LODBORI CONGESTN

It is strongly suggested that you have it on hand. Some of its options will be needed to fully enjoy this CYOA. It has been thirty years since the First Night of the Hunt.

This is a sequel to Bloodborne II.

Society, the world, every person yet living, all have adapted. But the nights grow long. The beasts grow ravenous.

Nightmares encroach on reality more and more, and place after place are consumed. Every Night of the Hunt, the beastly scourge claims more lives. Normal men now succumb. You are a hunter. One of a hundred thousand hunters. One of a billion men.

You are not special.

A week ago, the call went out. Another Night of the Hunt will soon begin. But it was no normal forecast. This time, every hunter of the Stars of any standing shared a vision.

A vision of dark. Of blood. Of the End. The Longest Night, long fortold, is upon us.

When it struck, you thought yourself ready.

And you died.

You were wrong. Perhaps it was bad luck, perhaps it was a mistake, perhaps they were just too much for you.

But you awoke where you had when the Night fell. Your death had been nothing but a bad dream. Or was it? For the world you saw when you stepped outside was the one where you died, or so it seemed. The dream was

hazy, indistinct. But you remembered some things. The beasts you killed lay dead, save the few which had torn you to shreds. They were unharmed. Refreshed and

prepared, you killed them. Then, you happened upon a young man, unfamiliar to you. He took you by surprise and killed you.

And you awoke again, his face burned into your mind. The clock beside you showed the time: the time you died. So you went outside a third time. And you met him again.

And, this time, you fought. And you lost. A hand grabbed the back of your neck. And the world went dark.

Yep. Everyone called in?

So there he is, huh?

All've got the info. Alfie says "break a leg".

In five. I'll go check the array. See where the Imp's lookin'.

Like you touch kids competitively.

And you. Don't mess it up.

I have faith in you.

Ha, yeah. How do I look?

Perfect. Showtime?

Be seeing you. Here's hoping, Vi. Lot of eggs in this basket.

Here's hoping.

You awake in a haze. An old man is looking down at you, with a strange light in his eyes. But his eyes are bandaged over. But you see their pupils, large and round, without warping. And then you see them no longer. There was no light. Only bloody bandages.

You're strapped on a table. There are bottles of blood around you. And the old man speaks. Aha, you're awake! Tell me, what do you remember?

You try to remember how you got here, but your thoughts are confused.

I will begin the ministration, and we can have a nice chat about...hmm...how about we discuss you?

This cyoa has a stratified point system, not to be confused with stats.

Time is in green. It represents how long you have been a hunter.

No, no need to talk. You're probably in quite a haze right about now, but these old eyes see more than you could say. Welcome, good hunter, to the Nightmare. On this, our Longest Night, I have quite a special treat for you.

> Prey, power, and blood. Ohh, the blood, fresh and sweet. Before the night is out, how it will sing to you. You were destined for this, after all.

Natural Power is in orange. It represents your human ability. Mental Power is in blue. It represents your mental ability. Physical Power is in red. It represents your physical ability. Arcane Power is in cyan. It represents your arcane ability. Wealth is in yellow. It represents your overall affluence. Experience is in tan. It represents your experience in the hunt. Madness is in purple. It represents your insanity. You must spend all of these. Other quanta will be dealt with on a case-by-case basis. There are three ways to play this CYOA: Firstly, you can be the Good Hunter in your world. Play the CYOA as normal. You can summon other such Good Hunters

to your world in spirit form, though doing so attracts unwanted attention from higher entities. Your ability to awake after death, its powers, and its rules and limitations will be discussed later.

Secondly, you can be a normal hunter in everyone's world. You cannot take Comatose (or, by extension, Unfated) and the ending choices are optional. You do not awake after death, as you are not the Good Hunter, but you will live on in every other world.

you would die twice in an hour, you die for good. This third world is brutal. The night is extremely dark and dangerous, and cooperation is necessary for survival. It is exceptionally unlikely that everyone involved will survive. Plan accordingly.

If you fail to end the Longest Night, no one will survive.

Thirdly, you can be a Good Hunter in a shared world. You MUST take Comatose and Unfated. This will effectively isekai

you into the world of Bloodborne II. Here, the ability to awake after death (shared by all Good Hunters) is limited. If

In General

Well, for hunters, looks can be deceiving. I know some who have spent decades in dreams and aged mere years, and some who haven't aged a day. Others, well, grizzled doesn't even begin to describe them, hah.

So how old are you? How long have you been hunting beasts?

You gain -20 madness.

(15-25)

You were born into a world of

blood and beasts. All of your life,

you have borne witness to the

hunt, and for much of it, you

You may be inexperienced, but

you were born into the horror.

Your mind can handle much and

more.

You have had 80 time.

have been hunting.

But your spent your teenage years learning to hunt, and you remember little, perhaps nothing,

(25-45)

You were young, perhaps even

not born, during the First Night.

You remember the trials and

tribulations the world faced, even

ten years after that fateful night.

of the times before the hunt. You have had 120 time. You gain 0 madness.

For longer descriptions of power and attributes, see Bloodborne II. Choices marked with a \star are from Bloodborne II.

See the associated document.

Let us begin. Who, or I suppose what, is your patron?

Pick one.

Your family. Your property. The economy. The world. Everything. That was also when you had your first dream, when the night fell.

When the First Night struck, you

were old enough to understand.

Understand what the words on

the television meant. Understood

what happened to your friends.

You have had 160 time. You gain 10 madness. The First Build Descriptions here are focused more on cultural and societal features of abilities.

Normally, hunters cannot remember their first dream. There is only one alive who does, hah. He's how we even know about that dream.

Most Hunters of the Sea do not

achieve notoriety. Their inner

peace often leads to a lack of

ambition, so most do not

progress too far. Still, being free

Some people say Hunters of the Earth are all hippies and ecofascists, but that's not entirely true. True, the vast majority care deeply for nature, but that is often to compound upon their natural affinity. Many, I know, live plague us...sometimes I wonder if permanently in the Living Nightmare, serving as Gardeners in utopias of their own design. A quiet life, most of the time. Your innate abilities are Vitality and Healing.

There are more Hunters of Blood

than any other kind, despite their life expectancies. They have many children, often early in life, and their Chosen has seen fit to distribute his blood far and wide. Winners of martial competitions, skilled soldiers, anyone who paid. Perhaps twenty, thirty thousand hunters. They are a disparate group, united only by the Hunt. Your innate abilities are Bloodlinge and Bloodlust.

Vitality is the most common ability, and with good reason. All hunters know blood is life. Rank 1

The softcap is a necessity for

survival, unless you're a pure

scholar. Without it, some full

recoveries may not be possible.

Rank 2

The hardcap is where many

hunters stop, since it's the point

where mundane attacks become

largely inconsequential.

Rank 3

This truecap is where a hunter becomes truly hard to kill. Blood to spare for all occasions, and regeneration rapid enough to heal anything. All Chosen are here or beyond, even the Moon and Stars. They need the blood to train for endurance fight for days burn for their spells.

Rank 3

Many at the truecap sell their

blood, since there is no shortage of hunters looking to empower

themselves, infuse weapons, or

get drunk with it.

from the nightmares which they are the lucky ones. The Sea stands opposed to the Moon and the Stars for crimes long since forgotten, and so they wage war. Your innate abilities are **Endurance and Resistance.**

In some places, being a Hunter of the Sun is enough to get your drinks for free. Just about everyone knows someone who was sucked into a Nightmare and

was rescued by a Champion. Such events are depressingly common, but also common are the publically-funded Champion groups. In times of such darkness Sometimes, Shadow chose people and death, such light is a mercy. and Light. Well. It seems I owe Lance a twenty, heh. So, when you had your dream, what did you choose?

Endurance

Endurance is a hunter's level of

stamina. An underappreciated

or magic or even a mundane craft. The rest attend or teach at their college, which offers both academic and venatoric subjects. Your innate abilities are Insight and Dreamcraft.

Moon

Hunters of the Moon mostly live

in the Hunter's Dream these days.

Their Chosen has made it a

sovereign state, and all of the

Moon are welcome, with other

hunters being special cases. Most

work some trade, be it smithing

into one of three archetypes. They're either useless, edgy, or incorrigible. Sometimes, like with their Chosen, it appears that Shadow chose the worst possible

people to be hunters. Sometimes,

Shadow chose people who would

unironically use one-liners.

who just take nothing seriously.

Speed.

Shadow

Hunters of Shadow tend to fall

Pick nine abilities, in addition to all three ranks of your innate abilities. They represent your final strength. Your current strength will be determined later. Words which are <u>underlined</u> are later options which cost <u>time</u> or experience.

