

## Other Realms Knowledge Guide

In the Accord, multiple templates often have access to other realms and entities. It can be rather daunting to sort through these bits of info in a venue specific manner that is appropriate to Occult knowledge a character would have access too. In order to facilitate this manner of in-character knowledge, the Accord Universal addendum details Insider vs Outsider knowledge. Unfortunately, when discussing other realms within the World of Darkness, the distinction between insider and outsider might not quite fit the bill, as there are a few templates that are so naturally attuned to these realms they deserve more information, more ideas, and more comfortable interaction while not invalidating other templates that should have access to a greater field of knowledge. To this end, for the other realms, we have created **Native** knowledge specialty.

**Native:** Templates with native knowledge are considered insider, but are considered to have an Occult specialty for the information without spending the experience (they can make Occult checks at +1 and have access to the information as if they had the specialty without it on their sheet). These supernatural types *live and breath* this realm, having a natural aptitude for knowledge and travel there based on their template. While the knowledge might be the same as someone with Insider knowledge, their natural affinity makes them true experts, more eloquent on the topic and more apt at survival in the realm.

Should they have an occult specialization, they not only have a natural affinity with the Realm, but detailed knowledge. They receive a +2 to their Occult draws instead of +1, and receive a +1 situational modifier to navigation in said realm.

Below, you will find the major realms and who can generally specialize at what level of knowledge in them. Below that is more information on denizens of these realms and how information can be specialized. Unlike other documents, this is a **complete** list. There is no other VST discretion beyond what is listed. **Outsiders require a teacher per Accord Universal Addendum.**

### The Abyss

**Description:** The Abyss is the indistinct realm that separates the Fallen World and the Supernal Realms. It is the cause of paradox, and few understand it or its denizens, even the Awakened. Despite its nature as a Void in nature, there are creatures that call it home, and some magi have close relations to it. An insider might have more intimate understanding of the madness of this realm, while outsiders only understand how to recognize its influence on the Fallen World.

- **Natives:** Scelesti, Secret Order of the Gate
- **Insiders:** Mages, Lasombra

### The Hedge

**Description:** The Hedge is the nightmare realm that exists as a border between the Material World and Arcadia. Full of thorns, brambles, and barely-there paths, the Hedge is a realm best left to those who understand it intuitively. Insiders are innately tied to the realm by the Wyrd, and have an understanding of the creatures who dwell there as they were shaped by the Fae. Outsides would know of the dangers, but feel listless, always on edge, not understanding all the nuances of the Deep Thorns or the nature of hobgoblins.

- **Natives:** Barony of the Lesser Ones, College of Worms, Hedge Wardens, Knights of the Knowledge of the Tongue, Lord Sages of the Unknown Reaches, Lost Pantheon, Magi of the Gilded Thorn
- **Insiders:** Changelings, Fae-touched

### The Shadow

**Description:** The Shadow is a primal, alien place. A reflection of the Material World, it is a world where animistic principles reign. Everything has a spirit, even unawakened, and the Shadow exemplifies this. Everything is bound by the nature of spirits, and without significant knowledge of spirits or a way to get out, it can be one of the most dangerous realms. Insider knowledge of the Shadow would provide information on navigation, politics, and creatures a bit beyond spirits (Maeljin, hosts, etc) that dwell in this realm. Outsider knowledge would provide basic survival skills, especially with detailed knowledge of spirits to back it up.

- **Native:** Werewolves (Forsaken and Pure), Purified
- **Insider:** The ability to enter the Shadow under their own power (not via any other character, NPC, or familiar/totem).

### The Underworld

**Description:** The Underworld and its Dread Dominions are one of the most horrific realms most denizens of the World of Darkness will ever travel to. A place of nightmares, a crushing depression in the realization of a possible outcome after death, the Depths are not a realm to be trifled with. Natural attunement to this realm is extremely rare, as is insider information. An insider might know of several of the rarer Dominions (Athenaeum, Ocean of Lost Fragments, Mictlan), most of the Rivers, Cthonians, and rumors of the Deathlords. Outsiders only know of some of the more common rivers, the basics of the Old Laws, and the existence of un-Bound Geists.. See the Universal Accord addendum for more information on insider requirements for certain Underworld mechanics.

