



World of Darkness: City of Spires Server Community and Role Playing Rules

Server Rules

1. No Excuses To Not Know The Rules

- a. Not reading the rules and not knowing expectations will not be an excuse that is acceptable in any circumstance.
- b. Just read it! If you have questions after looking, then open a ticket.

2. Play Age Appropriate

- a. All Players must be 18+ years of age. If a player is underage then they will be banned from the server.
- b. No characters may be played as under the age of 18. **They may not be childlike in appearance, mentality or attitude.** Family play is allowed in that the characters are related as siblings, cousins, parents, grandparents, ect. All must be adults, though.
- c. If you are playing a character that is easily perceived as childlike in any way, you will be made to reroll.
- d. **NO** child-related themes or imagery on Discord or on the server. At all. No exceptions or excuses.

3. Consent

- a. Communication is key. Open a /channel with the player to discuss any cons or rp with the topics of Rape or Sexual Assault. If a player says no then that is the end of the conversation and the rp will move on with other
- b. While in a gritty game like this it can happen, it shouldn't be something commonly faced. There are real world ramifications and trauma built up around this. Consider this when planning your RP. Consent is key here. Respect a Fade to Black at all times.
- c. If the players involved are not consenting to such actions, **YOU WILL NOT INITIATE IT.** Should you violate this rule, you will be removed from the server. Ignorance is no excuse.
- d. **Aftercare.** No other character in the game is responsible for your characters aftercare or support scenes. Therefore, you do not report the crime to the city guard. Instead it is reported to the Storytellers.
- e. Storytellers will place a bounty on the offender, so Antags, keep this in mind when pursuing Rape and SA as a part of your RP.
- f. When it comes to RP of a sexual nature, a player may choose to not only to not consent but to end the RP immediately without repercussion. This means that there cannot be consequences to not consenting to things of a sexual nature, the RP ends and the parties go their separate ways. OOC consent is critical in these situations. Failure to comply with a player's wishes in these circumstances can and will result in disciplinary action.
- g. What you can't offer **NO CONSENT** to: Being ghoulé, being enchanted, cons that involve mutilation or beatings. You can Fade to Black on the violent scenes but they still occurred to your character, you can fight against bad things happening to your character but the cons remain the cons.

4. Fade To Black

- a. This is an adult server with mature themes and situations. Things can happen to your character against their will. If something triggers you, makes you uncomfortable, or bothers you in any way please FADE TO BLACK (FTB). This does not mean that your character escapes the consequences that have gotten them to that point.
- b. If FTB is required the scene is stopped and is fast forwarded to after the events have taken place with whatever trauma your character was forced through. A general description with very limited detail will be given and nothing more.
- c. FTB is not limited to victims. Sometimes aggressors may want to FTB in order to skip the gruesome byplay and just issue what happened. I.e: FTB: Your character has a cut carved into their right cheek and one ear on the same side has been removed.
- d. FTB is not a way to escape bad things just to prevent players from having to experience triggering issues. The character will proceed as if it had all happened to them.
- e. FTB may also be utilized by players who do not wish to RP aftercare for other characters.

5. Be Respectful

- a. **No discrimination** is allowed on the Discord. This includes but is not limited to discrimination based on race, religion, gender, nationality, or sexual orientation.
- b. In-character discrimination is allowed, not OOC discrimination and/or harassment. Make sure that you are not trying to antagonize people to respond OOC. Do not make it player-to-player personal and keep it in the game. Do not make stereotypical characters that are meant to harm and insult specific nationalities or cultures. Avoid common slur usage as that has real life ramifications. There is a balance here that must be maintained. If someone feels that you are going too far and reports you, it may lead to a warning. The same goes for sexual discrimination. Go ahead and play a woman that hates all men and calls them names or brushes them off. Go ahead and play a man who thinks women are only good for one thing! Name calling is allowed but if a person reaches out to you and asks you to lay off, then please do so. We can always adjust our banter so that everyone can still have fun while thinking that 'Wow they are an ass hat and I may kill them later.'
- c. A character's thoughts can't be responded to and insulting them in the non-verbal portions of your emotes is just an attempt to antagonize the player.
- d. If you are experiencing OOC harassment, please contact the admin. Take screenshots when you are able.
- e. This server is not a dating service. Please do not use it to send lewd photos, messages, or videos to other players. This is a bannable offense as it is a form of sexual harassment and will not be tolerated. If you experience any of this, please open a ticket so that we may act quickly.
- f. In game actions and behavior should be left in game and are not a reason to accuse someone of OOC discrimination.

6. Don't Be A Bully (PLEASE REPORT TO THE ST's!)

- a. Bullying is any repeated, intentional behavior that causes harm, intimidation, or discomfort to another player. This includes harassment, threats, exclusion, and any other actions that create a hostile environment.
- b. Examples of Bullying include harassing other players through in-game messages, Discord, or any other communication channels, making threats or using abusive language towards other players, excluding players from activities or groups based on personal dislikes, spreading false information or rumors to damage someone's reputation, or manipulating game mechanics or rules to unfairly target or disadvantage another player.
- c. **If you believe you are a victim of bullying, report the behavior to the admin immediately, provide proof of the bullying, such as screenshots or chat logs.**
- d. Witnesses to bullying should also report the behavior and provide their own evidence if available.
- e. Sometimes everyone gets emotional. Do not blend your emotions with that of your characters. Also remember not to blend your character's emotions with your own! It becomes creepy and can result in disciplinary action.
- f. Consequences: A warning will be issued to the offending player for the first offense. A second offense will result in a 1 week suspension from the server. A third offense will result in a permanent ban.
- g. Investigation: All reports of bullying will be investigated by the Admin team. Both sides will have the opportunity to present their sides of the story. The Admin team will review all evidence before coming to a decision.
- h. Much like Meta accusations, **we can only do something if you contact us!** Otherwise we may never be aware of the situation.

7. English Text and RP.

- a. Please use English both in-game and in Discord. (Using flavor text in game, for example: portraying a German or a French Noble who sprinkles the language into conversation is acceptable as long as the majority of play is in English.)
- b. Please use text in-game (no voice chat).
- c. Do not use AI to write your IC roleplay posts. This isn't the point of the game. If people wanted to talk to an AI, they would. People are here to roleplay with you, not an algorithm. If you are reported multiple times with AI suspicions, staff reserves the right to pull you and your character from play.

8. No AI Generated Apps

- a. We want you to apply with your own creativity. Not computer generated apps that don't show your ability to create.
- b. We do not accept them and you will have to wait 3 days to apply again as they are an automatic failure.

9. No Streaming

- a. This server features Mature Content. We do not want anyone underage exposed to this content through streams.
- b. Allowances MAY be given by the server owner, but a request needs to be made about it. This may be due to building or designing areas. We want to avoid oversharing when possible.

10. No Sharing Ticket Transcripts or Screenshots of Tickets

- a. We get it. Sometimes a call may irk you, but it does no good to share screenshots or transcripts of tickets. It often serves to rile people up.
- b. If evidence of this is turned over to the staff, we will address it as we see the need.
- c. If there is an issue and a ticket needs to be shared with someone, just ask us. We will decide if it is alright or not.

11. Do Not Share Players OOC Information With Others

- a. It is never acceptable to spread another player's OOC information to others. This being their actual relationships, their jobs, where they live, what they do, their names, any important numbers, ect...
- b. This is a bannable offense because you are opening a person up to being bullied, harassed, and tormented outside of a game. If you know something, then keep it to yourself.

12. Do Not Ruin Other Peoples Fun

- a. **Just because you are rerolling does not mean that you should be harmful to others' stories.**
- b. Do not make other people's character splats known, act maliciously to ruin others stories before rerolling or after rerolling
- c. If you are accepted into a splat and then play it to troll others then you will be required to reroll into a human. The difference between playing an antagonistic character and just trying to create server chaos can be thin so make sure that you have a well rounded character with clear motives.
- d. Do not do things simply to raise the Chaos meter due to things not going your way, or because you are simply 'bored'. That would be a form of trolling.

13. Die with Dignity!

- a. If you are in danger of your character dying... keep it IC!
- b. Do not try to put off the cons of a fight to try to outlast the other players. Keep in mind that Storytellers are not always available when a fight happens. If you feel that you require Storyteller intervention and we are not available please open a ticket and leave screenshots. Proceed with the rp. If your character dies, remember that it isn't the end of the world. New characters can always be created. Sometimes, death isn't that permanent.
- c. If you are found to have been in the right and your character was killed in violation of the rules, then the ST's will place a bounty on those that killed the character.
- d. Remember that you need to expect death!! It will happen! (See rule 25)

14. No Rules Lawyering

- a. This server is an RP based server. There is some measure of flexibility in the rules but there is a hard line on certain subjects. Do not attempt to exploit the rules to win or just to get the upper hand. Work all of that out in character.. Let's all have fun and enjoy the stories.
- b. If there is an issue that you feel needs to be addressed then please open a ticket and post screenshots along with a description of the issue as well as a list of those it involves.
- c. If an issue is addressed by a Moderator then please respect that decision. Don't take the issue to other Moderators. Our goal is to make the stories flow with the best decisions we can make.
- d. IF you are having an issue with the Moderators decisions and feel that the decision needs to be addressed further then you can request that the Council of Elders meets to decide the fate of the issues.
- e. Lawyers are great! They get people out of a lot of trouble, but being one in the server could get tomatoes launched at you instead! Beware the Tomato Salesman!

15. Strikes and Punishment

- a. We understand that sometimes tempers flare and get the best of us all. We also know that misunderstandings or bad communication can cause an issue as well. A warning might be sufficient for the first offense. Any warnings, strikes, and punishments will be evaluated on a case by case level. As such, strikes may be built upon. Someone may need to take a day to cool off and settle down. If the offenses become repetitive then the one day ban may become one week and then it may become one month, culminating in a permanent ban. Warnings are not made public as not to shame the player further than required.
- b. Don't worry. Having a break isn't a bad thing!
- c. Permanent Bans are generally reserved for the unmanageable circumstances. Any type of harassment of Discord players and staff, threats, anything that could be considered criminal behavior, Troll characters, irrational anger towards staff and other players, verbal attacks against others OOC, you know... the issues NO ONE should have to or wants to deal with.
- d. Appeals may be made in any case that did not result in a permaban.

16. Catch All "Gotta Catch 'Em All!"

- a. If there are issues that occur that are irreconcilable differences, the staff reserves the right to part ways with the player. This will not be negotiable.

Roleplay Rules

17. Always be in character!

- a. You are in character all of the time.
- b. Sometimes clarification is needed, OOC. If that is the case, keep it to a minimum and, preferably, in a whisper with whom you are talking to.
- c. We all need to step away for various reasons! If you need to be AFK then please step to the side and list this in your Custom Status Bar in the bio. Please don't stick your character in a dancing movement or park your character in high traffic areas.
- d. You there... Yes you. The man gyrating naked in the corner... Yes you are doing that in character and yes people can comment on it later or hold it against you.

