

## Camarilla Addendum Appendix 1 (US Addendum 2-Jan-2008)

Players whose character sheets use mechanics from the sources listed in this appendix have a duty to carry with them either the books in question or verbatim copies of the relevant mechanics. Failure to do so may result in those mechanics simply failing when employed, at Storyteller discretion.

The Word of Darkness novels provide a feel for settings, but are not part of the Camarilla's chronicle. Characters in the novels are reserved for use by the Master Storyteller.

Weapons from the listed source books can be used for flavor but mechanics must be altered to conform to simplified weapons in **Mind's Eye Theatre** p232-233 or the sanctioned sections of **Armory**. Armor from the listed source books (including those derived from supernatural power) apply Defense penalties to Initiative instead.

Systems described as optional are not used in the Camarilla chronicle unless otherwise stated. Only source books listed in the Camarilla Addendum (including appendices) are sanctioned for play.

### **ADDITIONAL BOOKS**

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Each book title is marked for its applicable genre. Any use of settings or mechanics from books of different genres should maintain the mystery and distrust that act as barriers between the genres.

**US Addendum Clarification:** Several of the "MST Reserved Items" listed throughout this document have been released via plot-kit.

Please consult your ST chain to learn which items are available. Some of the items are only learnable through that plot-kit; others are available from the plot-kit or from PCs who have acquired them.

For those items available from PCs, they are Low Approval to learn.

## UNIVERSAL

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### **World of Darkness: Shadows Over Mexico (WW25201) [Universal]**

Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle. The Master Storyteller reserves the right to make use of the included Storyteller characters.

Vampires approved for the Dead Wolves bloodline will not be automatically approved to make full use of Sublunario. The Discipline can be learned and utilized without gaining the Totem Merit. Because Totem is from a different genre, a separate Top Approval is required for a Dead Wolf to have the Merit as a result of learning Sublunario.

The alternate versions of standard Discipline powers require High Approval. They should be reserved for characters of Mexican history or descent.

**US Addendum Alteration (2-Jan-2008):** The alternate Auspex power, Feather's Flight, is Top Approval in the United States. Previous applications are *-not-* grandfathered, and must go through the full approvals process.

### **Shadows of the UK (WW30202) [Universal]**

Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle. The Master Storyteller reserves the right to make use of the included Storyteller characters.

The Hag Mask ritual, the Lodge of London, Lodge of Praetors, Blood Ogham rite, Rite of the Final Howl, Scarlet Messenger rite, Bloody-Handed-Hunter rite, and the special Hosts varieties have been reserved by the Master Storyteller for integration into the chronicle via plotlines. These can only be learned through the workings of said plotlines [or learned in-game from a player character](#). [Any exceptions to player character teaching will be noted in individual plotkits](#). [Low Notification must be filed when learned](#). Butcher's Hook, Have a Look" to identify blurred Kindred on camera is a custom effect that requires Global Approval as a Devotion.

### **Tales From the 13th Precinct (WW55001) [Universal]**

The Merits from this source are not sanctioned for the Camarilla's chronicle.

## **Armory (WW55102) [Universal]**

Equipment from this book is available at Low Approval, unless a greater approval is noted elsewhere (such as military weapons), with the following additions:

In all cases of duplication, the equipment in Mind's Eye Theatre (WW50000) supersedes those in Armory. For example rapiers follow the MET rules instead of the Armory rules.

Weapons with the 9-again rule have that ability removed. Weapons with the 8-again rule have that reduced to a 9-again. Weapons with damage modifiers of more than 4 have the modifier reduced to 4. Firearms with the Burst Fire rule have that ability removed. Defense penalties noted for armor instead penalize Initiative.

Items from Chapter 3, the additional rules for ammunition types in Chapter 2 and the Physical Merits from the Appendix are not sanctioned at this time.

The only exception is that characters may purchase the first dot of Fighting Style: Chain Weapons (Impenetrable Defense) to negate the -2 penalty for unskilled use of chain weapons. This merit provides the users a +2 to Defense if the user forgoes their attack that turn.

To represent their rarity and the possible legal repercussions, any automatic firearms are High Approval unless a higher approval is noted elsewhere.

The following weapon clarifications are considered military grade weapons and require Top Approval: Anti-Material Rifles (generic or otherwise), Machine Guns, Military Tactical Trucks, APCs, IFVs, Main Battle Tanks, Combat Airplanes, and Attack & Gunship Helicopters. Please refer to the relevant National Addendum for further limitations in place for the respective Nation.

**US Addendum Clarification (2-Jan-2008):** The special arrows in Chapter 2 count as ammunition.

## **World of Darkness: Chicago (WW55200) [Universal]**

Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle. The Master Storyteller reserves the right to make use of the included Storyteller characters.

Devotions, Merits and Rituals in this book are Mid approval. The Merit Tunnel Rat and Cruac rituals Rite of the Bloody Crossroads and Rite of the Circle Path are city specific. When purchased, it must be specified what city they belong to; however they may be purchased multiple times for different cities.

## **The Book of Spirits (WW 55202) [Universal]**

This book is sanctioned for all venues except as noted below.

Most locations, characters, and items are used as examples and are not necessarily used in the Camarilla Global Chronicle, although the spirits and spirit-ridden in the last chapter are usable, in the same vein as the spirits in Predators.

All fetishes are sanctioned for the Forsaken venue at their normal approval levels.

Artifacts are unique items that require approval (as per the Camarilla Addendum), but may be used by Storytellers as a basis for other items.

Cursed Items are High Approval, whether from the book or custom in origin.

The sidebar "Mythic Resonance of Fruit" is used in the Camarilla's chronicle.

It is High Approval for vampires to enter the Shadow. Once there all Disciplines are affected as listed.

The vampiric Discipline: Blood Tenebrous is being reserved for plot by the Master Storyteller's Office at this time.

The Merit: Spirit's Tongue is Top Approval for [mortal \(non supernatural template\) characters to learn and is otherwise unavailable](#).

