Progeny Vampire

Sire's Compendium — Recruitment & Training

Welcome to the most advanced vampire lifestyle roleplay system in Second Life. This compendium is your complete guide — whether you stand on the threshold of immortality awaiting the embrace, or you are a newly-turned fledgling taking your first steps into the eternal night. Everything you need to understand, survive, and thrive in the Progeny system lives within these pages.

THE WORLD

What Is Progeny Vampire?

A living, breathing vampire society built inside Second Life — free to play, invitation-only, and unlike anything else in the virtual world.

FREE TO PLAY

Progeny is completely free to enter. The HUD and fangs you receive upon embrace cost nothing. Optional artifacts and items may be purchased, but the full system experience requires no financial commitment.

INVITATION ONLY

You cannot simply sign up. An existing vampire must choose to embrace you. This gatekeeping ensures every member is genuinely welcomed into the community by someone willing to mentor them.

DEEP ROLEPLAY MECHANICS

Progeny is not a simple bite-and-feed system. It features bloodlines, clans, houses, political factions, governance bodies, legal systems, wars, alliances, and centuries of layered lore.

THE ORIGIN

> All vampires trace their lineage to **The Source** — Lachiel Vaher, a fallen angel and the Lord of Devils, the progenitor of all vampire kind. He personally embraced eight ancient **Arch Vampires**, each of whom founded a bloodline. Their traits, power, and nature flow down through every generation — including yours.

The Companion System: Progeny Therian

While this guide focuses on vampires, the Progeny universe also encompasses **Therianthropes (Lycans)** — shape-shifting beings who are "similar, yet quite different" from vampires. They operate outside standard Progeny governance and represent a different predatory hierarchy. Vampire–Lycan relations can range from tense rivalry to cautious alliance.

BEFORE THE EMBRACE

Why Choose Immortality?

What Progeny offers that other roleplay systems cannot.

A Nation of Vampires

Progeny is not a simple minigame — it is a functioning **vampire civilization**. There are 17 active Greater Bloodlines, each with multiple Clans and Great Houses beneath them. You join a lineage with history, culture, allies, and rivals.

Political intrigue, territorial disputes, bloodline wars declared by Arch Vampires, and councils of sovereign clans — Progeny gives you a living world to exist within, not just a stat sheet to manage.

Growth Over Time

Every night you spend as an undead vampire matters. Your **age** determines your bite power, your status within the community, and your ability to create new progeny of your own. A fledgling of 30 nights and an Eternal of 15,000 nights inhabit the same world — but very differently.

There is no shortcut to the respect that comes from enduring centuries. Progeny rewards patience and commitment with genuine, earned power.

Meaningful Social Structure

From the humble fledgling to the Arch Vampire, every vampire has a place in the hierarchy. Leadership titles — Sovereign, Ambassador, Princeps — carry real weight in the system. Titles are protected by law; using one you haven't earned is a punishable offence.

Lore That Lives

The Progeny universe has a rich, evolving mythology. Three major political factions — the *Renegade Advocacy Faction*, the *Traditionalists*, and the *Arch Cabalists* — continuously shape the political landscape. A legal system, a Scribes' Guild preserving records, Progeny Knights bound by honor, and a

The relationships you build — your sire, your progeny, your clan — are the foundation of everything in this world.

Grand Council of Sovereign Clans — all of this is real, active, and ongoing.

WHO PROGENY IS FOR

Progeny is designed for players who want **depth over simplicity**. If you enjoy rich roleplay, political maneuvering, long-term character development, community belonging, and a game that rewards the time you invest — you belong here. If you're looking for fast gratification or a casual minigame, this may not be the right fit, and that's okay. Progeny is for those who embrace the darkness fully.

How to Get Recruited

1. **LEARN THE SYSTEM**
   Read this guide in full. Understand the core mechanics, the culture, the laws. An informed mortal makes a far better first impression than one who doesn't know what a HUD is.

2. **FIND YOUR BLOODLINE**
   Research the 17 active bloodlines. Consider their faction affiliation, their culture, and their leadership. Where do you see yourself? Each bloodline has its own personality and values.

3. **MAKE CONTACT**
   Approach a vampire you respect. Demonstrate you understand what you're asking for. Be prepared for a real conversation about your intentions and why you seek immortality.

4. **EARN THE EMBRACE**
   Existing vampires carefully choose who they grant immortality to. Trust and respect must be established first. The ability to sire costs the embracer Potency — a real system resource — so they take this seriously. So should you.