18. Make sure that the characters' looks remain consistent.

- a. Once your character is designed and enters into the world, then please do not begin changing features.
- b. Your character should not have any features their race would not have i.e. a human having glowing eyes or claws, an undead race having a pulse without using abilities to create such, etc.
- c. Hair and makeup can change because it is easily changeable. Scars may be added but it is not easy to get rid of them.
- d. Make sure that the body's dimensions are reasonable and realistic. No one wants someone running around looking like Kronk or a blowup doll. If these characters are found, they may be asked to either reroll or recreate with reasonable proportions.
- e. There are caveats to this rule in that some supernatural characters may change due to their nature.

19. On Arms and Armor.

- a. If you are using an armor rune make sure that the armor is represented on the character. Cloth for light, Leather for medium, Metal for heavy.
- b. If you are using a weapon, make sure that the weapon is also accounted for on the character's image. No one should be able to pull a greatsword from their nethers! That is a noticeable weapon. Make sure not to equip the rune manually. **It auto-equips when the weapon is drawn. It will show the rune when you pull the weapon out.**
- c. The caveat to this is daggers and Assassin's crossbow. These weapons are small enough to conceal and do not need a physical representation on your toon until combat begins!

20. A Word On Transgender, Intersexed, and Futa characters.

- a. We support authentic portrayal of transgender characters. If female characters desire male genitalia, we ask for a more androgynous appearance, aiming to prevent fetishization of intersex individuals. Futa characters are not allowed.
- b. Remember that this server does take place in the 1500s.

21. What's in a name?

- a. Use appropriate History-genre names for characters, towns, and clans.
- b. Names from anime, movies or books are not allowed. i.e: Sesshomaru or Dracula.

- c. No... you cannot play a historical figure....
- d. No... you can't be a relative of Rudolf II...
- e. No rude names or non-names allowed.
- f. Descriptive names, if they are not rude, are allowed. I.e Shadow, Baldy, Buggy... not Shithead McDinglefart... No one wants them here!

22. Handle your character's problems, in character!

- a. **Use your role playing dice! Persuade, intimidate, lie, hire an assassin to poison food or drinks! Do what you need to!**
- b. If someone uses rolls against you please respond in kind. Do not emote how their character stumbled all over their words or drool fell out of their mouth while they were intimidating you. You just didn't buy it... they may want the chance to emote that they drooled all over themselves!
- c. **Even if you were telling the truth** and you were asked to roll or the other player made a roll against you, make a roll to persuade them or show your charisma. Don't just say "I am being honest." Their character may still not believe you and that is a part of the story.
- d. Aggression will happen. You have to figure out how your character will react to the situation.
- e. Arguments between characters, territory disputes, civil disputes, legal disputes, domestic disputes, that guy is just an asshole, etc... all should be settled in character.

23. Clan chat is always OOC.

- g. Do not use it to inform your clan of a fight you are in. This would be considered metagaming and if a fight is occurring then suddenly 4 people from your clan roll up, that would be a metagaming offense and the whole lot could pay for it.
- h. It is for greeting your clanmates if they are not around, asking general questions, housing planning, and even sometimes planning events for your clan to put on.

24. Antagonistic character warning!

- a. We love a good antagonist! They drive the game and make trouble for others! **Expect the consequences of your actions, though!**
- b. You may be killed, hunted, tortured, enslaved, or any other number of bad things. Some may even make the other characters into antagonists. As a bad guy, expect such an outcome.
- c. **You may not think that you are the antagonist when you are!** The other character's perception of you is just as important as self perception.

25. No Alts

- a. Playing on more than one account is prohibited and could result in a strike on the main account and a ban on the other. If there are special circumstances, please open a ticket and discuss it with one of the admin.

26. XP for Death

- a. If your character is killed (Not death by suicide, not leaving Prague, or retiring a character) then your next character will be rewarded half of the xp you would have gained from character creation to the character's death.
- b. This XP will be gained after the new character has left the Census.

27. Expect death!

- a. Especially if you are playing an antagonistic character. They are more likely to be killed than others.
- b. The permadeath of a character doesn't mean the end of the fun. It just means that a new character can be born.
- c. If you are killed, do not create a character that has anything to do with the previous character. No avenging lovers or brethren or falling in love with the same character... that sort of thing.
- d. Please see the Permadeath section below.

28. No Powergaming

- a. 'Grant grabs Lewis by the arm and yanks him out of the Tavern before he could cause more trouble.' This is powergaming. Instead it should look more like this: 'Grant attempts to grab Lewis by his arm. "We should get out of here before you get us in trouble!" ' Follow this with the appropriate rp die roles. If you and the other player have made the rolls first, then it is acceptable but it has to be agreed upon.
- b. Do not emote for people if they fail a social RP role, either. No one wants someone else saying that the character failed their persuasion so hard because of a bad case of dysentery. Let the players emote if they failed and if they do not, then just take it as you are not buying what they are trying to sell.
- c. Avoid forcing actions upon other characters without having made the appropriate rolls and allowing them counter rolls.

29. Storyteller Exception To Powergaming (When Appropriate)

- a. Storytellers may see instances where they may require any players to make a roll, resist feral urges, resist bloodlust. While rare, this can occur when they see an instance that it should be done in. This is

used by Storytellers in game to make sure that the Splat is representing themselves in the correct manner.

- b. Examples: Storyteller sees a Werewolf punched in the face during a tavern brawl, Storyteller sees a Vampire surrounded by blood and viscera, Certain splats in the presence of fire, ect...

30. No Metagaming

- a. You, the player, may know something but you, the character, does not.
- b. Metagaming is incredibly hard to prove so make sure that you have collected evidence of it.
- c. Examples of Metagaming:
 - i. You are involved in the beginnings of a confrontation. Through discord, clan chat, or whispers, you call for aid.
 - ii. Knowing something that was told in discord or in general, that your character would not know and using that information in game.
 - iii. Attempting to or obtaining IC information through OOC means whether through discord, clan chat, ect.
- d. If there are repeated reports against someone for suspected metagaming, investigation will be conducted and a strike will be issued to either the accused or the accusers. Trying to fool the system just to get another player banned is bullying and will not be tolerated.
- e. If you feel that you are the victim of metagaming, you need to provide proof.

31. What Constitutes Proof?

- a. Screenshots of Conversations: Provide screenshots of entire, unedited conversations from places like Discord, clan chat, In game OOC conversations, or in-game whispers. Ensure that the screenshots capture the context of the discussion to show how metagaming occurred.
- b. **Chat Logs: Full chat logs that include the relevant out-of-character communications. These logs should be complete and unedited to maintain context and credibility.**
- c. Witness Statements: Statements from other players who observed the metagaming behavior. Witnesses should provide their own proof, such as screenshots or chat logs, to support their statements.
- d. **DO NOT provide single sentences or small clips of conversations that hide the rest of the conversation.**

32. In Disguise!?

- a. When using the /act command, make sure that the name you enter is roleplay appropriate. 'Blue Hooded Woman' or 'Shadow Shrouded Man' are good examples.
- b. If you are going to make your /act name something like 'Jim' or 'Clara, make sure that you are making appropriate social RP rolls to lie or disguise your voice.
- c. **Each /act name should be unique and not so generic as to make it impossible to find the player if needed. 'Hooded Man' is less descriptive than 'Blue Cowled Man' or 'Discreetly Covered Figure'.**
- d. If your act name is found to be too generic or in violation then the act name will be removed from the character without warning. If an ST is not online to do this, then you will receive a warning followed by strikes with the next infraction.
- e. To maintain fairness and prevent confusion or unfair advantage, the use of Obfuscate to impersonate other player characters is strictly regulated (See Rule 59e).
- f. While you may figure out who a character is, your character must make the appropriate rolls to figure it out. Otherwise it is considered meta information.
- g. Rolls to hide would be Manipulation + Subterfuge.
- h. Rolls to discover them may be Perception + Empathy to discover them through body language OR Perception + Investigation to figure out the disguise.

33. Mailing A False Letter!

- a. If you send mail to someone with a false name or no name attached, please open a ticket with us with a screenshot of the letter in it!
- b. It cannot be the name of another player in game.
- c. If you do send such a letter and no ticket is opened, it is to be completely disregarded and the rp to be ignored.

34. Theft / Breaking and Entering!

- a. 5 items per player are allowed to be stolen once every three days. This is 5 individual items not 5 stacks of items..
- b. If you are breaking in and not stealing items, then there is no three day wait between your next break in and theft.
- c. If you have broken into a house, you best roll those dice to remain quiet and hidden. (Even if you have SNEAKING! over your head. Those in the house should roll the appropriate dice as well if it is called for. You may not know that a vampire is lurking in a dark cellar or a Bone Gnawer wasn't happily chewing on a bone in the attic!
- d. Stealing over the allotted amount would warrant a strike if the items were not replaced or amends made.

- e. Leave a POI with an autoremove duration of 3 days, when you steal or break into a home. Open a ticket with this information as well and provide the ST's with clues to your character's identity.
- f. Theft is considered antagonistic in nature and, therefore, thieves should expect the consequences of their actions.

35. Keeping Records

- a. This would be City Hall, City Guards, Splat Factions.
- b. A location must be provided with either a notice board or a Permanent POI telling people to open a ticket with Storytellers if stealing/snooping in the section.
- c. Storytellers must have access to the records locations in their respective discords.

36. Breaking In and Stealing/Reading Records

- a. 1st: Leave a POI. "The papers seem rifled through." or "Something seems like it may be misplaced. The books here don't seem like they are in the same order as before."
- b. Leave the scene after placing the POI.
- c. Open a ticket with Storytellers
- d. The records count against the stolen items number for each player.
- e. Players must declare how many they are trying to steal or read in the ticket and specify if they are stealing or reading the papers..
- f. We will determine how many files are available. In the game, you will roll a dice for us. /roll 1d(number we provide). You will do this for each file that you say you are stealing. Provide us with a screenshot of the roles in the ticket.
- g. If stealing, Storytellers will provide in-game papers with the information that has been stolen and delete the record from the discord. If read, the information will be put into the ticket but no in game copy will be received.

37. POI's. The Who Dunnit Conundrum!

- a. A murder most foul has struck Prague! ... or maybe a clever little jest of faces drawn on pumpkins... Either way a POI was created!
- b. If you place a "serious" POI (Murders, thefts, kidnappings, mysterious stains and drag marks, ect...), then you need to open a ticket in the POI section and **use the form provided**. It gives us somewhere to start and a contact for which we can ask further information from. Other players want to track you! Help them have some of the fun.
- c. As stated above: Leave a POI when you steal or break into a home. Some sort of clue should be provided that would help the player begin their hunt. Examples are as follows: A strand of long curly red hair is trapped in the wood of the door. Or A broken nail on the chest holds a smear of blood and a few drops trail off to the west if followed. Or A small piece of clothing remains caught on the handle of the door. A remnant of the thieves' presence in your home. It carries the soft scent of sage and crisp apples.
- d. Make sure that you include the teleport location of the POI in the ticket. You can get this by using Shift+Alt+L.
- e. Sometimes, if you are covering a large area of ground, then multiple POI's need to be left. If that is the case, log them and their location (By using Shift+Alt+L) in your ticket!
- f. If you have certain abilities that may affect POI's, please open a ticket with us!
- g. But I didn't get in and wanted them to know I tried... Then refer to the above and don't forget to leave some clue to help them track you down if they start looking!

