

# THE JAIL OF NIGHT

BY PAUL  
BEAKLEY



*Kult  
World of  
Darkness*

[www.KULT-RPG.COM](http://www.KULT-RPG.COM)



## Forewords by the Author

This five part series, a detailed mongrel-world formed from an unholy mating of the World of Darkness and Target Games' critically acclaimed Kult RPG, was originally published in White Wolf: Inphobia (issues 54-57). The fifth part, to should have appeared in issue 58, never saw print with the cancellation of that excellent magazine.

When it was published, the Jail of Night got a lot of rave reviews. I personally received more than one thousand pieces of email per issue, which nearly crashed the email server I was on at the time but was still a thrilling ego-stroke at the time.

For those of you who can still find the back-issues in which the series appeared, I strongly urge you to buy them. The layout and graphic design was gorgeous, and added immeasurably to the mood of the piece.

So here it is, in all its glory -- including the mysterious, missing Part Five. Enjoy.

- Paul

### AUTHOR

Paul Beakley

### EDITOR LAYOUT

Torben Negård Rygg

### INTERIOR ART AND COVER ART

Tazio Bettin

### BACKGROUND ART

Torben Negård Rygg

### Copyright & Ownership

Kult is copyright Paradox Entertainment. The current license is held by 7th Circle publishing. To contact 7th Circle, please go to [www.7emecircle.com](http://www.7emecircle.com)

World of Darkness is copyright White Wolf. To contact White Wolf, please go to [www.whitewolf.com](http://www.whitewolf.com)

This is not an official Kult or World of Darkness product, nor is it an attempt to contest the current holders of the rights to the respective games.

Special thanks to Anders Sandberg and Billy Bishop for their helpful brainstorming and playtesting.

### Check Out

[www.kult-rpg.com](http://www.kult-rpg.com)  
[sunamori.deviantart.com](http://sunamori.deviantart.com)

This edition released on [www.Kult-RPG.com](http://www.Kult-RPG.com) January 2008 with permission from Paul Beakley.

### Discuss The Jail

At [www.kult-rpg.com](http://www.kult-rpg.com), see  
<http://www.kult-rpg.com/forum/files.php?action=file&id=167>  
and  
<http://www.kult-rpg.com/forum/viewthread.php?tid=3596>

# the jail of night



## I: Metropolis by Night

*The World of Darkness is a lie.*

*Humanity is trapped by its own senses. We see only that which does not challenge our beliefs. While this self-inflicted illusion has helped hide the existence of beings like Vampires and Werewolves for millennia, its effect is much broader. Beyond this illusion is a multifaceted reality inhabited by beings more powerful and dangerous than we can comprehend.*

*But the Illusion is collapsing.*

*The powerful Kindred are losing control of their crumbling cities to malevolent beings both utterly alien and disturbingly familiar. The Garou and other shapeshifters are renegades in their own wilderness, all too aware of the hidden truth and what it holds. Wraiths face an afterlife ruled by power-mad Death Angels bent on invading the skinlands. The Mages know more of the truth, but they're not telling anyone for fear of their souls.*

*This is the first of a five-part series outlining the Jail of Night, an alternate World of Darkness set in the cosmology of Kult. Kult is a rich and disturbing world in its own right, and readers are encouraged to purchase and explore the original rules for more detailed information.*

*Storytelling in the Jail of Night is different from the World of Darkness in several important ways. To be sure, the city is home to new denizens dark and dangerous crawling the streets. Most importantly, though, the underlying cosmology of the Jail of Night provides new insights into the motivations and methods of the Camarilla, Pentex, the Technocracy and other supernatural conspiracies. These world-spanning organizations are, after all, mere subplots in the grand schemes of the Archons, Death Angels, and their servants within the Jail.*

## A Quick Tour of the City

In the Jail of Night, the Illusion that protects us from the hidden, underlying reality of our origin is collapsing. This underlying reality, Metropolis, is the origin of humanity. Metropolis is an infinitely large city that exists outside time and space. Every city that has ever been built or will be built in our world is an aspect of the primordial city. When humanity lived in Metropolis, we enjoyed divinity. It was the mythical Eden.

But our race was evicted from Eden by its creator, the Demiurge. This god-like being, assisted by its ten Archons, forged the Illusion to hide the existence of Me-

topolis from the evictees. In addition to actual sensory editing, the Demiurge made the Illusion far more insidious: sin, social and sexual taboos, fear of death.

Nobody knows why the Demiurge cast out humanity. Perhaps the Demiurge felt threatened by the growing power of Its peers. Perhaps Metropolis was corrupted by invaders from alien realities. Perhaps it was time for the decadent Metropolitans to grow up.

The Demiurge made its Archons responsible for maintaining the Illusion. The Archons ruled different aspects of reality, and correspond to the positions of the Sephiroth, the Kabbalistic Tree of Life (see part III: Ascension is a Lie for more information on the cosmology of the Jail of Night). Locked in the Illusion with humanity are the Archons' lictors, our jailers. The lictors have been here since the beginning, manipulating civilization and keeping the Illusion intact. But they are also unwilling prisoners in the Illusion, and inflict their ancient frustrations on our race.

Now, millennia later, the Demiurge's illusion is collapsing. Parallel to the Industrial Revolution and the expansion of the Technocracy, the Demiurge and its citadel vanished from Metropolis (the cause and effect relationship of the Age of Reason and the disappearance of the Demiurge is one of the most hotly contested subjects among scholarly Mages). Where its citadel in Metropolis once stood, there is now a bottomless Abyss several miles across.

The ten Archons demigods in their own right – immediately struggled to fill the power vacuum. They waged a great war in Metropolis, resulting in the disappearance of four of the Archons and expanded power for the rest.

Some of the Archons' lictors are also rebelling against their ancient masters, operating independently within the Illusion to build their own empires or help destroy the Illusion and escape with humanity back to their homeland.

On the surface, the cities of the Jail of Night are not much different than those of the World of Darkness. There is still corruption in the halls of power, the evening fog still covers unspeakable acts, secret wars are still waged on the city streets after hours.

But there is also an underlying malevolence to the city. Power-hungry mortals have access to more magical knowledge, gladly trading their souls to cloaked strangers for snippets of demonic spells, or for ancient artifacts that open gateways to Metropolis. Subhuman creatures scuttle in the shadows, peering out of steam grates or boarded-up warehouse windows. Mysterious strangers seem to know too much and harbor nothing but malice toward humanity. The disenfranchised worship forgotten gods in the sewers and band together to protect themselves from the

Reality they have seen.

## Getting to Metropolis The Borderlands

Between the Illusion of humanity's cities and the reality of Metropolis are the Borderlands. These are the realms inhabited by the disenfranchised, the insane, criminals, mad geniuses and supernatural outcasts. These are also the realms of the Kindred.

Wherever the Illusion has begun to crumble – in any city's slums, abandoned industrial complexes, crack houses, condemned warehouse districts – you will find the Borderlands. Any strong emotional or psychic charge can create a Borderland as well (see sidebar: Passion Lore). Crime scenes, torture chambers, death camps, prisons and battlefields all can shock the sleeping psyche into seeing the reality of Metropolis.

The energies present where the Illusion and Metropolis interact warp the bodies and minds of those who stay within them too long. Humans exposed to the Borderland eventually become Borderliners. Physically, the flesh of a Borderliner is dry, grey and mottled. Their eyes become large and red, with expanded pupils that allow them to take in even minimal light. Their fingernails become hard and black like claws.

These Borderliners often go unnoticed. After all, how often do we carefully study our cities' vagrants,

drunks, drug addicts and whores? This is similar to a Mage's Arcane or – as a more focused application – the Kindreds' powers of obfuscation. These disenfranchised people tend to gather, both for safety and to comfort one another in the reality they have seen beyond this Illusion. And wherever these Borderliners gather, the ghettos get worse and the Illusion continues to crumble.

Borderliners are prevalent where the Kindred feed most often. The blood of a Borderliner, though, is corrupted and provides no nourishment. Sometimes – to the horror of the Kindred – it appears to pass on the curse of the Nosferatu.

The Illusion is also laid bare wherever Lictors keep their gateways back to their Archon masters. Lictors usually use corporate headquarters, military bases, mansions and penthouses as their headquarters, but this is not always the case. These places exist simultaneously in our world and Metropolis.

A special Borderland present in most cities is the Labyrinth. This is the underground network of sewers, subways, service corridors and forgotten bomb shelters. In the fetid underworld of the city, manmade passages eventually merge with corridors of steel, concrete and mud that were never created with human hands. Travel deeply enough, and every passage merges with the Undercity of Metropolis.

Like the Borderlands aboveground, humans often gather in the Labyrinth closest to the surface. Vagrants,



packs of abandoned children and junkies all hide underground. Those that become lost in the Labyrinth eventually become Children of the Underground, another kind of Borderliner. Their eyes deteriorate and they can only see darkness and light, while their smell and touch sensitivity compensates for this loss. Their hands and feet change so they can run on all fours, sometimes using steel claws to reinforce their nails.

Zeloths also live close to the surface of the Labyrinth. These feral, skinless humanoids hunt and eat unwary humans that wander too close to Metropolis or openings into the Labyrinth. When they find their prey, they communicate to one another with a complex system of rattles and clanks. When the prey is least expecting it, the Zeloths suddenly pour forth from steam grates and storm drains to yank the prey underground.

The true kings of the Labyrinth are the Kindred of Clan Nosferatu. These foul creatures have spent centuries making peace with the subcultures that have also made the Labyrinth their home. As the Ventrue have their mortal servants aboveground, the Nosferatu have their Borderliners and Children of the Underground to serve them.

There are rumors – substantiated only by the Nosferatu, or humans who have ventured too deep into the Labyrinth – of massive, wet hatching chambers filled with the eggs and larvae of Razides (see Part IV: Necropolis: Metropolis), and of horribly twisted and mutated subhumans called Psilosites that wrap themselves with iron exoskeletons and hunt for more humans to convert to Psilosites.

These Borderlands are present in every city. In most cities, the Borderlands are also expanding. The Illusion has begun to collapse entirely. When it finally does, our world will be destroyed.

## Other Paths to Metropolis

There is more than one way to reach Metropolis. Before the disappearance of the Demiurge, the most common methods were drugs, medical experiments and magical artifacts.

Many magical artifacts still exist in private collections, museums or antique stores. Enchanted lenses and looking-glasses allow users to see reality as it truly is (but don't transport them to Metropolis per se). Statuettes and paintings can allow the depicted figure or location to enter the Illusion. Mirrors and puzzles often create openings directly into Metropolis.

Medical experiments and drugs have also been effective in breaking down illusions. Patients receiving electric-shock therapy in mental hospitals often capture glimpses of the truth. Stimulation of "unused" portions of the brain can have the same effect, as can sensory deprivation

and hallucinogenic drugs like LSD. The "insane" – like the Malkavians – often have the clearest look into the truth.

## Metropolis: One Facet of the Truth

Wherever the Illusion collapses entirely, we find ourselves in the reality of Metropolis.

Every city that exists or has ever existed in our world is a part of Metropolis. Beyond the illusion, one might wander from Times Square to ancient Rome and never find a way back. Traveling deep into Metropolis often involves traveling through time.

After humanity was evicted, much of Metropolis was left in ruins. These Ruins are inhabited by thieves and killers, animals of prey and scavengers. Even after tens of thousands of years, treasures can still be found among the abandoned palaces and vast industrial complexes that are rusting away. Generations of looters have made a living from what they have found in the abandoned buildings. The Borderlands that exist within the growing urban blight of the Kindreds' cities usually lead to the Ruins.

Some areas of Metropolis are actively inhabited by humans. These areas have been "renovated," so to speak, and often are indistinguishable from city streets in our own world. In fact, many of our city streets do pass through the Living City, especially exotic or dangerous areas: middle-eastern bazaars, slums, perhaps even the streets of New Orleans during Mardi Gras, when the citizens of Metropolis mingle with us unnoticed. Most of the inhabitants of the Living City are looters, crazy or lost humans, and the Azghouls.

The most common beings in Metropolis are the Azghouls. These creatures were once our servants in Metropolis but were left behind when we were exiled. They sometimes cross into our world and drag people – their old masters – back to Metropolis, where they are subjected to torture and humiliation for ancient transgressions. When uncontrolled, Azghouls look like black-skinned humanoids dressed in grey steel armor and black glass faceplates. When controlled by their True Names (there are about 1,000 names divided among all the Azghouls), they appear as ordinary, attractive humans. These are highly prized servants of the Tremere, hermetic mages and other occultists.

At the heart of Metropolis is the fabled First City of vampiric lore. After humanity was cast out of Eden, the Second City was our attempt to recreate our homeland within the Illusion. This threat to the jail caused the licitors to destroy the Second City.

The original First City now stands in ruins at

## JAIL OF NIGHT

by Paul Beakley

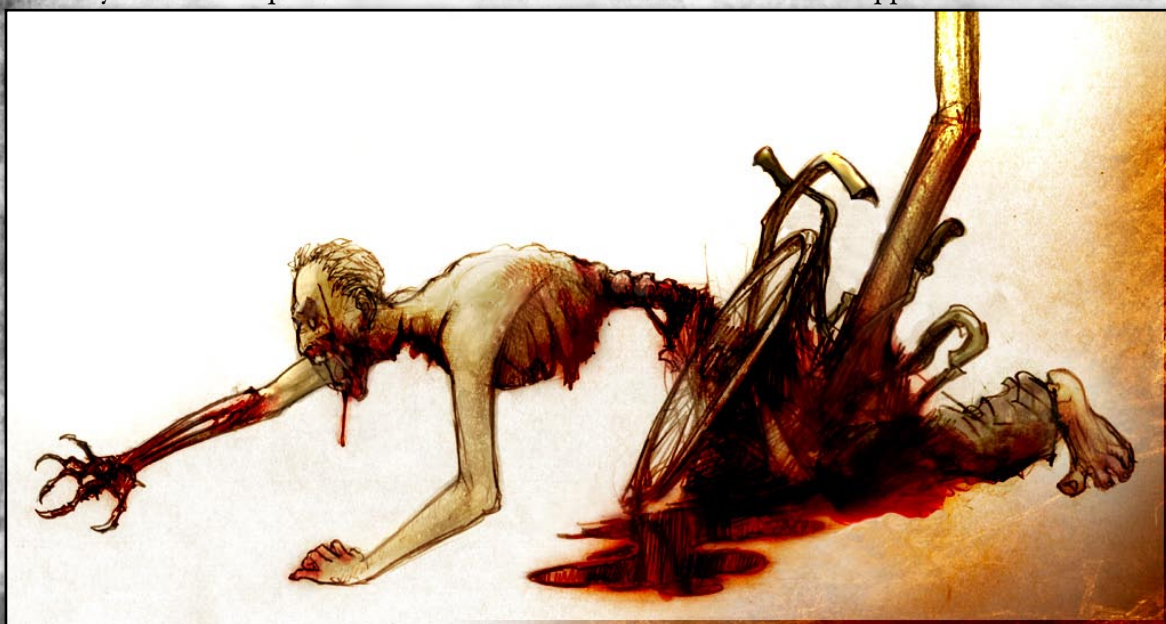
the heart of Metropolis. This is where the citadels of the Archons stand, dominating the skyline. These massive, gothic towers are seven miles across at the base and tens of miles high. Within the Citadels wander Azghouls, Black Spiral Dancers, the Children of the Underworld, lictors and other Metropolitan creatures. It is believed that the Citadels hold secrets to controlling the Illusion and True Reality; and portals to the Citadels are highly prized discoveries for Mages.