> Insight is enlightment, truesight, eyes on the inside, everything. The more insight you have, the more truly you see. The only

downside is the madness that

comes with such understanding.

You gain 5 madness per rank.

Rank 1

Almost all hunters have the

softcap, or a version of it. With

enough experience, many can

achieve something similar

without the ability, but their sight

is far cruder and less stable.

All expeditions in the Nightmare

have a hunter with the hardcap,

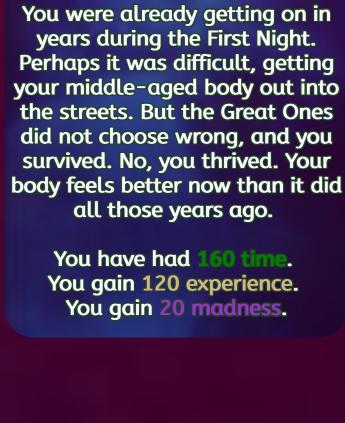
so as to see what tries to hide. Rank 3 Some refer to hunters at the truecap as "Jedi" for their prescience in combat.

Just about every combat-

Rank 1 At the softcap, hunters have those who rely on Strength to deal damage know well the benefits of hitting the target.

body with no tremors at all. Rank 3 Many hunters at the truecap enjoy parkour, both as exercise

learn to code.



(65-100)

But here, perhaps we can tease out the elements of your fate which you chose, long ago. If you are Middle-Aged or Old, you had your dream at the advent of the First Night, so you had a sligtly different set of choices. It seems the Great Ones once thought to prepare us with knowledge and immediate understanding. No longer.

> predict disasters and Nights of the Hunt, but the rest dedicate themselves to some magical pursuit or other. Rituals, spells, crafting, teaching, research, exploring every corner of the Nightmare, all for knowledge. Your innate abilities are Arcane and Augur.

> > Storm

The Hunters of the Storm. Pity

what happened to them. Nobody

knows why exactly the Scourge

decided to attack. Even the

Scourge did not know. If it were

not for Hashi, they would have

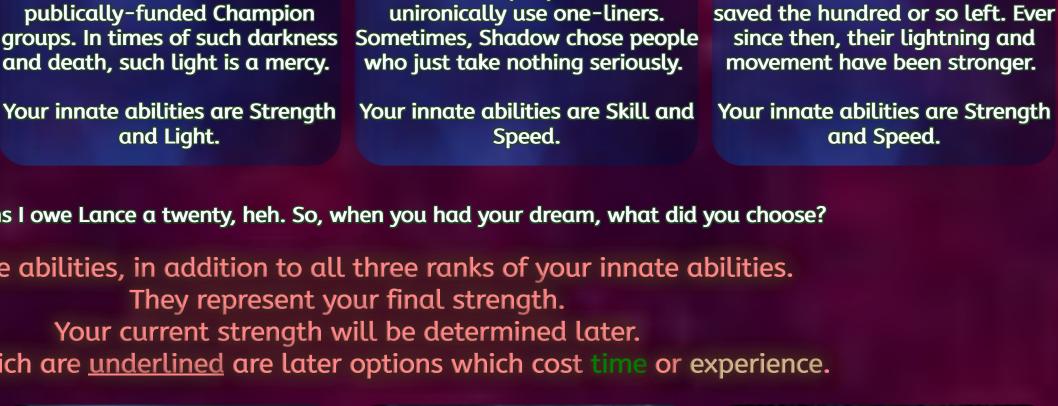
been wiped out, but their final confrontation and his ritual storm

Stars

While most Hunters of the Moon

are scholars, practically all

Hunters of the Stars are. Some few use their precognition to



Arcane Arcane is more of a base magical

power than anything else, which

means one can compensate for a

low Arcane with a high level of

Augur or Ritualism.

You gain 5 madness per rank. If a hunter isn't at the softcap, then their magic is stunted. Spellcraft 3 can help, but you need at least the softcap for your magic to be potent. Rank 2 Most stop at the hardcap, since going beyond requires intensive study and, for normal hunts, this

level of Arcane is enough.

Rank 3

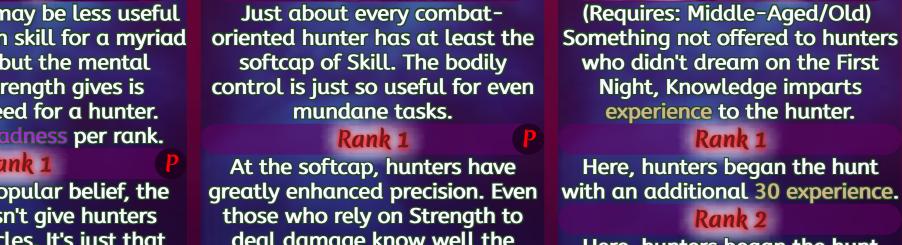
Hunters at the truecap have

magical power to spare, and can

rely on spells entirely in the hunt.

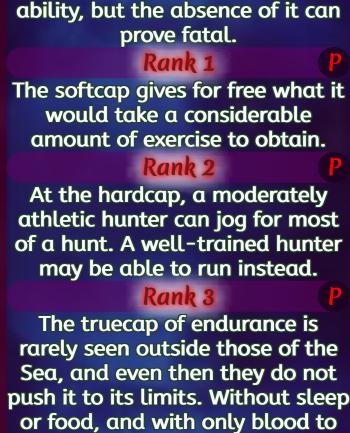
Some consider this cowardly.

Knowledge



Here, hunters began with an additional 120 experience. You also had memories of a certain huntress of old. If you happen to have the boon of Whispers, you may sometimes

talk to her. She still has much to say.



on end.

drink, I have seen hunters who

Raw strength may be less useful of reasons, but the mental fortitude strength gives is valuable indeed for a hunter. You lose 5 madness per rank. Rank 1

Rank 2 Many hunters stop at the hardcap, since it gives

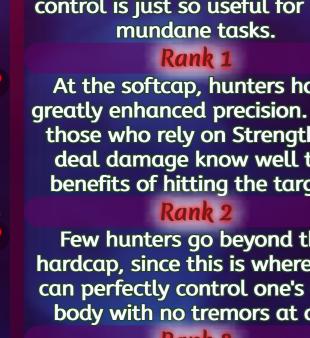
Rank 3

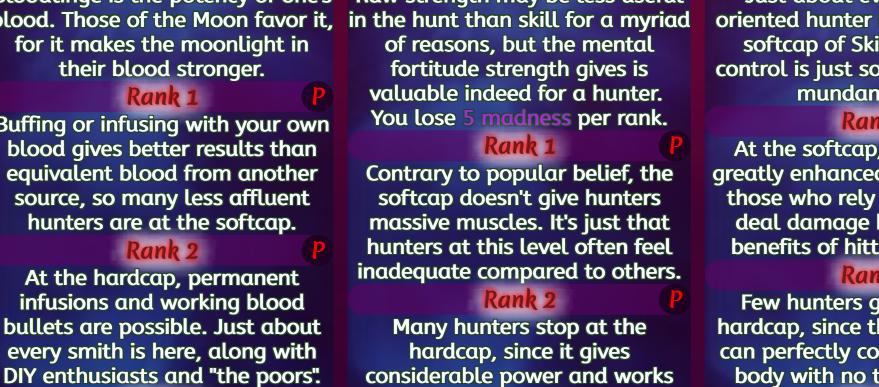
the truecap who doesn't use at

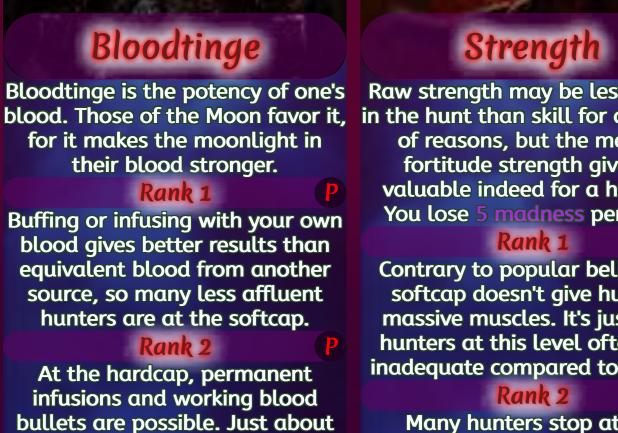
least one weapon which is either taller or heavier than they are.