38. Fame and Infamy. Becoming Wanted!

- a. So you have been fighting the forces of the darkness and cleansing the streets of the dark. So you have been hunting the innocent and corrupting people and places! Good for you! That is wonderful! All powerful characters of Good or Evil! If your character has had enough attention drawn to them then there may be a wanted poster put up for them!
- b. Wanted Posters are issued by the staff after consulting with the Captain of the Guard or a Justice. An appropriate text will be made up and an in game reward will be decided upon.
- c. The wanted poster will be placed on the in-game Notice Boards by the Captain of the Guard and other City Guards and if someone brings you to 'justice' then the reward will go to them!
- d. Wanted for Questioning: This means that the Guards and City Justice need you for questioning.
- e. Dead or Alive :You are a fugitive! An outlaw! You spend your time running from justice or trying to evade certain death. Now it will depend on who is after you and whether they want to take your head or take you in hale and hearty
- f. If you are claiming a bounty, the stated reward shall go to you after a ticket is opened. Screenshots are required to claim the rewards.
- g. Anyone may put up a bounty, but only the official wanted posters will make it to the Rumors channel.

39. A Note On Pregnancy.

- a. This is an emotional subject for people. We will not be allowing pregnancy roleplay in the World of Darkness server. This includes but is not limited to: Abortive RP, Pregnancy RP, Pregnancy Fetishizing, or any other pregnancy related themes of that type.
- b. A pregnancy may be listed in a Departure ticket if a character is leaving. *"Natasha and her newly wed husband have taken flight from Prague in the cover of night. Rumors abound that Natasha was with child and the couple wished to start a new life somewhere full of light."*

40. Returning to the Scene of a break-in!

- a. Are you just being silly? No one should return to the scene of the crime! That's how the guards get you!
- b. You may not return to a place that you have been kicked out of by PC's or places you have been spotted by NPC's for 24 hours.

41. Emoting when Meeting

- a. You are off on an adventure! Running through the city. Ahead is a group on the bridge. Yes! You need to stop and emote to them! Even just. "XXX seems to be hurrying by but nods to the people conversing." Wait for an acknowledgement. They get to emote back! Then you may move on.

Combat Fleeing Rules

42. Flee first thing!

- a. This must be done at the beginning of your turn! It can't happen after performing other actions.
- b. If you fail then you may take your turn normally.

43. Calling for Aid

- a. You may not send someone from battle to fetch aid.
- b. You may not flee from the scene and gather aid or reinforcements.

44. Leaving the Scene and Returning

- a. If you flee from the fight then you cannot return to the fight. This defeats the purpose of the scene.

Scene Lock

45. When should I start a scene?

- a. Scenes are not just for combat. Anything of a conflictual nature requires a scene for interaction. This can be feeding from an unwilling target, slapping a person with a fish, or altering someone's mind in nefarious ways. If it is an action that one would oppose, it needs a scene.
- b. Even spars need to be in a scene as there is much more that goes into those actions than just dex+(brawl/melee/etc...) vs. chosen defense. Those are just the base of the roll and thus not accurately portrayed by just rolling dice manually.
- c. Rolling social interactions, even conflictual, out of scene, is acceptable but note they could lead to a scene starting!

46. How long is a scene, really?

- a. While the actual battle may take quite a long period of time, the in game time is usually a matter of minutes! That is why we lock a scene. It ensures that people who are involved in a skirmish have the time to perform emoting and roles, but it is only an IC matter of minutes.

47. Once a scene is started it is locked.

- a. Because it only takes a few minutes, no one may interfere once it has begun.
- b. If a scene is declared near you and you are pulled in, you get to join from where you are. If you are in your home and a fight happens on your doorstep and you get pulled in, you can join from where you are.

48. No Joining From Outside of Scene!

- a. You cannot join a scene you stumble across! If you walk up on a scene, vacate the area. There are no lookie-loos in this! You don't even see it is happening. No Meta!
- b. If you are outside... even by one tile... you are out of the scene.
- c. If you are AFK at the time initiative is rolled, you are out of the Scene. That said, please give approximately 10 minutes for people to ready up before rolling initiative.

49. Consequences Happen in Scene Lock.

- a. This prevents interference from outside sources.

50. Leave After The Scene Ends.

- a. All parties must vacate the area after the Scene is ended and consequences are dealt. There is a 5 minute window to do so. If the losing party is dragged away with them, then that is fair game.
- b. If the group stays, then there is danger of others interfering.
- c. The losing party should not try to run the time out.

Sieges

51. What Needs A Declared Siege?

- a. When one large group (4 or more) makes the decision to attack another player's home, a siege needs to be declared.
- b. **A siege declaration doesn't mean that the other group is informed**, but we as Storytellers need to be informed. Storytellers may enact storylines along the way.

52. Siege Requirements:

- a. Primary Objective
 - i. There needs to be a defined reason for the siege to be taking place. It needs to be a strong and tangible goal. Capturing or eliminating a specific target (Individual); seizing items; forcing a group to vacate a premises.
- b. Justification
 - i. The motivation behind a siege must be more than 'so-and-so doesn't like my character so I am going to murder him.' While there can be personal reasons, there are more than just two characters involved and therefore must have more justification.
- c. Secondary Objective
 - i. If the primary goal cannot be met in the siege, a backup plan should be in place. Gathering intelligence or reconnaissance; sabotaging or vandalization, sending a message; theft.
 - ii. Hitting a second location for a siege would not qualify as a secondary objective. It would be a different siege.
- d. Advanced Notice and Coordination
 - i. Storytellers may be requested to be involved in a siege. This can offer story opportunities, help with certain objectives such as overcoming doors, and the ability to find items or info that wouldn't have otherwise been available.
 - ii. Storytellers need AT LEAST 72 hours of advanced notice on any siege. Whether they are going to be involved or not.
 - iii. Just because one is not requested does not mean a storyteller wouldn't pop in anyways. Especially if it seems like it may seem sensitive.
- e. Siege Cons
 - i. At the conclusion of a siege battle, One major con may be given. This includes death, collecting on bounties (See bounty rules), or mutilation (Taking a limb, tongue, both eyes because this often ends a character.)
 - ii. Two minor cons may be issued. With larger groups the STs will adjust this based on the numbers. This includes maiming (Taking an eye, taking fingers, fingernails). beatings, branding, robbing them of their goods, anything not character ending or seriously character altering.
- f. Cooldowns

- i. A personal location (Homes, shops, hideouts, etc) for a Siege cannot be raided twice within a 30 day period. This means that if a group raids a location, it cannot be raided again by the same group or another group within those 30 days. Security would be higher, making it more difficult until people relax again.
- ii. **Faction Bases of Operation (Elysium, Cairne, Freeholds, Guardhouse, etc)** cannot be Sieged more than once per season, by a group. This is a major event that will have serious consequences down the line and should not be a common occurrence. Keep this in mind when planning your battles, as you have one chance at it.
- iii. If Storytellers deem it necessary to allow more than the allotted raids, then they will override the cooldowns. There will be very clear reasons why this would be allowed though.

PVP Consequences

53. You have lost a dice battle.

- a. Losing a dice battle does not mean that you have died... but it may! It does mean that your character may now face consequences.

54. Only one consequence per battle!

- a. The winning team may take only one consequence at the conclusion of each battle.
- b. In group battles (Not Sieges), **only one consequence can take place**. Just one. Killing or mutilation.
- c. Enslavement, maiming (removal of a minor body part. Finger, ear, ...toe...), a sound beating, robbing them of a sum of money or of some particular item... These are consequences!

55. What if They Have A Bounty?

- a. If there are multiple people in an interaction that have a Bounty put on them, then cons can be delivered to each of them.
- b. This is the only time when multiple people being delivered consequences is acceptable.
- c. For example your group finds themselves facing 3 people in battle. 2 have bounties and a third does not. If downed, the winning team may capture or fate roll or kill the 2 with the bounty while 1 will escape.

56. Captive Audience!

- a. You are captured and going to jail. You are tied to a chair in a basement, or a tree in the woods. What should happen? Set captive conditions under which a character is being confined.
- b. No Instant Death if you are taking a prisoner. Captured characters cannot be killed immediately without player consent; they should be given a chance to escape, have a trial, or be rescued.
- c. There is a time duration of 30 minutes where a captive can be alone. We can't expect players to just sit in a cell for days at a time. No one wants that sort of limited play. If they are unoccupied for at least 30 minutes, they may role to escape. If they manage to find a way out, they can open a roleplay ticket with the admin to document it and then warp to census or elsewhere.
- d. If you are holding more than one character captive, they must have rp between the captors and the captives. If the captives are left alone, they are allowed to escape after the 30 minutes. RP between the captives does not count. It is on the captors to provide the RP.
- e. Escape Options: Provide opportunities for escape through skill checks, negotiation, or outside assistance (e.g., stealth, lockpicking, or persuasion rolls).
- f. Fair Play: Both captor and captive should agree on the terms of capture early on. There may be times when the captured party is willing to forgo the 30 minute window.
- g. Of course allies can attempt to free them or break them out! What kind of lackeys would they be otherwise!

57. Bigger consequences require a Fate roll.

- a. A Fate roll decides if you have lived through a successful attempt upon your life. The roll will inform the attempted victim if they have been killed or not.
- b. A Fate roll will be made for an attempted kill, the removal of or mutilation of genitals, cutting off a large limb, or complete mutilation of the face as in taking a nose or the lips.
- c. Many of these options lead to a character being rerolled, anyways, and so should not be used often.
- d. A Fate roll Emote needs to be something that could have been survivable. Sometimes we have to adjust our RP to make sure that the other player gets this chance.
- e. Here is an example of the correct way to roll a Fate with an emote:

Landry slowly approaches his downed opponent. His eyes glazed with the fervor of battle. "You have been nothing but a thorn in my side for months... You have killed members of my household and tortured our healer." His words are spit out violently and his hand grips his sword tightly. "This will end today! No more will you darken our doorstep and spread your fear amongst the good people of this land!" Raising his blade high, Landry thrusts it down towards the fallen man's chest. His eyes close with the weight of his actions. When they open again, he glances at the man's friends. "It is done. Take him and leave." He turns back to help his own group with their bandages and healing. His shoulders, heavy, with the weight of his choices.

The victim is aware if they have lived or died, and the killer acts as if they have done the deed.

At this point both parties open a ticket and fill out the [permadeath form](#). In the ticket please post a screenshot of the roll and final emotes. If it was a bounty attempt, please include a screenshot of the bounty contract that was posted.

58. Submitting to Death

- If the Players agree to a death then their opponents have an automatic success on killing them.
- This cannot be something that the other party is pressured into.
- The Admin will not grant permission to just kill a character except through the official means. Consent for this must come from the dying part.

59. Surrender to Fate

- This automatically rolls to see if you die or if you were knocked unconscious.
- This can only be used if you are left at 0 HP and you do not wish to wait for someone to come around to heal you. You can choose to make a fate roll. It can kill you or it can give you 1 HP. Additionally, if you have exclusively bashing damage, you can sleep it off instead.