At the center of the First City is the Abyss, a bottomless pit that is miles across at the mouth. This was once the Demiurge's Citadel. With its disappearance, its entire palace vanished with it.

There are many other areas within Metropolis. There is a vast industrialized area known as the Machine City, untouched palaces of decadence called the Mirror

sentative within the Illusion. If they are loyal, their Archon will define their scope of work. For example, a lictor serving Netzach might devote its time to inciting violence and competition, whether on the battlefield or the boardroom.

However, lictors are unwilling prisoners with us. They have spent millennia at their tasks, and many have come to take out their frustrations on the blind and stupid humans. Also, with the recent power struggle and disappearance of several of



Halls, the horrific Hunting Grounds (where Black Spiral Dancers and Fomori track and kill their prey), the mysterious Metropolis Maze, and the City of the Dead, haunted by Wraiths who are lost between the Inferno and our world. All these areas will be covered in subsequent parts of the Jail of Night.

### The Jailers

One of the most important factors that makes the Jail of Night different from the World of Darkness is the presence of the Lictors. Stripped of their illusory appearance, lictors are fat, pale giants with beady eyes and razor-sharp little teeth. In our reality, these creatures are attractive, charismatic and successful. They are the beautiful people, the leaders, and successful yuppie scum at the heads of most corporations. Unlike the Kindred, the lictors are free to move about within society, day or night.

The only thing keeping the lictors from displacing the Kindred entirely is the fact that they have no free will. Each lictor is bound to serve an Archon as their repre-

sentative within the Illusion. If they are loyal, their Archon will define their scope of work. For example, a lictor serving Netzach might devote its time to inciting violence and competition, whether on the battlefield or the boardroom.

However, lictors are unwilling prisoners with us. They have spent millennia at their tasks, and many have come to take out their frustrations on the blind and stupid humans. Also, with the recent power struggle and disappearance of several of

the Archons, many lictors are now operating independent of their masters. When the Demiurge vanished, its Angels fell into our Illusion from their paradise. The Seraphim that survived the journey are now caught in our world, appearing as filthy and confused vagrants (which they are, in a sense) that can be easily manipulated. Some lictors capture and retrain Seraphim for their own private armies. Even the domesticated animals of our world serve the jailers. These True Animals – the rats in the sewers, the birds in the park – watch us and report to the lictors (see part II: The Apocalypse is Over, for

## LORE MAGIC: THE REALMS OF PASSIONS

The lictors use a system of hedge magic organized around five Lores: Passion, Madness, Dreams, Death and Time/Space. These forms of magic are usually very alien, requiring tens of hours of sustained chants, complex symbols, massive sacrifices and other nastiness. While Lore Magic was intended to give the lictors an edge over their prisoners, lictors' secrets have slowly made their way into human occult studies.

Anyone can learn Lore spells, but they are difficult to research. Common practitioners of Passion Lore, for example, are Toreador, and Tremere Kindred (especially those in the service of the Archons), Cultists of Ecstasy (or Cultists of Agony -- see Part III: Ascension Is a Lie) and mortal sex magicians in the service of the lictors. The other Lores will be covered in future installments of the series.

The first realm of the series is Passion Lore. This covers all aspects of unfettered emotion and sexuality. In the Jail of Night, Passion is a very real and tangible energy, capable of summoning creatures of passion or transporting humanity to Metropolis.

The difficulty of Passion Lore magic is graded according to five levels. A character may learn rituals up to his knowledge level in Rituals.

### LEVEL 1

See Through Passion -- the conjurer can detect the true emotions that someone

more information on animals and nature in the Jail of Night).

## Vampires in the Jail of Night: Deposed Rulers of Metropolis

Before the Demiurge cast humanity into the Illusion, the Kindred were the aristocracy of Metropolis. As the millennia passed, their rule became increasingly cruel and decadent. When they were cast out with the rest of humanity – as the whispered legends go – they were cursed by the Demiurge in a pique of rage. The royal families of Metropolis became the Clans of Kindred within the Illusion, tied throughout eternity to their family heritage as an undying reminder of their unjust rule.

Some of the families – Ventrue and Toreador – adapted well to the new world and quickly regained rule over their subjects. Others did not fare so well here, and either escaped into the wilderness (like the Gangrel), escaped into madness (like the Malkavians) or escaped into the underside of the cities (like the Nosferatu). The Brujah never recovered the respect they enjoyed in Metropolis, and still plot their return to power.

The Tremere are largely pawns of the lictors. As civilization grew in the western world and the study of occult secrets came into fashion, there were many self-styled wizards and scholars who gladly traded their souls for the secrets of the lictors' Lore Magic (see sidebar). In the Jail of Night, there's a good chance that any given Tremere is, in fact, a lictor. The lictors continue to create more and different bloodlines to do their bidding.

When the Demiurge cast out the royal families, It decided that their blood would keep the family elders alive for eternity. Each family line carries a different "code" so their sins can be dealt with individually when the Demiurge passes final judgement for their transgressions.

Even in exile, the Kindred retain many privileges of station. All Kindred are faster, stronger, smarter than their Sleeper minions. The family bloodlines also carry shadows of the powers they wielded in Metropolis: powers of domination, charisma and mass control. The blood also carries with it the ability to create more family members and servants who will blindly obey their masters. The Caine myth is, of course, a lie created by the Archons to obfuscate the true origins of the Kindred. However, the Archons realize the Kindred's immortality, combined with their infernal drive to recreate Metropolis and eventually tear down the Illusion, is a very real danger to the Illusion. It is not known why the Archons cannot destroy the Kindred entirely.

The elder Kindred are beginning to see the truth behind their cities. They also realize that whatever lies behind the Illusion is becoming more prevalent with the growth and corruption of the cities.

### The Camarilla

The Camarilla is one of the Archons' great achievements. By fomenting internal conflict, intrigue and desperation, the very existence of the Kindred is hidden and the Illusion is maintained.

At the heart of the Camarilla are the lictors of various Archons, mostly Kether (the right hand of the Demiurge), Netzach (the victor, sustaining a meaningless Jihad across the aeons) and Binah (the Black Madonna, promoting organization and family loyalty). To other vampires, these lictors appear as ancient Kindred. Perhaps they even were – once – but have since been twisted by the Archons.

Besides maintaining the Illusion against discovery of the Kindred, there is another agenda within the Camarilla. Throughout history, vampires have been responsible for the creation of many of the world's great cities. While later generations of Kindred have come to believe this was to harvest the kine more efficiently, the elders know that every city they build or instigate is another dent in the Illusion. Thus, the Camarilla's short-term agenda is to maintain the Illusion and protect its existence in this reality. But its long-term goal is to slowly chisel away at the greater reality by creating – and eventually corrupting – metropolitan centers.

It is not known if this is

is feeling. The conjurer can open up gateways to purgatories where the subject will end up (see Part IV: Necropolis Metropolis). The subject must be present at the ritual. Manipulate Passion – the conjurer can control and alter another person's emotions and passions. This includes charming, transferring and draining emotions, and domination.

### LEVEL 2

Summon Creature of Passion – The conjurer summons a creature of Passion. Examples include the Darthea, a sex-obsessed creature that possesses its victim, resulting in nymphomania or styriasis; the Libith, humanity's playmates from Metropolis who now torment sexually frustrated humans to madness or suicide; and the Gynachides, carnivorous grayish humanoids that reproduce by implanting fetuses into human women. Bind creature of Passion – The conjurer can force a creature of Passion to serve her for seven days. Expel Creature of Passion – Returns the above creatures to the realms beyond Passion. Exorcise Creature of Passion – Expels a creature of Passion that is possessing a victim.

### LEVEL 3

Mass Suggestion – Identical to Manipulate Passion (above), but applies to groups. Parthenogenesis – The conjurer can make a woman pregnant by magic. The child shares the genetic traits of the mother and the conjurer (even if the conjurer is female) and is more susceptible to Crossbreeding and Fetus Perversion (below)

### LEVEL 4

Fetus Perversion – The conjurer can alter an unborn fe-

a deliberate plan of rebellious Lictors at the Camarilla's highest ranks, or an inevitable extension of the talents that made the Kindred so well suited to rule in Metropolis.

## The Sabbat

This sect of vampires plans on returning to Metropolis in its own way: by force. They make no effort to maintain the Illusion. To the Sabbat, the concept of Humanity is another lie to control them in this world. They leave behind this affectation of "civilization," choosing instead to follow their Paths: systems of belief created to help break down the Illusion for themselves. Sabbat Kindred, however, have forgotten they are in exile because of their sin and decadence in Metropolis. While they gain greater access to Metropolis, they merely delay their final judgement by the Demiurge.

## The Inconnu

These Kindred have discovered the truth of Golconda: it is an escape from the Demiurge's curse. Once Golconda is achieved, they slip from view of the Archons and are free to move about within the Illusion. Some Inconnu seek paths back to Metropolis so they can return to their crumbling Eden.

It is believed the rite of Golconda requires that a Kindred present herself to the Demiurge Itself for judgement. According to some texts, the subject must recite a liturgy of sins for which she must claim complete guilt and responsibility. These sins are different for each family line.

With the disappearance of the Demiurge, however, Golconda would seem impossible to achieve. Many Inconnu have journeyed into the Abyss in search of the Demiurge so their rite of Golconda can be completed. None have returned.

## Clans

**Brujah:** This clan proudly maintains independence from the lictors at the heart of the Camarilla. Or so they think. Malkuth has involved her incarnates and lictors in the affairs of the Brujah for centuries. The Brujah are some of the Archon's most important foot soldiers in her rebellion against her more powerful siblings. The Brujah elders have the freshest memories of the anger of the Demiurge, and willingly battle Its creations whenever they can.

**Gangrel:** These vampires often travel outside the city and the underlying reality of Metropolis, traveling instead in the Gaia-realms that exist where the city is not (see Part 2: The Apocalypse is Over). They are the true rebels, and find they get along better in this reality than they ever did in Metropolis.

**Malkavian:** Their madness affords – or curses – members of this clan with an unfettered vision directly into Metropolis. In fact, most Malkavian "insanities" are simply responses to the untold horrors they see beyond the Illusion. Malkavians are very likely to wander into Metropolis, unable to discern the barriers between their own city and the primal city. Malkavians are also closely associated with the Realm of Madness (see Part 3: Ascension is a Lie), attracting creatures borne of madness that taunt them throughout eternity.

**Nosferatu:** Because they lurk in the underbelly of the city – the slums, sewers and collapsing industrial centers – they live where the Illusion is thinnest.

Nosferatu often stumble into Metropolis, using forgotten subway tunnels and buried networks of basements to reach the Underground. Older and wiser Nosferatu track these passages carefully and treat Metropolis as a resource. When possible, Nosferatu also strike alliances with beings beyond the Illusion, trading protection and secrecy of their existence for information. Younger Nosferatu often don't survive their first foray into the ancient city.

**Toreador:** these Kindred often receive the favor of the Archon Tiphareth (see part 3: Ascension is a Lie). In return for untold beauty and art from Metropolis, elder Toreador and their minions do the mysterious bidding of their Archon master. Toreadors often learn Passion Lore (see sidebar) to help them explore the realm of experiences with willing (and unwilling) subjects. Toreador often seek out the artifacts that open portals to Metropolis, where untold pleasures await them in the Mirror Halls.

**Tremere:** The warlocks are often employed by the Archons (or, more frequently, by the Death Angels) to do their bidding. In return, they receive the secrets of the Lores (these will be covered throughout the series) as well as traditional Thaumaturgy paths. The Tremere are powerful and important pawns.

However, some Archons give special favor to the Tremere. Malkuth, especially, cultivates promising young warlocks in the hope that someday they will assist in the destruction of the Illusion. The death angel Togarini, in his role as protector of death mages (see Part IV: Necropolis: Metropolis) also protects the Tremere from harm by

tus. Abilities can be altered, limbs can be changed or added, internal organs can be enlarged or reduced.

## LEVEL 5

**Crossbreeding --** The conjurer can make a woman pregnant with magical "genes" from an animal, demon, or machine. Create Proto-Lictor -- Combined with extensive surgery and drugs that warp the mind and body of the subject, this spell converts a human to a lictor. This allows the subject to hide his new form and appear human again. It also unbinds him from the cycle of death. This spell requires that the hide of a true lictor be sewn into the flesh of the subject before casting.



other death angels or archons.

*Ventruue:* Lictors and incarnates often use Ventruue kindred as willing pawns within the Illusion, trading token power for their service. Ventruue who are deeply enmeshed in the machinations of the lictors often have large cadres of azghouls and other Metropolitan servants at their disposal.

When ambitious Ventruue discover the reality beyond the Lie, they often seek the services of Borderliners and some Kindred – Malkavians and Nosferatu, especially – to reach Metropolis.