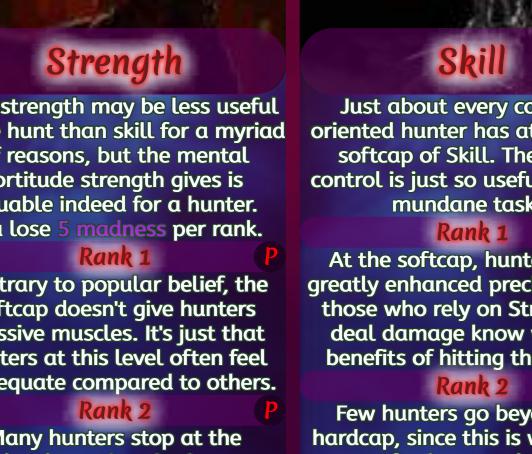


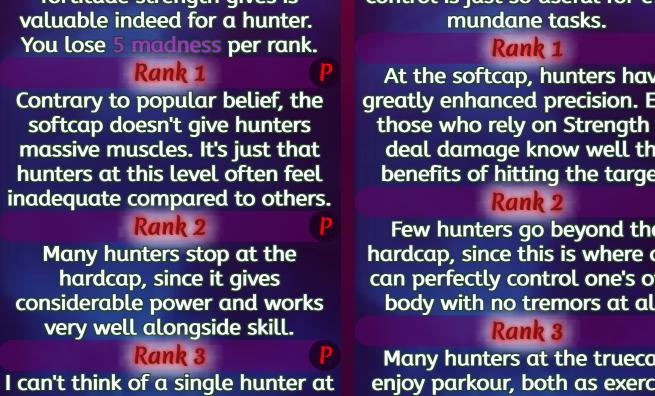
Few hunters go beyond the hardcap, since this is where one can perfectly control one's own

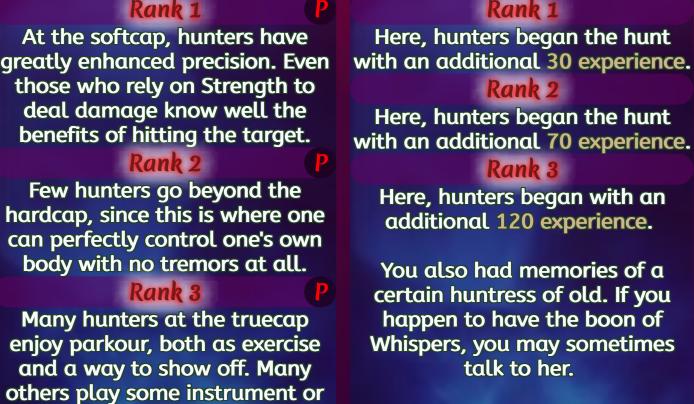














fool. One can survive without, but to heal oneself on nothing but blood requires this ability. Rank 1

Just about every hunter left alive has the softcap. Some hunters carry large blood bags, others prefer the retro syringes, and a few bring large thermoses.

The hardcap is beloved of hunters

who travel in Nightmares for

weeks to months on end, since it allows them to survive and thrive on strange blood. Rank 3 Very few hunters have the incredibly difficult to kill. Some

declare this to be just delaying the inevitable, though.

truecap of healing, but they are

Bloodlust

Bloodlust only works well with

Bloodtinge and Heal, so it is no

wonder that few hunters not of

Blood invest the time and abilities necessary.

Rank 1

A hunter at the softcap becomes

though the effect is short.

You gain 5 madness.

Hunters with the hardcap can

gain power from living blood,

which allows for symbiosis.

Hunters with the truecap need

not injest or infuse blood to gain

its power, they need only touch it.

This ability is astoundingly

powerful with a high bloodtinge

and heal.

You gain 5 madness.

Spellcraft

If you've got ranks in Arcane or

Augur, you likely have ranks in

Spellcraft. Take the power from

yourself or your augur and use it

in a spell. What could be easier?

You gain 5 madness per rank.

Rank 1

There are a whole host of useful

combat and utility spells which

require little power. Hunters

everywhere love them.

Hardcap spells are dominated by

the very popular enhancement

family, which grants temporary

softcaps of physical abilities.

Truecap spells are very powerful

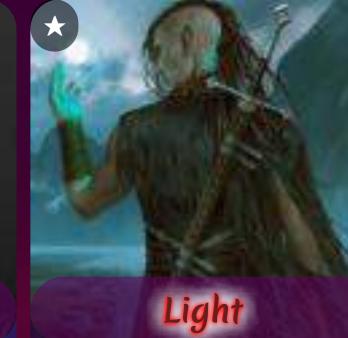
and very dangerous. The difficulty

in them comes from learning the

spell, not using it, and so few

mages have many of these.

A



Resistance

A much maligned ability, and so

those of the Sea are usually the

only ones to have it. If they were

more assertive, they could change public opinion, but few

care for such politics.

Rank 1

The softcap allows a hunter to deal with environmental hazards

and mundane weapons better.

The hardcap renders a hunter

immune to disease, poison, and

all elements except arcane.

Rank 3

The truecap is where Resistance shines. The sheer momentum

behind such a hunter can

overpower most beasts, and they

become nearly immune to falling,

debris, and falling debris. Even

magic is dampened considerably.

It was merciful of the Sun to offer this ability to us all, and it was foolish of so many of us to reject this offer. Light is a potent magic with next to no drawbacks. You lose 5 madness per rank. much stronger after taking blood, The softcap Light blinds beasts, but not much more. The glow

> The hardcap Light now blinds just about any creature of the Night, including most other hunters who look directly at it. Its effect is stronger on the blood-drunk.

does refresh the soul, though.

Rank 3 I have seen hunters who use the truecap Light almost exclusively in combat. It bolsters your allies, eradicates shadows, and brings hope to all who see it.



particularly after Paris. Some even say San Fran was the same. You gain 5 madness per rank. Rank 1 Softcap rituals are fairly innocuous. Forming barriers, turning translucent, slight healing, that sort of thing. A

Hardcap rituals are already

getting powerful. With the proper

time and construction, nearly any

spell can be replicated.

If you even have the potential to

achieve the truecap, you're on a

number of watchlists. It was such a Ritualist who brought the Worm to Paris. As far as we can tell, these following abilities have a less striated scaling in terms of power and effort.

Congealing Blood

When hunters achieve this ability,

they become far more valuable.

Some choice Gembleeders, as

they're called, have even been

kiddnapped and forced to

produce gems until their deaths.

Given the tendency of

Gembleeders to have high Vitality

and Heal, this death can often be

years or decades away.

Gems from one's own blood are

worth the risk, though.

the First Night, Crafting granted Rank 1 A

> Rank 3 At the softcap, you were given just about everything.

Dreamcraft

Ah, Dreamcraft. The ability to live

and travel in the Nightmare. I do

hope you have something here.

Those with the softcap can

voluntarily take on spirit form at

any time, instead of relying on being summoned. A necessary

ability, in my opinion.

With the hardcap, a hunter who

falls asleep in a Dream or

Nightmare may awake in certain

places in any other Dream or

Nightmare they have visited.

At the truecap, a hunter need not

sleep, and may take others with

them. All expeditions into the

Nightmare have such a hunter

with them, in case things go

wrong and they need an out.

Speed

So many people overuse Speed

and get killed for it. Even with the

truecap, trying to dodge through

an enemy attack requires a great

amount of practice. It's useful for

evasion, not invincibility.

Rank 1

The softcap is useful for quick

bursts of speed to get out of

range, get into range, or flank an

opponent. You can also dodge with an attack, but that's tricky.

The hardcap extends your burst

of speed, which is perfect for

escapes and ambushes.

Rank 3

Now this is what everyone loves.

The truecap does make you

mostly incorporeal for a half

second. You can dodge through

attacks, people, and nets.

an immediate understanding of the crafting of hunter weaponry, among other things. At the softcap, you were given the basics and a healthy dose of talent to go with them. You get <u>Crafting 1</u> for free.

At the softcap, you were given

advanced topics.

You get <u>Crafting 2</u> for free. <u>Crafting 3</u> is 50% cheaper.

You get Crafting 3 for free. Craftina + is 50% cheaper.

(Requires: Middle-Aged/Old) Another option only offered on

<u>Crafting 2</u> is 50% cheaper.

They improve quite consistantly for some time, as one practices them, before slowing gradually.

A grossly undervalues ability.

Where Arcane is the use of

internal power, Augur is the use

of external power. For a balanced

skillset, most mages have ranks

in both, even if most choose only

one of Ritualism and Spellcraft.

At the softcap, a hunter can use

normal augurs. A practical ability

for a hunter of any disposition, since such augurs are common.

At the hardcap, hunters can use

quite complicated and powerful

augurs and can make the normal

variety, with time and material.