Permadeath

60. Who can be permakilled?

- Permadeath **should not** be the first option used in a battle consequence round in any general fight.
- There are always other options that can be used. ghoulng, robbery, taking a finger, taking a hand, threatening them, cutting out a tongue, putting an official bounty out on someone... The list is endless. Permadeath is the absolute end of the line.
- Permadeath should, in most accounts, come after several meetings between characters. Permadeaths upon first meeting should be rare.
- Upon first meeting in combat, the losing party would need a fate roll to be made.
- If a second fight occurs between the characters and someone is downed for a second time, then permadeath can occur. The choice to make a fate roll can be made by the winner or they may pursue the permadeath.
- There must be at least one previous downing before a permadeath can be pursued.
- Anyone can be killed in the world, though. It is just a matter of how and why. There are a few reasons why Permadeath would be used upon a first time downing or encounter.
 - ANYONE who gets an OFFICIAL BOUNTY put on their character is eligible for a Permakill upon first downing. The bounty must be posted by the Vampire Prince, Werewolf Sept leaders, or have a Wanted Dead or Alive poster issued by the Captain of the Guard and Justice.
 - If the character has made it obvious that they are a monster (Vampire, Werewolf, Changeling, Fomori, Risen) then they are eligible for a Permakill by humans that downed them in combat.
 - If a Supernatural Character (Vampire, Werewolf, Changeling, Risen, Ghoul, or Kinfolk) is blatantly breaking the rules (Breaking the Masquerade, Lifting the Veil, ect...) then they are also subject to being permakilled. (It must be very well known or there must be screenshots. The Burden of Proof is on the killer.)
 - Situations in which a character has decided that there would be no possible way of survival. (Torn apart by a group of werewolves, etc)
 - Situations during Storyteller run events where hard decisions need to be made.

Bounties

61. About A Bounty

- a. If you have an active bounty or hunt and there are multiple of you in a group. When defeated in battle, cons may be given to **all** parties that are currently being hunted.
- b. Wanted Poster:
 - i. Humans can get Wanted Dead ; Wanted Alive; or Wanted Dead or Alive poster put up for them from the Captain of the Guard and Justice.
 - ii. If someone is Wanted: Dead or Wanted: Dead or Alive then the PK may be done upon first downing. They may also PK upon first downing since they are fighting for their life.
 - iii. The Wanted Posters Need to be put up in the Rumors of the Discord and Posters need to be put in game.
- c. Hue and Cry (This should be used VERY rarely!)
 - i. A Hue and Cry is called by the Baron or Baroness.
 - ii. The character must be talked to and given the opportunity to defend themselves, or offer evidence in their favor. If talks fail, the issue advances to a Hue and Cry. This can be issued without them being present after talks fail.
 - iii. A decision must be determined in the ticket if this is a Chimerical Death or a True Death. (Storytellers will help make that decision)
 - iv. In the Case of a True Death: A Changeling is eligible for a PK on 1st down if the Hue and Cry is declared. They may also PK on their 1st down as well, since they are fighting for their life.
 - v. In the Case of a Chimerical Death: The character may submit willingly and lose all of their Changeling race and ability. becoming Human. They may also be hunted down to have it done.
 - vi. The Hue and Cry must be posted in the Changeling Discord where the person being Hue and Cried may see it. It also needs to be posted somewhere in the game as well.
- d. Blood Hunt:
 - i. The Prince may feel the need to call a Blood Hunt upon a Vampire.
 - ii. The vampire in question needs to be asked to present themselves immediately (Give them OOC 24-48 hrs for reasonable play) for questioning. If they refuse, the bloodhunt may be issued. If there are major breaches that warrants immediate action then a bloodhunt can be called, so long as they are not already captive.
 - iii. A Vampire with a blood hunt called upon them is eligible for a first downing PK. Do note that they are also allowed to 1st down pk as they are fighting for their very life.
 - iv. The Blood Hunt must be declared in the Vampire Discord, where the person being hunted can see it. It must also be put somewhere in game.
 - v. If you have taken someone captive, you may not call a blood hunt on them. This demands a trial where you will determine their fate. If they escape from captivity, then you may call a blood hunt. If they are not present then you may call for a blood hunt.
- e. Wolf Hunt:
 - i. A Wolf Hunt is called by the Sept,
 - ii. A Werewolf with a Wolf Hunt declared is eligible for a PK on 1st down. They may also PK on their 1st down as well since they are fighting for their very life.
 - iii. The Wolf Hunt must be declared in the Werewolf Discord where the person being hunted can see it. It must also be put somewhere in the game.

Rerolling

62. What happens now?

- a. If and when your character is killed then the character is now unplayable outside of the Shadowlands.
- b. There is also the ability to play a Risen if you are a human, ghoul, or kinfolk killed. If there are spots available. You can apply to play one upon death. It will be treated just like all supernatural applications. It effectively makes a new character. We will consider many factors in deciding.

63. No easy ways out!

- a. **See your stories through.** Do not kill your character off out of spite. You started roleplay with others and built a story together. Even if that story is not going in a positive direction, see it through.

- b. Characters that have died may reroll as soon as they wish.
- c. If you are choosing to reroll, then make sure there are no current RP issues that could be following your character.
- d. You cannot bail on a story because your character is being hunted down or is escaping the city to escape justice.
- e. If such a thing happens then it might be considered roleplay avoidance and incur a strike.
- f. IF you abandon a character or reroll a character without letting the character's story come to a natural conclusion (i.e: Resolved storylines, death, banishment, ect...) Then your next character will be required to be a human **even if you have a Donor Bypass.**

64. Details in a death.

- a. Make sure that when killing another player, the emote is well thought out. Make it dramatic! Make it memorable. Every character deserves a well thought out ending. It is the finale for that character and someone worked to build them to where they were even if you hated them or they annoyed you.

Unacceptable:

Reginald chops off Gregor's head with a quick swing.

Unacceptable still:

Reginald chops off Gregor's head with a quick swing. His eyes darted around, looking for witnesses of his murder. Seeing no one, he begins to rifle through a nearby chest, hoping to find some tidbits, coins, or items of value. He had killed the man, what use does he have of his items? He then proceeded to sweep the house in his search of goods and to make sure that he had left no evidence of his intrusion behind, before walking out the door. Closing it with a final bang.

Acceptable:

Reginald paused, his breath uneven and shaky from the fight. His eyes fixed coldly on the man before him. His knuckles flex to a white shade as his fingers wring the hilt of his sword. "I am sorry that it has come to this, Gregor. You have left us with no other recourse than to grant a swift death. May God smile upon you when you meet him." Reginald steps forward with a sudden lung and buries the end of his sword in Gregor's chest. He offered no further words of comfort or regret. This was justice in his eyes. With a quick twist, Reginald freed the blade, letting the remains of Gregor fall to the ground. Stepping to avoid the pool of blood, he uses Gregor's own coat to wipe the viscera from his weapon. With one final look at the lifeless corpse, He turned to walk away.

65. Someone has died. What now?

- a. Both players will open a help ticket and explain the situation. Who killed you, why you killed someone, any screenshots that you feel are important.
- b. If you have died, please **/warp and pick dead**. From there, once permission is given, you may remake a character... or continue living in the Shadowlands...
- c. When a character is listed in the Deaths and Departures section, it serves to inform those acquainted with the character that they are no longer present. This listing does not imply comprehensive knowledge of the circumstances surrounding their death or departure. It indicates that IC RP investigations, searches, and other relevant actions are still required to uncover the details. Assumptions about complete knowledge should be avoided. In some instances, the situation may be straightforward, such as a character being witnessed leaving, but departures should be treated as such, with due diligence in RP.

66. Making A New Character

- a. Open a new Whitelist ticket that includes a death and departure for your current character.
- b. When you are approved, feel free to hit recreate character in the player menu.
- c. Make sure that your new character is not connected to the clan/pack/ect.. that your previous character was for at least one real week if you have been killed.
- d. The new character may not seek revenge, antagonize the people who lead to the demise of their character, or otherwise engage in payback. If the same people come after a new character, then of course, react accordingly IC.
- e. As with Rule 28c, To maintain fairness and prevent confusion or unfair advantage Players are not allowed to make characters to assume the appearance of any other player character without the explicit consent of the impersonated character's player (such as in the case of twins). If explicit consent is gained, make sure that you have a screenshot!

Building, Thrall, and Pet Rules

67. Which is which?

- a. Building Pieces are foundations, walls, ceilings, (some) awnings, roof pieces, that sort of thing.
- b. Placeables are decoration pieces such as crafting stations, beds, doors, planters, wells, chests, tables, chairs, bottles, ect...

68. Building Limitations

- a. Do not build inaccessible homes. This means homes on a spire, homes that you have to climb/wall jump to reach, homes that cannot be accessed by anyone else other than the builder, ect... Homes must be raidable for all players.
- b. Build realistically. A single pillar isn't going to hold up a castle people!
- c. Try to use resizing sparingly, as it can cause some lag and enough in one place can cause a major congestion zone.
- d. Only build upwards two foundations. Any more can cause server bloat and instability.
- e. Placeables are crafting stations, beds, doors, planters, wells, chests, decorations such as tables, chairs, bottles, ect...
- f. Builds in the city proper (Within the gates) must be either built within current empty interior structures, or for larger builds must be built within designated gray and white tiled lots.
- g. If you want special permission to build somewhere that doesn't conform to the above rules, open a ticket first before you start, otherwise you will be at risk of your build being deleted without warning.
- h. Do not build along the outside of buildings to gain access to the rooftops. There is a reason you can't climb in the city. If a home has an available rooftop access, that can be accessed and decorated, but not to get to the roofs.
- i. Decorations outside of interior lots are alright as long as they do not block the street or pathway.
- j. Any build tiles cannot extend 2 tiles from the building you are building in if you are building in a small street build.
- k. Gray and white tiled spots that have an enclosed court area around them have special permissions. If you find one unoccupied, just ask us before using it.
- l. Trees, or anything that moves in the wind, may not be resized. If you have any resized trees, or anything that moves with wind we will destroy them. So please, don't resize objects that move. That's asking for your area to be a crash zone.
- m. Builds found not conforming to these rules or blocking intersections will be removed without warning.

69. Honeycombs are for Bees!

- a. This means that you may not have a small entryway into another small room into another small room. Developing honeycomb structures to make people go door to door to get into the house proper.
- b. No more than 2 doors may be used back to back as protection.
- c. Doors that lead to a hallway may not be locked.
- d. Doors that lead to personal rooms may be.
- e. If you wish to make something more secure, use secret entrances to rooms.
- f. Sadly... houses with honeycombing might find their doors missing! Darn those Door Goblins!!
- g. Houses are there to be broken into. Goods and letters are there to be stolen. **Don't panic** if someone breaks in, just play out the story!

70. Clan size determines the amount you get.

- a. The size of the clan determines the amount of build pieces and placeables that can be had.
- b. There is no upper limit to the amount of people that you may have in a clan but there may be benefits for people being in separate clans. If you have over 5 people, there will be no exceptions to the rules.
- c. Each donor in a clan provides an additional 200 building pieces and 100 placeables.
- d. Each Battlepass adds an additional 100 placeables. Each clan can have no more than 5 Battlepasses applied to the clan. Battlepasses are not transferred once applied.

# of Clanmates	Build Pieces	Placeables	Thralls/Pets/Mounts
1	200	100	2
2	400	200	4
3	600	300	6
4	800	400	8
5+	1000	500	10

71. Pets are not for RP Combat. They are for RP alone.

- a. They may not be used to attack another player.
- b. Pets may be used for RP circumstances outside of the home such ie. a dog barking to alert of people's arrival, though it will **not** attack others upon arrival.

