

Camarilla Genre Packet

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DARK PACK

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STATUS

Status defines the level of respect or social renown that a Kindred has within Camarilla society. It determines the weight with which a Kindred's word should be regarded, their position in the social hierarchy, and serves as a measure of their accomplishments and character in the eyes of the Society. The ebb and flow of one's reputation has a serious effect on a character's life even in modern nights. A Character's Total Status is comprised of their Personal, Positional, and Honorary Status with certain caps listed below.

Respect cannot be quantified by sheer numbers however, and while those that are held in higher regard can be seen as more respected than those with less standing, the granter of a measure of Status is almost as important as having the Status itself. Likewise, the deed for which recognition is earned plays a role in what the Status means to others. After all, being praised by a *Justicar* or *Prince* should be far more meaningful than the *Primogen* of a small unknown Domain.

Status should always be difficult to gain, easy to lose, and even harder to regain. There is no hard and fast rule to handle every single scenario that may come up during game. Back room deals, manipulation and subterfuge are, after all, the bread and butter of Camarilla genre -- and being cleverly sneaky is not only allowed but encouraged. However, it should be noted that the rules and guidelines presented in this packet constitute what is commonly perceived as proper behavior and genre. Although there are deliberate gray areas and room for bending the rules, finding oneself on the wrong side of scandal is a real possibility for those treading these fine lines. There is no statute of limitations on scandals. They do not expire, nor do they have a "timer" during which they can be used against you by a driven *Harpy*. The memories of immortal creatures can be very long, and you might find yourself being punished for something you did years ago.

Kindred who are not **Acknowledged** members of the Camarilla cannot hold other Camarilla Status. Therefore, Camarilla Status cannot be granted to an Independent or to a member of the Sabbat.

When a Kindred is visiting a Domain, he is subject to the will and laws of that *Prince* and the Officers of that Domain. If he misbehaves or earns the ire of his hosts, he may be punished in any fashion the hosting Officers see fit, within their roles. By the same token, an outstanding visitor may be honored with an award of Status before he leaves.

While in general a host's power over his guests is limited to the duration of the visit, it is neither impossible nor unheard of for a *Harpy* or another Officer to attempt to strip Status or apply Negative Status to a visitor after he or she departs for something he did during his visit. It may be much more difficult to do so after the offender is home again, as the *Harpy* of that Domain may have his own opinions about the scandal, but fleeing a Domain within which crime or scandal was committed should not automatically mean that the perpetrator is safe from the consequences of his actions. Should there be contention over whether or not the actions of the Domain Officer in which the situation happened is legitimate, the *Harridan* may be consulted for a final decision.

Players should always keep track of their Status on their character sheets or by any other means they deem suitable. Many players find it useful to log their Status into the Camarilla Wiki, which makes it easier for others to expend Politics to learn a character's Status as well. Information such as the Status trait itself, who awarded it, why it was given, and a rough idea of when it was gained are all things a player should know. If they can't remember who or why someone granted them Status, it likely wasn't important -- and a *Harpy* may opt not to recognize it as having been granted in the first place. Or, they may consider memory of the deed faded enough that you clearly don't deserve it, and claiming it is scandalous. Any OOC disputes on this should be resolved by the Storytellers.

ACKNOWLEDGEMENT

The social life of a Kindred begins with his Acknowledgement. Until Acknowledgement, a vampire under the Accounting has no rights, and his misdeeds falls upon the Sire's (or whomever holds the Accounting's) head. When the Accounting is completed and the Sire feels the child is ready to be introduced in the Camarilla society, he is presented to the local authorities and ultimately the *Prince*, who may or not grant him his Acknowledgment. As such, Acknowledged is always the first Status Trait given to a member of the Camarilla, and the one that can never be taken away.

Gaining Acknowledgment in the Camarilla is to be considered a full member of the Sect. While a Kindred under the Accounting is often afforded some considerations, it is not until a Kindred is fully Acknowledged that they can occupy Camarilla positions or hold Positive Status.

While a character may not be stripped of their Acknowledgement, they may chose to voluntarily relinquish it. However, doing so is so scandalous that it will leave a taint on their name for a very long time. Also, the Camarilla is not known for granting second chances, and no one forgets past scandals.

Characters that relinquish their **Acknowledgement** and then later rejoin the Camarilla are automatically given the Flaw: **Notoriety** that cannot be lost for a minimum of a year and a day after the Acknowledgment is regained. Prior to that time, the Character may petition the *Harridan* or a *Justicar* to remove the **Notoriety** early. Often, an Ordeal or task will be given to the character to prove their loyalty to the Camarilla before having this flaw removed early.

PROBATIONARY SECT MEMBER

As per the Baltimore Conclave of 2015, Any Camarilla Kindred who does not go through the Accounting as part of the Camarilla and seeks to join it later shall be given the flaw **Probationary Sect Member**. This flaw may only be removed by either their resident *Prince* after they have held Acknowledgment in that Domain for at least a year and a day, or sooner by going through a *Justicar* with the sponsorship of their *Prince*. Kindred who go through Accounting as part of the Camarilla or who are already members of the Camarilla are not required to undergo a period of Probation.

STATUS LIMITS

For Camarilla PCs, the Status Limit is set at 6 Personal plus the Positional Status from one position and up to 3 Honorary Status. Camarilla NPCs may have up to 7 Personal Status. Each Personal Status possessed by an NPC beyond their 7th requires **Camarilla Coordinator Approval**. Additionally, certain modifiers to the Status Cap exist. Unless specifically noted, these modifications stack with one another:

- **Pillar Clan:** You belong to one of the core Clans of the Camarilla, and as such you may claim your full measure of Status. You are either a member of the Founding Clans of the Camarilla (*Brujah*, *Gangrel*, *Malkavian*, *Nosferatu*, *Toreador*, *Tremere*, or *Ventrue*) or a Respected Clan of the Camarilla (*Children of Haqim* or *Lasombra-Antitribu*).
 - Limit Modification: None.
- **Subjacent Clan:** You do not belong to one of the core clans of the Camarilla, and as such you may not claim the full Status that a Pillar Clan member can.
 - Limit Modification: Minus 1 to your Personal Status

- **Clanless:** You do not know which Clan sired you, or have been driven out of your Clan and are considered Clanless. As result, you are looked down upon by those who do. Worse than not being the childe of a Founding or Respected Clan is not knowing which one you belong to - or being disinherited by your Clan of Embrace.

Limit Modification: Minus 2 to your Personal Status. This reduced cap is not cumulative with the one presented for the Subjacent Clan.

- **Additional Personal Status:** This is an award made by some of the most prominent and respected figures in the Camarilla. As this additional standing is granted by someone of great repute, people should give great thought to stripping this standing.

Once this Merit is awarded, the character has a permanent modification to the limit of their Personal Status. Should they later fall below their limit, they can regain up to 7 Personal Status, however recovering from such a fall is not an easy task and, while not required, the final Status should come from someone truly respected within the Camarilla.

- Associated Merit: *Additional Personal Status*
 - Limit Modification: Plus 1 to your Personal Status.
- **Infamous Sire / Lineage:** Due to the foul deeds of your Sire or your Lineage, you are seen as an infamous Kindred. Should you be from Infamous blood and gain the Reputation Merit, you are considered to have superseded the notoriety of your breeding and you gain the benefit of that Merit, removing the *Infamous Sire/Lineage* Flaw from yourself and your childer.
 - Associated Flaw: Infamous Sire / Lineage
 - Limit Modification: Minus 1 to your Personal Status.
- **Notorious:** You are not as well seen as members of the Camarilla in good standing, due to your own actions. The Camarilla does not look kindly upon those that cannot behave themselves. You cannot go from having *Notoriety* to having *Reputation* without first losing the Flaw, as one needs to first move past their errors in order to rebuild their reputation. A character may be given the Notoriety Flaw for heinous deeds by their Storytellers and sometimes at the recommendation of a Coordinator (with Storyteller approval). However, *Notoriety* will also be given automatically to those that lose their Acknowledgement.
 - Associated Flaw: *Notoriety*
 - Limit Modification: Minus 1 to your Personal Status.
- **Sovereign Prince Title / Venerable Honorary Status:** A *Prince* recognized to be **Venerable** is granted more Honorary Status than others in the Camarilla.
 - Associated Merit: *Sovereign Prince*
 - Limit Modification: Plus 1 to your Honorary Status.

CHARACTER CREATION

At character creation, a Camarilla character may enter play with *Acknowledged* at no cost. Characters may purchase one (and only one) additional Personal Status with Storyteller Approval. Additionally, they may purchase Merits that grant Camarilla Titles (with **Camarilla Coordinator Approval**, see below).

Additionally, Lasombra Antitribu have an altered Clan Advantage from the one presented in Laws of the Night. Their new advantage lets them start with the Personal Status of **Loyal**. However, that Status cannot

bring them over the OWbN maximum. They can choose to keep the Clan Advantage or replace it by Status granted for their deeds.

GRANTING & REMOVING STATUS

In reward of service to the Camarilla in whatever form, certain Officers and entitled Camarilla citizens may grant or remove Status to others of the Sect. Granting and removing Status Traits, either Positive or Negative, should be done publicly, be it at an assembled gathering or an e-mail announcement over a public list. Such changes must always be logged with a *Harpy* and should be announced publicly.

While there is no set time by which Personal Status may be granted or removed, climbing the social ladder too quickly by gaining multiple Status Traits in a short period of time or by gaining recognition too quickly after being involved in a scandal can itself be seen as highly scandalous for both the Kindred receiving the award and the one giving it.

If the motives for granting Personal Status come into question, the *Harpy* may initiate an investigation. The *Harpy* has the power to strip the Status Trait, as well as a Status Trait from the one who has granted it, if the exchange is viewed as scandalous. Such an action is likely to deeply offend both Kindred, but if the *Harpy* believes the Status award is unwarranted, she can disrupt the process and punish everyone involved.

A Positional Status may never be permanently removed, but can be temporarily nullified by the same route. It should be noted that while the Positional Status itself may be temporarily nullified in such a fashion, the powers of the Position remain.

TEMPORARY STATUS EXPENDITURES

There are times when a character may temporarily expend their Personal Status such as when certain positions use it to grant or remove Status. Much like with Attribute Traits, expending Temporary Status reduces your effective Status for the duration of the session (which may last multiple evenings at a weekend event). This reduces both the number of bonus Traits you can bid on a tie (if using Status for social challenges, per Laws of the Night, Revised, pg. 218), and your effective Status when relating to others - your social clout in the Camarilla has been strained by exerting it, but will recover at the beginning of the next session you check into - or two weeks after the Temporary Status is spent if you do not attend another session beforehand.

POSITIONS IN THE CAMARILLA

The Camarilla is governed by various different positions that serve different functions. These common, recognized positions often grant bonus Status referred to as Positional Status and some have the ability to grant or remove the Personal Status of others. In OWbN, some jobs have been given extra authority beyond what was originally published. In such cases, that extra responsibility will be listed. Additionally, while some Kindred may find themselves holding multiple positions simultaneously, they may only claim the status of one position at a time.

Several offices have lesser positions or assistants. These assistant positions do not gain a Positional Status Trait. However, in order to be named, the parent position needs to loan one of their Status Traits and announce the appointment. While it is possible to have “secret” assistants and thus not loan them standing, they do not officially gain the benefits of the parent position.

Lesser positions include:

- *Whips* that serve a *Primogen*

- *Stewards* that serve a *Keeper of Elysium*
- *Deputies* that serve a *Sheriff*
- *Hounds* that serve a *Scourge*
- *Lesser Harpies* that serve a *Harpy*
- *Servire* that serve an *Archon*

Note: Player Characters and Chronicle NPCs may only hold Domain Positions in areas that are controlled by Chronicles. Coordinator controlled territory and neutral territory may not be used in this fashion. Domain Positions being: *Prince, Seneschal, Primogen, Harpy, Sheriff, Keeper of Elysium, Scourge, Consul*, and *Assistants*.

- ***Justicar (Coordinator NPC Only)*** - These are the agents of the Camarilla that work to resolve matters that of significance on a global scale.
 - Positional Status Gained: **Exalted, Formidable, Just, Respected, Well-Known** (5)
 - Granting Personal Status: May give Personal Status to any member of the Camarilla, in any Domain, at any time. Should those grants total more than 5 Traits to the same person in a single evening, additional awards require a Temporary Status be expended.
 - Granting Negative Status: A *Justicar* may grant **Warned, Incompetent, Guilty, Despoiler, Malcontent, Shameful**, and **Pariah** in any Domain so long as the character meets the requirements of the Negative Status. In working with the Josian Council of Invisibles, they may also levy the **Profane** negative status.
 - Removing Personal Status: May remove Personal Status from any member of the Camarilla, in any Domain, at any time. Should these removals total more than 5 Traits of Status from the same person on a given evening, additional removals will require a Temporary Status to be expended per Status Trait removed.
- ***Alastor (NPC Only)*** - Those agents that hunt the *Anathema*, the Red-Listed enemies of the Camarilla.
 - Positional Status Gained: **Feared, Sanctioned** (2)
 - Removing Personal Status: May remove Personal Status from any Camarilla member that hinders their official missions at the cost of one Temporary Status for each removal.
- ***Archon (Coordinator NPC, Chronicle NPC or PC with Camarilla and Clan Coordinator Approval. PC's will always require a signed Binding Agreement. Chronicle NPCs may not have a Binding Agreement with Coordinator consent)*** - The eyes, ears, and hands of the *Justicariate*. *Archons* are often the agents in the field that bring information to their *Justicars*.
 - Positional Status Gained: **Empowered, Feared**, and **Loyal** (3)
 - Removing Personal Status: May remove Status if expressly allowed by their *Justicar*, following the same rules as the *Justicars*. In addition, *Archons* may remove Personal Status from any Camarilla member that has interfered with a *Justicarial* investigation at the cost of one Temporary Status Trait for each removed
- ***Harridan (Coordinator NPC Only)*** - With recent events causing a stir in the social tapestry of the Camarilla (such as the public dispute between two claimants for *Justicarial* seats, the Extremis Boon from Clan Toreador and the need for supervision over international virtual communications), it has become clear that the Camarilla, and by extension the *Justicariate*, needs someone to mediate higher level matters.

