

Elder Guidelines

Sabbat: War Never Changes

"NO, THAT IS THE GREAT FALLACY: THE WISDOM OF OLD MEN. THEY DO NOT GROW WISE. THEY GROW CAREFUL."

- Ernest Hemingway

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What is an Elder?

Overview

An Elder Vampire is a powerful creature capable of astounding feats of manipulation, social and political maneuvering, and terrifying displays of combat prowess. Elders are feared for their capabilities, and justly so, for they are forces of nature that pull others into their orbits and schemes. Elders involve others in their schemes with or without their permissions often and benefit from their work without overtly taking credit.

This document does not attempt to quantify "a good Elder", but rather to describe the way Elder vampires fit into this chronicle, and how they integrate into the Sabbat. It describes the specific details of the setting in which Elders of this chronicle find themselves, the expectations for playing an Elder character (both in and out of character), and the questions that must be answered before being approved for play.

Elders have advantages but they also come with drawbacks.

This is a living document; any changes will be updated in the changelog.

Storyteller Note : National is not setting limits on the number of PC Elders, we are leaving that decision to local, domain and regional storytellers as they know how to create the best balance for their games. No application should be approved by a VST or DST if they do not feel the concept is appropriate for their local game.

Elders in the Sword of Caine

The roots of the Sword of Caine date back to the burning times of the Anarch Revolt when new ideas ignited a fire in younger vampires who were being used as cannon fodder against the fires of the Inquisition and an increasingly aware mortal



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population who discovered the monsters in their midst. Careless vampires, abusive Elders, and blatant abuses against mortal populations had a corrosive effect on the age-old Silence of the Blood that was the unofficial law of so many Dark Ages lands. These younger vampires who rebelled were from many backgrounds and many ideologies. Some joined the new Camarilla that was formed by Elders realizing that there needed to be a more centralized coalition of power, some joined the Anarchs who wanted to keep the fires of rebellion burning, and some went on to join the Sabbat whose rebellion against the Elders of old would continue in a more focused and targeted way.

The founding of The Camarilla and The Sabbat didn't occur in a vacuum devoid of politics. Behind the scenes, Elders consolidated their power bases and formed coalitions to stop rival Elders from joining one sect or the other. Powerbroking, horse-trading, assassinations, and skullduggery commenced behind the scenes as Elders of each clan faced off against one another for prominence in their new sects. At the founding of the Sabbat, the Lasombra and Tzimisce were prominent but not alone. Elders who didn't want to join the Camarilla or the Anarch Movement found a home in the Sabbat just like others in the beginning.

Elders in the Sabbat learned how to adapt, how to adjust to their new homes by being canny, devoted to the Church of Caine, adept and cunning political leaders, mystic convergences, and a number of other roles that they carved out for themselves. The Elders that remain in the Sabbat are cunning manipulators who constantly shift the focus from themselves onto other things and other problems.

The presence of Elders in the Sabbat despite the dedication of the sect against the Antediluvians, Methuselahs, and their servants has always been a glaring aspect of hypocrisy within the sect. The sanctioned existence of the Neo-Feudalist Faction alone is proof of this hypocrisy. Despite this hypocrisy, the sect is empowered by Elders, by their knowledge, their prowess, and their acumen. There would be no Sabbat without the presence of Elders, at least not in the form it is in currently.

To that end, there are three types of Elders in the Sabbat: Elders by age, Elders by generation, and newly converted Elders.

- **Elders By Age:** This category includes Sabbat Elders who were part of the founding or who joined shortly after. These Elders tend to know each other, plot against each other, and collaborate with one another from time to time. Centuries of experience and planning make these creatures terrifying to behold.
- **Elders By Generation:** Generations of war and diablerie have produced a wide range of Cainites who have reduced their generations through the diablerie of the sect's enemies. While they lack the experience and guile of Elders by Age, Elders by Generation excel in passion, power, and a willingness to learn.



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- Elders by Conversion: Those who have converted did so for a wide variety of reasons, and were accepted into the Sabbat at the bottom, just like everyone else. Elders by Conversion fled the Camarilla, the Anarch Movement, the Independent Alliance, and some joined the Sabbat because they were tired of being on their own.