72. What counts as a thrall?

- a. A thrall in this sense, counts as any "pet creature" that you station as a guard or pet in the home.

Banned items

73. The following items are not permitted on the server:

- a. Portals of any kind and Map rooms
- b. Fish and crab traps
- c. Beehives of any type
- d. Compost Bins

Special Rules

74. IC Letters Must be Sent In Game

- a. Any letter sent between characters needs to be sent in game and not over Discord or Private Message.
- b. The ONLY in character letters to be sent in Discord should be to Admin controlled NPC's through a ticket. (The Emperor, The Archbishop, ect...)

75. Delirium

- a. Delirium is an overwhelming, instinctive fear that humans experience when they see a Garou in their Crinos form. It is rooted in the humans collective unconscious memory from the time of the Impergium, the hunting and culling of humans in the prehistoric times. When a human sees a Garou in Crinos form, they experience intense fear that may manifest as catatonic fear (Collapsing and/or fainting), panic, or the urge to flee. Humans who experience Delirium will justify what they saw. It was a bear mauling... a wolf attack, a rabid dog attack. They may remember the Garou character as having been there but they will not remember them becoming such a monster.
- b. There are cases where humans WILL remember, though. Humans using their sheer will shall overcome their delirium and recall the events with clarity. This is why, taking the Crinos form is something to be used with some manner of caution.

Werewolf Rules

76. No Newly-turned Werewolves

- a. Sadly, newly-turned Werewolves are chaotically violent and would be sent away for years to learn to control themselves.
- b. Make sure that your character has the knowledge that a trained werewolf would have. There is no misunderstanding, or not knowing The Litany or the werewolf not understanding right-from-wrong.
- c. Not all werewolves are the good guys. They can be vicious rulebreakers. If you choose to play one of these, keep in mind that you are an antagonist and can be permakilled upon the first downing.

77. Werewolves May Not Hold Political Power In Human Society

- a. The Curse keeps them from holding such positions. This means Nobility, positions of power in court, ect..
- b. Shadowlords and Silverfangs are considered Werewolf nobility, but that does not mean that they are nobles in Human Society.
- c. Due to the server having a mix of Garou Tribes, this does not mean that they are the ones in charge of a Pack, Sept, ect... unless they have won their spot through favor or fight. They may be looked at with a touch more respect, though.
- d. The server does not support Purebreds. It shouldn't be a part of the story.

78. Challenges for Position

- a. Very few times do challenges between Garou end in death. More often than not they are met with submission, loss of position and honor, and in some extreme cases, banishment.
- b. A challenge made is answered in this way: Maurine has challenged Sulieman for position as leader of the pack. Sulieman now chooses the method of the challenge. This may come in various forms. A Philodox may demand a challenge through organizing and leading community service projects to show their commitment to the well-being of the group or a formal debate. An Ahroun will most likely challenge through combat or feats of brawn or bravery. A Theurge may make it a challenge of summoning the spirits and controlling them or of producing knowledge of obscure spiritual lore, or even meditating the best and longest. A Ragabash may do something like rock, paper, scissors or a challenge that may include pulling off the best prank on one individual. A Galliard may set the challenge as a recital of the litany in the most theatrical of ways, or reenacting a great feat from a pack's history or who can herald someone's deed the best.
- c. It doesn't always end in death and shouldn't.
- d. The Garou who makes the challenge must be the one to participate in it. There are no seconds.
- e. Whomever wins the challenge is to step into the leadership role. A Garou should make certain that they wish this role before engaging in the challenge as it cannot be passed to another without great dishonor.
- f. The outcome of the challenge should be respected by all groups in the end.

79. Note on Breaking The Veil

- a. What qualifies as a Veil Break: A human seeing a Werewolf transform in any capacity, overcoming delirium, one being brought in and told the secrets of the supernatural. Anything involving humans being told that there are Werewolves.
- b. What does not qualify as a Veil Break: Any other supernatural knowing that you exist or what you can do.

80. What Werewolves Know About Supernaturals

- a. Vampires
 - i. Werewolves typically feel that the only good Leech is a Leech that's been burned to ashes and the ashes scattered to the four winds.
 - ii. Where most Garou prefer the open wilderness, vampires are creatures of the city and the Garou often blame them for unchecked invasion of urban centers deeper and deeper into previously untamed wilderness.
 - iii. Vampires survive and thrive on human blood, and they could not survive in the wilderness even if it were not for the werewolves ready to slaughter them at the first sign of intrusion.
 - iv. Vampires are far from defenseless. The blood they steal from humans grants them an amazing variety of powers unique to them. It makes them much faster and stronger, especially if they've fed recently.
 - v. Vampires frenzy like Garou if presented with sufficient provocation such as if presented with insult, threat to life and limb, or humiliation.
 - vi. Vampires suffer grievous wounds from werewolf claws and teeth, from fire, and from the sun itself.
- b. Ghouls
 - i. Little is known about the thralls of vampires, aside from the fact that they seem to follow command of the leeches with little to no resistance even to their own detriment.
- c. Wraith/Risen
 - i. Some Wraiths bear Wyrms-taint, but it doesn't seem to correspond to how malicious or destructive the animating spirit may be.
 - ii. Since Wraiths are not spirits of the Triat (all three forces of which are tied to the living universe), it's difficult to judge how one will act or react based on what a simple Gift may sense.
 - iii. Knowledgeable Silent Striders say that malicious spirits of the dead have somehow crossed into the lands of the living and claimed bodies of their own, but no one is certain of the cause.
 - iv. The truth is, most Garou see walking corpses as an aberration that should be corrected as quickly as possible. Werewolves simply don't hold to a cosmology that accepts the right of walking dead things to exist.
- d. Medium
 - i. Little is known about these peculiar mortals other than for some reason they are able to see, hear, and speak with spirits not of the Triat.
- e. Faeries/Changlings
 - i. Faeries are spirits of the natural world, given life by human imagination and the pure quiet places in the wilderness. Only the Fianna claim to have any kind of dealings with the fae, and their accounts make little sense to the other tribes.
 - ii. Any Garou players of the Fianna tribe may open a ticket with staff for clarification on their unique knowledge.

- f. Kinain
 - i. Little is known about these peculiar mortals other than for some reason they possess peculiar features and tend to be prone to the fantastical and whimsical.
- g. Enchanted
 - i. Virtually nothing is known about the enchanted people other than they talk about seeing the sorts of things that would make other humans believe them to be insane.
- h. Fomori
 - i. Fomori are not your typical humans who have chosen, unwittingly or willingly, to turn to the Wyrms.
 - ii. They undergo a process similar to possession in which a Bane merges with them and warps them into a form more suitable to a Wyrms servant.
 - iii. They gain great power, but it always comes at a price. Nearly all fomori are physically deformed, mindless cannibals who lurk near toxic sites, plague ridden villages, poisoned stretches of wilderness or forgotten catacombs or ruins tunnels.
 - iv. Some retain a semblance of sapience, free will and a near-human appearance, and these few infiltrate human society on the Wyrms's behalf.
 - v. The Fomori retains his personality and consciousness, but his fusion with a malevolent spirit warps his psyche in very nasty ways. If the person was already corrupt, violent or insane, the resulting monster is truly psychotic.
- i. Inquisitors/Hunters
 - i. Several agencies exist to root out and destroy or learn about supernatural beings. One such is the Catholic Inquisition.
 - ii. Inquisitors see the supernatural as evidence of demonic activity on Earth.
 - iii. Very few Inquisitors hunt werewolves — not out of any sympathy for the Garou cause, but simply because few have the will and fortitude necessary to face a Crinos werewolf one-on-one.
 - iv. Additionally, Inquisitors nearly always stalk the cities, where they can find their preferred (vampiric) quarry, and they are simply unlikely to encounter any werewolves there.

Kinfolk Rules

81. Know Your Fam!

- a. **Through consent of the Kinfolk**, they may be sniffed out by a Werewolf to initiate contact with the Werewolves. If the Kinfolk does not consent then there will be no hunting. Please keep ???

82. What Kinfolk Know About Supernaturals

- a. Kenning Kinfolk
 - i. Kenning kinfolk are typically taught what their Garou brethren know in effort to better avoid trouble and/or defend themselves in time of need. See section on werewolf beliefs about the supernatural.
- b. Callow Kinfolk
 - i. See section on human beliefs about the supernatural. This can change if your character goes from being Callow to Kenning on screen depending on what other Kenning kinfolk and/or Garou share with the kinfolk.

Vampire Rules

83. Note On Breaking The Masquerade.

- a. What qualifies as a Masquerade Break: A human seeing a vampire feeding, one being brought in and told the secrets of the supernatural. Anything involving humans and the Human not being Ghoul.
- b. What does not qualify as a Masquerade Break: Any other supernatural knowing that you exist or what you can do.
- c. Enlighten with caution. While enlightening ghouls is often a necessary process, it is also a dangerous one. It is unwise to give enlightening information to any ghoul less than 3 sips into a blood oath. Even then, it is recommended you share minimal information necessary on a need to know basis over time as your ghoul proves their trust and loyalty.

84. On Ghoul and Embracing

- a. The person that you Embrace must have been a ghoul **UNDER THE INTENDED SIRE** for two weeks at a minimum. This helps the player understand vampire politics and prevents people from trying to game the system in creating a vampire when the splat is closed.

- b. We don't allow freshly turned vampires from creation and this assures that they have some knowledge of the masquerade.
- c. If you are attempting to ghoulish someone without them knowing it IC whether by slipping vitae into their drink, etc; you MUST make the appropriate roll for it against the other player's counterroll. For example, if attempting the method listed above, the roll would be dexterity + legerdemain vs perception + alertness. Which stats used for roll will vary depending upon RP. If someone ever tells you to hit "do nothing" in RPR because they slipped you vitae and the appropriate rolls have not been made, you can request those rolls be made if not willingly failing to notice. If the other party refuses to make the rolls insisting you would not notice, this is a form of god-modding and should be reported in a ticket.

85. Making Too Many Ghouls?

- a. Your Generation determines how many Ghouls you can make.
 - 11-12 Gen. -> 1 Ghoul
 - 9-10 Gen. -> 2 Ghouls
 - 7-8 Gen. -> 3 Ghouls
- b. If you are not sure about how many active ghouls you have, please open a ticket with us to ask. Sometimes people go inactive and we want to make sure that you do not get in trouble.
- c. If you make 1 ghoul too many, the staff will remove your vampire from play.
- d. The only time that you may have more, is if you have adopted and if you are adopting a ghoul, please let us know.

86. Rerolling with Ghouls

- a. Be a responsible Ghoul Domitor and don't abandon your Ghouls! Other players' stories are tied to yours now. You may not reroll unless you have found a way to handle the ghoul. They can be found another Domitor, be killed, or make the choice to leave with you.
- b. If you are abandoning your Ghoul then you will lose the ability to play a splat for the remainder of the season. If you are PKed, that is a different story and not abandonment. No one likes their story being ruined and you shouldn't be a part of doing that.
- c. You can always find someone to PK your character if the need is there. Someone always wants to murder! We might even have NPC's that can help! Just ask. We would prefer to help rather than let other players take the brunt of the drama.

