

The Red Sign

Forbidden Arcana

The Curse of Caine is a Biblical punishment, handed down by God Himself. Could it be true that a conspiracy of Kindred and mages has found a way to reverse its effects? As the world comes closer and closer to Gehenna, might the Kindred escape their divine fate? Or is it all part of some larger plan? As a title that combines the themes of *Mage* and *Vampire*, *The Red Sign* is a Lovecraftian revelation of ages-old horror. As the Kindred discover a method to escape damnation, a faction of mages aids them in their blasphemous quest. Players can either join the conspiracy or oppose it — or find themselves knowing entirely too much about it.

The Red Sign includes:

- A new secret society to join or confront
- An opportunity to participate as characters from *Mage* or *Vampire*
- New revelations to protect or exploit



The Red Sign™



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Thanks to Dracula. Thanks, Dracula.

Thanks also to the drunken sluts at Origins '03, but not for what you think. Come on, now, people.



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Sample file

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EMPERORS AND KINGS,
ARE BUT OBEYED IN THEIR SEVERAL PROVINCES,
BUT HIS DOMINION THAT EXCEEDS IN THIS,
STRETCHETH AS FAR AS DOETH THE MIND OF MAN:
A SOUND MAGICIAN IS A DEMI-GOD.
HERE, TIRE MY BRAINS TO GET A DEITY.
—CHRISTOPHER MARLOWE, *THE TRAGEDIE OF DOCTOR FAUSTUS*

Sample file

Since the night God handed down his Curse, Caine and his progeny have sought a way to circumvent it — short of actually redeeming themselves in the eyes of God. Now in the Final Nights, however, a cabal of vampires and mages has found a way to negate God's will. Join us in this, one of the final chapters of the World of Darkness, as we present a morality play in which man not only exceeds himself, but damns others with him.