- **Native:** Sin-Eaters
- **Insider:** The ability to enter the Underworld under their own power (not via any other character, NPC, or familiar/totem)

### Non-Material Denizens

Knowledge of the denizens of other realms is more common in some cases than knowledge of the realms, and in other cases much rarer. As they are creature types, there is no Native specialization in these ephemeral entities. Like the possession of familiars, in many ways what constitutes access to an Occult specialty in these creatures is based on interaction and VST discretion. For Insider knowledge, assume only the below groups are valid. For Outsider, work with your ST to determine your suitability. If your suitability is based on a group listed above, the PC still needs the specialty to be purchased with XP to get the information more than the basics.

## Cthonians

These creatures, existing in the Underworld, are rare and powerful. Information regarding Cthonians is only available for those that qualify for Insider Knowledge of the Underworld. Even then, these characters only have an Outsider level of understanding these enigmatic creatures. Such knowledge details some rumors of their capabilities and origins, without any firm facts due to the rarity and power of these mysterious creatures.

- **Insiders** : Only Sin-Eaters

## Demons

The origins of these 'infernal' creatures is debatable. Many believe they come from Hell, but whether this is a distinct realm or an aspect of the Shadow is further debated. Demons themselves certainly claim it as a distinct realm, with its own hierarchies. Insider knowledge of demons is required to fully understand their powers and malpraxis, but Outsider knowledge provides for basics on their driving Vices and weaknesses. Most demonologists fall in the Outsider realm.

- **Insider**: Lucifuge, Possessed

## Geists

The fact that geists roam the Underworld un-Bound is not commonly known. Most Underworld travelers who might encounter an un-Bound Geist assume it is a very powerful ghost or a weak Kerberoi. An Insider knows of their capabilities, weaknesses, and how to find them. An Outsider would know they exist, their basic connection to Sin-Eaters, and a vague understanding of their powers.

- **Insider**: Sin-Eaters

## Ghosts

While ghosts exist in the Underworld, there are many who have not yet lost their Anchors in the Material Realm and passed into the Depths. Ghosts are certainly the most common ephemeral entity in the World of Accord (and the World of Darkness in general), and knowledge of their capabilities, powers, weaknesses, and metaphysics is particularly common. An Insider knowledge specialist on ghosts is intimately familiar with all of their abilities and weaknesses, as well as how to interact, control, or fight them. An Outsider knowledge specialist has vague understandings of their Twilight state and powers, and some theories on how to recognize ghostly activity and how to defend themselves.

- **Insider**: Anyone with the ability to see or interact with ghosts naturally.

## Hobgoblins

The strange creatures that dwell in the Hedge defy expectations, even to those who know what to expect. Most creatures of the Hedge fall under this banner of classification, yet so few are alike. Many subspecies can be readily 'identified', though even here there are differences among individuals. Insider knowledge specialists have spent years

studying the various species, and due to an innate connection with the Wyrld, can anticipate strengths, weaknesses, and social organizations, as well as the nuances of the Markets. Outsider knowledge specs might know a few common species (briar wolves, for instance), but are more trained on strengths and weaknesses as opposed to distinct abilities, and certainly know that Hobgoblins can only exist in the Hedge.

- **Insiders:** Changelings, Fae-touched

### Spirits

Perhaps the second most common ephemeral supernatural entity, spirits, while native to the Shadow, often cross the Gauntlet to interact with the Material Realm through Twilight. While Insider knowledge of the Shadow is more rare, Insider knowledge of Spirits is more common due to this interaction. Insider knowledge specialists know not only information about spirit powers and weaknesses, but intuitively understand bans, rank, and spirit hierarchies. Outsider specialists know a bit about bans, but not as distinct, and have issues understanding rank or know of rarer spirit powers and abilities.

- **Insiders:** Any listed under Insider Shadow, Ulgan or Argentum Prometheans with Dragon Athanor, Beast Kin/Wolfblooded, **Proximi with Spirit Spells, Les Mysteres**

### Strix/Bloodjackers

The origins of these owl...creatures, is lost to time. No one knows where they came from, or where they went, but what is known is that they have returned. Recently. They seem naturally drawn to vampires yet hunters have also noticed their activities. While vampires in the know refer to them as Strix, Strigoi, or the Nemesis, hunters typically refer to them as bloodjackers. There are no Insiders of strix knowledge, but outsiders may know of some of the abilities (possession) and weaknesses (owl eyes, light, fire). Older vampires might know rumors of their history, but nothing specific.

- **Insiders:** Vampires (especially older vampires or Khaibit)