This role is not a new one; historically, it was previously held by Lana di Medici before being disbanded in early 2000s, with the *Justicariate* trusting their own *Archons* to handle these sorts of affairs. However, with enemies, new and old, resurfacing and their other duties taking a more prominent role for the *Justicariate*, there is once again a need to reinstate the position in order to handle the mediation of cross-Domain scandals that cannot be resolved by local authorities.

The *Harridan* will be appointed to oversee those affairs, with each *Justicar* loaning the holder of the seat one of their Personal Status. The *Harridan* can name assistants who are known as *Furies* to act as its eyes and ears throughout the world, much as a *Justicar* employs *Archons*. The *Harridan* is considered to be a global *Harpy*, having the same powers as a regular Harpy on a global level.

- Positional Status Gained: **Famous, Influential, Well-Connected, Well-Known** (4)
- Granting Negative Status: A *Harridan* may grant **Warned, Oathbreaker, Incompetent, Disgraced, Guilty, Despoiler, Malcontent, Shameful, Overambitious, and Pariah** in any Domain so long as the character meets the requirements of the Negative Status.
- Removing Personal Status: May remove Personal Status from any member of the Camarilla, in any Domain, at any time without having to spend their own temporary Status for scandal committed. Status removed by the *Harridan* should accompany some scandal that must have a grain of truth to it. May remove Negative Status from any member of the Camarilla, in any Domain, but doing so requires an expenditure of their own Temporary Status.
-
- **Fury (Coordinator NPC or PC with Camarilla and Clan Coordinator Approval and a signed Binding Agreement)** - *Furies* are agents of the *Harridan*. They are the eyes and hind ears of the office. They scour rumor and scandal and present it to the *Harridan* much in the same way an *Archon* serves a *Justicar*. The *Furies* have the delegated powers of the *Harridan* just like a *Lesser Harpy*, with their decisions being able to be revoked by the *Harridan* but otherwise having to be just as respected.

As it is known that often *Harpies* are threatened for doing their duties, in order to allow for some level of safety to those that carry the mantle of *Fury*, each of them has an alias selected from among Greek mythological entities that may be passed along to their successor. As such, the proclamations of the *Furies* and the *Harridan* Office remain anonymous for the Camarilla at large, although their identities are known by the *Justicariate*. Since they maintain an alias, *Furies* are not required to publicly reveal their identity. However, should they opt to remain secret, they cannot claim their positional Status, since their membership is not publicly known.

Furies are primarily selected from among the *Harpies* of the Camarilla, however it is not a requirement. The *Harridan* may seek to include Elders or former *Harpies* who have been removed from their position by their local *Primogen*. After all, only the *Harridan* may dismiss a *Fury*, and local politics should not impact their choices in the greater scheme of things. Since the *Harridan's Furies* represent the proper standard of behavior for Camarilla citizenry, should a *Fury* become embroiled in scandal, their membership will likely be revoked -- much as an *Archon* who has embarrassed their *Justicar*.

- Positional Status Gained: **Influential, Well-Connected, and Empowered** (3)
- Granting Negative Status: A *Fury* may grant **Warned, Oathbreaker, Incompetent, Guilty, Despoiler, Overambitious, and Malcontent** in any Domain so long as the character meets the requirements of the Negative Status.

- Removing Personal Status: May remove Personal Status or Negative Status following the same rules with the authorization of the *Harridan*.
- **Prince (PC, Coordinator NPC, or Chronicle NPC)** - The *Prince* is the absolute ruler of a Camarilla Domain. Therein, his word is absolute.
 - Positional Status Gained: **Exalted, Famous, Well-Known, and Distinguished**. (4).
 - Granting Negative Status: A *Prince* may grant **Warned, Incompetent, Guilty, Despoiler, Overambitious, and Malcontent** in their Domain so long as the character meets the requirements of the Negative Status.
 - Granting Personal Status: May give Personal Status to any member of the Camarilla physically present in his Domain at the cost of one Temporary Status for each award.
 - Removing Personal Status: May remove Personal Status from any member of the Camarilla physically present in his Domain at the cost of one Temporary Status for each removal.
- **Seneschal (PC, Coordinator NPC, or Chronicle NPC)** - The *Seneschal* is the aid, advisor, and second of the *Prince*. He often serves in the *Prince*'s stead when they are unavailable.
 - Positional Status Gained: **Cherished, Esteemed, and Trusted** (3)
 - Granting Personal Status: May grant Personal Status in the absence of the *Prince*, who may overturn the *Seneschal*'s award of standing.
 - Removing Personal Status: *Seneschals* may remove Personal Status in the absence of the *Prince*, who may overturn the *Seneschal*'s removal of standing.
- **Harpy (PC, Coordinator NPC, or Chronicle NPC)** - The gossip and rumor mongers of a Domain, they also serve as the social judges of the Camarilla.
 - Positional Status Gained: **Influential and Well-Connected** (2)
 - Granting Negative Status: A *Harpy* may grant **Warned, Oathbreaker, Incompetent, Guilty, Despoiler, Overambitious, and Malcontent** in their Domain so long as the character meets the requirements of the Negative Status.
 - Removing Personal Status: May remove Personal Status at no cost from any Camarilla member who has backed out of a Boon, become embroiled in scandal, or committed crimes against the Camarilla, as long as there is some truth to the scandal and the scandal happens within her jurisdiction. Evidence of such must be produced at the gathering (or via an e-mail list) where the Status is removed. *Harpies* may restore Personal Status they have themselves removed at the cost of one Temporary Status for each Status thus restored. *Lesser Harpies* may remove Personal Status temporarily, but such losses must be approved by the *Harpy* before they become permanent. Otherwise, lost Status Traits return at the end of the evening. However, any scandal a *Lesser Harpy* invokes can be later invoked by the *Harpy* to strip a Kindred of Status permanently, regardless of the fact that they may have already been punished.
 - Note: A *Harpy* is appointed by the *Primogen Council* and is customarily shown support by the *Primogen*. This support takes the form of a bonus Temporary Status per supporting *Primogen* that the *Harpy* can call upon when conducting affairs of their office. This is not considered a loan from the *Primogen* but rather the weight of their name behind the *Harpy* they support. Should a *Primogen* feel that the *Harpy* is not properly doing her job, they can temporarily, or in extreme cases, permanently remove their support from the *Harpy*. This bonus is considered loaned status, however, for determining how much status can be loaned to the *Harpy*. The support a *Harpy* draws from the *Primogen* may not exceed that of

her combined Personal and Positional Status (not Honorary Status).

Previously, a *Primogen* would loan one of their Personal Status to the Harpy to show their support. However, this occasionally led to confusion as to when the *Primogen* did and did not have access to the loaned standing. As such Temporary Status boost a *Harpy* receives is no longer considered a loan but a boost of their status so that the *Primogen* does not have to lose one of their standing simply to support the *Harpy*.

- **Primogen (PC, Coordinator NPC, or Chronicle NPC)** - Advisors and confidants to the *Prince*. In many Domains, *Primogen* are appointed by Clan, however this is not necessarily true everywhere. In some Domains, *Primogen* are chosen from those Kindred that have the most to offer the Domain. In other cases, *Primogen* are given a portion of territory to adjudicate over on their *Prince's* behalf.
 - Positional Status Gained: **Revered** (1)
 - Granting Personal Status: May give Personal Status to a Camarilla member physically present in his territory (as mentioned, some Domains do not chose *Primogen* by Clan) at the cost of one Temporary Status for each award. *Whips* may grant Personal Status only in the absence of the *Primogen*, who must approve the grant before it is considered permanent. As a result, it is the *Primogen's* name that will be associated with that Status trait.

Additionally, *The Primogen Council* may collectively band together to grant their *Prince* Status in a show of support of his reign. To do so, they must all temporarily expend their positional Status trait of **Revered** and publicly announce the standing granted.

- Granting Negative Status: A *Primogen Council* of a given Domain may band together to collectively (and unanimously) bestow the Negative Status of **Incompetent** on their *Harpy*.
- Removing Personal Status: May remove Personal Status from a member of their Clan or a resident of their territory physically present in his territory at the cost of one Temporary Status for each removal. *Whips* may remove Personal Status only in the absence of the *Primogen*.

Additionally, the *Primogen Council* may remove a Personal Status from their *Prince* by collectively expending Permanent Personal Status equal to the *Prince's* Total Status. This may require one or more *Primogen* to spend more than one Personal Status. Who expends which Trait(s) should, of course, be decided through role play.

- **Keeper of Elysium (PC, Coordinator NPC, or Chronicle NPC)** - The organizers and protectors of the Elysia of the Camarilla. Often serve as monitors of the Masquerade within a Domain.
 - Positional Status Gained: **Honorable** (1)
 - Granting Negative Status: A *Keeper of Elysium* may grant **Warned** or **Despoiler** in their Domain so long as the character meets the requirements of the Negative Status.
 - Removing Personal Status: May remove Personal Status at no cost from any Camarilla member physically present in his Domain who is caught breaking the Masquerade or violating Elysium. The *Sheriff* is immune to the *Keeper's* powers to remove Status, but not the consequences of their actions. A *Steward* may remove Personal Status only in the absence of the *Keeper of Elysium*.
- **Sheriff (PC, Coordinator NPC, or Chronicle NPC)** - The lawkeepers and the muscle of the *Prince*. They are often called upon to protect the Domain from all manner of threats.

- Positional Status Gained: **Feared** (1)
 - Granting Negative Status: A *Sheriff* may grant **Guilty** or **Warned** in their Domain so long as the character meets the requirements of the Negative Status.
 - Removing Personal Status: May remove Personal Status at no cost from any Camarilla member physically present in his Domain who refuses to accompany him for questioning or judgment. Additional duties may be assigned to a *Sheriff* by their *Prince*, under the Tradition of Domain which might allow for further possibilities of removal. A *Deputy Sheriff* may remove Personal Status only in the absence of the *Sheriff*.
- **Scourge (PC, Coordinator NPC, or Chronicle NPC)** - Those that hunt and destroy the unacknowledged Kindred that seek to hide from the Ivory Tower.
 - Positional Status Gained: **Feared** (1)
 - Removing Personal Status: May remove Personal Status at no cost from any Camarilla member physically present in his Domain that is discovered to be harboring or abetting vampires created without the *Prince's* permission or that have not gained Hospitality in the Domain. Status removed in this fashion may be returned by the *Prince* should there not be enough evidence to back the Scourge's decision, or if the *Prince* can be convinced otherwise. A *Hound* may remove Personal Status only in the absence of the *Sheriff*.
- **Consul (PC, Coordinator NPC, or Chronicle NPC)** - The *Consul* is a recently created position within the Camarilla, the creation of which stems from a recognized need for the occasional conversation with other Sects in an official capacity. The position of *Consul* will be recognized as one authorized by their Prince to speak with those of other Sects of Kindred. This is not open-license for Camarilla *Consuls* to freely roam Sabbat Esbats or vice versa. *Consuls* are often closely watched by their superiors to ensure that they are only fulfilling the needs of their role. Just as a Domain recognizes only one *Sheriff* or *Keeper*, so too will they only recognize one *Consul*.

It is also expected that many Princes and other Camarilla dignitaries will not trust the position of *Consul*. It is very likely some will even speak out negatively against the position and prohibit its use in their Domain, just as some Princes do not have *Scourges*.

- Positional Status Gained: **Diplomatic** (1)
- Note: How a non-Camarilla *Consul* is treated within a Camarilla Domain remains up to the Prince's discretion. Until a Prince recognizes a non-Acknowledged visiting *Consul* (such as one from the Sabbat), they should be treated like any other member of their Sect. This includes those that may have been recognized as *Consuls* by other Princes. If a Prince does chose to welcome such a *Consul* into their Domain and recognizes them accordingly, it is expected that Camarilla citizens will respect the visitor's *Diplomatic* name.

Other Positions: *Princes* or *Justicars* may choose to create titled positions, such as *Dux Bellorum* or *Lord Arcanum*, but these positions do not carry official Positional Status like those listed above. While they may be given a Status for those assigned duties, invented positions may not take a character over the OWBN Status maximum, and whatever powers they have are part of the Tradition of the Domain and do not necessarily carry any social weight, respect, or benefits outside of it. If the *Prince* or *Justicar* wishes the position to raise a character in esteem, he or she may loan Status to the individual, using the proper rules.

Clanmates: Characters may remove a Personal Status from a member of their Clan by collectively expending permanent Personal Status equal to the member's total Status. This may require one or more clanmate to spend more than one Personal Status. This only applies to clanmates that resides in the same Domain. A Clan stripping standing from one of their own should be a vocal statement and not one taken lightly.

Regarding Followers of Set: As per the Columbus Conclave of 2011, those that ascribe to the Faith of the Followers of Set (be they of the Setite Clan or an Apostate) may not hold any Camarilla position. Should a Setite choose to renounce his faith, they are permitted to serve as *Archons*, *Sheriffs*, and *Scourges*.

TITLES IN THE CAMARILLA

The following titles are ones that are granted under specific conditions. Each is a merit that may be purchased when the character meets certain prerequisites, and comes with additional standing. Honorary Status stacks with Personal and Positional Status, and if you receive multiple forms of Honorary Status, they stack with one another as well. Honorary Status may never be loaned to anyone else, nor does it count for your total when figuring how much Status you can have loaned to you.