Other Merits are available only for Mortals or Lesser Supernatural Templates (Ghouls, Wolf-Blooded, Sleepwalkers, etc.).

The Rites: Return to the Borderland and Risen the Warden, Close the Gates are both High Approval.

All spirit creation rules follow current approval levels (limited by Rank).

## **Antagonists (WW55301) [Universal]**

This book is sanctioned without changes.

## **Mysterious Places (WW55302) [Universal]**

This book is sanctioned without changes.

## **Urban Legends (WW55303) [Universal]**

This book is sanctioned at the normal approval levels, with the following changes. The mechanics for Rush have been reserved by the MST's office for future use. Plot lines involving Bloody Mary require Global Approval. Doppelgangers are unavailable to player characters.

## **Ghost Stories (WW55400) [Universal]**

This book is sanctioned without changes.

## Requiem

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### Vampire: The Requiem (WW25000) [Requiem]

This book is used for flavor material and the bloodlines not covered by Mind's Eye Theatre: The Requiem.

### Lancea Sanctum (WW25001) [Requiem]

The optional mechanics for Apostolica (p78-84) are used.

Each application of a Discipline can only be affected once by Resistance of Discipline, whether the ritual is successful or not.

A subject undergoing a trance from the Vision of the Will ritual may defend herself and act normally if attacked.

Spear of Faith and Fire of Vengeance each only affect a particular subject once per scene.

The following rituals have been reserved by the Master Storyteller for the purpose of integration into the chronicle via plotlines: Crown of Thorns, Sanctity, Pharaoh's Paces, Display of the Beast, Hauberk of Blood, Spear of Faith, Damned's Day, and Night of Hell. These rituals can only be learned through the workings of said plotlines [or learned in-game from a player character. Any exceptions to player character teaching will be noted in individual plotkits. Low Notification must be filed when learned.](#)

It is Mid Approval to hold the title Archbishop. It is High Approval to hold the title Cardinal. It is Top Approval to hold the title Saint. The approval levels are also required for NPCs.

**US Addendum Alteration (2-Jan-2008):** The Theban Sorcery ritual Legionnaire's Blessing is not applicable to any attempt for staking.

### The Blood (WW25002) [Requiem]

IC knowledge from the book may be known by any character in the Requiem venue without a special approval.

[The mechanics from The Blood are not currently sanctioned for play.](#)

[References to "Death Wish" for ancient vampires are not considered part of the Camarilla's setting and should be ignored.](#)

### Coteries (WW25100) [Requiem]

This book is sanctioned with no changes.

**US Addendum Alteration (2-Jan-2008):** The Cruac Ritual "Blood Witness" does not work when the caster is in the immediate area of the spilled vitae they are viewing through. They must be a minimum of twenty (20) feet from the 'blooded' location for the power to be effective.

## Nomads (WW25101) [Requiem]

This book is sanctioned with no changes. The Unholy is a named character and requires Global Approval to use. The Kindred Legend Merit is available as per the [R.3.02] of the Camarilla Addendum.

## Bloodlines: The Hidden (WW25102) [Requiem]

Unless a character has the Occult specialization 'Bohagande' they do not know that a pure black Bohagande aura is not a sign of diablerie. They should strongly suspect serial diablerie when they see such an aura.

Sunnikuse powers go into effect after the Wits + Occult draw to identity attempted use (as detailed in Bloodlines: the Hidden) has been made. Multiple uses of Sunnikuse cannot affect the same test or contested test. Sunnikuse cannot be used to affect other tests to employ Sunnikuse.

Jinx (Sunnikuse) can affect only one of a particular character's draws per scene. It does not give the user an automatic success. Instead, a card drawn that does not result in a success is redrawn. This doesn't guarantee more successes than an opponent in a contested draw. Multiple characters can find their challenges ruined by this power once each scene, but only the first use of Jinx in a scene gives the Bohagande the redraw described above.

Calamity (Sunnikuse) causes the victim's tests to automatically fail if they draw an ace or a two.

Twist of Fate (Sunnikuse) can affect only one of a particular character's draws per scene, and cannot affect tests where damage inflicted would be increased.

Gift of the Crow (Sunnikuse) results in the application of failures instead of dramatic failures (the victim is considered to have drawn an ace).

Embocation does not allow one to spend more Vitae per turn than BP allows.

Stigmatica: Blood from Transubstantiation of the Starved cannot be made into Vitae Reliquaries and can only be used once every week.

The powers of Stigmatica are delivered from drinking the mortal's wounds. Kindred unable to gain sustenance from mortal blood can not benefit from uses of Stigmatica (this includes temporarily increased Blood Potency from Spear of Longinus).

Blood Potency is a trait, for purposes of noting that only one trait may be boosted at any time by Stigmatica. No character may benefit from more than one application of Stigmatica at a time. Some text within Stigmatica (the Gethsemani Discipline) was also inadvertently deleted just before printing. The following errata are used in the sanctioned chronicle. In place of the "o" on page 56 (top right column), insert this original text:

**...Success:** The victim responds as if a wicked wreath of thorns were forcefully placed on her head. She suffers a number of points of lethal damage equal to the successes achieved on the Stigmatica roll, and an equal number of Vitae are shed, one per turn. Each Vitae consumed from these wounds by a Kindred or ghoul provides an additional dot of Composure that vanishes at dawn. Both a drinker's Initiative and Willpower are enhanced by this increase. For each Health point lost, the victim also suffers a -1 penalty to all rolls that require sight until the bleeding stops. (See "Fighting Blind" on p. 166 of the **World of Darkness Rulebook**.)

**Exceptional Success:** Numerous successes rolled are their own reward (not in MET play).

#### ..... Spear of Longinus

The last and most dramatic of the traditional stigmata is the injury caused by Longinus' spear in Christ's side. Not only is the wound extremely deep, but it also has extraordinary spiritual significance. To the Lancea Sanctum and others, it is this act more than any other that establishes the divinity of Christ and the special place of Kindred in God's Creation. The fact that the act marked Longinus as a Dark Messiah adds further weight to the legend. Those who take Vitae from such a wound experience an ecstasy unlike any other. Kindred find their own blood far more potent, while ghouls discover their physical Disciplines suddenly amplified. Spear of Longinus cannot be used on Kindred or ghouls.