87. What Vampires Know About Supernaturals

- a. Werewolves
 - i. Lupines live in the deepest woods and otherwise uninhabited wild areas.
 - ii. Lupines can assume the shape of a man, wolf, or savage man-wolf, the latter is truly terrible in combat, easily a match for a vampire.
 - iii. Lupines hunt by the light of the full moon and are most active (and dangerous during this time; however, they are active at all times of the month both day and night.
 - iv. Lupines are highly territorial and organized into groups, each claiming a region as its own and jealously guarding it.
 - v. Lupines are pagan things, having dabbled with strange spirits and magic and even have a mysterious ability to appear and disappear suddenly.
 - vi. Lupines hate vampires and often attack them on sight.
- b. Kinfolk
 - i. Little is known about these peculiar mortals other than they live as part of close-knit societies associated with werewolves, though their specific role among them is unknown.
- c. Wraith/Risen
 - i. Called Ghosts by most vampires, Wraiths are the souls of the dead unable to move on to the hereafter because of unresolved business from their lives.
 - ii. Wraiths have no substance, and they cannot normally be seen except with disciplines, such as Necromancy.
 - iii. Wraiths are ruled and driven by the unfinished business that keeps them tied to the world of the living.
 - iv. Wraiths often have the power to affect the world. Either through possession of a mortal or movement of objects.
 - v. Wraiths dwell in an underworld kingdom that is like a dark reflection of the living world.
 - vi. Little is known about Risen and as another form of corporeal undead, they are often mistaken for unfamiliar vampires.
- d. Medium
 - i. Little is known about these peculiar mortals other than for some reason they claim to see, hear, and speak with spirits, often mistaken for witches or folk magicians.
- e. Faeries/Changelings

- i. Faeries are pagan creatures that live in wild places and often play tricks on mortals for their amusement. They are easily offended, cruel, and vindictive.
 - ii. Faeries have powerful magic, particularly the ability to change shape and create illusions.
 - iii. Holy ground, church bells, and, most particularly, iron drive away faeries.
 - iv. While Faeries are vulnerable to weapons of iron, they are not weak against weapons of steel.
 - v. Faerie blood has strange effects on vampires who drink it, driving them temporarily (or even permanently) mad.
 - vi. The Fae are divided into two groups; both are capricious and devious, but the group with a darker bent is the worst of the two.
- f. Kinain
 - i. Little is known about these peculiar mortals other than for some reason they possess peculiar features and tend to be prone to the fantastical and whimsical.
- g. Enchanted
 - i. Virtually nothing is known about the enchanted other than they talk about seeing the sorts of things that would make other humans believe them to be insane.
- h. Fomori
 - i. Virtually nothing is known about the fomori save; they are different from any other supernatural. They can only speculate as to their nature.
- i. Inquisitors/Hunters
 - i. The Inquisition is an organization zealously devoted to the extermination of the Kindred and other supernatural creatures as well such as lupines, demons, etc.
 - ii. The Inquisition's current incarnation takes the form of numerous small cells hidden throughout Europe which are organized, supported, and backed by the Catholic Church.
 - iii. Vampires understand that the Catholic Church is involved, but many don't know the full depth or internal politics of the Inquisition.
 - iv. They are "merely" mortal, but they are resourceful, and the educated vampire will remember that Inquisitors rarely operate alone. Some assume all inquisitors are monks or priests, while others suspect hidden supernatural aid.
 - v. Most Inquisitors see their violence as a necessary evil; they protect all men and women from the depredations of anything considered supernatural, demon, evil.
 - vi. Tales of mass burnings, exorcisms, and tortures are widely known among the undead. Cities like Toulouse, Carcassonne, and Mainz are whispered about as death traps for Kindred.

Ghoul Rules

88.A Ghoul Cannot Disobey Their Domitor.

- a. This includes killing their Domitor unless they are ordered to. A Ghoul is bound to do what they are ordered, no matter what the potential negative consequence.
- b. A Ghoul can hate and loathe their Domitor but they are bound by the blood oath supernaturally to maintain loyalty.
- c. For that matter, the oath becomes stronger with each of 3 sips which MUST be 24 hours or more apart to advance the blood oath. Sip 1 results in the drinker finding herself drawn to their new Domitor in much the same manner as mortal infatuation, platonic or otherwise. Sip 2 binds the drinker who begins to take deliberate actions in their Domitor's favor and/or they actively seek out further encounters. Sip 3 concludes the oath; tying the ghoul to the Domitor with the intense passion of the weaker bonds fading, replaced by a strong sense of loyalty and belonging regardless whether the ghoul loves or hates their Domitor.

89.Becoming... Not A Ghoul?

- a. A ghoul's blood oath ends one of two ways. The first is 1 IRL week per sip, so 1 week straight without even 1 BP worth of vitae. During that first week will be like coming off of an intense high. **AFTER the first sip wears off in 7 RL days**, it would feel like dying from the worst flu ever every second similar to coming off opiate addiction. This feeling would intensify after 14 RL days in which the second sip wears off. 21 days of abstinence ends both the bond, the withdrawals, and the addiction.
- b. IF there is a break of 3 weeks of no Vitae from the Domitor, they are free. IF they receive at least 1 BP worth of vitae within the 3 weeks from another source, then they are now bound to a new Domitor.
- c. Death of one's Domitor immediately breaks the bond of the blood oath. However, this does not curb the three weeks withdrawals and may lead to the ghoul seeking another source for his "fix".
- d. RPR can and will be checked for the number of current sips if there is any question as to whether or not a ghoul is acting appropriately for their current number of sips bound to their Domitor.

90. I Am About to Be A Ghoul... What Now?

- a. Open a ticket with the staff to let us know who your Domitor is! We will be keeping track! Unregistered Ghoul characters will be killed off, the player will be issued a strike, and their next character must be human.

91. What Ghouls Know About Supernaturals

- a. Human Ghouls
 - i. Your knowledge consists only of what your domitor has shared with you.
- b. Human Variant Ghouls
 - i. Your knowledge consists of what you knew prior to ghouling in addition to any information your domitor shares with you.

Risen Rules

92. My Shadow and Me

- a. Make sure you are playing out your dark, shadowy side as well. You are composed of two sides. The Psyche and the Shadow. When your Angst rises above your Pathos, your personality could shift to a different persona with a roll. One that wishes the Psyche to go to Oblivion. The Shadows focus is more to terrify the wraith and perhaps to teach a lesson about resisting the Shadow's wishes and personal desires.
- b. This does not mean murderhobo... What this means is that the Shadow comes out. Rarely does it move straight to being self-destructive, but it does try to sabotage relationships, commit acts that will get the Psyche in trouble, fail to honor the Psyche's commitments, and start fights with angry Legionnaires. Particularly long-sighted Shadows will lay down booby traps that will only be triggered much later.
- c. The Shadow can make the Psyche watch what it is doing or it can block the Psyche completely and leave a gap in their memory.

93. Risen On Risen Violence

- a. If a Risen downs another Risen and chooses death, all three fetters break and the downed Risen is dead.

94. What Risen Know About Supernaturals

Risen are particularly "in-the-know."

- a. Vampires
 - i. Vampires share with wraiths the fact that they are dead souls who refuse to rest. However, unlike wraiths, they take a very active hand in the affairs of the living world, manipulating the course of history.
 - ii. A fair number of vampires can, in some form or other, detect the presence of wraiths by looking at their unliving auras. They must be specifically looking for wraiths at the time, but once a Restless has been spotted, he generally can be tracked as well.
 - iii. Vampires do and must fear the sun, open flame, and a stake through the heart, but on the other hand only bare minimum are affected by garlic or running water. And a well-placed stake immobilizes instead of kills. Holy symbols have no power over the so-called vampires.
 - iv. Depending upon how recently a vampire has feasted and what or whom they've dined upon, her ability to perform supernatural feats varies.
 - v. Vampires refill their blood stores by feeding on animals, humans, and even other vampires, and can use the blood thus obtained for a myriad of feats.
 - vi. Vampires have certain powers which are similar but not identical to Arcanoi.
- b. Ghouls
 - i. Halfway between life and vampirism, ghouls are mortal creatures who have been fed vampiric blood without first being drained themselves.
 - ii. Regular feeding of vampiric blood allows the ghoul a healthier, stronger state of being. However, when a ghoul does not have vampiric blood in their system, they curiously will do anything to obtain more of such sustenance.
- c. Werewolves
 - i. Forever bound up in a war against those who would despoil the wilderness, the werewolves give no quarter to their enemies.
 - ii. Werewolves stand between two worlds, trying desperately to serve as guardians of both the spirit realms and against mankind's inexorable advance.
 - iii. Casting themselves as the defenders of the Earth Mother, the werewolves punish those who transgress against her.

- iv. Infiltrating the cities as well as guarding the forests, werewolves see the hand of a great spirit of destruction behind every move to desecrate the Earth Mother and claim to be able to sense the “taint” of this great enemy on others.
- v. Werewolves will use “taint”-corruption as justification for committing acts of incredible violence against those who oppose them.
- vi. All werewolves have a variety of shapes then can assume, ranging from full human to wolfman, and so on through intermediate forms to full wolf, but are at their most dangerous in their wolfman form.
- d. Kinfolk
 - i. Little is known about these peculiar mortals other than they live as part of close-knit societies associated with werewolves, though their specific role among them is unknown.
- e. Faeries/Changelings
 - i. Fae spirits wrapped in mortal flesh for protection against the cold winds of mundane existence, changelings are occasionally capable of seeing wraiths. Unnerving dwellers in the darkness, known as the Sluagh, are the gatherers of secrets and the speakers to the dead of the changeling world.
 - ii. Changelings’ unnatural existence are fueled by a refined essence of expression or creativity. Because this can often be garnered from the same source as pathos, this can lead to either cooperation or conflict between changelings and wraiths.
 - iii. Changelings exist in two worlds, the mundane and enchanted. The former is workaday existence, and changelings wear their mortal guises when moving in it, but with the application of refined essence, changelings reveal their true selves at least to those who are also enchanted and can see them.
 - iv. Divided into a pair of conflicting courts, a plethora of noble houses and social distinctions, and a riot of types of Fae, changeling society can prove to be almost terminally confusing to an outsider.
 - v. While changeling magic is not necessarily as powerful as that of mages, it can pack a wallop in its own right.
 - vi. Cold iron and something they call “banality” are the things that changelings fear most. The latter strips the refined essence from them and drags them inexorably into the mundane world. The former presents a more immediate threat as cold iron inflicts aggravated damage on changelings.
- f. Kinain
 - i. Little is known about these peculiar mortals other than for some reason they possess peculiar features and tend to be prone to the fantastical and whimsical.
- g. Enchanted
 - i. Virtually nothing is known about the enchanted other than they talk as if able to see changelings in their true form just as the Fae are capable of seeing one another in their true form.
- h. Fomori
 - i. Virtually nothing is known about the fomori save; they are different from any other supernatural. They can only speculate as to their nature.
- i. Inquisitors/Hunters
 - i. Direct observation of the living world requires special wraithly powers called Arcanoi. Even when they manage to perceive the Skinlands (the living world), wraiths see it as “wrong” and distorted, with decay and weaknesses highlighted due to their inherent powers of Deathstight.
 - ii. While wraiths might be aware of mortal attempts to interact with the supernatural or investigate them, specific details about organizations like the Shadow Inquisition would likely be fragmented and based on chance observations or fragmented memories from mortals they encounter or observe.
 - iii. Powerful wraiths employing Arcanoi like Puppetry (possession) or Embodiment (materialization) might gather more direct information. They could potentially witness mortals involved with the Inquisition through their limited Skinlands perception.
 - iv. Wraiths who become Risen (returning to their bodies) would have significantly greater access to information about mortal affairs. Focusing on specific encounters or individuals, however, rather than the larger structure or goals of the Inquisition.