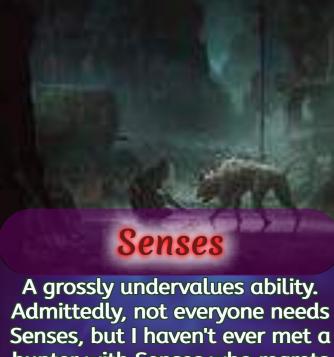
A hunter at the truecap can use

even the most potent and

dangerous of augurs. Fortunately

for us all, there are few such

augurs and even fewer hunters.



hunter with Senses who regrets their decision.

Rank 1

The softcap is perfect for general

awareness and tracking. You'll

never be taken by surprise by any foe without silencing magic. The hardcap grants almost extrasensory perception, and works very well with Insight to hear and smell...unusual things.

Rank 3 Hunters at the truecap universally prefer to fight blindfolded, so that their eyes don't distract them. Eyes are great for distance, but ears and the skin are best for precision.



Rank 1

At the softcap, you were given

the basics and a healthy dose of

talent to go with them.

You get <u>Infusing 1</u> for free.

Infusing 2 is 50% cheaper. At the softcap, you were given advanced topics. You get Infusing 2 for free. <u>Infusing 3</u> is 50% cheaper. Rank 3 At the softcap, you were given just about everything. You get <u>Infusing 3</u> for free. Infusina + is 50% cheaper.

There aren't any softcaps or hardcaps, really, and, sometimes, one can get more out of them than out of any other single ability.

Curious, to be sure.



Those of the Moon in particular often mock the "immortals", since they know all too well all will die eventually, so Youth just helps keep one fit until the end. "Keeping the meat fresh", some describe taking Youth.

discovered that everyone ages

slower in Dreams or Nightmares.

Invading Dreams

(Requires: Young/Adult)

This is...an unusual ability. When

you sleep, instead of experiencing

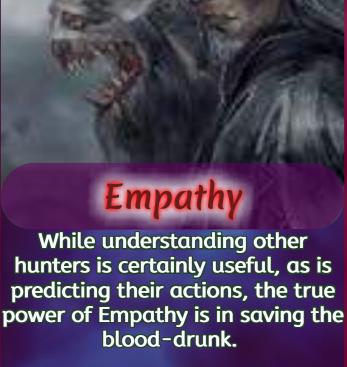
your dreams, you can experience

someone else's. If a person you

know is asleep, you can join them

in their dream, and give them

what aid you can. Death there simply banishes you back to your own dream. With practice, you can become far more powerful in these false dreams. Perhaps, one day, you might be able to bring something back. hunters have something special about them. These Boons do not scale, but thus do not require much effort to achieve their full potential, and no effort to obtain. If you gain a general Boon from a Bane, then you may choose one here.



successful, save for striking them unconscious and waiting.

With enough Empathy, one can With a Hunter's Mind, one can slow their perception of time, reach out to the crazed and try to calm them, to understand what giving them precious time to think they feel. and react. This method is the most A perfect parry, a perfect shot, a lucky escape, a quickly cast spell...oh the applications.



An often overlooked, yet remarkably useful ability, Pastsense allows a hunter to look into the past. Touching a bloodstain can give you a faint vision of what left it, touching a

body can tell you what killed it,

that sort of thing.

Pastsense

(Requires: Young/Adult)

The more one improves, the further back they can look and with greater clarity can they see. You may find much use for this.

can constantly renegerate blood. Not too much, mind you, but enough to make traveling far, far easier. Some have advanced to

Regeneration

(Requires: Young/Adult)

Recovering blood naturally, for

healing purposes or otherwise,

often can take a while. In spirit

form, it doesn't happen at all.

With this ability, though, a hunter

the point where they can regenerate in spirit form, but that requires some effort.

Boons are far rarer for normal hunters than Chosen.



world has produced a multitude

of new nightmares. Many of them

have technical elements.

Lightbulbs, wires, some even

have computer networks in a

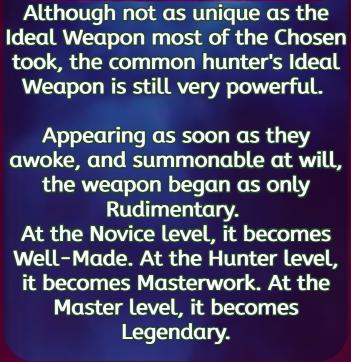
labyrinth of industrial corridors. It

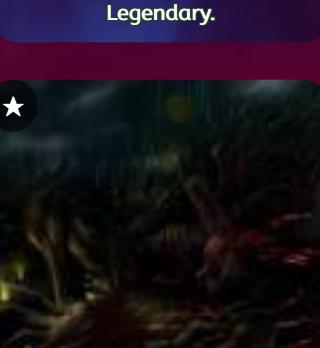
is no wonder that many hunters

have manifested abilities to

influence said electronics. They can't hack or take control of a system, but they can turn just about anything on and off. A few

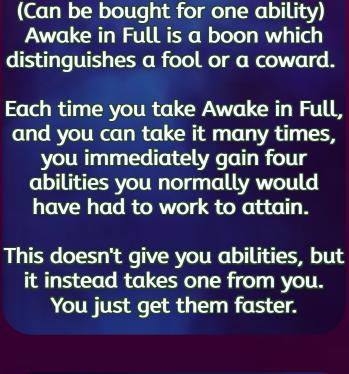
Ideal Magic deal Weapon **Easy Summoning** (Can be bought for one ability) Easy Summoning is very helpful





Awake in Full

(Requires: Middle-Aged/Old)

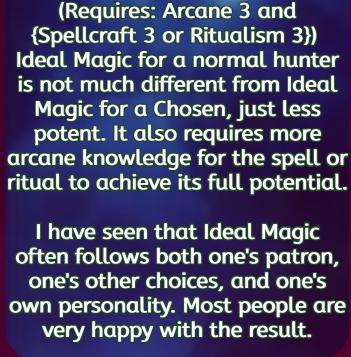


Fast Learner (Requires: Young/Adult) (Can be bought for one ability) The new version of Awake in Full,

and another option which signals

idiocy or a desire to show off,

Fast Learner makes a hunter



Bloodborne

Mental Map (Requires: Middle-Aged/Old) Only a few hunters took Mental Map, but they were the first to explore the nearer portions of the Nightmare. They often attained significant wealth and resources from this, and some respect.

They were also some of the first

to brave the chalice dungeons,

and there they found still more material goods.

Gain two Exploration for free.

Unobtrusive

(Requires: Young/Adult)

Hunters with this boon walk more

quietly, stand more still, and

often does one's eyes skip over

them. With an Unnoticed

weapon, a hunter becomes nearly

invisible when trying to hide.

This effect is far more pronounced

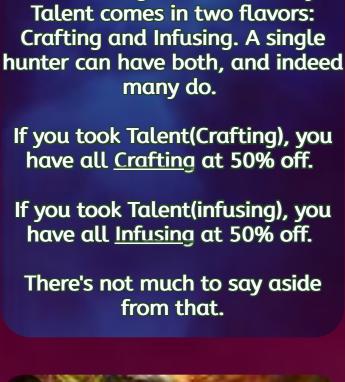
on beasts. I have seen hunters

walk calmly up to a beast and rip

its heart out, and the beast didn't

stir until their hand touched its

hide. Beware of those with eyes.



Night's Reprieve (Requires: Middle-Aged/Old) (Free with Favored) (Can be bought for one ability) Night's Reprieve was a mercy, and that is all. Your family, your

during the First Night.

mind has been comforted.

Family is now 50% off.

You lose 10 madness.

(Requires: Young/Adult)

Oh, this is a favorite of mine. So

often, new hunters will choose

gems with flaws they cannot

handle, and thus their gift finds

its way to me.

When you awoke, you found seven blood gems in your hand:

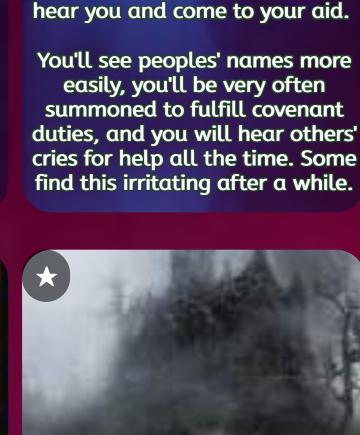
one true, two strong, and four

weak. You created them to your

exact specifications, rarity be

damned. It is quite likely that

they are extremely valuable.

