







Currently, there are sixteen true covenants, those being covenants of metaphysical significance, four "regular" covenants, those being covenants which are merely recognized metaphysically, and eight false covenants, which are more like large societies or guilds.

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

<p>★</p> <p><b>Gardeners</b></p> <p>The Gardeners are sworn to the Great One of the Earth. Their 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.</p> <p>Truthseekers and Sleepers cannot join the Gardeners, and any trespass removes one from the covenant forever.</p> <p>When others trespass, Gardeners 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.</p> <p>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.</p> <p>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.</p> <p>Those of high rank in the Gardeners are generally left in peace in Nightmares, so long as they remain unobtrusive.</p> <p>Those of highest rank in the Gardeners can not only walk through Nightmares unbothered, but also sway their inhabitants' minds. Such a hunter can influence creatures to attack an individual or to leave them alone. Just remember what they are.</p>	<p>★</p> <p><b>Sleepers</b></p> <p>The Sleepers are sworn to the Great One of the Sea. They seek to ensure that every Great One, and even some Kin, remain 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.</p> <p>Gardeners, Dreamchasers, and Truthseekers cannot join the Sleepers, and any action taken to awake a Great One or potent Kin removes one from the Covenant until proper penance is done and the wrong is righted.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>Those of highest rank in the Sleepers can now control deep water fluidly, bringing it to bear against their enemies in combat.</p>	<p>★</p> <p><b>Dreamchasers</b></p> <p>The Dreamchasers are sworn to the Great One of the Moon, and their mission is quite low-risk. Dreamchasers are tasked with exploration and learning, traveling to the furthest dreams and nightmares and uncovering the greater mysteries.</p> <p>Sleepers cannot join the Dreamchasers. Destroying too much knowledge or killing other Dreamchasers removes one from the covenant permanently.</p> <p>Dreamchasers are summoned to the aid of other Dreamchasers in the Nightmare to collaborate in exploration, and some Dreamchasers choose to set up bases and shelters in particularly dangerous places for their kind.</p> <p>Those of low rank in the Dreamchasers gain nothing, but many persevere nevertheless.</p> <p>Those of moderate rank in the Dreamchasers still see no strict power gain, aside from feeling less heavy in the moonlight.</p> <p>Those of high rank in the Dreamchasers gain a much-envied 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.</p> <p>Those of highest rank can achieve greater precision, control mid-teleport, and even some limited sight of the destination.</p>	<p>★</p> <p><b>Truthseekers</b></p> <p>The Truthseekers are sworn to the Great One of the Stars, and are much-maligned for their incessant search for knowledge, particularly of the forbidden sort. Some explore, some do research, but all seek hidden secrets.</p> <p>Gardeners, Sleepers, Spritontongues, and Maidenguards cannot join the Truthseekers, and refusing to seek knowledge when the opportunity presents itself removes one from the covenant until the knowledge is obtained.</p> <p>Truthseekers are summoned to the aid of other Truthseekers, usually to help defeat a guardian or protective covenant members.</p> <p>Those of low rank in the Truthseekers gain their powers of understanding, immediately gaining some insight into the nature of an object they touch.</p> <p>Those of moderate rank in the Truthseekers gain more information, including the addendums imparted to the type of object by those of higher rank.</p> <p>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 nearly identical trinkets.</p> <p>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.</p>
<p>★</p> <p><b>Slayers</b></p> <p>kill beasts, lots of beasts</p> <p>Get enraged when dying.</p> <p>Get enraged when near death.</p> <p>Get enraged when in mortal danger.</p> <p>Improve rage.</p>	<p>★</p> <p><b>Champions</b></p> <p>Save people in Nightmares.</p> <p>No difference.</p> <p>Minor power boost when summoned.</p> <p>Minor power boost continually.</p> <p>Major power boost when summoned.</p>	<p>★</p> <p><b>Spritontongues</b></p> <p>Do weird shit????</p> <p>No difference.</p> <p>No difference.</p> <p>Melt into shadows and become slenderman when in the dark.</p> <p>Get summoned to the Dark Nightmare.</p>	<p>★</p> <p><b>Humanity's Blades</b></p> <p>FUCK GREAT ONES AND FUCK BLOOD AND FUCK YOU</p> <p>Become abhorrent to Kin.</p> <p>Resist the temptation of blood</p> <p>Resist eldritch forces</p> <p>Become lethal to Kin and greatly resist all magic.</p>