5. **RECEIVE YOUR HUD & FANGS**
   Upon embrace you'll receive the Progeny HUD and Fangs at no cost. Your eternal journey begins the moment they are in your hands.

THE TURNING

The Embrace — From Mortal to Vampire

What happens when immortality is granted, and what it costs both parties.

The Ritual

To embrace a mortal, the sire must first **drain them to near-death** — reducing them to exactly 2.5 litres of blood. Only at the threshold between life and death can the vampiric curse be transferred.

The sire then surrenders their own blood into the dying mortal, catalyzing the transformation. The mortal dies, and something ancient and hungry awakens in their place.

The Cost of Siring

Siring is never trivial. Each embrace costs the sire **Potency** — the fundamental currency of vampiric power accumulated over time. The first progeny costs 1 Potency point; each subsequent embrace costs incrementally more.

This ensures that established vampires carefully consider who receives the gift of immortality. Progeny is free to play — **it is illegal to charge Lindens for an embrace** (GCSC Law 11).

WHAT HAPPENS THE MOMENT YOU'RE EMBRACED

- You receive the **Progeny HUD and Fangs** at no cost.
- Your Willpower starts at **-3.00** — you will be dominated by Compulsion and must feed frequently.
- You begin aging as an active vampire. Every night counts toward your age category.
- You are assigned your sire's bloodline, generation, and lineage chain.
- You are a **Fledgling** — protected by Diabolic Law (Law 8: Fledglings cannot be slain).
- Your subsistence clock begins. Blood will slowly drain; survival requires regular feeding.

Generation & Lineage

Your Generation is determined by your distance from the **Arch Vampire** of your bloodline. Arch Vampires are Generation 0. Their direct progeny are Generation 1, the next level Generation 2, and so on downward through the bloodline.

GEN 0 — ARCH VAMPIRE

The bloodline progenitor. Embraced directly by The Source.

GEN 1

Direct progeny of the Arch Vampire.

GEN 2+

Each subsequent level down the bloodline chain.

THE FIRST 30 NIGHTS

Sire Training Guide

The responsibilities of a sire and a structured path for guiding your fledgling through their first nights.

THE SIRE'S OATH

When you embrace a mortal, you take on a sacred responsibility. *"A well-guided Fledgling becomes a confident, capable member of the community. A neglected one becomes a liability."* Your fledgling's first 30 nights will define their relationship with the system, the community, and with you.

Night 1–7: The Foundation

1. **DELIVER THE HUD & FANGS**
   Ensure they are properly equipped. Walk them through attaching and using the HUD. This is their lifeline — they must understand it immediately.

2. **EXPLAIN THEIR SELF SCAN**
   Teach them to read their stats: Status, Bloodline, Generation, Age, Sire, Potency, Blood level, Compulsion vs. Willpower, and Progeny count. They should be able to interpret this at a glance.

3. **TEACH THE THREE BITE MODES**
   Gentle (slow, minimal spillage), **Normal** (balanced), and **Ravage** (fast, maximum drain). Fledglings should understand when each is appropriate — and the social etiquette around feeding.

4. **EXPLAIN SUBSISTENCE & COMA**
   Blood depletes passively over time. If it reaches zero litres, they enter **Coma** and require another vampire's help to revive. Teach them to monitor their blood and feed proactively.

5. **INTRODUCE THE VEIL COVENANT**
   Three sacred rules all vampires must follow regarding secrecy: no showing system scans to mortals, no revealing another vampire's identity without consent, and no sharing bite logs. Violations carry severe penalties.

Night 8–15: Community & Culture

1. ### INTRODUCE YOUR BLOODLINE

   Walk your fledgling through the bloodline hierarchy — Arch Vampire, Blood Regent, Arch Advisor — and your specific clan and house structure. Introduce them to key community members.

2. ### EXPLAIN THE POLITICAL LANDSCAPE

   Cover the three main factions: the **Renegade Advocacy Faction (RAF)**, the **Traditionalists (TR)**, and the **Arch Cabalists (AC)**. Help them understand where your bloodline stands and why.

3. ### EXPLAIN THE GCSC

   The Grand Council of Sovereign Clans is the primary legislative body of vampire society. Teach them the key laws — especially those protecting fledglings, governing warfare, and preventing fraud.

4. ### INTRODUCE KEY LOCATIONS

   Show them the Progeny Mall, the Blood Bank, and any clan or bloodline spaces. These are resources they'll rely on throughout their unlife.