## II: The Apocalypse is Over

*The Apocalypse was over when the Demiurge destroyed Gaia to create reality.*

*After the Demiurge cast out humanity and the Kindred aristocrats from Metropolis (see part I: Metropolis by Night), Its Archons created an illusory jail in which to keep Its prisoners until final judgement. The Gaia god-realm, the living dimension within the essence of the Celestine Gaia, became this jail.*

*Humanity and the accursed Kindred suddenly found themselves within this vast, raw reality, stripped of their divinity and senses. Displaced and confused, the new citizens of the god-realm set about recreating their homeland. The humans did this by building cities and reinventing their lost civilization; the Kindred lurked and waited to reclaim their power.*

*Prior to Her invasion, Gaia was a Celestine – like the Demiurge – embodied as a living planet. She was overgrown with plants and animals that lived only on instinct. Ages later, the elder Garou would come to call Gaia's primordial force the Wyld.*

*When the Demiurge opened gateways into the Gaia god-realm, the result was utterly destructive to both sides. Much of Metropolis lay in ruin, its stable patterns exposed to energies of pure chaos and uncontrolled organic growth. Gaia's living purity was poisoned by the statis and death that Metropolis and its denizens brought. The Demiurge's power of static creation was first known to the Garou as the Weaver.*

*When humanity took over the realm and raped Gaia's dimensional embodiment, the invading race's work took on aspects of the Wyrms. In truth, the Wyrms are the effect of any extradimensional energies in the Jail of Night. The energies of the Borderlands that create borderliners and (among the Garou) the Black Spiral Dancers are "of the Wyrms." The breakdown of the Illusion within corrupted and failing cities is "of the Wyrms." The Hells on Earth created by Purgatides to torment the dead are "of the Wyrms."*

*Today, the garou are exiles in their own world. The Demiurge has hardened the barrier between the physical world and the Garou's umbra, further weakening their toe-hold. As "the Wyrms" strengthens and the Illusion falls within the world's great cities, a new Apocalypse approaches.*

*For some Garou, this collapse will bring their final destruction. For others, it is a ray of hope that the invaders will return to their home and evacuate Gaia forever.*

*Telling stories of the Garou in the Jail of Night is not so much about epic heroism as it is about total alien-*

by Paul Beakley

## MORTALS IN THE JAIL OF NIGHT

Make no mistake: there is plenty of room for an effective mortal character in the Jail of Night.

Lore magic is an important part of this equation. These powerful magicks are available to any human willing to pay the price. This price is usually servitude to a lictor or incarnate. The secrets of lore magic have made their way into dusty tomes in many languages. In the Jail of Night, all but the most blatantly opportunistic New Age books carry at least some power. As more lictors rebel against their masters, the Archons are increasingly anxious to secure the servitude of mortals.

The powerful supernatural beings of the world -- Kindred, Garou, Magi and Wraiths -- also have use of their mortal counterparts. With so many mortals under the control of archons, lictors, Pentex, the Technocracy and other supernatural entities, a truly independent and capable assistant is a rare gem indeed.

Because of the pervasive influence of Metropolis, the Inferno and Gaia upon all aspects of this world, mortals act strangest where the Illusions are thinnest. Tiny rural communities, for example, are populated by "simple country folk" driven mad by the primitive energies of Gaia. Nights in these towns are filled with orgies of sex and eating as these simple folk shed their civilized facades and fulfill their primitive urges. The Garou seek out these places, using the mad population as kinfolk to protect themselves.

In the city, many forces push and pull humanity as the Illusion is simultaneously reinforced and destroyed. Supernatural power is appallingly seductive and readily available. Most people who explore these secrets are driven mad, however, before they uncover real power. Those that don't either find themselves on the Light Path, reinforcing their understanding of reality as they approach the Awakening of their sleeping divinity, or the Dark Path, as infernal beings devour their souls in return for power (see part III: Ascension is a Lie).

*ation. While the invading human population continues to destroy Gaia by recreating Metropolis, the Garou become increasingly desperate. They will try anything to survive -- murderous preemptive assaults on humans, worship of forgotten gods, exploration of dangerous magicks. Their racial memory punctuates their desperation, as newly Awakened Garou rediscover the beast in their soul -- and the memory of being hunted to extinction. Perhaps it is the psychology of the hunted that engages the Garou to create their melodramatic mythology, to give meaning to their lives beyond mere survival.*

*This is the second part of the Jail of Night, an alternative World of Darkness set in the cosmology of Kult. Kult is a rich and disturbing world in its own right, and readers are encouraged to purchase and explore the original rules for more detailed information.*

## The Garou

Before the invasion of the Demiurge, life within the Gaia-realm could not be considered "intelligent" per se. Creatures there did not learn, or use tools, or create civilizations. Rather, they were driven by pure instinct and an understanding that every being had a place within the Gaia-realm.

The beings that fell from

Metropolis were stripped of their physical forms, converted to pure spirit during the transition. They shed their divine forms and were given bodies and minds by the Demiurge that were unable to perceive the reality of Metropolis from within the Illusion.

How the Garou came to be is still a hotly debated topic among many factions. Many Garou tell a story of Gaia creating the shapeshifters in response to the invasion, to protect Her embodiment. Hermetic research, however, suggests that some of the fallen beings from Metropolis merged with -- or possessed -- the creatures of the Gaia-realm, resulting in an amalgam creature with the intelligence of humanity and the power and rage of an animal. Yet another school of thought suggests that early humans who crossed into the Gaia-reality became, in essence, Gaia-Borderliners (see part I: Metropolis by Night), their bodies and minds warped by the conflicting energies of Gaia and the Illusion.

In any event, the avatars of shapeshifters of all stripe are drawn back into the Gaia-realm upon death. They bypass the curse of the Inferno entirely (see part IV: Necropolis: Metropolis) and thus retain information of all their past lives. This accumulation of racial knowledge poses one of the greatest threats to the Illusion. This connection back to the Gaia-reality is also what gives the Garou magical power, in the form of Gnosis.

There were no attempts at peace in the early centuries of Garou-human relations. These creatures fought and killed humans at every opportunity. The current myth that the Impergium was a controlled event is a lie created by some Archon -- probably Malkuth -- to later hide the raw destructive potential of the Garou population. The Archons had to cycle humans into the Inferno, over and over, slowly stripping their minds of the memories of Metropolis. When plague, draught and war were not enough, the Garou proved to be a convenient tool.

Even in the beginning, the limited senses given humans by the Demiurge worked to their detriment. Unable to accept the appearance of anything the Demiurge did not allow them to see, humans remained blind to the existence of shapeshifters even within their own cities. Apparently, the Demiurge did not anticipate the existence of these creatures. Today, however, more people are subconsciously overcoming their senses and see the Truth behind this reality. When they do, the secrets of the Garou will be revealed.

## The Lay of the Land The Umbrae

The new reality created by the Demiurge is an unstable admixture of two realities: Gaia and Metropolis. These two dimensions swirl around one another like oil and

# JAIL OF NIGHT

by Paul Beakley

water, rarely mixing but forever dissipating. Where the influence of humanity exists – the Weaver, or the Wyrn – there exists the reality of Metropolis. Wherever Metropolis is not, there remains Gaia.

The Illusion within which humans and Garou alike exist is partially a physical barrier, and partially perception-based. The limits of perception are fairly easy to overcome: through madness, drugs, magick, meditation, artifacts or psychoemotional shock. Physically moving into either Gaia or Metropolis, however, is nearly impossible without extremes of any of these methods.

The act of “stepping sideways” in the Jail of Night is not so much a magical ability as psychological conditioning. Garou are trained to see through the Illusion by achieving Gnosis, literally “understanding.” When their perceptions entirely overcome the Illusion, they step through into whatever lies beyond. Because the Garou regularly step into and out of this reality, many of these creatures would be considered mad by onlookers. Both the Garou and the Azghouls share the ability of stepping in and out of the Illusion.

When a Garou is in a well-established city, she will step sideways into Metropolis (see part I: Metropolis by Night). If she is a great distance from human population, she will step sideways into the Gaia-realm. Sometimes, there are still faint hints of the Gaia-realm even within areas of human population, in parks or nature preserves. Garou can still try and reach Gaia from within a city, but only at great difficulty.

## The Countryside

While the Demiurge’s influence on the Gaia-realm has been vast and devastating, there is still much undeveloped land in this world.

There appears to be a balance of power between Metropolis-reality and the Gaia-reality. Where the Metropolis-reality is strongest, cities and other manmade constructs spring forth, obliterating all of nature. Where the Gaia-reality is strongest, artificial constructs are conspicuously absent. Sometimes humans try to invade the wilderness with new housing developments or strip mines, either succeeding in destroying another piece of the Gaia-realm or failing and being driven back into their Illusion.

Sometimes, humans and the wilderness achieve parity. These rural areas are the strange, spooky small towns that are strung along interstate highways and hidden backways through the hills and forests. The people within are often torn between the animal-madness of the Gaia-realm and the lure of the Metropolis-realm.

Every human attempt at mass invasion of the wilderness is a direct affront to the Garou. They can sense the encroachment of Metropolis on their lands and call it the Wyrn, or the Weaver. Often, these attempted inva-

sions are directed by lictors of the rebel Archon Malkuth who seek to assist humanity in opening gates back to Metropolis.

Deep in the wilderness, where the passages back to the Gaia-realm are strongest, the Garou find their Caerns. The energy created by the proximity to Gaia Herself is what gives the Garou their “magical” abilities. Within these Caerns, all intelligent, living things are most susceptible to Gaia’s influence.

The Gaia-realm into which the Garou in the Jail of Night step is significantly different than the Umbra of the World of Darkness. It is an angry and primordial place. The land and rocks themselves are alive. Everything eats and grows and breeds. The Gaia-realm radiates a devolving power on everything that exists within it. Artificial objects – everything from clothing to guns to computers – immediately begin reducing themselves to their component parts. The mental capacity of both humans and Garou also begins to weaken, replaced by animal instinct and rage. Humans who have spent time near Gaia-borderlands or within Gaia itself become feral creatures, unable to control their animal urges for food, violence and sex. Some of these humans become Kinfolk for the Garou (see sidebar). Sometimes, on dark nights under full moons, the beast within escapes and they are transformed into werewolves.

The wilderness literally drives us mad. But then, so does the city.

## The City

The Garou haven’t remained entirely apart from the city. Perhaps this is proof that the Garou are simply mutated incarnations of the divine humans who invaded Gaia.

The Glass Walkers and Bone Gnawers spend most of their time in the city, drawn by the presence of their “totem spirits.” These spirits are usually the servants of the Archons (see part III: Ascension is a Lie) or are Gaia-spirits that have been mutated by the power of the Demiurge.

Many Glass Walkers regularly travel to Metropolis, in search of knowledge or artifacts left after millennia of looting. The more time they spend in Metropolis, though, the more they are separated from their attachment to Gaia. These explorers risk losing their Gnosis or becoming Black Spiral Dancers.

The Bone Gnawers and Ratkin share the Underworld with the Nosferatu (see part I: Metropolis by Night). They run the greatest risk of exposure to the energies of the Borderlands.

Garou who are exposed to the Borderlands eventually become Black Spiral Dancers. There are many kinds of Borderlands in the city and beyond. In addition to the slums and industrial districts, there are also massive

by Paul Beakley

landfills, power generating stations and other manmade sites. The "Black Spiral Labyrinth" is the same Metropolis Maze sought out by some Mages in search of enlightenment (see part III: Ascension is a Lie). This Maze is a seemingly endless series of corridors and stairwells somewhere in Metropolis. In our reality, the Maze appears as the confusing alleyways of places like Mexico City, New York City or Cairo.

## The Realms

The Garou spend perhaps more time traveling between realities than any other supernatural being in the Jail of Night. The lictors are trapped in the Illusion with humanity, Lore magicians spend most of their efforts drawing denizens of other realms into this Illusion, and True Mages are often more academic than practical in their studies.

The Garou have mythologized many places that exist beyond the Illusion. Weaver realms, for example, are often areas within Metropolis that Garou mistakenly wander into. The realm called Scar is Metropolis itself, and within Scar there is a dizzying array of locations.

At the heart of Scar/Metropolis is the Abyss, a massive pit that was once the foundation of the Demiurge's Citadel. Garou still venture into the Abyss to throw themselves in and seal the rift, but must brave the dangers of Metropolis to find it.

The Hunting Grounds are the worst part of Metropolis, where Black Spiral Dancers hunt and kill unwary humans. The Hunting Grounds consist of the eternally burning ruins of Metropolis where the Gaia-realm wrought such destruction during the Invasion. None of the remaining buildings stand above two stories, and the streets are filled with debris. Along with the Dancers live some Azghouls, mad or suicidal Borderliners, and Ferocci, masterful hunting beasts that may have once been human. The hairless, wolflike Ferocci wield steel claws and can camouflage themselves almost perfectly.

The Inferno, because it is part of the Demiurge's plan to keep humanity from remembering its divinity, is "of the Wyrn" according to Garou mythology. Malfear is a realm within the Inferno (see part IV: Necropolis: Metropolis), as are the Atrocity Realms and Erebus. The Battleground and Legendary Realms are Purgatories often found on earth, ruled by cruel Purgatides and Razides (see part IV: Necropolis: Metropolis).

Pangaia and Flux are the last untouched areas of the Gaia-realm. Within these realms, the Gaia effect (see above) is strongest. Not even Garou can visit the heart of Gaia and retain their civilized habits or human intelligence.

The most disturbing part of the Garou mythology is how riddled it is with the Archons' lies. The most

blatant of these lies is the story of Summer Country. By feeding the Garou such a fairy-tale, the Archons can manipulate them into further destruction of humanity's work – and therefore maintain the Illusion.

Finally, there are no "homelands." While some Garou may believe in myths surrounding these places, they are entirely displaced and alienated in the Jail of Night.

## Spirits Totems

These spirits are the Forgotten Gods that have existed long before Gaia and Metropolis, and will exist long after this reality is destroyed. Some serve Gaia, others the Demiurge or Astaroth. Each totem was once its own being, but the invasion of the Demiurge has weakened their power. Today, they do their work in our reality through their servants: human followers, sometimes the Kindred, but most often the alienated Garou.