<p>★</p> <p><b>Bloodshades</b></p> <p>Hunt and kill blood-drunk hunters and hunter criminals.</p> <p>No difference.</p> <p>Wounds bleed slightly more.</p> <p>Wounds bleed much more.</p> <p>Wounds now take a long time to stop bleeding without healing.</p>	<p>★</p> <p><b>Maidenguard</b></p> <p>Defend Blood Maidens and ancient knowledge from those who want blood or secrets.</p> <p>No difference.</p> <p>Can live in the Maidenhold</p> <p>State Sponsored GF</p> <p>Extreme longevity</p>	<p>★</p> <p><b>The Scourge</b></p> <p>Revel in blood and annihilate the Maidenguard to get the maidens (for several reasons)</p> <p>no difference</p> <p>resistance to addiction</p> <p>immunity to addiction</p> <p>immunity to beasthood</p>	<p>★</p> <p><b>Torchhands</b></p> <p>Explore chalice dungeons and find secrets and loot.</p> <p>See better in the dark</p> <p>See perfectly in the dark</p> <p>Detect living and arcane things in chalice dungeons</p> <p>Do the same in Nightmares</p>
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<p>★</p> <p><b>The Hunter's Cross</b></p> <p>Michael's covenant, like the champions but for the waking world and for irl suffering</p> <p>No difference</p> <p>Dying in spirit form has less consequences.</p> <p>Take less damage when protecting others.</p> <p>Take much less damage when protecting others.</p>	<p>★</p> <p><b>Voidguard</b></p> <p>hunters who hold back the gnawing void beyond the nightmare, abyss watcher weeb</p> <p>no difference</p> <p>more facility with Abyssal gems</p> <p>Abyssal gems now can be somewhat controlled</p> <p>The dark + of Void Gems becomes permanent. See Rhendre the Captain.</p>	<p>★</p> <p><b>Librarians</b></p> <p>if you fuck with a book in the nightmare, they will fuck you up son, appear whenever needed</p> <p>can tell the age of a book instantly</p> <p>Faster reading</p> <p>Telepathic reading</p> <p>Telepathic reading with translation from any non-arcanic language</p>	<p>★</p> <p><b>Tearcatchers</b></p> <p>They appear in places where the nightmare is bleeding into the waking world, and they stop it.</p> <p>Can sense the Nightmare in the Waking World when close to it.</p> <p>Can sense the Nightmare in the Waking World in the general area.</p> <p>ESP/psychic/sense the spirits</p> <p>Improved ESP and insight boost</p>
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## Regular Covenants

<p>★</p> <p><b>Arcanists</b></p> <p>They study magic and create spells and rituals. Ranking is based on arcane power.</p> <p>Oh look you're in the community.</p> <p>You're "good" now.</p> <p>You're one of the best. Getting hired is pretty easy.</p> <p>You're a world-renowned expert.</p>	<p>★</p> <p><b>Duelists</b></p> <p>They duel each other in spirit form to gain rank. Tied in to showmanship and media.</p> <p>You're in the club.</p> <p>You're ranked pretty highly and have been on TV.</p> <p>You probably have a theme song.</p> <p>Kids have posters of you.</p>	<p>★</p> <p><b>Wraiths</b></p> <p>International and ancient criminal organization mainly devoted to smuggling.</p> <p>Grunt work only.</p> <p>Some pretty good jobs.</p> <p>You're highly skilled, very trusted, and get paid the big bucks.</p> <p>Welcome to the inner circle.</p>	<p>★</p> <p><b>The Awakened</b></p> <p>A very secret society with extremely strict rules devoted to nothing but the deepest lore</p> <p>Deep lore</p> <p>The deepest lore</p> <p>The DEEPEST LORE</p> <p>DEEPEST LORE (old man tier)</p>
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## False Covenants