MERIT-BASED TITLES

- **Sovereign Prince** - You are considered to be a paragon among Princes, representing stability and setting examples for others to follow. As such, you gain the Status of *Venerable* as long as you remain a Prince.
 - Requirements: In order to qualify for this Title, you must have held the position for at least 3 years (OoC requirement that should not be taken IC), and you may not carry any *Negative Status* or *Notoriety*. Should you gain *Notoriety* or be granted *Negative Status* by a *Justicar* or the *Harridan* after having received the title of *Sovereign*, the title and Status will be removed and will need to re-granted at a later date should your name be cleared. There can be no good example set by being *Notorious*, or by having broken the laws of the Camarilla on an international level.
 - Associated Merit: Sovereign Prince (see *Merits & Flaws*)
 - Honorary Status Gained: **Venerable**. Additionally, this Honorary Status does not count towards the character's maximum allotted. Therefore, a *Sovereign Prince* may have three Honorary Status in addition to their **Venerable** name.
- **Dignitary** - You have been around long enough that people look up to you as someone of higher prestige.
 - Requirements: In order to qualify for this merit, the character must have been consistently played as a member of the Camarilla for at least 5 years (if the character ever had the flaw *Probationary Sect Membership*, this 5 years begins after it's removal). However, should you have *Notoriety* or the Negative Status of *Guilty*, *Disgraced*, *Despoiler*, or *Pariah*, you cannot claim this bonus Status. Age alone is not worthy of value if not associated with a good reputation.
 - Associated Merit: Dignitary of the Camarilla (see *Merits & Flaws*)
 - Honorary Status Gained: **Dignified**
 - Awarding Status: May give Personal Status to a Camarilla member of their Clan as long as their Total Status is more than double the Personal Status of the individual receiving the award at the cost of one Temporary Status for each award. It is not required for the awardee to be present in the same Domain as the **Dignitary/Luminary**, though it is

advisable to tread carefully in this case, since some Princes might consider this a breach of their Domain.

- **Luminary** - You have been around long enough that people look up to you as a Kindred of great prestige, and see you as setting an example to be followed.
 - Requirements: In order to qualify for this merit, the character must have been consistently played as a member of the Camarilla for at least 10 years (if the character ever had the flaw *Probationary Sect Membership*, this 10 years begins after it's removal). This merit stacks with **Dignitary**. However, should you have *Notoriety* or the Negative Status of *Guilty*, *Disgraced* or *Pariah*, you cannot claim this bonus Status.
 - Associated Merit: Luminary of the Camarilla (see *Merits & Flaws*)
 - Honorary Status Gained: **August**
 - Awarding Status: May give Personal Status to a Camarilla member of their Clan as long as their Total Status is more than double the Personal Status of the individual receiving the award at the cost of one Temporary Status for each award. It is not required for the awardee to be present in the same Domain as the **Dignitary/Luminary**, though it is advisable to tread carefully in this case, since some Princes might consider this a breach of their Domain
- **Scion** - Your reputation or the prestige of your blood allows you to carry more social weight than that of others. While coming from good breeding should give you a head start in the social arena of the Camarilla, upon gaining enough Reputation of your own, you are known by your own merits rather than those of your sire or lineage.
 - Requirements: This Title is simply granted upon acquisition of one of the listed Merits,. However, should you be from prestigious breeding and fall into *Notoriety*, you suffer the penalty of that Flaw and your childer do not inherit the advantages of the prestigious lineage, since you now became a black sheep.
 - Associated Merit: Reputation or Prestigious Sire/Line (see *Merits & Flaws*). While multiple merits grant this Status, these merits do not stack and a character may only gain this particular title once.
 - Honorary Status Gained: **Respected**. While there are multiple Merits that grant the Title of *Scion*, a character may only receive the benefit from one.

ORGANIZATIONAL TITLES

- **Legionnaire**
 - Associated Faction: *The Ivory Legion*
 - Honorary Status Gained: **Valorous**
- **Agent**
 - Associated Faction: *E Division*
 - Honorary Status Gained: **Insightful**
- **Solicitor/Magistrate/Arbiter** - A member of the *Josians* uses the title reflective of their rank with the Organization.
 - Associated Faction: *Josians*
 - Honorary Status Gained: **Feared**
- **Specialist**
 - Associated Faction: *Masquerade Unit Technology Enforcement (M.U.T.E.)*
 - Honorary Status Gained: **Dedicated**

- **The Right Honorable**
 - Associated Faction: *The Hague*
 - Honorary Status Gained: **Esteemed**

PRINCES OF AMERICA

The Camarilla of the Americas is a younger institution than its counterparts in Europe and for some time, *Princes* of the Americas struggled to find their place in the society. There were stories abound of *Princes* that would forsake their duties to the throne they claimed that disappointed many. In an attempt to curb this abuse of Praxis, the *Rinaldi Doctrine* was created as a statement made by several Camarilla *Princes* (European and American). It is an affirmation of their dedication to the stability of the Camarilla through the Domains they rule and their reign of such. The *Doctrine* stated that those signed agreed that they would not lightly leave their Praxis and should such occur, they would willingly divest themselves of standing. It was an effort that helped galvanize the authority of the *Princes* of America.

Another such action was the formation of the title of a *Sovereign Prince*. These were *Princes* that were recognized for their dedication to the Domain they lay claim to, usually in the face of grave opposition. Those unwavering *Princes* started to be given the title of Sovereign Prince, and with the title came an even greater respect.

POLITICS ABILITY

The usage of the Politics ability represents what you have heard from your *Harpy* or other sources throughout your life as Kindred. It is not a magical encyclopedia, and extremely recent changes may be left out if the Storyteller staff believes it appropriate. If someone spends Politics to learn your character's Status, you must answer the request as honestly and completely as possible, since it is an OOC mechanic. It is often best to consult both the character's player and their Storyteller if you have questions, because sometimes the information one side has may be incomplete. Depending on who the target of the Politics expenditure is, the appropriate ability would be Camarilla Lore, according to what is decided by the Storytelling staff or, if appropriate, the Coordinator in charge.

Also remember that the Politics ability has a limited scope; you are able to discern information about a person from simply knowing their name, but you are not able to learn who all the officers in a Domain are or who is the Chief *Archon* to a *Justicar*. Ultimately, these sorts of things are more in the realm of Lores, however the final determination is up to the Storytellers and Coordinators. If you wish to find out this type of information, reach out to the appropriate staff and see what information your Lores can reveal.

LOANING STATUS

A Kindred may loan a single Trait of her Personal Status to another to show favor or to empower her for a period of time (not to exceed 3 months) or for a specific task, which must be clearly defined upon loaning. It is returned immediately to its owner upon demand, even if its purpose has not been completed. A Loaned Status may be invoked only once, after which it returns to its owner (if there is no scandal associated with it) and is once more available to be Loaned or otherwise used.

Should the Kindred carrying the Loaned Status be involved in a scandalous situation, Status may be stripped from the Loaner, even at a distance, as a warning to better choose those you support.

Status cannot be loaned to those that are Notorious or carry certain Negative Status Traits. Accepting loans from such sources brings a stigma of its own.

While you may be supported by many, you may only call a limited number of Loaned Status in a challenge:

- **Pillar Clans** may call upon double their Personal and Positional Status (i.e., Valerie Ventrue has 6+3. She can use up to 18 Loaned Status besides her own for a total of 27).
- **Subjacent Clans** and **Clanless** may call their Personal and Positional Status alone (i.e., Roger Ravnos has 5+1. He can use up to 6 Loaned Status besides his own in a challenge for a total of 12). Be aware that loaning Status to Clanless could itself be seen as scandalous, and will be scrutinized much more heavily. It is, therefore, a much more risky proposition.

NEGATIVE STATUS

There are times that simply removing standing or forbidding transgressors to gain further accolades does not always address the severity of a given situation. A stronger message sometimes needs to be sent, and those who misbehave need to serve as an example. In these situations, the stain on someone's reputation should not only be announced, but also follow those that earned it for a lengthy time. This serves as both a punishment and a warning that the time for leniency has come to an end. Much like Status grants the bearer the respect of their peers and the knowledge of what was done to earn it, Negative Status marks those that carry it with stain of the actions that tarnished their reputations. After all, simply losing a measure of standing is far different than carrying the social equivalent of a scarlet letter, advertising the crime or scandal you committed.

Negative Status must be declared out of character in all correspondence and interaction, and knowledge of Negative Status does not require a Politics expenditure. The *Harpies* are far more prone to freely spread rumors and tell cautionary tales of poor behavior than they are to share the good deeds of Camarilla citizens. However, the knowledge of who gave the Negative Status and when should require the same expenditure of the ability. If you have Negative Status, it must be announced in the same manner as Positive Status when someone uses Politics on you. Out of character, we encourage you to wear a nametag to announce your Negative Status.

While Negative Status does not impact your Status Limit, it subtracts from the number of Status you can claim, which directly affects other number-based definitions, such as how many Loaned traits you can claim, or how many Status you can utilize in challenges. There is no general expiration date for a Negative Status trait. Conditions for removal and expiration are listed along with each Negative Status Trait.

Should a Kindred earn a second Negative Status while still carrying the first, they will automatically lose one of their Personal Status, as there are more permanent consequences for misbehaving at this level. This loss must be logged with the *Harpy* when it occurs. Additionally, if someone violates the rules of their Negative Status, they will again automatically lose a Personal Status trait.

It should be said that branding someone with Negative Status should never be the first punishment, especially for those that carry graver consequences. Removing Personal Status, using Prestation, or otherwise negotiating should be the methods of first resort. It is only when other means fail that Negative Status should be applied. Also, as it is usual within the Camarilla, those with lesser standing might face worse punishments than those with higher standing, since previously earned reputation might buy some good will and leniency. Someone who is about to be awarded Negative Status may also try to negotiate for a lesser punishment.

A Negative Status is gained when a Character commits an appropriate action to warrant the grant and the appropriate officer chooses to apply the Negative Status. To remove negative Status, a character must either complete the listed Duration, complete the task listed to remove it, have it removed by the officer that

bestowed it initially, or petition the *Harridan* to remove it. For instance, if a *Harpy* bestowed Negative Status, only that character while retaining the job of *Harpy* may remove the Negative Status without the *Harridan*'s assistance..

Lastly, Negative Status may be applied to non-Camarilla Kindred. Since they are not part of Camarilla society and therefore do not follow its rules, they likely will not respect the limitations imposed by the Negative Status. However, a Kindred thus branded might find it harder to interact with Camarilla Kindred, since it will affect their reputation in deals and socializing.

- **Despoiler** - You have grievously or regularly broke Elysium and are known to be prone to commit violence upon sacred ground. A simple loss of temper with a sole outburst is not appropriate of receiving this Negative Status but repetitive breaches or particularly horrific ones, such as killing another, are valid reasons. As long as you carry this trait you cannot claim any Personal or Positional Status save that of Acknowledged, cannot be loaned Status or loan Status to anyone. This cannot be given to a *Sheriff* if the breach occurred while performing their duties.
 - Given by: *Justicar, Prince, Harridan, Fury, Harpy, or Keeper of Elysium.*
 - Duration: Determined by the one giving the Status, or a year and a day, whichever is shorter. Alternatively, until such time as you make proper restitution for the crime you committed, as determined by the Kindred applying the Negative Status.
- **Disgraced** - You were once a *Prince* of the Camarilla but lost your Praxis in a way that either endangered the Domain or was considered to be scandalous. As such, you are seen to carry one less Status than you do. Note that this is not automatic for every former *Prince*, only those who were truly disgraced when losing their Praxis. Someone who declared a “five minute Praxis” or drove the Domain to ruin might qualify.
 - Given by: *Harridan*
 - Duration: Determined by the one giving the Status with a maximum of 3 years. Alternatively may be removed by the same office that placed it at any point.
- **Guilty** - You were found guilty of breaking one of the Camarilla Traditions. The tarnish of breaking the law follows you wherever you go. As such, you may not carry loaned Status and your Total Status outside of your Acknowledgement may be ignored by any Kindred once per evening.
 - Given by: *Justicar, Prince, Harridan, Fury, Harpy, or Sheriff.*
 - Duration: Determined by the one giving the Status or a year and a day, whichever is shorter or until such time as you make proper restitution for the crime you committed, as determined by the Kindred applying the Negative Status.
- **Incompetent** - You repeatedly showed inability to conduct the business of different positions. If you are fired from a Camarilla position and you are then given this negative Status, you may no longer occupy any Camarilla position, except that of Prince and Justicar, for as long as you carry this Negative Trait.
 - Given by: *Justicar, Harridan, Fury, Prince, or Harpy.* If a *Primogen Council* finds their *Harpy* particularly bad, they may band together and unanimously grant this Negative Status to their former *Harpy*.
 - Duration: Determined by the one giving the Status with a maximum of 2 years. Alternatively once you have proven you understand the implications of the your misdeeds, it may be removed sooner.

- Malcontent** - You have shown yourself to be a member of the Anarch faction known as the *Loyal Opposition*; those that agree with the Anarch ideology on some level but remain within the Camarilla in an attempt to “change it from the inside”. These figures are considered untrustworthy at best and traitors at worst. In order to gain this Status, you must have first freely and publicly announced that you are a member of the *Loyal Opposition*, thereafter an officer may brand you with the Negative Status. While they bear this negative standing they may never hold the Status of Loyal and may not hold any position in the Camarilla (except *Prince*) unless they hold 4 or more measure of standing.
 - Given by: *Justicar, Prince, Harridan, Fury, or Harpy.*
 - Duration: This Status remains until a *Prince* or *Justicar* delivers an Ordeal to the bearer. The Ordeal should, in some way, prove to show the bearer’s loyalty to the Camarilla over the Anarchs. Once the Ordeal is completed, the negative Status is removed.
- Oathbreaker** - You backed out of a Boon or did not keep a promise that was registered with the proper authorities. Your word is now meaningless. As such, those that owe you are not required to pay their dues and will not face scandal for it. It does not mean you lose Boons owed to you, just that you cannot claim them while carrying the Oathbreaker Negative Status.
 - Given by: *Harridan, Fury, or Harpy.*
 - Duration: Until you have paid the Boons you reneged on and made sufficient amends to the offended parties as judged by the one giving the Negative Status. Unlike other Negative Status, there is no expiration date.
- Overambitious** - You hold the same Camarilla position in multiple Domains and it is not accepted well. While there may be times when serving multiple Domains is beneficial, these situations are not the standard and Princes do not wish to share those that serve them with others. While bearing this Negative Status, the character does not gain any benefit from Positional Standing.
 - Given by: *Harridan, Fury, Prince, or Harpy.*
 - Duration: Determined by the one giving the Status or a year and a day, whichever is shorter or until such time as you make proper restitution for the crime you committed, as determined by the Kindred applying the Negative Status.
- Pariah** - Your repeated offenses multiple times and failed to understand the lesson; your character has accumulated several Negative Status traits. As such, you lose all your Personal Status save Acknowledgement, cannot earn Status while carrying this Negative Status, cannot claim any Boons you are owed to, cannot be loaned Status or loan Status to anyone, cannot talk to any officer unless spoken to first or with their express permission nor contradict any officer or Kindred of higher standing.
 - Given by: *Justicar or Harridan.*
 - Duration: Determined by the one giving the Status or a year and a day, whichever is shorter or until such time as you make proper restitution for the crime you committed, as determined by the Kindred applying the Negative Status.
- Shameful** - You served as an *Archon* but your service was ended poorly. While you have survived disappointing your former Master, politically, you have suffered greatly. As such, you are seen to

#WeAreMalcontent

carry one less Status than you do. Note that this is not automatic for every former *Archon*, only those who were a shame to the title and left service on poor terms.

