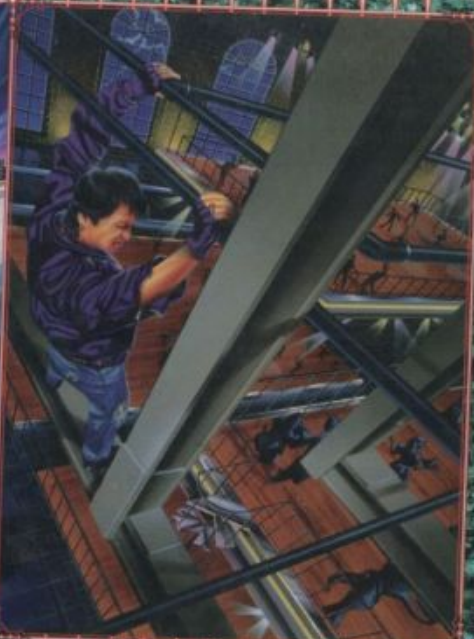


# CHICAGO CHRONICLES

VOLUME I



Includes:

**Chicago By Night First Edition**

■ **The Succubus Club** ■

**The Classic Sourcebooks for Vampire: The Masquerade®**

# TABLE OF CONTENTS

## **Chapter One: Introduction**

- City of the Damned
- How to use this Book
- The Damned
- Vital Statistics

## **Chapter Two: History**

- Time Line
- Chronology

## **Chapter Three: Geography**

- Neighborhoods
- Outlands
- Elysium

## **Chapter Four: Characters**

- Introduction
- Brujah
- Caitiff
- Gangrel
- Malkavian
- Nosferatu
- Tremere
- Ventrue
- Coteries

## **Chapter Five: Encounters**

- Introduction
- Encounter Charts

**Dedication:** This supplement is dedicated to Upton Sinclair, one of the first to reveal Chicago's Vampiric conspiracies.





# CHAPTER ONE:

## INTRODUCTION

*"Never has there been such a city, with such a population of the Damned. We would never tolerate such an abomination in the old world, but here the reach of the Camarilla is weak. They are, all of them, Anarchs, even those who would call themselves Elders. Many times have we attempted to put down the youth of this city, but again and again they return and bring new Kindred into the world. For us to ever control this city we must destroy them, and begin again with children of our own brood. Heed my warning well, we must do it soon, lest the Masquerade be truly sundered by these detestable fledglings."*

— Petrondon, Justicar Nosferatu

*Chicago by Night* is a sourcebook for the Vampire storytelling game. It is your guide to the neighborhoods, intrigue, and the Undead of a Gothic-Punk Chicago. This is not the Chicago of our "real" world, although it is very similar. Rather, it is a Chicago controlled and manipulated by Vampires, where the history and politics are affected by the intervention and manipulation of the Damned.

They control this city, and rule it with an iron fist. No mortal institution of any power has escaped their influence. Few kine know of it, and even fewer would dare challenge it. Prince Lodin and the Elders are the immortal lords of this great city, and they brook no challenge.

The Vampires have shaped this city, forming it in their own image. Therefore it is a city of culture, for the Elders would have it no other way. The Toreadors value the art museums, the Ventrue their sophisticated clubs and restaurants, and the

Malkavians their intellectual coffee houses. Those Elders who keep a little of their humanity surround themselves with reminders of the ages they have seen. Indeed, they have created an entire city in that image.

Thus, aside from the culture and wealth they have brought the city, they have brought darkness and evil as well. For every theater and art gallery, there are three nightclubs that cater to drug addicts and skinheads. Every elegant restaurant is matched by a seedy bar where the dregs of humanity waste their little money in a pointless effort to erase their memories of the horrors around them.

But this dichotomy suits the Elders of Chicago well. They can live in refinement and taste in the city of culture they have helped nurture, and can feed upon the dregs of the city that their greed has helped create.

---

## *The Windy City*

*My God, my God, why hast thou forsaken me?*

Psalms 22:1

Chicago. Ask someone to picture the city, and they will have trouble coming up with a concise description. When people think of New York City, they think of skyscrapers, subways, and muggers. When they think of Los Angeles, they think of sun, smog, and traffic. When they think of Detroit, they think of cars, factories and decay.

Chicago features a strange mix of all these. It boasts skyscrapers, including the Sears Tower, the tallest building in the U.S. It has the EL (Elevated Train), one of the most complete public transport systems in North America. Situated on fairly flat terrain and located next to a lake that is large enough to

qualify as an inland sea, it serves as the Midwest's center of industry, culture, and business.

Though Chicago is situated in Illinois, it has suburbs in both Wisconsin and Indiana. It is part of a metroplex that includes much of the area along the southwest edge of Lake Michigan. Almost the entire area from Gary to Milwaukee constitutes one enormous community, and, if taken as a whole, is one of the largest metropolitan areas in the world. However, this book deals primarily with the city of Chicago itself. Gary has already been described in the *Vampire* rulebook, and Milwaukee will have its own sourcebook.



Chicago is one of the most important transportation centers in north America, serving as the primary Midwest convergence points for both railroad and freeways. It has a port which, via the St. Lawrence seaway, has an outlet to the Atlantic.

Chicago itself has a population of 2,783,726 (1990 census) and has been the seat of Cook County since 1931. Long known as the nation's "second city," Chicago dropped to third place among largest U.S. cities during the 1980s as its population declined during the decade by 9.3%.

Despite its falling population, the city itself seems to be prospering. The city rises majestically from the shore of Lake Michigan, its stainless steel, white marble and tinted glass buildings monuments to its ingenuity and prosperity. The old

Chicago was a dull, grey-looking city cloaked in black smoke rising from scores of factories, but today it is a testament to successful efforts to clean the air — as well as to the total collapse of the steel industry in Gary.

The city's tradition of architectural inventiveness remains strong — so much so that certain skyscrapers in other cities are said to have "the Chicago style". It was in Chicago that the first steel-framework skyscraper was built (in 1884) — all eleven stories of it. Mies van der Rohe, the great Bauhaus master, left his mark on countless monuments to his skill; he was favored greatly by Lodin, the Prince of Chicago. The city's impressive skyline includes such structures as the Sears Tower (443 m/1,454 ft), which is the world's tallest building, and the John Hancock Center.



Chicago, more than any other Midwestern city, has an indescribably Gothic look to it. Perhaps it is some aspect of the vaulting rows of skyscrapers or the constantly overcast skies, or it could be the gargoyles that guard the corners of many of the older brick buildings. In this Gothic-Punk city they have not torn up a lot of the cobblestone streets, and many of the police still ride horses. They still have street cars (instead of buses) and the enormous St. Nerius Cathedral looms over Washington park.

Chicago is many things to many people, and no two people have the same view of it. This diversity is part of its magic, and part of its mystery.

*"Our champion has been unable to track down her prey, though she insists that she grows ever closer. The great conflict that she has fought for so many years is getting more and more out of control — and still the Brujah remains free. The only result of this conflict is that more and more Anarchs are created, and that they are less and less under anyone's control. If she cannot succeed soon, we must at last reveal our hand, take the final solution and enter in the city with our own Hoplites. Just as we destroyed Carthage, so must we destroy Chicago — the cancer must not spread further. If it shall create war and bring on Gehenna then I say, so be it. Better now when we are strong, than later when we have been made weak."*

— deCaligula, Letter to the Council

## How to use this Book

This book has a number of uses. Ideally, you might use it as a example of how to create your own city. You would not actually use Chicago as the setting for your Chronicle, but it would certainly give you ideas for the city of your choice.

Of course, this sourcebook was designed to allow you to run a Chronicle based in Chicago, or perhaps even a continuation of the *Forged in Steel* Chronicle described in the *Vampire* rulebook itself. However, you should not accept everything the way it was written here. Then, if your players read this book, it will not ruin all the surprises.

This supplement focuses on the supernatural aspects of Gothic-Punk Chicago. There is much mundane detail which you will have to acquire for yourself, depending on how detailed you want your Chronicle to be.

Fortunately, this is not an arduous task. Go to a bookstore and buy a travel guide to Chicago. This will contain maps, lists of restaurants, important buildings, and may even describe the feel and vitality of the city. It can give you ideas for stories, encounters, and interesting ways to bring across the scope and energy of Chicago to the players. In the library you will be able to find books of photographs, giving you a better feel for the look of Chicago. Finally, the city has been the setting for a great many movies. Here is a brief list of sources for the city of Chicago. It

is not exhaustive, and even so you probably will not use all the sources listed; but it will reward investigation.

### Reference Books:

Chicago for a Day  
Frommer's Chicago

### Fiction:

*The Jungle*, Upton Sinclair  
*Chicago*, Studs Terkel  
*Chicago: City on the Make*, Nelson Algren  
Carl Sandburg poetry

### Movies:

The Untouchables  
Ferris Bueller's Day Off  
The Blues Brothers  
Risky Business  
Flatliners  
Marked For Death

## Contents

This book has five chapters. This first chapter serves as an introduction and explanation of the rest of the book. Chapter 2 summarizes the city's history, with particular emphasis on the role of the Undead. Chapter 3 offers a brief geography, and Chapter 4 provides details of many of the city's more prominent Cainites and their dealings with each other. Chapter 5 is one of the more innovative sections of this book; it is a series of "encounter charts" organized by theme, describing more than 100 events or scenes which characters can be involved in as they move about Chicago. These encounters bring the characters into the middle of the intrigue and politics which are a constant part of life in Chicago, and will slowly lead them through the lies and mysteries that cover every aspect of the city's Kindred.

## Rising from the Ashes

The denouement of the *White Wolf Vampire* supplement *Ashes to Ashes* relies on the actions of the players. Thus, if you have already run this Story, your players' actions in saving (or failing to save) Lodin will have had a profound effect on the current course of events in Chicago. If you have not yet run this Story, you can skip this section.

If the horde of blood-crazed monsters tore Lodin's last flesh from his bones, then of course he no longer rules the city. While his destruction may be kept secret from the Kindred of Chicago, Lodin's continued absence leads to an unprecedented jockeying for power among the Vampires of the city. Numerous



Cainites, especially Capone and Ballard, have set their sights on becoming Prince. The Primogen will be completely divided as to who it will support, and rivalries among them and the city's other Elders will begin to come to the surface (Tyler v. Critias, O'Leary v. Inyanga). The agitation of the Anarchs will rise to new heights and they will flock to the city from across the continent. The Sabbat will take advantage of the turmoil to increase their own activities in the city and, as if all the Vampires dashing around were not bad enough, the police will no longer be under undead control.

If the players rescued Lodin in time, his gratitude knows no bounds. He will happily make any of them (without Anarch ties) his personal bodyguards and Archons, offering them herds of mortals and great status among the Damned. Barring that, he will petition the Primogen for permission to tighten his grip on the city, preferably by forcing many of the city's Vampires to Blood Bond to him. His paranoia will be heightened, and new Kindred will find the city extremely inhospitable. The slightest rumor of someone siring in the city will become the cause for a blood hunt, and the Wolf Pack will roam the streets with frightening regularity. The battle-lines between the establishment and the Anarchs will become more prominent, and Lodin's actions will drive many previously-

uncommitted Cainites to the Anarchs. Tension among the Kindred will reach an unparalleled level.

## Theme

Though each story you tell in this setting will have its own theme, there is an overall theme to Chicago that you should bear in mind. This theme sums up the emotional and mythic *gestalt* we have created, as well as the motif common to most of the published Stories set here.

*Chicago By Night* is about mysteries within mysteries, webs and more webs, the lust for power. It is about intrigue and manipulation on the grandest scale, and it is intended that the characters become deeply involved in it — willingly or otherwise. No matter what their aims and methods, the pulse of this city will make its mark upon them.

If this theme had to be summed up in a single phrase, it would be "*Nothing is as it seems*". You should make sure that the characters start with the roughest idea of what is going on, and gradually, painfully, uncover schemes and facts, only to have them revealed as another layer in the tissue of lies. Only by the end of the Chronicle (if at all) should they have uncovered



the central mysteries. It should be like peeling away the layers of an onion. Layer by layer the characters peel away until there is nothing left. In the end, it is the intrigue that forms the base and substance of this city. Without it, nothing would be the same and there would be even less organization and structure.

Use every chance you get to confront the players with this theme — but never reveal it to them directly. Send them down plenty of wrong-way streets and blind alleys, plug in as many mysteries and secrets as they can stand and *never* tell them the complete story about anything. In short, keep them guessing. Even more importantly, make sure that they *want* to keep guessing by making the entire process as entertaining as possible. And this means that, ever once in a long while, they have to uncover something of genuine Truth.

This is why another name of this theme is just that — the quest for truth.

*What is Evil? What is Love?*

*What is the force that possesses us?*

*Where is the beauty? Where is the Truth?*

*What is the Force that watches over us?*

The The, The Violence of Truth

## Mood

The mood of *Chicago by Night* largely depends on what type of Chronicle you intend to run. We suggest that you play up the chaos as much as possible. No single person in this city knows all of what is going on. Everyone is continually surprised by the plots and intrigues that are revealed and by the unnatural connections between various Kindred that are uncovered. Nothing is as it seems, and this creates a mood of unparalleled chaos. The players should never know what is coming next. Each scene should contain some sort of surprise and some greater sense of this chaos.

Chicago is a strange and bizarre place. Beneath its veil of middle-American solidity there teems a world of violence and anarchy. It is a world of the weird. The characters, being a part of this “second” world, should never be far from that weirdness.

*“Let me give you a word of advice. If you obey his rules he will leave you alone — even if you are a Caitiff and have never been presented to him. The Prince has enough to worry about without having to put down every Anarch who was created without his permission. If you do not cause trouble by breaking the Masquerade or actively plotting against him, he will ignore you. However, if you cross him he will use every resource to crush you. Of course, the Prince is often approached by those Elders whom he owes favors and asked to inflict punishment for minor transgressions. If your enemies have his ear, then you are in trouble no matter what you do.”*

— Rebekah, Monitor of Chicago

## Changes

Finally, as with any published gaming material, the Storyteller is free to change any aspect of these characters. They are raw material for you to mold and fit into your own game. This is not merely your right, it is your duty. No two gaming groups, no two Storytellers and no two Chronicles are ever alike; we have provided material which is aimed at a hypothetical (and nonexistent) average user, but everyone who reads this book will find *something* which they think needs change or improvement. Do it. Until you begin to play around with this material you will not be comfortable with it; this will hamper your use of it during game-play. Create your own Prince and throw Lodin out, or add in a whole new group of Anarchs for your characters too meet — whatever you need for your own Chronicles.

While these characters have been designed to mesh together in an intricate Chinese puzzle of conspiracies, plots and counterplots, individual characters can also be lifted whole from the landscape of Chicago and placed in any situation you as Storyteller see fit. You can use Chicago as an example of what a city is like, a template for your own city. Don't be afraid to leave Chicago entirely and use any other city (your home town, or a city you know well) as the setting for your games. It is our belief that the best roleplaying occurs when it takes place in a setting of the Storyteller's own creation — while that can eat up enormous amounts of time, it is one of the most rewarding things about this hobby.

Just keep in mind this is *your* supplement; do with it what you will.

## The Damned

There are more than 70 Vampires currently living in Chicago, many of whom are described in chapter 4. However, to be better able to work through the rest of this book, you need to understand what is going on in this city. The Byzantine politics are torturous and never-ending. Much of this book describes and details the intrigue of these Vampires.

Many of Chicago's people descend from 19th-century European immigrants, attracted to the city by industrial jobs, and thus many of its Vampire have ethnic origins as well. The strong socialist history of Chicago has also left its mark on the immortal population.

## Power Structure

Chicago is ostensibly controlled by Lodin, who is the Prince. But the truth goes much deeper than this. Though we don't want to give it all away here (it would be too easy for a player to pick up the book and read this section) contained deep within this supplement is the Truth about who and what really



controls Chicago. Of course, there are always many different sides to this Truth, and not all are described here.

As the Chronicle progresses, the search for the true powers in Chicago should become the characters' primary motivation. However much they learn, they should never be sure of when they have finally discovered the true shape of things. There are many rumors, and many theories. A great many Anarchs fear that the Tremere are planning a takeover; most Elders suspect the Anarchs of plotting rebellion once again; others fear the Sabbat; some insist that there are Ancients at work in Chicago.

Everyone among the Kindred knows of the war between the Elders and Anarchs which has continued for so long.

Its violence has etched itself into the minds of everyone who has lived through one of the "nights of rage."

Almost all in the city know that Lodin is the Prince of Chicago and that Modius, his arch-rival, is the Prince of Gary. Many know that Lodin's power is backed up by the power of the Primogen, and a few know of the rivalries and intrigues within the Primogen, and have an idea of who holds power among them. Of course, everyone has opinions and theories. Almost no one knows that the Primogen actually rule over Lodin, and that they are much more than an advisory council.

In all Chicago, only five know of the dark powers that lie beyond the Primogen, of the ancient forces at work within the city. Only five know of the Methuselahs, and only two know



their names. They have been at war for over a millennium, and they use many of the other Kindred as pawns in their Jyhad — including the Prince, the Primogen, and all of the Elders. The city has been divided up between them into two opposing camps. The events that most think of as arising from conflicts between Lodin and the Primogen, Lodin and the Anarchs, or Lodin and Madius, actually stem directly from the conflict between these two Methuselahs.

None in Chicago know of what powers struggle above them.

*Damn your souls and curse your grins  
I stand here with a fading dream*

Donovan, *The Ballad of the Crystal Man*

## Lodin's Laws

I have but five laws in my city. As long as you obey them strictly, I shall not harm you, nor allow others to do so.

- 1) None in my city shall kill and leave behind evidence of their feasting. If your slaying shall cause an investigation among the Police, or worse, among the Press, then I shall track you down and extinguish you — or if others speak for you, exile you. You must lick all wounds, and dispose of all those you kill. I hold the fourth tradition in strong regard and do not take such violations of the Masquerade lightly.
- 2) Do not harm the travelers to this city, for its wealth is based upon it being a center of commerce and travel. You may feed from such, but do not leave any evidence of your feast. You should not test me on this, for these folk are the basis of the wealth of my realm.
- 3) Have nothing to do with any of those among the Press. They are to be strictly ignored. They are my Domain. Neither should you attempt to create contacts or retainers among the Police of this city. They are my Domain as well.
- 4) Keep the sanctity of Elysium, for that is our place of rest and recreation. No act of violence or struggle shall be tolerated. You may attend my court there, as all in my city are free to do, but you must not carry your conflicts into the sanctity of its ground.
- 5) Do not hold commerce with my enemies or those who seek to usurp my rightful authority. I shall repay treachery with treachery, rebellion with iron might. Let me caution you. I know all that happens within my realm. Do not think you can keep secrets from me.

Heed these words, and do not attempt to disobey my laws. I am a fair and even-tempered Prince, but I warn you, do not cross me. My temper hath no bounds.

## Mortal Society

*Either I'm a genius  
or I haven't learned  
a damn thing  
I can't figure how  
I remember  
how they look the way I'm  
going through people  
like a dirty book*

Taoist Cowboys, *Not Even Johnny*

Almost every section of the power structure in Chicago, be it government, business, unions, high society or media, is controlled in one way or another by Vampires. Though frequently one Cainite controls each area, often one or more others might have influence over it as well, and may someday attempt to seize control of it. They continually fight over the numerous prizes of the mortal world — the city government, businesses, and innumerable other institutions.

## Government

The mundane government of Chicago is still controlled by the old political machine — a political machine unrivaled in any other city in the nation. Though for a time it was overthrown by an extraordinary black politician, Mayor Harold Washington, the manipulations of the Kindred allowed the machine to take over again a few years later.

To this day the machine penetrates down to the neighborhood level. Ward bosses look out for the voters in their neighborhood and pass out political favors to those who aid them. This machine is, in the end, controlled by Vampires — just as is every other major institution in Chicago.

## Kindred Influence

*Nothing can erase this night  
And there's still light with you  
Rhapsody  
And if we can never see the sun  
There's still light with you  
Siouxsie and the Banshees, *Rhapsody**

Chicago tends to reflect the taste of the Kindred. Those businesses used or favored by the Vampires (particularly the Elders, the Ventrue, the Tremere, and the Toreadors) often continue to exist even if they do not otherwise make a profit. Over their long lives, the Kindred have grown used to having their own way without argument or delay. Money is not difficult for them to obtain, and thus their decisions are not dictated by the demands of the profit motive.



Is a street-gang troubling an owner, who is losing merchandise? The police will shortly raid the gang's headquarters, and its members will be shot while resisting arrest.

Is a Chicago Health Inspector threatening to close down a social club because its restaurant does not meet city regulations? The Inspector will be quickly and quietly fired, or transferred to other duties.

Are those collections of dusty old books a fire hazard that a Fire Marshal wants to see removed? The Marshal will change his mind. He may never remember having seen them.

Because of this, many businesses that may no longer exist in our world flourish in the Gothic-Punk world of **Vampire**. However, the owners are dominated by a clientele more elite than Chicago's rich.

Vampires' predatory instincts extend to more than mere feeding. The undead think of a business in the same way they think of a Vessel. Drain it too quickly, and that is one less Vessel, or business, to rely on in the future. And such abrupt and final action draws attention. Whether it is a dead body drained of blood, or a business bankrupted by an unknown client, both are a potential threat to the Masquerade.

So important businesses still exist. However, they are run down and decaying. The owner is so busy seeing to the needs of the Cainites that he has little time to worry about painting and cleaning. Money is what is important, and that comes from seeing to the needs of these oh-so-important customers who are willing to spend their money freely. And so a vicious circle begins. A Vampire finds a bookstore that has a rare book, and pays a fabulous price for it. Since the bookstore owner obviously has certain sources and contacts, the Vampire asks for another rare book. The owner is not sure why, but he is frightened of his new client. He uses much of his profit from the first sale to expand his net of contacts to find the next book. Other Kindred hear about this owner who can find rare books and come to his shop.

Soon, the owner is making large sums of money. However, the demands of the Kindred come more frequently, and for rarer items. The owner is spending money just as fast to search for these items.

The cycle may take years, but eventually the owner has exhausted his sources and can't find a particular item. The Kindred move on to a new bookstore, leaving the owner with less money than when the first Vampire paid him a visit. The store is peeling paint, gathering dirt, and falling to pieces. His mortal customers, spurned for the free-spending Kindred, have long since moved on to more pleasant places.

Such is the pattern of supply and demand in any city that is host to the Damned. Chicago is no exception. This aura of decay — not just in the poorer parts of town but in the middle- and upper-class neighborhoods — is what gives the Gothic-Punk world its texture.

*"I tell you friends, that this is a city like no other, a city with no restraint, a city ruled by the most irresponsible of councils. In the guise of maintaining the Masquerade they rule*

*the teeming masses, but they mostly use their influence to combat one another. They do it almost openly, their contempt for the mortals, making them take the greatest risks with the greatest aplomb. For the Neonate thrust into such an environment, nothing can be trusted, nothing can be truly known, nothing can be known as it truly is. The Fledgling must be most careful or else quickly become a pawn of some greater power.*

*"Soon the Camarilla will attempt to intervene, and when they fail some of the greater powers will attempt the final solution. I beg you for permission to assist some of the higher-minded Anarchs, to help them create their own solution before one is imposed from above. I tell you, here I have found more talent and compassion than I have seen in many a year."*

Inyanga, Primogen

## Vital Statistics

Chicago sits along the southern shore of Lake Michigan in the State of Illinois. The lake exerts a strong influence on the city's climate and has led to the city gaining the appellation "The Windy City." Nighttime temperatures range on average from 25° F (-4° C) in January to 75° F (24° C) in July.

Chicago is not as windy as its nickname might suggest. But certainly the breezes off of lake Michigan are as constant as they are brisk, especially on cold winter nights.

## Traveling To Chicago

*Take me beyond love  
Up to something above  
Upon this bed, between these sheets  
Take me to a happiness beyond human reach.  
The The, Beyond Love*

There are a number of ways to get to Chicago, though of course it is simpler for mortals than for Kindred. This will not be a problem for characters native to Chicago, but, if your Chronicle began in another city, you will need to know how the characters get to Chicago.

The Kindred use nearly all means of transportation, but each involves certain special considerations. Frequently, another Cainite has control over a given mode of travel, and requires permission and perhaps tribute before allowing another to use it. Then, all necessary arrangements will be made. These "agencies" offer the safest and most efficient travel arrangements for the Kindred, but a character must be in favor with the Elders in order to make use of them.

Vampires almost never travel alone. Retainers are invariably employed by all but the most arrogant. Though, of course, the "agency" will have its employees along, one's own retainers are aware of special needs and arrangements, and can

be relied upon to put one's safety above their own. On long journeys, meals can be arranged, but normally travelers are expected to make their own arrangements — another reason for taking retainers along. Travel is a perilous thing for the Kindred, and should not be taken without trepidation and care.

## Road Travel

Agencies can arrange travel in specially sealed containers aboard freight trucks, but this is a fairly new concept. Characters can arrange their own travel by car, but this is particularly dangerous. Stops must be arranged each day and a safe Haven found (often simply a motel room with the curtains closed and a *Do not Disturb* sign on the door), and care must be taken for the safe procurement of food. Some Anarchs travel regularly in this manner, but you will not often find Elders taking such risks.

The primary route into Chicago from Milwaukee is I-94, and it joins the JFK expressway which enters the downtown area. The western leg of I-94, which is called the Tri-State Tollway and forms the circumferential expressway around the city's west edge. From Madison and Rockford, I-90 is the main highway; in the northwest suburbs it intersects I-190 which then curves southwest and continues into Chicago as the Eisenhower Expressway. This is the primary route to the western suburbs. In the south are I-94 (Calumet Expressway), I-57 and I-90. All three connect with the Dan Ryan Expressway which connects to the city center. I-90 and I-80 bring in travelers from the eastern seaboard, and I-94 provides access to the city from Michigan.

## Air Travel

Chicago is served by two airports, the enormous O'Hare, and the smaller Midway, located close to the downtown area. Flights from all over the world arrive at O'Hare. It is one of the largest and busiest airports in the world.

Though it is very dangerous for Vampires to take normal passenger flights — delays or mishaps can let daylight overtake a night flight, and the window-blinds are less than effective. Private planes are quite viable, as are sealed containers loaded onto freight planes.

An office is located at O'Hare, run by a retainer of Ballard of Clan Ventrue, which can organize the air travel arrangements of any Vampire in good standing to Lodin. A private jet with an uninquisitive crew would cost at least \$4,000, while having yourself shipped in a sealed container (often a coffin) would cost around \$800, but can be extremely nerve-racking, with the traveler held helpless.

## Sea Travel

There is a seaport located in East Chicago; numerous sea-going vessels dock here to load and unload the goods of the

world. There is also a dock near downtown where a number of excursion boats and ferries dock. A large number of pleasure craft also find port here.

## Rail Travel

Many Vampires prefer to travel by rail as the system is so completely controlled by the Kindred. Air travel still makes many of the more traditional Cainites uneasy and sea travel is too slow, but the trains are safe, fairly quick and a matter of tradition. Most often the Kindred will ride in a specially designed caboose, but, when one is not available, they will have to settle for a private room in the first-class coach or a sealed coffin in the baggage car. They will almost always bring along a coffin or other sealed container will in case of an emergency.

## Getting Around Chicago

Once the characters have arrived in Chicago, they'll need to know how to get around. Most characters will have their own transportation — a motorcycle, car or even a limo. Those who do not have, or do not wish to use, their own transportation have a number of options:

### Road

Taxis are very common in downtown Chicago, and become rarer as one moves away from the center. Fares range from \$5-\$50 depending on length of journey. There is also a fairly widespread bus system, which is used by some for the procurement of Vessels (often done by the Anarchs). Finally, cars can be rented by anyone with a reasonable credit rating.

### Air

Many of Chicago's skyscrapers have rooftop helipads, and many corporate and private helicopters and helitaxis fly about the city. It has become increasingly popular for the wealthy. A heliotaxi charges \$120 for any ride, regardless of distance. However, they only serve Chicago, the inner suburbs, and O'Hare Airport.

### Rail

Chicago has a highly-developed system of trains and subways, due largely to the influence of Drummond of Clan Ventrue. Fares are \$6-\$15 on average, and can take you as far as the outer suburbs.





# CHAPTER TWO: HISTORY

*They only dimly recalled the things they had lost and refused to believe that there had been a time when they were pure and happy.*

*Fyodor Dostoyevsky, The Dream of a Ridiculous Man*

Chicago has earned itself a host of colorful sobriquets during its short but illustrious history. Young by European standards, the city has become known as Gangster Land, Hog Butcher and the Windy City, among other names. Its political machine has long been one of the most powerful in the country, manipulating politics even at national level. However, none of these images tell the whole story about one of America's most

intriguing municipalities. The truth is concealed in the lives of the Kind who control this city, and have manipulated its history from its very first days.

This chapter describes the history of Chicago — both the Vampire version of mortal history, and the particular history of the city's Kindred.

---

## Early Settlers

The first settlers came to the area during the American Revolution, when it was still under British control. The United States, and revolutionary war hero Gen. "Mad" Anthony Wayne, acquired the land in 1795, and Fort Dearborn was built in 1803. Needless to say, this did not sit well with the Native Americans who had called the area home for generations. Here they had their sacred lands, their burial-grounds, and their hunting ranges. Newcomers who tried to displace the land's older residents found themselves the targets of raids and war-parties.

The army abandoned the fort during the War of 1812, but returned in 1816 along with more settlers and, eventually, engineers hoping to establish a new city at this strategic river junction. The natives found a leader in Chief Black Hawk, and prepared to defend their ancestral lands.

The United States army had been enjoying considerable success against America's natives ever since the death of Tecumseh during the War of 1812. However, Black Hawk thought he had an advantage in the form of the Pale Wolf, a white man who had lived among the northern tribes since before Black Hawk's grandfather was born — an ancient Vampire who had been born with the name Meneleus, and now called himself Menele.

However, General Whistler, commander of Fort Dearborn, was under the Domination of Helena, Menele's arch enemy. She had hunted him across the continent for centuries and was more than able to tip the balance towards the newcomers. She also focussed attention on the conflict, so that fresh troops would be sent until victory was secured, no matter what the cost.

## Indian Wars

Menele had hoped to turn Black Hawk's people into an effective fighting force of his own, capable of standing against Helena and her minions. Unfortunately, he had little knowledge of the destructive power of firearms, and despite his training and his followers' own valor, Helena managed to defeat him yet again.

The climax came during one tragic midnight cavalry raid on a riverside encampment. Menele, seeing the cruel slaughter of the brave people with whom he had lived for so long, burst into a murderous frenzy. Instead of relying on pawns to fight his battles as he had in the past, he flew into the fray himself, charging straight at the equally powerful Helena. He was shot many times, but nothing seemed able to stop him. The two Methuselachs met with all the pent-up fury of a whirlwind, and the air turned red with the vast quantities of Blood they used. Indeed, it was said later on that many of the Indians managed to escape the slaughter only because of a portentous blood-red tornado.

None of those watching could follow the swift course of that titanic battle, but finally they saw Helena dig her claws deep into Menele's ribs. With a scream of agony which made the earth itself shake, Menele drove his skull deep into her forehead. The two separated, both thrown to the ground by their injuries. Menele's remaining braves made a last desperate charge to rescue their ancient ally, but could not reach him before Prias managed to drive a burning stake deep into the Vampire's neck. At the cost of many lives, Menele's allies managed to seize his body and escape into the woods, while Prias carried his lover to the safety of the fort.



Thus, two of the mightiest Cainites in the New World fell into torpor under the watchful gaze of their mortal allies. However, their deep slumber did not mean an end to their age-old feud. From their sleep, the two called out to all their supporters around the world, and Kindred and kine alike flocked to them.

## *The First Prince*

At first Helena thought she had the advantage, since the fort and all its inhabitants were hers to command. She ignored the growing city and, without opposition, Menele managed to ensconce his followers amongst its leadership.



Maxwell became the city's first Prince. Sired by an ancient Spanish Brujah, he had first come to Chicago as a fur trader. Excluded from the upper echelons of mortal society because of his race, he found the Kindred to be somewhat less prejudiced. Indeed, Inyanga — now an ancient member of the city's Primogen — first became interested in moving to Chicago when she heard that a black Prince ruled it.

The Civil War brought amazing growth in Chicago's mortal population, but few new Vampires arrived, as most were enjoying the spoils of war. With the end of the war, though, came change. New Cainites began pouring into the city despite Maxwell's efforts to keep it a Brujah haven. Numbered among the newcomers was the Ventrue Lodin.