Night 16–30: Independence & Survival Skills

1. ### BLOOD BANK STRATEGY

   Teach them to regularly deposit blood reserves (5L per transaction). A well-stocked Blood Bank is insurance against unexpected Coma — especially during periods when they may not be able to log in.

2. ### HIBERNATION OPTIONS

   If they anticipate extended absences, they should use the Hibernation Kiosk. Explain both options: **No Aging** (100L in, 50L out) and **With Aging** (1,000L in, 50L out). Warn them — they can still be bitten while hibernating.

3. ### STATUS AWARENESS & RECOVERY

   Teach them the full status chain: Undead → Coma → Slain, and the recovery timelines. A vampire in Coma has 30 nights before lapsing to Slain. Recovery escalates in difficulty if ignored.

4. ### LONG-TERM GOALS

   Help them set personal goals: reaching a new age tier, earning a house or clan rank, developing potency to sire their own progeny one day. Vampires with purpose stay engaged. Help them find theirs.

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SIRE GRADUATION

At 30 nights, your fledgling is no longer new — they're an emerging vampire. Celebrate this milestone. They are now capable of moving toward siring their own progeny in time, building your shared lineage.

SIRE CHECKLIST — FIRST 30 NIGHTS

- HUD and Fangs delivered and attached
- Self Scan explained and understood
- Bite modes (Gentle / Normal / Ravage) taught
- Subsistence and Coma risk explained
- The Veil Covenant explained (all 3 articles)
- Bloodline hierarchy introduced
- Political factions (RAF, TR, AC) explained
- Key GCSC laws reviewed
- Blood Bank usage demonstrated
- Hibernation Kiosk options explained
- Recovery process (Coma → Slain → recovery) covered
- Key community members and locations introduced
- Long-term goals discussed

SYSTEM KNOWLEDGE

Core Mechanics Deep Dive

Everything a vampire needs to understand to survive and grow.

Blood, Feeding & Survival

THE BLOOD ECONOMY

Blood is your lifeforce. It is measured in **litres** and drains via Subsistence. Feeding replenishes it. If it reaches zero, you fall into Coma. Subsistence is tied to your **age group** — the drain rate is static per tier and only updates when you advance to the next age group.

Vampires feed by seducing their victims and taking them private. Victim permission is **not required** by system mechanics — but social and roleplay norms within your community always apply.

BITE MODES

Gentle: Slow bite, minimal blood spillage. Ideal for subtle, sustained feeding or scenes requiring delicacy.

Normal: The standard bite. Balanced speed and efficiency for most situations.

Ravage: The aggressive bite. Fast drain, maximum spillage. Draws attention and leaves a mark — use with intention.

Older vampires bite with significantly more power than fledglings. Age is a true advantage.

Potency

Potency is the abstract measure of your vampiric power. It accumulates naturally over time and is consumed when you embrace new progeny. It is also a form of investment and social currency — higher potency signals age and experience to others in the community.

Potency is required to use the **Potency Apparatus** (minimum 10 Potency). It can be offered at the **Revival Altar** to help revive fallen vampires, costing 1–3 levels depending on your generation.

Willpower vs. Compulsion

Every vampire exists on a sliding scale between **Willpower** (+3.00 maximum) and **Compulsion** (-3.00 maximum). Newly embraced vampires start at **-3.00 Willpower** — essentially governed entirely by their vampiric hunger and instincts.

Willpower climbs naturally over time as the vampire ages. The more experienced and ancient a vampire becomes, the more mastery they have over their nature. This is one of the most important reasons to be patient in your early nights — Willpower comes with time, not shortcuts.

Vampire Status Levels

Undead

Active, functional vampire. Blood drains via subsistence based on your current age group. You can feed, bite, and interact fully.

Hibernation

Voluntary or forced sleep state. Subsistence halts. Useful for extended absences — but you can still be bitten.

Coma

Triggered when blood reaches zero. Requires another vampire's assistance to revive. Has a 30-night window before worsening.

Slain

Result of extended Coma or vampire death. Auto-recovers to Coma after 10 nights. Recovery cycles escalate: 10, 20, 40, 80 nights.

Age Tiers

Your age is measured in **nights active**. It determines your bite power, your status in the community, and the respect you command.

