

THE PRINCE'S ELYSIUM

P rince Cross is the Prince of the city and the leader of Seattle's Camarilla. Yes, other factions in the Camarilla and the city take issue with that, but you know the benefit of picking the winning team. Whether this is from adherence to tradition, pragmatism, or a rare sense of true loyalty, you have sided with Cross and are considered one of the Loyalists. You can be found hanging around Elysium and chatting with other premier kindred of the city.

Loyalists are not afraid to see Seattle take a new direction and change under the leadership of Cross. You attend court, dine with the movers and shakers, and further your own goals while pushing for the Camarilla's will to further their grasp on the city. You aid the faction by either making connections at court, aiding other Camarilla members, or performing duties as called upon you by your one and only Prince.



Lore

• **Rubbing Shoulders:** You've experienced at least one formal Camarilla Court within the city of Seattle and have learned some of the big names. During your time attending court, you have also learned how to act and talk to other Kindred while in the establishment. Gain +1 die to all Etiquette and Politics rolls, or other social rolls pertaining to Seattle's political sphere, while within Camarilla loyalist territory.

•• **Upgrade:** It's harder to keep the Masquerade intact if you don't have a safe space to lay your head each day. You've spent enough time around the Elysium and helping out other Camarilla members that the

powers that be know you have a healthy respect for the Traditions. To reward this, they foot the bill for either purchase of a new haven or the extension or improvement of your existing one. Take 3 dots to allocate between Haven and Haven merits. Defect from the faction and this will be repossessed, however.

••• **Watered Down Diablerie:** The Camarilla has its rules but it also knows when to break them -- for a good reason, and only when authorized, of course. The Prince's prerogative. They also know that sometimes a useful tool is a useful tool, however distasteful it might seem. Having proven your hardheaded pragmatism in advancing Camarilla

agendas, you have been afforded access to the Camarilla's small stable of Thin-bloods. Once per story you can request a change of appearance (PHC), 'telekinesis,' or other alchemy and counterfeit disciplines per homebrew rules. Betray the faction, and you will gain a 2-dot adversary representing the Thin-bloods and their Camarilla contacts.

•••• **A New Startup:** You're an asset to the faction. By this point you may or may not have gained status in the Camarilla, but you've drawn notice from the Court -- those who know that the best way to keep the Camarilla stable and safe in modern nights is to exert influence both political and monetary in the kine realm.

To help with the cause, you're given access to everything needed for your own enterprise. Take 5 dots to be allocated between Influence, Contacts, and Resources in order to either build out an existing business or start a new one. Betray the faction and the Camarilla will destroy your reputation and you'll never do business in this town again.

••••• **Move Heaven and Earth:** Let's face it: shit happens. Everyone makes mistakes, but not everyone has to fall because of them. You're too valuable to the Camarilla to be allowed to burn; and anyway, preserving the Masquerade protects everyone. Once per story, if your character breaches the Masquerade or otherwise fucks up too

badly, they can change their identity and move to a new haven for free. Gain a new 2 dot mask and choose either Zeroed or Cobbler. Betray the faction and the Camarilla will burn your mask identity and publicly reveal you, risking attention from all the wrong people.



SEATTLE
by Night