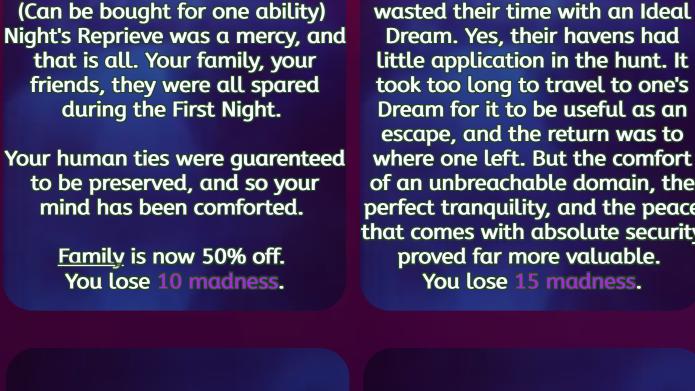


for both covenants and getting

help.

If you call a name or ring a bell,

others will be far more likely to



improve noticeably faster, though only in abilities and power. You get a one-third discount on the first row of the Overall Power options below. In addition, you gain 10 Mental Power or 10 Natural Power.

Covenant Adept (Given by: Loyal) Whichever covenant you chose to be loyal to, you rise much faster in. You gained your powers

earlier than most, and when

acting on the behalf of your

covenant, you feel stronger and

faster.

Many will respect your dedication, and all will rely on your conviction. Your Covenant ranks are 50% off.

(Given by: Solid Spirit)

Cross, a covenant he created for those with Waking Dreamer. The Helping Hand are beloved, and you probably are as well. You may take <u>The Hunter's Cross</u>.

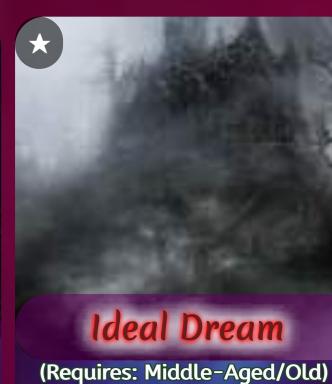
These Boons are the direct result of an associated Bane or Banes.

you, hunters who gore you, anyone who tries to gain power from your body or your spirit form's lingering bloodstain, all will suffer for their acts.

(Given by: Host of Eyes)

offering you advice. Often, in a place in the Nightmare where a hunter recently died, you may be able to hear their spirit too. Perhaps they will warn you of a trap, or speak the name of their murderer, or

Sometimes, particularly in dangerous or mysterious situations, whispers from hunters long past will echo in your head,



Some laughed at those who

escape, and the return was to where one left. But the comfort of an unbreachable domain, the perfect tranquility, and the peace that comes with absolute security

Unimportant

(Requires: Young/Adult)

In your general, day-to-day life,

your patron just doesn't care

about you. What a beautiful gift

it could have given, for the attention of a Great One inspires

madness and pain.

Your actions are less constrained

than those of your peers, but

your Great One will not guide you, for what guidance is worth.

You lose 15 madness.

(Given by: Attached)

While you dreamt, you reached

out for a friend. You named five

qualities, and your patron

twisted fate such that the two of

you would soon meet.

Since then, you have been nearly inseparable during the hunt and

firm friends outside it. They're

outside, just now waking up.

You have work to do tonight.

I hope you both survive it.



Arcane Eyes (Given by: Blinded) When you clawed out your own eyes, you gained a sight shared by few others. You could see the ebb and flow of the arcane.

With Insight, your inside eyes see the world, and with your Arcane Eyes, you see what is not of this world. No hunters or creatures will surprise you with magic, nor will arcane weapons escape your notice. The beauty will call to you, but never let it beckon.

Waking Dreamer The hunters who sacrificed their own security in order to take spirit form in the waking world quickly became well-loved. The reason was simple: Michael Gardener. Second of the Champions, first of The Hunter's

(Given by: Derangement)

Your madness has given you

an...unusual outlook on magic,

and the world in general.

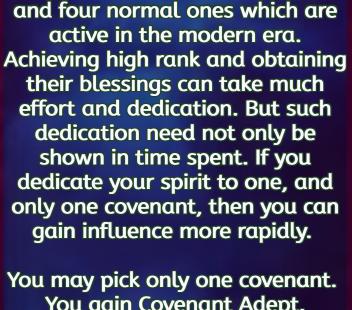
Your Arcane is increased by one level and so is either Spellcraft or Ritualism. You can even surpass the truecap this way. Your magic becomes strange, however. Your spells or rituals, depending on which one was advanced, now have altered effects. Not weaker. Stranger.

Tainted Blood (Given by: Invalid) Your blood is a poison to all it touches. Anything which thirsts is repelled by your blood's scent, and should they drink it or infuse it, they will likely be crippled for a while after. Beasts which bite

No one will target you for power.

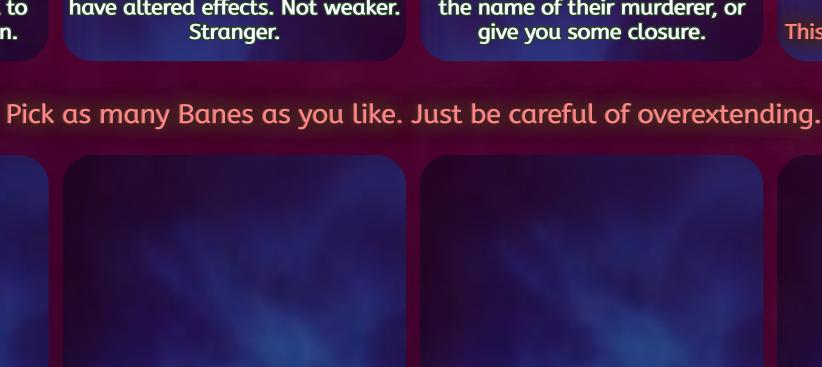
Master by the end.

Attached Invalid Solid Spirit



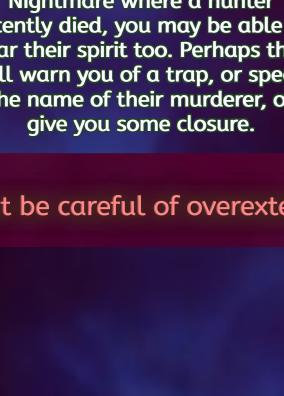
There are sixteen true covenants

You gain Covenant Adept.

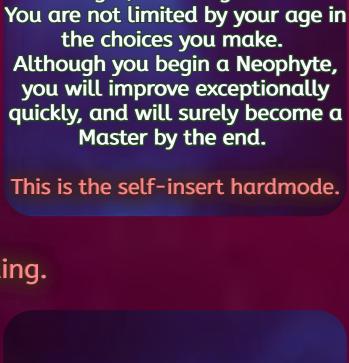


form is only truly dangerous if one is weak, tired, or has been killed recently. Minor scratches, damage to equipment or armor, perhaps hints of the fatal wound. For you, however, your spirit form is solid. The wounds you suffer often bleed over into your physical form, and you will need longer to recover. Dreamcraft can help, but it cannot save you. Take Waking Dreamer or a Boon.

For most, being killed in spirit



From the moment you first awoke, you have been sick. Every day you feel as if you're coming down with the flu. You cough often and your breath rattles in your chest. If you are injured, you vomit blood. The ill-humored blood in your veins renders you immune to other diseases, but you will be always afflicted by your own. At least you are not infectious. You gain Tainted Blood.



(Given by: Comatose)

You were put to sleep for

safekeeping, only to awake now.

In doing so, your patron gave the tools necessary to deal with this

night, of all nights.

they fall, however, that would change. If they were to die, you would surely lose yourself and succumb.

Your mental wellbeing has been

attached to a certain person.

Perhaps a friend, perhaps family,

perhaps a lover, someone.

Fortunately, they are very close

to you as well, and their presence

helps stave off insanity. Should

You gain <u>Family</u> or A Friend.

You lose 10 madness.



When you awoke from your dream, you were beset by

horrible, terrible sights. The only

option was to rip out your eyes

with your own hands.

Your newfoud eyes on the inside

may see many things, but not letters. Not colors. Very little that is mundane will be clear to you.

If you didn't have Insight 3, you immediately gain it. If you did, you instead gain Arcane Eyes.

To be Lustful is to be cursed with

an impending doom. For two

abilities or one boon, many

hunters chose to accept an

increase to their bloodlust which

rendered them incredibly

susceptible to beasthood.

For an additional boon, some

chose to go beyond that. The

wisest sequestered themselves

away, swearing off blood. The

rest...almost all succumbed to

beasthood.

snapped, and you've never been the same since. Your life will most likely need to be ended by another hunter's hand. Take an additional 20 madness for one extra ability.

Derangement

You are far, far more insane than

you should be. When you first

dreamed, something inside you

Take an additional 40 madness for two extra abilities OR

Perspective.