**Cost:** 1 Willpower

**Dice Pool:** Resolve + Empathy + Stigmatica

**Action:** Instant for activation of the power, though the full effect of the blood is conferred only after each turn of drinking. Devouring the blessed blood requires an action each turn.

Roll Results

**Dramatic Failure:** Wounds appear on the victim and they bleed, but they're poison to drinkers. After Vitae has been consumed from the victim, the blood turns to unholy ash inside the drinker, inflicting a point of lethal damage per Vitae consumed. No Vitae or other benefits are gained.

**Failure:** No wounds are inflicted on the intended victim, although a successive attempt may be made with the expenditure of another Willpower point.

**Success:** A deep wound opens in the victim's left side, causing lethal damage equal to the successes rolled +2. A number of Vitae equal to the total is also lost, one per turn. In addition to sustenance gained for each Vitae consumed, a vampire's Blo..."

**US Addendum Alteration (2-Jan-2008):** Gethsemani may use Stigmatica to benefit themselves regardless of Blood Potency, but subject to the other restrictions of the discipline.

**US Addendum Alteration:** Anvari / Nepenthe – The level 3 power, Crave the Caress, uses a dice pool of Manipulation + Persuasion + Nepenthe. All other aspects of the power remain the same.

The Oberloch devotion Indomitable Aura does not hide the standard Aura Signifiers (p. 161 MET VtR). The gun-metal gray aura is in addition to the standard signifiers.

## **Bloodlines: The Legendary (WW25103) [Requiem]**

The Disciplines of the Players bloodline are Auspex, Celerity, Majesty, and Obfuscate.

Fragrant Devotions require Mid Approval. A character cannot have more created Fragrant Devotions in-play than their natural Blood Potency.

A subject unable to act because of Self-Doubt (Despond) may defend herself and act normally if attacked. "Act normally" does not include the ability to make a second attack.

Galloi characters may not use Taurobolium on themselves. A Galloi character may, however, affect another Galloi through the use of their discipline.

The devotions Mock Mind and Swarm Communion each cost 21 experience points to learn.

Macellarius may not use their Bloodline Discipline to acquire disciplines unique to another bloodline. The attack pool for Gustus •••• (Disgorge) for **Mind's Eye Theatre** is Dexterity + Athletics + Gustus. It is a projectile attack. The target benefits from her normal Defense (as well as Celerity, but not Armor) like a normal physical attack. The amount of damage is determined by the number of successes. The cost is one Vitae per attack. Befoul is a resisted test (ignore the reference to it being contested earlier in the write-up).

## **Bloodlines: The Chosen (WW25104) [Requiem]**

All Bloodlines from the Chosen Bloodlines are High approval. Characters previously approved as members Camarilla contest bloodlines are grandfathered into the White Wolf published bloodline from the book without any changes on their character sheet (to disciplines etc), and without any possible xp debt. Players who feel their Camarilla contest bloodline characters do not suit the book bloodline may revert to pure clan without going into xp debt. The Camarilla contest bloodlines with Bloodlines the Chosen equivalents are now defunct. Camarilla contest bloodlines that are not mentioned in Bloodlines the Chosen are unchanged, [with the exception of the Licinii bloodline which is also defunct](#).

San Giovanni: zombies follow the same base rules as a retainer. If a San Giovanni's mortal/ ghoulish retainer dies they may resurrect it under zombie creation rules at no extra cost.

Devotions from the Camarilla contest are grandfathered. They can now be learned by all PCs (not just of the relevant bloodline), but must be taught by a PC and are not available at character creation.

## **Ghouls (WW25110) [Requiem]**

Player character ghouls have the option to use the character creation system from this book instead of **Mind's Eye Theatre: The Requiem** (they have one less Morality dot, may start with a second Discipline dot, may belong to a ghoulish family, etc.). Storyteller characters use the simpler rules in Mind's Eye Theatre: The Requiem.

Player character Kindred may take Merits from this book with High Approval; other player character creature types may do so with Top Approval. The Staff Merit is Low Approval in all genres.

**US Addendum Clarification:** NPC ghouls may be of any of the ghoulish families that a character has access to (and the approval for); however, they are created under "normal ghoulish" rules instead of the enhanced rules in Ghouls. They are considered members of that family for all other purposes, including family strengths and weaknesses.

### **Belial's Brood (WW25111) [Requiem]**

Brood player characters are Top Approval. Multi-action powers are not sanctioned for any characters. Any other mechanics from the Brood book are sanctioned for approved Brood characters only.

### **Ordo Dracul (WW25120) [Requiem]**

Player character membership in the Sworn of the Locust or Sworn of the Ladder requires High Approval.

Vedma can employ multiple feeding draws when attempting to gather animal blood for activating Zagovny. Treat this as an extended action.

Haunted nests with portals to the Underworld and Crucibles require High Approval. Wyrms' Nest approvals must note the Resonance.

A character may not have more than one type of fontal infused vitae in their system at one time – even from fontal rituals of the same kind. E.g. A character could only have Resounding Blood of one resonance in their system. Fontal infused vitae must be tracked separately. It remains in the character's system until they choose to use it or are drained entirely of vitae.

The first three tiers of Coil of the Soul requires Mid Approval for player characters to learn from another PC and High Approval otherwise. The fourth tier of Coil of the Soul is covered below.

The fourth tiers of the Coil of Blood and the Coil of the Soul have been reserved by the Master Storyteller for integration into the chronicle via plotlines, as have the Crucible Ritual and Mind of the Inscrutable Hydra Merits. These rituals can only be learned through the workings of said plotlines or learned in-game from a player character. Any exceptions to player character teaching will be noted in individual plotkits. Low Notification must be filed when learned.