By 1871, Maxwell and his allies had finally managed to stem the influx. Then came the horror of Devil's Night. Flames lit by a suicidal Malkavian swept through the city like a murderous squall, burning everything in their wake. Amazingly, few mortals died, but the fire gutted 18,000 buildings and almost completely annihilated Maxwell's supporters among the Kindred.

With the city's vampiric establishment in disarray, Lodin saw his chance. Opting for a night when Inyanga had left town, the Ventrue made his move. With a small band of Toreadors and fellow Ventrue, he attacked Maxwell in the Brujah's Eastside mansion. Expecting a swift, one-sided struggle, they found Maxwell much stronger than they thought. Many were decapitated by Maxwell's saber before one of the Toreadors managed to tear his arm off. Maxwell escaped through a window, and has not been seen in the city since. Lodin wanted no rivals among his own kind, and methodically destroyed those few Ventrue who had survived the battle. From this point on, all the Ventrue in Chicago were of his line.

## *After the Fire*

While those Cainites who remember the great fire still call it Devil's Night, Chicago as a whole actually benefited from the destruction. Massive rebuilding rejuvenated the city; within a few years it had surpassed its old glory and, under Lodin's leadership, became one of the industrial powerhouses of the Americas.

With such rapid growth came unexpected turmoil. Lodin's power among mortals radiated from the top down, and he gave those mortals he supported the power and freedom to increase their wealth at will. He used the twin powers of money and force (the latter through his police and special security guards) to keep the mass of people in line. Still, it came as a surprise when the workers upon whose backs the city had been built upon began to protest their desperate conditions. The fact that a Vampire could transform that massive unhappiness into a bid for power also came as a shock.

# *The Challenge of Modius*

The Toreador Modius seemed to come out of nowhere. He quickly gained support among the mortal workers and among disgruntled Kindred. Most importantly, he had the backing of Inyanga, Khalid and the Brujah Procet, three powerful Elders who had not liked Lodin's high-handed and violent assumption of power.

At first their battle involved few confrontations, with both sides relying on mortals to bear the brunt of the conflict. Soon, though, Lodin found his mighty police force and private security agencies cancelled out by the workers' more violent elements, and found himself lacking Vampiric allies.

The great institutions Lodin had created to ensure the stability of his rule began to crumble before spreading strikes and violence. His hopes that a strong, controlled economy would create a tranquil environment for Kindred and kine alike proved illusory. Even with the aid of two new lieutenants, Ballard and Drummond, Lodin seemed incapable of doing little more than delaying his eventual overthrow.

First he tried to destroy some of the union leaders during a protest in an open air market. One of his mortal agents threw a bomb into a crowd of police, setting off a riot which led to the deaths of several union members and police officer and the death sentences for four union leaders, though none could be linked to the bombing even in Chicago's kangaroo courts.

This move backfired on Lodin. The dead men gained far more influence as martyrs than they wielded during life, and union fervor rose to all new heights. Lodin swore not to make the same mistake twice, but events took the next episode out of his control.

## *Pullman Strike*

The Pullman strike of 1894 has gone down as one of the great tragedies in union history. A strike against bad working and living conditions managed to unite black and white Pullman workers and cripple the nation's rail system — a direct threat to Lodin's most recent lieutenant, the railroad baron Drummond. Without even consulting his prince, he caused government troops to attack the workers and broke the strike. But his actions swayed public opinion even more strongly in favor of the workers. The incident became a worldwide scandal and an embarrassment for the city.

Lodin finally concluded that his current arsenal was not capable of stopping the workers. He began casting about for a suitable tool to control the workers, and his eyes lighted upon Tommy Hinds. He quickly Embraced the prominent socialist (see Hinds' description on pp. 122) and used Domination to force his Get to turn on the other labor leaders.

Hinds began by co-opting the union leadership with promises of personal wealth and power if they would ensure the workers' complacency. Industries most at risk were forced to upgrade pay and working conditions, while recalcitrant unions began to suffer the first takeover attempts by organized crime. Modius' forces were slow to react to this new threat, but when they did it was with a violence previously unseen in the long conflict.

Tired of the seemingly endless battle, Modius' followers had become impatient and less willing to rely on the kine. Led by the Anarch Balthazar and his Sire, they began to seek out and destroy Lodin's helpers among both Kindred and kine. Now, Lodin knew he had the rebels where he wanted them. He sought out the eldest Cainites in the city and stressed the risk being run by the Anarchs' violations of the Masquerade. He also promised to do his best to keep the city at peace, and received the Elders' grudging approval to end the long war by whatever means were necessary.

At the same time, Hinds had made his infamous visit to Balthazar and convinced him to switch sides. With the assistance of this Brujah and the quiet acquiescence of the Primogen, Lodin began a systematic campaign of extermination. He managed to mask his attacks as a series of blood hunts against violators of the Masquerade and, by the beginning of World War I, had managed to destroy most of his opponents. However, Modius — with the secret aid of Annabelle — managed to fortify himself in Gary, which was a center of union strength.

## *Cauchemar Praxis*

The next 50 years have become known as Cauchemar Praxis, a time of peace among the Kindred. Lodin likes to take credit for this quiet era, but most Cainites think of the time as the years when Chicago muddled along. Still, even this relatively quiet period had its share of excitement.

## *The Creation of Elysium*

Lodin learned to fear the growing power of the Primogen during this period. This powerful Coterie of Elders first made their power felt shortly after Lodin seized control of the city. Originally, the Primogen consisted of those who felt the new Prince had overstepped the mark. While none had been able to accuse him of violating the Lextalionis, at least three — Inyanga, Khalid and the Brujah Procet — felt that his actions created a dangerous precedent. They also feared Lodin might use his new power for ill, possibly by hunting them for their own ancient Vitae.

These three had thrown their support behind Modius, but found their power cancelled out by the mysterious might of



the Ventrue, the Tremere and the Malkavians. Thus, they decided that the city's true authority rested in the combined forces of the Elders. Shortly after World War I, tentative invitations went out, and soon the greatest of Chicago's Cainites began to gather.

They took their cue from an ancient Toreador tradition to make places of cultural significance off-limits to violence. Calling these places of safety the Elysium, they met in the hallowed halls of the Chicago Symphony Orchestra. Wreathed in the strains of great music, the city's supreme Vampires found themselves engaged in what would become a hallowed tradition.

Passing notes, engaging in heated telepathic debates and carrying on arguments through messengers, the Primogen began to establish a power structure above Lodin. As long as they had consensus among themselves, they were more powerful than he. The first meeting ended with few tangible accomplishments, but all who attended left with the feeling that they had found a way to settle differences which might otherwise flare into bloody conflict. These ancient Cainites were utterly unconcerned by the fact that much of what they wanted to accomplish would require Lodin's acquiescence — willing or otherwise.

Lodin knew about the gathering, but did not fully appreciate its influence until he moved to make Capone his newest lieutenant. This conflicted with Proctet's own plans to manipulate the underworld, and put the two on collision course. Whereas in the past this conflict might have been decided by combat or kine manipulation between the two protagonists, now the question came before the Primogen as a whole. By a 5-2 vote they decided to allow the Prince his new Neonate, but on matters of the underworld he would have to bow to his Elder.

Lodin shook with rage when he learned of the decision. There had been no Primogen in the land of his Embrace, and these meddlers seemed bent on ruining all his hopes and dreams. Again and again he found himself checked by their might, with no means to resist them.

## *The Interdiction*

Lodin refused to forget the challenge Modius had made to his rule. As long as no new threats emerged, the Prince of Chicago's primary goal remained the destruction of the Prince of Gary. He began what is known as the Interdiction of Gary — a scheme to strip Modius of power by destroying the power of the mortals he controlled. To this end, Lodin gave Ballard and Capone almost free rein to cripple the Indiana city's economy and destroy union influence. Though it took some time for its effects to be felt, by the time Modius and the other socialists realized what was happening it was too late.

Gary's economy had long been based on steel. Unable to drive the steel plants out of the city, Ballard attacked the steel

industry nationwide — something he did with astounding efficiency. By forcing the mortal leaders of the industry to make the most asinine decisions, by strangling investment and by supporting the growth of foreign steel manufacturers, Ballard managed to drive Gary's economy into a depression which so far has proved incurable.

Capone used the forces of organized crime just as effectively. Extortion, hijacking and various other rackets contributed to continuing decline of Gary. He managed to place his underworld pawns in positions of power in the national unions, letting them attack Gary through the unions which were active there. After a time, they began to attract the attention of federal officials. On top of this, all the Ventrue of Chicago combined to keep Gary from expanding its infrastructure, building a decent airport or thriving in any way. The Interdiction has been most successful, and Modius has proved incapable of breaking it.

In spite of the numerous travails Lodin dealt with during these 50 years, he found these times to be among the best of his life — especially in comparison to what was to come.

## *The Anarchs*

The first indications of trouble came from other princes across the country. Reports of unrepresented Neonates, growing gangs of Anarchs and marauding Sabbat clans began to reach Lodin in the safety of Chicago. The decades of relative quiet had not been limited to Chicago, and Camarilla leaders across the country had grown complacent in their rule. When threats appeared, they either mishandled them or over-reacted drastically.

The problems began in the South, where many black Vampires aided their mortal counterparts in the struggle for equality. The Princes, almost without exception white products of the racist culture they ruled, responded with ferocious brutality. However, for once the kine got the best of the Kindred, and civil rights became the byword of the day.

The Anarchs had not died out in America. While the Camarilla and the Princes had managed to keep them in check, they had been growing slowly but constantly. When some West coast Princes decided to crack down on this potential threat in the early 1960s, the rebels reacted with unparalleled fury. Allied with discontented mortals, the Anarchs met the Princes' move with organized aggression, and soon violence swept the nation. Many of the west coast cities, generally run by younger Princes, fell to the onslaught, and remain in Anarch control to this day.

Chicago's Anarchs had been badly mauled during the fall of the socialists earlier in the century, but had been quietly rebuilding through the years. By 1960 they had surpassed those who had risen with Modius in both strength and numbers, and become a source of constant concern to Lodin. Through the early 60s a sort of shadow war developed, with the city's Ventrue

trying to drive out the weaker Anarchs and the Anarchs trying to steer mortal institutions out of the Prince's control. Still, both sides avoided serious violence until 1966.

## *The Night of Rage*

In what has become known among Cainites across the country as the Night of Rage, the whole situation changed. The problems started when Balthazar went looking for a Neonate Brujah rumored to have entered the city several days earlier. The Prince's enforcer had no luck finding the newcomer, but did stumble onto a group of Brujah gathering in Lincoln park. Afraid that they were plotting against the Prince, Balthazar and his Ventrué assistants attacked, slaying two of the Brujah.

Unknown to the Ventrué, these Brujah were a major reason the city had not already erupted. Members of a band called Urban Sprawl, these Vegetaries had become a leading force among the Anarchs due to the popularity of their music. They counseled non-violence as a way for the Kindred to solve their many problems, but found their pacifism no match for Balthazar's brutality.

The Anarchs responded to the atrocity with a ferocity that shook Kindred society to its roots. Battles raged across the rooftops and through the sewers of the giant city. The Elders were not safe, even in Elysium, and some were hunted back to their havens. By the end of the week more than a dozen on either side had been destroyed or forced into torpor. Soon the worst of the fighting had ended, but the war had once again come out of the shadows.

## *The War of Ages*

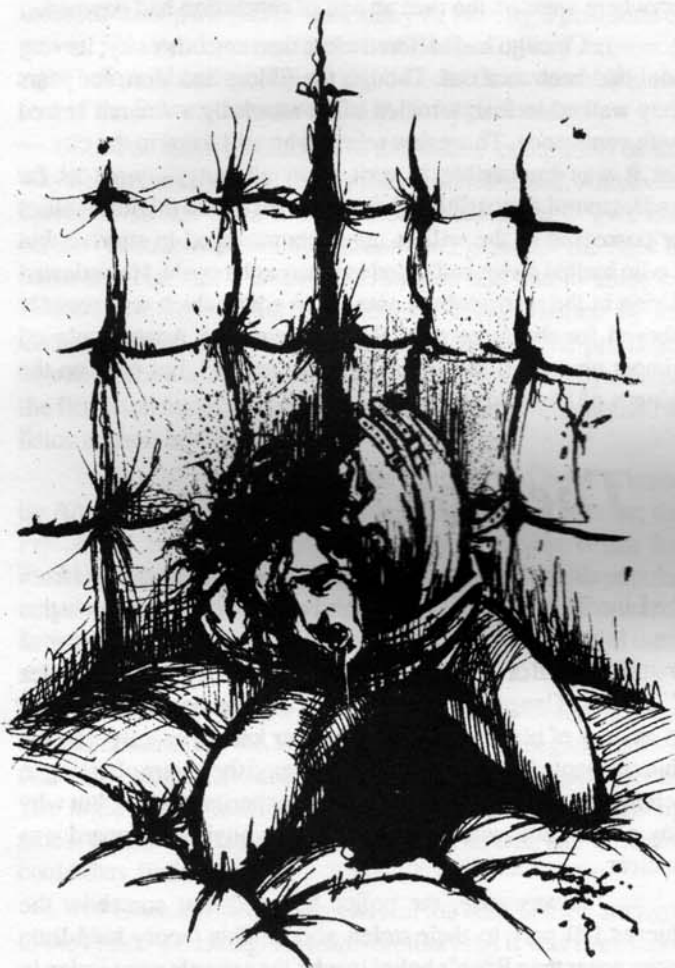
Chicago, as the largest U.S. city under Camarilla control, soon became the center of the War of Ages.

Anarchs flocked to the city, and the Camarilla sent a group of powerful Archons to battle them. For the next two years both sides sniped at each other, maneuvering through the city in hopes of achieving some advantage. The Anarchs made some half-hearted attempts to take control of mortal institutions, but for the most part they co-opted the youth rebellion that was in full swing by that time. The old socialists mostly stayed out of the conflict, but they did give advice and succor to the younger Anarchs.

As 1968 dawned, it became more and more apparent that a showdown could not be long delayed. April brought with it a preview of the violence to come. The assassination of Martin Luther King, Jr. caused an outburst of previously-suppressed bitterness. While the riots caused great concern in the mortal society, the Cainites had yet to settle their conflict.

That happened in August. From all parts of the country and from across the globe Kindred and kine poured into the city for the Democratic party's presidential convention. Tensions grew until one of the last days of the convention — August 28th. The city was full to bursting, and the blood of nearly every Cainite in the city was close to boiling from the strange smells wafting from the excited mortals. At first, the fighting seemed little different from previous skirmishes, with small groups from each side ambushing one another.

The true violence started after Lodin obtained leave from the Justicar Ventrué to settle the Anarch problem once and for all — but it is doubtful she would have given permission if she had known what Lodin had in mind. As the Anarchs and mortal rebels prepared for night and began to head from Lincoln park into the streets, the Prince launched his assault. Armies of police and Elders flooded into the streets and attacked the





protesters. Battle was joined, and much of it was shown live on national TV.

Never before had the Anarchs experienced an assault of this magnitude. Faced by mass charges of heavily-armed police, the ranks of the protesters crumbled, and the Anarchs were forced to flee. Once they were out of sight of the cameras, groups of Elders and Archons set upon them. More than a hundred Vampires from all parts of the world disappeared that night. Not all were extinguished, but it is said that ashes covered the streets the next morning.

The Prince's forces took their share of losses, but for the first time in centuries the Camarilla began to feel that the Anarch threat had been crushed. Though many were shocked at the risk to the Masquerade — some film had to be destroyed, and certain eye witnesses influenced or disposed of — stability was finally restored to Chicago. Not only had the Chicago Anarch movement been crippled, but Anarch leaders from all over the country had been destroyed as well. Many cities had the very heart of their rebellions torn out, and Princes across the country were free to crack down with brutal vengeance. Anarchs everywhere were on the run: an age of repression had dawned.

Chicago had suffered more than any other city; its very soul had been torn out. Though the Elders had won, for years they walked in fear, terrified of an attack by a Anarch crazed with vengeance. Those few rebels who still lived in the city — for it was impossible to root them all out — went as far underground as possible. Those shielded by the mightiest allies or possessed of the wildest intellects managed to survive, but Lodin hunted down and killed as many as he could. He outlawed Siring in the metropolitan area — an edict which was actually obeyed for the most part. For ten years the Anarchs played almost no role in the city. They still existed, but only on the fringes of Kindred society.

## *The Zoo Mystery*

In the early 70s there were a series of animal thefts from the Lincoln Park Zoo. The robbers had their headquarters in this area, in an abandoned tenement's basement. In a rare burst of frenzy, several of the remaining Anarchs, led by Rosa Hernandez ("Rose"), a Gangrel, descended upon the thieves and killed them in an orgy of bloodletting. It was never known exactly why the thieves wanted the animals. Rose claimed they were planning to sell them to medical corporations for experimentation, but why any corporation would be interested in buying a leopard was unclear.

In any case, the police believed that somehow the thieves fell prey to their stolen goods. This theory held little more water than Rose's belief in why the animals were stolen in the first place. For one thing, the animals were also found dead, but, bizarrely, someone had punctured their major joints and had drained the bodies dry even of their bone marrow.

Rose was later ordered to provide a full report to Lodin at the next assembly in Elysium. She claimed that the thieves had just returned to their headquarters and found the animals dead when she and the Anarchs arrived. The place look as if had been torn up by a hurricane, and all the electrical appliances in the basement had disappeared.

Between the time of Rose's assault and the time Lodin determined her involvement, several other bizarre killings also took place. All involved the draining of bone marrow from human victims. On Lodin's orders the city government covered up these killings to avoid a panic — along with the deaths of the animal thieves. Lodin was able to call for yet another a crack-down on Anarchs, crushing all those who had been sufficiently unwise to live in the open again. The Camarilla chose to overlook Rose's violation of the Masquerade due to extenuating circumstances. Lodin gave her a strict warning, however, and she has been more circumspect since then.

The bizarre bone marrow killings ended about a week later, and no one has ever determined the cause. Of course, Kindred gossip has provided several possible explanations, from extraterrestrials to a visiting Methuselah with a new thirst.

## *The Return of the Anarchs*

No matter how obscene the existence of Vampires may be, they remain a part of nature, and nature abhors a vacuum. Slowly, Anarchs began filtering back into the city or were created despite Lodin's edict. Confident that his victory had been final, Lodin began to relieve the pressure he had exerted for so long. He declared a truce and officially accepted the presence of Anarchs in his city. As long as they obeyed his laws, he said, they were welcome to remain. However, he insisted that they present themselves to him at Elysium. Though they distrusted him greatly, none thought that he would risk breaking the Masquerade, and so, slowly, most of the remaining Anarchs did present themselves to him.

Despite the new tolerance, it might have taken decades for the Anarchs to recuperate had it not been for the appearance of Maldavis. She seemed to come out of nowhere but, supported by respected Anarchs and manifesting mysterious powers, she quickly rose to a position of authority among the battered rebels. She began to forge a new Anarch movement.

## *The Council Wars*

Even with the addition of Maldavis, nothing might have happened if Lodin had remained careful. Overconfident

from what he saw as his crushing victory, he decided to consolidate his power.

He began by making several Neonates to help him rule those parts of mortal society where he remained uncomfortable and to provide a balance against his more ambitious progeny. He desperately wanted to limit the powers of his first brood, and gain a hold over the powerful media and the computer technology which were becoming increasingly important to daily commerce.

The Primogen had begun to take notice by the time Lodin had Sired the fourth Neonate of his second brood. At first, only those had historically opposed the Prince voiced any opposition, so little happened. This frustrated minority began to support Maldavis' rise among the Anarchs, feeding her their own potent Blood and teaching her the dark secrets of the city. Maldavis never knew who her mentors were, though there were many she suspected.

However, she remained but a minor irritation to the Prince until early 1983, when Lodin turned yet another member of the Primogen against himself. This time he angered Annabelle Tirabelle, one of the leading Toreadors. While she was not a particularly potent force among the Primogen, hers was the vote which would split the council. With her changed position the Council Wars began.

Like many other great upheavals among the Kindred, the world of the kine moved in sympathy with this fierce struggle. The powerful post of Mayor had been one place where Lodin's authority had never been challenged, and he had always filled it with mortals more than willing to do his bidding. Maldavis chose to strike here first, and after years of preparation she presented a new candidate for Mayor, Harold Washington. Though she did not control him herself, she could ensure that Lodin did not tamper with him. Lodin was caught completely off guard, and the Primogen restrained his immediate urge to crush Maldavis and slay the mortal candidate. On April 15, 1983, Harold Washington became Mayor.

Horried by what he had lost, Lodin ignored the Primogen's restrictions and attempted to strike back. To his amazement, he found Maldavis' forces prepared, and was shocked to find that even with all the Ventrue behind him, the Anarchs remained beyond his reach. For four years the battle continued, although unlike earlier conflicts violence played a secondary role. The main arena turned out to be that of mortal politics, as both sides jockeyed for position in hopes of using the kine to do their dirty work. Though some Kindred were destroyed, no one wanted to repeat the Night of Rage.

During those years, Maldavis' power grew while Lodin's shrank. The Prince could not discover her hiding places no matter what he did, yet the Anarchs sought out, confounded — and occasionally slew — his own supporters with impunity.

The Camarilla did not listen to his complaints, not wanting to provoke another Night of Rage. Lodin's despair grew

when he realized that some of the Primogen supported Maldavis. His remaining pride would not allow him to beg for their help when he learned that they had turned against him.

## Operation Incubator

Lodin began to respond to Maldavis' delicate machinations with cruder, less sophisticated maneuverings of his own. For instance, around Christmas 1985, he implemented Operation Incubator, whereby he attempted to ruin some of Maldavis' key mortal allies with police harassment and public embarrassment. His plans backfired when news of these efforts reached the public and a scandal erupted over the "persecution" of the city government. Somehow the story had managed to bypass his censorship, a fact which led to his creation of yet another Neonate, Joseph Peterson, whose duty was to control media.

Maldavis' strength reached its height in the spring of 1986. During the next year, Anarchs destroyed many of the Prince's contacts and retainers in the city government and installed their own pawns into many of the city's positions of power. Finally, desperate and terrified for his very existence, right before Thanksgiving of 1987, Lodin threw himself at the feet of the Primogen and begged their forgiveness.

For hours he listened to the Elders' complaints on the way he ran the city, until finally they reached a deal. Annabelle agreed to switch sides if the Prince would agree to give one certain Ventrue remarkable freedom and grant her the right to make two Neonates. Even the Primogen had had to abide by Lodin's rule against the Embrace, for it was ratified by the Camarilla, but Lodin had no choice but to grant the privilege. Moreover, he was required to attend the Primogen in Elysium on the first Monday of each month, to hear their complaints and to listen to their advice.

Fortified by this change in fortunes and the revelation by Annabelle of a spy who had been dogging the Ventrue, the Prince set to work regaining his power. Lodin began his Thanksgiving Massacre with a direct strike against the popular mayor whom Maldavis had brought to power. The Ventrue drained him to the point where he died the next day of a heart attack.

That day, aided by the capture of one of Maldavis' most trusted lieutenants, the Prince's mortal allies began tracking down the Anarchs and killing them as they slept in their Havens. The night turned into one of terror for Maldavis' remaining allies. Lodin's forces watched all their Havens, and nowhere could they find safety.

Once again, the Anarchs lost the bulk of their strength to the Prince's onslaught. However, this time it was even more horrifying. Licks would go to sleep in the safest of their Havens, to awaken at noon with a stake being driven through their hearts. The mighty Brujah Procet numbered among those to disappear.



The Prince almost managed to slay Maldavis herself, but she managed to survive through means Lodin still does not understand. He suspects continued treachery among the Primogen. He had to content himself with the knowledge that the greatest threat to his power had been defeated, and set himself to work regaining his grip on mortal society.

## Secrets Within Secrets

*After such Knowledge, what is forgiveness?*

T. S. Elliot

Like the more intelligent Kindred of the city, Lodin suspects that more goes on than he is aware of. The more paranoid see Gehenna behind every new incident, but others suspect some all-encompassing Jyhad played out against the backdrop of Chicago. They hold the correct view.

Both Helena and Menele have remained in the city. Despite their long torpors, the two have continued their eternal war, and most (though not all) of the major events which shake the Kindred emanate from them.

Helena's forces have been centered around Prince Lodin, who does her bidding without realizing it, while Menele controls the city's Anarchs through his Blood Bond with Critias and his Domination of their other leaders. Thus far, most of the battles have revolved around each Methuselah's attempts to kill off the other's allies, and many Kindred have perished in consequence.

Now, the game has taken on a new and subtler dimension. No longer protected by layers of earth, Helena awoke from torpor late last year. Weakened by her long sleep and disoriented by a world so different from the one she last knew, she moves slowly. While she has tried to discover Menele's place of rest, she has tempered her search by concern over what mystical protections Menele may have guarding him — and what her enemy's minions could do to her still-recovering body if they should discover it.

Thus she lives quietly in the Succubus Club, masquerading as the Neonate Portia. Her apparent inactivity does not mean she has given up her great struggle; having seen the might of the Anarchs wielded so adroitly during the Council Wars, she has decided to take over this potent tool from Menele. Shortly after the wars concluded, she began casting about for a useful pawn and finally settled on Juggler, a Gary Brujah then untouched by the Jyhad.

Carefully, she developed his potential as an Anarch leader and led her Blood-Bonded Brujah Tyler to form the same link to Juggler. Now he serves as the leader for a large number of the city's dissatisfied, though he has yet to earn their trust completely. She has taken care to cause strife between Juggler and the Prince in order to maintain her Brujah's credibility.

Menele has also slowed his side of the conflict. While in the past he might have moved at once to end Juggler's rise to power, now he tries a more subtle tack. Just as he has caused Helena to believe she has control of Annabelle, so he hopes to make her think she has indeed taken control of the Anarchs. This strategy is hazardous — Helena might actually *succeed* in taking over the Anarchs — but Menele considers it worth the risk.

He decided on this new approach during the Council Wars. For a long time, his sleep was plagued with questions



about his actions during that time. He began to feel that he had played the pawn Maldavis too early instead of letting her grow to the point where she would have been an unbeatable foe for the Prince. As he began to trace the entire history of his great Jyhad, a horrid, gnawing doubt began to well up deep within his bosom. Were his actions his own? Did someone manipulate him as he manipulated others? Some even older and more powerful Vampire? Even his arch-enemy? The thought assailed him and rode through his dreams. Now, he plays to ensure his own control, doing anything in his power to prove that he still has free will.

Helena believes she won the Council Wars, but Menele sacrificed Maldavis in order to make Helena believe she had taken control of the Primogen Annabelle. Helena thinks continued use of her mighty Domination forced Annabelle to switch sides, and she cannot believe that Menele would have sacrificed such a powerful tool as Maldavis for any reason. In fact, Menele plans to set up a number of pieces within Helena's camp, making her believe she controls him. Then, when he feels the time has come, he will spring them on her in one brutal move aimed at ending their Jyhad for all time.

## *Time Line:*

This time line is only a brief overview of the history of Chicago, summarizing the more detailed history presented in the rest of this chapter.

## *Events In Chicago's History*

1700s	Meneleus makes his way to the Plains Indians and lives with them. He learns the way of the peace, and comes closer to attaining Golconda.
1820	Helena finds Menele once again, and he is forced to flee to his friend, Chief Black Hawk.
1832	In a great war between the Soldiers at Fort Chicago and Black Hawk, the Indians suffer a grievous defeat. In the process, both Menele and Helena are so injured that they enter torpor.
1833	Chicago proper is established.
1837	Maxwell takes over as Prince of the City.
1871	Devils Night. O'Leary lights the Great Chicago Fire. Lodin takes advantage of the chaos to overthrow Maxwell.
1880	Modius begins his rise to power.
1886	Haymarket Riot.
1894	Pullman strike.
1901-1906	Unions reach height of their power.
1908	Hinds meets with Balthazar; Balthazar betrays the Anarchs.
1913	Lodin finally brings the unions under control and Modius flees to Gary.
1913-1966	Cauchemar Praxis. Time of peace and quiet under Lodin's leadership.
1919	First meeting of the Primogen and establishment of the Elysium.
1921	Lodin starts interdiction of Gary.
1966	Night of Rage.
1968	Democratic Presidential Convention.
1973	Zoo Mystery.
1983	Council Wars begin. Harold Washington elected mayor.
1985	Lodin begins Operation Incubator.
1987	Lodin victorious in Council Wars. Harold Washington dies.
Last Year	Helena awakes.





# Chapter Three:

## Geography

*There was a crack in his head and a little bit of the Dark World came through and pressed him to death.*

Rudyard Kipling, *The Phantom Rickshaw*

The Chicago of the Gothic-Punk world is little different, architecturally, from the city that exists in our world. People still strive to reach the sky, and hundred-story buildings loom over those below. But the shadows between the buildings are somehow deeper. Few pedestrians dare walk the streets after dark, even in the good parts of town. Those who do have no good purpose in mind. Even in the heart of Chicago (*especially* in the heart of Chicago) it is the lower-class, the criminals, and the Undead who rule the night-time streets.

A collection of building styles ranging from Gothic to contemporary make up Chicago. The builders who left their influence on Chicago were too full of life and vision for the Kindred to have much interest or success in altering their work, though Lodin was known to have bankrolled some. The occasional Gothic structure, such as the Chicago Tribune Tower, still exists, but the Vampires are mostly content to let their influence work in other areas.

After the Great Fire of 1871, the city was seen as a place to "start from scratch". Several engineers-turned-architects — men such as Louis Sullivan, William Jenney, D.H. Burnham, and David Adler — rolled up their sleeves and went to work. These businessmen had little interest in European styles of architecture, and developed a more "functional" architectural style. Adler designed auditoria to distribute sound, not to look pretty. Sullivan built stores that were easy to shop in.

Several inventions which had recently come into use also influenced the changes. These were the mechanical elevator, the caisson foundation, and the replacement of load-bearing masonry walls by iron frames. These led to the beginnings of Chicago's tradition as "Skyscraper Central." Later, builders like Ludwig Mies van der Rohe and Frank Lloyd Wright made their mark on the skyline, giving the city a cosmopolitan flavor all its own.

While Chicago is surrounded by a number of suburbs (known as *The Outlands*, see p. 39), the Kindred have little interest in these areas. The suburbs are very much three-bedroom home, shopping mall, and fast food oriented. An occasional gang of Anarchs may take refuge there, and one or two Gangrels have Havens in suburban parks, but overall the Kindred are rarely seen here. Therefore the suburbs are not discussed in this book.

The more "genteel" clans (Toreador, Ventruue, and Tremere) prefer the culture available to them in the heart of Chicago than in the outlands. While the Gangrels view the central city as a more chaotic place than the sedate Outlands, the Nosferatu and Brujah eccentricities of appearance and style stick out like a sore thumb in these quiet neighborhoods. And, of course, the Kindred can carry out the Masquerade more easily in Chicago itself. In the heart of the city, no one wants to know where that scream came from, or who (or *what*) left those bloody footprints.

---

## *The Neighborhoods*

We have taken some of the most important areas of Chicago and divided them into a number of different neighborhoods. They include the Downtown, the West side, East Side, North Side, South Side, and the Outlands.

### *Downtown*

While Chicago is far more than the sum of its downtown, this area is still the heart of the city. This area contains both

the Loop and the "Magnificent Mile" (North Michigan Avenue). The Art Institute of Chicago, the Museum of Contemporary Art, and the Civic Opera House are all located here. These locales are easily accessible to Kindred of an artistic bent.

The most sophisticated stores are found along the Magnificent Mile. Many of these cater to the Toreadors, who consider themselves obliged to keep up-to-date with current fashions.

This area is also the heart of Chicago's business activities. Those Kindred who enjoy the world of high finance are





merely far from such buildings as the Chicago Mercantile Exchange, the Board of Trade, and the International Monetary Market. Even if they are unable or unwilling to participate directly, their retainers are a common sight.

## *The Loop*

This part of the downtown area was so named in the 1890s because of the rectangle formed by the tracks of the elevated trains. The name also refers to the convergence of cable car lines into this area, the center of the city. To this day cable cars still ply the street alongside the El (in place of the bus system that actually exists). However, the Kindred, particularly the younger ones, have given it another name. They call it "The Hive". For more information on this aspect of the city, see *The Hive*, p. 47. This is very much the center of the city, although it consists almost entirely of office buildings, and not much happens here at night.

An important structure, from a Cainite point of view, is the Prudential Building, at 130 East Randolph. The 34th floor is where Lodin, Prince of Chicago, governs the city.

## *Shopping*

There are several major stores in this area, including Marshall Field's (111 North), Carson Pirie Scott & Co. (1 South), and Capper & Capper (1 N. Wabash Ave).

