

# THE FIRST INQUISITION

Fire is one of the few things that strikes fear in even the most guarded of Kindred souls, and no flames burned brighter in any vampire's memory than those during the nights of the First Inquisition. Perhaps one of your ancestors survived those dangerous nights and still finds the courage to speak about them, or perhaps you've been fortunate enough to come across tomes and texts detailing secrets long thought lost. Whatever the reason, your study of the events leading up to and surrounding the First Inquisition has been extensive, and, to some extent, you know the tactics and calling cards of those ancient Hunters. Though their methods and beliefs have changed, your understanding of the First Inquisition allows you to find patterns in how the Society of St Leopold operates. You are better able to avoid their raids, hiding in the shadows from even the most perceptive among them. Though it comes with great risk, your knowledge allows you to exert some amount of influence over—even manipulate—members of the Second Inquisition to a limited extent.

• **Mistakes of the Past:** You know a great deal about what happened in the First Inquisition and can educate any vampire on its historic dangers. Once a month, you can ask the Storyteller for information regarding the original Inquisition. If this ability is used in a situation when historical information or lessons about the First Inquisition would be helpful, the Storyteller is encouraged to provide that information. While using your extensive experience and knowledge of the First Inquisition, you have trained yourself to be sensitive to people and places of Faith. When you are within one mile of Holy Ground, the hairs on your neck stand up. If a character with True Faith is in your line of sight, you become intensely alert. These indicators are subtle and don't give you the ability to pinpoint the source of Faith, only its proximity.

•• **The Second Act:** Forewarned is forearmed, so you developed a mole in the Society of St Leopold. You have developed a three-dot Contact within the Church Sphere of Influence with the At Arms Length Advantage. This person is connected to the Second Inquisition and may have information about their movements. You must be careful not to reveal yourself as a vampire to them; they will turn on you if they learn your true nature. This Loreshet Advantage is the exception to the rule normally preventing Contacts from being directly related to Hunter factions.

••• **Black Spot:** You have scouted locations within your Domain that the Society of St Leopold either ignores or possibly fears. Once every three months, if you or any Allies you wish to protect have been targeted by the Society of St Leopold, you can choose to hide out at this location, and the Hunters will call off the search or lose track of you. Why? It could be for any number of reasons. You don't know, which should raise questions for you. These locations tend to change from time to time, making it impossible to benefit from this location by having a Haven there.