It is Mid Approval to hold the title Master of the Dying Light, and the application must demonstrate that the character has undergone the testing detailed in Ordo Dracul p64. It is High Approval to hold the title Twilight Judge. It is High Approval to hold the title Provost. It is High Approval to hold the title Oracle. These approval levels are also required for NPCs.

### **Invictus (WW25121) [Requiem]**

The historic Houses presented are examples only, not intended for player character membership.

Members of historic Houses are considered unique characters, under the control of the Master Storyteller. Dynastic Treasures require High Approval for those with listed mechanics. Dynastic Merits cannot be used to receive mechanical benefits from NPC parts of the House.

Ghouls of the Bulls family require High Approval.

The Malocusian bloodline's Disciplines include Majesty, not "Presence."

Wording of Invictus Oaths with mechanical effects must be approved by the character's Low Approval Storyteller and logged on the database (where available). They should also be detailed on the character sheet. Storytellers determine if Oaths have been broken.

Oath of the Blood Tell can be learned by non-Invictus without special approval.

The Rallying Blood Devotion requires High Approval for player characters.

To get benefit from an Invictus Oath, a character must have Invictus Status 1 or higher. Any character may suffer the penalties of an Invictus Oath.

**US Addendum Clarification (2-Jan-2008):** Characters that have lost the benefits of an Invictus Oath because of a lack of Invictus status are not automatically released from the Oath, and are still bound by all the restrictions of the Oath they have sworn.

The Oath of Blood Loyalty can only be used once per vassal. The Oath of the Bloody Hand is limited per turn in the same way as normal Vitae expenditure for enhancing test pools, but may be added to the normal Vitae bonus.

Bloody Hand Oath: This Oath is an exception to Limitations to One-Shot Kills [U.6.01], as breaking it could effectively be suicide rather than another character killing the PC. [Any blood stored through use of the Bloody Hand Oath is considered neutral for the purposes of supernatural effects carried within vitae.](#)

### **New Orleans: City of the Damned (WW25200) [Requiem]**

Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle. The Master Storyteller reserves the right to make use of the included Storyteller characters.

The Kindred Medium Merit is High Approval.

### **Rites of the Dragon (WW25300) [Requiem]**

This book is sanctioned with no changes. All True members of the Ordo Dracul are aware of its contents and internal rankings and orders; all other characters require High Approval to be familiar with its contents, have access to copies, or know of internal Ordo Dracul systems.

### **VII (WW25301) [Requiem]**

The truth about VII is something determined by the Master Storyteller, in consultation with the National Storytellers. Storyteller characters and plotlines involving "true members" of VII require Top Approval. Player characters may not be current or former members of the VII or possess any of their powers.

### **Requiem Chroniclers Guide (WW25302) [Requiem]**

This book is intended to create major settings variations for games from their inception and is thus not used to affect the Camarilla's sanctioned chronicle.

## Carthians (WW25303) [Requiem]

Carthian Law mirrors a domain's normal Kindred law but gains mystic power when the city becomes a Carthian domain. A Carthian domain is one where the ruler is Carthian and has the highest City Status in the domain, or a majority of court officers are Carthians and the Carthians are Ascendant. Carthian Law must be codified in the game's Venue Style Sheet. It has no effect when the above requirements are not being met.

The Carthian Lawyer Merit requires High Approval for player characters. Knowledge of Carthian Law and how to manipulate it requires Top Approval for characters that aren't True members of the Carthian Movement.

Carthian slang is treated as a Language Merit, specific to a particular city. It requires Top Approval for a non-Carthian player character to learn a Carthian slang Language.

The following Devotions have been reserved by the Master Storyteller for the purpose of integration into the chronicle via plotlines: Army of One, Blink, Dauntless Spirit, Guardian Vigil, Hair Trigger, Ignore, Immutable Mind, Instant Adoration, Iron Muscles, Occulted Spirit, Regeneration, Rhino's Hide, Shout, Stalwart Heart, and Sudden Strength. These Devotions can only be learned through the workings of said plotlines [or learned in-game from a player character](#). [Any exceptions to player character teaching will be noted in individual plotkits](#). [Low Notification must be filed when learned](#).

"Storyteller's Option: Enhancing Status": Carthian artifacts, when approved at the requisite Top or Global level, give the status bonuses as outlined when it is widely known the character holds the artifact. For status stripping and other powers which may require status, unaltered status (without bonuses) must be taken into account.

## Mythologies (WW25304) [Requiem]

This book presents legends that may or may not be true in the Camarilla's chronicle. While the stories are known to Kindred, the actual societies, Storyteller characters, and new traits presented are reserved for use by the Master Storyteller.

## Circle of the Crone (WW25305) [Requiem]

The following optional rules are used: Achieving Natural Mindlessness (page 85), Blood of the Gods (page 41), Devotion or Depravity (page 86), Quality of Work (page 79), Underworlds and the Haven Merit (page 121), Losing Crúac (page 194), and Acolytes are Wrong (page 201).

The effects of As One must be determined at the purchase of the ritual, though the vampire can learn multiple versions. Mechanics not listed in the book require Global Approval.

Homunculi and gargoyles are treated as Retainers; successful use of Tiamat Offspring or A Child from the Stones allows for the purchase of a special Retainer Merit. One Merit dot produces a creature with the statistics found in **Mind's Eye Theatre: The Requiem** (pages 348-349). Up to four additional Retainer Merit dots can be added to the creature for improvements (each giving it ten experience points). The system for Better Homunculi on page 207 is not used.

The following rituals have been reserved by the Master Storyteller for the purpose of integration into the chronicle via plotlines: A Child from the Stones, Final Service of the Slave, Fount of Wisdom, Mask of Blood, Path of Thorns, Pythian Renewal (a variation of Visage of the Crone), Rain and Soul's Work. These can only be learned through the workings of said plotlines [or learned in-game from a player character](#). [Any exceptions to player character teaching will be noted in individual plotkits](#). [Low Notification must be filed when learned](#).

Non-Acolytes can join the Second Descent faction at Low Approval.