Bookstores are popular in this area. One of the major stores is Kroch's & Brentano's. The I Love A Mystery Bookstore (Stevens Bldg., Suite 810, 17 N. State St.) is popular with the newer generations of Kindred. It has a large collection of mystery, horror and science fiction paperbacks. Younger Kindred often come here to keep up with their favorite authors. Older Vampires can occasionally be found here, casting a supercilious eye over the Stephen King shelf.

The older Cainites prefer rare and antiquarian books. The London Bookshop & Gallery (79 W. Monroe, Suite 1121) is popular with those Ventrue who are familiar with the good old days of Elizabethan England. Most Tremere and other Kindred with an interest in rare books will patronize not only Kroch's & Brentano's, but Kenneth Nebenzahl, Inc. (333 N. Michigan, 28th floor) and J. Stephen Lawrence Rare Books (230 N. Michigan Ave., Mezzanine).

The Modern Bookstore (407 S. Dearborn, 2nd floor) is a common place to find those Kindred, such as Karl (Neil Graham) and Joshua, who still have an interest in socialist causes. Kindred who were born in Europe, Africa, or Asia occasionally go to Powell's Book Warehouse (1020 S. Wabash, 8th floor), which is the best place in the city for foreign-language books.

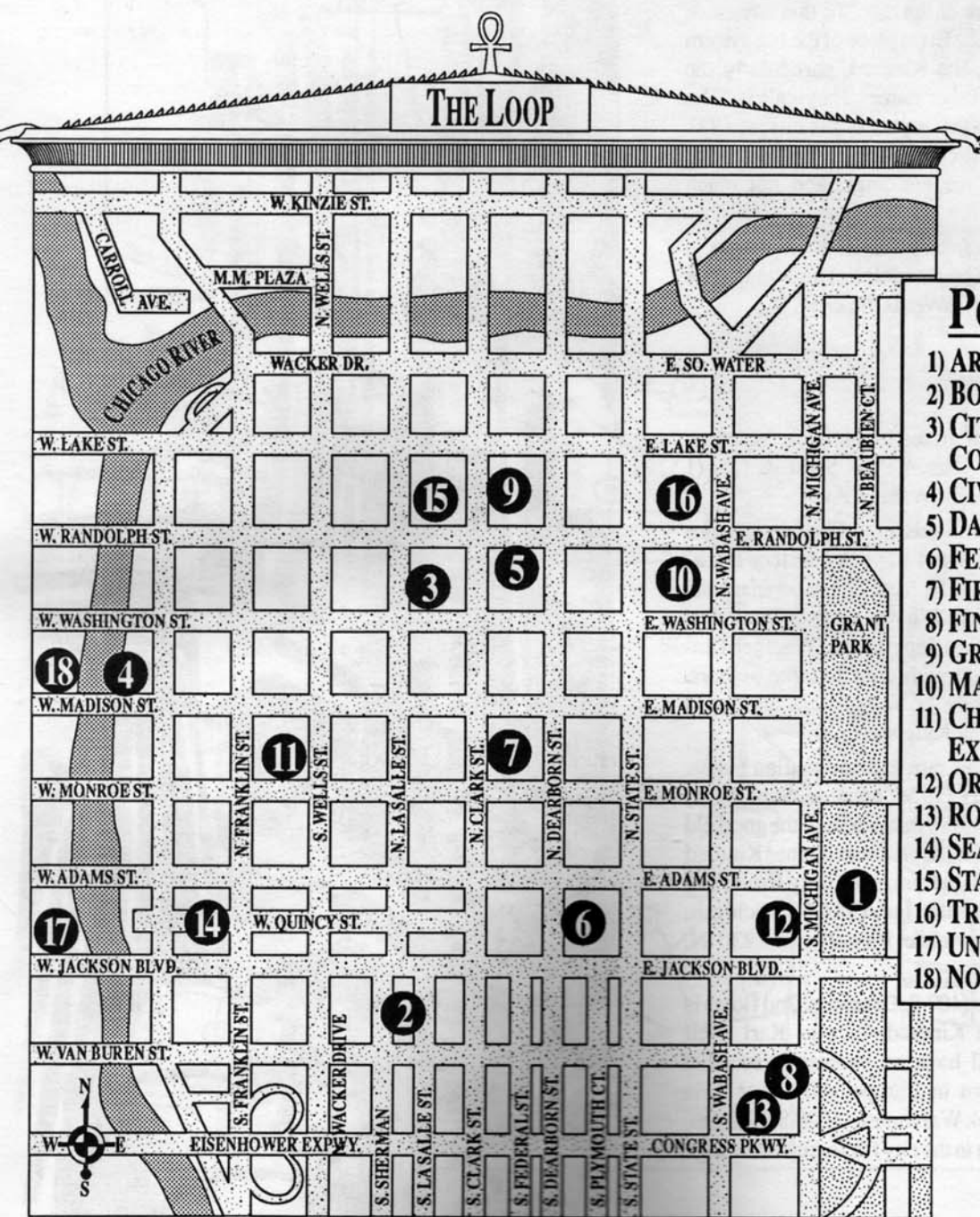




## Music

Those interested can find a number of music stores near Wabash and Jackson. The most popular among the Kindred are at the Fine Arts Building, on South Michigan. Most of them note with amusement the motto on the front of the building: "All passes — art alone endures".

Bein & Fushi, on the tenth floor, handles rare bowed instruments, while Eugene S. Gordon deals in woodwinds. Nearby, Schilke Music Products works on brass instruments. Kindred such as Tamoszius Kuszleika and Garwood Marshall have called upon Bein & Fushi on occasion to repair antique violins. To date, these two have been able to deflect questions about where they obtained their rare instruments. Geoffrey Fushi has, however, put in a standing 7-figure bid for Tamoszius' Stradivarius if ever the Toreador should wish to sell it.



## POINTS OF INTEREST

- 1) ART INSTITUTE
- 2) BOARD OF TRADE
- 3) CITY HALL-COOK  
COUNTRY BUILDING
- 4) CIVIC OPERA
- 5) DALEY PLAZA
- 6) FEDERAL PLAZA
- 7) FIRST NATIONAL BANK PLAZA
- 8) FINE ARTS BUILDING
- 9) GREYHOUND STATION
- 10) MARSHALL FIELD'S
- 11) CHICAGO MERCHANTILE  
EXCHANGE
- 12) ORCHESTRA HALL
- 13) ROOSEVELT UNIVERSITY
- 14) SEARS TOWER
- 15) STATE OF ILLINOIS CENTER
- 16) TRAILWAYS STATION
- 17) UNION STATION
- 18) NORTHWESTERN STATION (RTA)

There are other music stores in the area, particularly along South. Members of Baby Chorus can occasionally be found at Chicago Guitar Gallery (216 South, 3rd floor), Sid Sherman Musical Instrument Co. (226 South, 3rd floor), or Drums Ltd. (218 South, 8th floor).

There are also several Elysium-governed buildings near here, including the Orchestra Hall (220 S. Michigan), the Fine Arts Theaters (410 S. Michigan), and the Auditorium Theater (70 E. Congress Pkwy.).

## Art

A little to the east is the Art Institute of Chicago. This building is the largest art museum in Chicago, and contains any number of priceless paintings, including Grant Wood's *American Gothic* and Seurat's *Sunday Afternoon on the Island of La Grande Jatte*. Younger Kindred and Brujah prefer the Museum of Contemporary Art, but their Elders enjoy surrounding themselves with the best of the past centuries. (For more detail, see *The Elysium — Places of Note*, p. 41).

## Politics and Business

The "heart" of Chicago is at Daley Plaza and City Hall to the west. Those Kindred who dabble in politics come here "after hours", issuing instructions to their Dominated politicians. Joseph Petersen, one of Lodin's lackeys, is a regular visitor.

Several blocks south of City Hall is the financial district. The Chicago Board of Trade Building, which also contains the Chicago Board Options Exchange, is a focal point in this area. Other nearby buildings include the Chicago Mercantile Exchange (444 West), the MidAmerica Commodity Exchange (175 West), and the Midwest Stock Exchange (120 S. La Salle St.).

Most Licks take no interest in commodities trading, as it gives them little opportunity to take advantage of their special abilities. Still, there are a few who dabble, including Lawrence Balls, Alan Sovereign, and Jacob Schumpeter. Those who do generally prefer free-willed retainers to Dominated traders. These retainers can be seen trying to sell or buy contracts near the close of business on any given day.

## Miscellaneous

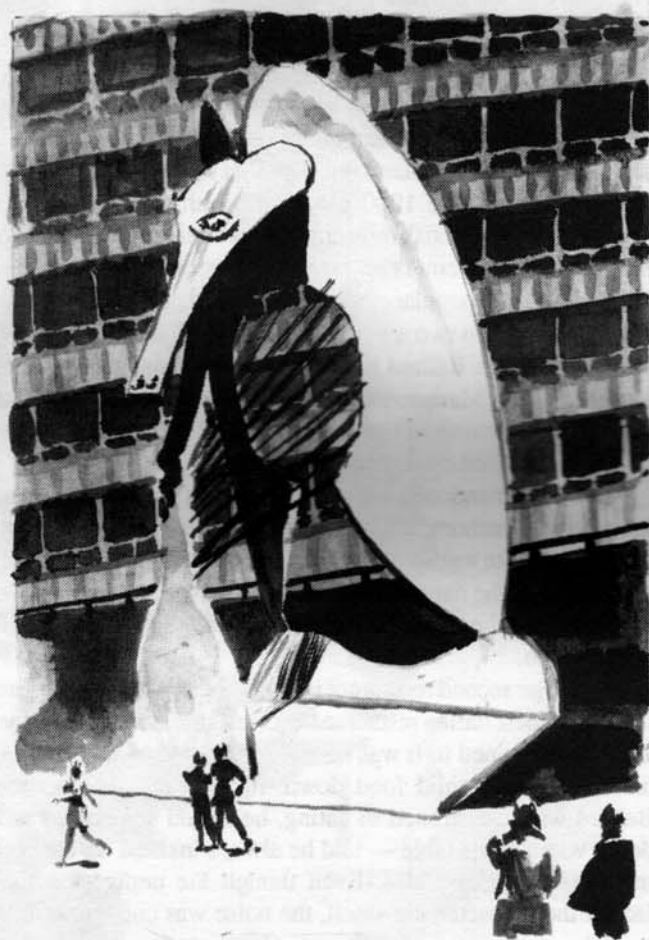
West of the financial district are two places of note:

The first is Union Station, one of Chicago's two major train depots and a principal point of departure for Cainite rail travelers. An Amtrak train provides ample concealment for a coffin or other resting place, but is sufficiently public to involve little risk of attack by lycanthropes. A Vampire will usually take a night train, have at least two retainers on watch, and employ Domination or Presence to make sure the conductor is friendly.

None of this is possible, of course, without the permission and assistance of Edgar Drummond, who controls the railroad. However, a well-chosen compliment is usually enough to ensure his cooperation. The well-travelled Gangrel Inyanga has a great deal of experience at this.

The second place of note is the Sears Tower. For more information on his building, see *The Hive — Places of Note*, p. 49. It is the tallest building in Chicago, and looms over downtown like a huge vulture seated atop a cliff.

North of Union Station is the Civic Theater, on 20 N. Wacker Dr., which contains the Civic Opera House. The younger Kindred typically have little interest in opera, but other vampires come here for the season from September to mid-December. For years there have been rumors that there is a Methuselah in the city who has a strong interest in the opera and rarely misses a performance. To date no one can determine if the rumor is true. The entire Civic Theater is part of the Elysium.





## *The Magnificent Mile and Near North Side*

The first thing one notices when one crosses the Chicago River on Michigan is a series of stairways leading downward. From these you can enter lower Michigan Avenue, one of several streets that the city created to ease traffic congestion. In the Gothic-Punk world of Vampire, most people wouldn't drive down there on a bet. This underground area is part of the Barrens. For more information, see *The Barrens—Places of Note*, p. 50.

### *Shopping/Food*

In direct contrast to lower Michigan, the first mile of North Michigan going north from the river is known as the "Magnificent Mile". This area is a stretch of exclusive stores that cater to Chicago's elite. You can buy almost anything here, from the most up-to-date fashions to jewelry, linens, and furniture. Several expensive hotels also dot this area. Valued guests of the socially-oriented clans will often take rooms at such places as The Drake or the Mayfair Regent.

### *Restaurants*

Although there are many restaurants of note in this area, two in particular stand out. The first is Daley's, located on the west side of the 1000 block of North State Street. An American/International restaurant, its prices are high but not extreme, and its menu is an extensive mix of steak, pasta, and seafood. It is a popular spot with Ballard, who often holds meetings here. On two separate occasions Kindred-fights have broken out when Ballard has summoned Neonates here. Such breaches of the Masquerade have never gone unpunished, but Ballard has dominated the owner, Arnold Daley, and fellow-diners into silence on such occasions.

An abandoned brewery, backs on to the restaurant, facing onto Dearborn. It has become a rendezvous for Juggler's Anarchs despite its proximity to Ballard's lair; they apparently do not realize the danger. Several out-of-town Anarch organizers have used the brewery to meet with those dissatisfied with Lodin's rule.

The second restaurant is Spiaggia, at 980 N. Michigan. Once the finest Italian restaurant in Chicago, Lodin's lieutenant Ballard has ruined it. It was here that he chose to start training himself to keep solid food down. In the early days, before Ballard was accustomed to eating, he would sometimes suddenly vomit at his table — and he always insisted on the best, most conspicuous tables. Even though the undigested food lacked the characteristic smell, the noise was enough to drive mortal patrons away in disgust. Once used eating, Ballard insisted on consuming so much, so unpleasantly, that it was scarcely an improvement. Owner, Anthony Vincenzo, Dominated

by Ballard on his first night at Spiaggia, is forced to stand by and watch his business descend into ruin, and remains open only due to the Vampire's largess.

### *Art*

Michigan Avenue is also the heart of Chicago's art scene. Wally Findlay Galleries (814 North Michigan) is probably the most popular, at least with European Kindred. It specializes in French Impressionist and Post-Impressionist artists. Richard Gray Gallery at 620, and R.S. Johnson Fine Arts at 625, also attract the city's Undead. Several Cainites also have visiting arrangements with the owner of the private Terra Museum at 666 N. Michigan, which maintains a large collection of American Impressionists' works.

Younger Licks find the Museum of Contemporary Art, at 237 Ontario, far more interesting than the Art Institute south of the river. Unlike the Art Institute, however, the MCH is not under Lodin's control, and thus stays open to Kindred at all hours. Vampires interested in seeing the works must either Dominate one of the contributing artists to get an "after hours" tour, or break in. While the rules of the Elysium allow this, it is frowned upon. Lodin has placed his own Edicts on the MCA, knowing that it is primarily the Anarchs who come here. However, the Anarchs have little regard for his orders and do so anyway. In the past, Lodin has used such break-ins as an excuse to take action against Anarchs generally. Balthazar has been known to stake out the museum, simply waiting for Anarchs to break in.

### *Water Tower Place*

Continuing north along Michigan, one comes to Water Tower and Water Tower Place. The former is one of the buildings to survive the Great Fire of 1871. A yellow-stone crenellated anachronism, it was described as a "monstrosity" by Oscar Wilde when he visited Chicago in 1882 in the company of several Toreadors. Chicago converted the structure into a tourist center some years ago. Occasionally an older Vampire will come to reminisce, but otherwise the Tower receives little attention.

Water Tower Place, on the other hand, is extremely popular. It contains almost half the stores on the Magnificent Mile. Opinions on the building vary. Some claim it as a wonder of modern architecture, others call it a marble monstrosity. It lacks any extensive benches (increasing pedestrian traffic and discouraging observation of one's fellow shoppers) and its marble interior is austere.

Of course, this is perfect from a Cainite point of view. There is no one who will scrutinize them, and the lack of ostentation appeals to many. Because of this, and the high-class image of Water Tower Place, even Ventrue, who normally scorn "shopping malls", come here until close — and sometimes after.

Like several other public places, Lodin has issued a specific edict concerning Water Tower Place, forbidding theft, assault, or other breaches of the Masquerade. However, Water Tower Place is *not* part of the Elysium. Even with its wide variety of stores, it is unlikely the Elders ever come to this place.

Rumor has it that an unidentified Anarch Coterie lurks in the basement sub-level, violating Lodin's edicts. The Prince has scoffed at such gossip, although it is likely he prefers not to risk his minions by exploring the place. Some claim that the Nosferatu Khalid may know of the Coterie, and the names of its members. He claims ignorance whenever the subject arises.

## Miscellaneous

North of Water Tower is the John Hancock Center. The third tallest building in Chicago, it houses shops, offices, and condominium apartments. The upper-level garage is a major convenience for at least two Cainites who have Havens on the upper floors. As with the Sears Tower, most Vampires have little interest in the lakefront view from the upper stories. They rarely enter the building except when dealing with one of the businesses on the lower levels.

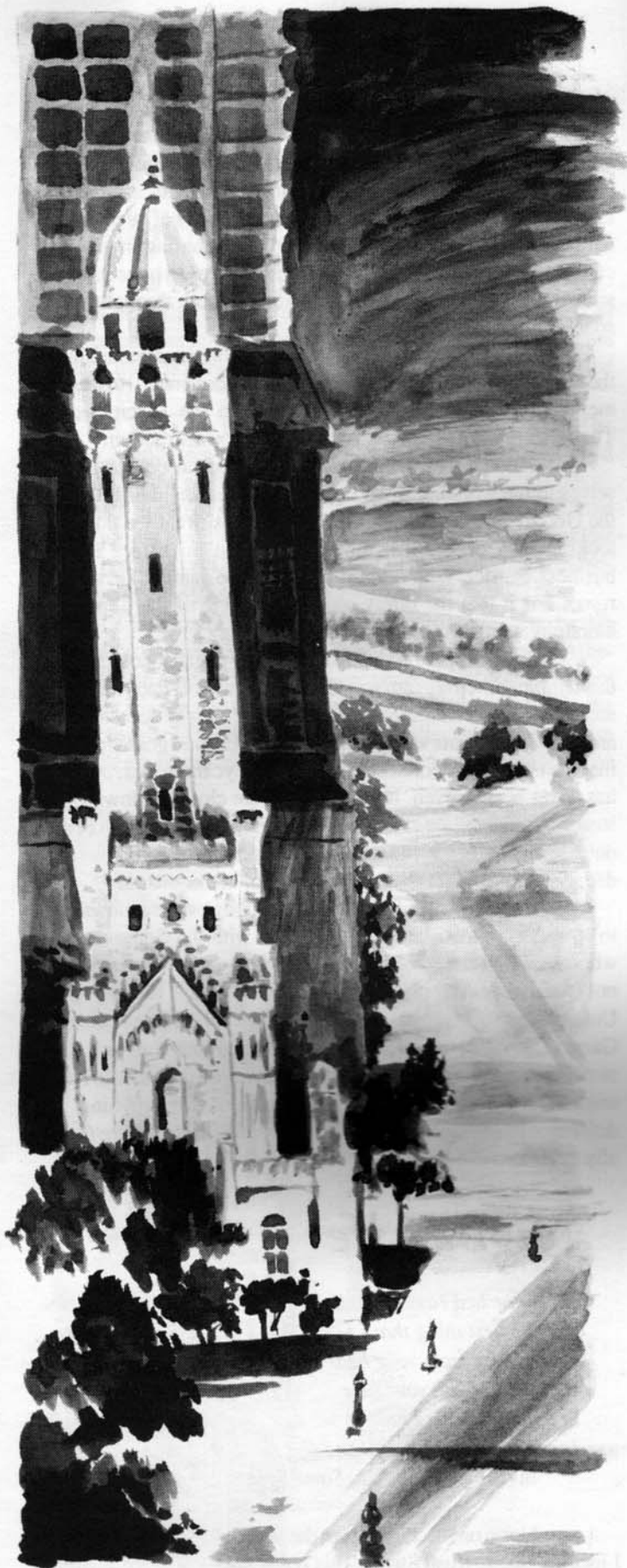
East of this area is the Navy Pier, and Milton Lee Olive Park, as well as several beaches and the Outer Harbor. Even in the Gothic-Punk world of Vampire, this area retains much of its bright, airy appearance. The International Folk Fair, in October, occasionally draws several of the foreign-born Kindred, but usually this area has little to offer a Vampire. Despite a constant police presence, the area is part of the Barrens.

Continuing north on Lake Shore Drive one reaches the Gold Coast, Chicago's most elite residential neighborhood. Whether you are looking for high-rise condominiums, co-ops, or townhouses, the Gold Coast is the place to be — if you have the money to spare.

This area is popular with the recently Embraced, particularly those who were already fond of the "yuppie" lifestyle. Gordon Keaton, who lived here before his Change, still maintains a condominium on the Coast, although his primary Haven is in Arlington Heights. Keaton is wise enough to make sure that when he meets with his followers, it is well away from this neighborhood. The Anarchs would be sure to arouse suspicion.

North of the Gold Coast is Lincoln Park, and the Lincoln Park Zoo. The neighborhood is elegant — not quite as expensive as the Gold Coast, but still nothing to scoff at. It has several tolerable nightspots. Kindred wearying of the constant brutality of The Rack will often go to such places as the John Barleycorn Memorial Pub (658 W. Belden Ave.) and Park West (322 W. Armitage Ave.). Keaton often meets his Anarch charges at the Wise Fools Pub (2270 N. Lincoln Ave.), where they occasionally catch Baby Chorus putting on a show when things get hectic in The Rack. Occasionally the band will move up the street for a performance at Orphan's or Ratso's as well.

For those Cainites with a serious interest in the occult sciences, two of the best places to go are in the Lincoln Park





neighborhood. They are the Orthodox Temple of Akhenaton (2551 N. Halsted) and the Fanum (2553 S. Halstead). Both temples are serious places of the occult, and have flourished in recent years. True magi have nothing to do with such well-known covenants, but there are some individuals of talent in the temples. Though they have little rigorous training, many are capable of performing a few tricks, and some even have demonstrated power over spirits or the ability to walk through astral space.

The temples are considered somewhat amateurish by the Tremere, and that clan avoids both locations. However, members of other clans wishing to learn the Discipline of Thaumaturgy will sometimes come here for instruction.

Acolytes at the Temple of Akhenaton devote themselves to the worship of the Egyptian deities, including Thoth, the God of Magic. The common member is usually a normal-looking man or woman, the same as you might see in the business district, with a good job and nice family. However, rumor has it that the rarely-seen inner circle of the Temple's hierarchy are true masters of Egyptian magick.

Worshippers at the Fanum follow pagan theology, and this temple sometimes attracts Gangrels; the Wolf Pack has been seen here on occasion. Inyanga visits the temple occasionally and is on good terms with the high priest. Kindred gossip claims that the Fanum has connections with the Lycanthropes, but this has never been proven. If the Fanum were closer to downtown someone might risk a closer investigation, but its location at the outer boundary of Chicago's suburbs makes it risky to probe too deeply. No one wants to risk a confrontation at this time.

The Lincoln Park Zoo is close enough to downtown not to be part of the Outlands. It is popular with the Gangrel clan, who often visit after hours. While the Gangrels themselves do not feed here, many other clans find this an "easy" feeding spot. Unfortunately, Inyanga, the most powerful of the Chicago Gangrel, is often travelling. The others of her clan lack the strength to make an issue of Kindred preying on the Lincoln Park animals. Rosa Hernandez in particular finds this upsetting. In deference to her feelings, Doyle Fincher feeds elsewhere (usually at Brookfield Zoo).

## Night Life

*When the last rays of sunlight  
Are the first thing that I see  
When I rise from your bed  
And the look on your face  
Is a mystery that I carry  
In the space inside my head*

*Invisible Pedestrian, Some Things are Never Change*

North on Michigan, past the Water Tower, and south of Lincoln Park, is Rush Street. This boulevard is host to the most popular nightclubs in downtown. Thousands of residents and

tourists enter this area every night, looking for the proverbial "sex, drugs, and rock 'n' roll". What is an ebullient — if mildly dangerous — area in the Chicago of our world more threatening in the Gothic-Punk world of **Vampire**. This neighborhood is the hunting ground of the Undead, who have their own name for it — "The Rack." Just as Elysium is the Elders' common ground, so the Rack is to the Anarchs.

Further west one comes to Cabrini Green Park and the Cabrini Green Housing Project (at Sedgwick and Locust). The project is the most dangerous in the city, and despite its position in the middle of The Rack, it is part of "The Barrens" (see *The Barrens — Places of Note*, p. 51).

Old Town Triangle, further west past the project, is still part of the Rack. It currently enjoys an upsurge in popularity among the down-and-out with the opening of several new adult movie houses. There are a few music clubs, but Baby Chorus refuses to dignify them with a performance, and good music is rarely heard. Several comedy clubs, including Zanies (at 1548 N. Wells St.) and the Second City Comedy Review (at the Garrick Theater, 1616 N. Wells), stand out in contrast to the sleazy nature of the neighborhood. The clubs have made the area popular with new Licks seeking a taste of the frivolity of their previous lives.

Overall, the area is not as run-down as Rush Street. The adult movie palaces and pushers are beginning to spill west from The Rack, as they sense fresh meat. No doubt the area will continue to spiral downwards as its dubious reputation grows.

## The "East Side"

Technically, Chicago has no "East Side", as Lake Michigan marks its eastern boundary. However, this area is popular with tourists and deserves some mention.

Grant and Jackson Parks, bordering on Lake Michigan, make up much of Chicago's south side. This huge area was once the city's harbor. Now landfilled and extended out into the lake, it is a pleasant area of parkland. Even the gloomy ambience of the **Vampire** Gothic-Punk world is not enough to dim this area very much. In the Gothic-Punk world, this area is far more dangerous at night than in our reality. However, it is still much safer than, say, New York's Central Park is in the real world.

Despite the wealth of human life and activity here, the parks are considered part of The Barrens; they are too much in the public eye. The gangs, both human and Vampire, can find easier prey across the river to the north, or west in the heart of the city.

## Museums

Besides the parks themselves, this area has four major attractions which draw many tourists. Coming south on Lake Shore from the Loop, one passes Buckingham Fountain, a large

moo-co-style fountain with an hour-long, computer-programmed light-and-color water display. Beyond the fountain, there are three museums on Grant Park's south end.

The first is the Field Museum of Natural History, the largest of Chicago's lakeshore museums and one of the largest marble buildings in the world. The second, Shedd Aquarium, is east along the lake, and Adler Planetarium is even further east on a small abutment of land.

Further south, in Jackson Park, the Museum of Science and Industry draws huge crowds (more than four million per year). Its major attractions are its hands-on displays, a walk-through coal mine, and U-505, a real German submarine from World War II.

While these museums are interesting, they hold little interest for the Kindred. Some older Vampires visit the Museum of Industry and Science occasionally when they feel the need to update their knowledge and keep in touch with the 1990s. Every decade or so, a Tremere takes an interest in astrological influences on magic and spends some time at the Planetarium. And for years it has been rumored that an unknown Methuselah, accustomed to fish Vitae, breaks into Shedd Aquarium sometimes to feed. The rumor has never been confirmed, and is hardly believed.

In the main, though, the Kindred ignore the museums. They are part of The Barrens, and although they are not technically within the Elysium, Lodin has banned feeding here.

## Miscellaneous

Soldier Field, home of the Chicago Bears, is located south of the Field Museum, between Wm. McFetridge Drive and E. Waldron Drive. Ballard has considerable influence over the owner, and uses the stadium for his own purposes. It is a wide open area, some miles from the "safer" (Kindred-wise) areas like The Rack and The Hive. Because of this, Ballard will sometimes have Neonates brought here just before sunrise, to put them at a disadvantage and prove his power.

Further south on Lake Shore Drive is the McCormick Place, part of the Lakefront Exposition Center. Inappropriately placed for a major convention center, McCormick plays host to several different trade shows throughout the year. The Kindred avoid this area, waiting instead for the Shriners or other convention-goers to venture into The Rack in search of excitement.

## The South Side

South of the river, and further south of the Loop, lies Chicago's South Side. Neighborhoods such as Bridgeport, Gage, Hyde, McKinley and Marquette Parks, Hegewisch, and Kenwood make up this area. There are a few areas of note here, but overall it comprises mostly lower- and middle-class residences, popu-

lated mainly by minorities. Down the social scale from Chicago's North Side, the South Side is more likely to receive the spill-over of Cainite battles from central Chicago.

## University of Chicago

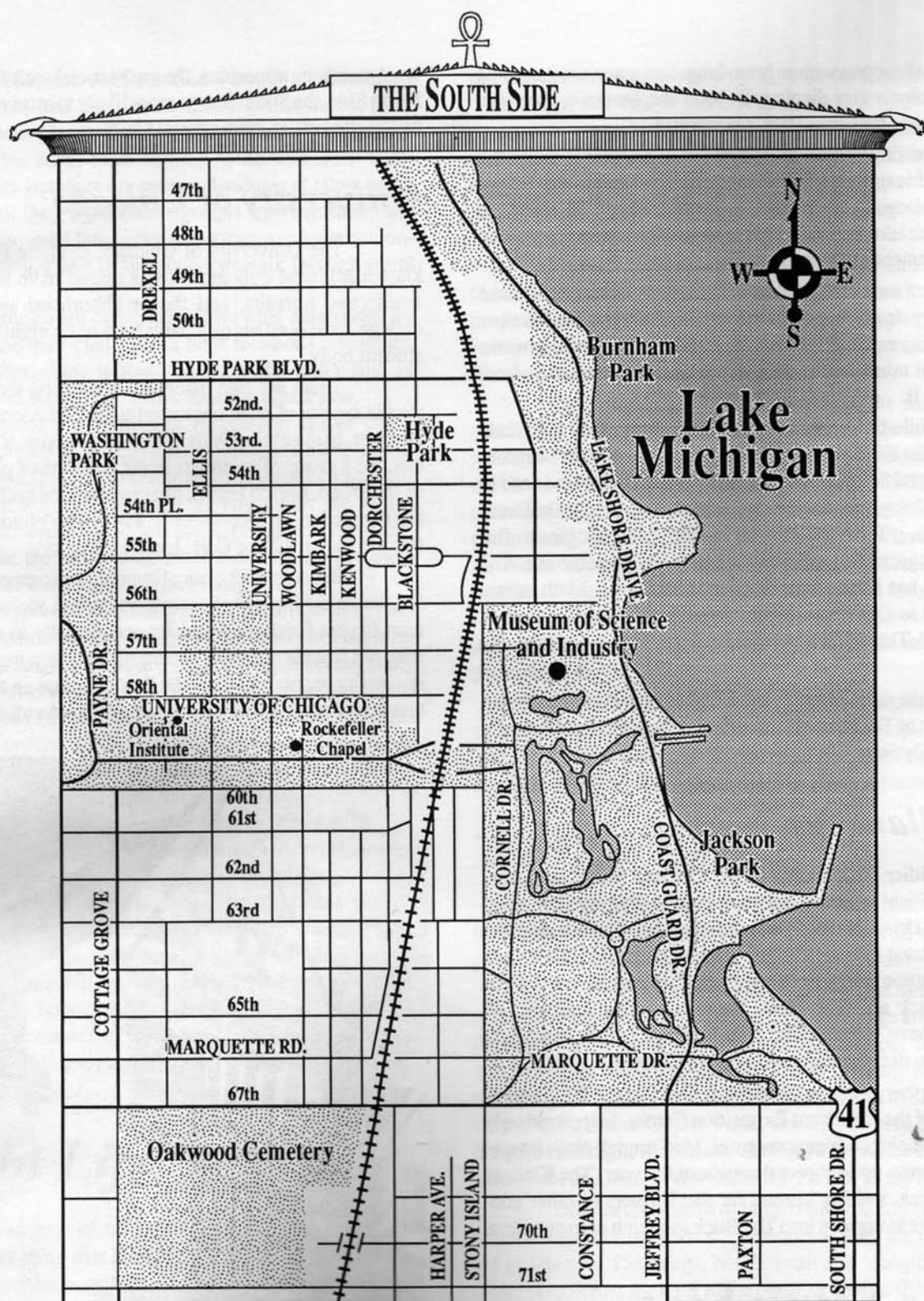
The University of Chicago, in Hyde Park, is a well-known Midwest college. Most Kindred have little interest in intellectual pursuits, and the neighborhood surrounding the college itself is rather dull, with little or no nightlife outside the student body.

There are two places of interest on the campus. The first is the site of what once used to be Old Alonzo Stagg Field stadium. In the early 1940s, Glenn T. Seaborg, a leading physicist, led a group of scientists in the isolation of plutonium. One of the group, Enrico Fermi, directed the first successful nuclear chain reaction on December 2, 1942. The plutonium was isolated in Room 405 of G.H. Jones Laboratory.