Aspects of Archons or Death Angels sometimes also are worshipped as totems. Netzach, for example, supports battle and heroic victory in the form of War Totems. Tiphareth appears as various Wisdom Totems. Other Archons manipulate the Garou either as totems or celestines.

The Black Spiral Dancers have also resorted to worship of the Forgotten Gods. Some of these gods include Coatlicue, the personification of destructive entropy, Baal Rashef, the

## LORE MAGIC: THE DREAM REALMS

Dreams are an important part of the Jail of Night. They hold real power, a shadow of the divinity humanity once enjoyed. This realm also has its own population, and creatures that seek to break into our world through our dreams.

The Garou and Dreamspeakers are most adept at controlling their journeys into the dream worlds and most likely to have knowledge of Dream Lore magic, but the power of dreams affect everyone in the Jail of Night.

Because the power of Dream is so significant, it is often important for a character to know how to control their journey through the Dreamlands. This skill -- lucid dreaming, or the Art of Dreaming -- is the first skill learned in the Lore, before any Lore magics are attempted. This is its own Talent. Using the Art of Dreaming, the character can alter their appearance in a dream, alter the dreamscape and summon creatures. At level four or higher, the dreamer can open a portal between her dream and reality.

Very skilled dreamers can actually transport their life essence into the dream world and become a resident of Vortex, the source of all dreams. This Dream Wanderer can then enter other people's dreams and open portals between Vortex and reality.

The most powerful Dream Wanderers are the Dream Princes, eight men and women who have mastered the Art of Dreaming and now exist entirely within the collective dreamscape. These princes are served by other, weaker Dream Wanderers as well as Ichthyrians, spiderlike creatures that hunt dreamers and devour them both in the dreamland and reality.

The difficulty of Dream Lore spells is ranked in five levels. A character can learn spells up to their knowledge level in Rituals.

god of pestilence, and Shiva Nataraja, the dancer of creation and destruction. Nataraja is a core deity in Dancer mythology.

## Wyrms

The fundamental essences of the Demiurge – the six Archons and the ten Death Angels – are known to the Garou as Wyrms. Whether from Metropolis or the Inferno is no matter, for all of them are the creations of the Demiurge, and therefore the Wurm.

The Archons and Death Angels work through the Black Spiral Dancers, taking on the roles of totems the corrupted Garou left behind when their Avatars were severed from Gaia in the Borderlands. Incarnates, lictors and razides often keep detachments of Black Spiral Dancers as their servants.

## Pentex

Pentex is one of the most useful tools of the Archon Malkuth, and one of the greatest threats to the Illusion.

Malkuth was the original creator of the Illusion. Her embodiment as the Illusion is, in many ways, synonymous to the embodiment of the Gaia-realm as this world's wilderness. She has always been the rebel among the Archons, siding with the humans against the Demiurge and Its servants. She is humanity's greatest protector, serving mages and scientists alike in an effort to free humanity's divinity.

Therefore, Malkuth is the greatest enemy of the Garou. When the Garou speak of the Wurm, they are most often speaking of Malkuth and her presence in this world.

While the Technocracy is the socio-scientific arm of Malkuth's efforts to free humanity (see part III: Ascension is a Lie), Pentex is Malkuth's active effort to destroy her own Illusion. The so-called Omega Plan is the same as its World of Darkness counterpart, and is Malkuth's suicide pact.

Pentex executives are mostly lictors, or are at least aware that their peers are lictors. There are many azghouls and seraphim in the ranks of the company. Pentex offices often lead directly to Malkuth's Citadel in Metropolis.

Because Pentex is the creation of Malkuth, this creates some strange-seeming alliances among other supernatural forces in the Jail of Night. The most obvious is that Pentex and the Technocracy are one in the same. Paradoxically, Pentex often harbors some Mages in its ranks (although tensions between the Mages and the Technocracy still result from inter-lictor disputes). Some Kindred in the service of Malkuth, especially the Brujah, work for Pentex.

In addition to the endless stream of construction

projects that Pentex finances, it also performs extensive research on animals and humans to determine ways to break the Illusion through genetic research. This research so far has resulted in the total alteration of the subject's mind and body, resulting in a "fomori." Some fomori can survive the change and are used by Pentex for certain kinds of field operations. Those that cannot are augmented with technology (exoskeletons, enhanced senses, implanted weapons and such) and relegated to guardian roles around Pentex facilities.

Because these creatures are so far beyond what humanity has been programmed to expect, they are able to manipulate the Illusion. Sometimes they appear as human, other times they slip beyond the Illusion entirely and move within Metropolis, re-emerging where the Illusion is thinnest.

Pentex has also mastered techniques to create new lictors. By augmenting the Create Proto-Lictor spell in the Lore of Passions, Pentex researchers have discovered that breeding a fomori with a sleeper human results in a lictor-like being. Raised in the confines of the Pentex laboratories, these new lictors learn total allegiance to Malkuth. As a result, Malkuth's power is expanding within the Illusion while other Archons are weakening. If this trend continues, Malkuth will succeed in unmaking the Illusion and destroying this reality.

## LEVEL 1

See Through Dreams -- the conjurer can open portals to view or enter other people's dreams.

Manipulate Dream -- the conjurer can alter the subject's dream in any way he sees fit.

## LEVEL 2

Summon Dream Creature -- the conjurer can summon a Dream Creature. Examples include Dream Wanderers (see above), Ichthyrians (see above) and Psyphagi, parasitic creatures that possess living people.

Bind Dream Creature -- the conjurer can bind any of the above dream creatures.

## LEVEL 3

Expel Dream Creature -- the conjurer can drive away a creature from the dreamscape that either exists within the dream or in reality.

Exorcise Dream Creature -- the conjurer can drive away the presence of a dream creature that possesses a human.

## LEVEL 4

Dream Walk -- the conjurer can freely move between reality and any of the dream worlds (other people's dreams, Vortex, the realms of the Dream Princes).

## LEVEL 5

Create/Destroy Dream -- the conjurer can create a new, permanent dream world -- or destroy the dream of another.

# III: Ascension is a Lie

*The Demiurge damned humanity with the creation of our world. But he didn't get everyone.*

*There have always been those who escaped the curse of our Creator, who have understood that reality extends far beyond our perceptions. Those beings, the Mages, have escaped the Demiurge's plan to trap humanity in the Illusion, our prison.*

*Ascension – the very notion of evolving to a higher plane – is a lie. Utter nonsense. Before the Demiurge cast us into this world (see part I: Metropolis by Night), all of humanity had the power to create our own realities. We were gods, and a threat to the Demiurge. So he cast us out.*

*The Mages just want to go home.*

*The stories of Mages in the Jail of Night are about secrets. Secrets bought, secrets discovered, secrets shared. Secret societies. Secret knowledge. Forbidden knowledge. A Mage's thirst for knowledge, his drive for the Truth, often means higher ideals easily fall to the wayside. The offer of knowledge and power from a shady character in some foreign market may be more compelling to a Mage who has seen a glimpse of the Truth, for once they have seen a glimpse they must discover it all. This hubris is surely the quickest downfall of an indiscreet Mage – and the greatest threat to the Archons.*

*The following is the truth about the Illusion that imprisons humanity and the madmen and heroes who seek to escape it, dominate it or destroy it.*

*This is the third part of the Jail of Night, an alternative World of Darkness set in the cosmology of Kult. Kult is a rich and disturbing world in its own right, and readers are encouraged to purchase and explore the original rules for more detailed information.*

## The Truth

There has always been Metropolis. Metropolis is heaven and hell and Eden, the primordial city of humanity's birth. The origin of this place is impossible to know. As far as the most scholarly and aged Mages can tell, it is the origin of everything.

The most powerful being in Metropolis is now called the Demiurge. It was perhaps always the most powerful of the gods of that city, the rest of whom have become mere humans in our reality. Ruling at the behest of the Demiurge were ten Archons, each representing a different aspect of reality.

The Demiurge and the Archons are not so much physical beings as concepts incarnate. In Metropolis, the Archons rule from massive citadels that rise hundreds of

miles above the city's blackened skyline. As far as anyone can tell, these citadels are the Archons themselves.

After the Demiurge invaded Gaia to create the Illusion most humans now call reality (see part II: The Apocalypse is Over), It charged the ten Archons to rule over it. Each Archon represented different aspects of the new reality – war, leadership, creation, justice and so on – and ruled a different continent. Each influences our reality through its Lictors (see part I: Metropolis by Night) and human servants.

That all changed when the Demiurge vanished.

In the ensuing war to fill the literal power vacuum, four of the Archons – Hod, Yesod, Chokmah and Chesed – were destroyed or cast into other dimensions. The ideals represented by these Archons also died in our world: Hod the executioner and punisher, whose foul concentration camps and torture chambers were finally exposed during World War II, and today are further exposed by organizations like Amnesty International (which, of course, is an Archon plot as well); Yesod the founder, the Archon of capitalism whose realm of influence has been taken over and corrupted by the Death Angels; Chokmah the patriarch, the creator of religion and worship whose true followers become fewer in number every day; and Chesed the helper, the Archon of compassion and divine forgiveness. Nobody has assumed Chesed's role in the Jail of Night.

The remaining Archons today struggle for supremacy in our reality and the greater reality of Metropolis. The surviving Archons are:

*Kether:* the Crown, or the Ruler. Kether was the Demiurge's most trusted and favored Archon. It represents leadership and nobility in our reality. Under the Demiurge Kether was most influential in Europe, where it maintained the power of royalty into the Industrial Age. Today, the Technocracy is Kether's primary pawn (see below).

*Binah:* the Black Madonna. Binah promotes the power of family, relatives and groups over the individual. Binah ruled over eastern Europe and other hotbeds of communism. Binah is often behind the machinations of the Kindred (see part I: Metropolis by Night) and the fraternal traditions. By promoting allegiance over so-called Ascension, Binah can distract the Mages from their true goal.

*Geburah:* the Judge, the merciless dispenser of justice. Geburah encourages stern and rigid laws. He supports justice throughout the world, especially in the far-right political factions of the US and Europe. In the Jail of Night, Geburah's servants have infiltrated the justice and law enforcement agencies of many countries, working with Kether's Technocratic toadies to utterly crush dissent. Geburah's lictors also manipulate the various

by Paul Beakley

traditions into becoming more conservative and militant in their fraternal allegiances.

*Tiphareth*: the Spider, the spinner of webs. Tiphareth is a patron to both artists and criminals, controlling creativity and interpersonal relations. Under the Demiurge, Tiphareth controlled art so humanity couldn't use it to escape the Illusion. She has since stopped this and is one of humanity's main supporters. Of course, since he's the Archon of treachery, even this support may be a lie. Tiphareth's schemes are so convoluted that Mages have spent lifetimes tracking her influence in this reality to no avail.

*Netzach*: the Victor. Under the Demiurge, he kept humanity occupied by encouraging competition and enmity. He promotes war and tests of strength of all kinds. He manifests strongly in the war-torn regions of the world: the Middle East, Latin America and Africa. Netzach's servants dominate the world's armies, providing military might to the Technocracy.

*Malkuth*: the Rebel. Malkuth has always been closest to humanity for the Illusion is a manifestation of it, much as the pre-invaded Earth was a manifestation of Gaia. Now Malkuth seeks to destroy what she has wrought through support of both magick and technology. She wants humanity to escape the jail by any means necessary. Malkuth supports rebellious Mages, renegade Technomancers and Awakened orphans, but her true patronage is of the Marauders.

These names are purely man-made, of course. They result from centuries of research by both Mages and scholars into the true construction of the universe. The study of this cosmology is known as the Kaballah, but it has barely scratched the surface of the truth.

Archons impose their will on our reality in absolutely ruthless ways. While Netzach's creation of endless war may seem "evil" to humans, for example, we must understand that conflict is the very essence of Netzach's being. It cannot help but inflict war and suffering because that is its role in reality. It is conflict incarnate.

Even in the absence of the Demiurge, it is in the best interests of most of the Archons to keep humanity locked in the Jail. However, decades of neglect have led to the slow collapse of the Jail, allowing humans to become empowered and rediscover the innate abilities they had before the exile. Once the core of our divinity, this power is now called magick.

## Magick

### The Power

Magick is the power to alter reality. Before our exile, all humans had this power. The first and foremost function

of the Demiurge's Illusion was to strip us of this power. Now, this inner power is the mysterious "Sixth Lore" of magick (see the lore magick sidebars throughout the series). Not even the foul and powerful lictors have magick comparable to Awakened humans. By design, lictors are a part of the fabric of the Illusion, so their Lore magicks simply work within "back doors" the Archons allow in the way the Illusion operates.



The Demiurge set the rules of reality when It created the Illusion. Now, Mages spend lifetimes learning how to alter these rules or operate around them entirely. Paradox is the defense mechanism the Demiurge built into the Illusion to deal with humans who might begin to find their way out of the Illusion. It was intended to destroy the offender, but with the disappearance of the Demiurge, magick has become progressively easier. Now it is up to individual Archons to deal with serious transgressions of the Illusion. In these cases, they send servants directly from their Citadels to deal with the transgressor. Mages call these bizarre creatures paradox spirits. See part I: Metropolis by Night for a selection of Metropolitan creatures that may pay a visit to an unfortunate Mage.

## The Spheres

There are a few important changes to the way Spheres operate in the Jail of Night. These reflect the dynamics of the Illusion the Demiurge has created.

*Spirit:* The first level of this sphere allows the Mage to see beyond the Illusion into either Metropolis or the Gaia-realm (see part II: The Apocalypse is Over). The second level is similar to Mage magick, with the clarification that calling the creatures you'll end up with from Metropolis or the Inferno is often suicidal. The third level allows the Mage to entirely step out of the Illusion and into Metropolis or the Inferno (see part IV: Necropolis: Metropolis). The fourth level of Spirit does not allow the creation of "spirits", since they don't actually exist, but it does allow the Mage to break down the local Illusion completely – or to further solidify it. The fifth level of Spirit allows travel to the other realms of the Jail of Night: the realms of Madness, Passion and Dream.