It is High Approval to hold the title Rex Nemorensis. This approval level is also required for NPCs.

Spirit Cruac requires an Occult specialization in "Spirit Cruac"; this specialization is available at Low Approval. Spirit Cruac rituals are High Approval. It requires High Approval to use a Spirit Cruac ritual to mechanically affect player characters other than the caster.

**US Addendum Clarification: Spirit Cruac Clarifications**

- It is Low Approval to use Spirit Cruac on oneself or to affect NPCs.
- It is Low Approval to use Spirit Cruac on other PCs in ways that have no mechanics associated and are strictly to advanced the enjoyment of the game.
- It is High Approval to use Spirit Cruac on other PCs in any way that produces a mechanic effect.

**SPIRIT CRUAC APPROVAL LEVELS**

- Spirit Cruac rituals are High approval for Acolytes with True Covenant Status in the Circle of the Crone.
- Each ritual requires a separate High Approval.

**Damnation City (WW25306)**

The mechanics described in Chapter 2 are optional and must be clearly stated in the approved Venue Style Sheet if used.

The system described under "Technology" in Chapter 3 for additional xp costs for certain skills is not used in the Camarilla chronicle.

The Optional Flaw: Fealty is not used in the sanctioned chronicle; merits that have this flaw as a prerequisite may be purchased without it.

The Merits Domain and Feeding Grounds are Low Approval. These merits are not required to have either a feeding ground or domain ICly, however mechanical benefits of these cannot be gained without the merits.

The system of Influences, Primacy in Chapter 4 and the Merits: Connections, Tenant and Vassal are not currently sanctioned.

If a Corvee is called in for blood, every 5 points of blood represents one victim. If 4 points are taken from a single victim in a week, this is considered a Humanity 8 sin for Intentional Injury. If 5 points are taken from a single victim within a week, this is considered a Humanity 3 sin for Pre-meditated Murder.

Feeding: The supervising ST of the game where the PC is currently (i.e. normally the VST, unless convention / FGotM), determines starting vitae and feeding prior to the start of game, not the VST of the VSS the PC is attached to. Players are encouraged to consult Damnation City for innovative ways to increase their feeding chances.

## Forsaken

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### The Rage (WW30001) [Forsaken]

This book is sanctioned at Low Approval except as noted below. Players and Storytellers are encouraged to use the Tribal Customs in Chapter 1 both in play and as inspiration for local or regional tribal customs. Silent Tongue may be purchased at Low Approval for Hunters in Darkness, and is unavailable for non-werewolves. Creating a sixth Tribe (as per the rules on pages 92-98) is not currently possible; likewise, the "Other Benefits" sidebar on page 99 is not currently sanctioned for play, but can be used as a goal for current Ghost-Wolf characters, with the possibility of a future plotkit to integrate into the Chronicle.

Fighting Style: Tooth and Claw. This works as the Fighting Style: Kung Fu Merit (from MET, page 135), but usable only in Urshul or Urhan form, and effective against both unarmed and armed opponents.

Legacy (Endurance 5 Gift): For the purposes of this Gift only, a character may spend 2 Willpower in the same round.

Pack Merits are Low Approval. Pack Tactics are High Approval to be created initially and Low Approval for other characters afterwards.

Ghost-Touched and Cursed Items are High Approval.

The Clutch: The various formats in which the clutch takes place (Hegemony, Autocracy, Parliament, Democracy and Kinship) and Protectorates all require the approval of the principal Storyteller with the lowest approval authority over the geographic territory of the clutch.

Territory merits may be bought for a Clutch with the approval of the principal Storyteller for that Clutch, or with the normal approval level (whichever is higher). To make use of that Merit a player character must be in the Territory Feature for at least 24 hours. If a character leaves a clutch any merit (territory or otherwise) that character purchased is removed from the clutch, and they may retain the XP spent on the item at the principal Storyteller's discretion.

The concerns and information on various locations in the world (in Chapter 3) do not necessarily exist in the Global Chronicle, but they may be used as inspiration for players and storytellers to create their own events and situations. The Islamic fetishes in the side bar on pg. 197 are not used in Sanctioned play.

### Lore of the Forsaken (WW30100) [Forsaken]

This book is sanctioned with no changes.

**US Addendum Addition:** The Gift "Fracture" (page 118) is not considered a separate damage source under the damage cap restrictions.

## **Lodges: The Faithful (WW30101) [Forsaken]**

The outside paths are best used as antagonists. Everything from chapter three requires Top Approval for player characters, with the exception of the Lodge of the Savior and Lodge of Unity, which follow normal approval levels.

The Lodge of Cerberus Rite: Speaking with the Guardian and the Lodge of Harmony Rite: Rite of Offal are detailed in Appendix II and available to members of those Lodges at Low Approval. They are not available otherwise.

## **Lodges: The Splintered (WW30102) [Forsaken]**

Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle. Storytellers should hesitate to approve Lodges that are specific to other geographical areas, which would require elaborate canon-bending justifications.

The Lodge of the Black Woods (page 37) is not exclusive, but the Lodge benefit is not gained if you hold membership in any other Lodge and is lost if a character joins another Lodge in play (see True Lodge status). Other regional lodges (as per the sidebar in Black Woods) may be created at High Approval.

The Lodge of Scars requires High Approval to join in play and Top Approval to be part of in a character's history. The Last Mile is a legendary journey completed alone, and player characters should not have a great expectation of surviving it.

The Lodge of the Lake and Lodge of Thin Shadow have been reserved by the Master Storyteller for integration into the chronicle via plotlines. These can only be learned through the workings of said plotlines.

## **The Pure (WW30110) [Forsaken]**

This book is sanctioned for Pure NPCs and not allowed for player characters.

Rites: Offering of Blood and Silver; use of this rite on a player character is High Approval and use on an NPC requires High Notification. It is Top Approval to retain control of a player character who has Rite of Blood and Silver used on them, otherwise it becomes an NPC. It is High Approval to retain control if the character is 'saved' by a member of the Lodge of Salvation or similar plotline.