Because of its critical importance to mortal history, this has drawn the interest of several Vampires, including the Athenian Brujah Critias, who visits occasionally to discuss theory with old friends and their protégés. Not knowing his name, the university people call him "the Doctor", after an obscure British television programme which has achieved cult status in some







universities. Since he never ages, Critias must disappear for 10 years or so every 30 years in order to avoid suspicion. Nevertheless, he has become the subject of some rather bizarre rumors.

Critias merely dabbles in various fields of science. His tendency to spout off his wilder theories recently led to the wildly-spread belief in the scientific community of a feasible "milk bottle" fission generator.

The early nuclear experiments are the subject of several rumors among the Kindred. The most predominant started in the early 1970s, when word spread of monstrous creatures living in the sewers near 56th and 57th streets. A series of grotesque murders took place in this area during that time; victims had even the marrow drained from their bones. Some blame humans mutated by residual radiation, others claim that a clan of Lycanthropes lurks here, and others still maintain that an unidentified Gangrel pack has taken up residence. Occasional sightings are reported, but no similar murders have taken place since 1973.

## Bridgeport & Chinatown

Northwest of the Hyde Park area are two significant neighborhoods. The first is Bridgeport. Home of former Mayor Daley, this area was once the stockyard center of Chicago. The advent of trucking and the decline of the railroads has caused that business to all but die out. The area is inhabited by several ethnic groups — descendants of the workers from the first half of the century.

The Irish are predominant here, a fact which has led Frank Gaughan to take an interest in the neighborhood. Several of his old Irish cronies from the 50s still hang out in the area. Gaughan maintains them as contacts and retainers. Gaughan has no particular opinion on "The Troubles" in Northern Ireland, but he does occasionally channel funds to the IRA and other radical fringe organizations. In the early 1980s open war broke out when British MI6 agents arrived to investigate the flow of arms and money from Chicago. Gaughan and his men killed them in a particularly bloody massacre and then had the bodies shipped to Gary. This infuriated and embarrassed Modius, who was forced to deal with inquiries by the U.S. and British governments.

Most of Chicago's remaining stockyards are in Bridgeport. Despite popular misconception, this area does not teem with tens of thousands of head of cattle. The Union Stock Yard Gate, at Exchange Ave. and Peoria St., is the only major firm still doing business. At one time the area was a primary feeding ground for the Kindred who preferred to avoid taking human Vitae. Doyle Fincher, one of the Gangrel clan, was born and Embraced in this area. His Haven is in this neighborhood, and a number of Kindred — those to whom Doyle tended during the mid-80s conflicts — are aware of its general location.

One shop that attracts some Kindred is the Southwest Tattoo Emporium, at 4390 Archer Ave. Mike "Doc" Duggan and Gary "Snake" Martin are the best body-artists in the Mid-

west, and experts in single-needle technique. For Brujah looking for that extra mark of distinction, the Tattoo Emporium is the place to go.

Just a little northeast of Bridgeport is Chinatown. West Cermak, Wentworth, Archer, Canal, and 26th Street border the heart of this area. The residents — some 15,000 of them — often know little or no English. They crowd into cheap apartment houses, sometimes living ten to a single-bedroom apartment, 30 rooms to a building. Filth, grime and poverty are inescapable parts of life in Chinatown. It is rumored that there are tunnels beneath Chinatown where the triads meet and Chinese warlocks cast their spells. If this has any truth to it, only the Nosferatu would know.

Under these conditions, Chinatown would be an ideal hunting-ground. However, the area is under the "protection" of Chuc Luc; he brooks no trespassing, and has ruthlessly killed Cainite intruders, leaving their broken bodies on the outskirts of





Chinatown. Chuc Luc has taken steps to keep the Kindred ignorant of his Vampiric existence. Certain mystical conflicts with Oriental sorcerers have brought him to the attention of various Tremeres, particularly Nicolai. The Romanian, however, remains silent, content to watch and wait.

## *The West Side*

Between the Loop and the western Barrens is Chicago's Near West Side. Until the 1960s this area held two of Chicago's major ethnic groups: the Italians and the Greeks. When the University of Illinois at Chicago was built, most of these neighborhoods were bulldozed. Remnants can still be seen — one is "Little Italy", which has some well-known Italian restaurants and stores, but holds little interest for the Kindred. The Vampire Capone still has a fondness for this area, and has several Italian retainers here.

Most of Chicago's ethnic Greek population has moved to "New Greektown," near the Lawrence/Lincoln Square area in North Chicago. However, a few Mediterranean restaurants still exist along a two-block stretch of Halsted. Critias occasionally visits this neighborhood; before the demolitions of the 1960s he had a Haven here. He is more commonly found at the University. The Athenian prefers the University of Chicago, where he occasionally teaches, but when discussing the "soft" sciences, he prefers the UIC. Critias is famous among the Kindred for his "practical joke" — a series of suggestions he made to Campus architects Skidmore, Owings & Merrill. These suggestions led to such oddities as University Hall (a tower wider at the top than at the base) and the Behavioral Sciences and Science & Engineering Buildings (made up of multi-level "boxes", turning the interiors into oddly twisting mazes).

West of UIC is the Medical Center District. This 370-acre tract holds more than 60 healthcare institutions. If a prized retainer is injured, this is where his Master will bring him. In fact, one of the chief administrators, Gideon Daniels, is an ally of Lodin.

Although Vampiric activity at the Medical Center has been low key in the last few years, the early 1980s were somewhat chaotic. Several Neonates went on a prolonged "Banking" spree in the various blood storage facilities and test laboratories in the District. Only Lodin's threat of a Blood Hunt against the guilty parties put an end to it. It was during this time that Lodin contacted Daniels and the two formed an alliance. Daniels keeps Lodin informed of current medical advances and tends to his retainers with no questions asked. Lodin, in return, passes on financial tips from his advisors, enabling Daniels to make a tidy profit. Daniels is unaware of Lodin's true nature, and believes him to be an eccentric millionaire with a rare anemic condition.

Further west on Madison, on or about the 2300 block, is the old headquarters of the Black Panthers organization. Several Licks have had ties to the Panthers in the past, including

Hank Cave and Theodore Dooley. The remnants of the Panthers have long since moved to 4233 S. Indiana, near the Bridgeport neighborhood. However, Cave's primary Haven is still in the abandoned Black Panthers HQ.

The Eisenhower Expressway (290) separates the UIC and the Medical Center District from the rest of the Near West Side. North of the Expressway are several other places of interest, including "Union Row" on Ashland Boulevard. The regional headquarters of many influential unions, including the Teamsters, are located here. Although the area is quiet now, Kindred have been active here during the various union conflicts of the past.

Other places of interest include Broadway Costumes (932 W. Washington Blvd.), Ginglass Formalwear Center (555 W. 14th Place) and several coffin-makers. These places unwittingly cater to the Vampiric community.

One of the coffin-makers, Spangler Manufacturing, prides itself on its ability to create special, made-to-order caskets. Its owner, Gordon Spangler, is remarkably disinterested in the occasional odd orders he receives. His prices are steep, but his craftsmanship and ingenuity are superb. Although many Elders feel that dealings with Spangler pose a threat to the Masquerade, he has never been in danger; Lodin himself is among Spangler's clientele.

Broadway Costumes specializes in costumes of all sorts, while Ginglass deals in new and used formal wear and accessories. An out-of-the-way spot, Broadway Costumes is still conveniently close to the downtown area. Both stores are popular with Toreadors looking for something special to wear to a party. Broadway's selection of capes and canes, and Ginglass' used tuxedos, make both stores popular with Neonates looking to "dress the part" on a low budget.

North of the Near West Side, bordering Milwaukee Avenue, is West Town, Wicker Park, and Logan Square, collectively called the Near Northwest Side. It is the center of the city's Polish community, and its only notable feature is St. Stanislaus Kostka, at Noble St. and Evergreen Ave. The oldest of Chicago's Polish churches, it is part of the Elysium because of its Italian Renaissance architecture, and — according to rumor — the fact that Lodin once refuge took there in the days before he was Prince. It is considered the artistic triumph of its designer, Patrick Charles Keely. The Elders, many of European descent, enjoy visiting it to see a reminder of the great architectural achievements of the Renaissance. Indeed it has become a private place for some of them to meet in safety but away from prying eyes.

West of the Near Northwest Side are the communities of Oak Park, River Forest, and Forest Park. This far out, these neighborhoods border on the Outlands, and Kindred encountered here are usually just passing through.

There are two stores of interest to Kindred here. One is the Creative Workshop (1024 North Boulevard), whose owner, Tom Cameron, works in custom leather goods. His specialty is leather suits for rock stars, and those who like to look like rock

stars. The members of Baby Chorus are regular patrons, as are some of the other Anarchs.

The other is Essence (169 N. Marion St.), a cosmetic store. The owners, the Berlinski family, have their own private-label stock, but also carry goods from a wide variety of other cosmetic companies. Those who have especially devoted themselves to the Masquerade — particularly Toreadors and Ventruue — shop here to achieve that perfect “natural look”.

## The North Side

North of the Lincoln Park area lie several suburbs. Among them are DePaul, Lakeview, New Town, Uptown, and Lincoln Square.

DePaul is a small, up-and-coming area with upper-middle-class residences, young, affluent and fashionable. The only place of note is the Biograph Theatre (2433 N. Lincoln Ave.), where Federal agents gunned down John Dillinger. After years of obscurity, the theater has gained a reputation for showing rare new-release foreign and American films. It also shows *The Rocky Horror Picture Show* every Friday night, drawing a huge crowd of costumed fans. Many Anarchs come here to feed, for no one would notice the presence of a Vampire in this crowd of Blood Dolls. Damian and Neon make an effort to come in costume, and are inevitably complimented on their excellent make-up.

New Town is a mix of styles. It has been compared to San Francisco, both because of its diverse mixture of nationalities and because of its large gay community. New Town is also home to the Chicago Cubs and Wrigley Field. The news that the Cubs were to play night games was received with enthusiasm among some recently Embraced Licks who harbored a fondness for the team.

The Occult Bookstore (North Clark) draws a little business, mostly from Neonates looking for their first clues to Golconda. An occasional used book with some valuable information passes through, but most self-respecting Tremere avoid the store like the plague.

The Piano Man Bar draws the occasional musically inclined Cainite. One or two members of Baby Chorus stop in on occasion to see if there is any talent worth “recruiting”. Sometimes they get lucky: more often, they are disappointed. Raymond Falcon comes here sometimes, in both his homosexual and musical personas.

Lakeview, to the north, is a little more sedate than New Town. It acts as a social and economic barrier between the high-priced lifestyles of New Town, De Paul, and Lincoln Park to the south, and the poorer Uptown and Lincoln Square to the north. It has a large Oriental population, many of whom moved here from Old Chinatown — a home in Lakeview is a sign of achievement for residents of Old Chinatown.

Coming to Uptown, one begins to see a general breakdown in the economic strata. This neighborhood lays claim to

one of the city's largest concentrations of the elderly. It also has a staggeringly large number of the city's poor and destitute. Because of the lakefront property, however, the area also attracts the well-to-do, and sometimes the opposite ends of the scale lie within blocks of each other. As with most of Chicago, the *nouveaux-riches* line Lake Michigan, the middle-class live inland, and the poor live beyond. In the Gothic-Punk world, that middle-class band is thinner than in the real world, and the poor rub elbows with the rich on a regular basis.

These neighborhoods serve as a feeding ground for the Kindred of northern Chicago. These individuals include Gordon Keaton, Madame, and Son. The asylum where Ben and Paula Smith stay is also in this area.

The poor neighborhoods breed violence among both Kindred and kine. Domestic violence is high here — among the worst in Chicago. Most Cainites believe that the mortals here do not need an excuse to attack each other — and since they are going to kill each other anyway, the Kindred might as well make some use of their Vitae.

The only physical location of real interest in Uptown is Graceland Cemetery, considered a part of the Barrens. Landscape architect Ossian Simonds established the grounds in 1860. He commissioned several well-known architects of the time, including Louis Sullivan. A touch above the “average” Barrens area, some Kindred find a kind of solace during their visits here. Although Inyanga has no permanent Haven, she will often stay here during the daylight hours.

Lincoln Square became heir to Greektown after the city bulldozed the original on the Near West Side in the 60s. There are any number of East European ethnic groups here as well as Greeks. Several popular Greek restaurants and food stores do business in this area. Griffins & Gargoyles, an antique store on the 2100 block of W. Lawrence Ave., is popular with the Ventruue, some Toreadors, and the occasional aesthetically-inclined Tremere.

For entertainment, The Athens (4726 N. Western Ave.) and Miomir's Serbian Club (a block north of Griffins & Gargoyles) are popular with some European Cainites. Critias, in particular, goes to both these restaurants regularly, although he prefers Miomir's. The owner is one of Critias' allies in Chicago, although the Athenian rarely calls on him. Miomir has some contacts in the Greek community which have proven useful to Critias on more than one occasion.

## The Outlands

*A White Blazing Deep*

*Through this Wasteland searching we*

*Soaring birds now hunt the brow*

*As I thirsty gripped with hunger now*

Peter Murphy, *The Line Between the Devil's Teeth*



# THE NEAR NORTH SIDE



## POINTS OF INTEREST

- 1) CHICAGO ACADEMY OF SCIENCE
- 2) CITY HALL
- 3) DALEY CENTER
- 4) JOHN HANCOCK CENTER
- 5) MAGNIFICENT MILE
- 6) MARINA CITY
- 7) MUSEUM OF CONTEMPORARY ART
- 8) NORTH RUSH ST. NIGHTLIFE AREA
- 9) OLD TOWN NIGHTLIFE AREA
- 10) PRUDENTIAL BUILDING
- 11) TRIBUNE TOWER
- 12) WATER TOWER
- 13) WATER TOWER PLACE
- 14) WRIGLEY BUILDING

 MICHIGAN AVENUE UNDERGROUND

The Cainite term "Outlands" refers primarily to any area outside Chicago, but which remains connected to the metropolis. Several of Chicago's Licks maintain Havens in the Outlands. However, they never feed there, except when desperate. To maintain the Masquerade, as well as the security of their Havens, the Outland-dwelling Kindred come into Chicago when the sun goes down, and return just before dawn.

The Outlands is divided into three parts: specific locales, suburbs, and Gary. Each is dealt with below.

## *Specific Locales*

These parts of the Outlands are areas of some Kindred activity which are take place too far away from Chicago to be considered part of the city.

Three specific locales are Chicago's airports. O'Hare is about 18 miles west of downtown. Midway Airport is off of I-55 about a half-hour from downtown. Meigs Field is on the lakefront at 15th St, about 15 minutes from downtown near Soldier Field. The hazards of travel by air and other means have already been discussed (p. 13). Most Kindred are stay-at-homes, and rarely travel. Those who wish to travel by air must go to Tyler, and her price is always high.

Retainers and allies, of course, are under no such restrictions. They will often make use of O'Hare on Kindred business; the smaller Midway or Meigs are preferred when discretion is desired, but Tyler controls these airports as well.

Kindred will usually use Midway Airport. It has more flights than Meigs, but there is less chance of a transport container being accidentally opened or misrouted than at O'Hare. If Tyler has arranged things, there is no danger at all.

A common apocryphal story tells of a Vampire having himself shipped by air from Chicago in the late 1960s. He was accidentally sent to the wrong destination, and customs inspectors opened the shipping container in daylight — with predictable results. Equally predictably, no one who tells the story knows who the ill-fated traveler was; the story was always passed on by "a friend of a friend."

As a footnote, Meigs Field is often used by Lodin. He has two helicopters there, kept ready to fly at a half hour's notice. This gives the Prince an immense advantage in mobility and surprise — something which many Anarchs have learned to their cost.

Other specific locales include the Brookfield Zoo, several race tracks such as Arlington and Maywood Park, outlying colleges, and Six Flags Great America amusement park.

The Brookfield Zoo is a popular feeding ground for those Kindred who prefer animal to human vitae. Its use of moats to contain the animals in an outdoor setting makes it simple for the undead to get at the creatures. Doyle Fincher often feeds here.

The race tracks serve four purposes. Some Kindred find a certain amusement in betting on the semi-random results of the races. Others, particularly the Ventrue, enjoy the social side of the more sophisticated race tracks. Some of Lodin's business advisers, particularly Alan Sovereign, use the horses as a business investment and tax write-off. And, finally, those Kindred who feed on animals but wish to avoid the crowds at the two Chicago zoos will often drain the Vitae from the racehorses.

The outlying colleges hold little of interest even for those who were Embraced while in college. The Vampire known as Rose usually feeds on college professors and students. She prefers to move widely between feedings, to avoid drawing attention to herself. Critias enjoys teaching an occasional class, and still takes courses himself in order to keep up on current scientific theories and philosophic debate. To maintain the Masquerade, he rarely engages in socratic debate to the full extent of his powers, so he is always on the lookout for Kindred with whom he can share ideas.

Great America is about as far as the Chicago Kindred consider the "Outlands" to extend. Some Childer, particularly those who were Embraced as children, find great enjoyment in taking the rides during the evening or even breaking into the park after closing time. Peter and Tammy Walenski have done so on many occasions, as have Damian and Neon. The Tremere Nicolai, of course, has no time for such childish pleasures.

## *The Suburbs*

The Kindred apply the term "Outlands" to almost any neighborhood of Chicago that has not been described above. To them, this means any area that has little or no nightclub activity, few inconspicuous feeding prospects, and no stores of interest. The suburbs north of Chicago see most of the slight Vampiric activity in the Outlands. Evanston, on the shores of Lake Michigan, is host to Northwestern University, which occasionally draws a visit from Critias.

Jason Newberry's ("Son") Haven is in Skokie, 16 miles from the downtown area. From here he can easily reach the asylum in the Uptown neighborhood of Chicago where the Smiths reside.

Arlington Heights, 24 miles northwest of Chicago, was once an affluent neighborhood. It is home to the brothel run by "Madame" (Priscilla Gibbs) and supervised by Gordon Keaton. As Madame has become more and more depressed because of Keaton's control, she has begun feeding from drug addicts to blot out her memories. To ensure a supply of such Vessels, she has had to promote drug distribution Heights, and dealers now rule the streets of this area.

This, of course, is only a small sampling of the suburbs that surround Chicago. Many provide temporary Havens for those needing a place to lay low during one of the interminable



intra-Kindred conflicts. But usually the Undead prefer to be closer to the action of downtown Chicago.

## Gary

Depending on who is speaking, Gary is either a “developed Outlands area” or an independent city with its own Prince. Hardly anyone ever agrees on its status, but nearly all Chicago’s Kindred have visited here at one time or another — for here

Lodin’s laws are enforced less strictly, if at all. Gary is a place Kindred use to feed when they are too hurt or tired to hunt in the city.

The differing points of view of Gary result from the schism that has occurred between Lodin and Modius. The two cities were separate fiefs up until the late 1960s. Then Lodin was able to shut down Gary’s steel industry. He also convinced the Camarilla to force Modius to “confer” with him on all major decisions affecting either of the two cities. While Modius is still technically a Prince, he must abide by Lodin’s decisions. If you



have played *Ashes to Ashes* and Lodin is destroyed, then Gary's status is unclear.

Lodin's faction vigorously supports his claim to absolute control of Gary. Everyone else prefers to view Gary as an independent city, although they will not dispute this with Lodin supporters. After all, if Lodin or his lackeys are busy dealing with a neighboring fiefdom, they will have less time to regulate affairs in Chicago.

Geographically, Gary is closer to Chicago than some of the Outland suburbs that are actually part of the city, such as Chicago Heights and Elgin. There is a regular flow of Kindred traffic from Chicago to Gary, not only because of the opportunity for an easy meal but because of such businesses as Gary Exports Co. and the Williams Auction.

For more information on Gary, see Chapter 8 of the *Vampire* rulebook.

## The Elysium

*But in the dead of night  
When everything is quiet  
There's a blast of lightning  
And the Righteous will fall*

House of Freaks, *The Righteous Will Fall*

The Elysium is less a specific physical location than a reference to any building that the Elders favor. After all, few large cities have a central area containing all cultural delights that a metropolis has to offer. Chicago is no exception.

A building considered part of the Elysium is always devoted to the fine arts or is somehow artistically or intellectually stimulating. Many major museums, art galleries, theaters, and centers of the performing arts are part of the Elysium.

## Rules of Elysium

The rules for a building that is part of the Elysium are simple but clear:

1. On pain of a Blood Hunt, no violence is permitted on the premises against Kindred, kine, or physical objects. Not only do such acts breach the Masquerade, they could cause damage to items, causes or individuals that the Elders value.

2. The Elysium is to be considered neutral ground. No conflict of any sort between Kindred may be carried onto its sacred ground. The Elders like to meet and appreciate the fine arts without other Kindred shattering the peace of their contemplations. As a matter of courtesy, discussions should be limited to the fine arts, and political topics avoided (except when the Primogen meets).

3. Access shall not be limited; all Cainites are welcome. In practice, those who enter Elysium when Elders are present are assumed to have thrown in their lot with that group.

4. One should not attract attention as one leaves and enters Elysium. Some buildings will not normally be open in the hours of darkness, but in such cases some easy means of entry and egress have been arranged. Guards are often Dominated, and will respond to certain command words instantly.

Of course, these rules are not graven in stone; they are more of the nature of guidelines or rules of etiquette. A Sire will usually — but not always — inform a Get of these guidelines, and of the extent of the Elysium. A Neonate who was not so informed may claim ignorance in defense of a first, minor violation; Lodin (in agreement with the Primogen) may levy some kind of fine (using Domination, if necessary, to see that restitution is made), but no further action will be taken against the offender. However, a severe, subsequent, or manifestly wilful violation will draw the full wrath of the Prince and the Elders.

For instance, an uninformed Childe, revelling in his newfound powers, may decide to Dominate a curator. He gains access to a sealed vault in the Art Institute of Chicago, where he scrawls "Fools! I can go anywhere I want!" on a valuable painting. He could rightly claim ignorance, but it would be an inadequate defense. Vandalism, defiance and breach of the Masquerade do not rely on knowledge of the rules of the Elysium, and the youngster would incur the wrath of the Elders — and the respect of most Anarchs. A Blood Hunt would be declared in any case. Such destruction enrages all Elders whether they like the defaced work or not. Elysium is a symbol of their power, and to defy its rules is to attack the pillar on which that power stands.

Visiting Kindred are notified of Elysium and its rules upon presenting themselves. If they do not present themselves and later commit a violation, they may not claim ignorance; wilful negligence is added to the charges against them. No one yet has been foolish enough to lie to an Elder and claim ignorance when such was not the case.

The rules of Elysium are vague when dealing with the status of artists and performers. Their work is part of the Elysium, but the question remains whether they themselves are so, especially when they are outside the physical areas which are defined as Elysium. This has been a problem in recent years, since some Kindred — especially Malkavians and Caitiffs in the United States — have made a habit of hunting thespians, models and the like. Usually a performer is not considered "under Elysium", and is fair game for feeding, Domination, or death. A Vampire may be able to commit such a series of murders, or Dominate a star into becoming a useless alcoholic, without breaching the Masquerade. Of course, there remains the fury of an Elder over the death or ruin of a favored performer...



## Extending Elysium

The Primogen decides whether a new building is considered part of Elysium. Once it has been voted upon, they tell the Prince, who is expected to inform the city's Kindred. The Primogen held Lodin responsible for violations on the one occasion he did not pass on the word — it was simply another way for them to show him who is boss.

A Prince will often issue bans or edicts against Kindred violence in certain areas, or declare that certain areas are "neutral ground," without declaring them part of the Elysium. The effectiveness of such edits is directly proportional to the Prince's power; in Chicago, much depends on whether the edict comes from Lodin himself, or through him from the Primogen. Sometimes he will pass such edits simply to show his independence. For the most part, the Primogen allows him this indulgence, but somehow word spreads of who really gave the orders.

If in doubt, the safest course is to assume that an area is withing the Elysium. It is extremely unwise to violate the sanctity of Elysium, since it is one of the few things that the Primogen and Lodin agree upon. They invariably unite to punish wrongdoers.

## Buildings in Elysium

Buildings commonly considered part of the Elysium are listed below. This list reflects the tastes of the Elders of Chicago. While they have the conservatism of millenia, even they occasionally gain a new appreciation of a particular art style or type of music. Sometimes this is the result of their reminiscing over their long-lost mortal lives, and sometimes it is an idle whim.

The Elders may declare that a building is under the protection of the Elysium for several months, then rescind the announcement as abruptly. However, that same conservatism means the Elders rarely make major changes. This list has remained essentially the same for some time.

**Dance & Ballet** American Dance Center School and Ballet Co. (22413 Governors Hwy., Richton Park); Chicago City Ballet (223 W. Erie St.).

**Galleries** Arts Club of Chicago (109 E. Ontario St.); Linda Enfield, Inc. (620 N. Michigan); R.S. Johnson International (645 N. Michigan), St. Albus Fine Arts (620 N. Michigan).

**Libraries** Central Library (425 N. Michigan Ave.); Cultural Center (78 E. Washington).

**Museums** Art Institute of Chicago; Block Gallery (Northwestern University, Evanston); Chicago Academy of Science (2001 N. Clark St.); Chicago Historical Society (Clark St. at North Ave.); Freeport Art Museum (511 S. Liberty St., Freeport); Martin D'Arcy Gallery of Art (Cuday Library,

Loyola University); Museum of Contemporary Art, Oriental Institute Museum (Univ. of Chicago); Smart Gallery (Univ. of Chicago); Terra Museum of American Art (2600 Central Park Ave., Evanston).

**Opera** Chicago Opera Theater (Athenaeum Theater, 2936 N. Southport Ave.); Civic Opera House

**Orchestral** Orchestra Hall; Pick-Staiger Concert Hall (1977 Sheridan Rd., Evanston).

**Theater** Arie Crown Theatre (McCormick Place, 23rd St. & Lake Shore Dr.); Civic Theater.

**Miscellaneous** Auditorium Theatre; Fine Arts/World Playhouse; Petrillo Music Shell (Grant Park); University of Chicago (South Side).

## Places of Note

### Art Institute of Chicago

The Art Institute of Chicago is one of the finest art museums in the world and undoubtedly the best in the Midwest. Its collection of paintings range back to Medieval and Renaissance times, and represent the entire world. As such, it is probably the most popular part of Elysium among both the Elders and the Kindred at large.

The paintings alone cover the works of such artists as El Greco, Monet, Renoir, Rembrandt, Cezanne, Degas, Picasso, Chagall, Matisse, and Dubuffet. Works from the last two Chinese dynasties are included as well. In fact, at least three major Asian works are believed to have been anonymously donated by an Elder.

While not to the taste of most of the Elders, other displays include ceramics, the Rubloff paperweight collection, the Thorne dollhouse exhibit, and the photography gallery. Even Licks Embraced as children are occasionally seen here.

The Institute evolved from the Chicago Academy of Design established in 1866, and was incorporated as the Chicago Academy of Fine Arts on May 24, 1879, assuming its present name in 1882. Since 1893 it has been located on Michigan Avenue, within a large, handsome renaissance-style structure built by Shepley, Rutan and Coolidge for the World's Columbian Exposition of 1893.

The Institute's hours are 10:30 - 4:30 Monday and Wednesday-Friday, 10:30-8 Tuesday, 10-5 Saturday, and 12-5 Sunday. Tuesday is the only night when Kindred can visit legitimately — and even that is denied them in summer. Therefore, the Elders consider this building to be "closed" sunset to sunrise. Rarely a night goes by without at least one Cainite visiting and viewing a display or exhibit.

In fact, the Art Institute is one of the rare places in Chicago that is truly neutral ground. Even Anarchs would

probably rise up against one of their members breaking the rule of Elysium here. Both Elders and even some Anarchs come here until the small hours of the night to discuss the finer points of a painting (as well as to plot and scheme). Even Nosferatu and Malkavians enjoy the museum. The Nosferatu have developed a taste for fine art, perhaps to compensate for their appearance. The Malkavians, more than any other clan, have a special insight into the eccentricities of the artistic mind.

The sight of Vampires from several different clans sitting in a museum at dead of night, discussing the brush strokes of Monet, is one of the most bizarre to be found in Chicago.

## *Lyric Opera of Chicago*

Since 1956 the Lyric Opera has been the resident company in Chicago, which heard its first traveling troupe in 1850. The Lyric Opera is the immediate successor to the Lyric Theater of Chicago, launched by Fox, Lawrence Kelly, and Nicola Rescigno in 1954, when the city had spent eight years without its own professional opera. During the Lyric's annual autumn season, the sumptuous Civic Opera House, which first opened in 1929, is filled to capacity. The Lyric is renowned for its polished productions and internationally-celebrated singers. On opening nights almost all the city's Elders will be present. Indeed, unless one has connections, tickets are very difficult to come by.

## *Chicago Symphony Orchestra*

This Orchestra is the third oldest symphony orchestra in the United States, and still among its most prestigious. It is managed under a healthy endowment by the Orchestral Association of Chicago, founded in 1891, the same year the orchestra was created. The Association owns Orchestra Hall, another very lavish building, which was built in 1904. Distinguished regular conductors have included Fritz Reiner, Artur Rodzinski, Rafael Kubelik, and Sir Georg Solti. The orchestra often travels and has made a number of European tours.

## *University of Chicago*

The prestigious University of Chicago was established in 1890 by the American Baptist Educational Society. It is a private institution, though now non-denominational. It has an enrollment of 8,600, and an enormous library of 4,600,000 volumes, made possible by large gifts from John D. Rockefeller and his descendants.

Modeled after the German university system, it was among the first American institutions to emphasize graduate study. The quarter system for the academic year used by many schools was introduced here. It was also the first major university to accept women on an equal basis with men. The university is

the center of a noted group of theological institutions, and many Witch-hunters use it as a Haven. It also has a very active Paranormal Psychology department engaged in a number of "environmental studies" across the city.

## *The Rack*

In some cities, Kindred call it "The Crucible". In others, "The Hunting Grounds". In Chicago, Kindred call the area that is the center of the human nightlife scene "The Rack". No one knows who first coined the phrase. The term first came into popular usage during the first years of the 19th century, and has remained ever since.

The area that is considered The Rack in Chicago centers primarily on Rush Street. Within these six or eight streets, over a hundred different bars, clubs, and restaurants are spread out. This variety makes the Rush Street area the most popular night spot in the city despite its dangerous atmosphere.

Further to the west, in the Old Town area, the pimps, drug dealers, and gangs have sensed fresh prey. This area's popularity varies wildly. After a few years of relative quiet (after a Lodin-sponsored crackdown) some new clubs are opening in the Old Town Triangle area. People are flocking there again to taste again from sin. And so are those who see them as prey.

Overall, the Rush Street neighborhood is a very rough place (more so in the Gothic-Punk Chicago than in our own). The singles are just a little more desperate, the hookers just a little more brazen, and the regulars just a little more weird. There are a large number of transvestites, punks and Blood Dolls found here. Gangs walk the streets with impunity and the bands tend more to punk than jazz or blues. Most outsiders just laugh at the swaggering punks and claim the gangs are part of what gives the area its atmosphere.

Fortunately, there is an unwritten rule that keeps most of the mortal gangs from preying on adventurous couples, or even on most well-dressed singles. They are all Dominated to some degree or another by Anarchs, and if there is too much violence it will keep the people away. Then the Licks would have no one to feed from.

But woe betide a well-heeled, defenseless-looking individual who stumbles into a dark alley to relieve himself, or has been spending big, or runs across a gang that has not seen action in a while. Said individual will be relieved of his valuables, if not his blood. Even the Kindred are not safe from molestation — although they can call upon better defenses than most.

Some of the hottest bands in town come here to play in the clubs. Baby Chorus' multi-clan lineup means one or more Kindred are often gunning for them — an unfortunate situation since they prefer The Rack's clubs to anywhere else. Depending on the current state of Kindred inter-clan warfare, the group can be found headlining when the bickering is at a low ebb or just sitting in for a surprise jam session with kine when the conflicts



peak. The band can commonly be found at Andy's (on East Hubbard), The Backroom (1007 North Rush), or Rick's Cafe Americain (Holiday Inn on Lake Shore Dr.). The band prefers Rick's — they find it amusing to be performing as a "Holiday Inn Lounge Band", even if Rick's is well-known as a hot music spot. Rick's is also a little further out of the Rush Street "danger zone", so trouble is considerably less frequent.