*Prime:* This sphere controls the fabric of the Illusion and the meta-energy the Demiurge used to create it. All levels of Prime work as they do in Mage, with the suggestion that any Prime paradox is doubled or even tripled, as any number of Archons detect the Illusion is being altered from the inside. Since fear, madness, passion and rage all threaten the Demiurge's Illusion, a Mage inducing these primal emotions – in himself or others – can tap into the resulting energies as coincidental (that is, non-vulgar) Prime sources. This is why sacrifices work, and why the practice of sacrifice was stopped by the licitors in the biblical era. They allow the Mage to threaten the power of God.

*Pattern:* Life, Matter and Forces all work as per Mage within the Illusion, because they alter the patterns that comprise the Illusion. In Metropolis or some other realm, all pattern magicks must be conjunctual with Spirit 1 because the Mage must be able to perceive True Patterns beyond the lies within the Illusion. This means an unruly Mage is stripped of her power if she should

unwittingly wander out of our reality without the power to adjust her perception of True Reality.

## The Awakening

Mages come upon the secrets of our reality in many ways. Some explore the dark Lore magicks, studying dusty tomes and buying secrets from self-styled occultists. When all five Lores have been studied and mastered, it is said, the mind is unlocked and Reality presents itself in its true form. Those whose sanity remains intact are then Awakened.

Outside forces can also try Awakening a subject. The methods of externally Awakening the inner power of humanity are similar to seeing through the Illusion. It requires a powerful psychic shock as through extended torture or sexual perversion, mind-expanding drugs, bizarre medical experiments or a lifetime of psychological conditioning. Many of these methods drive people mad long before they are Awakened.

Those who survive the Awakening process are often offended to the core of their being when they discover the truth behind reality. They join of one of the Traditions and work to expose the Lie that has been imposed on humanity.

Others use their new powers for personal gain. This is extraordinarily easy, but their manipulations are eventually sensed by the Archons or Death Angels. They are either recruited into the Technocracy or become Nephandi.

## Who's Who The Traditions

Mages gather into fraternal or-

## LORE MAGIC: THE REALMS OF MADNESS

Madness plays an important role in the Jail of Night. Mages are often driven mad by the Truth they discover through their Awakening, as unawakened humans are also driven mad by what lies beyond the Illusion. Madness has a very tangible effect in this world: it can unwittingly summon creatures from the realms of madness or warp reality itself to suit the vision of the madman (as Marauders do).

The realm of Madness is a creation of both Mages and Sleepers to create new lies to explain the snatches of the Truth they have seen beyond the Illusion. Extremely insane people can actually project their madness into the surrounding reality.

Madmen sometimes summon creatures from the realm of Madness. One of these is the Alucinade, a two-dimensional creature that assumes any shape, human or animal, and pursues the madman as long as it exists. Another creature of madness is the Amentoraz, a creature that is attracted to mental institutions and other gatherings of psychotics. It devours Willpower and thoughts until the victim is a vegetable. Amentoraz is a formless being, taking on human appearance only at night. For all intents and purposes, the Amentoraz is a person's Shadow incarnate (see part IV: Necropolis: Metropolis). These creatures are always idiosyncratic to the particular madness of their victim.

When a person has



# JAIL OF NIGHT

by Paul Beakley

ders, or Traditions, that are similar to those in the World of Darkness. However, they do not explore personal views of reality so much as they study small subsets of the one true magick within the Jail of Night. Also, because of the incredible secrecy required to avoid the wrath of the various powers watching humanity, these orders often are entirely oblivious to one another. Leaders within sects may know one another, but new members may go years without realizing they're a member at all. Practicing Mages keep their secrets dear.

All Mages, by their nature, are aware of the one true model of reality behind our Illusion. Ascension is a lie, and the traditions know it.

**Akashic Brotherhood:** this sect of Mages is dedicated to unlocking the potentials of the self from within. By breaking through the Illusion from within through extreme mental and physical discipline, Akashics often avoid the attentions of the lictors. Despite their wariness of the powers who watch them, some Akashic sects do come to rely on the patronage of a Forgotten God.

**Celestial Chorus:** This group worships the Demiurge even in Its absence. Archons or cunning Death Angels sometimes trick worship out of small sects of Choristers who believe they are the One. These beings draw power from these groups, and send their lictors or incarnates to direct their worship and work within the Illusion.

There is a sect of the Chorus dedicated to tracking the location of the Demiurge, sometimes sending Mages into Metropolis to delve the depths of the Abyss. None have ever come back.

**Cult of Ecstasy:** Only by achieving an altered state of consciousness through all forms of deviance – sex, drugs, experiences of all kinds – can the Illusion be shattered. Cultists in the Jail of Night are drawn to the promise of untold pleasures and experiences that await them in Metropolis.

In the Jail of Night, there is also a subset of the Cult of Ecstasy that seeks out faster transport to Metropolis: the Cult of Agony. These disturbing Mages use extreme depravity, torture and madness to break down the false morality and taboos that uphold the Illusion. They also seek to break the Illusion of others, dragging innocents into their midnight rites of blood, drugs and punishment. Cultists of Agony are also most likely to receive the patronage of a Death Angel, although many operate of their own accord.

The archon Tiphareth is most often associated with the Cult of Ecstasy and its subcults. In addition to the spread of personal freedom and artistic expression, the Cult plays a role in her long-term – but inscrutable – goals.

**Dreamspeakers:** This tradition explores the

many realms beyond this reality through perception alteration, visionquests and such. They commune with beings from the realms of Dream, Madness and Passion (see sidebars), hoping to glean a secret about our imprisonment. This often exposes them to manipulation by outside forces, but the tradition members perform many rituals and oaths to their brethren to fight against this. Dreamspeakers in the Jail of Night often use hallucinogenic drugs, fasting or meditation to achieve their altered state of consciousness. Unlike their Cultist brethren, though, their rituals are not so self-indulgent.

**Euthanatos:** Many of these Mages are under the influence of Death Angels who are either looking for souls who have escaped back into the Illusion, or seek to expand their armies of the dead. Euthanatos magi often receive compensation for their services to these Infernal beings.

Other Euthanatos understand the deeper truth of the collapsing Illusion. They cycle promising but undeveloped souls through the Inferno in the hopes that they will spontaneously Awaken as Orphans in their next incarnation. For these Euthanatos, the fact of the Illusion is the worst sin of a flawed and dead God. There is no love lost between these Magi and the Celestial Chorus.

**Order of Hermes:** This tradition has dedicated itself to determining the true nature of Reality. In the Jail of Night, they are descended from ancient cults that first uncovered humanity's forgotten memories of the Archons. In many ways, the Hermetics are the most attuned to the way reality works

entirely submerged into madness, they cease to be human. They are physically transformed, becoming larger and walking on all four extremities. These Furies sometimes grow claws, tentacles or sharp teeth to defend against their endless struggle with creatures of madness. Furies cannot control their own vision past the Illusion, and are hurled between different worlds at random.

The difficulty of Madness Lore magic is ranked in five levels. A character can learn spells up to their knowledge level in Rituals.

## LEVEL 1

Unshroud Illusion – the conjurer can see through the Illusion, or open a portal into Metropolis.

Manipulate Senses – the conjurer can alter the subject's senses in any way he sees fit.

## LEVEL 2

Summon Creature of Madness – the conjurer can summon a creature of madness. Examples include the Alucinade, Amentoraz or Furies (see above).

Bind Creature of Madness – the conjurer can bind any of the above creatures of madness.

## LEVEL 3

Expel Creature of Madness – the conjurer can drive away a creature of madness that wanders this reality.

Exorcise Creature of Madness – the conjurer can drive away a creature of madness which is possessing a human being, a place or an object.

Madness Walk – the conjurer can physically enter other peoples' hallucinations or the realm of madness itself. While the spell

by Paul Beakley

but they are often too wrapped up in the academic study of cosmology.

Some Hermetics, however, actively seek to travel to Metropolis in search of ancient secrets or clues to their imprisonment. Prized locations in Metropolis include the Archons' Citadels, the Machine City and the fabled Metropolis Maze (see part II: The Apocalypse is Over).

**Orphans:** These self-awakening Mages are surely a sign that humanity is regaining the divinity it had while in Metropolis, and a sign that the Illusion is quickly collapsing. Orphans who are not careful about their Awakening often attract the attentions of Archons who would destroy them, or Death Angels who would enslave them through brainwashing, more powerful magick or simply torture. Unwitting orphans often prove to be very receptive to meat hooks and piano wire.

**Sons of Ether:** Technology, science and learning will shatter the Illusion and set humanity free. These tradition Mages differ from the Technocracy, though, because they strive to keep their ranks free from the manipulations of Lictors who would seek to redirect their discoveries. Rather than using technology to take over the Jail as the Technocracy would do, they seek to break through the Illusion entirely.

**Verbena:** Many Forgotten Gods (like Gaia) still hold great power over this reality. Verbena covens are often organized around worship of Forgotten Gods (see part II: The Apocalypse is Over). They can call on the power of these gods through specialized applications of Spirit magick, much like the barabbi Mages receive special attention from their Death Angel masters.

**Virtual Adepts:** This group is very similar to their counterparts in the World of Darkness. They are technomancers who use computer technology and virtual reality to help manipulate or break through the Illusion.

The Digital Web extends to both the Illusion and Metropolis, as well as the Inferno (see part 4: Necropolis: Metropolis). Young or inexperienced VAs will still only perceive icons that are connected to the Illusion (corporate stacks, other VAs, Technocracy constructs), but a few have stumbled onto the addresses of ancient sites in the Mirror Halls or the Machine City. Perhaps there are beings in the Living City projecting their icons into the Web as well...

## The Technocracy

It is no surprise that the power of the Technocracy expanded when the Demiurge vanished from Metropolis, simultaneous with the Industrial Revolution. The cause and effect relationship between these events is the subject of endless discussion among both tradition and technocratic Mages. Did the Demiurge's disappearance allow the Technocracy to expand their power, or did the expan-

sion of human science and reason drive out – or destroy – our Maker?

The Technocracy is an organization divided. There are technocrats and technomancers who would simply take control of the Jail for their own gain rather than escape it. To this end, the Technocracy is a powerful ally to the wishes of many of the Archons, especially Kether, the keeper of the Illusion until the Demiurge returns.

Another faction of the Technocracy, perhaps following the wishes of the original visionaries and industrialists, would wrest control of the Illusion from the Archons and establish a new Metropolis. These technomancers receive the support of Malkuth, but sometimes fall under the influence of the Death Angels with promises of a future Apocalypse that will either destroy the Illusion or the Archons themselves.

The ranks of the Technocracy are rife with lictors. Since there are so many conflicting interests among the Archons, there is often internecine conflict among their lictors. The rebellious Malkuth, for example, manipulates the Technocracy into providing more advanced technology to the masses in the hope that it will help set humanity free. However, it's a delicate balance and the wishes of the other Archons often warps Malkuth's will. Netzach may take Malkuth's will for more advanced technology and introduce new weapons of war – especially push-button war, which insulates humans from the horrors of mass destruction.

The Technocracy works closely with its direct-attack division, Pentex (see part II: The Apocalypse is Over). Both organizations seek to bend the Illusion to their vision – while Pentex seeks only to tear down the Illusion (per the instructions of its Technocratic masters), the Technocracy seeks to build a better world than the Demiurge has given us.

## The Nephandi

As Mages work within the reality created by the Archons, the Nephandi serve those who would tear down the Archons' work: the Death Angels.

is active, the conjurer can freely move himself, other people and objects from this world into the hallucination and back.

## LEVEL 4

**Insane Killer** – a more advanced version of Manipulate Senses, the conjurer creates an illusion of the most terrifying thing the subject can imagine. If the victim believes the illusion, she takes full damage from it.

**Alter Own Body** – the conjurer can transform his appearance, sex and race, temporarily enhancing attributes or tripling weight. The changes last 18 hours.

## LEVEL 5

**Contort Other** – the conjurer can change another person's body, changing their appearance, sex or race over the course of a month. The changes are permanent.

Dark reflections of the Demiurge and Its Archons, the Death Angels rule from their dark Citadels in the Inferno. For every Archon there is its doppelganger Death Angel. However, Death Angels now outnumber Archons with the disappearance of the four. (See part IV: Necropolis: Metropolis for more information on the Death Angels).

Nephandi follow the Dark Path, receiving their power through the Death Angels, whereas true Mages follow the Light Path, learning to empower themselves to alter reality. They are often trained in the Lore magicks (see sidebars) before they attain knowledge of sphere magick. As such, they are utterly formidable opponents to both the traditions and the Technocracy.

The motivations of the Nephandi are based on the Death Angel they serve. Some may seduce tradition Mages away from their fraternal orders, while others seek to corrupt the innocent, preparing in life armies of the future dead. The procurement of souls is remarkably easy in these final days before the final collapse of the Illusion, as humans instinctively detect that reality is on the brink of destruction.

## **The Marauders**

Many people are driven mad when they Awaken and subsequently discover the truth of their reality. This may happen at the moment of Awakening, or after many years of exposure to the alien forces behind the Illusion.

These Mages become Marauders. Of all the denizens of the Jail of Night, they are the greatest threat to the Archons for they tear down the Illusion for themselves and everyone around them with staggering ease.

The madness a Marauder suffers insinuates itself into the fabric of the Illusion around them. These strange zones follow the Marauder around like bubbles of subjective reality, often driving onlookers insane as well. Creatures from the Realm of Madness often slip into our reality because of Marauders (see sidebar).

Because of their unpredictable nature and vast power, Marauders are the enemies of all the Archons (except Malkuth, naturally), the Technocracy and most of the Tradition Mages. Although Marauders work to the same end as other Mages, their effect on the Jail is too unpredictable and dangerous to Sleepers and other Mages.

Marauders make excellent pawns for the Death Angels and their Nephandi masterminds. Through years of cultivation and brainwashing, a Nephandus may transform a Marauder into a "reality bomb," unleashing Illusion-shattering power just as the Death Angels strike.