- Given by: *Justicar* or *Harridan*.
 - Duration: Determined by the one giving the Status or a year and a day, whichever is shorter. Alternatively may be removed by the same office that placed it at any point.
- **Warned** - Your scandalous behavior has invoked the attention of officers in a negative way. Your every move is now under scrutiny, and this scandal follows you. You cannot speak to any Officer unless spoken to first, or with their express permission.
 - Given by: *Justicar*, *Prince*, *Harridan*, *Fury*, *Harpy*, *Sheriff*, or *Keeper of Elysium*. Additionally a *Centurion* of the *Ivory Legion* may bestow this status upon one of their subordinates.
 - Duration: Determined by the one giving the Negative Status or three months, whichever is shorter.
- **Profane** - This Negative Status can only be given by the *Josians* declaring a Domain to carry the Negative Stature of **Profane**. Those carrying such a black mark may hold no status save **Acknowledgement** and no position. All boons owed to them are stripped and they are no longer protected under the Sixth Tradition; they may be freely destroyed. For more information, see *Rites of Blood*
 - Given by: The *Josian Council of Invisibles* and a *Justicar*. However, it can only be given by levying the Negative Domain Stature of **Profane**.
 - Duration: Indefinitely. The only way for a member bearing this status to see it removed is to present themselves to a *Justicar* for judgement but doing so is risky as the *Justicar* may simply chose to destroy the **Profane** individual.

BLOOD HUNTS

A Blood Hunt authorizes all Kindred within a Domain to destroy the target and forbids them to aid the criminal in any manner. The caller of a Blood Hunt may order all citizens to actively participate in the Hunt. Often *Princes* will offer various rewards to those that complete a Blood Hunt - e.g. Boons, feeding territory, Rite of Progeny, and possibly even Amaranth over the Hunted (though, this is not assumed and needs to be distinctly granted). A Blood hunt is serious and should not be called without a good reason, as several *Justicars* have stated throughout the history of Camarilla. For more information on the gravity and significance of a Blood Hunt, please refer to *Laws of the Night: Camarilla Guide*, pages 106-111.

A Blood Hunt may be primarily called by a *Prince* of the Camarilla and is effective in that *Prince's* Domain. In order to enact a Blood Hunt, a *Prince* must expend three temporary Status and the Blood Hunt must be made public, something so grave is not done in private. It can be extended to other Domains, if their respective *Princes* wish and announces it so, but doing so will also cost those *Princes* the same temporary expenditure. A Blood Hunt may also be called by a proper Conclave composed by three *Justicars* that agree on the necessity of this Hunt. Should this happen, it is considered to be a Global Blood Hunt and enforceable in any Camarilla held Domain.

Should a *Prince's* Praxis be under Contest, the authority of the *Prince* is suspended. As such Blood Hunts may not be called during disputes of Praxis.

The following methods may be used to overturn a Blood Hunt:

- The *Prince* that called a Blood Hunt may overturn it. Doing so is considered to be scandalous and thus costs the *Prince* two Personal Status to recall a Blood Hunt. A *Prince* may not revoke any Blood Hunt called by his predecessors, only those he himself called. Killing the *Prince* that called the Blood Hunt does not invalidate the Hunt; it only removes the possibility of the *Prince* removing the Hunt afterwards.
- The *Primogen Council* may overturn any Blood Hunt called by their *Prince*. This action may only be done within 3 months of the Blood Hunt being called. To do so, they must collectively expend Permanent Personal Status equal to that of the *Prince*'s Total Status. This may require one or more *Primogen* to spend more than one Personal Status. Who expends which Trait(s) should, of course, be decided through role playing. This action is considered scandalous upon the *Prince* that called the Hunt and will cost him two of his Personal Status. Should the *Prince* that called the Blood Hunt be killed, or removed, within the time frame, the *Primogen Council* can still remove a Blood Hunt in this way as long as the *Primogen Council* remains the same. Then only a *Justicar* can intervene.
- A *Justicar* may overturn any Blood Hunt called by a *Prince* at his or her discretion. If the Blood Hunt was called by a Conclave, only another Conclave may overturn it. The *Justicars* may also punish a Domain that does not try to fulfill a Blood Hunt because of their apathy towards the *Prince* who called it.

DOMAIN WIDE NEGATIVE STATURE

A *Justicar* or *Harridan* may apply a *Negative Stature* to a Domain that has earned such a stigma. This may be a Domain that is repeatedly plagued by scandal, or one that has seen breaches of Camarilla laws of the again and again without any action by their citizens to fix the situation. How and why a Domain comes to the attention of the *Justicariate* should be roleplayed. It can be simple as a resident providing information to the right people, or an internationally-known problem.

- **Under Observation** - The target Domain is involved in scandal or criminal activity that supersedes a single individual. The *Justicars* of the Camarilla are ever watchful, and condemn this state of affairs and the lack of local initiative to fix the issues within. Every member of the Camarilla that claims residency in a Domain *Under Observation* is considered to have one less Status.
- **Tarnished** - After a Domain has been **Under Observation** for 6 months, the *Justicars* will reconvene and evaluate whether the Domain has mended its ways or is still exhibiting poor behavior. Should the first occur, the *Negative Stature* will be removed. Should the latter take place, the *Negative Stature* will be changed to **Tarnished**. This evaluation can occur sooner than 6 months if new crimes or abuses arise. Every member of the Camarilla that claims residency in a **Tarnished** Domain is considered to carry the Negative Status Trait **Guilty**.
- **Under Ordeal** - After a year and a day of a Domain being considered **Tarnished** without sufficient change, the *Justicars* may call out to the *Justicariate* and ask that they step in and take action. If they deem it worthy (and the Storyteller and Coordinator Staff agree), the Domain that is placed **Under Ordeal** will be given a challenge with a time limit on it. During the period of the Ordeal, all Kindred claiming residency or allegiance with the Domain **Under Ordeal** is considered to have the Negative Status Trait of **Disgraced** outside of the Domain. This *Negative Stature* may only be given by the *Justicariate*.

- **Forsaken** - Should a Domain fail its Ordeal, it will no longer be considered part of the Camarilla. As such, it cannot claim any position or help from those outside the Domain. Those that claim residency in this Domain will be treated as un-Acknowledged Kindred, and visiting a **Forsaken** Domain might carry a consequence of its own. This *Negative Stature* may only be given by the *Justicariate*.
- **Profane** - With the advent of the Josians public mission, this is a new Domain Wide Negative Status that can be levied by one of their ranks. This is an exceptionally dire invocation and one of last resort. As such, it may only be called down upon by the highest authority within the Josian ranks and even then, it is one that must be ratified by a Justicar. Should a Domain find itself so detrimental to the Camarilla to be named **Profane**, all resident members of said Domain immediately gain the negative status of **Profane**.
 - For more information, see *Rites of Blood*, pg. 126
 - Any and all use of the Domain Wide Negative Status requires strict *Camarilla Coordinator Approval* due to the harsh drawbacks of the negative status. Similarly, the Camarilla Coordinator cannot impose this punishment on a Domain with the clear approval of that Domain's controlling party (be it a Chronicle or a Coordinator).

BOONS

Boons can be offered as payment for services rendered, appeasement for offenses committed, or compensation for favors already done without previous agreement, should the parties involved feel that payment is required.

While it can be potentially risky to offer someone a Boon, as there is no time frame in which it must be paid, and there may be no concrete knowledge of what will be requested as payment -- Boons are first and foremost considered to be currency among Kindred. As such, there should be no shame in owing Boons, especially when they are offered as payment rather than apologies.

Harpies are in charge of handling Boons. They are involved with adjudicating the worthiness of Boons, advising the involved parties regarding Prestation, and maintaining records of the Boons circulating in her Domain. While it is not mandatory to register a Boon with a *Harpy*, it is the only way of ensuring it is official and enforceable. Once a Boon is logged in a *Harpy's* record, there is no way to get out of paying the Boon without significant damage to one's reputation and the risk of unfortunate social consequences. Should an unregistered Boon end up in contention before the *Harpy* there is no guarantee she will choose to enforce those consequences or even choose to punish both involved parties for it. There is no need to register the reason for the Boon being traded, but if a *Harpy* is asked to adjudicate it, she will likely ask for it. She can also ask for the reason before consenting to record the Boon, and such requests should be roleplayed between the parties. Also, the value of a Boon should always take into account the parties involved, regardless of the service rendered. What might constitute a "major" task for a neonate could be seen as a "trivial" affair for an elder.

Once registered, Boons may be traded between Kindred, bought, sold or given away at the will of the one who holds the Boon. These transfers must be properly registered with a *Harpy* to be acknowledged, though just as with the original Boon, the reasons for the transfer need not be registered. The value of the Boon being transferred does not change, however additional Boons may be offered to buy or sell a third-party Boon.

Although compared to currency, a Boon cannot be added or divided without previous negotiation and consent from the involved parties. The value of a Boon is established at the time the debt is agreed to and registered with the *Harpies*. It is possible for a Boon to be divided into lesser-valued Boons or several smaller Boons to be added to a major one, however this may only occur with the express consent of the debtor, and is subject to in-character negotiation.

Defaulting on a Boon has serious consequences based on the value of the Boon and the Status of the involved parties. Prestation and Status are not always governed by hard and fast rules, and the *Harpy* is the final arbiter of scandal. Consequences for defaulting on a Boon may range from a temporary removal of Status to the loss of several Personal Status or the application of Negative Status, depending upon the temper of the *Harpy* involved.

Within the Camarilla, the value of a Boon owed can fluctuate greatly depending on the relative Status of the two individuals involved, as well as their opinions of one another. If Joe the Brujah has 1 Status and is trying to purchase instruction in Fortitude from Jane the Ventruue, he is likely to pay through the nose for it. A Major Boon would be a good starting place, but he might find himself owing a Major and two Minors just to learn the first level. Whereas if Mark the Malkavian has six personal Status and is trying to learn Forgetful Mind from Tommy the Tremere who has 2 personal Status, and is a friend of Mark, he may only charge a Minor Boon to learn all three levels of Dominate. In general, the more powerful and respected a person is, the less they pay for a given service.

Boons can also be negotiated with non-Camarilla citizens. However dealing with those outside normal society carry risk, since there is no practical way to ensure that they will repay the Boon they owe. Harpies can mark them as risky traders and associate their names with Boon defaulting -- but there are no concrete consequences outside of vocally sully their reputation. In short, Camarilla Kindred deal in Boons with non-Camarilla Kindred at their own risk.

- **Trivial Boon** - Lesser tasks including, but not limited to: one-time small favors, unsolicited information, watching over someone for an evening as long as there is no risk involved, aiding (not teaching) someone with a common Discipline, supporting a minor political move, helping design a plan and other such trivial tasks.
- **Minor Boon** - Small tasks that can last for more than one evening and might require a minor inconvenience including, but not limited to: providing needed information of some value, instruction in an unusual Ability, usage of Influences or Resources to aid another, some type of political support, acting as a bodyguard for multiple nights, facilitating passage through a hostile territory, disposing of a minor threat, helping carry out a plan, important advice and other such minor tasks.
- **Major Boon** - Tasks that require great expenditure of time or resources including, but not limited to: instruction in a common Discipline, purchasing a location to serve as someone's Haven, exchange of controversial or very valuable information, major political maneuvering, helping someone to get out of trouble with the *Prince* and other such major tasks.
- **Blood Boon** - Tasks that may required the debtor to shed blood to complete such as but not limited to: saving the life of a Kindred's immediate kin, sharing dangerous or secret information that could cause blood to be spilled, instruction in a clan-specific or rare discipline and other such dangerous tasks.

- **Life Boon** - Tasks that involves saving another's life at the risk of one's own.
- **Extremis Boon** - An Extremis Boon can *never* be offered, agreed to, or otherwise created by a Player Character in OWBN. No Player Character has the Status to support an Extremis Boon, as it supersedes numerical value. It can and should only be offered by extremely powerful members of a Clan. When such an Elder offers the Boon, it is important to note that whatever faction is covered by the debt is considered to be bound by the terms of the Boon whether they personally agreed to it or not. Extremis Boons are *big* and thus are overseen by the *Harridan's* Office directly.

DEATH AND BOONS

Murder should not at all be a common occurrence in the Camarilla, especially not as a way to evade Boons. Should one Camarilla Kindred destroy another, the killer will inherit all the debt of the victim and the *Harpies* of the Camarilla will register the new debtor in their ledgers (though, not the debts that were owed to the victim - only the ones that he owed to others). In this way, a Kindred is forced to consider all alternatives to destruction before following through. This applies even if the Kindred is granted Right of Destruction by the appropriate authority or the *Prince* demands the victim be destroyed for crimes committed against the Camarilla. Killing so can quickly become a costly business, even without considering the consequences an unsanctioned murder should bring.