Medium Rules

95. Sign On The Dotted Line

- a. Mediums must have a contract with, either a wraith or a spectre.
- b. Specters are much darker entities that have been completely taken by their shadows. They are malicious and destructive. They are drawn to mediums who may be in a position and willing to hurt others. Wraiths

are easier to work with and are generally looking for something: a reason, an item, their cause of death, information on someone to pass on.

- c. The Medium and the Spectre/Wraith come to an understanding and form a binding contract.

96. Breaking The Contract

- a. If a Medium breaks the contract between their Spectre/Wraith, they will lose all experience purchased abilities gained from their spirit counterpart and be rendered completely human. If this happens then the character will not get their points refunded, they are lost to the spirit. The information of what they know will remain with them though.

97. What Mediums Know About Supernaturals

- a. Wraiths/Risen
 - i. While most mortal humans do not truly understand the difference between devils, demons, wraiths, and spectres per say, what they do understand is the context in which their contracted benefactor presents themselves. These entities present themselves to mediums as a variety of things; deities, guardian angels, deceased family, ancient beings of knowledge from times past, and much more. Generally, most unfortunate mediums do not come to understand the true nature of the spectre or wraith they are tied to until far too late to weasel their way out of contractual obligations damning their souls to the Labyrinth or worse, Oblivion.
 - ii. Many mediums engage in a ritual known as a 'Seance', which calls upon spirits to meet with them for a time in whatever fashion they might appear in. They also possess the ability to perform another ritual referred to as Astral Projection, which allows them to temporarily venture into the 'other side' or 'Shadowlands'. While they understand the beings encountered in this place between life and death are spirits of the restless dead, they do not necessarily know more intricate details of what it means to be a wraith or spectre unless learning this knowledge from one or another educated in the topic.
- b. Other Supernaturals
 - i. Your knowledge consists of anything your wraith, spectre, or perhaps a risen decides to share with you, though whether any knowledge or information obtained from a medium's benefactor is accurate or not remains a whole other matter.

Changeling Rules

98. What Changelings Believe About Other Supernatural

- a. Werewolves
 - i. Werewolves can take the forms of humans and wolves, as well as some forms that combine the traits of both. Most terrifying of all is their "wolfman" form: a wolf-headed, nine-foot-tall killing machine that inspires a supernatural terror in humans. In this form, they are at their strongest, but they cannot seem to communicate in connection with creatures other than werewolves and wild beasts.
 - ii. Werewolves can attack several times in a short amount of time, often taking two to six offensive actions the time it takes others to make a single attack.
 - iii. Werereatures heal incredibly fast, regenerating wounds and injuries in a short amount of time without treatment. Only fire, silver, or the teeth and claws of other supernatural creatures can permanently injure a werewolf— and a werewolf can even heal these wounds with rest, treatment, and time.
 - iv. Although they don't possess Glamour as such, werewolves can fuel their supernatural powers with a measure of their innate spiritual energy. They regain this spiritual energy through long meditation. As creatures of change and the wilderness, they are traditionally lower in Banality than most people.
 - v. Werewolves supposedly can enter the spirit world and travel to strange spirit realms. It's rumored that some of their elders can even travel to Arcadia, although this has never been proven.
 - vi. Silver is indeed the bane of werereatures, although wolfsbane does little good against them. They cannot easily ignore damage from silver weapons and cannot regenerate such wounds as quickly as they normally can.
- b. Kinfolk
 - i. Little is known about these peculiar mortals other than they live as part of close-knit societies associated with werewolves, though their specific role among them is unknown.
- c. Vampires
 - i. Vampires live until slain; having "died" once and been returned to life through the blood magic, they do not age. Vampires become more cunning and powerful with age; older vampires, who have lived for centuries, are a match for the mightiest changelings.

- ii. Though vampires can be driven into unconsciousness by mortal weapons, only sunlight, fire or total dismemberment can permanently destroy them.
 - iii. Most vampires are moderate Banal, though Unseelie are often intoxicated by the dark auras of these fellow denizens of the night. Some Unseelie even claim that vampires do not exude Banality but rather surround themselves with a sinister and exotic Glamour all their own. The truth is unknown.
 - iv. Vampires have no Glamour as changelings know it, but they steal their power from a darker source: blood. Vampires have utilized blood, which is identical to a Glamour for Changelings, but recharged by taking the blood of others which can result in death of the victim.
 - v. Vampires are burned by sunlight; thus, one will never be seen outside during daylight hours.
- d. Ghouls
 - i. Little is known about the thralls of vampires, aside from the fact that they seem to follow command of the leeches with little to no resistance even to their own detriment.
- e. Wraith/Risen
 - i. Wraiths, with rare exceptions, are completely invisible and intangible. Only sluagh, and sometimes eshu, can see wraiths, and unless the wraith chooses to materialize in the real world, the ghost cannot be touched physically. On the other hand, any contact of reasonable force with the area where a wraith is "standing" inflicts upon the wraith damage and disrupts the ghost's physical state for a time. During this time, no further physical damage can be done to the wraith (except by another ghost).
 - ii. A ghost's vision is sharper than a mortal's. Wraiths have the ability to see the auras of the living (which, incidentally, lets them pick changelings out of a crowd). Furthermore, their senses have been sharpened to a preternatural degree by death; a ghost can pick the numbers off a speeding car's license plate or read the signature on a Louisville Slugger in use.
 - iii. Some ghosts have the ability to sing raw emotion into a changeling, which can sometimes be turned into Glamour. They do this by means of a power unique to them; many changelings mistake these ghosts for banshees.
 - iv. Wraiths known as Sandmen have the ability to harvest creativity, to alter dreams and even to take sleeping souls with them into full-fledged dream pageantry. A changeling who is targeted by a Sandman must will themselves against such an onslaught for every night of the wraith's attention. On the other hand, a wraith dabbling in a changeling's dream must will themselves to remain free or get sucked into the dream as a permanent denizen.
 - v. Some ghosts who possess specific powers can drain — or restore — Glamour with a touch. As one might expect, this leads to all sorts of complications.
 - vi. Wraiths feed on raw emotion. Usually, positive emotions fuel the wraith's personality, while strong negative feelings give strength to the wraith's dark side. Being creatures of passion and memory, wraiths have little Banality to them. In fact, the popular belief in ghosts and "haunted places" often makes the world more hospitable to changelings than it might have been otherwise.
 - vii. Some wraiths can repossess their bodies, climb up out of the grave and start walking around. Wraiths of this sort are very rare and extremely dangerous, but they do exist in the physical world.
 - viii. Wraiths are tied to objects of importance in the real world and if these items are connected or destroyed, the impact on the wraith is enormous and extremely bad. Wraiths go to any lengths to protect their sacred objects. Egged on by their darker sides, desperate ghosts may even resort to violence — or worse.
 - ix. Wraiths who have been consumed by darkness and evil are called Spectres. Some of these are indistinguishable from normal ghosts, others are patently creatures of evil.
- f. Mediums
 - i. Little is known about these peculiar mortals other than for some reason they claim to see, hear, and speak with spirits, perhaps these folks are more open to the possibility of chimerical reality?
- g. Fomori
 - i. Virtually nothing is known about the fomori save; they are different from any other supernatural. They can only speculate as to their nature.
- h. Inquisitors/Hunters
 - i. Changelings view the Inquisition less as a campaign against supernaturals and more as a wave of Banality and fear sweeping Europe; ergo Inquisitors are the bringers of deadly banality threatening to extinguish Changelings.
 - ii. Witch-burnings, heresy trials, and anti-pagan manhunts were just as dangerous to Fae as to other supernaturals due to humans not understanding the differences between various supernaturals.
 - iii. The Inquisitors' obsession with rooting out "heresy" makes it difficult for free-thinking dreamers, mystics, troubadours, and faerie-touched mortals to flourish — all vital to precious Glamour.

- iv. Many freeholds and free-spirited communities have been destroyed during this period, starving changelings of Glamour.
- v. The persecution of witches and “faerie-believers” force Fae deeper into hiding, forcing them to rely more on the Changeling Way and human anchors.
- vi. Scholars among the Sidhe or Sluagh may know more specifics — whispers that the Inquisition learned occult secrets from Fae enemies, or that some Inquisitors were guided by Shadow Court Fae who used the Inquisitors as puppets to extinguish rivals.

Kinain Rules

99. What Kinain Believe About Other Supernatural

- a. Kinain Raised by Fae
 - i. Kinain raised by Fae are typically taught what their changeling brethren know in effort to better avoid trouble and/or defend themselves in time of need. See section on changeling beliefs about the supernatural.
- b. Kinain Raised by Mortals
 - i. See section on human beliefs about supernatural. This can change if your character learns of their Fae heritage on screen depending on what other enchanted, kinain, and/or changelings share with the kinain.

Enchanted Rules

100. What Enchanted Believe About Other Supernatural

- a. Human Enchanted
 - i. Your knowledge consists only of what the changeling enchanting you have shared with you.
- b. All Other Enchanted
 - i. Your knowledge consists of what you knew prior to enchantment in addition to any information the changeling enchanting you have shared with you.
- c. Formerly Enchanted
 - i. Your knowledge gained during the time you were enchanted is mostly forgotten. The longer you were enchanted, the less you retain. If uncertain what would and would not be retained, please open a ticket.

Fomori Rules

101. Some Men Just Want The World To Burn.

- a. A Fomori is a Bane Spirit that has corrupted a person. It wants to fight Werewolves and spread Wyrn-taint!
- b. The destruction of Gaia is their ultimate goal. They want anything and everything to be corrupted.
- c. You are an Antag. Nothing less!

102. Fomori Mutation Representation

- a. Depending upon the Mutation, characters need to reflect the mutation physically. When you take a mutation and change your character, please open a ticket and send staff a screenshot with what mutation you took!
- b. Potence ->
Fortitude ->
Celerity ->
Dominate ->
Obfuscate->

103. What Fomori Know About Supernaturals

- a. Werewolves
 - i. Most common enemies. Even the dumbest fomor knows “wolves are the hunters.”
 - ii. Street-level Fomori resulting from random mutations who are lone possessed, experience werewolves as unstoppable monsters that appear from nowhere and rip them apart.
 - iii. Some Banes whisper werewolf myths — usually distorted, portraying them as arrogant usurpers who keep the Wyrn from its rightful place.