Each use of the Rite of the Scorched Earth is Mid Approval.

Fetishes: The Fetishes in the book cannot be made by Forsaken. It is High Approval for a player character to enter play with a Pure fetish. Gaining a Pure fetish in play requires High Notification. Pure fetishes otherwise are the same approval levels as other fetishes. All Pure fetishes are harder for the Forsaken to activate; Harmony rolls are made at a -2 penalty. The Moonshunner fetish is High Approval, and may not be used by any character with an Auspice.

Pure Packs and Totems: the Pure tribes use a modified form of Totem creation to more accurately represent the powerful spirits which act as their patrons. The additional point of Totem Merit all Pure get does not count towards their limit (i.e. they may purchase 5 dots of Totem in addition to this one free point) nor to the Totem limit (i.e. a pack totem can be made with up to 25 points in addition to the extra points from each pack member). Pure packs are often very large and may have more than 10 members. Packs made with 15 or more members require High Approval. Storytellers may choose to allow powerful Pack totems (those made with 20 or more Totem Points) to be Lesser Jaggings (rank 3) without special approval. Exceptionally powerful Pack Totems that are Greater Jaggings (rank 4) is High Approval. Pack totems which are Lesser or Greater Jaggings are created with the minimum number of Attribute points for their rank (15 for a Lesser Jaggling, 26 for a Greater Jaggling) and with Influences equal to their rank.

### **Hunting Grounds: The Rockies (WW30200) [Forsaken]**

Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle. The Master Storyteller reserves the right to make use of the included Storyteller characters.

### **Predators (WW30300) [Forsaken]**

The named antagonists (Ancient Horrors) are unique creatures and are reserved for use by the Master Storyteller.

### **Blood of the Wolf (WW30301) [Forsaken]**

Player character wolf-blooded have the option to use the level-variable Wolf-Blooded Merit. This is a simple-cost Merit because it cannot be bought at a higher level after character creation.

The Merit Anonymity is sanctioned for all venues.

**US Addendum Clarification:** As custom Wolf-Blooded families have no mechanics attached to them, they are Low Approval.

### **Blasphemies (WW30303) [Forsaken]**

It requires High Approval for player characters to enter the Lodge of Arkadia, Lodge of the Crossroads, Lodge of Mania, Valkyria Mot, and Eiwaz Mot.

Top Approval is required for humans to have a totem.

Things from chapter four (Bale Hounds) require Top Approval for player characters.

### **Territories (WW30304) [Forsaken]**

A territory is considered a shared Merit; the cost of which is paid for by characters in the pack.

All Spirit/Supernatural features are considered "places of power" and require Mid Approval, as do the Arcane and Sanguine territory descriptors.

The Rite of the Border Citadel requires High Approval for player characters to learn.

## **War Against the Pure (WW30306) [Forsaken]**

The mechanics in Chapter 1 are all High Approval for use except as noted below.

Fighting Style: Wolfpack is Low Approval for use, and works as follows:

Fighting Style: Wolfpack (1 to 4)

Prerequisites: Primal Urge 1, Dexterity 3, Stamina 2, Brawl 3

Restriction: May only be used in Urhan and Urshul forms

Effect: Each packmate attacking the same target who has at least one dot in this merit penalizes the targets Defense by 1, so that if there are three packmates with at least one dot in Fighting Style: Wolfpack fighting the same opponent their defense subject to a -3 modifier. Alternatively a packmate may give up their opportunity to attack the target to penalize their defense against other members of their pack by the full rating of their Fighting Style: Wolfpack. A packmate does not need to have any dots in Fighting Style: Wolfpack to take advantage of an opponent's reduced defense.

[The Merit Shield-Bearer is sanctioned at Low Approval for all venues.](#)

The historical information in Chapter 2 is not used in the Camarilla's Global Chronicle, although it may be used as inspiration for Storytellers to create their own histories. The Rite of Recollection is sanctioned at Low Approval.

Conducting a Silver Crusade is Top Approval for a plotline, unavailable otherwise. All derivative bonuses (Extended Rage, etc.) are temporary and are only accessible while the character is on a Silver Crusade. Moon Bridges require the approval of both the Storyteller over the originating location and the approval of the direct Storyteller of the destination (email is permitted).

The content of Chapter 4 is currently reserved for use by the Master Storyteller's office, and the other shifters are not allowed as NPC's or PC's at this time.

## Awakening

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### **Legacies: The Sublime (WW40100) [Awakening]**

The first attainment of the Threnodists requires Investigation 2 rather than "Awareness 2."

### **Legacies: The Ancient (WW40101) [Awakening]**

Use of the spell "Atonement" (or any other spell/rote/means) to resurrect a dead player character requires Global Approval.

Willpower costs for releasing a spell may not be placed onto a storyteller character using "Primal Transfer."

Use of the spell "Deathlike Journey" to enter the Underworld requires Global Approval.

### **Mysterium (WW40102) [Awakening]**

This book is sanctioned for play with the following changes:

The Duration of the spell 'Copy Grimore' is changed to Prolonged.

The 'Academy Chronicle' guidelines are not used for Camarilla play, with the exception of the Size and Speed factor changes, which are used for all PCs in the Awakening venue.

The Athenaeum and Scriptorium Merits are not approved for play at this time. Meditative Mind and Occultation may be purchased for Athenaea, however the cost may not be shared between multiple characters. Rolls for accessing items from the Miscellany may be made once per month. The Graduate of Otranto Merit requires Global Approval. The Sanctum: Portable Merit is available to mages of all Orders at Low Approval.

To learn a Legacy from a Daimonomica require the same approval levels as learning from an NPC mentor. The Mystery Initiation Merit is not sanctioned for play at this time.

All Legacies in this book are considered to have Parent Order: Mysterium. The Unforgotten Scions are considered a Left-handed Legacy and require Top Approval as NPCs; they are unavailable as PCs. The Wraiths of Epochs require Top Approval for PCs and NPCs.