The only times this debt is not incurred is if the victim is Blood Hunted (someone who has become the target of such may not hide behind his Boon debt), if the victim is directly slain by the *Prince* or *Sheriff* (on the orders of the *Prince*) for their crimes, or if the person is being destroyed by an *Archon* with direct and specific orders to do so by their *Justicar*. Blanket statements by a *Justicar* or a *Prince* such as "you may destroy whomever" will not absolve the *Archon* or *Sheriff* of incurring this debt.

MERITS & FLAWS:

- **Additional Personal Status (OWbN Specific) - 0pt. Merit:** This merit raises your Status Limit by one Personal Status. Once that Limit is increased, even being stripped of Status does not lower the character's maximum Status potential.
 - *Majority Council Vote Required.* The vote should include a list of the character's deeds, their current standing, a reason why they'll be receiving this honor, and a statement as to who will be awarding the standing.
- **Sovereign Prince (formerly Long-Term Prince, OWbN Specific) - 1pt. Merit:** This merit grants you the Camarilla Title of *Sovereign* (see the Titles Section for more information). If the character no longer meets the requirements of the Title, the Merit is lost.
 - *Camarilla Coordinator Approval Required*
- **Dignitary of the Camarilla (OWbN Specific) - 1pt. Merit:** This merit grants you the Camarilla Title of *Dignitary* (see the Titles Section for more information). If the character no longer meets the requirements of the Title, the Merit is lost.
 - *Camarilla Coordinator Approval Required*
- **Luminary of the Camarilla (OWbN Specific) - 1pt. Merit:** This merit grants you the Camarilla Title of *Luminary* (see the Titles Section for more information). If the character no longer meets the requirements of the Title, the Merit is lost.

- *Camarilla Coordinator Approval Required*
- **Prestigious Sire (a.k.a. Prestigious Lineage. Laws of the Night, Revised, pg. 118) - 1 pt. Merit:** This merit grants you the Camarilla Title of *Scion* (see the Titles Section for more information). If the character no longer meets the requirements of the Title, the Merit is lost.
 - *Camarilla Coordinator Approval Required*
 - *You cannot possess this Merit if you also have the Infamous Sire/Lineage Flaw*
- **Reputation (Laws of the Night [Grey Book], pg. 57) - 1 pt. Merit:** This merit grants you the Camarilla Title of *Scion* (see the Titles Section for more information). If the character no longer meets the requirements of the Title, the Merit is lost. NOTE: In Laws of the Night, this Merit is listed as 2 pts., but to bring it in line with the **Prestigious Sire**, the cost was lowered to 1 pt.
 - *Camarilla Coordinator Approval Required*
 - *You cannot possess this Merit if you also have the Notoriety Flaw*
- **Infamous Sire a.k.a. Infamous Lineage (Laws of the Night, Revised, pg. 119) - 1 pt. Flaw:** This flaw grants you the Camarilla Limit of *Infamous* (see the Status Limit Section for more information).
 - *You cannot possess this Flaw if you also have the Prestigious Sire/Lineage Merit*
- **Notoriety (Laws of the Night [Grey Book], pg. 58) - 3 pt. Flaw:** This flaw grants you the Camarilla Limit of *Notorious* (see the Status Limit Section for more information). Any character that leaves the Camarilla and then later rejoins gains this Flaw automatically.
 - *You cannot possess this Flaw if you also have the Reputation Merit*

CAMARILLA LORE GUIDE

Below is a listing of each level of Camarilla Lore and what knowledge you gain with each level

Level 1

- You know all 6 of the Camarilla's core Traditions.
- You know that the main Clans are the *Brujah*, *Ventrue*, *Malkavian*, *Nosferatu*, *Tremere*, *Toreador*, and *Gangrel*. These are the Clans that are often referred to as the Founding Clans of the Camarilla
- You know that the Camarilla refers to the territory it holds as a "Domain"
- You know that each Domain is ruled by a person titled "*Prince*" and that her word is law. Also, you know the term "*Prince*" is not gender specific.
- You know the common Camarilla positions within a Domain and what their function is (*Prince*, *Seneschal*, *Harpy*, *Sheriff*, *Keeper of Elysium*, *Scourge*, *Primogen*, and *Consul*)
- You know that there is a Council of *Primogen* in each Domain and that they serve as advisors to the *Prince*.
- You know of the institution of *Elysium*, a place that is considered to be neutral ground for all Kindred where violence may not occur.
- You have heard of a Conclave, a gathering of Kindred to decide important topics.
- You understand the basics of the *Prestation* system and what Boons are.
- You know that the Camarilla is run by a representative of each Clan, called a *Justicar*.
- You have heard of the *Harridan*, a recent role, who functionally serves a similar role to the *Harpy* but on much more grand scale.

Level 2

- You know that the Camarilla was created to protect Kindred from mankind through the Masquerade.
- You are aware that the *Gangrel* left the Camarilla but then later returned.
- You know that the *Children of Haqim* and the *Lasombra Antitribu* are counted among the more respected members of the Camarilla that are not one of the Founding Clans. The term Pillar Clan is used to encompass both these two Clans as well as the Founding Clans.
- You know what the Blood Hunt is.
- You know that only a *Justicar* can call a Conclave.
- You know that most of the Traditions pre-date the Camarilla and are Laws carried over from an older time.
- You know of the *Archons*, field agents of the *Justicars*.
- You know of the *Furies*, field agents of the *Harridan*.
- You are experienced with the nuances of the *Prestation* system and often know what level of boons are appropriate for payment.
- You know that the *Scourge* is a fairly recent title, only becoming popular in the this century. The scourge's primary job is to hunt down unacknowledged Kindred.
- You know that the *Consul* is an even more recent title, one that has become popular only very recently. The *Consul* serves as a diplomat and ambassador to other groups. You also know that there is much skepticism around the position still.
- You know that Diablerie is forbidden within the Camarilla, often punishable by death.
- You know of *Whips*, *Hounds*, *Deputies*, *Stewards*, and *Lesser Harpies*.
- You have heard that the Camarilla has a "Most Wanted" list, often referred to as the Red List. Members of the Red List are referred to as Anathema.
- You have heard of some of the most legendary and dignified elders of the Camarilla such as Hardestadt and Rafael de Corazon, though you are unfamiliar with a lot of the specifics of why they are famous.
- You have heard of organizations within the Camarilla such as the *Josians*, the *Ivory Legion*, *M.U.T.E.*, and *E Division*.

Level 3

- You are aware of the First Anarch Revolt, that it was an uprising of childer against sire and that it led to the formation of the Anarch Movement and the Sabbat Rebellion.
- You can name all of the current Justicars and the *Harridan*.
- As they are direct agents of the Justicars, you know that *Archons* are heavily restricted in what politics they can involve themselves in.
- You know that how Primogen are chosen varies from one Domain to the next. In some, they are a collection of the most respected Kindred in the Domain. In others, they are the eldest members of their Clan.
- You are aware that most of the Traditions, save Masquerade, may vary in their exact interpretation from one Domain to the next.
- The term Prince originates before the Camarilla. It previously referred to the Eldest Kindred in a city who was therefore considered to be its leader. It was later ratified officially into the Camarilla as the title of the ruler of a Domain.
- You are aware that, just after the turn of the century, there was a mass exodus of *Gangrel* from the Camarilla. Prior to their departure, the vast majority of the Clan was part of the Camarilla. Now, a large population of the Clan is independent.
- You know the *Assamites* came to join the Camarilla just after the turn of the century and that they've been begrudgingly accepted. Many within the Camarilla prefer the name "*Children of Haqim*" for the Clan.
- You are familiar with the details of the *Convention of Thorns*, the *Treaty of Tyre*, and the *Giovanni Promise*.
- You know the names of some of the more prominent Camarilla dignitaries, such as Queen Anne, Jan Pieterzoon, Karsh, and Tegyrus.
- You are aware that the Camarilla has a special group specifically tasked with hunting down the Anathema. This group is referred to as the *Alastors*.
- You know that there are different types of Conclaves. Some to pass new Camarilla policy, others to pass judgement against a Domain or an individual.
- You are familiar with the position of a Servire, an *Archon's* personal assistant. You know that many *Archons* start out their career as Servires.
- You know the types of tasks commonly given to the *E Division*, the *Ivory Legion*, *M.U.T.E.*, and *Josians*.
- You have also heard rumors of other organizations that are not as public or open in the Camarilla.

Level 4

- You are aware of the formation of the Camarilla, in a town called Thorns. Where those of the Anarch Revolt met with their Elders and laid down arms. The Camarilla was formed both shield Kindred from mankind and
- You have heard of the Extremis Boon, a boon which takes the most monumental of efforts to repay and is only offered in the most dire of circumstances.
- You know that the *Children of Haqim* received an Extremis Boon over the *Toreador*. They used it to garner their support in their bid to receive a *Justicar* (which ultimately failed).
- You are aware that when the Camarilla was formed, an invitation was extended to the *Setites*, but they declined.
- You know that some *Primogen Councils* have members of non-Camarilla affiliated Clans appointed to them (sometimes even including a Caitiff to speak for the non-Pillar Clans) and that in some rare circumstances, a *Primogen Council* (in this case called a jurta) rules a Domain in the absence of a Prince.
- You know that *Justicars* serve for a limited term and that they may be reappointed for another term. You are not sure how they are elected.
- You know that all *Justicars* and the *Harridan* must submit to an oath of station before appointment.

Level 5

- You have heard of the *Inner Circle*, the secret leaders of the Camarilla. Exactly what function they serve or who they are, though, is unknown.

- You know that *Inner Circle* has some say in how a *Justicar* is selected.
- You have a general idea of the personality of each *Justicar*.
- You know the names of each member of the *Red List*.
- You have heard rumor that there was at one point a Sabbat infiltrator on the *Inner Circle*, and that this drastically affected Camarilla politics during the 18th century. You hear that this is the cause of at the death of at least one *Justicar*, although the matter has very much been hushed up.
- You are aware of the how the *Alastors* function. You know that Alastors report directly to the *Inner Circle*, and not to the *Justicariate*.
- You have heard rumors of a secret division of Camarilla agents called "*The Eyes*" who serve as spies among the highest levels of the Camarilla. They are believed to report on the actions of *Justicars* and powerful *Princes*, but you are uncertain exactly who receives those reports.

CAMARILLA ORDERS AND SOCIETIES

Among the Camarilla, there are various Orders, Societies, and Cults; some sanctioned by the Justicars and the Inner Circle, others more discreet. Below are some of the more prominent groups that exist.

SANCTIONED ORGANIZATIONS

These Organizations are generally public knowledge (see the Lore Guide for specifics). Membership in any of these Organizations is encouraged by the Camarilla as a whole and carries additional recognition. However, a character may never be part of more than one Sanctioned Organization at a given time.

JOSIANS

Originally, the *Josians* started out as a quiet order within the ranks of the Archons. A group sanctioned to hunt down and destroy Gehenna Cults and collect their heretical tomes and knowledge. In the years since their formation, their role slowly expanded, finally coming to a head during the Year of Fire. With the sudden resurgence of the *Baali* and the massive wave of Infernalism, the *Josians* added destruction of these creatures to their tasks. Under the supervision of the *Council of Invisibles* at the behest of the *Inner Circle*, they work to route out Gehenna cults, Infernalists, and Noddists. The *Josians* collect and catalog all manner of artifacts pertaining to Gehenna, fringe Kindred religions, and Infernalism.

The *Josians* must walk a political tightrope within the Camarilla. They are the keepers of dangerous knowledge and secret. They must often employ intrigue to ferret out their quarry. At the same time, they have learned that facing such dangerous adversaries exposes them to great risks of corruption. The *Josians* accept that no one is immune from falling to temptation. They maintain strenuous standards of accountability and internal disclosure of all evidence. For this reason, many Kindred are hesitant to involve a *Josian* in any personal intrigue. While they are very skilled at keeping secrets, the assumption is that if you tell one *Josian*, you are telling them all. Should a *Josian* ever go rogue and begin revealing information about the group to those outside of it, they may quickly find themselves in the cross-hairs of their former colleagues.

Source Material: Archons & Templars, pg. 21, Rites of Blood, pg.127

Symbols and Iconography: Some chose to use the symbols of St. Michael or St. Benedict. Less religious and more historically minded members may use the rooster as a symbol as a reference to the knightly Order of Chanticleer, which had a very similar purpose during the Dark Ages. There is not one standard icon representing the *Josians*.

Role Within the Camarilla: An organization that hunts down and destroys Gehenna Cults, Infernalists, Noddists, and those that walk some of the most vile Paths of Enlightenment (such as, but not limited to, Path of Night, Lilith, Caine, and Evil Revelations).

Authority within the Camarilla: By themselves, the *Josians* have no positional power. They are bound by the Traditions and must operate within them. Should they wish to dispatch a rogue, they must seek out the *Prince* to grant them *Destruction*. Should they wish to enter a city for investigation, they must still seek out *Hospitality*. Though, denying the *Josians* is often perceived as having something to hide. Should one stand in the way of a *Josian's* investigation, it is likely that they will return with an *Archon* or possibly a *Justicar's* political backing, making the investigation far more difficult to ignore.

One of the greatest powers the *Josians* have as a whole is the ability to levy the Negative Domain Stature of "**Profane**" against a Domain. However, even this requires the cooperation of a *Justicar* and the *Council of Invisibles*.