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## False Covenants

### The Frostmarch

Putin's hunters

1 30

sdfsdfsf

2 30

sdfsdfsf

3 30

sdfsdfsf

+ 30

sdfsdfsf

### USHC

The United States Hunter Corps

1 30

sdfsdfsf

2 30

sdfsdfsf

3 30

sdfsdfsf

+ 30

sdfsdfsf

### The Peacekeepers

The UN's covenant

1 30

sdfsdfsf

2 30

sdfsdfsf

3 30

sdfsdfsf

+ 30

sdfsdfsf

### The Holy Order

Onward christian soldiers

1 30

sdfsdfsf

2 30

sdfsdfsf

3 30

sdfsdfsf

+ 30

sdfsdfsf

### Mastercraft

A network of instructors

1 5

sdfsdfsf

2 5

sdfsdfsf

3 5

sdfsdfsf

+ 5

sdfsdfsf

### The Hunter's Union

The global hunter's union

1 5

sdfsdfsf

2 5

sdfsdfsf

3 5

sdfsdfsf

+ 5

sdfsdfsf

### The Seekers

They hunt a type of person

1 5

sdfsdfsf

2 5

sdfsdfsf

3 5

sdfsdfsf

+ 5

sdfsdfsf

### The Loremasters

Back in STYLE this time

1 5

sdfsdfsf

2 5

sdfsdfsf

3 5

sdfsdfsf

+ 5

sdfsdfsf

**Hunter Occupations**

hunter jobs like crafting and hunting and being magical and stuff

**Normal Occupations**

actual, real-life things like having a family

**Special Occupations**

special jobs with specific requirements

**Stress Relievers**

Every hunter has to devote some of their time to calming activities in order to remain sane.  
What were your particular diversions?

Options here decrease **Madness**.  
If you have X different Stress Relievers, then you can spend up to 2X **Time** on each of them.

2

### Music

Learning how to play an instrument is a classic choice for relaxation. It can be expensive to get playing an instrument, what with lessons and the physical instrument and all, but hunters with high Skill and Senses are often superb musicians.

Costs 30 **Wealth** the first time this is taken.  
Lose 1 **Madness**.  
Lose another 1 **Madness** for each of the following: Skill 2, Senses 2.

1

### Painting

Learning how to paint can take some time, but it's cheap, easy, and calming. There's a reason that The Joy of Painting is the TV show most watched by hunters. Most enjoy nature scenes, but a few paint Nightmares or Beasts to work out their stress.

Lose 1 **Madness** every even time this is taken.  
If this has been taken over 5X times, gain X **Wealth**. This becomes 4X if you have Skill 3.

1

### Ceramics

Ceramics are another favorite, as although it may be less relaxing than painting, it is somewhat easier to make a profit, especially in conjunction with Painting.

Lose 1 **Madness** every third time this is taken, beginning with the third.

If this has been taken over 4X times, gain X **Wealth** plus the **Wealth** gained from the last purchase of Painting.

1

### Woodworking

Woodworking is most popular among hunters who prefer to live away from larger cities. Even if the world's population is much smaller than it used to be and fewer people live in major cities, many hunters still like to stay away from such prolific sources of beasts. Trees are easily found.

Lose 1 **Madness** every even time this is taken. If you live away from society, lose 1 **Madness** each odd time this is taken as well.

1

### Gardening

Great in the Living Nightmare

1

### Gaming

Turn-based strategy is popular

1

### Coding

Programming is fun, right?

1

### Cooking

Very good skill for all occasions

1

### Reading

good for your brain

1

### Writing

"go write a book"

1

### Watching

WELCOME TO THE KINOPLEX

1

### Camping

Hiking, camping, same thing

1

### Partying

Eat, drink, and be merry

1

### Indulging

Drink some blood and have fun

1

### Working Out

You gotta be a big guy somehow

1

### Traveling

Fewer people = better sightseeing

**Living Conditions**

And how do you live? What is your home like? Do you even have one?

Options here cost **Time**, but you will spend ALL of your **Time** here again.  
In short, here you determine how you will spend during your years as a hunter.

10

### Government Housing

free and in a major city

10

### Urban Living

standard small house

10

### Away From Society

Ted Kaczynski

10

### Luxurious

Spend money to not be stressed

10

### The Living Nightmare

Gardeners only

10

### The Hunter's Dream

Moon Hunters only (mostly)

10

### The Maidenhold

Maidenguard only

10

### The Nightmare

You're insane