Many of the other bars in the area cater to the singles scene, providing a perfect hunting-ground for the Gentry. Some simply amuse themselves by influencing an attractive member of the opposite sex through Domination or Presence; others merely watch the myriad human interactions. And then there are those who hunt here. They assume — correctly — that they can drink from any number of Vessels on a given night without drawing undue attention. A corner booth in a bar such as Billy's (936 North Rush), Mother's (26 W. Division), or She-Nannigans (16 W. Division), offers enough privacy for the clumsiest Vampire to dine at leisure. Even on week-nights there is enough of a crowd to provide plentiful Vitae for all. Territorial disputes among the Kindred here are uncommon. The Rack is an unofficial neutral zone where all clans and persuasions mingle.

There are also the Lushes, those seeking a drug or alcohol "high" by imbibing from an indulging Vessel. Most of Chicago's Licks are not regular Lushes, but many seek the occasional *frisson* to enliven their sometimes-deadened senses. There is no lack of suitable Vessels.

Of particular note is the area west of Rush Street, still part of The Rack. Both the Succubus Club and The Cave are in this area, on State Street. As one moves further west, a number of X-rated movie clubs spring up on Dearborn, Clark and La Salle. The more civic-minded members of the City Council have been trying to have them banned for years, but other members under the Domination of various Kindred have always thwarted them. After all, none of the clans want this well-stocked hunting-ground to dry up.

## Places of Note

### The Blue Velvet

The Blue Velvet, located on the northern side of what once known as "that Great State Street", is west of Rush Street, in the heart of The Rack. The club is always on the cutting edge of current music and style trends. This makes it popular with mortals, although no one knows who the owner of the club is. Rumor among the Kindred is that he or she is one of them. This helps its popularity with Chicago's Vampires.

Before 1972, the Blue Velvet went through several incarnations as a Prohibition speakeasy, an Irish pub, a blue-collar tavern, and a gay bar. In '72 it was taken over by an unidentified buyer. Rumor has it that the owner had made some

under-the-table profit from the closing down of the steel mills. From these ill-gotten gains came the financing for the takeover of Fantastica, as the Blue Velvet was known then.

The club closed down for three months. Workmen were kept busy during that entire period, performing a major overhaul on the building. In May of 1972, the club opened with the new name of The Blue Velvet.

Among the new additions were four different bars, a huge dancefloor, and a VIP lounge overlooking the entire club through a one-way mirror. The bartenders and servers were brought in from Los Angeles. All have an unfailing memory of any drink ever created. The waitresses are all tastefully dressed, despite the name of the club.

The Blue Velvet's popularity ranges across the entire social strata and it attracts Kindred and kine alike. During Fridays and Saturdays the line to get in goes around the block. Even on the other nights, the club does a brisk business.

Kindred have discovered that they are admitted immediately if they show themselves at the front of the line. They also receive a pass for the VIP Lounge. The doorman, Ian Gibson, has an unfailing ability to pick out undead. He has proven immune to Domination, and has never answered any questions about his ability or his employer. He is mortal, but it is unclear whether he is a "neutral" or whether a Cainite with the Level 5 ability of Possession has done a superb job of conditioning. Gibson is an imposing physical specimen, and serves as the Club's first line of defense against gatecrashers.

Inside, the dance floor is busy right up to closing time. During the most popular nights of Thursday, Friday, and Saturday, the best DJs in town play the top one hundred for the dancers. Sundays and Mondays are slower, and attract the hardcore element that has nowhere else to go. The music switches to progressive rock, heavy metal, or anything else that looks like it might appeal to the fringe-types in the audience. Music on Tuesday and Wednesday vary depending on the mood of the audience. Jazz and country-western are often heard these nights.

Only the best bands are invited to play the Blue Velvet. Baby Chorus shows up about once every two months. Band leaders and agents all claim that Gibson is the one who contacts and pays them and say they have never met the owner. The bartenders and servers likewise get their checks from Gibson, and claim never to have met the owner. Use of Auspex, Domination, and Presence has proven they speak the truth.

No one among the Chicago Kindred has ever admitted to being the owner of the Blue Velvet. Whoever he or she is, this individual is undoubtedly aware of the Vampiric goings-on in the nightclub, but has taken no steps to stop them. Indeed, the privileged status of Kindred entering the club indicates that the owner favors them. Most of Chicago's Undead have been unwilling to risk conflict by probing too deep, and are willing for now to let the matter go.

## The Cave

The Cave is also along State Street, two blocks north of The Succubus Club. Despite their physical proximity, the two bars couldn't be further apart.

The Succubus Club is a hangout for the elite, the singles, and the trendy-types who roam Rush Street. The Cave, on the other hand, is a bar for the blue-collar working class. It is popular with construction workers, bikers and underpaid city employees like garbagemen. The owner, Horace Turnbull, stocks only beer and hard liquor. Bartles & James wouldn't come within 50 yards of this place.

The Cave lives up to its name. One dirty, unlit sign hangs over the steps leading down to a basement entrance. A fifteen foot hallway leads back to the bar itself. Along the hallway at 2ft intervals are a series of antique door knockers, ranging from gargoyles to mermaids. There are no doors, just door knockers.

A swinging door leads into The Cave itself. The basement room is roughly circular, with wooden rafters criss-crossing the ceiling. The underground location gives it a damp, dark appearance, and water drips from the ceiling in places. There are a few old-fashioned tavern booths against the back wall. Seating is primarily at tables scattered around the open floor.

Patrons come here at almost any hour. The Cave is a quiet spot, and the customers prefer it this way. The bar is where motorcycle gangs go when they want to do some serious drinking without being annoyed by yuppies or college kids. Horace is a Malkavian who serves Lodin. He does not tolerate loud patrons or any kind of trouble.

Unsurprisingly, the men are typical macho-types. If they are impressed by the physical appearance of a newcomer, they will offer him a seat, buy him a drink, and ask him "How 'bout them Bears?" If a newcomer appears puny or intellectual, they will gaze contemptuously or ignore the person. Women are treated courteously enough — even by the bikers. The regulars may buy an attractive woman a drink simply to keep her in the bar.

The only break in the general disdain of "highbrows" is a chessboard placed at one end of the bar. Horace is an avid chess player and is more than willing to accept challenges. Several of the regulars are also excellent chess players. The Cave is the only place where they can play a game without ruining their image. If a newcomer challenges Horace to a match, there will be heavy betting. A large crowd will gather around, turning the game into something not unlike a fifteen-round Las Vegas boxing match.

The two regular bartenders are Fred and Maureen. Fred is a man in his late forties, while Maureen is a short blonde in her late 30s. Horace is rarely out front except when playing chess. He is a secret patron of the Anarchs, and prefers to keep a low

profile. If someone needs to get in touch with Horace, they speak with Fred or Maureen. The bartenders can get hold of Horace within an hour.

Two doors lead off of The Cave's main area. One goes to the sole bathroom, the other to a hallway with three doors. From here one door gives entrance to Horace's office, one to a supply closet, and one to a large, empty stock room where the Anarchs meet. The room also contains some cooking facilities, a large conference table, and a bookcase full of reference materials.

Horace will always play the part of a loyal lieutenant to Lodin and Ballard. He cannot afford to have his connections to the Anarchs discovered. The other Ventruue of Chicago know that Horace caters to Anarch customers, but tolerate it because of his Malkavian nature. If his true dealings with the Anarchs were known, he would be in a very dangerous position. However, he is more likely to deal with blackmailers by killing them then by paying them off.

For more information on The Cave, see *Ashes to Ashes*.

## The Succubus Club

*Praying to your angels of darkness  
I wanted no part but you needed a partner  
Dance beneath the sheets of crimson  
Dance in praise of age-old fundamental lie  
Baby Opaque, Blue Crimson*

This club is perhaps the most famous of all the night spots in Chicago — even more famous among the Kindred than the mortals. An article in the *Chicago Reader* last year described both the club and its most noticeable fans.

## The Blood Dolls

"Jason Sanders never wakes before 9 p.m. When he finally does get out of bed he immediately turns on his stereo and then prepares himself for the night. He showers and applies colognes, ointments and makeup. He dresses slowly and carefully, always on the lookout for lint or loose threads on his black ruffled jacket. He squeezes into his skin-tight black leather pants and then works carefully on his hair, making sure every last strand has found its proper place. He carefully picks through his silver jewelry, finally deciding on a skull ring, a silver and onyx necklace and an ankh earring. Then he sneaks past those who do not wish him to be released upon the night and runs down the black Chicago streets, heading for the one place where he feels free and alive — The Succubus Club.

This is what he does each night; every night.



The entrance of Chicago's infamous nightclub always gives him reason to pause. Aside from the hordes of people waiting and hoping to get in, the very aura the ancient brick warehouse projects against the modern streets brings him cold anticipation. The looming structure seems to yell out its heritage despite the ultramodern purpose for which the visitors use it. Many fail to pass the strict requirements required for entrance, but the bouncers with crossed arms know Jason as a regular, and do not dispute his passage.

Once inside the notorious establishment, he revels in the hordes of exuberant dancers who surround him. While billowing clouds of tobacco smoke mask the scents of humanity, Jason feels that the club itself amplifies his senses, allowing him to notice the slightest sensations. Within the swirling crowd he can pick out others like himself, all products of the same decadent society. They all know of the torture of existence and the decay of civilization — and they all revel in it. Jason joins the others on the dance floor, and soon loses himself in the pulsing industrial sound hammering through the building and causing the floor itself to shake. As the final blasting melodies of Nine Inch Nails pass away, he touches palms with the attractive young woman dressed completely in black lace, with whom he shared a glance while they danced.

The two step off the brightly-lit dance floor and make their way to the darkened recesses of the club. He discovers that his new-found friend's name is Melissa, though she proves evasive when he asks about the source of the bloodstain on her lace blouse. A mutual friend, yet another club regular, materializes out of the shadows and invites them to join him in one of the club's "floating" balconies.

From this new vantage point, Jason and Melissa look down upon the crowded dance floor and take turns criticizing the motions of the crowd of which they had so recently been a part. They also spot the armies of rattily-dressed punks and impeccably-attired gangstas making their way to The Succubus Club's imposing basement. On a dare from their friend, Jason and Melissa rush down to the basement, passing the giant bouncers guarding the passage to the private penthouse on the third floor balcony and pushing club-goers aside on the spiral staircase. They open the massive double doors leading to the club's lowest level and plunge into its rancid-smelling depths.

Even with no band playing on the basement's mammoth stage, the club's owners keep the immense room dimly lit, and the haze from the hundreds of lit cigarettes made it even harder for the two to navigate the underground labyrinth. Despite the many visits Jason had made to The Succubus Club, he rarely ventures into the confusion of the basement and still has difficulties finding his way through the labyrinth installed several years ago. At one point the couple makes a bad turn and end up face-to-face with several sharp-looking men, apparently arguing over the cost of a small packet of white powder. Faced with intensely hostile stares, they withdraw with laughter.

After several more minutes of wrong turns and backtracking, they finally reach the alcove their friend had earlier

said they would be unable to find. Then, tired and exhilarated by their adventure, they throw themselves down on the blood-stained cushions left by some earlier visitor. Jason draws a thin penknife from his jacket pocket and Melissa removes one from a silver chain around her neck. After a quick kiss they both take the knives to their own wrists and make short, jagged gashes. Then Melissa takes Jason's injured hand in her healthy one and Jason takes her bloody wrist in his uninjured hand — and together they begin to drink.

No Cainite has ever Embraced either Melissa or Jason. Neither kine has even turned 18 yet. However, they have discovered an entire breed of people like themselves — bored, lonely and jaded. The straights of mortal society have only recently heard of the Blood Dolls, as these young urban sophisticates call themselves, and sensationalist media have taken to calling them death cultists and blood worshippers. For them, this sharing of blood is better than sex — it is the climax of their bizarre sub-culture. They are as strange as the culture which they unconsciously emulate, and as the beings which they think they would like to become.

Jason, despite the fact that he is 17, never has problems getting into the club. He goes to bed right after school lets out and sleeps until 9. Then he sneaks out of the house and down to the club, where he will stay until school starts again the next day.

While no one description fits all Blood Dolls, they share a number of distinctive traits. No matter which city they live in, they tend to gravitate to nightclubs which seem to have been designed for their needs. Blood Dolls point to the Succubus Club as a prime example of the dark and morbid environment which they prefer.

Founded in 1982 in what had once been a leading Chicago disco, the Succubus Club caters to more than just the Blood Dolls. The bouncers maintain a strict yet unwritten entrance policy which stresses style more than anything else. An attractive 17-year-old, properly dressed, has a better chance of getting in than does a successful 30-year-old yuppie in a leisure suit.

Once inside, most visitors immediately notice the state-of-the-art sound system and immense amplifiers. The bass amps remain constantly pointed at the floor, and, no matter what the DJs play, the floor pulses with the rhythm. Usually the club features industrial dance music, and DJs have been known to play entire cds from Sisters of Mercy non-stop. Other prominent features include a huge dance floor, which always remains packed despite its size, and a huge rectangular bar featuring a plethora of brand names.

Balconies look down upon the dance floor and provide a moderately quieter place to enjoy the club as well as more exotically (and expensively) equipped bars. The club's older patrons tend to stay here, leaving the dance floor to the young and energetic.

The city's more dangerous elements seem almost supernaturally attracted to the club's notorious basement. Speed metal, punk, militant rap and other violent bands play this level, attracting a bewildering assortment of fans from the dregs of society. Bloods dressed to the hilt and bedecked in gold stand next to punks in torn shirts and leather pants while watching long-haired metal fans compare tattoos. When they feel they need privacy, they slip off into the darkness of the labyrinth, a huge maze which runs along the outside of the basement. In its various nooks and crannies dealers hawk their wares, couples embrace in passion and Blood Dolls like Jason and Melissa share their blood.

For many of these mortals, dance clubs are a way of life. For many Kindred, they are the source of life. Rumors abound that a Cainite owns the club, and in fact a host of Vampires prefer to spend their nights here than anywhere else. While the Succubus Club has never been declared part of the Elysium, no Cainite would willingly start a fight there and rumors abound that in fact a powerful Ventrue owns it. Many visit a private club on the third floor, though numerous kine also fill its elegant space. Here Toreadors admire the private art collection and those Kindred favored by the club enjoy a respite from the mass of humanity which crowds the rest of the club.

Hunters find the club to be an excellent source of Vitae, as few of the kine present would notice if their blood were drunk and fewer still would care. Cainites have an unspoken agreement not to kill anyone in the club — in fact, they are not welcome unless it is apparent from the color and feel of their skin that they have fed recently. Even the most self-controlled Vampire would find it near-impossible to resist Frenzy if caught in the crush of Vitae-rich mortals while low on blood. For more information on the Succubus Club, see the supplement of the same name.

## *The Hive*

"The Hive" is the name the Kindred of Chicago have given to the downtown area immediately south of the river, which mortals call the Loop. The name arose out of a common Vampiric metaphor comparing mortals to scurrying insects. The Loop — or Hive — is the center of their activities.

The Hive is the heart of Chicago's business and political activities. The Ventrue clan conducts many of its activities here. The Prince paralleled the city's government by using the Hive as the center of his activities. Daley Center is only a short distance from the Prudential Building, where Lodin holds court. If an official proves reluctant to follow orders, the Prince or one of his kine retainers could easily pay him a visit.

Most Kindred prefer the Hive for shopping instead of the area mortals call the "Magnificent Mile". After World War II, and climaxing in the 60s, The Hive began to undergo a decline as businesses closed on the South and West sides. More and more of Chicago's black population moved into this area.

Things came to a head in 1968, when the Democratic riots broke out. In the Gothic-Punk world, the violence spilled out all over the city. Blacks in The Hive, manipulated by anti-Lodin Anarchs, launched attacks on several buildings that were bases of operation for the Prince. Police retaliation was swift and brutal. It was in one of these encounters that Theodore Dooley was wounded and fled to the Black Panther's headquarters. There he met Hank Cave and was Embraced.

Because of the riots, the Hive still has a reputation for violence. The reputation is mostly unwarranted, but the Ventrue promote it to justify the high police profile in this area. This gives Lodin and his followers an extra level of security against Anarchs or would-be usurpers.

The area is still predominantly black, with many whites reluctant to enter the area after dark. Businessmen or art patrons who travel here at night come in bullet-proof limousines. Wealthy businessmen will willingly pay for a bodyguard or two. Art galleries and museums not under the protection of the Elysium have three times the number of security guards as places in more respectable parts of town. These guards have broad discretionary powers to prevent certain "types" from entering.

There are several excellent stores here, but for every one there are three low-budget shoe and clothing stores. Some are detailed in the section concerning *The Loop* (p. 27).

## *Places of Note*

### *Prudential Building*

This building, on East Randolph, is the center of Lodin's power. Before 1958, Lodin controlled Chicago from a penthouse in the Manhattan Building, where he had resided since its construction in 1890. In 1958, he undertook a major overhaul of his security systems and living arrangements. He blackmailed the owner of the Prudential Building, Walter Leipzig, into granting him a 99-year lease to the 34th floor.

Opening the fictional business of "Denham Investments", Lodin took over the floor. He had state-of-the-art security equipment installed and took over. When violence was directed against him by other Kindred, Lodin could maintain his lease by blackmail threats on Leipzig and government pressure on any firms that threatened to pursue the matter. If he perished in the course of *Ashes to Ashes*, he was still living there up to the time of his death; if he survived or if you have not played this Story, he lives there still.

Lodin maintains several other Havens in town, including one in a condominium across the river and one in the Sears Tower. All are of similar design. Four-fifths of the west side of the building is taken up by nine rooms in a three by three block. A corridor runs from the elevator, in the southeast corner, north

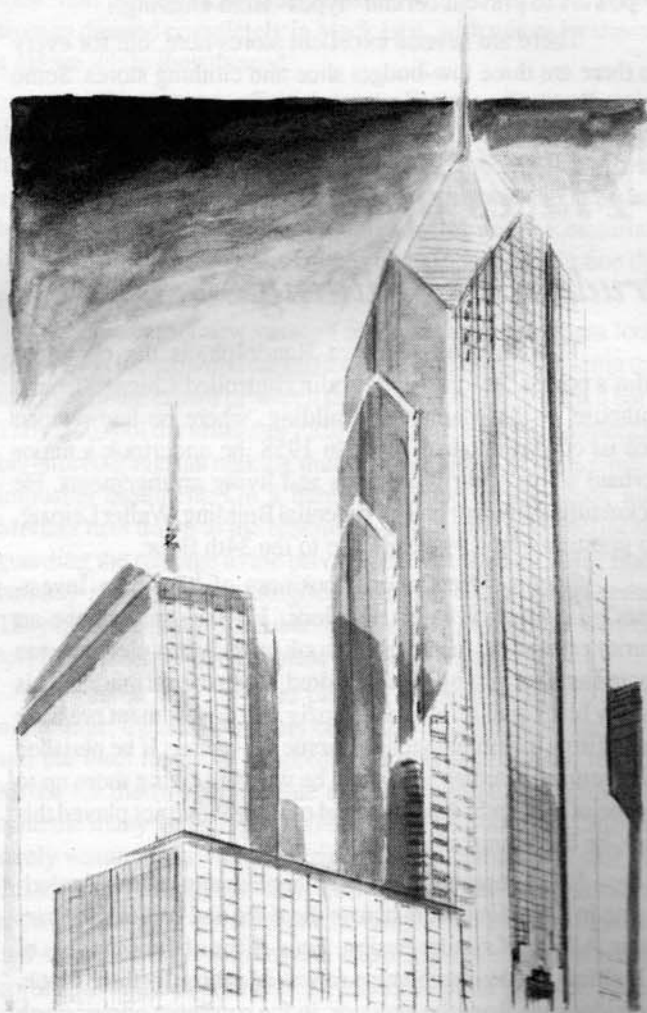


to the entry chamber that provides the only doorway into Lodin's rooms. The east wall of the corridor has no windows.

Among the nine rooms are Lodin's office, a security room, facilities for his retainers, and his vault at the center of the block. Only someone with Lodin's complete handprint can enter this room. Inside, Lodin keep a waterbed, a computer and facilities to hold several Vessels.

The computer is tied in to various subsidiary terminals in his other Havens. Lodin's computer security is so well designed that it would take four successful rolls against a Difficulty of 9 to access the central computer from the subsidiary terminals. Lodin's personal terminals rely on hard wiring, not modem connection, and run through the city wiring. An ambitious computer hacker would have to make six rolls against Difficulty 9 to penetrate the system.

For more information on Lodin's apartment, see *Ashes to Ashes*.



## *Marshall Field & Co.*

Marshall Field's occupies the entire block bounded by State, Washington, Wabash, and Randolph. One of the largest department stores in the city, it has more than 500 departments. However, it wasn't always like this.

When business declined in the Hive after the riots of 1967, the owners were desperate to move onto North Michigan Avenue. However, so were most of the other major businesses in the Hive. The slow decline of the area in the decade before the riots had left Marshall Field's in a bad financial position. Its books were in the red and business was dying.

Unable to abandon ship, the owners went to work. They mounted a wide-scale promotion of the store, took out several risky loans, and expanded the inventory.

Amazingly, their gamble paid off. Within five years the business was back in the black. Fortunately, they had been able to overcome the public image that Lodin and his followers were pushing of The Loop as a dangerous place to be. More importantly, one of their new additions was a rare book department. While stocking it they had picked up several crates of Renaissance-era literature.

When the Tremere discovered these books, they became as excited as that phlegmatic clan is capable of being. The books were part of a cache that Clan Elders had lost in the 16th century. They immediately pressured Lodin to stop countering Marshall Field's promotion of the area. The Prince, reluctant to anger the Thaumaturgists — and having more pressing matters to attend to — backed down.

With the patience of their kind, and to avoid breaching the Masquerade, the Tremere spent the next two years slowly buying up the books. By 1972, they had bought them all, and the clan lost interest in the store. By then, however, Marshall Field's had established enough of a reputation for itself that even the notoriety of The Loop couldn't keep customers away. This reputation also helped other stores, such as Carson Pirie Scott & Co., regain their customer base and stay in business.

Many rare books are still available here. Another popular item is antique pieces of jewelry. Many aspiring young Kindred will buy from the store's fine antique furniture collection to give their Havens a "classical" Vampiric appearance. Of course, the older Cainites need no such pretensions. They either lack the Humanity to care about such trivialities, or the furniture that they keep about them from their previous lives is far more authentic than anything they could buy in a store.

## *Kroch & Brentano's*

The most popular Kindred bookstore in the Hive is Kroch's & Brentano's — an 80-year-old full-service store with tens of thousands of obscure books. A Ventrue might be found on one level browsing for a threepenny novel he or she might

remember from long-ago breathing days. On the next floor, a Tremere might be seen looking for obscure magical tomes to supplement some arcane ritual. The store also has branches throughout Chicago, so a Vampire can obtain a desired book from almost anywhere in the city.

The owner, Arnold Kroch, has been personally running this branch of the store for at least fifty years. Kindred who have been patrons since that time have commented that Arnold bears a striking resemblance to his father, Anthony Kroch, who died in 1940. Even older Cainites note that the strong family resemblance carries over from Arnold's grandfather, Anton, who died in 1890.

Arnold is now in his 60s, but looks to be ten years younger. Some suspect that in the next few years Arnold may be replaced by a son of his own, with a similar resemblance. None of the Kindred have any real proof that anything out of the ordinary is going on. Many believe that Arnold was Anton, then Anthony. They claim that somehow he can control his aging, and is conducting a Masquerade of his own.

Of course, no one has any solid evidence of this. Some Kindred claim he is a Ghoul subsisting on Elder Vitae. Others say that he is a Mage. Since most of the older Cainites value his services, no one has been willing to pursue the matter further.

While Kroch's & Brentano's is not part of the Elysium, and Lodin has never issued an edict of his own, it is considered bad taste to breach Elysium rules on the premises. One never knows when one might need Kroch's services.

Various Kindred groups often use the store as a rendezvous point because of its late hours (10 on week-nights, midnight on Friday and Saturday). The Brujah Hank Cave often comes here, conducting research for work in progress. On several occasions he has used the store as a rendezvous point for Anarchs. Gordon Keaton, a Caitiff with an Anarch following of his own, also uses the store for meetings when he must hold them within the Hive area.

## Sears Tower

The Sears Tower was built in 1974 by the architects Skidmore, Owings & Merrill. The ultimate expression of Chicago's obsession with skyscrapers, it is 110 stories tall. Although no longer the world's tallest building, at 1,454 feet the Tower is still the highest in the United States. This building fills a full city block at Jackson Blvd. and Wacker Drive.

The 103rd floor, with the observation deck, is the most popular with the tourists. However, Vampires have no particular interest in viewing Chicago from the heights, living as they do primarily in the depths.

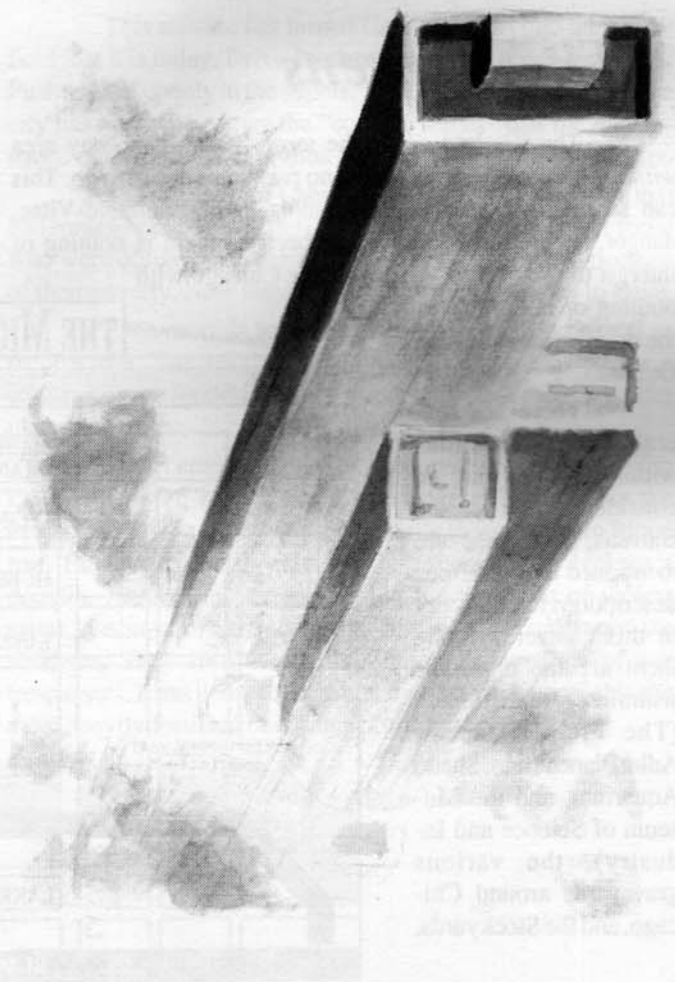
The main interest that the Sears Tower holds for the Kindred is that it contains more office space than any other building in the U.S. (except the Pentagon). Those Cainites

involved in business are sometimes found here in any of a number of offices.

The other Kindred point of interest at the Sears Tower is one of Lodin's combined Haven/Headquarters. Although the Prince's main Haven is in the Prudential Building further east, his ego couldn't resist having at least one headquarters overlooking every other building in the city.

An express elevator goes directly to the penthouse. It is one of only two express elevators in the building (the other one goes to the observatory deck). In 1974 Lodin was able to influence the builders to install his personal elevator so that even most of the building staff are unaware of its existence. The other elevators in the building have no access to Lodin's 95th-floor penthouse.

The penthouse is set up like the Prince's primary Haven in the Prudential Building. A hallway runs the length of the east side of this floor. The door into the apartment complex is at the far end of the corridor, in the west wall. There are two significant differences from the Prudential Building: the express





elevator opens onto the middle of the corridor instead of the south end, and there are windows in the east wall of the corridor.

There are nine rooms, in a three-by-three pattern. The eight outer rooms surround a central room where Lodin rests during the daytime hours. The rooms are tastefully furnished, but less so than those at the Prince's Prudential Manhattan Building Haven. Otherwise, they are similar in function to those found in the primary Haven.

Two security men are on duty at the security room on the 95th floor. They are unaware of Lodin's true nature and are replaced by the Prince's retainers when he chooses to use these rooms. Security is otherwise as tight as at the Prudential Building. When Lodin wishes to use this office, he sends his most trusted retainers; they conduct a thorough sweep of the entire floor to make sure no one has prepared a trap or ambush.

The computer terminal in the office has a direct link to Lodin's Prudential Building Haven. However, the Prudential terminal has override control, and it is almost impossible for anyone to obtain Lodin's main data files from here without the proper password combinations.

Most of the contents and layout of these rooms is the same as the Prudential Building facility. For more detail see above, and *Ashes to Ashes*.

## The Barrens

The Kindred apply the term "Barrens" to any area *within* Chicago where they have no particular desire to go. This can be for several reasons, including lack of suitable *Vitae*, danger, a high police profile, or because there is nothing of interest to them there. Areas *outside* Chicago with nothing of interest, primarily the suburbs, are called the Outlands.

There are several general locations within Chicago that are considered part of the Barrens, and these are mentioned in the various descriptions found earlier in this chapter. Among them are the museums with a heavy tourist crowd (The Field Museum, Adler Planetarium, Shedd Aquarium, and the Museum of Science and Industry), the various graveyards around Chicago, and the Stockyards.

The outskirts of Gary, where the steel mills closed down long ago, is now a rusting field of debris. Its proximity to central Gary, where some few areas of importance exist, qualifies this area—called the "Wastelands"—as part of the Barrens instead of the Outlands. This is even though Gary is considered part of Chicago's Outlands. But, of course, whether Gary is believed to be part of the Outlands depends on whether you are speaking to pro- or anti-Lodin supporters. Such is life (or unlife) among the Chicago Kindred.

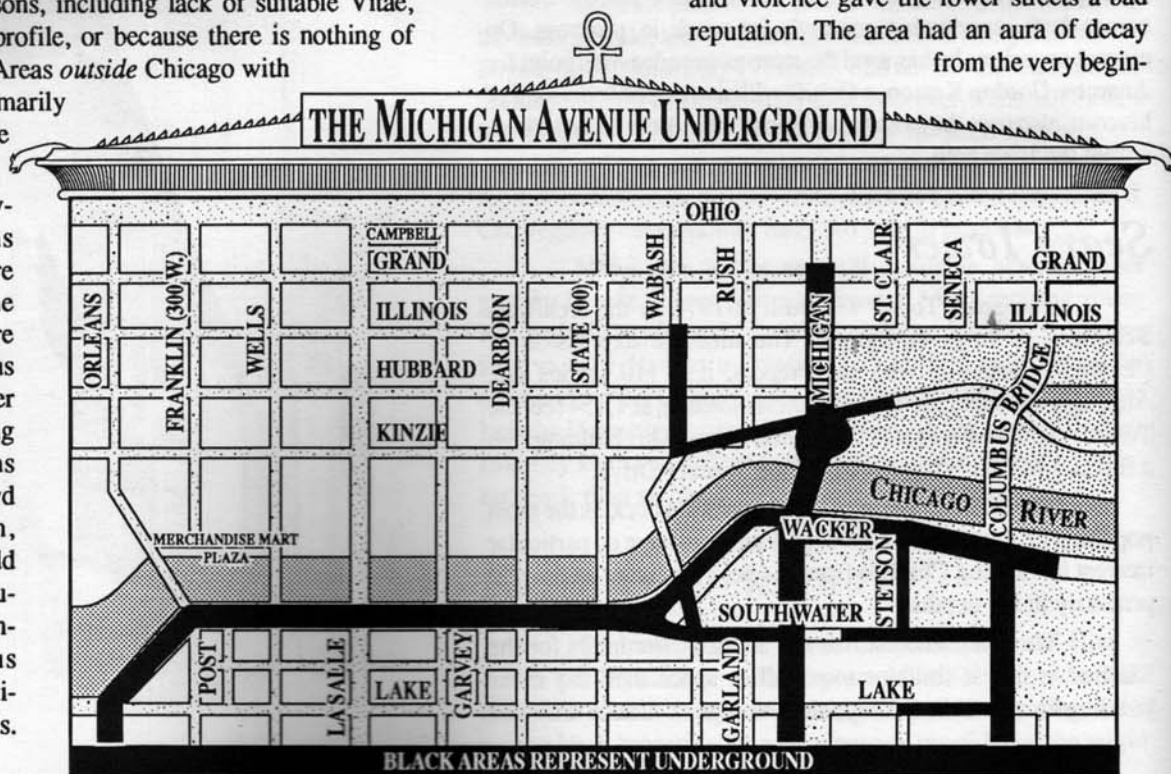
Despite the name, the Barrens do pay host to the occasional Kindred. Some Nosferatu are obliged to live in here because of their appearance. Kindred on the run from one rival or another will go into hiding in these areas. A few have actually used these areas as a power base. In general, however, the Kindred avoid the Barrens.