- iv. Fomori knows, instinctually, that werewolves are the enemy, but they must discover what a werewolf is through interactions and discovery.
- v. They know that they are ruled by emotions and rage in particular. Pushing them to a heightened state of emotion makes them vulnerable.
- b. Vampire
 - i. Most fomori don't know squat about vampires. They might think they're just creepy mortals, serial murder, or blood occultists."
 - ii. If they've been used by Anarch or Sabbat allies, they may know more: that "leeches" control cities and politics and sometimes compete with other supernaturals for dominance.
 - iii. Banes often despise vampires because the Kindred don't serve the Wyrms — they're outside the Triat cosmology. A fomor might feel instinctive hatred or fear.
 - iv. They would recognize that they have a wyrm taint but much like the werewolves, that is the extent.
- c. Wraith/Risen
 - i. Fomori sometimes see ghosts if their Bane allows it, but usually only in a terrifying, twisted way such as prey, chains, or whispers.
 - ii. Some Fomori are possessed corpses loosely known as the "Walking Dead" types, so they may have innate awareness of the Shadowlands. Risen may be mistaken for this type of Fomori.
 - iii. Banes often hate wraiths because they resist being pulled into Oblivion.
- d. Changelings/Fae
 - i. Most Fomori have never knowingly encountered one. If one is encountered, they'd just see "weird dream-people."
 - ii. If they do interact, Banes usually push Fomori to snuff out Glamour, since Glamour is equivalent to creation and hope and is antithetical to the Wyrms.
 - iii. A fomor might feel sickened or enraged near a Fae without understanding why. To them, changelings may look like fragile, artsy mortals with unsettling charisma.
- e. o Kinfolk/Ghoul/Medium/Kinain/Enchanted
 - i. Fomori knows nothing about these various human variants. They're viewed as mundane humans typically are.
- f. o Hunters/Inquisitors
 - i. Most have no idea there are "Inquisitors." They just know that sometimes mortals suddenly fight back really, really hard. At this level, they just think: "Some humans are dangerous."
 - ii. Banes do recognize true Hunters and Inquisitors as dangerous.
 - iii. To a Bane, Inquisitors look like humans channeling raw balance and justice — little sparks of the divine from the cosmos.
 - iv. A fomor might hear the Bane describe them as "the Fire of the Lie" or "the Burning Men," metaphors for the danger they pose.
 - v. The memory of the medieval Inquisition lingers among older Banes as a time when the Wyrms' servants were purged by fire. They pass this paranoia down into their hosts..

Human Rules

104. Did You See That!? No. No You Didn't.

- a. Humans remain blissfully unaware of the supernatural forces that surround them. Their minds rationalize strange occurrences, dismissing them as hallucinations, dreams, or tricks of the light.
- b. No matter what, things are always explained away. If the point of belief is reached on their own, then it is considered a psychotic break and they should consider themselves and be considered insane. By themselves and others.
- c. If a human survives their enlightenment for a lack of a better term, they should consider themselves under constant threat of danger. The supernatural do not trust humans who know too much and for good reason, a loose thread usually gets cut.

105. The "We Don't Talk About Bruno" Rule

- a. A human who knows too much cannot be believed if they try telling others about what they are seeing, experiencing, ect. Other humans must operate under disbelief and rationalize the events away.
- b. It is a better policy not to speak of anything supernatural. From any perspective. Those who do have the asylum waiting at best and the creatures of the Supernatural hunting them down at worst.

106. What Humans Know About Supernaturals

What humans know about Supernaturals is based all in the superstitions of the land. That things are right or wrong is both happenstance and organized by those supernatural beings to be believed.

- a. Strigoi (Vampires and Risen)
 - i. Those who die by suicide, are cursed by a witch, die unmarried, are born with extra nipples, have hairy palms, or are the 7th child of the same sex in a family are fated and doomed to become Strigoi.
 - ii. Strigoi rise from their grave and attack sleeping women and children before returning to their crypt before sunrise.
 - iii. If you steal from a grave, the Strigoi will hunt you to retrieve their belongings back and feast upon your flesh.
 - iv. Strigoi resemble the dead as they are rotting in their graves.
 - v. They are shapeshifters and can transform into wolves, bats and birds such as owls.
 - vi. They are stronger and faster than a normal human.
 - vii. Garlic will drive them away.
 - viii. If a virginal woman wearing white rides a white horse at midday on the graveyard and the horse stops, it is standing before a Strigoi's grave.
 - ix. One must tie or remove the legs of a suspected Strigoi so that it cannot roam the land of the living.
 - x. Decapitation works as well, to prevent them from raising, but many do not have the stomach so other means must be used. Securing sickles over the neck of a Strigoi would prevent it from raising by decapitating it when it sits up is one such method. Another is that the body may be nailed down into their grave with long spikes of iron.
- b. Werewolf
 - i. There is a curse upon some men that causes them to take the form and rage of a wild beast. Witchcraft and sorcery have compelled them to transform under the full moon either by their own evil doings or by some angered sorcerer!
 - ii. They have an unquenchable bloodlust.
 - iii. As a human they have almond shaped eyes, a unibrow, and the second and third fingers are the same length.
 - iv. Wounds inflicted upon these creatures would never heal, in the form of a man or a beast.
 - v. The church stance is that there is no such creature but that anyone claiming to be one must be mad!
- c. Witch (Medium and/or other Human Variants)
 - i. A witch! They are witches!
 - ii. They sign pacts with the Devil, sell their spouses souls and commune with the dead!
 - iii. Women who work as healers or know herbal remedies. Their good acts are just a cover for the corruption of their souls!
 - iv. They are men and women of loose morals that seek pleasure of the flesh!
 - v. Witches are left-handed... everyone knows that... right?
 - vi. A witch, regardless of sex, was argumentative and dislikable
 - vii. Witches all have a mark on their body. Small spots, freckles, moles... If it is stabbed, they will feel no pain. If there is pain they are not a witch.
 - viii. If there is no spot to be found... they may still be a witch! Further questioning is needed!
 - ix. If someone is found guilty by the church of being a witch, the sentence is death by strangulation. More often than not, Hanging. Some may earn their freedom through repenting and giving up other witches that they know.
 - x. Luckily in Bohemia all of this hunting is frowned upon and kept to only extreme cases!
 - xi. A medium may be consulted as someone who could exorcise a spirit from a place. They could be a last chance to cleanse someone or something of an evil attachment.
 - xii. They are not always considered witches... but may be looked at as mad or really really weird!

Hunter Rules

107. No Recruiting!

- a. Hey! This person should be a hunter! I think I will give them some information! **NO! Wrong!** Hunters cannot go about recruiting other hunters. It is like other splats. It will be done, via application, when there is a spot or in a rare case when a human has encountered so much. Recommendations can be made to the staff but it will be up to staff to approach them or give the OK to do so.

108. What Hunters Know About Supernaturals

- a. Werewolves

- i. Most have heard stories of shapeshifting wolfmen, rare few have ever actually seen one. The stories consistently peg them as hellishly fast and strong, travel in packs, and can disappear and reappear stronger than before.
 - ii. They can breed with humans and God only knows what sort of offspring results from such an unholy union.
 - iii. Regardless of form, they have almond shaped eyes, a unibrow, and the second and third fingers are the same length.
 - iv. They will pant when presented with fresh meat regardless of form and pentagrams appear in blood on their palms during the full moon.
 - v. People bitten by werewolves are overcome with bestial urges, mostly lust and wrath, which can only be treated by a poultice with wolfsbane mixed in.
 - vi. Fire, the great purifier, drives them off and silver blessed by a priest will render pain and crippling.
- b. Vampire/ Risen
 - i. The Undead; some eat flesh but the most human looking ones eat blood like leeches.
 - ii. Those that survive being fed from, for some reason we can't figure out, either have no memory of what happened to them or they remember the experience being nothing but euphoria and yearning that feeling again.
 - iii. Unnaturally fast and tough, horses can't catch them and standard weapons don't seem to seriously injure them.
 - iv. Their powers are as different as the individual vampires.
 - v. They seem to feed quicker the more power they use, maybe they starve with too little blood consumed but who knows?
 - vi. Only bodies of people who die rise as undead, no burned, dismembered, or otherwise ruined bodies. At first, they look as they did in life, the heart still beats, their need for blood minimal.
 - vii. Often these newly undead serve demon or witch masters.
 - viii. The longer they exist, the deader they appear and the more they need blood as they stop being able to eat normal food and drink normal drink.
 - ix. They grow more powerful, able to call upon wolves and bats for aid, and eventually the oldest ones become the most hideous, grotesque, and deformed creatures.
 - x. Fire frightens them, sunlight burns them to cinders, stakes paralyze them though we know not why.
- c. Ghoul
 - i. Victims of vampires who have been enchanted and crave the pleasure the bite somehow brings for reasons we haven't figured out. If the spell upon them cannot be broken, best to put them out of their misery.
- d. Wraith/Spectre/Risen
 - i. Maybe phantoms are restless spirits of people unable to move on, but they're probably taking the form of known people to trick us.
 - ii. They haunt places where death is strong such as leper colonies and cemeteries boast stories of ghosts as do battle fields, hospitals, and asylums.
 - iii. Ghosts may exhibit any number of strange powers. In living people, they induce madness and fever, anyone able to see them is driven mad.
 - iv. Some say they can inhabit bodies. Others know they cannot become solid, much less inhabit bodies. No, those sorts of beings are demons possessing the body given how quickly they respond to exorcism.
 - v. True ghosts are powerless, mere reflections of themselves in life. Refusal to pass on to the hereafter is perhaps the greatest sin that the dead can commit.
- e. Faeries/Changelings
 - i. Some believe them demons masquerading as pagan gods and some believe they are God's creations for a purpose not yet known. Others still don't believe they exist.
 - ii. Legends of the Fair Folk are as varied with some stories telling of leaving gifts out for these Fair Folk in exchange for favors or wishes. Other stories tell of avoiding certain places and/or at certain times lest you incur the wrath of the fair folk. Still others tell the stories as to be ways to admonish children into behaving well, lest the strange folk come to take the naughty children away!
 - iii. While such stories may merely be stories to entertain or frighten young children, the possibility that folks may be unwittingly strengthening some nightmarish creature from the depths of hell by their tales and offerings cannot be ignored.
 - iv. Faeries are NOT harmless. Stories of fair folk include just as many tales of flesh-eating creatures and terrible but beautiful enchantresses that steal away young men.

- v. None know for certain what they are capable of with tales abound of powers of deception and illusion. One must keep their wits about them should they suspect the presence of a fair folk. Pray for the wisdom and strength to not be seduced.
 - vi. Unfortunately, these creatures have gone to great lengths to hide their weaknesses. Others claim that they can be driven off by the sound of church bells, throwing salt and bread at them, reciting biblical verses or Latin, an iron blade, or any one of a hundred other remedies.
- f. Kinfolk/Mediums/Kinain/Enchanted
 - i. Pagan heathens, all heretics, that serve the minions of Hell! Beware that the servants of hell's minions are not powerless. While some are indeed weak-willed fools, they are often the method by which we can discover true evil.
- g. Fomori
 - i. This term is unknown to Inquisitors however, if one crosses paths with a fomori they will likely be viewed as either a demon-possessed or a demonic entity themselves depending on the level of corruption visible. In either instance they are to be treated with great vengeance and furious anger like those who would attempt to poison and destroy other humans.