Age Group	Nights Required	Normal Max Blood	Gorge Max	Gorge Dis
Fledgling	< 30 nights	5.0	5.0	1.00 / 15m
Mature	> 30 nights	5.0	5.0	1.00 / 15m
Old	> 300 nights	5.0	6.0	0.125 / 15m
Venerable	> 500 nights	5.5	7.0	0.1 / 15m
Ancient	> 1,000 nights	5.0	7.0	1.00 / 15m
Colossus	> 1,500 nights	6.5	8.0	0.100 / 15m
Leviathan	> 2,000 nights	5.0	8.0	0.125 / 15m
Behemoth	> 2,500 nights	7.5	10.0	0.125 / 15m
Gorgonian	> 3,000 nights	8	10.0	0.35 / 15m
Promethean	> 3,500 nights	9	12.0	0.416 / 15m
Tartaran	> 4,000 nights	10.0	15.0	0.416 / 15m
Typhon	> 4,500 nights	15.0	20.0	0.416 / 15m
Draconian	> 5,000 nights	20.0	25.0	0.416 / 15m
Lomarian	> 6,000 nights	25.0	50.0	0.625 / 15m
Empyrean	> 7,500 nights	30.0	60.0	0.50 / 15m
Immortal	> 10,000 nights	11.0	35.0	0.70 / 15m
Eternal	> 15,000 nights	50.0	100.0	1 / 15m
Devourer of Worlds	> 25,000 nights	60.0	200.0	1.5 / 15m

Reading Your HUD (Self Scan)

Your HUD is your command center. The Self Scan displays everything you need to know about your vampire's current state:

- **Status** — Undead, Hibernation, Coma, or Slain
- **Bloodline** — Your lineage affiliation
- **Generation** — Steps from your Arch Vampire
- **Age** — Nights active as a vampire
- **Sire** — Who embraced you
- **Potency** — Current potency reserve
- **Blood** — Current blood level in litres
- **Compulsion / Willpower** — Your hunger/control balance

THE VAMPIRE WORLD

Vampire Society & Structure

The civilization you are now part of — its hierarchies, factions, and special organizations.

The Chain of Leadership

Vampire society operates at three nested levels: Bloodlines (vast nations), Clans (city-states within nations), and Houses (family units within clans).

BLOODLINE LEVEL

Arch Vampire	Supreme progenitor. Personally embraced by The Source or their chosen successor.
Blood Regent	Second-in-command. Acts as Arch Regent when Arch is absent.
Arch Advisor	Senior honored counsel. The Arch's voice in formal matters.

CLAN LEVEL

Sovereign	Clan ruler. May have a Co-Sovereign sharing authority.
Ambassador	Second-in-command of the clan.
Proxy	Third-in-command; carries clan authority in specific contexts.

HOUSE LEVEL

Princeps	Leader of a Great House within a clan.
Delegate	Second-in-command of the house.
Liaison	Third-in-command; manages relations and communications.

The Diabolics — Above All Bloodlines

The Diabolics are devilish entities that serve The Source and oversee the entire Progeny system. They are the supreme governing body, above all bloodline politics.

Title	Description
The Source Lachiel Vaher	Creator and absolute authority of the entire Progeny universe.
Apeiron Oberon Eames	Second-in-command. Heads the Diabolic Conclave.
Greater Diabolics	6 members with system-wide decision-making authority. Vote on major resolutions.
Ancillary Diabolics	Full voting rights. Support official activities. Between Greater Diabolics and Cambions in rank.
Cambion Diabolics	Full Diabolic status. Non-council members whose thoughts receive serious consideration.
Infernals	Mortal or immortal assistants to patron Diabolics.

WARNING

Biting a Diabolic without explicit permission results in **immediate death and a 5+ day ban**. Biting within 30 meters of The Source without consent carries similar consequences. These are not empty threats.

Political Factions

Every clan within the GCSC carries a faction designation. These alignments shape alliances, voting blocs, and political identity across vampire society. Only full faction members hold voting rights.

RENEGADE ADVOCACY FACTION (RAF)

Champions the rights of Renegades, Rogues, and Outcasts within vampire society. Believes every vampire deserves representation regardless of their standing with the established order. Holds full voting rights in the GCSC.

TRADITIONALISTS (TR)

Traditional, law-abiding vampires who adhere to and prefer the old ways of Progeny. Defenders of established hierarchy and the customs that have kept vampire civilization functioning across centuries.

ARCH CABALISTS (AC)

Clans that are fiercely loyal to their Arch Vampire above all else. Their politics flow directly from the will of their bloodline's progenitor — Arch loyalty is not a preference, it is identity.

APOSTATE CLANS COALITION (ACC)

Clans who have broken faith with their sponsoring Arch Vampire. Whether through dispute, betrayal, or principle, these clans have severed the defining loyalty of their bloodline and now chart their own course.