## Places of Note

### Michigan Avenue Underground

As part of a plan to ease traffic congestion in downtown Chicago, the civic authorities came up with the idea of building a series of "sub-streets". These would be near the Chicago River at the point where Michigan Avenue crosses. About three blocks of Michigan and ten blocks of Wacker Drive, as well as several other smaller streets, were subdivided into a Lower and Upper level.

Unfortunately, Chicago's reputation for urban crime and violence gave the lower streets a bad reputation. The area had an aura of decay from the very begin-



ning. The overhead streets cast shadows on the lower ones, making it as dark as night on Michigan and Wacker. Busy lining its own pockets, city government couldn't spare the money to replace the street-lights. Because of these factors, very few cars chose to take this route. The city elders used the lack of traffic to justify the lack of repairs, and were able to embezzle even more money.

This area, which soon became known as "The Underground," did have one redeeming feature: its proximity to the subterranean levels of the buildings downtowns ensures that it stay a few degrees warmer than the rest of the city throughout the winter. Because of this, Chicago's homeless population soon began sleeping alongside the roadway.

The area has settled into decay. Many of the street-lights still don't work, because the city doesn't dare send repairmen down to replace the bulbs. The area is in a state of perpetual night. Because of the lack of traffic, cardboard houses stand in the middle of the road. Sometimes the houses have become mausoleums for their unfortunate owners. The police, who come down once a month to "clean up", will only enter the area in squads of at least ten men.

When traffic does drive through, it has to slow down because of the poor lighting conditions and debris in the middle of the street. As a vehicle pauses, dozens of panhandlers and "window washers" will lay siege to it. It is a very foolish idea to open a window to pass out money. Those that do not, however, may find their cars tipped over by the homeless who are enraged at the haves daring to enter the realm of the have-nots.

The Nosferatu Elucid is the only Lick who actually lives down here, as even others of his clan have more taste and self-respect. He knows of a number of passages which branch off from this area to intersect the sewer system and many of the basement levels of the buildings. It is possible to travel from here to a network of caves fairly near the shore of the lake where Khalid makes his Haven.

Ironically, this area is a kind of Vampiric "gas station". The bums and winos in this area are noticeably weaker after a major Kindred conflict. Many Kindred will stop down here for a quick bite if Vitae is not easily available elsewhere, or if their situation is especially desperate. Of course, no one will admit that they would stoop so low as to feed from those in such a wretched condition. However, most Vampires in Chicago have certainly dined here at one time or another.

For the layout of this area, see Map #7, the Michigan Avenue Underground.

## *Cabrini Green Housing Project*

The American Dream. Even in the Gothic-Punk world there are those who seek it. Some lower-class citizens believe they can find it. All they need is a government-subsidized home so they can use the extra money to feed the children and pay the bills.

The American Dream gone awry. Cabrini Green.

Most of the residents are trapped here. The city refuses to relocate them. After all, their own representatives don't want them taken somewhere else. That would be cutting down their own constituency.

The real estate developers want the land. The area, west of The Rack, could be developed into a number of profitable clubs and upper-middle-class housing. The city council members they've bought and paid for don't have enough political pull to get the area re-zoned.

So the developers contact some friends. Their friends contact some other friends. Drug dealers, fences, and prostitutes soon move in. The gangs get a little extra to stop by and terrorize the citizens. Some pressure here, some pressure there. If the city government will not move the people of Cabrini Green, perhaps they can be convinced to move out on their own.

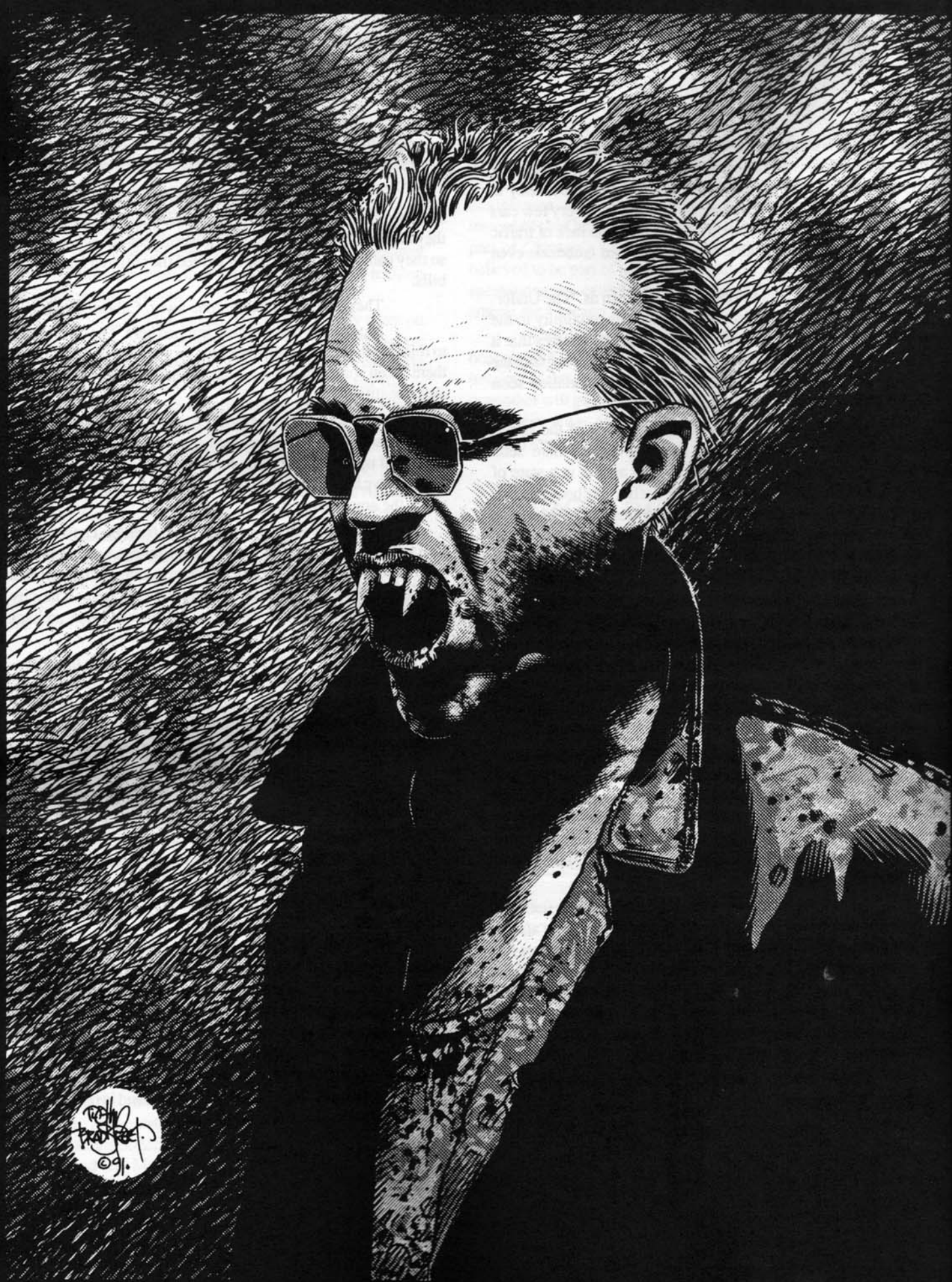
This attitude has turned Cabrini Green into the battlefield that it is today. Drive-by shootings are at an all-time high. Pushers deal openly in the streets. The police are never seen. The city has no desire to pay the "combat wages" that the maintenance unions demand for their men to go in and make repairs.

The residents of Cabrini Green are trapped. Those that had somewhere else to go left long ago. Those who stay are those who were obliged to come to Cabrini in the first place because of their poverty. Now they do not have enough money to leave.

Even mortals have been known to refer to Cabrini as the Barrens. The Kindred stay away. A Lush looking for a cocaine high might come here on occasion, but there are safer places to hunt.

The Ventrué Kevin Jackson rules this place. With Lodin's support, he has taken over several buildings in the Project. Very few rivals have the temerity to venture onto Blood turf. Ironically, little or no violence occurs within Jackson's domain. Jackson insists on keeping the area free of violent crime. Because of this policy, he has won the loyalty of the residents. They consider him a hero, and warn him of any trespassers. It has become an armed fortress, and is probably the most heavily fortified building in Chicago.





© 91.

# CHAPTER FOUR: THE KINDRED

*The moon appears  
Reflecting on his heart  
Heavy weighed and pierced  
The walker looks at his days  
Bad deeds gone by  
For which he must pay  
Peter Murphy, Seven Veils*

The Windy City plays host to one of the grossest over-concentrations of Vampires in the world. Few Princes allow their cities to reach a population density of one Kindred per 100,000 kine, but Prince Lodin of Chicago has been unable or unwilling to keep Chicago's population down. The seven million mortals of the metropolitan area will, at times, support as many as 140 Vampires. Crowding leads to friction and sometimes to conflict, and there are periods when the Vampiric community is sharply reduced. For the most part, however, the Undead stalk the streets of Chicago as they do nowhere else in the world.

While some Elders from other cities sneer at Prince Lodin's inability to control the population of his fief, his hands are tied by the very nature of the city. First of all, he rules at the pleasure of an unusually powerful Primogen (see *Coteries*, p. 149), of which each member has his or her own personal agenda for the city. Secondly, the true powers behind the city are two Methuselaha who have been asleep since before Chicago existed. They constantly battle one another using other Kindred as pawns, and use their incredible powers of Domination to lure new Licks to the city for their various schemes. And finally, Chicago has always been one of America's crossroads; its central location, numerous railroads and giant airports (O'Hare has long been the nation's busiest) continue to attract newcomers from around the world — both Kindred and kine.

In short, Chicago is too populous to monitor, too fractious to restrain, and too open to cut off from the outside. It is easy to hide in Chicago; in such a chaotic and tumultuous town it is impossible for Lodin to keep track of everything. Indeed, he has long since given up trying, and now he simply maintains the *status quo* between crises, paring down the Anarch population whenever the opportunity presents itself. It is impossible for Lodin to rule Chicago, and he knows it; the best he can do is ride each wave as best he can.

The city has just finished one of its sporadic clean-ups. The battle for power in the mid-80s between the Prince and the Anarchs (see *History*) led to the deaths and torpor of three score Kindred and forced many others to flee. As a result, the vampiric population of Chicago has fallen to a more reasonable 70 or so (no one knows the exact number, save perhaps the Nosferatu), and, once again, Lodin has decreed strict limits on the creation of new Licks.

## *Ashes to Ashes*

If Lodin died in *Ashes to Ashes*, his limits on the creation of new Kindred are not in force. If he survived, or if you have not run that Story, then anyone who creates a Neonate in the Chicago metropolitan area will need a good reason (or powerful supporters) in order to avoid a blood hunt. Thus, the Vampires detailed in the rest of this chapter include few Kindred created in the last fifteen years.

---

## *The Kindred of Chicago*

The bulk of this chapter is taken up by detailed descriptions of the Cainites of Chicago. These are grouped by clan, with a "family tree" at the start of each section. Following the name of each Vampire on the tree is his or her generation (in parentheses). Those with a "D" in the parentheses have been destroyed, and are included merely to keep the genealogy straight. With one

exception, destroyed Vampires are not described. Also described are three immortals who are not numbered among the Kindred of the city, though all have characteristics which would lead anyone who met them to assume that they are Vampires.

Each description begins with the character's most commonly used name, followed by a summary of their mortal



existence. Following that is a brief history of their life among the Undead, beginning with their Embrace and ending with their current activities in Chicago. Finally, an abbreviated character sheet has been included, along with roleplaying hints for the Storyteller's use when presenting the character to players.

Each character description is told in the form of a story; much emphasis has been placed on the character's past, in order to make their personalities and motivations clear. Their future actions are left up to your discretion as Storyteller — you must decide how they will behave and react.

This was never intended to be the definitive list of Kindred in Chicago, and you can easily add characters of your own design to the setting. There is room for another fifteen or so Vampires in the city; more than that and you may need to find some way around Lodin's population-control decrees. Even so, Chicago has been known to support twice as many Kindred as those listed here. If you need a certain character for a Story of your own design and no one in this chapter fits (or can be adapted to fit), then feel free to make someone up. You may have to improvise relationships with the other Kindred of Chicago, but that is no cause for concern. After all, that is exactly what you are doing with the player characters.

## New Traits

For the purposes of this supplement, two new knowledge Traits have been coined, and most of the Kindred presented in this chapter have a rating in both. The new Traits are as follows:

### Chicago

This new knowledge covers familiarity with the city's geography, mortal personalities and more mundane areas. It does not cover knowledge of the Kindred, which is dealt with by Secrets.

### Secrets

*I do not know everything; still many things I understand.*  
Goethe

There are five basic levels of secrets, which are rated A-F, on the school grading system. Characters each have a Secrets rating, showing how much information can be obtained from that source. A character knows everything listed for his or her rating, plus everything listed for all lower ratings. For instance, an A in Secrets assumes knowledge of B through F.

The plus and minus ratings indicate greater or less familiarity with the area of knowledge indicated. Thus, a B+ indicates complete familiarity with the conflicts between the Primogen and the personalities involved, while a B- indicates only a rough idea.

- A+ The character knows exact details of all conflicts in the city (just like you will after reading this book).
- A The character knows something about the control exerted by Menele and Helena, and their ongoing conflict. Character does not know exactly who is controlled by whom.
- A- The character knows in general about the conflicts between Menele and Helena, but does not know whom they control, nor the intricate details of their games.
- B+ The character is knowledgeable about the precise nature of the Primogen, their past votes, who supports whom, and many of the intrigues going on between them. The character may suspect that there are Ancients behind the scenes.
- B The character knows of the conflicts within the Primogen, and of many of the other Kindred whom they control — including the Anarchs.
- B- The character has a rough idea that the Primogen is working behind the scenes.
- C+ The character knows the politics of all the Coterie in exact detail.
- C The character knows about many of the Coterie, and how they react to one another. The character knows about the Primogen, but does not know how powerful and influential they are.
- C- The character understands that there are different groups among the Kindred, and that their conflicts indicate the ebb and flow of politics within the city.
- D+ The character understands why the Princes of Chicago and Gary are antagonistic, and who has the upper hand.
- D The character knows about the antagonism between the two Princes, and the conflicts between the Anarchs and the Elders — but knows nothing about shadowy figures behind the scenes. The character may know of some relationships in particular, but knows very little of the overall picture.
- D- The character only knows the general facts about the Princes.
- F The character knows who is an Anarch and who is an Elder, and can identify some of the leaders of each group. Thus, for instance, the character would recognize the name of Lodin, but not that of Modius. The character knows very little of Chicago and its Kindred — only a few faces and a rough understanding of the turmoil and antipathy.

## Acquiring Secrets

If you wish, you may allow characters to gain knowledge in Secrets, just like any other knowledge Trait. However, characters cannot spend experience points to raise their score in Secrets; instead, the characters must actually acquire the information represented by the level of knowledge they seek. As Storyteller, you can assign points at the end of a Story which are to be applied to Secrets only.

The A-F rating for Secrets corresponds to the normal five-level rating as follows:

- A .....
- B ....
- C ...
- D ..
- F .

Plus and minus ratings are handled by common sense; a character knows as much as he or she knows.

## Groups and Conflicts

Following the character descriptions is a section on how the Kindred interact and the cliques they have formed. Because of the war between the Methuselahs, the battles between Prince and Anarchs, the Tremere's maneuverings for power and a host of other reasons, the interplay of Vampire and Vampire in Chicago is rich in intrigue, malevolence and fear. Few Kindred can trust anyone completely, even clan or brood siblings. They know that their most dangerous foe is another Vampire, and their lives are tinged with a paranoia which increases steadily as they grow older and more experienced. The Storyteller should remember this each time the player characters meet a new immortal, and have the NPC Vampire behave accordingly. No one trusts anyone in this city, unless they absolutely must.

---

## Brujah

The Brujah in Chicago make up a very diverse group, more given to rivalry and antagonism than to friendship and unity. Yet it is precisely this sort of creative conflict which marks the Brujah clan and brings out the best in its individual members.

Though the Brujah of Chicago do not have regularly scheduled meetings of any sort, they do meet together on occasion. When one of them calls for a meeting, the others will usually come, but very little is usually achieved. Meetings are held in a variety of places, as much according to whim as anything else. The back room of a bar is a common meeting place, as is a cemetery or a condemned building. The Brujah are all quite friendly with one another — at least until the arguments and recriminations begin — and seem to enjoy their “moots”, as they call them. Often one or two of them will leave in terrible moods, having been targeted by all the rest for ridicule and abuse. Indeed, picking out scapegoats for each moot seems to be the only thing they can ever agree upon.

Many of the younger Brujah want everyone in the clan to join together with the Anarchs and overthrow the Prince. However, the three eldest — Critias, Tyler and Balthazar — have their own plans, which do not allow for such radical action. The end result is that the Brujah remain divided, but continue to debate with great gusto and relish. Each, in his or her own way, is proud of being Brujah, and most are proud of the fact that they have members in almost every Coterie in the city, considering this proof of great open-mindedness. The adage has it that

Brujah have nothing in common but their differences, and those of Chicago certainly show the truth of the saying. In times of conflict, these Brujah have absolutely no scruples about attacking one another, though all feuds are suspended during moots.

## Meneleus (Menele)

Although Greek civilization did not reach its height until the age of Pericles (starting 457 B.C.), Menele enjoyed his rulership of one of Greece's growing merchant cities, some eight centuries earlier. Despite the burdens of the crown, Menele found plenty of time to indulge his tastes in thought and beauty. Before turning 30, he had married one of the most beautiful women in Magna Graecia, built some of the finest buildings on the peninsula, supported numerous distinguished philosophers and began the collection of scrolls for what would become one of the world's largest libraries.

Not everyone applauded him. As his city flourished, others cast covetous eyes on its trading routes. In particular, one city in Asia Minor began to harass his merchants. Incidents escalated, and the enemy city dared to kidnap his wife. Menele called together all his allies in the Greek city states, assembled a great fleet and sailed east to do battle.

The war lasted far longer than Menele had expected, but finally the Greeks' superior numbers prevailed. Unfortu-





nately, Menele could not enjoy the victory. The night before his planned triumphant entrance into the city, he received a nocturnal visitor. The city had been under the secret rule of a third generation Brujah named Troile; having tired of the city a

century before, he had been traveling, and had returned only in time to see it fall. He spent the night with the leader of the conquering forces, trying to discover what kind of mortal this king Meneleus was.

Troile, a philosopher who had traveled widely since the destruction of the Second City, found the scholar-king most fascinating. At the end of the night he took Menele to his Haven north of the city; there they spent the next several months deep in conversation. Finally, Troile decided that Menele possessed all the elements which would make him worthy of immortality. Thus Menele joined the Undead.

For the next few centuries, Menele journeyed across Europe and Asia. In Persia he became fascinated by the spirit plane, and he spent a century studying with the mystics there. He went on to India, and spent another century studying with the spiritualists of that ancient land. Finally he returned to Europe, intending to pass the rest of his immortal existence in contemplation of the astral plane.

Then he met Altamira, an Iberian Brujah already ancient. She spoke of a mighty city growing in North Africa, which would put the Second City to shame and rival the First City for glory. The Cainites there would be the world's greatest, and would live in perfect harmony with the Canaille, free from the restrictions of any Prince. Some, she said, had discovered a

## Ways of the Jyhad

The Methuselah play a deep and subtle game in Chicago, giving their most deadly moves years to develop. For instance, in *Ashes to Ashes*, the characters became involved in a ghoul's mad vengeance against Prince Lodin. Unbeknownst to the players, however, their actions were all part of a scheme concocted by Menele decades ago.

In 1969 Lodin numbered Roarke among his most trusted ghouls and involved the stocky businessman in most of his dealings. Menele, who had just suffered defeat during the 1968 Chicago convention, decided to manipulate the ghoul in hopes of one day using him against the Prince. With the aid of another ghoul who had long aided him, Menele arranged to have Roarke shot, and before Roarke "died," had the assassin link the crime to Lodin.

The bullet in Roarke's heart did not prove fatal, however, as Menele had given the ghoul a vial of his blood to give Roarke. The ghoul did indeed give Roarke a vial of super-potent blood, and it succeeded in bringing the Prince's former retainer back to life, albeit with a burning hatred for Lodin.

Under Menele's control, Roarke returned to Chicago, where he sat, schemed and unwittingly guarded the one who had had him shot. Actually, Menele forced him to stay

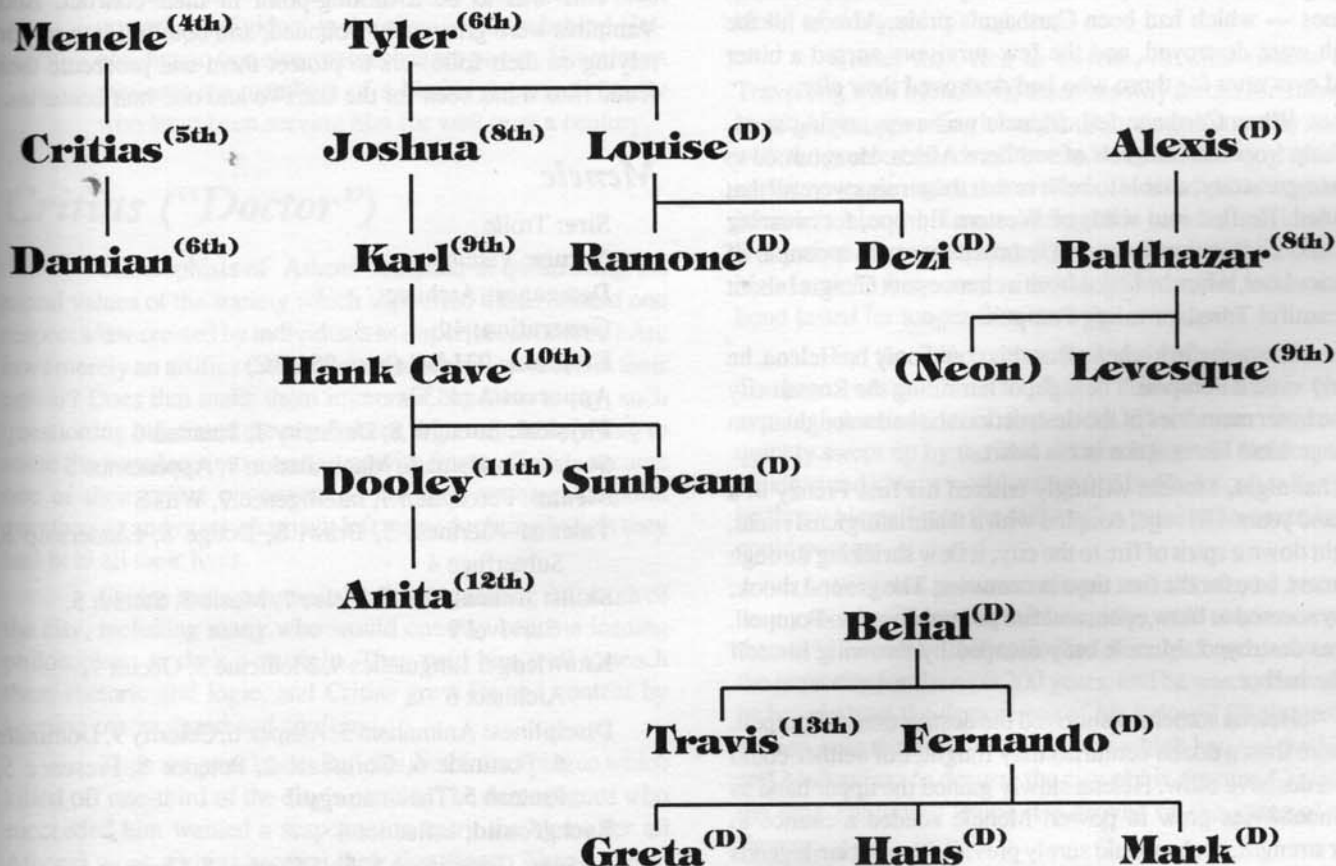
in seclusion until the proper moment. Thus, Roarke did nothing during Maldavis' uprising as Menele positioned all his pieces where he wanted them. Once the ancient Methuselah felt certain his old enemy believed she had control of the Primogen, and things had settled down, he activated Roarke.

As detailed in *Ashes to Ashes*, Roarke managed to kidnap the Prince. Meanwhile, Menele manipulated his pawns in Gary into sending a band of neonates who would be blamed for the abduction. He did not expect them to handle Helena's curiosity for long, but he did not believe it would take long to move his forces into position to take over the city.

However, a kink occurred in his plan when police raided the building where Roarke was protecting Menele's body. In need of a new safe location, and afraid the police raid was Helena's doing, Menele took advantage of the first available forces which could protect him — the Gary neonates.

Obviously, if you have not run *Ashes to Ashes*, then it is unlikely these events happened. Nevertheless, it should serve as some indication of the depth and sophistication of this ancient Jyhad.

# THE BRUJAH



**D = Destroyed**

way to control the Beast, and others had been pulled back from the very depths of Frenzy. Together, mortals and immortals would create a wonderful city of peace, progress and equality which would last forever.

Menele was entranced by the idea; it was the embodiment of all his own hopes and dreams. With all haste he made his way to this Carthage, and found it to be everything Altamira had promised. Vampires and mortals labored together on great works of art, the study of all branches of science, the occult and the progression of the spirit. The mortals willingly spared some of their blood for the Cainites' nourishment, and the immortals in turn used their powers to make mortal life easier and more pleasant. The killing of mortals was forbidden, and the Vampires fed together to ensure the safety of their willing Vessels. Soon, Menele was happily ensconced in the city, and joined the dozens of other Cainites in their progress toward Golconda.

This was the beginning of the Third Age, the time of the great cities. Now, for one of the first times in history, a place could support more than a single Vampire. Before this time, a single settlement could not feed more than Cainite safely for a mortal population above ten thousand was practically unknown. However, with the rise of Rome and Carthage the Kindred could live together — a new age had dawned.

While many Toreadors supported the Brujah's founding of Carthage, other clans were suspicious. The growing city of Rome was controlled by an uneasy alliance of Ventruue and Malkavians; they claimed that the Brujah in Carthage were gathering their strength to slay all other Cainites. Soon, Rome launched its first attacks against Carthage. Menele, as an experienced diplomat and a famed orator, became Carthage's envoy, trying to enlist Gangrel and Nosferatu support. He also managed to draw new Toreadors to the city, including the beautiful — and powerful — Helena.



The wars lasted for more than a century. Finally, after years of siege, Carthage was betrayed — by a Toreador, it was said. The Roman legions destroyed the once-beautiful city. They salted the earth to prevent any earth-melded Cainite from rising again, and burned the entire library — over half a million volumes — which had been Carthage's pride. Almost all the Brujah were destroyed, and the few survivors nursed a bitter hatred ever after for those who had destroyed their city.

When Carthage fell, Menele was away, trying to recruit help from the Gangrels of southern Africa. He returned to his once-great city, unable to believe that these ruins were all that remained. He fled into wilds of Western Europe, forswearing cities and civilization forever. He broke that oath a couple of centuries later, when he heard from a chance-met Gangrel about the beautiful Toreador ruling Pompeii.

Knowing in his heart that this could only be Helena, he secretly visited Pompeii. The sight of her ruling the Roman city and the bitter memories of the destruction she had wrought upon Carthage were like a stake in his heart.

That night, Menele willingly entered his first Frenzy in a thousand years. His rage, coupled with a thaumaturgical ritual, brought down a spirit of fire to the city; it flew shrieking through the streets, free for the first time in centuries. The ground shook; the sky seemed to blow open, and fire poured down on Pompeii. All was destroyed. Menele only escaped by throwing himself into the harbor.

Helena somehow survived the destruction of Pompeii. For more than a dozen centuries they fought, but neither could strike a decisive blow. Helena slowly gained the upper hand as her Ghoul Prias grew in power. Menele needed a chance to gather strength, or she would surely prevail. Phoenician legends of a land to the west prompted him to trick Helena into thinking he was destroyed; trusted retainers carried his body aboard a specially-prepared ship which sailed westward to a new and unknown land.

Once in this new land, Menele began to mold the Incans into a force capable of destroying his enemy, but as time passed he was overtaken by the feeling that the ancient rivalry was nothing but a useless drag upon his spirit. At last he rejected his desire for revenge, and created a civilization of great depth. In time, he began to dream of creating a new Carthage.

Then he heard of newcomers ravaging the Mayan cities to the north, and learned that they were Europeans, led — as he heard to his dismay — by Helena herself. He tried to strengthen his followers, but he knew his cause was lost. Helena's *Conquistadores* made short work of his vast empire, and Menele fled north to hide among the Pueblos.

Once again, he began to prepare his followers for battle, but time passed and Helena did not come. Hoping against hope that the battles were over, Menele spent more and more time contemplating the riddle of his existence. He sought Golconda, but just before he reached his prize he was forced to

flee once more. He made his way north to the shores of an immense lake. For all his preparation, the tribes there were no match for well-armed Europeans when the inevitable battle came.

This was to be a turning-point in their conflict. Both Vampires were grievously wounded, and both fell into torpor, relying on their followers to protect them and prosecute their feud. Thus it has been for the last two and one-half centuries.

## Menele

**Sire:** Troile

**Nature:** Visionary

**Demeanor:** Architect

**Generation:** 4th

**Embrace:** 931 BC (born 954 BC)

**Apparent Age:** 30s

**Physical:** Strength 8, Dexterity 7, Stamina 6

**Social:** Charisma 6, Manipulation 7, Appearance 5

**Mental:** Perception 7, Intelligence 9, Wits 8

**Talents:** Alertness 5, Brawl 8, Dodge 8, Leadership 8, Subterfuge 4

**Skills:** Animal Ken 5, Melee 7, Music 5, Stealth 5, Survival 9

**Knowledge:** Linguistics 9, Medicine 5, Occult 9, Architect 6

**Disciplines:** Animalism 5, Auspex 6, Celerity 9, Dominate 6, Fortitude 6, Obfuscate 2, Potence 8, Presence 5, Protean 5, Thaumaturgy 7

**Background:** Influence 4

**Virtues:** Conscience 5, Self-Control 5, Courage 5

**Humanity:** 10

**Willpower:** 10

**Blood Pool/Max per Turn:** 50/10

**Notes:** This mighty Cainite remains in a state of torpor.

Thus, his statistics only matter if he were somehow to waken. If that happened, he would not come to his full strength immediately, but would be substantially weaker. However, all his Disciplines would still work at "full power". Menele's extra level of Auspex allows him to stay aware of events around him while in torpor. Thus, his dreams are filled with images of things which might affect him, but they are often hard to interpret. His extra level of Domination allows him to use his other levels without the requirement of eye contact — only a touch is needed. Finally, his two extra levels of Thaumaturgy allow him to summon and control spirits and elementals, but he must be awake to do so.

**Image:** A corpse lying flat, with skin as hard as stone.

**Haven:** Menele moves often, using retainers to transport him. For a long time he was buried deep beneath the rail station, but recently he had himself exhumed in order to bond more closely with some of his followers.

**Roleplaying Hints:** You are in torpor. No movement, no speech.

**Secrets:** A+

**Influence:** Menele controls many of the Vampires of Chicago, directly or indirectly. He is the second most powerful individual in the city — a little behind Helena, but no one else approaches his power. His current retainers are members of a Native American family who have been serving him for well over a century.

## Critias ("Doctor")

The Sophists of Athens delighted in questioning the moral values of the society which supported them. Should one respect a law created by individuals as imperfect as oneself? Are laws merely an artifice created by those who wish to retain their power? Does that make them immoral? Needless to say, such questioning infuriated the city fathers, who were busy trying to rouse the populace into a trade war with Sparta. Critias became one of their prime opponents as his keen probing, pinpoint questioning and razor-sharp wit left many doubting beliefs they had held all their lives.

Critias had a substantial following among the youth of the city, including many who would one day become leading philosophers in their own right. They paid him well to teach them rhetoric and logic, and Critias grew fat and content by keeping others dazed and confused.

Then the great leader Pericles died from a plague which killed off one-third of the city's people. The demagogues who succeeded him wanted a scapegoat to carry the blame for all Athens' woes. Critias became their first target. They accused him of corrupting the city's youth, and gave him the choice between ostracism and death. Never one to sacrifice his own life for the Truths he had been teaching, Critias packed up his few belongings and prepared to move west to Delphi.

Before he could leave, Critias was visited by a strange, dark man. Menele had long enjoyed the mental stimulation of Critias' semantic games, and believed the Sophist would make a fine addition to the growing Brujah Clan, then more an organization of intellectuals than a clan of rebels.