Dead Name

Hunters often write their names in blood in the Nightmare, so other hunters can summon them. Some enjoy duels, others sell supplies, and most offer aid. You, however, forsook this for one extra ability. You cannot be summoned, whether by covenant, hunter, or calling. Likewise, you cannot summon.

When you are called to the Nightmare, as all hunters are at least once, you will be alone.



Host of Eyes

How do you think the knowledge

of Knowledge was obtained? A

hunter had to live the life that

was given to you. Now, you live

for the next Age of the Hunt.

Every waking moment will be

recorded by the eyes in your eyes,

and will, someday, be available

to those with Knowledge 3 during

the next First Night of the Hunt,

however many years away it is.

You may not take Blinded.

Gives Knowledge 2 OR Whispers.

The softcap of Vitality can heal any inury without lasting harm, but even those without it do not suffer much in the way of scars. aches, or a body's limits.

For one ability, you forsook this. Wounds dealt to youe physical form will heal, yes, but with consequences. Your joints will knot, your bones will throb, and your skin will become covered in scars. No hunter can avoid serious injury forever.



Comatose

When the hunt began, you

vanished. Everyone thought you

were eaten. You're legally dead.

But you were just asleep, and

tonight, you awake for your very

first hunt. You haven't aged a

day, but you haven't seen a night.

You begin with 0 time.

You begin with 0 wealth.

You begin with 0 experience.

You begin with 0 madness.

You must take Unfated. You may not take Middle-Aged/Old Boons.



(Incompatible with Unobtrusive) Your blood, your breath, and your very presence attract beasts and draw their rage.

They will sense you from afar, they will target you, and they will attack feverishly. Most who take this rarely survive long, but some can exploit it to draw attention away from companions. Tactics, heroism, all in the Hunt. Gain a boon.



(Incompatible with Unimportant)

Your patron has taken a special

interest in you. Often, you sense its gaze, feel its vision examining you on levels you cannot comprehend. Often, you encounter obstacles and strange occurences, and you cannot help but wonder whether it is all part of a grand design. Gain one Boon and one Ability. Gain 20 madness.

Quadruple madness from Insight.

Repulsed For two abilities or one boon, you have renounced the hunter's love of blood. The smell and taste of

Well, you have to answer that. I have seen some hunters wear masks and perfume, and others who only infuse blood, never drinking it. Avoid Senses.

blood disgusts non-hunters, but

hunters are made to love it. For if

they did not love blood, then how

else could they gain power? How

else could they love the hunt?



The nerves function, but the brain

doesn't recognize them. Reflexes

work, involuntary actions still patron's power became your own. occur, and things like blinking seem to still be automatic. early hunt. But I bet it got easier. As far as kinesthetic or tactile sensations go, though, you are truly numb. Your balance suffers, you no longer feel pain, and Skill becomes largely worthless. Gain a boon.

A Terrible Task Oh, you are one of those hunters. I should have known. You sacrifice your fellows to your

> abilities and one boon, OR any boon except Unfated. Covenant Adept only works for your patron's covenant, though.

> mentor in a ritual which would

disgust most neo-Satanists. Your

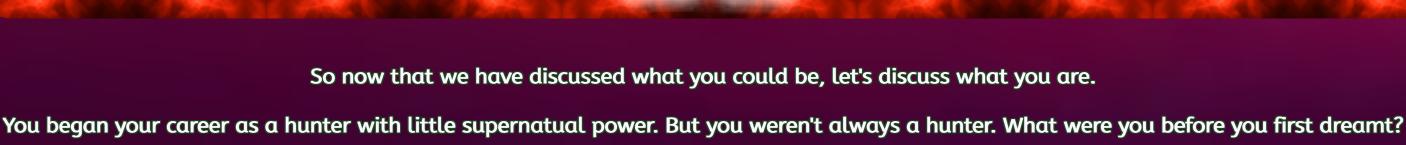
Perhaps it was difficult, in the

You gain four abilities, two

Your Life

This section of the cyoa has been simplified.

If you want the full complexity, you will have to wait for the "autism edition" pdf.



Pick one from the section corresponding to your age. If you picked Comatose, instead pick one from either Middle-Aged or Old.



you've been training for the hunt.

Maybe your parents knew you'd

be a hunter, maybe they only

hoped that you would be, or

maybe they just wanted you to

be able to protect yourself. The result was the same: you are extremely capable physically, with or without your abilities. Gain 30 Natural Power. Gain 40 Wealth.

school offers courses in arcane matters. You found them to your liking, and you have honed your mind and your magic. I hope you took abilities which use them. Gain 40 Mental Power. Gain 10 Arcane Power. Gain 30 Wealth.

Student

Since even normal people can use

magic with the proper training,

and since it is through magical

means that a person can make

themself a hunter, nearly every

Privileged Your life has been one of luxury and comfort amidst the dark and blood. You have suffered less than your peers, and you are certainly better equipped, but

your lack of adversity has bred a

lack of outright skill. Doubtless

you have improved since then, or

so I would hope.

Lose 20 Experience, going into the

negatives if needed.

Lose 10 Madness.

Gain 150 Wealth.

Survivor There are no normal people in this generation. When you were

young, your parents were killed.

There are millions of orphans like

you, lost in the world. The fear of

children beckons Nightmares, so they must be fostered out. Some fosterings go better than others. You are strong, but scarred. Gain 30 Experience. Gain 40 Natural Power. Gain 20 Mental Power. Gain 40 Madness.

Hunter Even before you were a hunter, you hunted. During the first few years, many citizen militias were

hunter, your life didn't change much. You just got better at it. Gain 30 Experience. Gain 30 Natural Power. Gain 10 Physical Power. Gain 10 Madness.

Gain 45 Wealth.

formed to combat the beasts,

and it is likely you were part of

them. When you became a

supernatural knowledge. New biologies, new energy sources,

Academic

You were always the studious

type, and you participated in the

early expansion of scientific and

and so much blood and magic...is it any wonder so many got carried away? You know much in theory, but little in practice. Gain 5 Experience. Gain 50 Mental Power. Gain 5 Arcane Power. Gain 40 Wealth.

Whether you were a trust fund baby or young entrepreneur, you have quite a lot of money at your disposal. Over the course of your life, you've likely grown into a

competent hunter, but your

primary asset is and always will

be your gear, weapons, and sheer

wealth. Good equipment can

often be the difference between life and death, as you've seen. Gain 20 Experience. Gain 250 Wealth. Origin (Middle-Aged)

White-Collar

Before the First Night, you had a

high-paying job. Perhaps in

technology, perhaps in finances,

perhaps just a regular office job.

If you were young, it was more of

an entrepreneurial spirit, if you

were older, it was actual

business. You have a fair amount

of money to spend, but not much

else aside from the education

that got you this far.

Milquetoast (Adult) You are rather unremarkable for your age. Your early life was heavily influenced by the change

in society brought on by the hunt,

and you have, of course, bore

witness to them, and participated

from time to time. You got your

education, you kept fit and trim,

and you are an average hunter.

Gain 10 Experience.

Gain 20 Natural Power.

Gain 20 Mental Power.

Gain 50 Wealth.

Blue-Collar Before the First Night, you did some sort of manual labor. If you were young, you played sports. If you were older, you most likely worked in a factory, construction, or other physically demanding endeavour. You were in good physical condition, you had some

money saved up, and being a

hunter was likely a far more

interesting occupation.

Gain 20 Natural Power.

Gain 90 Wealth.

Soldier

You have fought in a war before

this one. As a soldier in a foreign land, as a cop in a bad town, or

as a criminal, you had a great

deal of experience in combat

going in. Doubtless this served

you well in the chaos of the first

academia, and did not prepare you particularly well for the physicality of being a hunter. Your mind does help you rationize the horrors, though.

Gain 40 Mental Power.

Scholar

Before the First Night, you were a

student. Perhaps in highschool,

perhaps in college, perhaps

beyond. Your life thus far was

dominated by learning and

Gain 30 Wealth. Lose 10 Madness.

Gain 30 Experience. Gain 50 Mental Power. Gain 150 Wealth.

least Novices. Blood that can

strengthen a Neophyte is

plentiful, and thus cheaply sold,

and Novices possess enough

power to survive.

Arcane Knowledge

which can only be used on magic.

Spellcraft 3, Ritualism 3, Ideal

Magic, Arcane Eyes, Perspective.

said attacks become less

anything else that required you

to use your brain more than your

body. You're a sly old fox, and

Gain 20 Mental Power. Gain 150 Wealth.

