring flavor and depth to the Chronicle and are not intended to supersede RST-level plots. Rather, NST plotkits will be distributed to RSTs for Regional implementation in order to weave a coherent National-level experience.
- Coterie mechanics are VSS-specific, with membership limited to a maximum of **six** PCs located on the VSS in question.
- Setting enforcement begins with your Players, and **shall be** reinforced by all levels of the ST Chain.
- **Downtimes refresh once a month. This can be on the first of the month or once every 30 days just before the primary game, at VST discretion, as long as it's consistent and noted in the VSS.**

Elements of Play

The following elements of play detail the prevalence of traditional roleplay elements within the End to Dawn Chronicle. VSSs may codify local variations to these National-level generalizations. Descriptors are scaled, as follows:

Rarely Present	●○○○○
Sometimes Present	●●○○○
Often Present	●●●○○
Usually Present	●●●●○
Always Present	●●●●●

“Good manners reflect something from inside—an innate sense of consideration for others and respect for self.” -Emily Post

Domestic Focus & Manners: Social etiquette and peer pressure. ●●●○○

“In the great drama of existence we are audience and actors at the same time.” -Niels Bohr

Drama & Scale: How epic are the plots and NPCs? ●●●●○

“Those who stray from the light, who are brave or foolish enough to look deeper into the shadows, may stumble into all manner of secrets and conspiracies . . . if they follow the clues.” -By Night Studios

Enigma & Mystery: Investigation and occult exploration. ●●●●○

“You will come to realize that the blood is your master. You are being consumed from within. You won't feel it at first, but then, slowly, you will realize that humanity is a distant memory. You will know that you lived as them, but it will fade like a dream. You will only have the memory of a memory, until you are a slipshod effigy of who you were. The Beast within will wear your skin as long as it gets fed.” -Paradox

Darkness & Macabre: Intensity of blood, violence, and evil? ●●●●○

“If you drive a man to choose between death of his body or corruption of his soul, how much are you also to blame if his choice is the wrong one?” – Anne Perry

Corruption & Death: How bleak and morally complex does it get? ●●●○○

“You don't develop courage by being happy in your relationships everyday. You develop it by surviving difficult times and challenging adversity.” –Epicurus

Action & Adventure: Level of combat and physical adversity? ●●●○○

“All power tends to corrupt, and absolute power corrupts absolutely.” –Lord Acton

Politics & Intrigue: How much diplomacy and scheming are expected? ●●○○○

“Commitment in the face of conflict produces character.” –Herman Guy

Inter-Player Conflict: How much CvC is expected in the Chronicle? ●●●○○

“At best, vampires are capable of a facsimile of good, trying desperately to embody traits that humans find noble or pure in the face of the Beast. It may take time, but vampires slip. As their Humanity falls, so do the vampire's ideals. They become more capable of greater and greater evils, more inclined to take ruthless shortcuts, and more willing to do what they must to achieve their goals.” –By Night Studios

Humanity & Morality: Humanity is what holds the Beast at bay. ●●●●●

Chronicle Tenets

Chronicle Tenets reflect global themes and provide a moral minimum to which **all** characters are subject. When National Tenets are violated, a character gains moral Stains which may result in degeneration of the character's Humanity. Chronicle Tenets are societal not individual, and every character approved for Chronicle play is subject regardless of the character's personal belief or moral code.

NSS Chronicle Tenets apply to all VSSs.

VSTs should discuss VSS Chronicle Tenets with their Players to understand what sorts of actions violate the Tenets. Each MES Domain may create and document local Tenets via their VSS, but they cannot remove or revise the following NSS Chronicle Tenets:

- **Temperance - The quality of moderation or self-restraint. (National)**
- **Humanity - Do not take life except to protect life. (Focus Group)**

Other Guides

Link to the [LotN2 Quick Clan Guide](#)

Link to the [Player Approvals Guide and Rules Addendum](#)

Link to the [LotN2 VIP Guide](#)

Link to the [VSS Creation Guide](#)

Link to the [Storyteller's Toolkit](#)

Link to the [Official Chronicle Character Sheet](#)

Changelog

- NDIA endorsed 25 Feb 2024.
- 12/8/2024 - added introductory fiction for better chronicle guidance, clarified Salubri and Hecata clan membership/Low Clan status, added dates to chronicle timeline, added new chronicle timeline entries, added links to other guides for ease of access.
- 12/24/2024 - Clarified that Domains to determine if Brujah and/or Tremere are high or low clans.
- 1/27/2025 - Added Downtime clarification to Framework Storyteller section.
- 9/1/2025 – Updated “Jurisdiction and Authority” to reflect new best-practice language on “External Clubs”. Updated “Purpose” to note the NSS can be changed via PC action. Updated “Framework” to note increase from one to two PCs per player, and increased maximum Coterie membership from five PCs to six.
- 9/1/2025 – “Sexual roleplay is not authorized at Modern Enigma Society events or on official servers. Players should assume STs do not consent to reading, reviewing, or otherwise presiding over sexual roleplay. CvE-/CvC-specific informational summaries exchanged via unofficial mediums should be provided to presiding STs via separate email.” Section removed as redundant due to already being covered by our Code of Conduct and Social Media Policy.