Ranks Within the Josians:

- **Solicitor:**
 - **Prerequisites to Join:**
 - At least two of the following Lores at 2: Noddist, Infernal, Bahari, Baali, Path of Enlightenment (or related Lore).
 - Recruitment from PCs and *Camarilla Coordinator Approval*

- **Advantages of Rank:**
 - Access to the Combination Discipline: *Quicken Sight*, Archons & Templars, pg. 140
 - Due to the service they provide to the Camarilla, a member of the *Josians* enjoys the respect granted to them by the Camarilla. They may claim the *Camarilla Title* of their Josian rank. As such, they additionally gain the *Honorary Status* of **Feared**.
- **Disadvantages of Rank:**
 - Must submit to questioning from higher ranking members.
 - Must obtain approval from a higher ranking *Josian* before undertaking an official investigation.
 - Camarilla members who hold the **Malcontent** Negative Status may not hold this rank, and even those who once held it in the past are unlikely to ever advance to this level.
- **Magistrate:**
 - **Requirements for Advancement:**
 - At least two of the following Lores at 3: Noddist, Infernal, Bahari, Path, Baali. Information leading to the destruction of at least one quarry of the *Josians* (Infernalist Kindred, Gehenna Cultist, follower of an unacceptable Path, etc.).
 - Promotion by *Arbiter*.
 - **Advantages of Rank:**
 - Access to the Combination Discipline: *Anticipatory Visage*, Archons & Templars, pg. 142
 - Access to the Combination Discipline: *Ear for Lies*, Road of Kings, pg. 72
 - May call in any lower ranking *Josians* for questioning.
 - **Disadvantages of Rank:**
 - Must submit to questioning from higher ranking members whenever requested.
 - One step Blood Bonded to an *Arbiter* and they will be tested to ensure they are not fully bound to anyone else.
 - While not directly banned, Kindred from non-founding Clans are scrutinized much more closely making it less likely they ever achieve this rank. To date, it is unheard of any Kindred from a non-Founding Clan advancing this high.
- **Arbiter:**
 - **Requirements for Advancement:**
 - At least two of the following Lores at 4: Noddist, Infernal, Bahari, Baali, Path of Enlightenment (or related Lore) (*NOTE: For PCs based in games that do not allow these lores higher than 3, specializations or other related abilities and lores may be considered*).
 - Direct action leading to the destruction of at least three Infernalist, Cultists, or other quarries of the *Josians* or five indirection actions that lead to the same.
 - *Camarilla Coordinator Approval*.
 - **Advantages of Rank:**
 - Access to the Combination Discipline: *Anticipatory Locution*, Archons & Templars, pg. 142
 - Access to the Combination Discipline: *False Death*, Rites of Blood, pg. 127 (requires *Camarilla Coordinator Approval*).
 - May call in any lower ranking *Josians* for questioning.
 - **Disadvantages of Rank:**
 - While it is not openly discussed or clearly defined, no *Tremere* has achieved this rank. Some theorize that this is intentional due to the scandals of the *Tremere's House Horned Society* and their mishandling of Infernal matters.
 - *Josians* of this rank are bound by an oath to the *Council of Invisibles*. The exact nature of this bond is not known to outsiders and may include several different forms of supernatural enforcement. Additionally, if a *Josian* of this rank ever abandons the Camarilla, they receive the flaws *Enemy* x5 and *Dark Fate*, as they will be mercilessly hunted.

- *Josians* of this Rank are required to sign a Binding Agreement with the Camarilla Coordinator's office.
- **The Council of Invisibles (NPC Only):**
 - Little is known about the mysterious individuals, presumably Kindred, who make up the Council. There are four in all and they are rarely ever seen, instead preferring to communicate through secure channels. The Council is the highest authority among the *Josians*. They assign priority operations and review all information provided to them on investigations and local matters of interest. It is also determined by them if a *Josian* has crossed the line and is in need of punishment.

Media Examples:

- The Last Witchhunter
- The Ninth Gate

E DIVISION

Formed only in recent decades, the need for *E Division* stems from the idea that there are threats to the Camarilla's way of life outside of the Sabbat (and sometimes Anarchs). Fae creatures, creatures of Smoke and Shadow, ghostly activity, supernatural hunters, and mage attacks are the types of problems that keep *E Division's* nights busy. They are some of the foremost experts on the supernatural and the paranormal and are some of the Camarilla's best investigators. Even gathering information on Demons is within the scope of *E Division*, though in such cases, they have been known to work with the *Josians* to ensure propriety.

E Division's agents are not revered for their combat prowess, while able to throw down as much as anyone, they are more focused on investigation, research, and knowledge. They are the agents that discover a creature's weakness and how to exploit the social structures of external threats.

Source Material: Archons & Templars, pg. 21

Nickname: Enigmas

Role Within the Camarilla: To provide knowledge and expertise on that which goes bump in the night other than the Kindred threats.

Authority within the Camarilla: Much like the *Josians*, *E Division* does not have any liberty to operate outside the Traditions or beyond their own authority. However, the *E Division* tends to be less interested in the affairs of members of the Camarilla; they target external threats.

Ranks Within E Division:

- **Agent**
 - **Prerequisites to Join:**
 - Investigation x3, Enigmas x2,
 - Three non-Kindred Lores at x3
 - Recruitment from an existing member.
 - *Camarilla Coordinator Notification*
 - **Advantages of Rank:**
 - May requisition *E Division* for a teacher of up to two non-Kindred Lores up to level x2 (subject to regular Bylaw restrictions and ST approval)
 - Due to the service they provide to the Camarilla, a member of the *E Division* enjoys the respect granted to them by the Camarilla. They may claim the *Camarilla Title* of *Agent*. As such, they additionally gain the *Honorary Status* of **Insightful**.
 - **Disadvantages of Rank:**
 - *E Division* expects full disclosure of Lore possessed by its members. Higher ranking members may require those of lower rank to teach Lore without offering direct compensation. If deals to teach Lore are ever struck with those outside the society, the lowest ranking members are often the ones to provide instruction.

- **Special Agent**
 - The *Special Agent* title is not part of the linear ranking scale of *E Division*. An *Agent*, *Supervisor*, or *Director* can also carry the title of *Special Agent*. This title is given to a member of *E Division* who has distinguished themselves as a foremost expert against a given supernatural threat. The title is directly linked to that area of expertise and as such, it is expected that this *Special Agent* will be called upon to offer aid when that subject matter comes up.
 - **Requirements for Recognition:**
 - The appropriate Lore for the recognized creature type (i.e. to be a *Special Agent* of Mages, the character must have Mage Lore x5) and one other lore associated to that creature type at x2
 - **Advantages of Rank:**
 - The character receives a weapon Warded against the particular creature type (should such a Ward be available). Refer to the Tremere Thaumaturgy packet to see a list of what Wards are available.
 - **Disadvantages of Rank:**
 - The character will be called upon to offer their expertise should the topic arise. Failure to provide accurate and relevant information could lead to the loss of the *Special Agent* title.
- **Supervisor**
 - **Requirements for Advancement:**
 - Investigation x4, Enigmas x3,
 - At least one non-Kindred Lore at 5 or five separate Lore at 3.
 - **Advantages of Rank:**
 - Access to the Combination Discipline: *Mind's Eye*, Archons & Templars, pg. 143
 - May requisition the Division for a teacher of up to three non-Kindred Lores up to level x3 (subject to regular Bylaw restrictions)
 - **Disadvantages of Rank:**
 - *E Division* is slightly possessive of the Lore it has acquired. Members of this rank may not teach Lore to outsiders without explicit approval. Requests that only benefit the teacher without adding to *E Division's* resources will almost certainly be denied.
 - Should *Supervisors* be found to only be using *E Division* for their own personal goals, they may lose the advantage to requisition Lores per the *Agent* advantage.
- **Director**
 - **Requirements for Advancement:**
 - Investigation x5, Enigmas x4,
 - 5 non-Kindred Lores at x5 or 9 non-Kindred Lores at x3.
 - *Camarilla Coordinator Approval*.
 - **Advantages of Rank:**
 - Access to the Combination Discipline: *Random Patterns*, Archons & Templars, pg. 143.
NOTE: Requires Malkavian Coordinator Notification for Non-Malkavians
 - May requisition *E Division* for a teacher for one non-Kindred Lore up to level x5 (subject to regular Bylaw restrictions)
 - A *Director* may request access to highly guarded knowledge and secrets. The knowledge requested must be tied to a specific investigation and cannot be for their own personal gain. The character may request access to Lore that is regularly heavily guarded and requires Coordinator Approval. The Camarilla Team will work with the requested Coordinator on the request, but there is no guarantee of the Approval being granted.
 - **Disadvantages of Rank:**

- At this point, a member of *E Division* has upset any number of supernatural entities. As such, they gain an the *Enemy* flaw at a value determined by their storytellers.
- **Overseer (NPC Only)**
The Overseer is the overall head of *E Division*. They are responsible for guiding the Directors actions across the world and making sure E Division operatives are always where they are needed.

Media Examples:

- The X-Files
- Fringe
- Men in Black

MASQUERADE UNIT TECHNOLOGY ENFORCEMENT (M.U.T.E.)

During the Year of Fire, when demons were running rampant, a large convention was held in New Orleans. While the topics of the Convention were to decide how the Camarilla would address the threats of sudden and rampant infernalism, a mortal, an unknown quantity, began posting videos about their attempts to infiltrate the gathering of Kindred. Through the aid of several Malkavian seers and Nosferatu technologists, the threat to the Masquerade was averted, but the topic stuck in the minds of many.

During the Conclave of 2015 in Baltimore, a topic was proposed that with the ever growing threat of the internet and the fact that nearly every mortal had a portable camera in their pocket, a group should be formed to combat this great threat to the Masquerade. Several technologically minded Kindred were brought together and together, they formed this organization with the clear goal of protecting the Kindred world from the prying eyes of the digital age.

Source Material: One World by Night Specific

Nickname: Pre-Crime, M.U.T.E.

Role Within the Camarilla: To protect the Masquerade from digital threats such as leaked videos or hacking attempts.

Authority within the Camarilla: *M.U.T.E.* serves purely to protect the Masquerade and monitor the internet for potential threats. They should work, at all times, with the *Princes* and *Keepers* of the Domains in which they are operating.

Ranks within the Masquerade Unit Technology Enforcement:

- **Newb:**
 - **Prerequisites to Join:**
 - Recruitment by an existing member. Perhaps they've heard of your prowess and wish to see if you are capable and up to the challenge.
 - Computers x3
 - One influence at 5
 - *Camarilla Coordinator Notification*
 - **Advantages of Rank:**
 - Members of *M.U.T.E.* have access to technological equipment that can be procured with Resources 5.
 - When working through *M.U.T.E.*, characters may operate as if they have Fame at two levels higher than their current level (to a maximum of 5).
 - Due to the service they provide to the Camarilla, a member of M.U.T.E. enjoys the respect granted to them by the Camarilla. They may claim the *Camarilla Title* of *Specialist*. As such, they additionally gain the *Honorary Status* of **Dedicated**.
 - **Disadvantages of Rank:**
 - *M.U.T.E.* is often required to investigate and clean many risks to the Masquerade. This will likely require interaction with other chronicles throughout the Organization.

Players who wish to have their character join this organization should either be willing to travel to other games and/or be active through e-mail and other online communication methods.

- **Support:**

- **Requirements for Advancement:**

- Computers x5
 - Three Influences at 5

- **Advantages of Rank:**

- Any communication list that is overseen by *M.U.T.E.* allows its Tier 2 members to have full access.
 - Support members may receive assist in growing Contacts, Fame, or Influences equivalent to what could be provided by a Mentor x3.
 - Access to the Combination Discipline: *Mortal Skin*, Road of Humanity, pg. 71

- **Disadvantages of Rank:**

- At this rank, they may become targets of other hackers (mundane or supernatural) at the discretion of their Storytellers.
 - Support members are expected to devote their time and resources to protecting the Masquerade and the Camarilla. They must receive explicit permission before aiding any Kindred not **Acknowledged** in the Camarilla on any project that does not involve protecting the Masquerade or directly combating the enemies of the Ivory Tower.

- **Elite:**

- **Requirements for Advancement:**

- Computers x5
 - three influences at 5
 - Contacts or Allies at x5
 - *Camarilla Coordinator Approval*

- **Advantages of Rank:**

- *Elite* members may have special access to Hermetic Thaumaturgy: *Technomancy*. The character may purchase *Technomancy* with no corresponding rituals. The special arrangement *M.U.T.E.* has with the Tremere allows a unique form of education in this Path.
 - NOTE: This requires *Tremere Coordinator* and *Camarilla Coordinator Approval*. While the Tremere are willing to offer this incentive, they do have an interest in ensuring Thaumaturgy is not placed in the wrong hands.
 - It is recommended that *Technomancy* be purchased at the standard out of clan costs.
 - Characters at this rank will be placed in direct contact to a *Fury* and an *Archon* of the Camarilla in order to properly and thoroughly investigate those that have breached the Masquerade.
 - *Elite* members may receive assistance in growing Contacts, Fame, Resources, or Influences equivalent to what could be provided by a Mentor x5.

- **Disadvantages of Rank:**

- The *Tremere* have provided *Technomancy* through a unique process that allows them to govern the powers use. Should an *Elite* fail in their duties, they may find that access to their *Technomancy* has been stripped.
 - NOTE: Having this power stripped requires *Tremere Coordinator* and *Camarilla Coordinator Approval*. While the Tremere are willing to offer this incentive, they do have an interest in ensuring Thaumaturgy is not placed in the wrong hands.
 - Whether the XP costs of the *Technomancy* are refunded or not remains up to the character's Storytellers.

- The *Elite* members are often held responsible for the success or failure of the group. As they are additionally working with some of the highest agents of the Camarilla, their failures will likely not go unnoticed. Should character of this rank fail, they will either be demoted and possibly granted the negative status of *Warned*.
- **Root:**
 - NPC only
 - At the head of *M.U.T.E.* sits one who knows the most delicate inner workings of computer system. They are the ultimate hacker, coder, and technological engineer. They perpetually monitor the Internet for threats to the Masquerade and the Camarilla.

Media Examples:

- Minority Report
- Person of Interest

THE IVORY LEGION

The Camarilla has never been a Sect that delights in war efforts and violence, however it does face many enemies and threats. *The Ivory Legion* came about only recently as a means to manage those threats and protect the Ivory Tower.