## IV: Necropolis: Metropolis

*Death is the most fiendish part of the Demiurge's curse. It is only a temporary escape from the Lie in which we live.*

*Death and rebirth is an elegant system: our immortal and indestructible souls are imprisoned in the Illusion we call "reality," our senses and godlike powers encased in weak flesh. This flesh eventually dies and our immortal soul seeks out the Inferno to be "cleansed" of its memories, emotions and personality. Humanity never gains the foothold necessary to begin breaking through the Illusion to find its way back to Metropolis, our homeland (see part I: Metropolis by Night).*

*Those who seek death receive only a temporary escape from this worldly lie, for all souls are shuttled through the Inferno and placed back into the Illusion. However, there are those who escape the searing flames of the Inferno and walk half in and out of the Illusion. They become Wraiths, unfortunate souls separated from their flesh.*

*Stories of Wraiths in the Jail of Night are about terror, pure and simple. Wraiths are unable to re-enter our world and unwilling to face the cleansing flames of the Inferno. In the Shadowlands, Wraiths are actively hunted by the minions of the Death Angels to populate the armies of the dead that will march upon our Earth when the Illusion falls. There are also the unfortunate Wraiths whose Shadows torment them until their pain calls to the master torturers of the Inferno to release them. Sometimes the restless dead must face the beings from beyond death directly to protect their loved ones among the living.*

*This is the fourth part of the Jail of Night, an alternative World of Darkness set in the cosmology of Kult. Kult is a rich and disturbing world in its own right, and readers are encouraged to purchase and explore the original rules for more detailed information.*

### The Moment of Death

Death limits our existence to a few brief years in the Illusion. We have no memories of the past, and in our ignorance we cannot make any plans. Our hopes are destroyed by forgetfulness.

When we see our life passing before our eyes at the moment of death, we are experiencing our mind systematically purging itself of its knowledge. The brain, being flesh, is as much a part of the Demiurge's design as the rest of our body: the senses that do not allow us to see the Truth, the emotions that do not allow us to believe in our divinity, the flesh that does not allow us to live forever.

While we are alive, we cannot trust what our brains tell us about the world. But then, most of us don't care – or know to care.

Our immortal soul, the Avatar that shapes reality (see part III: Ascension is a Lie), is a remarkably powerful thing. Perhaps it is more powerful than the Demiurge Itself – otherwise, why doesn't It destroy us outright? The truth is, our immortal soul cannot be destroyed. Every soul will exist forever – but in what form?

Usually, the soul passes through the Inferno, its identity is seared away, and finally is reborn as an infant. Guilty souls are reborn as tormented sinners in the Inferno or their own private Purgatories (see below) until they are cleansed of memory. Then there are the Wraiths, who continue to wander our world.

There are several reasons the dead may remain in our world. Most often, something Awakens us to the true nature of the Illusion at or shortly before the moment of death. Particularly shocking deaths, lengthy tortures, and events that completely shatter our "sanity" and allow us to see the Truth – even as our flesh fails us – give us enough knowledge to fight the inevitable fall into the Inferno.

Some people suffer another kind of torture: psychic torment. Grief and regret are powerful forces. Our cosmic egos seek to right wrongs done in life, especially against those whom we instinctively feel a "karmic" connection. True love, love powerful enough to survive beyond death, is the conversation between two immortal Avatars. It is powerful enough to keep us from the oblivion of the Inferno.

### The Shadow

The dead who wander in our world, the Wraiths, must grapple with one last curse of the Demiurge: their Shadow. The Shadow in the Jail of Night is the mechanism that imprisoned us in the Illusion while we were alive. It is fear incarnate. Freed from the flesh, the only facet of the Illusion that remains is this "package" of beliefs, fears and mortal expectations. This Shadow is attached to our mind at birth, usually as we pass from the Inferno back into the Illusion.

As in Wraith: the Oblivion, not all Shadows are alike. It grows and changes with us throughout our life, subtly adjusting to keep our mind imprisoned by seeking out our greatest fears and exploiting our learned beliefs.

Because Wraiths exhibit an unusually strong resistance to final destruction, the Shadow works to increase the power of our guilt and regret. In the Shadowlands, our psyche calls out to the infernal Nepharites through these emotions. When a Nepharite steps out of the Inferno, it creates for us a Purgatory. The Purgatories are private hells in which our souls are further weakened until they fall of their own accord into the Inferno. Like the

Harrowing in Wraith: the Oblivion, Wraiths can escape these Purgatories somewhat intact. Most often, though, some part of them is lost in the process.

## Death and Other Supernatural Creatures

When Vampires finally experience the Final Death, they are marked for “special” treatment in the Inferno. Because they carry the curse of their family line (see part I: Metropolis by Night), they are treated as members of that family by the Demiurge. While this might seem “unfair” to newer vampires, the Jail of Night simply is not a fair place. The “special” treatment vampires receive upon death involves a Purgatory created to force confession for their sins in life, as well as their sins when they ruled Metropolis. Younger vampires are simply destroyed in this process, as their elders have most certainly not told them the whole truth of their curse.

Werewolves are entirely removed from the Demiurge’s curse. When they die, the Garou’s soul is brought back into Gaia’s celestial form. However, Black Spiral Dancers may be so poisoned by the Demiurge’s Illusion (see part II: The Apocalypse is Over) that Gaia may refuse their souls. These unfortunate beings are most often kept out of the Inferno by the Death Angels and given new roles after death as Purgatides, Razides, Nepharites and legionnaires in the armies of the dead.

Mages lose their power over the Sixth Lore, reality magick, when they die. Since they cannot affect the physical world, their power to shape the Illusion is moot. However, they – like all of the walking dead – have similar powers, the Arcanos, at their disposal. While not nearly so powerful as reality magick, the walking dead can use Arcanos to affect the Illusion of the living.

Mummies are a unique case. They appear to have avoided the curse of the Demiurge entirely. While they still live within the Jail, the process of mummification involves “tricking” the Shadow into disassociating itself from the psyche when the subject first dies. The result is a being who dies only to reform its own flesh and be born again. With their Shadow banished after their first death, the only thing that keeps a mummy within the Illusion is the physical limitations of their senses and brains, the inherent weakness of their hardware. Because they don’t have the Shadow to reinforce the Illusion, many mummies find their way into Metropolis.

## Geography of the Afterlife

### The Shadowlands

The Shadowlands of the Jail of Night are very similar to those of Wraith. Disembodied souls wander our world, but they are as trapped in the Illusion even in death as they were in life. They continue to perceive the Lie as truth, but their perspective is warped: without the physical “hard wiring” the Demiurge has given us to perceive the world in our limited way, Wraiths can only perceive the Illusion based on their memories of the world. Fetters hold power because they are stable elements in the memory of the Wraith. They are the only facets that do not change, even as the world changes around them.

During their struggle against their Shadow, or simply because they have more time on their hands than mortals, Wraiths often see through the Illusion into Metropolis. Once there, Shadows have a much harder time re-convincing the psyche of the Lie. Metropolis is filled with millenia of accumulated dead souls who are entirely removed from the Illusion. See part I: Necropolis: Metropolis for more information on Metropolis.

## The Inferno

The Inferno is the reality that our torture chambers, prisons and mental hospitals are a small visible part of. When the Illusion crumbles in these places, they look into the Inferno. It is the home of the Death Angels and their servants.

While the Inferno may have existed long before the Demiurge invaded it– as It did Gaia to create the Illusion (see part II: The Apocalypse is Over) – its role in reality now is to cleanse our souls of the memory of our lives.

Every person arrives in a different part of the Inferno, but there are some consistent elements. Usually, it is filled with devilish machines, burning furnaces, unbearable prison cells and unrelenting tormentors. Most of Inferno consists of halls and rooms, connected by stairs, elevators, shafts and corridors. In some places there are cities and lifeless landscapes.

Purgatides are the condemned creatures who are tormented in Inferno. There, they have physical bodies like those they had in life, but they appear burned, scarred and mutilated. They cannot leave the Inferno other than by possessing a living person. Wraiths who finally succumb to the Inferno become Purgatides before being reborn into the Illusion.

The tormentors of Inferno are the Razides. These are half-mechanical creatures with bodies of black iron melded with muscle tissue, glass and wire. These Razides are to the Death Angels as the Lictors are to the Archons. Either in Inferno or our world, the Razides are usually the devoted servants of the Death Angels. When they enter our world, though, they are as much a part of the Illusion as the Lictors. They take on human form so the Illusion

remains intact.

The Inferno has a few openings into our reality, but it is primarily accessible only from the Shadowlands. There are some permanent openings into the Inferno, places of psychic torment in our world so shocking that the Illusion has collapsed just a little. Perceiving the Inferno actually involves nothing more than adjusting ones senses. This adjustment can be learned, or it can happen unconsciously in all the usual Jail of Night fashions: death, torture, perversion, and so on. Anything that breaks our mind's pattern.

The soul, when it first escapes the flesh, instinctively seeks out the Inferno. Sometimes the Shadow tricks it into believing it is Paradise. Sometimes its own guilt seeks atonement. Some cults suggest that humanity – like the Kindred aristocrats – committed some kind of Original Sin, which led the Demiurge to banish our race into this reality. Knowledge of this Original Sin is revealed to us at the moment of death, so the belief goes, and is so horrible that we seek out the Inferno and blissful oblivion.

With belief in God and Hell in our modern world slowly vanishing, guilty souls often get in direct contact with Nepharites to atone for their sins (or The Sin, as the case may be). These malevolent creatures create small, personal aspects of the Inferno – called Purgatories – for these souls.

## Purgatories

Modern society does not live with the concept of God, Heaven or Hell in its daily consciousness. Our souls still seek atonement for our sins, though. When we are in greatest need for this atonement – either in life or at the moment of death – our desire summons a Nepharite.

This infernal being creates a Purgatory from the subject's memories, fears and desires. There, the subject is tormented until all memories of the previous existence have been purged or become meaningless.

Every Purgatory is its own world, existing next to our own world but not connected to any other hell. Purgatories can exist for centuries – as long as it takes for the cleansing to be completed. They can be entered from our world by anyone who is sensitive to the fact of the Illusion, living or dead. These pocket dimensions are created at the location of the subject's death, and can be entered there. In other words, Purgatories are a sort of ongoing, semi-permanent Harrowing.

In all outer respects, the Purgatory retains the form of the sinner's death scene. Someone wandering into a Purgatory may not even know they have left the Illusion. Once inside, though, it becomes apparent that it's been warped by the memories and nightmare's of the sinner's life.

## Stygia

Stygia is the dark reflection of Metropolis, a sort of Shadowland of our primordial reality. This vast, evil city is home for the Death Angels, who rule from citadels very much like those of their Archon counterparts.

Stygia exists at the center of the Inferno, and can be reached by anyone in the Inferno. Entering Stygia is much like entering Metropolis from our reality: a hidden staircase or elevator shaft may lead the unwitting traveler there, but a perception shift is what is really needed. Since the Inferno itself is already such a shocking, terrifying place, Stygia truly is an incomprehensibly alien environment.

## The Angels of Death

The Death Angels rule over all aspects of death and the underworld. They are the dark reflections of the Archons (although they claim the Archons are but light shadows of themselves), representing each of the sins of mankind. As the Demiurge created the Archons, Astaroth – the dark shadow of the Demiurge – created Its ten Death Angels.

Like the Archons, the Death Angels are not beings per se so much as concepts incarnate. Wherever they appear in our world, their concept floods the very fabric of reality. Human rights atrocities of our world – everything from torture to starvation – can usually be attributed to the presence of a Death Angel. While the Archons protect the Illusion, the Death Angels tear it down.

When the Demiurge vanished from reality (see part I: Metropolis by Night), his shadow Astaroth followed him into the Abyss. Its followers believe It did this because the existence of one relies on the existence of the other. With no Demiurge to battle against, Astaroth had no reason to exist.

But Astaroth appears to have adjusted. It returned from the Abyss, the search for Its Shadow a failure. Astaroth would not tell anyone – even Its most trusted Death Angels – what It saw. Now, Astaroth finds Itself the most powerful being in all Reality. Upon return from the Abyss, Astaroth took ten legions of ten thousand sinners from the Inferno and came to our world to conquer Metropolis.

This was the single greatest threat to the Illusion the Archons had ever faced. In the wake of their missing lord, the remaining six Archons struggled to reorganize control of the Illusion and stop the onslaught of Astaroth's minions. Today, it appears both "sides" have reached a sort of equilibrium. The world is now filled with demons, angels, lictors and razides all manipulating humanity behind the scenes as both sides continue their war.

## JAIL OF NIGHT

by Paul Beakley

When Astaroth's forces were thinned from Inferno, Its despotic Death Angels struggled for power there as well. Some escaped Inferno to our world, looking to carve a little piece of Hell on Earth. Some continue to serve Astaroth in Its plan to draw Metropolis into the Inferno via our reality, thus completing his goal of cosmic domination. In the Jail of Night, these beings and their servants, both living and Infernal, represent some of the greatest dangers to Wraiths who have escaped the curse of the Inferno.

The Angels of Death are:

*Thaumiel: the Unjust Ruler.* This is the mightiest of the Death Angels, the shadow of Kether, and represents despotism. He influences our reality through tyrants, dictators and warlords. About half the world's armies are under direct control of Thaumiel, while the Archon Netzach controls the other half. This incredibly powerful Death Angel is the greatest threat to Astaroth, which cannot destroy him. In the days following the end of the cold war, Thaumiel has discovered renewed power in our reality as his tyrants have begun small wars around the globe. Those who die in these wars are immediately captured by Thaumiel's razides after death and conscripted into his army of death.

*Chagidiel: the Bloodstained Patriarch.* This shadow of Chokmah (one of the four missing Archons) is the personification of incest, the assault of fathers on their children. He acts through orphanages and other institutions which claim to act in the best interests of children. Chagidiel's citadel is a prison camp for dead children in Inferno, where the human servants of the Death Angel and their victims are tortured into mindless submission.

*Sathariel: the Devastating Mother.* This is the horror of the original chaos, the devouring mother who eats her children. The shadow of Binah, Sathariel works through political and religious extremists throughout the world. Her goal is chaos, destruction and dehumanization. Those who serve Sathariel are often unconscious they are doing so. They simply fulfill their urge for destruction. Wraiths who discover Sathariel's dark citadel in Stygia suffer the same effects as humans who wander into the Gaia-realm (see part II: The Apocalypse is Over): the dissolution of self, of culture and intelligence.

*Gamichicoth: the False Rescuer.* Operating through dishonest human rights protection groups, Gamichicoth is the personification of hunger, the hunger which paralyzes and defeats us and makes us inhuman. When he is in control of aid organizations like the UN, he ships poisoned food and and useless technology. Gamichicoth's razides hold high positions in Pentex (see part II: the Apocalypse is Over).