GLOBALISTS (GBL)

Organizations that lean toward unifying all clans under a central authority of the GCSC. They believe vampire society is strongest when governed collectively

INDEPENDENTS (IND)

Non-aligned clans who have not formally declared a faction affiliation. They participate in vampire society on their own terms, without the obligations — or benefits — of faction membership.

rather than divided by bloodline allegiances.

Faction Status Designations

Beyond faction membership, the GCSC assigns status designations that reflect a clan's or individual's standing within vampire society. These are not factions — they are judgements.

ENEMY OF THE VAMPIRE STATE (EOVS)

Clans that have been **barred from the GCSC** for repeated or egregious violations. They lose their voting rights but may otherwise still exist within the world. This designation can only be removed through a formal GCSC vote.

ENEMY OF STATE (EOS)

An **individual vampire** found by the GCSC to be guilty of crimes against vampire kind. The gravest personal designation in vampire society. Like EOVS, removal requires a GCSC vote.

RENEGADE GROUP (RRO)

Clans who have declared Renegade status. They participate in GCSC proceedings but **do not hold voting rights**. Distinct from the RAF — being a Renegade clan is not the same as supporting Renegade rights.

Special Organizations

PROGENY KNIGHTS

An elite order bound by blood oath to preserve and protect the peer community. Maximum of **25 Knights and 25 Squires** at any time. Governed by a strict code:

Fair Play · Nobility · Valor · Honor · Courtesy · Loyalty

SCRIBE'S GUILD

Founded June 1, 2014. Collects and preserves manuscripts, maintains the accessible Library, records official meetings. The guild space is sacred neutral territory. Requires 50+ nights, bilingual ability valued. Extension of the Diabolic Conclave since 2019.

USHERS GUILD

Guides newly embraced vampires through the system. A complement to sire training — if you or your fledgling need additional orientation support, the Ushers Guild exists for exactly this purpose.

ROGUE HOUSES

Formed when 25+ outcast vampires band together outside clan structure. They operate independently and are not bound by standard vampire society regulations — a dangerous but free path for those who cannot or will not conform to clan life.

Special Roles & Statuses to Know

Term	Description
Familiar	A partially-embraced mortal. Extended lifespan, multiplied blood regeneration. Not fully undead.
Shade	A mortal over-consumed until their blood becomes unusable. A waste and a warning.
Lemure	A vampire who has not yet created any Progeny of their own. Common among young vampires.
Outcast	A vampire without a bloodline. Faces increased subsistence costs and limited community support.
Minion	An individual who has sworn fealty to another vampire. A declaration of service.
Liege	A political declaration of loyalty to another's House and Clan.
Slayer	A combat-oriented human aligned against vampires and Lycans.

THE CODE

The Laws of Vampire Society

Every vampire is bound by these laws from the moment of embrace. Ignorance is not a defense.

The Veil Covenant

Three sacred articles that protect vampire secrecy. Violations carry severe penalties including suspension, bloodline sanction, and permanent bans.

ARTICLE I — VEIL OF THE SCAN

No system data or HUD information may ever be shown to mortals or non-Progeny members. What the scan reveals belongs to the vampire world alone.

ARTICLE II — VEIL OF THE BLOOD

You may not reveal another vampire's identity as a Progeny member to anyone outside the system without their explicit consent. A vampire owns their own revelation — not you.

ARTICLE III — VEIL OF THE BITE

Bite logs are confidential. Who bit whom, when, and where is not information to be shared publicly. This protects both predator and prey within the system.

GCSC Laws — Know These Cold

The Grand Council of Sovereign Clans enacts and enforces the laws of vampire civilization. The following are the laws every vampire must internalize.

Resolutions — Rights & Freedoms ▸

Laws — Conduct & Society ▸

Diabolic Prohibitions — Absolute Rules ▸

TOOLS OF THE NIGHT

Artifacts & System Items

The objects that shape vampire survival, revival, and power.

BLOOD BANK

Store, withdraw, and transfer blood reserves. Every vampire should maintain a buffer here.

- Deposits and withdrawals: **5L per transaction**
- Transfers between players: **1L per litre** (min 5, max 10,000 litres)
- Build reserves after every successful feeding session

HIBERNATION KIOSK

For planned absences. Halts subsistence drain.

- **No Aging:** 100L in / 50L out — character freezes in time
- **With Aging:** 1,000L in / 50L out — character ages every other night
- Warning: You can still be bitten while hibernating. Never go AFK in-world while in this state.