There are many advantages to playing an Elder, but few disadvantages. Players should be aware that with the addition of closer scrutiny by all levels of Storytelling Staff, there are several disadvantages that are inherent in the setting that players will be expected to roleplay in their local games.

- Elders by Age have the drawback of Resisting Torpor. The Sleep of Ages calls to those of the 6th Generation especially and players. How does your character resist torpor? Have they spent time in torpor in the past? Do they have support mechanisms to keep them active and busy? How long until the draw of the Sleep of Ages calls to you?
- Elders by Generation have the drawback of Degeneration. Diablerie is a fundamental violation of nature that is so egregious that even the condition of vampirism cries out in terror at it. Even the soul-altering Paths of Enlightenment strain under the act of diablerie, and with every act, the Beast grows stronger. Elders by Generation are encouraged to roleplay this degeneration out, reveling in their Beast with degeneration and Beast Traits.
- Elders by Conversion have the drawback of the Bottom Rung. These Elders who have made their home in the Sabbat find that they're just another Cainite who isn't worshipped or loved, they're just another voice in a sea of voices. For Elders of other sects formerly, this is both liberating and grating because why shouldn't your greatness be apparent for all? Elders by Conversion are encouraged to roleplay this dichotomy, of being a Cainite of great power forced to be just another packmate to Cainites they'd normally consider their lessers. How does your character deal with this? Would your character serve as an Abbot, cleaning and picking up after your packmates?

Elders by Age

Elders by Age are dangerous creatures whose plans and machinations span centuries and generations. Some of these Elders began life in the Dark Ages, some shortly after the Anarch Revolt. They joined the Sabbat as it was being founded, providing wise counsel and planning for the sect to facilitate its development. Some joined the sect by choice, others were driven to it by their rivals in the Camarilla or Anarch Movement. These Elders have been working to guide the sect with their wisdom, with their plots and machinations, as well as their lineages and allies. They provide the invisible hand that moves the sect and influences which ideas come to the forefront.



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These Elders are masters of influence and manipulation who use packs, clergy, and others to further their goals. Everyone plots and manipulates, but these Elders do so with efficiency and forethought, rarely getting caught doing so. Elders often lead clan based secret societies such as Les Amis Noctis and the Transhuman Society. They police their clans and lineages for behavior straying from their perceived norms and loyalty to the Sabbat.

The contradiction of having so many Elders in an organization that preaches diablerie and war against the Ancients is one that everyone is acutely aware of. Their presence within the Sabbat is often debated and discussed, though nothing ever comes from it. The fact is, Elders are too important to the sect to ever be cast aside or ejected. Their contributions to the leadership of the sect in the form of the Consistory and the upper levels of the clergy are glaring reminders of the power of the Elders of the sect. Will they always be so entrenched in the sect? Only time will tell.

Possible examples of Elder by Age:

- There are many canonical examples of Elders by Age, prominent examples include:
 - Temoch the Jackal
 - Vykos
 - Priscus Unre
 - Many many more.

Elders by Age have certain requirements:

- Must be on a Path other than Humanity. Time erodes all things, including one's humanity.
- Characters should have been embraced after 1000 C.E.
- These characters should have joined the Sabbat before 1700 C.E. in order to be respected as an Elder of the sect.
- At least five Events in their background, as defined by the Event Participation listed in Approvals and Mechanics.

Elders by Generation

Elders by Generation began their lives with a high generation of 9th Generation or higher and have dedicated themselves to enriching their blood in order to fight the remaining enemies of the Sabbat. They are purposeful, driven, and full of energy and passion. Throughout the years, they have managed to find Elders of lower generation to diablerize. It is likely that these Elders are part of diablerie coterie who mutually enrich each other throughout the years, finding Camarilla or Anarch Elders to diablerize in embattled cities.