*Golab: the Torturer.* One of the most powerful Angels of Death, Golab is the mirror of Geburah.

He makes no attempt to teach through punishment, instead enjoying an almost sexual fulfillment through delivering pain and humiliation. He operates through death patrols, torturers and police. His servants are eager to please him, for they have fallen under the spell that makes the victim love the torturer.

*Togarini: Protector of the Death Mages.* This is Tiphareth's dark shadow, representing twisted beauty. When Astaroth vanished in search of the Demiurge, Togarini tried to rebel. He was easily defeated and escaped final annihilation by hiding in our reality. He personifies Death: not Death as a liberator but Death captured in unlife. Togarini enhances his power by capturing Wraiths in the Shadowlands and in their Purgatories. Euthanatos mages and practitioners of the forbidden Death Lore magicks (see sidebar) are often influenced by this Death Angel.

*Hareb-Seraph: the Raven of the Battlefields.* This Death Angel is the distorted image of Netzach, the victor. Hareb-Seraph is the meaningless battle without a victor. Through continued skirmishes around the world, Hareb-Seraph increases the power of Astaroth by providing an endless supply of doomed legionnaires.

*Samael: the Avenger.* Samael is one of the most powerful Death Angels. He is the shadow of Hod, the blind retaliation that destroys both the avenger and the victim. He promotes vendettas within the Mafia and other crime organizations. He has many, many human servants in our reality. Samael's power increases without control, because none of the other Death

## LORE MAGIC: THE REALMS OF DEATH

This branch of Lore magick, one of the most prevalent in our reality, is usually practiced by servants of the Death Angels and various lictors. It involves communion with, and animation of, the dead. It is powerful magick, and its practitioners are often driven to the edge of madness – both by the rituals required (which often require handling, even intercourse with, corpses) and the secrets whispered when the dead return. Humanity, caught in its jail of the flesh, instinctively knows the searing Inferno awaits it just on the other side of death.

### LEVEL 1

See Through Death – The conjurer creates a window through which he can see into another's death and into the realms of the dead: the Inferno, Purgatories and Stygia. He can also physically enter these places.

Manipulate Death – The conjurer can manipulate the dead. Effects include speaking to the dead, animating corpses, controlling the living dead and force reincarnation into a waiting, living host.

### LEVEL 2

Summon Creature of Death – The conjurer can summon one of the creatures of death: Wraiths, Death Angels, Razides, Nepharites or Purgatides. Difficulty is based on the creature's power.

Bind Creature of Death – The conjurer can force a

by Paul Beakley

Angels or Archons want to face him. He never forgets an insult or an injury.

*Gamaliel: Perverted Sexuality.* This being is the perverted image of Yesod, sexuality as a destroyer instead of a creator. He works through sadists and other sexual perverts, rapists and shrewd business people in the sex industry. Both the servants and victims of Gamaliel are drawn into his citadel in Stygia after death, to be later converted into servants or spirits and returned to our world.

*Nahemoth: the Defiled World.* The shadow of Malkuth, Nahemoth represents apathy. When he had more power, Nahemoth caused us to fear the future. Now that Malkuth has begun helping humanity destroy the Illusion through technology and learning, Nahemoth has become the least powerful Death Angel.

## The Power of Death

In the Jail of Night, death literally is just another state of mind. When the body is destroyed, the soul lives on, either to be annihilated in the Inferno or to wander within our reality avoiding that fateful day. As a result, death and the power of the dead is everywhere.

The Angels of Death and their servants, the razides, are as pervasive in our reality as the Archons and their lictors. They manipulate our lives, our governments, our societies. In these final years of war between the archons and death angels, the power of death is increased by every murder, suicide and disease. Meanwhile, the Illusion is weakened as more of these lost souls flood our world.

While all the Death Angels influence our world, Thaumiel and Golab are the most active Death Angels in the Illusion. Thaumiel builds his power by recruiting many, many enfants around the world before their cauls are removed. His razides exist in hospitals, war-torn areas, and countries stricken with starvation and disease to optimize the slavery. When Thaumiel's forces attack, the countryside runs wild with hordes of the living dead. His goal is tyranny, and his methods are sometimes less than subtle.

Golab has become Astaroth's most favored Death Angel. When Astaroth Itself roams our world, It is said to have 666 different names and forms. These forms, usually somewhat human and always terrifyingly powerful, are assisted by Golab, who tortures the victims of Astaroth until they become blind servants to the cause. Golab blindly follows Astaroth on our earth, dreaming up progressively more gruesome torture methods.

Wraiths, when they do not find themselves immediately captured by one of the Death Angel's servants, often find themselves trying to foil these foul beings' plans on our world. Anyone can fall subject to their attentions. However, strong emotions – especially fear, hatred, lust

and so on – can summon these beings out of the Inferno. When they arrive in force, not even the most powerful Wraith can stop them from bringing Hell on Earth.

creature of death to obey him for seven days and nights.

*Expel Creature of Death* – The conjurer can return a creature of death to the realms beyond death: the Inferno, Stygia, Purgatories, etc.

*Exorcise Creature of Death* – The conjurer can cast out a creature of death which possesses a human being, place or object.

## LEVEL 3

*Hades Walk* – The conjurer can freely walk between our reality and the various realms of the dead.

*Body Change* – The conjurer can take over another person's body and force the other person's soul to enter his own body. If the conjurer botches this spell, his soul is cast into the Inferno.

## LEVEL 4

*Prolong Life* – The conjurer can "steal" life force from other creatures. Treat as the Early Withdrawal Arcanos in Wraith: the Oblivion.

*Voodoo Ritual* – The conjurer can create a doll incorporating some of the victim's hair, blood or flesh. Anything that happens to the doll will then happen to the victim.

## LEVEL 5

*Putrefy Other's Body* – The conjurer can make another living person's body rot. This decay cannot be stopped once it has started. While most people go insane early in the process, some have embalmed themselves to avoid total annihilation.



# V: Madness and Slavery

*We are, every one of us, Changelings about to Awaken.*

*Tales of terrifying beasts, trolls under bridges and child-eating hags are among the worst lies we're told, ranking alongside "education" and "religion." We are numbed to the Truth by our parents and authorities. We forget the truth behind these "faery tales."*

*We forget the monsters of legend are us. We forget our divine birthright.*

*We only regain our divinity when we go mad trying to hide it. Another path is by disguising our power as "creativity." What better way to pretend to the power of the Demiurge, and thus reclaim it in part?*

*Changelings in the Jail of Night are the criminally insane, the borderliners, the delusional cultists. Children are almost phenomenally dangerous, their power kept in check only by the facets of the Lie that make them love and respect their parents, teachers and other authority figures. Little do the parents know they are merely hosts to ancient souls newly born back into the Jail and relearning their limits. Of course, the parents themselves have forgotten their own origin. Some of us, in extreme old age, rediscover how to break the Illusion.*

*Artists and drug addicts also hold tremendous power, for their non-associative thinking patterns threaten to break down the Illusion at every turn. In the Jail of Night, madness and dreams have the power to become flesh. Once loosed into our world, however, they are under nobody's control.*

*This is the fifth and final chapter of the Jail of Night, an alternative World of Darkness set in the cosmology of Kult. Kult is a rich and disturbing world in its own right, and readers are encouraged to purchase and explore the original rules for more detailed information.*

## The Call

A postal worker wakes up one day, loads his weapons, dons his flak jacket and annihilates his coworkers in a fit of explosive rage. He has seen the Truth: perhaps he discovered the Postmaster was an azghoul and couldn't be sure who else might be one. Maybe they were all blindly serving Kether, packaging lies in the guise of commercial circulars or even forged personal mail from "friends."

Elsewhere, a hard working ex-military man decides he's heard enough lies from the foul beings in power in this country. When he finds a gateway to Geburah's citadel in the heart of an Oklahoma federal building, the only right thing to do is to destroy it and the lictors guarding it. He has decided there is no other way to protect himself or his people.

We are a society on the edge of chaos. Even housewives and mild-mannered teachers exhibit the symptoms of what the authorities deem "insanity." In these final days of violence and madness, the Truth bubbles to the surface and cannot be contained.

Every day, more people are pushed to the edge of the Illusion and beyond. They have discovered the lies of our modern society: we aren't safe in our beds, the government doesn't care about our best interests, the future is darker than today.

While Mages discover the presence of the Illusion and make a conscious effort to venture beyond, changelings often wander into the Truth by mistake. Sometimes they are born with their madness, when organic mental disorders go undetected by the lictors in the hospitals. Other times it takes extreme psychic shock, either sudden or gradual, to break our grasp of the Demiurge's "reality." Victims of ambitious magickal cults who are broken by their foul Awakening processes often wander off to become changelings.

Finally, Societies of Madness (see below) expand their ranks by dragging off innocent people. The Societies are generally capricious about their choices of recruits, but some seek out the loved ones – or enemies – of their members. The victims can be children or adults. Centuries ago, the Societies preferred children, sometimes replacing the victim with a child whom they had already Awakened. This was the source of ancient tales of the changelings, and the name that bemused Society members now give themselves.

The Societies inflict unspeakable acts of physical and psychological torture on their unwilling recruits to break the Lie's hold over them. Hallucinogenic drugs, starvation and violent group rape are all common methods. Every Society favors some methods over others, often corresponding to the nature of their own disorders (see Enslavement, sidebar).

## Disorder Types

Changelings in the Jail of Night are broadly categorized by the nature of their "disorder." Once awakened, a changeling easily perceives others of their kind. They can always tell when someone is faking their condition.

Lictors in the medical community look for common symptoms of Awakening: Schizophrenia ("hallucinations," or facets of the Truth the person has begun to perceive), bizarre delusions (usually about fantastical or terrifying creatures) and paranoia. The symptoms are deliberately broad, so they can justify institutionalizing virtually anyone on the street. However, those who are truly awakened are fairly rare. Those they diagnose are quickly "cured," often with drugs but sometimes with Lore magick disguised as therapy.

Disorders progress in intensity from children, to adolescents, and finally to full-blown psychotics. Left untreated, a changeling's disorder will completely consume him, breaking him free of the Illusion. Very powerful psychotics become Messiahs (below).

**Phobics:** These people often have crippling and broad-spanning phobias. To hide and protect themselves from the object of their phobia, Phobics are known to actually transform themselves into non-human entities (animals, usually) in later stages of their disorder. When confronted, Phobics are pathological liars.

**Addictives:** These people are so powerfully addicted to acts or substances – often many at once – that they easily become violent in their drive to acquire more. Addictives seeking sex often resort to violent rape, psychological subjugation of semi-willing “slaves,” and child or elderly molestation. Traditional street drugs are often not strong enough for an Addictive once they have begun to awaken, so they seek out progressively more powerful substances from private labs and exotic locales.

**Paranoids:** Often linked with delusional narcissism, psychotic grandiosity and bouts of deep depression.

## ENSLAVEMENT

Any creation or power is possible if a changeling can imagine it. The only limits are her own imagination and the strength of the Illusion. A changeling thus gains power through expanding her imagination and weakening the Illusion.

There are several ways for a changeling to do this. The most common is to enslave dreamers who help the changeling tear down the local reality.

Artists and other of creators are common slaves for changelings. They are forced to produce progressively more challenging works for the benefit of their patrons, who glean new ideas from them while slowly driving the creator insane.

Other changelings tear at the illusion by assaulting sexual taboos. Addictives enslave sex servants whom they abuse in new and horrific ways, trying to find the act of violence or humiliation that will finally break the slave. Of course, there are diminishing returns to this practice as the Addictive and her slaves become more jaded. Societies based around sex slavery often have to combine their unspeakable acts with drug and psychological abuse.

Some Societies resort to pharmaceuticals as an immediate way to induce non-associative thinking and quick insanity in their slaves. While hallucinogens are popular and efficient, the madness induced by withdrawal from highly addictive substances provides a fine feast as well. The lictors counter this by prescribing mood-flattening drugs like Lithium and Prozac.

Finally, some Societies induce madness in their slaves by more convoluted and subtle means. Called “Gaslighting” after the 1944 movie, one or more changelings gang up on an awakened mortal for weeks or months to break their sense of stability through trickery, lying our sometimes magic.

these people are obsessed with protecting themselves from threats they have perceived from beyond the Jail. Many of these people believe they must fulfill some kind of mission, others believe themselves great leaders. They often impose bizarre codes of conduct on themselves and others. Paranoids are usually the leaders of the Societies of Madness.

**Giants:** These changelings are usually the result of an organic disorder that results in massive physical size and mental retardation, although similar symptoms can be induced with drugs or experimental gene therapy. Huge and stupid, these trolls are easy to manipulate and are favored whipping-boys of the Societies of Madness. because of their reduced mental capacity, they cannot understand the intricate Lie of our reality.

**Borderliners:** Mentioned in Part I: Metropolis by Night, these people are driven to awakening by their proximity to Metropolis. Constant exposure to the energies created when the Illusion breaks has resulted in physical symptoms like mottled grey skin and bulging eyes; they are sometimes described as “snake-like.” Psychologically, Borderliners are usually paranoid and always schizophrenic, as their minds continue to pluck out facets of the Truth from their surroundings.

A similar condition is often found in rural areas as well, where the influence of the Gaia god-realm is strong. These people are called Kinfolk by the alien shapechangers who lurk in the countryside (see part II: The Apocalypse is Over).

**Compulsives:** Unable to control their primitive urges, Compulsives venture beyond the Illusion because the Lie can't stop them. These changelings learn to live with their disorder early, sometimes inventing tales of grand adventure to cover for the trouble they find themselves in. Many Compulsives lose the ability to discern between their tales and reality, resulting in complex delusions.

**Autistics:** These people are incapable of relating to other humans and withdraw from our reality at an early age. Many are violent if taunted. Almost all turn to intermediate methods of communicating, like computers or art. Autistics are almost always diagnosed in childhood, and have the clearest and earliest vision of the Truth. They are closely monitored by the lictors.