The Whispers Merit is available to all characters in the Awakening venue at High Approval.

The spell Create Ghost cannot return the ghost of a character with a supernatural template, and requires Top Approval to return the ghost of a player character.

### **Boston Unveiled (WW40200) [Awakening]**

Though sanctioned for play, the history and settings in the book are not necessarily those of the Camarilla chronicle. The Master Storyteller reserves the right to make use of the included Storyteller characters.

## Sanctum and Sigil (WW40201) [Awakening]

Countermagic Wards (page 87) combine the Ban spell and specific Arcanum effects to stop supernatural powers with dispellation or armor. These usually call upon Prime, but similar effects such as Quell the Spark (Death) can be used. Countermagic Wards that dispel pre-existing effects brought into the warded area use the Ban caster's base casting pool (Gnosis + Arcanum) or (Attribute + Skill + Arcanum + Rote Specialty), determined at the time of the Ban's casting. Those that shield a place from powers employed across the boundary give everything on the other side armor points equal to the caster's dots in the Arcanum combined with Ban.

## Tome of the Watchtowers (WW40301) [Awakening]

The Daimon Merit (Mastigos) and the Thyrsus Merits (except for Predator's Innocence) are available to mages of all Paths without special approval. The Predator's Innocence Merit requires Top Approval for all player characters.

## Tome of the Mysteries (WW40302) [Awakening]

The Camarilla's chronicle does not make use of factor bonuses.

Player characters cannot gain Willpower dots from NPCs using Transfer Will. Willpower gains from other player characters must be entered in the character's experience log.

**US Addendum Clarification:** The Spell Cloak effect is Prime 3, not Prime 2.

Characters do not require the normal High Approval for accessing the Abyss when using the first two paths described in chapter five. The third and fourth paths require Top Approval for any player character to utilize.

This book suggests that Imbued Items can be made collaboratively, with different mages casting different spells into the item. The Camarilla uses the original version of Imbue Item from **Mage: The Awakening**, which requires the same caster to cast the imbued spells.

All alchemical creations have an Intimate link to their creator, and no more alchemical creations can be in play at any given time than the creator's dots in Matter. The Camarilla uses the rule that adds one dot to convert Fraying, Unraveling, or Unmaking from Instant to Extended (page 60). Gesture Lore is sanctioned as well as Glyph Lore. The optional rules for Duel Arcane (page 122) may be used, but must be codified in a properly approved Venue Style Sheet.

Use of the spells "Payment in Power," "Spirit Pact," "Instill Mortality," "Instill Malediction," "Pain Harvest," and "Time Limit" is considered equivalent to the sacrifice of a Willpower dot under the Relinquishing Control of Spells rule. These spells may only be used to relinquish the spells "Alter Integrity," "Alter Efficiency," "Alter Size," and "Imbue Item." As the Camarilla does not make use of Exceptional Successes, the spell "Sacrifice Fortune" is not approved for play.

The spell "Zone of Extremity" is changed, so that all actions taken within the zone are subject to the rules '9 again' and 'Double Trouble' (p 181-182 of Minds Eye Theatre.) Ignore any reference to Exceptional Successes or Dramatic Failures in this power.

### **Guardians of the Veil (WW40305) [Awakening]**

The Decreased Size alteration for Enhanced Items does not require special approval outside of the Guardians of the Veil, even though it comes from a type-specific source book. Blood Rings are completely mundane items, and so are not restricted to Guardians of the Veil.

Rotes from this book which call upon the "Perception" Attribute use Wits instead.

### **Reign of the Exarchs (WW40306) [Awakening]**

This book is sanctioned without changes. As its contents comprise a unique chronicle, it may be of little use to Storytellers and players in the Camarilla's sanctioned chronicle, but the book contains some flavor information pertinent to the Seers of the Throne, as well as some spells.

### **Intruders: Encounters With the Abyss (WW40307) [Awakening]**

The mechanics on page 15 should be used for research of Abyssal entities, including Capping Skills and Appropriate Libraries.

All Abyssal entities in the book are sanctioned for play at the normal approval levels as per their spirit rank, and also serve as examples for Storytellers creating their own. The following sections are an exception to this, and are currently reserved for introduction by the Master Storyteller's office: Final Spell of Eli Ben-Menechem, The Harper Family, The Invisible Codex, The Nemesis Continuum and The Temple of Zanak Khan.

The Ractain Strain Merit is High Approval for player characters, and may not be combined with a full supernatural template.

<p><b>US Addendum Alteration (2-Jan-2008):</b> The Ractain Strain merit is lowered to Mid Approval for player characters. All other restrictions apply.</p>
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### **Free Council (WW40308) [Awakening]**

The book is sanctioned for play with the below changes.

Legacies from this book are considered to have Parent Order: Free Council.

The Blank Badges are not approved for play at this time. The attainments of the Cryptologos do not allow the use of Atlantean as a fully formed spoken or written language.

Steal Body and Temporal Lifeline are not approved for sanctioned play.

Dreamstones are an exception to the rule to the global section of the general approval guidelines [U.1.04]. These are available at the normal approval level for Artifacts.

## **Magical Traditions (WW40309) [Awakening]**

Joining a Magical Tradition is Low Approval with High Notification for tracking.

Custom Magical Traditions with mechanical benefits are not allowed at this time but may become so in the future. Custom Magical Traditions without mechanical benefits are Low Approval.

Alternative Magic is an optional rule and not used unless specifically noted. The Alternative Magics “Divination Works” and “Off the Grid” are available at Low Approval to non-supernatural characters in all venues and not available otherwise.

The Kabbalistic idea of the Abyss is not provable. The Kabbalah rote “The Golem” may not create a Golem with a Size greater than the caster’s Gnosis. The Taoist rote, “Luck Blessing” is an alternative draw pool for the rote but the mechanics function as “Reading the Outmost Eddies” in Mage: the Awakening. A subject under the effects of “Past Life Regression” is not denied their surprise test if attacked.