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These Elders are potent by blood, but lack the many centuries of experience and wisdom that Elders by Age possess. This leads to Elders by Generation getting wrapped up in the plans and machinations of Elders by Age, often without knowledge or consent. This is not to suggest that Elders by Generation are not capable combatants or schemers, but the disparity in experience can lead to frequent misunderstandings and sometimes displaced rage. Elders by Generation have a lot to learn about their place in the Sabbat and face a lot of challenges in learning to play the same games that Elders by Age engage in.

Possible examples of Elders by Generation are as follows:

- Ilia Bratovich was embraced as an 11th Generation shovelhead in eastern Poland in the late 1990's as the Sabbat moved through Europe. There, they ate their way to 10th Generation before making their way to the Battle of New York where they ate their way down to 9th Generation. During the Great Crusade, they ate a Banu Haqim who was defending Haqim and became 8th Generation. If Ilia is lucky and finds a 7th Generation to diablerize, they would become 7th Generation.
- Woody the Gangrel was embraced as a City Gangrel in the 1910's in Philadelphia, becoming a 10th Generation shovelhead who survived multiple victories and defeats in Pennsylvania. In the 1950's, during a border skirmish with the Camarilla, managed to capture and diablerize an arrogant Brujah, bringing him to 9th Generation. During the 1970's, during a skirmish with a group of Anarchs, Woody diablerizes one again, becoming 8th Generation. During the Final Civil War, Woody gets lucky and diablerizes down to the 7th Generation. If Woody is incredibly lucky during the chronicle, and he finds a 6th Generation enemy to eat, he'd advance to the 6th Generation.
- Antonia De La Val was embraced as a Lasombra in the early 1700's into the 9th Generation in Boston and took part in the First Civil War where she cornered a particularly troublesome Ventrue and diablerized her way down to the 8th Generation. Later on in 1810, she led an attack against a Toreador rival in Charleston and diablerized her way to the 7th Generation. She consolidated her power and learned her new abilities until the fall of New York in the late 1990's when she finally took her place in the 6th Generation after diablerizing a Ventrue who had plagued her efforts all of her life.

Elders by Generation have certain requirements:

- It is highly recommended that Elders by Generation be on a Path other than Humanity. Frequent diablerie and premeditated murders make it impossible for Elders by Generation to remain on Humanity for long. Those that are on humanity may not have a Humanity rating higher than 3.
- Characters should have been embraced within the last 100 to 200 years.



Elders by Conversion

Elders by Conversion have backgrounds that extend beyond the traditional experiences of the Sword of Caine. These Elders have joined the Sabbat largely for survival's sake, though all have joined of their own free will. Perhaps these Elders served in The Camarilla before turning on their friends, allies, and lineage members. Perhaps these Elders served in the Anarch Movement before the fall of the Camarilla and perhaps realized that they were next on the menu. Perhaps these Elders served in the Independent Alliance until the fall of the Camarilla, realizing that the giant target of the Camarilla was no longer shielding them from the Sabbat. Perhaps these Elders were formerly Autarkis and saw an opportunity to come out of solitude when the Camarilla fell. There are as many reasons why a Cainite would join the Sabbat as there are Cainites.

Any Elder who converted to the Sabbat were put through a probationary period where they were observed by the officials in their new domain and new packmates. This period might have lasted three months to a year until they were made fully fledged members of the Sabbat. Even then, they started at the bottom because Elders have no vaunted place within the Sabbat as the Camarilla did formerly. Thus, these Elders by Conversion find that they need to carve out niches for them to succeed, they need to make connections and allies. Elders tend to know one another, perhaps by reputation at the very least, so it is easier for Elders to know one another. This gives them a leg up while starting over in the Sabbat.