The Camarilla's most successful tactics have always been the directed use of intelligence and covert actions. However there are also times when martial prowess is necessary. As such, members of the *Legion* tend to be skilled spies and information gatherers as well as competent soldiers. The *Legion* offers those more inclined to espionage a specific path with specific duties, selecting among the best of their ranks to work in counter-intelligence and, some rumors say, even infiltration.

While the *Legion* considers any threat to the Camarilla one of interest, they are particularly concerned with the actions of the Sabbat, one of the Camarilla's longest standing enemies and other vampire related threats. The *Legion* tends to work closely with the *E Division* in threats coming from other creatures, lending martial support should the threat be in a larger scale, such as with the Daeva.

With the advent of the Treaty of Fire, the *Consuls*, and the need to fight a common enemy, there are moments of calm politics between the Camarilla and the Sabbat, however the *Legion* is ready should the Sword of Caine rise to do battle. Meanwhile, other organizations within the *Legion* hunt other threats such as Lupines.

Source Material: One World by Night. Some of the *Immunes* groups are modified from groups presented in Archons and Templars such as the *Dogcatchers* (Archons & Templars, pg. 18) and the *Doppelgangers* (Archons & Templars, pg. 20).

Nicknames: The Legion, The Ivory Shield, The White Hand

Role Within the Camarilla: They are an intelligence service, a military force, and the last line of defense for the Camarilla. When the Camarilla must take up arms, the *Legion* is often consulted if not tasked with the mission directly.

Authority within the Camarilla: The *Legion* does not involve itself heavily in the politics of a Domain, their focus is elsewhere. As such, they coordinate their efforts with various different offices within the Camarilla. Working under the auspices of the *Imperator*, they are also granted a degree of respect for their military ways.

Ranks of the The Ivory Legion:

- **Milites:**
 - **Prerequisites to Join:**
 - Two skills at x3 from Archery, Blind Fighting, Brawl, Dodge, Firearms, Investigation, Melee, or Throwing.

- Intermediate in one physical discipline.
 - **Advantages of Rank:**
 - Acquisition of Mentor up to 2, representing another member of the *Legion*. This Mentor will specifically be able to teach combat related skills, such as Melee, Dodge, Brawl or Tactics.
 - Due to the service they provide to the Camarilla, a member of the *The Ivory Legion* enjoys the respect granted to them by the Camarilla. They may claim the *Camarilla Title of Legionnaire*. As such, they additionally gain the *Honorary Status of Valorous*.
 - **Disadvantages of Rank:**
 - All members of the *Legion* are expected to fight when the need arises. It does not admit members with a Humanity higher than 3.
- **Decanus:**
 - **Requirements for Advancement:**
 - Two skills at x5 from Tactics, Archery, Blind Fighting, Brawl, Dodge, Firearms, Investigation, Melee, or Throwing.
 - Advanced in one physical discipline.
 - **Advantages of Rank:**
 - Access to a Mentor up to 4, representing another member of the *Legion*. This Mentor will specifically be able to teach up to Advanced in Potence, Celerity, or Fortitude.
 - Access to the Combination Discipline: *Iron Facade*, Archons & Templars, pg. 140
 - Potential to join the *Immunes*, specialized members of the *Legion*.
 - **Disadvantages of Rank:**
 - Because these members of The *Legion* must sometimes travel to meet the most pressing threats to the Camarilla, they are forbidden from holding the position of *Prince* without the express consent from the *Imperator* or a *Legatus*.
 - Should a member of the *Legion* at this rank fail to respond to a call to service, they will immediately acquire the negative Status of **Warned** from a *Centurion*, *Legatus*, or the *Imperator*.
- **Centurion:**
 - **Requirements for Advancement:**
 - Three skills at x5 from Archery, Blind Fighting, Brawl, Dodge, Firearms, Investigation, Melee, or Throwing.
 - Tactics x5
 - Advanced in all three physical disciplines.
 - A sworn oath of fealty to the *Legion* spoken before the *Legatus* or *Imperator*
 - *Camarilla Coordinator Approval*.
 - **Advantages of Rank:**
 - May issue the negative Status of **Warned** to lower ranking members
 - Access to a mentor capable of teaching the Advanced level of one of the common Disciplines.
 - Access to the Combination Discipline: *Greater Inspire Greatness*, Road of Kings, pg. 72
 - **Disadvantages of Rank:**
 - Should the character break their Oath of Fealty to the *Legion*, it is expected that they will face some very serious repercussions; possibly including death.
 - Due to the need for travel, members of this Rank are never permitted to hold the position of *Prince* and must obtain permission from the *Legatus* or *Imperator* to hold any other local position.
- **Immunes:** *Immunes* is a specialized role held by Legionaries of the *Decanus* rank or higher. They serve as the *Legion's* specialists and are valued for specific skills. Due to these specific skills they were given additional duties, advantages and disadvantages based on the tasks required of them.

To become an *Immunes*, a *Legionnaire* was required to serve at least as the rank of *Decanus*. Depending on their skill and competency, they would either be directly admitted into the Immunes or they serve in a training role until they were ready (referred to as *Discens*).

A *Legionnaire* may only serve in one *Immunes* role at a given time. While transfers between *Immunes* roles are not unheard of, they are not common. Any *Legionnaire* wishing to transfer from one *Immunes* role to another must receive direct permission from an *Immunes* of superior rank or directly from the *Imperator* or *Legatus* to do so.

- **Venatores:** This group was originally an informal organization within the *Archon* unofficially known as “*Dogcatchers*” however with the rebranding of the *Venatores* were originally *Archons* reputed as lupine hunters. Their task is simple, to convince lupines that encroached upon Camarilla territory to do otherwise. They are welcome to use whatever methods they chose, but as can be expected, violence was often the way to go. As such, the *Dogcatchers* gained quite a reputation as fierce soldiers. Some rumors talk that the *Venatores* opened up their ranks and joined the *Legion* to pursue and hunt down those Camarilla citizens that openly treat with the lupines for favors and power or to use them as recruited agents against their enemies. Whether hunting lupines or those that consort with them, the *Venatores* work tirelessly to ensure that the Camarilla remains vigilant against this threat.
 - **Prerequisites to Join:**
 - A total of 5 points in Lore in areas associated with lupines (such as Lupine, Garou, Spirit, or Umbra Lore)
 - Have slain at least one lupine single handedly
 - **Advantages of Rank:**
 - Access to the Combination Discipline: *Instantaneous Transformation*, Archons & Templars, pg. 143
 - Access to the Combination Discipline: *Mortal Terror*, Archons & Templars, pg. 142
 - Access to a Mentor x4 for training in the areas required for service
 - **Disadvantages of Rank:**
 - Due to the actions against the Lupines and their spirit companions, the character acquires either the *Enemy* Flaw representing a Lupine (the flaw should be between 2 to 4) or the flaw *Spirit Notoriety* between 1 and 3.
- **Signifer:** These *Immunes* served as the Legion’s influence division. Military interventions can generate breaches in the Masquerade or otherwise cause issues that require intervention in the mortal society.
 - **Prerequisites to Join:**
 - At least one Influence at x5 and three at x3
 - Fame x5 or means to use influence in other regions (such as the Ventrue Directorate advantage)
 - **Advantages of rank:**
 - Due to the proficiency expected of a *Signifer* and the access they have to Legion resources, a *Signifer’s* maximum influences allowed are raised by five.
 - Access to a Mentor x4 for training in the areas required for service
 - **Disadvantages of Rank:**
 - As it takes blood and time to manage so many retainers, informants, and mortal operatives, the *Signifer* starts each game session with -1 blood. This blood can be restored as normal.
- **Frumentarii:** Formerly known as the elusive “*Doppelgangers*”, these *Legionnaires* are used to investigate and gather information on enemies of the Camarilla. While this can be powerful Sabbat threats, it could also be members of the Camarilla that are suspected of being subversive to the Camarilla.

Frumentarii are chosen directly by the *Legatus* and are given a specific target to deal with. The objectives of their operation will largely vary from one situation to the next but it is expected the *Frumentarii* will infiltrate and become close to their target individual or organization. How they do this is their choice. In some cases they will take on an alternate identity and gain their target's trust while in others they may be infiltrating an enemy organization under a false identity.

■ **Prerequisites to Join:**

- There is no set list of requirements. The *Legatus* chooses his agents based on a variety of criteria.
- Any character joining the *Frumentarii* will be required to adhere to a Binding Agreement with their Clan Coordinator and the Camarilla Coordinator.
- Due to the binding agreement, they obviously required *Camarilla Coordinator Approval*

■ **Advantages of Rank:**

- Access to the Combination Disciplines: *Anticipatory Visage* and *Anticipatory Locution*, Archons & Templars, pg. 142.
- If the intended target is Sabbat, the Doppelganger may also be granted to the Combination Discipline: *Sanguinary Expulsion*, Archon & Templars, pg. 142
- Access to a Mentor x4 for training in the areas required for service

■ **Disadvantages of Rank:**

- If a *Doppelganger's* true mission is revealed, it's certainly a guaranteed death sentence, either from the target they were investigating or by the *Legion*.

■ **NOTE:** *Frumentarii* can be exceptionally difficult to portray in a Live Action setting. While difficult, the *Frumentarii* can lead to fantastic roleplay. It is advised that the Storytellers work very closely with the Camarilla Coordinator offices on any *Frumentarii* actions.

- **Legatus (NPC Only):** The *Legatus* serves as a second-in-command to the *Imperator* and generally handle most of the nightly functions of the *Legion*.
- **Imperator (NPC Only):** This is the highest authority among the *Legion* and as such, they rarely interact with the lower ranks. Most PC interaction will occur with the *Legatus*.

Media Examples:

- Rome
- Kingsman

CULTS

PHANUEL'S CALL

Phanuel's Call traces its roots to the Path of Illumination that existed during the Dark Ages. For more information consult *Road of Humanity*. Their name derives from the believe that it was the angel Phanuel who offered the promise of Golconda. They follow an alternate version of the Path of Humanity, which grew out of the Path of Illumination. As they believe that guilt is an obstacle to be overcome, the Path espouses Conviction rather than Conscience.

Overview of Core Beliefs

Note: Players and Storytellers: The below tenets represent the core principles of Phanuel's Call. Countless different interpretations and applications exist. In fact, no two members are likely to completely agree in all points. Players are encouraged to take the below list as a starting point in creating their individual philosophy.

- Vampires are an elevated form of humanity. The ultimate goal is for every soul to attain the enlightenment of Golconda.
- The historical accuracy of the Book of Nod is far less important than the spiritual interpretation of the texts.
- The path to enlightenment is an individual journey. Strict adherence to external laws of religion or government is a false morality if the primary motive is a fear of punishment. A moral individual will do the right thing without hope of reward and will refrain from committing evil even if he can do so with impunity.
- Enlightenment is achieved through reason. Those seeking it should constantly question their beliefs and be able to defend their position.
- Golconda can only be reached after a Kindred has removed all desire to rule or control others.
 - Followers of the philosophy are of two minds on this point. Some feel that a Kindred must not seek or hold any position of leadership as doing so feeds the selfish nature of the Beast and thus is an insurmountable barrier to achieving harmony.
 - While equally passionate in their condemnation of tyranny and lust for power, others believe that there is no evil in the position of authority itself, but rather the motivations of the individual. They maintain that refusing to lead if one truly is the best qualified is counter to both reason and the communal good.
 - Nearly all philosophers find the concept of Blood Bonds, Conditioning, and other forms of control abhorrent.
- Spending time around other vampires tests the Beast and helps bring it into balance. While periods of isolated meditation are valuable, social interaction is necessary. The ultimate goal of Golconda brings a vampire into harmony both within himself and with all the world around him.
- Violence toward others is the ultimate form of seeking control. It should only be used as a last resort.
 - What constitutes "justifiable violence" is a matter of debate within the philosophy. Some followers practice extreme pacifism, maintaining that violence is never a moral option. Others believe that it is justified in cases of self-defence.
 - A smaller portion believes that violence is acceptable to serve the greater good. Some individuals are so corrupt and far from Enlightenment that they endanger others from reaching it. Removing such individuals is an act of kindness.
- "Diablerie" is always called Amaranth. It is not consuming the soul, but rather the vampiric essence. If a vampire has become too corrupted or harmful to society, the only acceptable form of execution is through Amaranth, as it preserves the vampiric essence while leaving the soul "clean" to either move on or start fresh.

Ranks within the Phanuel's Call

A central tenet of Phanuel's Call emphasises that the journey of enlightenment is unique to the individual.

More advanced members are respected and often sought for guidance, but they have no formal authority over others. While they may give suggestions and advice, they cannot issue orders with any expectation of being obeyed.