**Psychopaths:** Given to violent outbursts and paranoid delusions, psychopaths are tremendously dangerous and unpredictable. As their condition degenerates, psychopaths slowly transform themselves into more combat-efficient forms, sometimes growing rows of shark-like teeth or becoming massively muscular. Psychopaths often participate in inhuman practices like cannibalism and torture.

## Societies of Madness

A changeling can always tell when another has also seen the Truth. They realize there is strength in numbers, so the awakened seek out one another and gather for mutual protection. These gatherings sometimes formalize and consider themselves a Society of Madness.

A small Society is usually very disorganized, little more than a motley of maniacs joined together for camaraderie. The group usually select a central figure who becomes a Prince of Fools, a particularly powerful changeling with the charisma and force of will to keep the Society together.

These small Societies can be very dangerous to mortals within the Jail. They sometimes snatch children or adults from their beds and add them to their retinue. Others go on wild rampages through cities, seeking out and murdering any being they consider a threat. While they usually destroy only beings from Metropolis or the Inferno, sometimes their madness leads them to victimize innocents as well.

Some Societies share slaves from whom they extract power and servitude (see Enslavement, sidebar). There are numerous cases of small towns in remote locations like New England, Utah and New Mexico that are entirely populated by Societies and their slaves.

There are also better organized, even wide-spanning, Societies of Madness. These groups are well financed, well organized and are often accepted as pillars of their communities. Often based around a religious belief or message, the largest and most influential Societies of Madness are led by the Messiahs.

## The Messiahs

A changeling continues to awaken the longer he lives with his "disorder." Many, if not most, people in the early stages of awakening are caught and treated – reeducated – by the lictors well before they become a threat.

However, there are those who have seen the Truth in its entirety. They are free of the Jail and have overcome their madness. They are free to travel through Metropolis, the Inferno, and any number of unknown alien realms. They are free of the curse of death, cleansing and rebirth. They have regained their divinity.

These fully Awakened beings call themselves Messiahs. Messiahs believe they are the Demiurge reborn into our world and perhaps they are, in a sense. Messiahs are fragments of the God in all of us awakened.

Messiahs use their tremendous influence to surround themselves with followers. They help these followers find their way beyond the Illusion; often, they choose other awakened changelings to become their closest apostles. The followers also act as the first line of defense from

lictors who would destroy the Messiah.

Many Messiahs have such powerful and wide-spanning flocks that they become charismatic leaders among unawakened mortals. A typical structure for this kind of organization might be a series of churches that serve the unawakened followers, a secret society element that draws followers about to awaken from the flock, and an inner circle that is in direct contact with the Messiah.

A true Messiah is rare in our world. Most disappear for many hundreds of years to explore the True Reality beyond the jail. Those who remain have either been awakened for a long time and long for human company, or have just awakened and have accepted the responsibility of awakening the rest of Humanity from its sleep.

## The Outer Forces

In the Jail of Night, there are countless cults awaiting the Apocalypse, the collapse of the Illusion and the freeing of Humanity. Many Traditions of scholarly Mages have a similar agenda, but they want to induce a mass awakening throughout the world.

The truth is, it appears humanity is slowly escaping this world on its own. Violence and madness is on the rise. Religious cults are growing in popularity. Telecommunication technologies are loosening our grasp of solid, mundane

## LORE MAGIC: THE REALM OF TIME AND SPACE

Time and space are lies. They are a way for our hobbled intellects to understand our surroundings. Other creatures can perceive time and space in many different ways. We are just beginning to understand this through mathematics.

An awakened human can see eternity and can play with dimensions as he pleases. He can make his internal clock speed up or slow down, and in later stages even travel forward or back. He can also shorten or extend distances between places, eventually teleporting through space and time.

The lictors are armed with Lore magicks that allow them similar control over time and space. Some lictors hunt awakened humans who are on the loose in history.

### LEVEL 1

See Through Time and Space – the conjurer can create portals to other times and places through which he can see and even walk. The conjurer must be completely familiar with the target.

Manipulate Time and Space – the conjurer can manipulate a person's perception of time and space.

### LEVEL 2

Summon Time/Space Creature – the conjurer calls up a creature from the realm of Time or Space. Examples are an Aetat and an Aspectus. Aetats are sinewy, shadowy creatures who detect deviations in human time perception and devours the cause. Aspecti are flickering, humanoid beings who possess a sleeping or helpless person and force them to perceive reality in greater than 3 dimensions, thereby making them vanish from this reality.

Bind Time/Space Creature

reality. To paraphrase Eliot, our world will end not with a bang, but a whimper.

And there's not a damned thing the Archons can do to stop it.

Clearly, our jailers are losing the fight. Some, like Tiphareth and Malkuth, are actively helping Humanity break free of the Jail. Where Tiphareth once controlled art and creativity so it would not lead us to the truth, she now supports creators who produce works that challenge our assumptions about the world. With the assistance of Malkuth, our race is gradually losing its grip on its sanity. The changeling population grows and grows.

The Death Angels have a tremendous interest in the changelings. Since their goal is the destruction of the Illusion and the domination of Metropolis, the Death Angels and their razides often involve themselves in the Societies of Madness.

The Death Angels most active in changeling society include Chagidiel, who ensures fathers assault their children and plant the seed of madness early; Sathariel, the mother of chaos who dissolves personalities and encourages destructive impulses; Golab, the torturer who inflicts pain without teaching; and Gamaliel, who subverts the Demiurge's rules and taboos surrounding sex and passion (see part IV: Necropolis: Metropolis).

Death Angels or their servants are commonly involved with the enslavement of mortals by a Society of Madness (see sidebar: Enslavement). Under their influence, enslaved mortals often become willing servants to the whims of the changelings.

Besides allowing progressively greater release from the Jail, madness often projects itself in our world as a physical form. These chimerae are borne directly from the nightmares of the afflicted. Once loose, not even the creator can stop a chimerical creature. See the sidebar in Part III: Ascension is a Lie for some ideas of madness-born creatures.

Anybody can receive the Call and rediscover the divine nature within them. Discovering the truth may drive us crazy, but at least we'll be free.

– the conjurer can bind a creature from the realm of Time or Space.

## LEVEL 3

Expel Time/Space Creature – the conjurer can expel a creature from the realm of Time or Space.

Exorcise Time/Space Creature – the conjurer can expel a creature from the realm of Time or Space.

## LEVEL 4

True Vision – the conjurer can see and hear an event which he knows has happened at any point in history.

Psychometrism – the conjurer reads the past and future of an object by touching it.

## LEVEL 5

Find Object – the conjurer can find any object or person in any place or time. Must be extremely specific.

# Index

## A

abandoned children 5  
 Abyss 6, 17  
 Addictives 26  
 Age of Reason 3  
 Akashic Brotherhood 17  
 Alter Own Body 18  
 Apocalypse 9, 27  
 Archons 3, 7, 12, 13, 14  
 Art of Dreaming 12  
 Ascension 14  
 Ascension is a Lie 14  
 Astaroth 12, 22  
 Atrocity Realms 12  
 Autistics 26  
 Avatar 20  
 Avatars 13  
 Awakening 16  
 Azghouls 5, 6, 12  
 A Quick Tour of the City 3

## B

Baal Rashef 12  
 Binah 7, 14  
 Bind Creature of Madness 17  
 Bind Dream Creature 13  
 Bind Time/Space Creature 27  
 Black Spiral Dancers 6, 11, 12  
 Bone Gnawers 11  
 Borderland 4  
 Borderlands 5  
 Borderliners 4, 5, 9, 12, 26  
 Brujah 7, 8, 13

## C

Caerns 11  
 Caine 7  
 Camarilla 8  
 Celestial Choru 17  
 Celestine 9  
 Chagidiel 23, 28  
 changeling 27, 28  
 Changelings 25  
 Chesed 14  
 Children of the Underground 5  
 Children of the Underworld 6  
 chimerae 28  
 Chokmah 14  
 Choristers 17  
 City of the Dead 6  
 Clans 8

Coatlucue 12  
 Compulsives 26  
 Contort Other 18  
 Countryside 11  
 Create/Destroy Dream 13  
 Create Proto-Lictor 8, 13  
 Crossbreeding 7  
 Crossbreeding 8  
 Cultists of Agony 6  
 Cultists of Ecstasy 6  
 Cult of Ecstasy 17

## D

Darthea 7  
 Death 20, 24  
 Death and Other Supernatural Creatures 21  
 Death Angels 8, 12, 13, 19, 22  
 Disorders 26  
 Disorder Types 25  
 Dreams 12  
 Dreamspeakers 12, 17  
 Dream Princes 12  
 Dream Walk 13  
 Dream Wanderers 12, 13  
 drugs 5

## E

Eden 3, 8  
 Enslavement 26  
 Erebus 12  
 Euthanasos 17, 23  
 Exorcise Creature of Death 24  
 Exorcise Creature of Madness 17  
 Exorcise Time/Space Creature 28  
 Expel Creature of Death 24  
 Expel Creature of Madness 17  
 Expel Time/Space Creature 28

## F

fear of death 3  
 Ferocci 12  
 Fetus Perversion 7  
 Find Object 28  
 First City 5  
 fomori 13  
 Forewords by the Author 2  
 Forgotten Gods 12

## G

Gaia 8, 9, 12, 14, 21  
 Gamaliel 24  
 Gamichicoth 23  
 Gangrel 7, 8  
 Garou 9, 11, 12

Garou's 21  
 Geburah 14, 23, 25  
 Geography of the Afterlife 21  
 Getting to Metropolis 4  
 Giants 26  
 Glass Walkers 11  
 Gnosis 11  
 Golab 23, 24  
 Golconda 8  
 Gynachides 7

## H

Hareb-Seraph 23  
 Harrowing 20, 22  
 Hermetics 18  
 Hod 14  
 Hunting Grounds 6, 12

## I

Ichthyrians 13  
 Illusion 3, 4, 5, 7  
 Inconnu 8  
 Industrial Revolution 3  
 Inferno 10, 12, 20, 21  
 Inphobia 2  
 Insane Killer 18

## J

junkies 5  
 Jyhad 7

## K

Kether 7, 14, 18  
 Kindred 4, 6, 7, 8, 9, 12  
 Kult 2

## L

Labyrinth 4  
 Lictors 6, 8, 25  
 lictors 6, 13, 27  
 Living City 5  
 Lore Magic 6, 12, 16, 23, 27  
 Lore MagicThe Realms of Passions 6

## M

Machine City 18  
 Madness and Slavery 25  
 Madness Walk 17  
 Mage 16  
 Mages 14, 25  
 Magi 10  
 Magick 15  
 Malkavian 8  
 Malkavians 7, 8

# JAIL OF NIGHT

by Paul Beakley

Malkuth 8, 10, 13, 15, 18, 24  
Manipulate Death 23  
Manipulate Dream 13  
Manipulate Passion 7  
Manipulate Senses 17  
Manipulate Time and Space 27  
Marauders 16, 19  
Mass Suggestion 7  
Maze 12  
Medical experiments 5  
Messiah 27  
Metropolis 3, 4, 5, 7  
Metropolis by Night 3  
Metropolis Maze 6  
Mirror Halls 6, 8  
Mortals in the Jail of Night 10  
Mummies 21

## N

Nahemoth 24  
Necropolis: Metropolis 20  
Nephandi 19  
Nepharites 20, 21, 22, 23  
Netzach 6, 7, 12, 15, 23  
New Age 10  
Nosferatu 5, 7, 8, 11

## O

Omega Plan 13  
Order of Hermes 17  
Original Sin 22  
Orphans 18  
Other Paths to Metropolis 5

## P

Paradise 22  
Paranoids 26  
Parthenogenesis 7  
Passion Lore 4  
Pattern 16  
Pentex 10, 13, 23  
Phobics 26  
Prime 16  
Prince of Fools 27  
Proto-Lictor 8  
Psilosites 5  
Psychometrism 28  
Psychopaths 26  
Psyphagi 13  
Purgatides 9, 21, 23  
Purgatories 20, 22, 23  
purgatories 6  
Purgatory 22

## R

Razides 5, 21, 23  
Reality 4  
Realms 12  
Ruins 5  
  
Samael 23  
Sathariel 23  
Scar 12  
Second City 5  
See Through Death 23  
See Through Dreams 13  
See Through Passion 6  
See Through Time and Space 27

Sephiroth 3  
Seraphim 6  
Shadow 21  
Shadowlands 21, 23  
shapeshifters 10  
Shiva Nataraja 13  
Societies of Madness 25, 27  
Spirit 16  
Spirits 12  
Stygia 22, 24  
Summon Creature of Death 23  
Summon Creature of Passion 7  
Summon Dream Creature 13  
Summon Time/Space Creature 27  
Sumon Creature of Madness 17

## T

Target Games 2  
Technocracy 3, 10, 13, 18  
Thaumaturgy 8  
Thaumiel 23, 24  
The Angels of Death 22  
The Apocalypse is Over 9  
The Awakening 16  
The Borderlands 4  
The Call 25  
The Camarilla 7  
The City 11  
The Countryside 11  
The Inconnu 8  
The Inferno 21  
The Lay of the Land 10  
The Marauders 19  
The Messiahs 27  
The Moment of Death 20  
The Outer Forces 27  
The Power 15  
The Power of Death 24  
The Realms 12  
The Realms of MADNESS 16  
The Realms of Passions 6  
The Sabbat 8  
The Shadow 20

The Shadowlands 21  
The Spheres 16  
The Technocracy 18  
The Traditions 16  
The Truth 14  
The Umbrae 10  
Tiphareth 12, 15, 17  
Togarini 8, 23  
Toreador 6  
Totems 12  
totem spirits 11  
Tremere 5, 6, 7, 8  
True Animals 6  
True Vision 28

## U

Umbrae 10  
Underground 8  
Unshroud Illusion 17

## V

Vampires 21  
vampires 7  
Vampires in the Jail of Night: Deposed  
Rulers of Metropolis 7  
Ventrue 8  
Virtual Adepts 18  
Vortex 12, 13

## W

Weaver 11, 12  
werewolves 11  
White Wolf 2  
Who's Who 16  
World of Darkness 2, 3  
World War II 14  
Wraith: the Oblivion 20  
Wraiths 6, 10, 20, 21, 23  
Wyrm 9, 11  
Wyrm 13

## Y

Yesod 14

## Z

Zeloths 5