The spells “Climbing the Tree”, “Five-Cycle Spell Theft”, and “Eleggua’s Notice”, the “Astral Adept” merit and the Enhanced Item option of “Ochosi’s Arrow” are not sanctioned at this time.

## **Secrets of the Ruined Temple (WW40310) [Awakening]**

High Speech Extended (page 127) is not used in the sanctioned chronicle.

The places of power are not intended for use in places where player character mages can set up sanctums and take advantage of the magical mechanics of the areas for themselves. Likewise, special building materials (Adamas) should be too difficult for player characters to transport and rearrange for their own use. True Atlantean ruins—outposts or other constructs built before the fall—require Top Approval for use in storylines and scenes that include delving into such extraordinary sites.

## Mortals

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### Skinchangers (WW30205) [Mortals]

This book is sanctioned with the following changes:

- Mechanics and items from chapter one are High Approval for player characters. NPCs require no special approval.
- Chapter two requires no special approval for NPCs and is otherwise not available.
- Chapter three is Global Approval to use.

These approvals are one level higher outside the Mortals genre.

### Second Sight (WW55100) [Mortals]

If a character with a lesser template is exposed to the transforming power of another, the original template wins out. (The Camarilla uses the first bulleted option out of the three presented on pages 21 and 22.) Any time a character loses Merits because of a template change, no experience points are refunded or redistributed.

**US Addendum Additions:** Any template or merit from this book is Top Approval. This overrides the statement below about Anti-Psi being High Approval.

The systems from chapter four (Reality-Bending Horrors) require Top Approval for any player character to have access to.

The Anti-Psi Merit requires High Approval for player characters.

The following Merits have been reserved by the Master Storyteller for the purpose of integration into the chronicle via plotlines: Dream, Dreams of Lust and Terror, Dream Travel, Evocation (spirits only), Psychic Illusions, Psychic Vampirism, Spirit Channeling, and Soul Jar. These Merits can only be learned through the workings of said plotlines.

### Reliquary (WW55203) [Mortals]

This book is sanctioned for use in the Mortals Venue.

Research and Investigation Merits are Low Approval. The Relic and Relic Analyst Merits are High Approval and the Relic Creator Merit is Top Approval. Relics created with the Relic Creator Merit are still High Approval. Relic Merits are supernatural merits and are not available outside the Mortals venue.

Relics are simple cost merits rated between one and five dots and are High Approval to possess. Relics from Chapter Two (A Million Little Things) with Powers listed as "unique" or rated with more Powers than five dots are Top Approval. Relics created using Chapter Three (Powers and Prices) may not possess more than five dots in Powers.

## Promethean

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### Strange Alchemies (WW60100) [Promethean]

This book is sanctioned according to the Universal approval rules and the Created section of the addendum with the following exceptions:

The Bestowments in Strange Alchemies require High Approval to be purchased by members of a Lineage other than their associated Linage. The Scrutiny is reserved by the MST's office for future use.

The Merits Pilgrim and Shepherd are not sanctioned for play at this time.

The Fighting Style Brute force has been changed as follows. Pre-requisites are the same, but all mechanical abilities are replaced with the duplication of the Kung-Fu abilities from MET.

The Companion merit is an exception to the Spirit Interaction rules in U.1.04.

The Merit Parkour is sanctioned for all venues. **This merit cannot be used in the same round the user attempts or succeeds in harming another character, nor does it combine with supernatural powers.**

### Magnum Opus (WW60101) [Promethean]

All Prometheans who are not of the 5 core lineages require Global Approval, this includes all characters with nonstandard combinations of Humor and Elemental affinity, as well as those making use of custom affinities or mechanics.

Custom Bestowments, Refinements, and Transmutations require Global Approval.

The nonstandard types of Promethean given below require no special approval as NPCs unless otherwise noted, but should be unusual in play.

Promethean Constructs require Top Approval as player characters. Constructs receive the material benefits and penalties given on Pg. 24. Custom bonuses or penalties require Global Approval. Characters attempting to create a construct make use of the additional bonuses and penalties given on Pg. 24, in addition to the standard penalties.

Extempore player characters are Top Approval, NPCs are High Approval.

Scions, and their associated mechanics, including Promethean pregnancy, require Top Approval. The condition of being a Scion constitutes a lesser template.

Dreamborn characters require High Approval. The Dreamsharing bestowment has no favored lineage.

Animal Promethean PC's require Top Approval as player characters.

The Seers Pilgrimage and its associated mechanics are Top Approval.

New pilgrimage sites require Top Approval with Global Notification.

All pilgrimage sites described in the book are under the jurisdiction of the appropriate national Storyteller.

Refinements:

Aes, Benifice, Cobalus, Contamination, Plumbum and Saturninius require High Notification when learned from a player character, and are High Approval otherwise.

Argentum requires Top Approval at all times. Learning Spiritus transmutation not of Types or Materials associated with other venues requires High Approval for those not of Argentum. The transmutations referring to Types or Materials associated with other venues require Top Approval for each transmutation.

### **Pandora's Book (WW60300) [Promethean]**

Flux Tainted Locations are places of power.

Multi-armed fighting is not sanctioned for play.

All Centimani Athanors require High Approval.

Pandoran Transmutations are sanctioned at the normal Approval Levels with the following exception: Unholy Repast requires High Approval when used against player characters and requires Top Approval for player characters to possess.

The additional Firestorm and Qashmallim mechanics are sanctioned at the normal approval levels.

### **Saturnine Night (WW60301) [Promethean]**

Demiurges are Top Approval as player characters or NPCs.

Custom Lineages require Global Approval.

Non-mortal Demiurges or Prometheans created by non-mortals require Global Approval.

Clones should be created according to the monster creation guidelines. Clones possessing Promethean traits require Top Approval to be used in venues other than Created.

Unfleshed and their associated mechanics require Top Approval as player characters or NPCs.

Zeky, and all of their associated mechanics, including all Bestowments, the Irradiation transmutations, and Zeky Athanors require Global Approval.