The encounter took place in the baths. Menele used his formidable powers of domination to keep the mortal calm, and they spent the night debating the nature of existence, death and the role of the philosopher. By the end of the night, Critias had, for the first time in his life, become firmly convinced of one of his own teachings — that people must continually question their preconceptions and prejudices. Then Menele gave him the option of carrying out his role of gadfly for all eternity. Critias accepted.

His next action was to inform the people of Athens that he had come to believe Truth was too important not to die for. Before a great crowd the following evening, he faked his death

and was buried. That night he rose from his grave and went to the homes of his tormentors, screaming from the street for them to let him in. When they would not open their doors he laughed, and began to ridicule them. Finally the frenzy overcame him, and he broke into the home of one of the city's leaders and drained the blood of everyone in the house.

Critias then fled to Cyrene, in what is now Libya. Travelling with Menele, he made his way across Mediterranean North Africa, spending his nights debating philosophy and logic with the greatest minds of the era, and then drinking their blood — but never enough to harm them. He also feasted regularly on Menele's blood before realizing this created a Blood Bond. Even when the two separated, the extreme potency of his Sire's blood and the frequency with which Critias had fed meant their bond lasted far longer than such ties usually do.

By the 3rd century B.C. he had made his way to Carthage, which Clan Brujah had turned into their base for eventual domination of the world. The former Sophist was quickly swept up by the idea of creating a new Golden Age for Kindred and kine, a world state ruled by Philosopher Kings, and he threw himself into the task with a passion he never knew he could possess.

With his prowess at logic and debate, he became an envoy to other Vampiric communities, and was soon roaming the world in search of allies. Indeed, his trips kept him away from the great city for the next 200 years, and he was in Cathay when he heard about the destruction of his beloved Carthage. Heartbroken over the mindless prejudice which had led the Ventruue and Malkavians to destroy the city of his dreams, Critias made the long journey to Rome. He arrived on the verge of a great Frenzy.





Once there, however, his anger grew cold, and he calmly proceeded to devote all his vast resources of intelligence and anger to the destruction of this growing city.

First, he tried to stir up dissent between poor farmers and rich landowners, but the Malkavians responded quickly. Thousands of farmers died as the revolt was put down. In 91 B.C. he instigated a violent battle for political power between Rome and the other Italian cities in what came to be called the Social War. The Ventrue interceded in the fighting and, while Critias' followers won political concessions, Rome maintained its dominance.

Tired of failure after decades of insurgency, Critias decided to take a more direct route. He moved to Asia Minor, where he took control of a king named Mithridates. Through this puppet, Critias prepared to seize the weakly-guarded Roman province of Asia — the first step in a military campaign against Rome itself. He personally led the night attack which defeated Rome's Asian legions. It was a bloody affair and the sight and smell of so much blood affected Critias more than he ever expected. His soldiers were amazed to see their leader tearing and rending both prisoners and the dead alike. But, as good soldiers always do, they began to follow his lead.

It took Critias three nights to end this Frenzy, born of decades of suppressed rage. With the first light of dawn he would meld with the earth, only to revive the next day to continue his vengeance against the Roman men, women and children who had moved to Asia in search of a better life. He regained his senses only after tearing out the throat of a 12-year-old girl and drinking her dry.

Revolted that he could have committed such monstrous acts, he fled to the city of Pontus, where he learned that the massacres of Roman citizens had reached epic proportions. By the time it ended more than 80,000 Romans had died. Shaken by the horror of what he had begun, Critias spent his nights immobile under the earth, unable to come to terms with his actions. Finally, after all the blood from his Frenzy was gone, Critias rose from the earth, and began to make his way to the far northern reaches of Eurasia, feeding only on animals. For several centuries he lived among the nomads of the north, feeding on the mighty bison which made the area home.

Finally he began to come to terms with his deeds, and decided to return to the civilized world. Afraid to go to Rome, he travelled to the new capital of Constantinople. Doing his best to conceal his identity from the other Vampires in the city (who had long hunted for the one who had dared to assail their Empire) he spent the next millennium here, happily and quietly ensconced among the city's intelligentsia. As the fourteenth century dawned, he conceived a desire to visit some of the places of learning beginning to blossom around Europe. He travelled widely in Western Europe and, while in Barcelona in 1415, he financed a secret voyage by a sea-captain who believed the world was round. He never heard from the captain again.

Critias does not realize that all of his journeys and actions have been controlled by his Sire, whom he believes died in the sack of Carthage. Menele had taken great pains to keep Helena and Prias ignorant of Critias' existence and Blood Bond to him. Still, Menele has required his scion's aid at various times, most especially after he had been grievously injured in 1415 and needed transportation to the undiscovered new world. Once free of Europe, Menele let his control of Critias lapse, and once more the philosopher was left to his own devices.

After spending several centuries in a remote monastery in Switzerland, Critias felt a strange urge to visit the New World. He arrived in Baltimore shortly after the end of the Revolutionary War, and began to travel, enjoying the great dynamism of the new nation and its surprising intellectual vigor. He was especially enamored of the form of government they had created. They had rejected the ideal of the philosopher King in practice, and had resurrected his beloved Athenian democracy with a new twist: checks and balances! He fell in love with this young nation.

Occasionally he would settle, ruling as Prince or remaining hidden as whim and opportunity took him. He especially enjoyed creating schools and assisting in the formation of local governments. He was still drawn to the centers of thought and learning, and continued to enjoy the give-and-take of intellectual debates. In 1942, he came to Chicago to watch the atomic experiments being conducted by Enrico Fermi. He quickly became too enmeshed in the city's Byzantine politics to leave — or so he believes. Once again he is unaware that he was summoned there by his Sire.

Critias has come to see himself as the defender of the intellectuals and rebels in the city. A believer in creative conflict as a means of forcing people to think for themselves (he has written several scholarly papers on the topic), he often finds himself instigating conflicts among his fellow Kindred. He was the first of the Primogen to support Annabelle Treabelle's call in the mid-80s to show Lodin who held real power. He secretly supports those Anarchs who oppose Lodin's authority with particular flair and intelligence. His eventual goal is to institute some kind of democratic government among the Cainites of Chicago. He believes the Anarchy will only end when all Kindred are given a place of respect and power in the affairs of the city — an idea which may seem naive, but it cannot be disputed that he has many centuries of experience.

Despite these interests, Critias sees himself more as a philosopher than a rebel, following the ancient Brujah traditions rather than the new, rebellious style. He is one of Menele's key followers in the city, although he does not know it. Indeed, despite the fact that Critias is the oldest and most powerful member of the Primogen, he is the only one who does not suspect there are two Methuselahs battling in the city. He is aware of Helena's existence, but will refuse to accept the existence of Menele unless he is confronted with direct proof to the contrary. Such is the downfall of intellectual pride.

Critias teaches a few courses at Chicago University each semester, and is well-known for his eccentricity and openness. The brightest male students of Chicago University are common visitors to his apartment, but female students are unwelcome. Critias is quite sexist. He has a decided preference for good-looking young men of great intellectual distinction, and it is from them whom he most often feeds, just as he always has. His retainers are all dreary philosophy students to whom he has taken a particular liking, but who are so brilliant, in his eyes, that he would be ending the career of an important philosopher were he to kill them.

**Sire:** Menele

**Nature:** Curmudgeon

**Demeanor:** Visionary

**Generation:** 5th

**Embrace:** 432 BC (Born 478)

**Apparent Age:** Late 50s

**Physical:** Strength 5, Dexterity 4, Stamina 6

**Social:** Charisma 3, Manipulation 6, Appearance 2

**Mental:** Perception 5, Intelligence 6, Wits 8

**Talents:** Empathy 3, Intimidation 5, Leadership 1

**Skills:** Etiquette 3, Melee 3

**Knowledge:** Law 3, Linguist 6, Occult 4, Debate 7, Politics 3, Philosophy 7

**Disciplines:** Auspex 6, Celerity 1, Dominate 5, Fortitude 2, Presence 5, Protean: 3

**Background:** Contacts 3, Mentor 5, Resources 3, Retainers 4, Status 6

**Virtues:** Conscience 5, Self-Control 2, Courage 3

**Humanity:** 7

**Willpower:** 9

**Blood Pool/Max per Turn** 40/8

**Notes:** Critias' high Auspex manifests itself in his ability to predict what people will say (and sometimes do) next. This is more a function of precognition than Intelligence, much as he denies it. His high melee ability is the result of his military training as an Athenian citizen.

**Image:** An elderly looking gentleman, a little on the plump side, no more than five feet tall. He is mostly bald, with a little white hair around the edges and a thick white beard. He is heavily wrinkled but appears fairly robust. In the privacy of his own Haven he still prefers to wear Athenian-style robes and nothing else.

**Roleplaying Hints:** You always answer questions with a question and generally play devil's advocate in any debate. Everything you say is rhetorical in one way or another. When you are forced to answer, there is always a pregnant pause while you consider the correct way to phrase things. It is impossible to hurry you, not matter how serious the crisis.

**Haven:** Critias has a townhouse across the street from the Chicago Historical Society's exhibition hall in Lincoln Park. He also maintains apartments near all the major colleges and universities.

**Secrets:** B+

**Influence:** Critias' contacts are major figures at the local colleges: presidents, deans and major intellectuals. Though he does so indirectly, it can be said that he controls all the major universities in the city, and knows most of what goes on there. Critias has quite a network across the United States, composed of former students who have reached the top of their respective fields. Poets, philosophers, politicians and scientists all correspond with him regularly, and through them he exerts a powerful if diffuse influence upon America. It is said that half the think-tanks in Washington could not function without his advice. Furthermore, it is rumored that many of Kennedy's advisors were among his former students.

Critias is also heavily involved in the Federal Court of Appeals located in Chicago. He has an intense interest in the more philosophical branch of Justice and the establishment of precedent. All the federal judges know and respect him. On occasion he has used his Domination on them to stifle a case which might endanger the Masquerade.

## *Patricia Bollingbroke ("Tyler")*

Patricia of Bollingbroke was among the English peasants who rose up in 1380 with John Ball and Wat Tyler to fight the nobility's oppression. Her husband had died on the end of a Baron's boar-spear as a penalty for poaching, and her children were taken from her and made into castle servants. Strengthened by grief and hatred, she left her village to join the peasant rebellion. By dint of a love affair with Tyler, her own basic intelligence and a great deal of ruthlessness, Patricia became one of the rebellion's leaders — its guiding spirit in many ways — but none except those in the ruling council ever realized she was anything more than Wat's lover.

She was among the revolutionaries who murdered the Archbishop of Canterbury and marched on London, where they forced the King to submit to their demands. When the backlash came, she was a prime target. It was three weeks before she learned of the murder of three of her children, and the imprisonment and torture of the fourth; she set out immediately to free her child. It was a trap, of course, and for all her precautions she was recognized and captured.

As she sat in the Baron's dungeon waiting for death, she had a visit from a seventh-generation Brujah who called himself Robin. The two sat up all night talking about the injustices of the feudal system and practical solutions for the





rectification of these problems. Convinced by the Vampire that the only thing which could make a difference was a powerful peasant leader, the next night Patricia accepted Robin's Embrace. Her first victim was the very Baron who had destroyed her family.

Patricia quickly found that being a Vampire put rather distinct limits on her freedom as a revolutionary. People were less inclined to follow her, and the wild Frenzies to which she was prone prevented her from even forming the stable core of a larger movement. Ultimately the movement was crushed — though some small concessions were made by the nobles — and the peasant's revolt was over.

Patricia fled England, and for two centuries she travelled across Western Europe. She arrived in Spain during the later years of the Inquisition, and was among those Kindred who believed Vampires should wipe out their tormentors and take a more obvious role in human society. With the help of two other Brujah and a small force of peasants, she attacked a small castle in western Spain — the Haven of one of the Elders of the Ventrue Clan, who had begun to conceive of the Camarilla as a means of enforcing and protecting the Masquerade. The castle was destroyed and Patricia's companions perished, but in the end she got a death-grip on the battered Ventrue and drank the last of his blood. It was this event that triggered the Anarch revolt which latter became the Sabbat.

Patricia discovered that drinking the blood of an Elder could dramatically increase one's potential. Now chased by Archons sent by the fast-growing Camarilla, she fled to the New World and made her home in Cartagena, then the jewel of Spain's American empire. Helena sensed her as she entered the city, and immediately recognized her potential as an assassin of Vampires. Through Domination, she brought Patricia into her

sphere of influence. Helena was very attracted to the idea of a ruthless female Brujah assassin; after 30 years of manipulation she was able to Blood Bond Patricia to herself.

When members of the Camarilla began to appear in Cartagena, Patricia fled north to the English colonies; Helena called to her during the early 1900s and she made her way to Chicago. She took the name Tyler from her mortal lover, and believes that no one knows of her past as one of the early powers in the Sabbat. A few know, but they keep the secret until a time of need.

Tyler's age and natural intelligence — along with Helena's secret support — earned her a respected place among the Elders despite her Brujah heritage, and she consolidated her position during the Council Wars of the 1980s. That was when she slew a sixth-generation descendant of Critias who refused to follow the rest of the Primogen and end his support of Maldavis. She is exceedingly proud of her position; of course she has earned the undying enmity of Critias, and returns his hatred with a vengeance bolstered by her lust for his ancient blood.

**Sire:** Robin Leeland

**Nature:** Rebel

**Demeanor:** Conniver

**Generation:** 6th

**Embrace:** 1381 (Born 1352)

**Apparent Age:** Unclear — 30s?

**Physical:** Strength 5, Dexterity 6, Stamina 7

**Social:** Charisma 4, Manipulation 5, Appearance 3

**Mental:** Perception 5, Intelligence 4, Wits 7

**Talents:** Alertness 3, Leadership 4, Intimidation 5, Brawl 4, Streetwise 3, Dodge 3

**Skills:** Firearms 4, Drive 2, Melee 4, Stealth 3, Etiquette 1

**Knowledge:** Politics 5

**Disciplines:** Celerity 4, Potence 5, Fortitude 3, Dominate 3, Presence 5

**Background:** Allies 2, Contacts 4, Influence 3, Mentor 5, Resources 4, Retainers 7

**Virtues:** Conscience 3, Self-Control 1, Courage 4

**Humanity:** 5

**Willpower:** 10

**Blood Pool/Max per Turn:** 30/6

**Image:** A short slender woman, 5ft 4in tall, 130 lbs, with long black hair which she usually ties in a pony tail. Her face has several patches of pock-marks from a case of smallpox but it has an undeniable beauty to it nevertheless. She generally dresses very simply, and favors blue jeans and a simple blouse.

**Roleplaying Hints:** Even when talking about the weather you speak with passion and conviction. Clench your fists and shake them whenever you make a point.

**Haven:** An isolated hangar at O'Hare Airport. The hangar is heavily-guarded by security devices but has no mortal protection.

## Secrets: A-

**Influence:** Tyler was one of the first Cainites to realize the advantages of air travel, and the power of the one who controlled it. Any Kindred who wish to enter or leave Chicago by plane must first gain her permission. She moved to O'Hare airport shortly after its construction — in which she was instrumental. She controls or knows of almost everything that happens at the airport. Her contacts are the higher levels of the airport authority, and through them she manages to exert some control over the city's two other airports and over plans to construct a fourth. The security forces at all the airports are directly under her control, and she has conditioned many of them. She has actually trained her O'Hare SWAT team in the extermination of Vampires, and it is said that she used them outside the airport during the Council Wars. One of her retainers is an ex-Vietnam fighter pilot, who serves as a bodyguard and manservant.

## Joshua Tarnopolski ("Blackjack")

The socialists became a significant threat to the capitalist interests of Chicago in the early part of the 20th century and, for a while, threatened to become an established force in the state legislature. Indeed, the Chicago establishment remained frightened of them long after the Socialists lost their effectiveness.

Joshua Tarnopolski was among the leaders of the city's socialists at the turn of the century, a period when they were at their height. With his thick Polish accent he was not a noted orator like most of the leaders, but he was a skilled backroom politician and could raise a mob of workers to fight off the Chicago machine's goon squads. Tyler's natural sympathies were aroused by these committed revolutionaries and, when the socialists' power peaked shortly before World War I, she decided to preserve some of this energy forever.

She chose Joshua because, even though he was a powerful leader among the workers, his face was not well-known, either to the masses or to the capitalists he opposed. Tyler even sought the permission of Lodin in order to make this Neonate, permission Lodin was more than willing to give such a powerful Cainite — in return for crucial support in his war against Modius, who had just fled to Gary.

Tyler embraced Joshua without giving him any choice in the matter. Joshua, who was already beginning to predict the demise of socialism in America, transferred his passion for change to Kindred society. Joshua quickly became disenchanted with the seniority system, and made contact with the Anarchs. While Joshua is at least nominally allied with Hinds' Coterie, he is often looked to as a leader by all the Anarchs, much as he was by socialists in the past. The younger Brujah are enthralled by his tales of meetings with Eugene Debs, Joe Hill, Woody Guthrie and other national leaders from the early part of the century.

However, his most basic allegiance is to Hinds, who was a close friend and ally when the two were mortal.

**Sire:** Tyler

**Nature:** Architect

**Demeanor:** Director

**Generation:** 8th

**Embrace:** 1913 (Born 1870)

**Apparent Age:** Middle 40s

**Physical:** Strength 3, Dexterity 3, Stamina 4

**Social:** Charisma 2, Manipulation 4, Appearance 1

**Mental:** Perception 3, Intelligence 4, Wits 5

**Talents:** Alertness 2, Athletics 2, Brawl 4, Dodge 3, Empathy 1, Intimidation 2, Leadership 2, Streetwise 3, Intrigue 4

**Skills:** Drive 1, Firearms 2, Melee 2

**Knowledge:** Bureaucracy 2, Linguistics 2, Politics 4, Chicago 4

**Disciplines:** Celerity 4, Obfuscate 2, Presence 3

**Background:** Allies 3, Fame 1, Influence 1, Retainers 2, Status 2

**Virtues:** Conscience 5, Self-Control 3, Courage

**Humanity:** 8

**Willpower:** 9

**Blood Pool/Max per Turn:** 15/4

**Image:** Short and stocky. Has a short black beard speckled with grey. Wears cheap off-the-rack suits.

**Roleplaying Hints:** You're tired, and your eyes show it. Things were great when you were younger, and you live to tell people about it. Now — ach — the world has grown very homogeneous and dull. Not worth discussing. You also have a thick Polish accent; it has im-





proved in the last few years, but it is still quite distinctive.

**Secrets:** B

**Haven:** The basement of an old apartment building in East Chicago.

**Influence:** All of Joshua's relationships with mortal society come from his friends in the unions. While they don't know the whole story, they do know he has been involved with the unions for a long time and they respect his opinions and give him aid. His retainers are both long-time union men, and through them he controls most of the labor unions still found in Chicago. However, because unions really don't have much general influence any more (though they are still pervasive throughout Chicago) he does not have much real power in the city.

## Neil Graham ("Karl")

As the great depression worsened across America, Neil Graham became firmly convinced that the only way to save the country was through Soviet-style communism. To this purpose he recruited other Chicagoans to join him in a revolution. This nighttime recruiting by a bearded, wild-eyed young man attracted the attention of police in the pay of the city's industrial leaders. They decided that rather than arresting him and hoping for a long jail term, they would turn him into another "jailhouse suicide"

However, Neil's rabble-rousing had also caught the eye of a sympathetic Joshua, who had always wanted to be a dramatic speaker like this young man. He followed the police who arrested Neil to their precinct, where he overheard two of

them discussing different ways to hang Neil by his own belt. Joshua managed to sneak into the jail just in time to catch them trying to string Neil up. In the ensuing battle, Joshua knocked out the two policemen and actually broke down the wall in his rush to rescue Neil. The two revolutionaries made off into the night, but not before Neil was shot in the back.

By the time they made it to a place of safety, Neil was paralyzed from the waist down. Realizing that there was only one way to save the young man, Joshua bit deep into Neil's neck and drank. Then he slit his own artery and fed the healing blood to the communist. Thus Neil entered the world of the Damned. For several more years Neil maintained his preoccupation with bringing Utopia to the people of Chicago, but he kept a low profile since he was wanted by the police. Slowly his interest became more centered on Vampiric society, and following World War II, he became a committed member of the Anarchs. He has changed his name, taking that of whichever revolutionary thinker currently strikes his fancy. He has called himself Karl, Vladimir, Leon, Antonio, Fidel, Herbert — and has now returned to Karl, refusing to respond to any other name.

**Sire:** Joshua

**Nature:** Visionary

**Demeanor:** Rebel

**Generation:** 9th

**Embrace:** 1932 (Born 1904)

**Apparent Age:** Late 20s

**Physical:** Strength 5, Dexterity 3, Stamina 3

**Social:** Charisma 4, Manipulation 4, Appearance 2

**Mental:** Perception 3, Intelligence 3, Wits 4

**Talents:** Alertness 1, Brawl 3, Dodge 3, Leader 2, Streetwise 3

**Skills:** Melee 2, Repair 1, Security 1, Stealth 3, Oratory 4

**Knowledge:** Politics 2, Marxism 4

**Disciplines:** Celerity 2, Dominate 1, Potency 4, Presence 3

**Background:** Retainers 1

**Virtues:** Conscience 3, Self-Control 2, Courage 5

**Humanity:** 6

**Willpower:** 8

**Blood Pool/Max per Turn:** 14/3

**Image:** Wild-eyed and bearded. Six-foot-one and 210 pounds with hulking shoulders and huge hairy arms.

**Roleplaying Hints:** You are wary of everyone and speak tersely when you must. However, when you get on a roll, nothing can shut you up.

**Haven:** Makes his home near the American Police Center and Museum.

**Secrets** B-

**Influence:** Karl has little influence, though he is far from realizing this fact himself.



## Hank Cave ("Saint")

Sure, Hank Cave's name didn't rank up there with Kerouac, Ginsberg or Burroughs, but he was just as good a writer. All his friends told him so. And what friends they were...

They would come to his coffee house all through the Eisenhower years, talk and listen to poetry, and eat (usually for free if they said they had read any of Hank Cave's work). Then, in 1961, his inheritance ran out. A few months later the coffee house closed down. He could no longer afford to self-publish, and no commercial publisher was willing to pick up any of his books. Soon he was working in a bookstore just to pay the rent.

Hank's writing slowly became blacker and more political. This trend deepened after Kennedy was shot and then — surprise of surprises — Hank Cave wrote a novel mainstream publishers would look at: *The Trial of Saints*. A story about death in a destructive society, it became a minor hit; he never knew whether this was because his writing style changed or because public tastes had changed, though he likes to believe the latter. One of the book's biggest fans was Karl, who began to take notice of Hank Cave's life and other work. One night in 1964, after feeding on a drunken banker, Karl decided it was time to make the writer immortal.

He proposed the idea to Hank shortly after the writer had discovered the joys of marijuana, and found him more than agreeable. At first, Hank Cave really enjoyed his new form and got a wonderful kick out of drinking blood. He would feed and then spend the rest of the night writing poetry in some exotic location, like the top of the Sears tower or while looking through a telescope at the Adler Planetarium. However, soon he grew tired of hunting people and animals in order to drink their blood. He longed to be able to look at the sun again. Needless to say, his writing became even darker and even more successful.

Then came Lodin's attempt in 1968 to wipe out the Anarchs. Even though Hank Cave had done nothing political since his Embrace, he was a target because he had been made without the Prince's approval. Only his recent friendship with the Black Panthers saved him from this fate, and he spent more than a year hiding out at their headquarters. Despite the destruction of the Panthers by the police, he has continued to live in the basement of this old building. Though it has been condemned repeatedly, he has always managed to have it saved.

He has opened a new coffee house here (without the permission or knowledge of the civic authorities) which he calls the "Blue Moon" and it has become a center for the underground intellectual scene. Many of the Anarchs meet here as well, especially those with more an intellectual bent. Critias himself has been known to frequent the establishment.

Lodin's massacre of Hank's few friends among the Kindred galvanized him into action. Ever since that time, he has worked slowly and methodically to destroy Lodin's power in the city, all the while trying to appear as a lethargic and uninterested



observer. He was one of Maldavis' main supporters and, while he is not an obvious leader of the Anarchs, they listen when he speaks.

**Sire:** Karl

**Nature:** Plotter

**Demeanor:** Loner

**Generation:** 10th

**Embrace:** 1964 (Born 1934)

**Apparent Age:** Late 30s

**Physical:** Strength 2, Dexterity 4, Stamina 3

**Social:** Charisma 5, Manipulation 4, Appearance 3

**Mental:** Perception 3, Intelligence 5, Wits 2

**Talents:** Leadership 2, Streetwise 4, Acting 2, Empathy 4

**Skills:** Music 3, Painting 4, Writing 5

**Knowledge:** Literature 5, Art History 4, Philosophy 4

**Disciplines:** Celerity 2, Potence 4, Presence 5

**Background:** Fame 2, Herd 1, Contacts 5, Resources 3  
Retainers 1

**Virtues:** Conscience 4, Self-Control 2, Courage 3

**Humanity:** 8

**Willpower:** 7

**Blood Pool/Max per Turn:** 13/2

**Image:** Tall and skinny, with black hair and a trimmed goatee. Often dresses in black turtleneck and tight black pants. Occasionally goes so far as to wear a beret.

**Roleplaying Hints:** You're always hip. Snap your fingers a lot and make wide sweeping gestures to emphasize your points. You are almost always found with a cigarette; wave it about the air while you speak excitedly about whatever enters your head (after all, you are



a genius, so whatever enters your head must be important enough to talk about).

**Haven:** The old Black Panther Headquarters, which he has converted to a coffee house and forces his retainer to run on her own. It is located at 2350 W. Madison.

#### Secrets C

**Influence:** Hank actually does have some influence, but only among the underground intellectual world — as much of it as still exists in Chicago. He has contacts everywhere, and seems to know anyone who is anyone among the “underground,” as the new beat movement has become to be known. It these individuals who make up Hank’s herd. It changes size regularly, but it is always made up of young would-be writers and poets who come to him for advice.

## Theodore Dooley (“Daddy D”)

Theodore Dooley had always enjoyed living off soft touches, and for years he made the rounds of Chicago’s rich white liberals, most of whom were feeling guilty for not being more active in the civil rights movement. They were more than willing to give money to this “charming young Negro,” who claimed to be friends with Dick Gregory and Martin Luther King and who claimed to represent various civil rights organizations. Some the money actually did reach some legitimate organizations, but most went to pay Dooley’s rent and liquor bills.

All that changed after the Black Panthers were formed in the 60s. Radicalized by their call to active revolt, Dooley became one of their best fund-raisers. His knowledge of the weaknesses of the wealthier liberals in the city was invaluable.



If they did not give them donations voluntarily, he resorted to blackmail.

One of the liberals Dooley had always found to be a particularly easy touch was Hank Cave, whose lack of involvement in anything at all made him especially vulnerable to guilt pressures.

However, while visiting him one night in 1967, Dooley felt that the writer had changed even more than he himself had. The two, both the subjects of recent transformations, spent the entire night talking and slowly they each became aware of the other’s most deeply guarded secret. Dooley was more than a little impressed with the new Cave, and Cave was infatuated with the revolution the Panthers were planning. During the next year, Hank Cave became more than willing to help the Panthers in whatever way he could and Dooley became skilled at finding victims (always drunk or stoned) for the Vampire.

Then came the 1968 Democratic convention and the police massacre of protesters outside the convention center. While Dooley was fighting in the streets, Hank Cave was running for his life from Lodin’s henchmen. The two met up at the Panthers’ headquarters, where each told the other his troubles. Quickly they arrived at a solution — Dooley would protect Cave in the heavily guarded Panther headquarters, and Hank Cave would turn him into a Vampire so he could wreak his revenge for what the police had done to his friends.

Hank Cave found the headquarters to be an excellent place to hide. Dooley, on the other hand, ran into the Ventrue Ballard and one of his lieutenants, Balthazar, shortly after leaving the building. Only chance saved him from instant death as a large group of protesters, being chased by police, ran down the street just as Balthazar was aiming a stake at his heart. Dooley managed to escape back to the headquarters and ever since has been reticent about a direct physical confrontation with the Prince or his men. Still, he has remained a factor among the city’s Anarchs, and is one of the few kindred around who still supports Mal Davis.

**Sire:** Hank Cave

**Nature:** Survivor

**Demeanor:** Conniver

**Generation:** 11th

**Embrace:** 1968 (Born 1938)

**Apparent Age:** Mid 20s

**Physical:** Strength 4, Dexterity 5, Stamina 3

**Social:** Charisma 5, Manipulation 4, Appearance 4

**Mental:** Perception 4, Intelligence 3, Wits 4

**Talents:** Acting 3, Alertness 1, Athletics 2, Brawl 2, Dodge 4, Streetwise 4, Intimidation 3

**Skills:** Drive 2, Etiquette 3, Firearms 2, Melee 1, Stealth 2

**Knowledge:** Investigation 3, Law 3, Politics 2, Chicago 3

**Disciplines:** Celerity 3, Potence 3, Presence 4

**Background:** Allies 2, Contacts 2

**Virtues:** Conscience 3, Self-Control 3, Courage 3

**Humanity:** 6

**Willpower:** 7

**Blood Pool/Max per Turn:** 12/1

**Image:** Six feet tall, 180 pounds. Muscular and very handsome.

**Roleplaying Hints:** You look at most people with utter contempt. When you do deign to talk to them, let them feel the disdain ooze from your voice.

**Haven:** Small house in Libertyville.

**Secrets:** C

**Influence:** Some of Dooley's friends from his days as a radical have "bought into the system" and have positions of power in the city — many were advisors to Mayor Harold Washington and are still imbedded in the city bureaucracy. They are his allies and contacts, and though they do not give him much real influence over the political scene they do keep him in touch with what is really going on. In times of need he can call upon them to bail him out of certain kinds of trouble, but he can't really use them to manipulate civic affairs.

## Anita Wainwright

Anita Wainwright has been fighting the powers that be since she was a student at the University of Illinois in the late 1950s. She took several freedom rides to Alabama while still a college student, joined up with the Diggers in New York City, working in their free store, and later returned to Chicago where she wrote for an underground newspaper called the *Chicago Seed* and helped run yet another free store. To her parents' horror, she also became intimate with a Black Panther named Theodore Dooley.

Anita was among the Chicago organizers who helped plan the massive demonstrations scheduled for the Democratic convention. She was also one of the first to be beaten by the police when they attacked the protesters. After recovering from her injuries several weeks later, she went looking for Dooley. She found him in the basement of the building housing the Black Panther's headquarters, feeding on a cop. At first she was horrified at what he had become, but then she felt she understood. Anita had also acquired a thirst for vengeance — the same thirst which led others of her generation to join the Weathermen or the Symbionese Liberation Army. Within a few days she had convinced Dooley to make her one of the Undead.

However, over the years Anita's involvement in human society has dimmed and her interest in changing the Kindred has increased. She has maintained her passion for change, though, and is one of the few Anarchs in Chicago to have developed more national connections. She has occasionally provided Anarchs from other cities with a safe place to stay in Chicago. One of Maldavis' supporters during the recent upheavals, Anita has begun to find the city too hot for her, and is



beginning to consider moving her operations elsewhere — Gary, perhaps.

**Sire:** Dooley

**Nature:** Cavalier

**Demeanor:** Rebel

**Generation:** 12th

**Embrace:** 1968 (Born 1941)

**Apparent Age:** Late 20s

**Physical:** Strength 3, Dexterity 4, Stamina 4

**Social:** Charisma 4, Manipulation 3, Appearance 3

**Mental:** Perception 5, Intelligence 4, Wits 4

**Talents:** Alertness 4, Brawl 2, Leadership 4, Streetwise 3

**Skills:** Animal Ken 1, Melee 1, Security 3, Stealth 2

**Knowledge:** Computers 2, Investigation 2, Medicine 2, Politics 3

**Disciplines:** Celerity 3, Potence 1, Presence 2

**Virtues:** Conscience 5, Self-Control 4, Courage 5

**Humanity:** 9

**Willpower:** 8

**Blood Pool/Max per Turn:** 11/1

**Image:** Medium-sized Caucasian female, 5ft 8in tall and 125 lbs. Auburn hair. Dresses casually.

**Roleplaying Hints:** You follow the old maxim, "Only speak when you have something to say." While generally quiet, when a matter strikes close to your heart you can speak for hours.

**Haven:** Abandoned store in South Chicago (used to be her Free Store).

**Secrets:** B

**Influence:** Anita controls very little in Chicago but has excellent contacts with the Anarchs of other cities. She



has even developed a link with the Sabbath of New York. If anyone in Chicago wishes to get in contact with the national network of Brujah and Anarchs, they will have to do it through her. If she feels that someone is deserving, she can provide them with a list of contacts in almost every major city in North America — a list that would be very valuable to certain personages in the Camarilla who like to see an end to the Anarch movement. She can even arrange for transportation to the west coast, which has become the Anarch capital of the world. However, she must trust and respect those who seek this information before she will divulge it.