REVIVAL ALTAR

Revives vampires from Coma with assistance from a willing donor. The victim lies on the altar; the donor contributes potency.

- Costs 1–3 Potency levels from the donor (based on generation)
- Revival cost starts at **100L on Day 1**, drops 10L per night, reaches zero by Day 10

POTENCY CRYSTALS

Used via the Potency Apparatus chair to channel raw vampiric energy.

- Requires at least **10 Potency** to use
- Available individually, or in 25-pack and 50-pack quantities

- Slain vampires cannot be directly revived — must wait 10 nights to return to Coma first
- Owner can restrict access to All / Bloodline / Clan / House

HELL'S HEARTSTONE (BLOODSTONE)

A powerful artifact that bonds to a vampire through ritual. Monitors a minion's full status in real time.

- Tracks health, coma warnings, feeding notifications, attack alerts, slayer identification
- Enables **emergency blood transfers** (100L per litre; once per 12 hours, arrives in 10–15 minutes)
- Supports English, Spanish, and Turkish
- 299L — no-copy, no-mod

RESTORATION DRAUGHT (VRD)

Near-instantaneous revival from Undead, Coma, Slain, or Hibernating status. A powerful emergency tool.

- Will **not** restore Dusted or Banned vampires
- Causes permanent subsistence penalty; use within 10 days triggers raging hunger
- Made from: Vampire Blood, Source Ichor, Raw Potency Energy, and the Plasma of a soul from Hell
- 250L single / 1,100L five-pack

RE-SIRE DEVICE

Allows a vampire to change their sire or bloodline affiliation. Intentionally expensive to prevent casual use and generation manipulation.

- **Full Re-** Relocates vampire to a different bloodline/sire;

RELIQUARY

Sanctifies and protects a specific area. Three power levels available.

- **Level 1 (Weak):** 20 hours full charge, covers 10 meters

- **Sire Rite:** descendants may follow within 15 nights
- **Follow Re-Sire Rite:** Allows descendants to join their ancestor's new chain
- After 15 nights, blood chain collapses and orphaned vampires are auto-re-sired with generation boosts
- Bloodlines can be locked by Arch Vampires — not all lines accept re-sires

- **Level 2 (Medium):** 8 hours full charge, covers 20 meters
- **Level 3 (High):** 2 hours full charge, covers 100 meters
- Recharged using energy crystals (10 energies per crystal)

DRAUGHT OF LIFE

Resurrects a Shade — restores a dead mortal to living status at Sickly level. Known by over 1,000 names across cultures.

- **Warning:** Not for vampire use — can cause slaying if misused by the undead
- 125L single / 500L five-pack

SOURCE ICHOR

Rare bottles containing the blood of Lachiel himself. Used in crafting powerful artifacts including the Restoration Draught. Produces variable and unpredictable effects when used directly. Handle with caution and respect.

The Night Awaits

You have read the words. You understand what this life demands and what it offers. Immortality is not given to the unprepared. If you are ready to step into darkness and claim eternity as your own — reach out. The embrace awaits those who are worthy.

📖 Progeny Wiki | 🔮 Official Site | 📋 Community Info

Finding Your Bloodline

With 17 active Greater Bloodlines spanning a wide range of cultures, political alignments, and roleplay styles, there is a home in Progeny for every kind of vampire. Take time to explore the bloodlines, learn their histories, and find one that resonates with who your character is meant to be.

When you've found the right fit, reach out to that bloodline's leadership — their Arch Vampire, Blood Regent, or Sovereign. Every great eternity begins with a single conversation.

- Research the 17 active bloodlines and their factions

Community Resources

- **Progeny Wiki** — Complete system documentation in 7 languages
- **Ushers Guild** — Additional orientation support for new fledglings
- **Progeny Legal System (PLS)** — Official case filing for disputes
- **Progeny Mall** — Gothic/modern marketplace at the Progeny Lounge in SL
- **Behind the Fang Podcast** — YouTube community content
- **Grave Designs YouTube** — Official video content and announcements
- **Cult of Lachiel Patreon** — Support Grave Designs development

- Reach out to the bloodline's leadership in-world
- Participate honestly in a selection conversation
- Receive the embrace if deemed worthy

☽ Progeny Vampire

This guide is a fan-made training and recruitment resource for the Progeny: Vampire roleplay system, created within Second Life by Grave Designs / Lachiel Vaher.

All system mechanics, lore, titles, and rules belong to their respective creators. This compendium is intended for educational use within the Progeny community.

Official Wiki Progeny System Progeny Info

Blood is life. Life is ours.