For you, the First Night was something of a wakeup call. Whether you were a true NEET, in a low-level job such as working at a fast food restaurant or movie theater, or pursuing a degree in something like English or Gender Studies, your life did not prepare you for the hunt. Gain 10 Wealth. If you have severe autism, then gain 40 Mental Power and 10

Arcane Power.

Milquetoast (Old)

Your life was largely

unexceptional before you became

a hunter. After your education,

you got an unremarkable job. You

did well, but not particularly

Intellectual Businessman In your previous life, you did When the First Night came, you something more erudite than were successful. You had your physical. You may have been a own business, or a high position teacher, an author, a scientist, or in someone else's, and you were

So how strong have you become? In what lies your strength?

If you gained any options immediately, then do not count them when determining "one-third of

your chosen abilities".



0

Neophyte, then you are a chronic I hope you are stronger than this.

You will spend all of your Physical Power and Arcane Power here.

improving or dying. Obtaining 15

power is fairly easy, and nearly

every country enforces that

If you somehow remained a

Further Improvement

costs only 20 if the truecap is

surpassed in an innate ability.

This crude varient of Insight only

reveals the cold truth, and

nothing more. It gives the

illusion-piercing entity-revealing

unfoolable sight of Insight, but

with nothing else.

hunters reach Novice.

you are rich. This bounty has protected you from hardship. Gain 350 Wealth. Gain twice the wealth from Crafting and Infusing. Overall Power The abilities you chose above are those you can achieve. Whether you have achieved them yet or not depends upon how you spent your time, and what you sought to improve with the time you spent.

quite wealthy. In the aftermath,

your business sense and position

as a hunter led you to financial

success after success, and now

Note that you will obtain more such points in the options under Time Spent. Costs in white can be paid in any combination of Physical Power and Arcane Power.

well. You made a decent living, probably had a family, and were settled quite well. Were it not for the hunt, you would have likely never done much of anything, but still died happy and content. Gain 150 Wealth Lose 10 Madness.

You may spend some of your Natural Power and Mental Power here.

potential, and sometimes more.

All Masters are formidable, often

in many more ways than one, and it would put my mind to ease

if you were among them.

45

5

30 **15**

requires considerable effort, and

sufficient strength has already

been attained.

I assume that you are here, but

you will need further strength.

Natural Improvement

Gain 10 Natural Power which can

only be used on Physical

Refinement. Gain another 10 if

you have Vitality 3, Endurance 3,

Strength 3, or Skill 3.

10

lovice lunter (Requires Neophyte) (Requires Novice) (You MUST take this option) (Requires Hunter) Every hunter starts here, but very Most hunters these days wait to The majority of hunters are, well, The strongest of hunters are few remain for long, either begin the hunt until they are at Hunters. Going beyond this Masters, who have achieved their

truant and an incredible fool. Gain rank 2 of innate abilities, Gain rank 3 of innate abilities, Gain one-third of your chosen gain one-third of your chosen gain the rest of your chosen Gain rank 1 of innate abilities. abilities, and improve your blood. abilities, and improve your blood. abilities and improve your blood. You must pay for the chosen abilities you gained above with the same Power points you used to pay for the above choices. Abilities given by Novice cost five apiece, abilities given by Hunter cost ten apiece, and abilities given by Master cost fifteen apiece. Abilities with a P cost and A cost Arcane Power. Abilities with both can be paid for with any combination. Abilities with neither are gained immediately. If the points do not divide properly, then convert one type of power points into the other type until they do. The following options can all be taken multiple times. 30 5

(Requires Master) It is possible to convert raw It is also possible to convert (requires Arcane 1) arcane power into arcane physical power into natural Similar to Natural Improvement, Truecaps, whether of abilities or knowledge. Research and power. This basic sort can only be hunter power in general, are experimentation are common used on improving one's the most intutive application of remarkably difficult to surpass. methods, but even the action of physicality, since other areas of arcane power is to gain more But not impossible. practicing spells can often lead natural power are far, far harder power in the arcane. This to synthesize from anything but expands the connection between to further insight. a hunter and the arcane, With a great deal of effort, any experience. ability can be obtained. Gain an amount of Mental Power allowing them to draw upon

20

Physical Refinement Truesight Tolerance Training Can be taken once for every level A grueling, painful, and It is well-known that physical of Insight not possessed. exceptionally useful way of abilities are bolstered by a training involves subjecting

Gain one ability. This can surpass The default is 5. Add 5 for each of

truecaps if you have rank 3. This the following: Insight 3, Arcane 3,

10

beast, a genre of creature, or an Increase the level of Insight by one, but the further revelations element, such as fire or are seen with Truesight, not pure moonlight. Some even focus on a Insight. A few prefer it this way. specific infusion or buff.

hunter's own attributes. A child oneself to severe damage from a with Strength 3 could not particular source. With the overpower an adult, and a small repeated injuries and healing, hunter would have less effective tolerance can be built, and so vitality than a large one. effective. Many hunters choose to Many hunters, therefore, refine build a tolerance to a breed of

their physical form. This 10 memory of) given by one ability in Knowledge, Crafting, or Infusing. Natural Power was spent on a single physical ability, and This costs 30 + 15x, where x is the improved it considerably without improving the actual ability. Time Spent

15x **Ancient Knowledge**

Sometimes, ancient knowledge

can be achieved through nothing

but study and thought. Indeed,

dreaming of one's philosophies

can often reveal what lies

between heaven and earth.

Immediately gain the knowedge

(but not talent for or muscle

Mental Improvement

more power in their magic.

Increase the amount of raw

magical power you can wield.

This does not improve Arcane.

level reached. Works quite well alongside Talent. As a hunter, you have had some to spend. What did you spend it on?

Spend your time points here. Taking a level requires taking all levels before it. The final level, designated "+", can be taken any number of times and represents further work.

The notation for points given is as follows: "|" means "or", "+" means "and", and parentheses are units, meaning that (a|b|c) means you can take a, b, or c, but no more than one of them. White

points can be taken in any combination of Physical or Arcane power. Grey points can be taken in any combination of Natural or Mental power. Covenants Nearly all hunters belong to at least one covenant, if only for the camaraderie. True, most never achieve the sort of rank which grants them any meaningful power, but often the shared resources and knowledge are good enough.

Covenants of metaphysical significance have the power to greatly influence their members, such as summoning them, allowing them passage, or granting powers. Covenants of metaphysical recognition are just detectible and ranked, meaning that a hunter belonging to one can be recognized as a member and

has a rank. False covenants have neither of these and are entirely managed by humans, meaning that the rank system is more of a hierarchy and membership is recorded in a database.

Joining a covenant is relatively straightforward: you just need to accept the covenant from a high-ranking member. Leaving a covenant is permanent, although you can take leaves of absence from your duties at any time with no repercussions. There are always things you can do to be removed from a covenant, whether by the covenant leader or by a metaphysical gatekeeper. Such bans are also permanent, and stain your record forever. Some covenants are enemies, and so cannot be taken together. You cannot be involved in two true covenants simultaneously. If you are a member of several, then you must take leaves of absence from all but one at any given time. False conflicts, of course, are exempt from these laws. False covenants cannot be taken as the one Loyal covenant and can be joined normally, as they aren't real covenants.

Covenant Adept does not cheapen False Covenants. True Covenants

The Gardeners are sworn to the Great One of the Earth. Their

Gardeners

mandate is simple: protect the Living Nightmare. Kill all who attempt to invade it. Destroy anything which attempts to reach the deepest groves. The Garden must be preserved at any cost. Truthseekers and Sleepers cannot join the Gardeners, and any tresspass removes one from the

covenant forever. When others tresspass, Gardeners Sleepers, and any action taken to are summoned in spirit form to deal with the intruder, gaining

rank for the kill. Some Gardeners even live full-time in the Living Nightmare, cultivating their traps. Those of low rank in the Gardeners find that the Living Nightmare now respects them,

even in human form. It becomes a far less dangerous place now. 25 + 5 + 5 + 5 + 5 Those of moderate rank in the Gardeners find that all Nightmares are more forgiving.

Creatures take less offence and

pursue less often and less far.