Possible Examples of Elders by Conversion include:

- Kelvin Andros was a respected and admired Tremere Elder in his home city of Des Moines, Iowa from the 1950's until 2017 when he found his court of twenty reduced to five, some fleeing and some going to fight the approaching Sabbat packs. Knowing that the city was going to fall in a matter of days, Kelvin reached out to the Telyav he knew and arranged a route of escape. He joined the Sabbat soon and found that while he was alive...he was starting from zero. Worse than that, he was something called an "Abbot" and had to clean up after slob. Beats the fate of the rest of his city though, right?
- Dorothea Hendricks always lived on the fringes of society, moving from place to place because she preferred it that way. Her blood also called upon her to move, being a Ravnos Elder. When the Camarilla fell, Dorothea was glad and celebrated in a dingy bar in the Midwest, dancing in the corn fields with mesmerized farmers. When the next evening rolled around, she figured that if she was going to survive, she could maintain her lifestyle as it always has been, or she could see what kind of the future the Sabbat held for her. Finding family in the next city, Dorothea joined, looking for a Nomadic Pack to join.
- Olly preferred to live on their own after nearly a hundred years in the Anarch Movement. Disappointed that the Movement wasn't interested in changing their ways, Olly left the Movement and moved to the country in rural New York near Connecticut. Being a passionate but bookish Brujah, Olly began to write



their passions into tracts and began shipping them across the country. When a Brujah Antitribu known as Matthias showed up on their door, Olly listened to the pitch about how an Old Dog could find a home in the Sword of Caine. Olly listened and accepted.

Elders by Conversion have certain requirements:

- Paths of Enlightenment are encouraged but not required, especially for new converts.
- Characters should have been embraced after 1000 C.E. Characters embraced before should have periods of time in their backstories where they have entered torpor to reflect the Slumber of Ages.
- Elders by Conversion are newer to the sect and should be expected to be treated as such, taking such jobs as Pack Abbot.

Approvals and Mechanics for Elder PC's

Category	Path of Enlightenment	Event Requirements	Drawbacks
Elders by Age	Required	Yes	Resisting Torpor
Elders by Generation	Recommended. Otherwise Humanity Capped at 3	Yes	Rapid Degeneration with Diablerie
Elders by Conversion	Not Required	No	Starting at the Bottom Rung

Generation	Approval
6th	Top
7th	Top
8th	High

Approval Requirements



Approval requirements are defined as the level of approval that is required to play a vampire of the 6th, 7th, and 8th Generations. Sixth and Seventh Generations require Top Approval due to their rarity and the work that goes into them. Eighth generation vampires require High Approval.

Path of Enlightenment

As mentioned previously, Elders in the Sabbat find the rigors of daily life to be weathering on even the most formidable of souls. Elder PC's of the 6th and 7th Generation will need to be on a Path to reflect their time in an inhumane sect. Characters of the 8th Generation are recommended to be on a Path of Enlightenment but it is not required as they may still be transitioning onto a path.

Event Requirements

Elders of the 6th and 7th Generation have what are called Event Requirements, these event requirements are requirements to take part in events listed in the VIP Document. These events are required to help flesh out the PC's background. It is recommended that VST's require a fully fleshed out background incorporating as many events that are appropriate to the character.

Drawbacks

Drawbacks are disadvantages that players have that are required to be roleplayed out by players of Elder Characters. Local VSTs are the ones who will look for these drawbacks to be roleplayed as well as enforcing the guidelines of the Elder Agreement. National will enforce the Setting, but VST's have the sole discretion about which Elder Characters are appropriate for their Venues.

Drawbacks are defined as the following:

- Elders by Age have the drawback of Resisting Torpor. The Sleep of Ages calls to those of the 6th Generation especially and players. How does your character resist torpor? Have they spent time in torpor in the past? Do they have support mechanisms to keep them active and busy? How long until the draw of the Sleep of Ages calls to you?
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Diablerie

Those characters who commit diablerie need to immediately apply for the approvals for their new generation. For example an 8th Generation Cainite (currently has High Approval) who diablerizes to the 7th Generation must immediately submit a new Top level approval

Frequency of Play

Players may have only **one** character that begins play at an Elder Generation (3 or more dots of the Generation background) at a time. If that character dies or is retired, the player must wait **12 months** before they can apply to play another Elder.

General Elder Guidelines

In *The War Never Ends*, Elders are potent beings who remain focused largely on their own plans and schemes while furthering the interests and goals of the sect. By focusing on their own schemes, plans, and moves of power, Elders will largely have their own attention set on one another as the chronicle continues. This allows Elders to help their local domains by facilitating plot, providing other PC's with knowledge, experience and resources.