- **Alive (Grade 1)**
 - **Prerequisites to Join:**
 - The initiates members are just beginning their path toward enlightenment. They may come from any Clan, Path, or background.
 - Most vampires join by seeking out an active member. The group is always looking for potential students. However, they are unlikely to know many other members of Phanuel's Call, as initiates are not fully trusted until they convert to Path of Diamond.
 - PCs may start at this level with *Camarilla Coordinator Notification*
 - **Advantages of Rank:** Access to a mentor for conversion to *Path of Diamonds*
 - **Disadvantages of Rank:**
 - The group is considered heretical by nearly all other vampires. PCs gain the flaw *Dark Secret*.
 - If their membership in the cult is ever discovered, they gain the *Notoriety* Flaw.
- **Awake (Grade 2):** *Awake* members are considered to have taken the first steps along their journey toward Enlightenment.
 - **Requirements for Advancement:**
 - Characters on this Rank must follow the *Path of Diamonds*.
 - **Advantages of Rank:** Access to a Mentor capable of teaching Nod and Golconda Lore to 2, and Kindred Lore to 4, access to a teacher for the Combination Discipline: *Diamond in the Rough*
 - **Disadvantages of Rank:** If a member who reaches this rank ever betrays the group, they gain the flaw *Enemy* at least at level 2.
- **Aware (Grade 3)**
 - **Requirements for Advancement:**
 - *Aware* members are considered well-established. Lower grade members often look to them for guidance in helping others take their first steps along the path to enlightenment.
 - Must maintain a Path rating of 3
 - Must have assisted in converting at least one Kindred to *Path of Diamonds*
 - **Advantages of Rank:** Access to the Combination Disciplines: *Beast's Communion* and *Mortal Skin* (Road of Humanity, page 70). Access to a Mentor capable of teaching Nod and Golconda Lore to 4 and Kindred Lore to 5. May purchase merits *Efficient Digestion* and *Gentle Enthrallment* (from *Road of Humanity*, pg. 73) at a cost determined by their storytellers.
 - **Disadvantages of Rank:**
 - If a member who reaches this rank ever betrays the group, they gain the flaw *Enemy* x3
- **Mindful (Grade 4)**
 - **Requirements for Advancement:**
 - It often takes many years to achieve this level of enlightenment and few progress past this point. They are highly respected by their peers.
 - Must maintain a Path rating of at least 4
 - Must have assisted in converting at least two Kindred to Path of Diamonds
 - **Advantages of Rank:**
 - Access to a Mentor capable of teaching Nod and Golconda Lore to 5, Access to the Combination Discipline *Sooth the Beast*
 - **Disadvantages of Rank:**
 - If a member who reaches this rank ever betrays the group, they gain the flaw *Enemy* x4

- **Enlightened (Grade 5)**
 - **Requirements for Advancement:**
 - Must have achieved and maintained Path rating of 5 for at least six months.
 - Must maintain a Path rating of at least 4 and Conviction 5.
 - Must have assisted in converting at least three Kindred to *Path of Diamonds*
 - *Camarilla Coordinator Approval*
 - **Advantages of Rank:**
 - Access to the Combination Discipline: *Fall from the Spire* (see below)
 - **Disadvantages of Rank:**
 - If a member who reaches this rank ever betrays the group, they gain the flaw Enemy x5
- **Transcendent (Grade 6, NPC Only):** This rank is only achieved once a vampire has reached Golconda. While the group claims several members have reached this rank, few purport to have ever met them.

Final Note to Storytellers

The existence of *Phanuel's Call* should not be used as “proof” that Golconda is real or be seen as the definitive answer on the subject. This packet is meant to outline a specific group's opinions, but how much “truth” actually exists in their teachings should be left vague. If STs wish to present Golconda as an achievable goal for their PCs, they may do so under the existing rules in OWbN. Whether or not *Phanuel's Call* helps or hinders that goal is completely up to the individual chronicle.

Path of Diamond

Followers of this path consider it another branch in the Road of Humanity. They are physically indistinguishable from a vampire of the same path rating on the standard version of Humanity. The Path uses a different hierarchy of sins and Diablerie does not cause automatic degeneration. All other mechanics (such as penalties for interacting with mortals or acting during the day) follow the same rules as Humanity.

The Virtues of the Path of Diamond are **Conviction** and **Self-Control**.

Hierarchy of Sins

- 5 - Failure to openly seek Golconda at all costs; Accepting an unjust or immoral ruler; Attempting to control others
- 4 - Intentional injury to mortals; Theft and robbery; Refusing succor to another follower of the Path
- 3 - Accidental killing of a mortal; Failure to pursue enlightenment; Endangering the life of another follower of the Path
- 2 - Purposeful killing of a mortal; Intentionally killing a Kindred in any manner other than attempting Diablerie
- 1 - Casual killing; Denying the possibility of Golconda

Unique Discipline Techniques of Phanuel's Call

Diamond in the Rough

- **Prerequisites:** Auspex 2, Animalism 3, Presence 1, must follow Path of Diamond
- **Cost:** 5 XP

This combination Discipline allows a follower of the Path of Diamonds to find other followers of the Path. It can either give the user a general idea of how many followers are nearby or tell if an individual follows the Path.

If used to test an individual, the user makes a static mental challenge against the a difficulty of 3 times the target's Path rating. The user may retest with Investigation. If successful, the user knows if the target follows

the *Path of Diamonds* and if so, may spend an additional mental trait to know the current Path rating. If the target does not follow the *Path of Diamonds*, the user does not gain any knowledge of what alternate Path the target does follow. For example, this Combo does not allow a user to distinguish between a follower of *Path of Humanity* and *Path of Blood*, but it does let the user know that neither Kindred is following *Path of Diamonds*. In all cases, the target of this power is unaware of its use.

If used to judge if other followers of the Path are in the area, the user spends a number of mental traits and is able to tell how many followers of the path are within a certain distance:

- 1 mental trait: a chronicle's territory, or the city (at ST discretion)
- 2 mental traits: within 5 kilometers
- 3 mental traits: A room

Since players will likely want their membership in *Phanuel's Call* to remain a secret, they are encouraged to consult a Storyteller to resolve these challenges.

Sooth the Beast

- **Prerequisites:** Animalism x3, must follow Path of Diamond
- **Cost:** 10 XP

Spend one Blood point and make a Static test bidding the total of the characters Virtue Ratings (Conviction, Self-Control, and Courage) against a difficulty of 12. The user may retest this challenge with Meditate. If successful, the character is immune to all forms of Frenzy for the following scene or hour. Any Discipline or other power that would normally insight Frenzy fails.

Kindred who have learned this technique are able to spend a blood point instead of a Willpower in order to use Quell the Beast for the purposes of pulling a Kindred out of Frenzy. Willpower must be spent to impose the other normal effects of Quell.

Fall from the Spire

- **Prerequisites:** Diamond in the Rough, must follow Path of Diamond
- **Cost:** 10 XP

Phanuel's Call has a special abhorrence for apostates and those who endanger followers by exposing them.

Fall from the Spire can only be used on a follower or former follower of the Path of Diamond.

The user must either touch the target (possibly requiring a Physical challenge) or a vessel containing a trait of the target's blood in which case it can be done from anywhere in the world regardless of the distance between the two vampires. He or she then expresses a condemnation of the target for his or her failures. For example, "You have turned your back on the truth," or "You named other followers to our enemy." The subject will always hear this reason in his or her mind, even if distance or other circumstances would prevent hearing the users actual voice. Any use of Diamond in the Rough upon a character cursed in this manner will similarly reveal the reason.

The user spends a blood trait and mental trait to enact Fall from the Spire. Doing so inflicts the target with the following disadvantages:

- Gain Short Fuse flaw (which stacks should they already have this flaw or the Brujah Clan Disadvantage)
- All blood expenditure costs double
- Lose all *Phanuel's Call* Combos and Discipline Techniques (refund of XP is at individual Chronicle discretion)

Only the initial user or another character with Fall from the Spire can remove this curse. To do so, they must willingly speak words of forgiveness while allowing the cursed vampire to drink their blood.

Some rumors exist that the curse can be broken by diablerizing the vampire who enacted it. The true followers of *Phanuel's Call* maintain such story is a lie spread by their enemies in order to encourage

censured individuals to rebel against the philosophy rather than seeking to make amends and resume their journey of enlightenment.

EDENIC GROUNDSKEEPERS

Gehenna Cults are not a recent phenomena among the Kindred. Prophecies, occult tomes, and insane ramblings speak of the end times and Gehenna Cultists are those that listen and consider Gehenna to be more than a myth but an inevitability. They work to uncover forbidden lore, find ancient Kindred to slay, and recruit new members to their ranks. The Camarilla does not tolerate nonsense of Gehenna, viewing it as propaganda that the Cults and the Sabbat (which by some definitions is the largest Gehenna Cult of all) use to recruit and turn their members away from the strength of the Ivory Tower.

While there are countless Gehenna Cults, perhaps one of the largest (aside from the Sabbat) is the Edenic Groundskeepers. This group is comprised of many Camarilla Elders who have fashioned themselves as gardeners to destroy the weeds to Kindred society that the Methusalahs and Antideluvians represent. They also seek to limit or eliminate the presence of Caitiff and Thin Bloods, believing their proliferation to be a cause of the end times. While some of the more recent members to their ranks are idealistic enough to think that there is a way to prevent Gehenna, the older, more cynical members realize that there is no stopping it and only possibly a small chance of surviving it by hiding.

Source Material: Gehenna (World of Darkness)

Nicknames: Gardeners

Role Within the Camarilla: They have no official role in the Camarilla, and in fact *Josians* and *Archons* are both eager to uncover any members of this group.

Ranks within the Edenic Groundskeepers.

NOTE: As this group varies in size and do not operate on a ranked system, the ranks remain present only to reflect a character's significance to the Cult, and are not an in-character reference to rank. As such, the ranks are simply listed numerically.

- **Rank 1:**
 - **Prerequisites to Join:**
 - Noddist Lore x2, Kindred Lore x2,
 - Introduced into the Cult by another member.
 - *Camarilla Coordinator Notification*
 - **Advantages of Rank:**
 - Access to the Combination Discipline: *Measure the Will*, Road of Humanity, pg.
 - **Disadvantages of Rank:**
 - Gehenna Cults are not tolerated in the Camarilla. Characters gain the flaw Dark Secret.
- **Rank 2:**
 - **Requirements for Advancement:**
 - Noddist Lore x3, Kindred Lore x3.
 - **Advantages of Rank:**
 - Access to a mentor capable of teaching the advanced level of one of the common Disciplines.
 - **Disadvantages of Rank:**
 - At this point, the member has garnered enough lore and heard enough rhetoric from the other Gardeners that they are truly terrified. Upon achieving this level of initiation, the character gains the derangement *Paranoid of Ancients*.
 - The Elders within the Edenic Groundskeepers are paranoid and powerful. Any character reaching this Rank will have Chain the Psyche used on them to ensure their secrecy and loyalty to the cause.
- **Rank 3:**

- **Requirements for Advancement:**
 - *Camarilla Coordinator Approval.*
- **Advantages of Rank:**
 - Access to mentors capable of teaching the advanced level of any of the common Disciplines.
 - Access to an Occult Library (either the Background or the Merit, per ST discretion).
- **Disadvantages of Rank:**
 - If discovered, the character immediately gains the *Enemy* x5 flaw represented by being a target of the *Josians*.
 - Those who betray the Cult receive the Flaw: Dark Fate. It is only a matter of time before the powerful Elders destroy them.

OTHER SOCIETIES AND GROUPS

These are groups that are either covered in other genre resources (such as the Hague) or are small enough that they do not need a full write up but deserve mention

THE EYES

This extremely secretive and unknown order is one of the most secretive agencies in the Camarilla. They are operatives hand chosen by the Inner Circle to serve as a sort of Archon Internal Affairs. They watch over the agents of the Camarilla to ensure abuses do not occur.

- *Note: The Eyes are not fit for general character portrayal. They do not lend themselves well to regular attendance in gatherings and Elysia. As such, any member of the Eyes, PC or NPC, requires Camarilla Coordinator Approval.*

THE HAGUE

This public organization is a Ventrue-led group of Kindred that monitor and record the legal precedents of Camarilla law and policy.

- **Prerequisites to Join:** Anyone wishing to pursue the Hague should refer to the Ventrue Societies and Orders packet.
- **Advantages:** Due to the service they provide to the Camarilla, a member of the Hague enjoys the respect granted to them by the Camarilla. They may claim the *Camarilla Title of The Right Honorable*. As such, they additionally gain the *Honorary Status* of **Esteemed**.

ORDER OF THE FAITHFUL

Originally, the *Order of the Faithful* started out as a knightly order followed by adherents of the *Road of Heaven*. Over the centuries, the *Order* dwindled and died out until it was little more than a memory. In recent nights, however, the *Order* is slowly being rebuilt. Those that join do so in secret and are agents of the Divine that wish to fight the evils of the world. *The Order* itself has no political agenda (though, individual members likely do) it is simply to offer community to those that serve the Lord and to act against the demonic threats.

Source Material: Road of Heaven

Nickname: His Holy Order, The Order, The Faithful

Role Within the Camarilla: *The Order* is not one meant to directly serve the Camarilla, per se. Many members are from within its ranks but the goal is to give a sense of community to those of Faith. They operate in secret and often find their members instead of members seeking them out.

Ranks within the Order of the Faithful

The Order largely operates quietly on its own. They have their own tasks and internal agendas. As such, their ranks are fluid and not well known to those outside *the Order*.

Media Examples:

- Equilibrium
- The Order
- Hellsing

LOYAL OPPOSITION

After the signing of the Treaty of Thorns and the Camarilla accepting back those that betrayed their Elders in the first Anarch Revolt, it became public knowledge that while some of the Anarchs paid lip service to the laws and traditions of the Camarilla, many of them were not devout followers and believed they could still buck the system from within. As the Ivory Tower recognizes all Anarchs as its members, several of them have chosen to keep their status and positions within the Camarilla, but those that reveal too much of their

true affiliations to the Anarch Movement might find themselves singled out by the authorities of the Camarilla as Malcontents.

- **Advantages:** A *Loyal Opposition* character is either logged with their Storyteller as an Anarch or Camarilla. If they are logged as Anarch, their Sect is considered such for the purposes of certain Regulated Anarch items in the Character Bylaws. If the character is listed as Camarilla and they wish to register fully as Anarch, they must follow the Sect Defection regulations.
- **Disadvantages:** Known members of the *Loyal Opposition* will likely end up gaining the Negative Status of *Malcontent*.

RESOURCE LINKS

- Camarilla Wiki: <http://camarilla.owbn.net/>
- Camarilla Approval Form:
https://docs.google.com/forms/d/1wQPOFYUhuJK4DAnxba1XvPzT7w5nOBWc9a3dV-3j3fl/edit?usp=doclist_api
- Camarilla Organization, Societies, and Cults Membership Form:
<https://docs.google.com/forms/d/e/1FAIpQLScDIKN8sDB1md7CfePvqh4YqSMqV9kISuPqm-Ej1ZPAfDcdmg/viewform>
- For more information regarding the different types of Loyal Opposition, please refer to the Non-Binding Political Impulse page on the Anarch Wiki:
http://anarch.owbn.net/mediawiki/index.php?title=Political_Impulses