35 + 10 + 5 + 5 + 5

10 Those of high rank in the Gardeners are generally left in peace in Nightmares, so long as they remain unobtrusive. **35 + 10 + 5 + 5 + 5 + 5** Those of highest rank in the

Gardeners can not only walk

through Nightmares unmolested,

but also sway their inhabitents'

minds. Such a hunter can influence creatures to attack an individual or to leave them alone. Just remember what they are. 40 + 10 + 10 + 5 + 5 + 5

Great One of the Sea. They seek to ensure that every Great One, and even some Kin, remain

Sleepers

The Sleepers are sworn to the

undisturbed and asleep. Most low ranking Sleepers protect the Deep Dream, while those of higher rank are sent on missions, being summoned to partake in fights against Great Ones or to protect their slumbering bodies. Gardeners, Dreamchasers, and Truthseekers cannot join the

awake a Great One or potent Kin removes one from the Covenant until proper penance is done and the wrong is righted. Those of low rank in the Sleepers gain the ability to, when

meditating, hear the stirrings of Great Ones. When at peace, they will often hear the sea. 10 + 20 + 10 + 10 10 Those of moderate rank in the Sleepers can now communicate between each other when

meditating. A Sleeper can

broadcast to all others or direct a

message to one individual, but

the voices of the irritating can be tuned out if necessary. 10 + 30 + 10 + 10 Those of high rank in the Sleepers have seen much of the nature of the Deep, and so can cause upwellings in deep water. If there's enough depth, the waters

can swallow a foe whole.

10 + 30 + (10 | 5) + 10 + 10

Those of highest rank in the

Sleepers can now control deep

water fluidly. bringing it to bear

against their enemies in combat. 20+30+(15|(5+5))+10+10

Champions

10

10

Save people in Nightmares.

No difference.

Minor power boost when

summoned.

Minor power boost continually.

the Great One of the Moon, and their mission is quite low-risk. Dreamchasers are tasked with

Dreamchasers

The Dreamchasers are sworn to

exploration and learning, traveling to the furthest dreams and nightmares and uncovering the greater mysteries. Sleepers cannot join the Dreamchasers. Destroying too much knowledge or killing other Dreamchasers removes one from

the covenant permanently. Dreamchasers are summoned to the aid of other Dreamchasers in exploration, and some

the Nightmare to collaborate in Dreamchasers choose to set up bases and shelters in particularly dangerous places for their kind. Those of low rank in the

Dreamchasers gain nothing, but many persevere nevertheless. 30 + 10 + 5 + 5 Those of moderate rank in the Dreamchasers still see no strict power gain, aside from feeling

10 Those of high rank in the Dreamchasers gain a muchenvied power, that being of lunar teleportation. By meditating in moonlight for a time, minutes to hours depending on the phase of

the moon, they can appear in any

other place where the moon

shines brightly.

40 + 15 + 10 + 5

Those of highest rank can achieve

less heavy in the moonlight.

30 + 10 + 10 + 5

greater precision, control midteleport, and even some limited sight of the destination. 50 + 20 + 10 + 5

ritetongues

10

10

Do weird shit????

No difference.

No difference.

Melt into shadows and become

slenderman when in the dark.

particularly of the forbidden sort.

Some explore, some do research, but all seek hidden secrets. Gardeners, Sleepers, Spritetongues, and Maidenguards cannot join the Truthseekers, and refusing to seek knowledge when

Truthseekers

The Truthseekers are sworn to the

Great One of the Stars, and are

much-maligned for their

incessant search for knowledge,

the opportunity presents itself removes one from the covenant until the knowledge is obtained. Truthseekers are summoned to the aid of other Truthseekers, usually to help defeat a guardian or protective covenant members.

10 Those of low rank in the Truthseekers gain their powers of understanding, immediately gaining some insight into the nature of an object they touch.

10 + 20 + 10 + 10

Those of high rank can now add

to the descriptions of individual

objects or types of object, or can

remove such additions. Many use

this to send messages through

Those of moderate rank in the Truthseekers gain more information, including the addendums imparted to the type of object by those of higher rank. **10 + 5 + 25 + 10 + 10**

nearly identical trinkets. **10 + 5 + 25 + 15 + 10** Those of highest rank can add or remove sections that can only be seen by a few individuals, and can sometimes slightly alter the general descriptions of objects as seen by all Truthseekers.

10 + 10 + 30 + 15 + 10

Humanity's Blades

FUCK GREAT ONES AND FUCK

BLOOD AND FUCK YOU

Become abhorrent to Kin.

Resist the temptation of blood

10

Get enraged when in mortal danger. Improve rage.

kill beasts, lots of beasts

10 + 20 + 10 + 10

Get enraged when dying.

Get enraged when near death.

10

10

summoned.

Major power boost when

Get summoned to the Dark Nightmare.

Resist eldritch forces Become lethal to Kin and greatly

resist all magic.

Bloodshades

Hunt and kill blood-drunk

hunters and hunter criminals.

No difference.

Wounds bleed slightly more.

Wounds bleed much more.

Wounds now take a long time to

stop bleeding without healing.

10

10

Maidenguard

Defend Blood Maidens and

ancient knowledge from those who want blood or secrets.

No difference.

Can live in the Maidenhold

State Sponsored GF

Extreme longevity

10

10

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The Scourge

Revel in blood and anihilate the

Maidenguard to get the maidens

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(for several reasons)

no difference

resistance to addiction

immunity to addiction

immunity to beasthood

Do the same in Nightmares

Torchhands

Explore chalice dungeons and

find secrets and loot.

See better in the dark

See perfectly in the dark

Detect living and arcane things in

chalice dungeons

10

The Hunter's Cross

Michael's covenant, like the

champions but for the waking

world and for irl suffering

No difference

Dying in spirit form has less

consequences.

Take less damage when

protecting others.

Take much less damage when

protecting others.

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Voidguard

hunters who hold back the

gnawing void beyond the

nightmare, abyss watcher weebs

no difference

more facility with Abyssal gems

Abyssal gems now can be

somewhat controlled

The dark insight of Void Gems

the Captain.

10

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becomes permanent. See Rhendre translation from any non-arcane

Regular Covenants

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Librarians

if you fuck with a book in the

nightmare, they will fuck you up

son, appear whenever needed

can tell the age of a book instantly

Faster reading

Telepathic reading

Telepathic reading with

language

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Tearcatchers

They appear in places where the

nightmare is bleeding into the

waking world, and they stop it.

Can sense the Nightmare in the

Waking World when close to it.

Can sense the Nightmare in the

Waking World in the general

area.

ESP/psychic/sense the spirits

Improved ESP and insight boost

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Arcanists

They study magic and create

spells and rituals. Ranking is

based on arcane power.

Oh look you're in the community.

You're "good" now.

You're one of the best. Getting

hired is prety easy.

You're a world-renowned expert.

You're ranked pretty highly and have been on TV. You probably have a theme song.

Kids have posters of you.

They duel each other in spirit

form to gain rank. Tied in to

showmanship and media.

You're in the club.

International and ancient

criminal organization mainly

10

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devoted to smuggling.

Grunt work only.

Some pretty cool jobs.

You're highly skilled, very trusted,

and get paid the big bucks.

Welcome to the inner circle.

(old man tier)

The Awakened

A very secret society with

extremely strict rules devoted to nothing but the deepest lore

Deep lore

The deepest lore

The DEEPEST lore

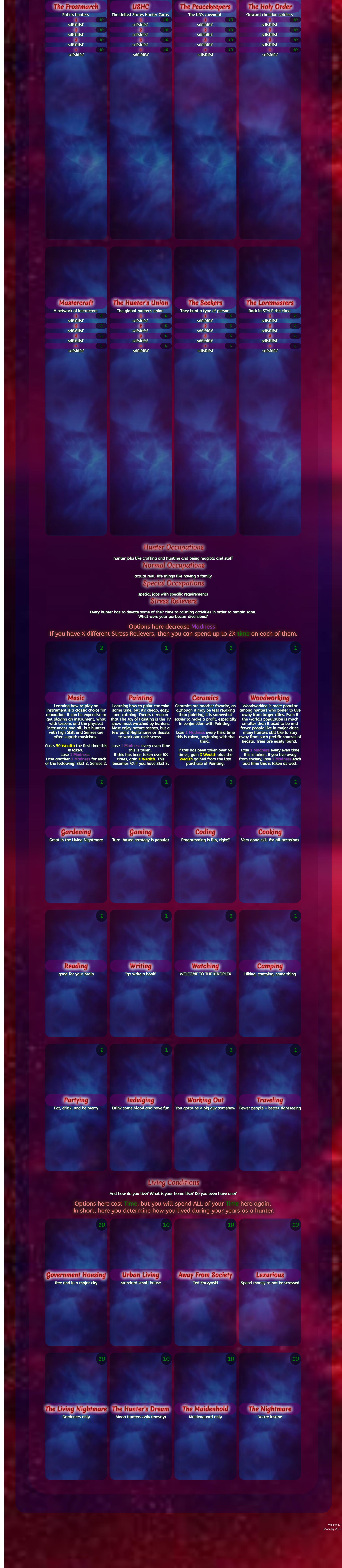
DEEPEST LORE

10

10

10

False Covenants



Version 1.0