Elders in the Sabbat are a special breed of cunning sharks, but that doesn't mean that they can't or won't help the Diocese in their domain. Elders are expected to be facilitators of plots and mentors for new players in games. They are expected to provide leadership and let others shine as much as possible.

Representation of Appropriate Themes

An Elder PC is expected to be a representation of our game's setting, and help establish in-character groundwork for other players to build off. We want to build an inclusive space for players of all races, gender identifications, and sexual orientations.

An Elder vampire is old enough to understand that these things don't really matter to undead society. Instead, they base their grudges on vampiric rivalries (clan, sect, lineage, etc) and encourage others to do the same. As a player of an Elder, always remember to always be conscious of fellow players and their comfort level.



Collaborative Stories and Inclusive Play

When we say that we are looking for Elder Players to engage in collaborative play, we are looking for players who think of other players when they engage in actions and behaviors. You are there as much to teach and mentor as well as play your character. Play like a Storyteller as the old adage says, and think of your venue first as you engage in plots and storylines. What kind of impact will your character's choices have on your local venue? What can you do to help newer players get involved and have fun? Collaborate with folks who don't know the venue very well, learn from their perspectives and take joy in their enthusiasm.

When we mention Inclusive Play, we are talking about involving others in your fun. Do you have plot pieces that you can share with others? Do you need minions to carry out your Elder's will? Players who are unfamiliar with the setting and game often need folks to help them out, and as an Elder player, it is easier for you to involve them than perhaps others. Newer players trying Elders for the first time may not have the same connections as older players, and older players are encouraged to help these newer players create their own, providing mentorship for them to learn from. While our characters may be at odds with one another, crafting collaborative and inclusive stories with one another should never not be a priority.

Acceptance of Consequences

Upon receiving an approval for an Elder PC, you are confirming that you agree to be held to a higher standard of behavior, both in and out of character. You will be accepting any consequences and repercussions for your character's actions (up to and including removal of the character). Players are expected to roleplay these consequences as appropriate.

The Hate of Ages

If there's one thing about being an Elder that all Elders know, it's that time doesn't heal all wounds. In the case of Elder vampires, having so much time to think about every wrong, every sleight, every person who has ever caused problems for them, time has provided an amplifier to their egos and their simmering hatred.

No matter how humane an Elder thinks they are, no matter how immune they believe themselves to be to the ravages of time, time changes everyone. Night after night of patrolling, dealing with mortals, dealing with other vampires, it wears down a vampire. After hundreds of years, Elders by Age have a practiced mask that they wear that makes them appear to be content while inside, they are worn down by pretending to care about things other than themselves.

The balance that Elder players need to find comes from having this nearly paralyzing ennui, this focus on punishing enemies both real and imagined, this focus on cruelty and obsession, and managing to still be focused and useful to the sect at large.

Another challenge Elder players will have is dealing with new ideas, thoughts, and adapting to changes within the sect. At their core, Elders are stolid and unchanging,



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an embodiment of another time and mindset. New ideas, change, these things are always viewed with suspicion and a desire to approach things in measured and slow paces. This mindset is antithetical to young vampires and members of factions like the Loyalists.

Elders are terrifying for many reasons but one primary reason is that young Cainites cannot understand them or fathom them. The Sabbat is a sect with a lot of young Cainites in it and the presence of so many terrifying, ancient beings, is one of the more infamous contradictions of the sect.

Minions, Minions, Minions

While Elders are terrifying to a lot of younger Cainites, they also represent opportunities for young Sabbat to fall into the orbit of a cunning potential ally. A connected Elder in the Sabbat can offer a world of opportunity to a young Sabbat looking to prove themselves.

Elders in the Sabbat should be looking to make connections with others. They should be looking to build a network of Cainites they can call upon when they need to distribute plot cookies, delegate responsibilities, and to glean information from sources they otherwise wouldn't have access to. Making connections, gathering minions, forming coterie, these are helpful actions that could involve your character with a number of other characters that you normally might not.

Elder Versus Elder Conflict

Direct conflict between Elders should rarely ever be face-to-face. Elders survive for hundreds of years by using their influence over other vampires and the world around them to thwart their enemies. They are patient, cautious, and cunning.

Public conflict between Elders should almost always be socio-political. It should be creative, and intended to further the story for all players around both Elders. Remember that it should be a rare and terrifying thing that causes an Elder to enter into a physical conflict with any opponent.

Required Questions for All Elder Applications

All Elder characters should exemplify the setting of the chronicle, and all Elder players should strive to use their characters to help create exciting stories for themselves and for those around them.

In order to create a consistent base set of expectations and help solidify your concepts, an Elder application must include the answers to the following questions:

Settings Ambassador

- How will your character fit into the paradigm of Elders in this chronicle?
- What would be different about this concept if it were not an Elder?



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- How will your character improve the game for others around them, on both in- and out-of-character levels?

Powerbase and Conflict

- What connections will your character have at the start of play? Please list...
 - Starting agents and why they work for your Elder
 - Starting rivalries with Elder PCs and why you are rivals
 - Any other relevant starting ties and boons
 - If applicable, include any player-driven Lineage and your role
- How does your Elder convince other vampires to their side?
- How does your Elder ensure their Agents remain loyal?
- How will your Elder fight their battles?
- Please provide an example of conflict in your character's background - Was it resolved? If so, how was it resolved? If ongoing, how do you anticipate it being resolved?

Clan Stereotypes : Based on your clan guide, please address the following questions

- How does your character represent the stereotypes of their clan?
- How does your character diverge from the stereotypes of their clan?
- What would your character consider intolerable/unforgivable?

A Hill to Die On

Even the coldest Elder has one thing that is worth risking their own unlife for. This is the biggest drive behind your Elder's existence, and may even be obsessive at times - they literally exist for this, and may throw caution to the wind should it come up. This should be something that matches the archetypes of an Elder's Clan. Include the answers to the following two questions in your Elder application:

- What hill will your Elder die on and why?

While a change to this unerring focus is possible during the chronicle, it would be a life-shattering event, and should never happen casually.

- What, if anything, could you see happening to make this hill change?

Sect-Specific and Generation/Age-Specific Questions

The following sections contain additional information and questions; applications should address the sections relevant to their character:

Additional Requirements by Age/Generation

Based on your generation and/or age, you'll need to answer additional questions. *Click the links below to skip to the relevant section for your Elder:*

<p>Luminary 6th Generation</p>	<p>Master 7th Generation</p>	<p>Pretender 8th Generation</p>
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Luminary Elders – 6th Generation

Luminary Elders are rare, ancient vampires of the 6th generation. The reflections of the ancient founders and the rarest generation of surviving vampires. With their potent blood, these vampires tend to be the most fearsome, but they are also at the highest risk in this new world. They manifest such paranoia by taking on a more secretive role in schemes and machinations. Often being the one pulling the strings, it just wouldn't do if it was widely known.

Additional Required Approval Questions for Luminary Elder PC's

- What about this concept requires it to be a Luminary Elder rather than a Master Elder?

Master Elders – 7th Generation

Slightly more common than their sires, a Master Elder is more likely to be the visible party behind a manipulation when they can't pass it off on one of their own agents. While still ancient and frighteningly strong, these Masters are often bound to those of more potent blood than themselves while pulling the strings of those who are less.

Additional Required Approval Questions for Master Elder PC's

- What about this concept requires it to be a Master Elder rather than a Pretender Elder?

Pretender Elders – 8th Generation

Pretender elders exist between two very distinct socio-political levels, and have some sway within both circles. They build networks of their own, but often serve as Agents for more powerful Elders as well. This duality is mirrored in their behavior and expectations. Pretender Elders are given more latitude when it comes to social decorum, but are still looked at sideways by those wary of the watchful elder eye.

Additional Required Approval Questions for Pretender Elder PC's

- How will this concept bridge the gap between more potent Elders and younger vampires?



Changelog

Written by: Aaron Gomez and Michael Cowan