## Thomas Ewell ("Balthazar", "Sheriff")

Lt. Thomas S. Ewell was a Southern aristocrat caught in New York when the War Between the States broke out. He led a group of Confederate bandits who raided New England banks during the war, using the war as a pretext to gain fortune and to live the exciting life of a bandit. His men loved his dashing bravado and would follow him in anything, especially if there was money involved. He carried the fight as far north as New Hampshire before finally seeking sanctuary in Canada as the war drew to an end.

While Ewell was in Canada, his attempts to recruit soldiers for the Southern cause caught the attention of few Canadians, but did interest a recent arrival — the Vampire Alexis Blanc. Blanc had fled Paris following the failed 1848 rebellions. Hoping to escape both the Camarilla and the Euro-

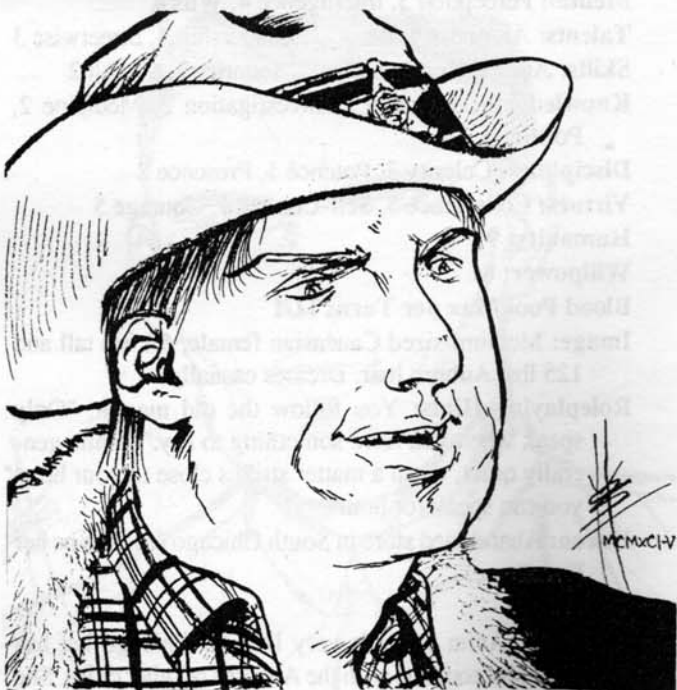
pean aristocracy, then clamping down on rebels of all types, she had fled to Canada and settled in Ottawa as the "Prince" of the city.

She met the dashing young Confederate officer at a society ball and was fascinated both by his rebellious nature and his aristocratic charm. He saw in her what he thought to be a French heiress and an opportunity to regain his fortune. After the burning of Atlanta, Ewell found it impossible to recruit new soldiers for the failed cause — and even more difficult to obtain the money to keep up his lifestyle. Alexis saw her own defeat in Europe played out again by her dashing young soldier, and unable to bear his pain any longer, Embraced him just days after the war ended.

Unwilling to return to a defeated South, Mr. Ewell remained in Canada with his Sire. He took the name Balthazar and began a life of great debauchery, learning much from Alexis in the ways of the Damned. However, he quickly grew bored with the role of the Cavalier and tired of her demands on him. For a time he lived apart from her, and refused to respect her authority as Prince. One evening he created a Neonate without her permission: a young French Canadian by the name of Marc Levesque. When she found out, she flew into a great rage and in retaliation took the young Vampire and Blood Bound him to her. Alexis and Marc grew very close.

In the late 1870s, when word of the upheaval in Chicago reached Canada, the three of them journeyed to the Windy City in the hope of establishing a Brujah state. The moment they arrived they became Allies of Modius, the Prince of Gary, who was leading the socialist movement in all-out war against the corrupt political system, and simultaneously attacking the power of the Prince of Chicago. The aid of Alexis, Balthazar and Marc was enough to tip the balance. For a time it was a very exciting life, and Balthazar was happy to be at war again. However, this war was far less enjoyable than the last. The trade unionists were too serious and boring, and didn't know how to live the good life. Even worse, he was poor.

The Ventrue Hinds was the first to learn of this dissatisfaction after encountering Balthazar at a play. Hinds arranged a meeting between the Brujah and the Ventrue leadership. So, late one night, Balthazar and Ballard, the senior member of Lodin's brood, met to discuss the future. Balthazar offered to betray Modius and his new ally Alexis in return for being given an extremely handsome monthly stipend and the freedom to take anyone he pleased as his Vessels. Ballard quickly agreed, and that very night Balthazar led a group of Ventrue to one of Modius' Havens. It was he who drove the stake into Alexis' heart and put the building to the torch with her still inside. However he had enough mercy left in his heart to let his Neonate go — a decision he has since regretted. The loss of such a powerful ally was such a serious injury to Modius that Lodin was given enough breathing room to recoup his forces. It was not long thereafter that the socialists suffered their first significant defeats.



Balthazar began to live the life of a king, and was well received by Lodin and the other Elders of Chicago. In an effort to overcome and forget his treachery, he began to assist Ballard in his suppression of the Anarchs. By engaging in treachery against his kind again and again, he hoped to diminish the importance of his original treachery and the destruction of his Sire. In time he became Lodin's primary enforcer, entrusted with the suppression and control of the Anarchs. It is a duty he has performed well over the years.

He is now known as "the Sheriff" among the Anarchs of the city. It began as an insulting nickname, but now he insists upon it. He is a traitor to his own kind, a lackey to the Venture, and the other Brujah almost universally hate him for it.

**Sire:** Blanc

**Nature:** Fanatic

**Demeanor:** Bravo

**Generation:** 8th

**Embrace:** 1865 (Born 1827)

**Apparent Age:** Late 30s

**Physical:** Strength 3, Dexterity 2, Stamina 3

**Social:** Charisma 2, Manipulation 3, Appearance 2

**Mental:** Perception 3, Intelligence 3, Wits 4

**Talents:** Acting 2, Alertness 2, Brawl 4, Dodge 3, Intimidation 3, Streetwise 3, Subterfuge 3

**Skills:** Drive 2, Etiquette 1, Firearms 2, Melee 1, Stealth 2, Survival 1

**Knowledge:** Bureaucracy 2, Law 2, Occult 3, Politics 1

**Disciplines:** Auspex 1, Celerity 2, Dominate 5, Fortitude 3, Potence 3

**Backgrounds:** Herd 1, Resources 2, Status 2, Mentor 3, Retainers 4.

**Virtues:** Conscience 2, Self-Control 2, Courage 3,

**Humanity:** 4

**Willpower:** 5

**Blood Pool/Max per Turn:** 20/4

**Image:** When he is not scowling he is good looking, and when he decides to dress up he doesn't seem like such an oaf. However, Sheriff delights in taking the insults which the other Brujah throw at him and living them out. Thus in recent years he has begun to wear a stetson and western boots, and taken to chewing tobacco. When he is not busy trying to impress his peers, however, he can be found in the Rack, very well dressed.

**Haven:** He has a number of different Havens, all of them extremely well hidden. While he sleeps, he is always guarded by at least one of his retainers.

**Roleplaying Hints:** Be pushy and take up as much of the other characters' physical space as possible. Let your arrogance and malevolence show in your voice. Normally speak with a slow southern drawl, but drop it whenever you get angry. Above all, try to gain the

respect of those you bully. You especially want to Brujah to know and fear your name.

**Secrets:** B

**Influence:** He has no influence, other than that given to him by Ballard or that extorted from those he bullies. His retainers are four ex-cops (all of them were kicked off the force and are every bit as ruthless as he is) who are well-trained in dealing with Kindred and will do nearly anything he says. They are very well conditioned.

## Marc Levesque ("Frenchie")

Marc Levesque comes from a long line of French Canadians who have sought independence for Quebec. The movement was not as well-organized in the late 1860s as it has been in the late 20th century, but it still had its adherents. Levesque began his anti-British activism by defacing a bust of Queen Victoria with a mustache at the age of twelve. From there he graduated to assaults on English citizens and finally to bombings of their homes and businesses. His revolutionary fervor attracted Balthazar's friendship, and while still working for the Confederacy, he convinced Levesque to help him on occasion. After the Civil War ended and Balthazar became a Vampire, they remained friends.

One planned bombing of a post office in 1870 backfired when Levesque's companion slipped as he prepared to throw a lit dynamite bundle inside. Only Levesque's mad dash behind a nearby carriage him from sharing his friend's gruesome fate. Still, Levesque was badly injured in the blast and only barely managed to crawl back to his hideout. He was there that night when Balthazar came to see what had happened to his friend.

Balthazar told Levesque about his life among the Vampires, and offered the revolutionary his healing blood and the life of a Kindred. Levesque wasted no time in accepting. However, soon after the Embrace he was taken by Balthazar's Sire, a beautiful French Vampiress, who gave her blood to him three times. He fell deeply in love with her and they formed a friendship even closer than the one between him and his Sire.

For the next several years Levesque used his Vampiric abilities to terrorize English-speaking Canadians, but when Alexis and Balthazar moved to Chicago he went along with them. He assisted in the great socialist and Anarch revolution and was just beginning to find a place in this new city when his Sire became a turncoat. One instant he was lying beside his true love and the next she had a stake in her heart. Then the Haven went up in flames.

To this day, Levesque hates Balthazar for what he did, and would do nearly anything to harm him. However, he fears his Sire and has not yet had the courage to do anything. Though he now understands the process of the Blood Bonding, he refuses to believe that his love for Alexis was anything but pure



and spiritual. He has the tragic hope that she is in Torpor beneath the Haven, having somehow slipped into Earth Meld before the flames extinguished her.

**Sire:** Balthazar

**Nature:** Martyr

**Demeanor:** Fanatic

**Generation:** 9th

**Embrace:** 1870 (Born 1850)

**Apparent Age:** Early 20s

**Physical:** Strength 4, Dexterity 4, Stamina 3

**Social:** Charisma 4, Manipulation 3, Appearance 3

**Mental:** Perception 2, Intelligence 3, Wits 3

**Talents:** Alertness 3, Athletics 2, Brawl 3, Dodge 4, Streetwise 1

**Skills:** Drive 1, Firearms 3, Security 2, Stealth 2

**Knowledge:** Investigation 2, Linguistics 2, Politics 2, Explosives 2

**Disciplines:** Celerity 4, Potence 4, Presence 2, Protean 1

**Background:** Resources 2, Retainers 3

**Virtues:** Conscience 2, Self-Control 4, Courage 4

**Humanity:** 6

**Willpower:** 8

**Blood Pool/Max per Turn:** 14/3

**Image:** Dashing young French-Canadian. Has several noticeable scars on his face.

**Roleplaying Hints:** You speak in an exaggerated French-Canadian accent to emphasize your pride in your heritage. Slip in terms like *coup de grace* (the death-blow), *nostalgie de la boue* (degradation: literally, yearning for the mud), *eminence grise* (the power behind the throne) and *menage a trois*. You positively hate

your nickname (Frenchie) and will become enraged if it is used in your presence.

**Haven:** In a house near Chicago Stadium, where the Blackhawks play.

**Secrets:** C

**Influence:** Levesque's retainers are fellow French Canadians who serve as drivers, bodyguards and informants.

## Damien

Damien is a man trapped in the body of a fourteen-year-old boy. He has gained an enormous amount of confidence after living as a Vampire for over twenty years, but has never fully shed his child's outlook. He was Embraced in the late sixties by a Brujah of a very early Generation; he does not know who his Sire is, but may someday realize that it was Critias, one of the Primogen of the city.

For reasons of his own, Critias did not stick around to help the young boy through the trauma of the Change. He still has not been presented to the Prince, so Damien knows little about the society of Elders except what he has been taught by constant persecution. Sheriff seems to have it in for him and will go to any length to make his life miserable — he has no idea how powerful Damien really is, but knows that he is hard to kill.

Damien has been a street waif without a permanent Haven ever since his Embrace, but he has still not come to terms with his need for blood. He overcompensates for his shortcomings by presenting himself as an unquenchable, unconquerable force — his ego knows no bounds. Damien is almost Toreador-like in his quest for pleasure, though this pursuit cannot equal his rebelliousness. Undereneath his bravado, however, Damien is a decent individual with a highly developed sense of honor. Over the past few years, he has made friends with one of the Elders of the city, a Malkavian named Johann, who has done much to educate Damien in the ways of the Kindred.

He has learned a great deal from Johann, who is possibly the only Kindred he truly trusts. Johann himself cannot say why he helps Damien — it is not because he is controlled — and it is very dangerous for him to do so. There is a strange attachment between these two; something that goes far deeper than the normal friendship between Kindred, something that even goes beyond the Blood Bond that so many share.

If there are to be any surprises in the Jyhad that now takes place between the Methuselahs, they may come from this diminutive Brujah. He holds many secrets that would be a surprise to all, most especially himself.

**Sire:** Critias

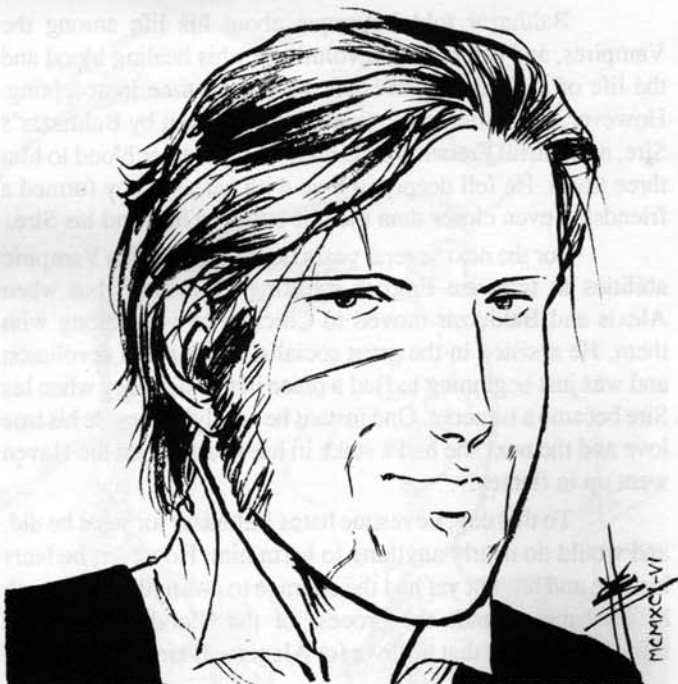
**Nature:** Rebel

**Demeanor:** Child

**Generation:** 6th

**Embrace:** 1962 (Born 1948)

**Apparent Age:** Young Teenager



**Physical:** Strength 2, Dexterity 4, Stamina 3  
**Social:** Charisma 2, Manipulation 4, Appearance 4  
**Mental:** Perception 3, Intelligence 3, Wits 5  
**Talents:** Acting 3, Alertness 2, Athletics 4, Brawl 5, Dodge 4, Intimidation 2, Streetwise 5, Subterfuge 3  
**Skills:** Firearms 4, Melee 1, Stealth 4, Survival 3, Stealth 3  
**Knowledge:** Investigation 1, Law 1, Occult 3, Politics 1  
**Disciplines:** Celerity 4, Dominate 2, Potence 3  
**Backgrounds:** Contact 1, Status 3, Mentor 3  
**Virtues:** Conscience 4, Self-Control 1, Courage 3,  
**Humanity:** 6  
**Willpower:** 9  
**Blood Pool/Max per Turn:** 20/4

**Image:** Though he seems young, Damien's early Generation makes him extremely potent. His bearing is arrogant, and is a strong contrast to his "angelic" face. He has pitch-black hair and wide eyes that seem to absorb everything that goes on around him. His clothing is always of the latest fashion, and is invariably ostentatious and utterly without taste. He talks and acts big, but the core of undeveloped youth is still within him and can easily be noticed by anyone with Empathy.

**Roleplaying Hints:** Act much tougher than your appearance might suggest — you swing your weight around as much as possible. Don't take guff from anyone without giving some back. You always try to pick up the women you meet, and nobly ignore it when they reject you.

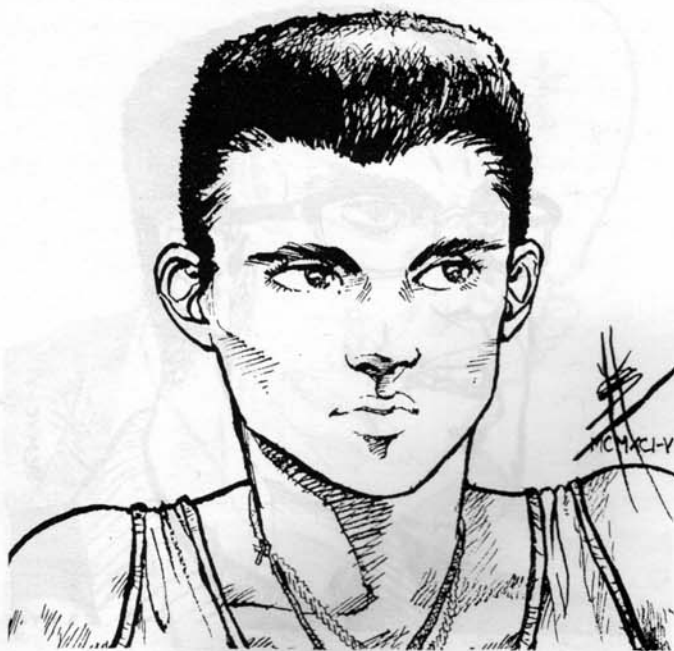
**Haven:** Damien currently lives with Johann (see his entry in the *Malkavian* section), but he also maintains an apartment downtown, where he can take his Vessels (invariably female) once he has picked them up. This is where he normally leaves Neon, the young Vampire he has adopted, for he has not yet told Johann of him.

**Secrets:** C

**Influence:** None, but he has retains a certain reputation and respect among some of the Kindred.

## Travis Fett

Though he grew up in a harsh black neighborhood, Travis Fett never had much success being tough. Skinny and bookish, Travis quickly found that his best defense against being picked on was a quick wit and an ability to get everyone to pick on somebody else. His uncle, who had worked in vaudeville and then in Chicago's nightclubs as a musician, magician and anything else that would get him on stage, taught the boy dance and music, and soon incorporated Travis into his own acts. Before he was 13, Travis found himself a success in Chicago and around the Midwest.



However, this was not enough for Travis. He longed to be feared and respected, and did not see how making people laugh and clap could accomplish this.

He tried his hand at boxing, but got knocked out in his first Golden Gloves match. He tried to learn Karate, but broke his hand trying to break a brick. He tried to join the army when he turned 16 in 1980, but was rejected for having dropped out of school before the eighth grade. Heartbroken, he decided to end it all.

As he prepared to walk into Lake Michigan for the final time, he noticed that a tall black woman had walked up behind him. She greeted him and began to talk in detail about his life.

Amazed, Travis asked the woman who she was. She told him her name was Belial, and that she had had her eye on him for a long time. She led him away from the Great Lake and took him to her haven, where she transformed him into one of the Damned.

During the next few years, Travis revelled in his new life. He had more power than he knew what to do with, and he let it be known. He got back into the nightclub circuit, playing sax and singing, while at the same time plotting vengeance against everyone who had ever crossed him.

Then came Maldavis' rise to power. Travis' sire was an early ally of Maldavis, and she brought Travis into the Anarchs' revolt. Still cocky about his newfound powers, Travis believed that nothing could stand against him and his friends. This was before he actually began fighting Lodin's allies. Travis quickly learned that there are many Kindred much more powerful than he. This lesson became embedded in his mind when the Prince's followers launched their all-out attack on Maldavis' followers. Belial was one of the last to fall and Travis looked on in horror





from his hiding place as he saw one of the Prince's brood tear her drained body to shreds.

He fled the city and returned to the nightclub circuit. His dreams of invulnerability destroyed, Travis swore at first never to go back to Chicago. As the years passed, though, his fear began to turn to hate. Now he has returned, thirsting for vengeance. He seeks in particular the one among Lodin's brood who destroyed Belial — he does not know the Vampire's name, but only know that the Kindred is as black as himself and wears the clothing of a Blood gang-member.

**Sire:** Belial

**Nature:** Rebel

**Demeanor:** Jester

**Generation:** 13th

**Embrace:** 1980 (Born 1964)

**Apparent Age:** Teenager

**Physical:** Strength 2, Dexterity 5, Stamina 4

**Social:** Charisma 5, Manipulation 3, Appearance 3

**Mental:** Perception 4, Intelligence 2, Wits 4

**Talents:** Acting 4, Alertness 2, Athletics 3, Brawl 1, Dodge 2, Empathy 3

**Skills:** Drive 2, Comedy 4, Dance 5, Music 4, Stage Magic 2

**Knowledge:** Vaudeville 3

**Disciplines:** Celerity 1, Obfuscate 1, Potence 2, Presence 3

**Virtues:** Conscience 3, Self-Control 2, Courage 4

**Background:** Allies 1, Fame 2, Resources 2, Retainers 1

**Humanity:** 6

**Willpower:** 8

**Blood Pool/Max per Turn:** 10/1

**Image:** Looks like a young Malcolm X. Skinny and light-skinned. Wears glasses and has short hair.

**Roleplaying Hints:** If you can do it, crack jokes at almost everything. Otherwise, make light of everyone's concerns.

**Haven:** Under the Second City comedy club.

**Secrets C-**

**Influence:** His ally is his uncle, who is moderately influential in the entertainment world. His fame and resources come from his entertainment skills and his manager serves as his retainer.

## Gengis

Gengis is one of the Anarchs' greatest supporters — he rebels impulsively and reflexively. He was created in the late 60s by a Brujah who was passing through on her way to the west coast and was attracted briefly by his sense of style; his Sire moved on soon after, and he has had to learn to make his own way in Vampire society. In the 70s he was one of the first punks, and he has never given up that style of appearance — it fits him too well.

Gengis hates the Elders, and is solidly pro-Anarch. There is nothing he likes better than a good fight, especially if blood is spilled. He has not yet recognized his own immortality, but is little concerned with his own safety. Though he would never admit it — even to himself — he is very much a conformist (to punk and Anarch values) and always wants to follow the group. If he thinks of someone as being "cool," he will want to follow and emulate that person, and after a time, will seek guidance and advice from the person whom he considers to be the leader. If a character comes across as a powerful leader, Gengis will instantly and naturally fall into his or her orbit.

Though he appears as a punk when he goes about the world, Gengis has a well-kept condo where he likes to watch Chicago Bulls games and cook meals for a number of Yuppie friends he has somehow made over the years. They don't realize that he is a Vampire (what an absurd idea!), but they do know he's somewhat weird.

**Sire:** Ethrica

**Nature:** Conformist

**Demeanor:** Visionary

**Generation:** 12th

**Embrace:** 1972 (Born 1954)

**Apparent Age:** Late 20s

**Physical:** Strength 3, Dexterity 3, Stamina 3

**Social:** Charisma 3, Manipulation 2, Appearance 3

**Mental:** Perception 4, Intelligence 3, Wits 3

**Talents:** Alertness 2, Athletics 1, Brawl 2, Dodge 2, Intimidation 2, Streetwise 3, Subterfuge 2

**Skills:** Drive 2, Etiquette 1, Firearms 3, Security 2, Stealth 2, Survival 1

**Knowledge:** Investigation 1, Law 2, Occult 2  
**Disciplines:** Auspex 4, Celerity 2, Potence 2, Presence 1  
**Backgrounds:** Allies 2, Herd 2, Resources 2  
**Virtues:** Conscience 3, Self-Control 3, Courage 3,  
**Humanity:** 7  
**Willpower:** 6  
**Blood Pool/Max per Turn:** 20/4

**Image:** With a shaved head, a dagger tattoo just above his right ear, and a safety pin in his nose, it is readily apparent that this man is out in left field. In fact, he's so far out he's in the bleachers.

**Roleplaying Tips:** Slowly nod your head and narrow your eyes. Speak forcefully, but never directly, about the subject at hand.

**Haven:** Condo near the Gold Coast

**Secrets:** D-

**Influence:** His herd is a group of yuppies, but they have little political power. Like most Caitiffs, he has no influence on the mortal world.



---

## Caitiff

*There was a message for him when he got home  
His mother had rung to tell him he was dead  
Lubricated Goat, Jason the Unpopular*

The Caitiff have little or no organization. Other than the fact that all of them are Anarchs and belong to one Anarch Coterie or another, they have very little to do with each other. They share no sense of common identity and tend to hold the entire clan concept in contempt. To them, this is the modern age and clans are no longer of any import.

### Gordon Keaton

Gordon was yuppie before yuppie was cool. A successful young advertising executive in early 1970s, he lived in a fashionable 24th floor condo in Chicago's Gold Coast, owned a sporty German car and had all the electronic gadgets which make life truly worth living. His advertising campaigns were always successful, his parents were no longer around to bother him with their FDR-Liberal-Democrat crap, and the world was his oyster, ready to be shucked. It was just this lifestyle, along with an ad campaign parodying the Black Panthers, which earned him the enmity of Theodore Dooley.

Dooley's original plan was simply to drink Gordon dry. However, when the time came, he decided to take a cue from the Malkavians' book and see if he could drive Keaton mad while turning him into a Vampire. For a week, Dooley kept Gordon locked in a closet in the ad exec's own stylish pad, draining him of a little more blood each day. During this week, Dooley searched high and low for someone close to Gordon, so he could torture the executive with the Neonate's worst dilemma — the Hunger against the life of a loved one. But he could find no one — Gordon seemed to love only himself. Finally, in despair, Dooley kidnapped a neighbor's seven-year-old boy and tied him up in a chair. He then proceeded to transform Gordon into one of the Undead, and let the emaciated and starving Vampire out of the closet. Gordon, unable to summon the strength to fight Dooley, gladly sucked all the Vitae from the boy's body in the space of a few heartbeats, and then turned on his Sire.

However, he was no match for the older Vampire. Dooley, disgusted at Gordon's willingness to drink the child's blood, threw him through the balcony doors and into Lake



Michigan below. Gordon survived the long fall, and managed to swim to a houseboat docked on the lake. He slew the family living there and spent several weeks recuperating on board.

Most of Gordon's life since his change has been spent trying to get revenge on Dooley. During the upheavals of the mid-80s he ambushed another black Vampire whom he thought was his Sire, and drank him dry. While he soon discovered his mistake in slaying the wrong Vampire, he also discovered the secret about drinking an older Cainite's Vitae. He was quick to discover that blood from Vampires of the same generation or younger did not have a similar effect.

Gordon is the oldest Caitiff in the city and has become a leader among this branch of the Anarchs. He himself is not as much interested in the goals of the Anarchs as in increasing his own personal power. While his preferred method of hunting is to kill his victims, he is careful to hide or destroy his victims' corpses to avoid Lodin's wrath. Dooley continues to watch him carefully, but currently thinks of Gordon more as an ally than an enemy. This attitude could well prove to be his downfall, for Gordon has neither forgotten nor forgiven.

**Sire:** Dooley

**Nature:** Fanatic

**Demeanor:** Bon Vivant

**Generation:** 10th

**Embrace:** 1972 (Born 1944)

**Apparent Age:** Late 20s

**Physical:** Strength 3, Dexterity 3, Stamina 3

**Social:** Charisma 4, Manipulation 4, Appearance 4

**Mental:** Perception 3, Intelligence 2, Wits 2

**Talents:** Acting 2, Alertness 2, Intimidation 4, Leadership 2, Subterfuge 3

**Skills:** Drive 3, Etiquette 4, Firearms 3



**Knowledge:** Bureaucracy 2, Finance 4, Investigation 2, Law 2, Politics 1

**Disciplines:** Auspex 1, Dominate 4, Thaumaturgy 1

**Background:** Contacts 2, Resources 2

**Virtues:** Conscience 0, Self-Control 0, Courage 1

**Humanity:** 0

**Willpower:** 8

**Blood Pool/Max per Turn:** 13/2

**Image:** Tall, dark and handsome. 6ft 1in tall, 185 pounds with deep tan and dark brown hair. No facial hair. Always exceedingly well dressed.

**Roleplaying Hints:** You do your best to make a good first impression, agreeing with people and speaking in your most flattering tones. If you are disturbed or threatened, you become much more testy, snapping at anyone and anything.

**Haven:** Madame's brothel. Also has a top-floor condo with tinted windows.

**Secrets:** B

**Influence:** Gordon relies on Madame for most of his material needs so he can concentrate on his own fanatical lust for power.

## *Priscilla Gibbs ("Madame Zharinsky")*

Priscilla Gibbs was extremely happy running her brothel for the businessmen of Chicago. She was happy, her clients were happy, and if one of the girls ever needed to be disciplined, Priscilla was more than happy to do it herself. Pain was what made her most happy, and she was very good at it.

One of her many happy clients had been Gordon Keaton, who, because he so often used Priscilla's employees in his business plans, had become a close friend. Indeed, Priscilla's swank Arlington Heights brothel was the young Caitiff's first Haven after he left his houseboat, and he became one of the most popular features of her renowned "Punish and Judy" parties — S&M affairs which catered to the elite of Chicago society.

Priscilla was fascinated by what the young ad exec had become, and gave him a safe place to stay in exchange for his aid in wiping out some of the competition. She had been a secret admirer of his for quite some time before the change, but his new form was even more enchanting. Soon the only price he had to pay to stay in the mansion was a taste of his immortal Blood, a taste which would send Priscilla swooning in ecstasy.

One night, at the end of an especially successful party, feeling particularly flush with alcohol and her own self-importance, she made her move. She stalked into Gordon's private retreat, where he was resting in preparation for the rising sun. Laying on top of him, she licked the blood still dripping from his lips and asked him to turn her into a Vampire. At first he

# THE CATTIEF

<b>(Dooley)</b>	<b>Ethrica<sup>(D)</sup></b>	<b>Valerie<sup>(D)</sup></b>	<b>(Balthazar)</b>	<b>(Dusable)</b>
<b>Keaton<sup>(10th)</sup></b>	<b>Gengis<sup>(12th)</sup></b>	<b>Dickie<sup>(9th)</sup></b>	<b>Neon<sup>(9th)</sup></b>	<b>Maldavis<sup>(8th)</sup></b>
<b>Madame<sup>(12th)</sup></b>				<b>Uriah<sup>(9th)</sup></b>

**D = Destroyed (Name) = of another clan**

demurred, and told her to ask another night. Refusing to accept rejection, and still high from the party, she parted his shirt-front and bit him just above his right nipple, drawing some of his potent Vitae. Invigorated by the taste, she tore open her nightgown and insisted he do the same to her. Hoping this would quiet her demands, he gently pierced her bosom and began to drink.

However, the alcohol and drug-rich Vitae he took from her, added to that he had feasted on during the party, soon proved too much for him. Within seconds all he cared about was her hot, sweet blood. He was barely aware that she had sunk her own teeth into the back of his neck. Within moments Gordon had torn all the intoxicating blood from her body. Then he felt his own Blood being drawn from him. He tore her from his body and threw her across the room before he fully comprehended what had happened. Angered by her trickery, but unwilling to lose his Haven, he fed her some more of his immortal Blood before retiring for the day.

The next night, when Priscilla asked if she were now a Vampire, an evil grin crossed Gordon's face. He told his Childe that she must drink his Blood twice more before she could truly walk among the Undead. With no reason to doubt his word, Madame soon found herself Blood Bound to Gordon, and under the control of a man more cruel than she ever was.

Madame still runs her escort service and brothel, which serves as the primary feeding ground for her Sire and herself, but has slowly become more and more detached from it. Gordon keeps his control of her as subtle as possible, but she is still aware of it, and after feeding on the blood of drunken mortals, he takes great delight in forcing her into acts of greater and greater degradation. She has taken to heroin addicts to keep the pain of her lost freewill to a minimum, but she is rapidly becoming suicidal. It is now only Gordon's domination which keeps her alive.

**Sire:** Keaton

**Nature:** Director

**Demeanor:** Bon Vivant

**Generation:** 12th

**Embrace:** 1973 (Born 1932)

**Apparent Age:** Early 40s

**Physical:** Strength 3, Dexterity 3, Stamina 2

**Social:** Charisma 4, Manipulation 4, Appearance 5

**Mental:** Perception 2, Intelligence 2, Wits 2

**Talents:** Acting 2, Athletics 2, Empathy 4, Intimidation 3, Leadership 1, Streetwise 2

**Skills:** Animal Ken 1, Drive 2, Etiquette 4, Firearms 1, Music 1





**Knowledge:** Bureaucracy 3, Computer 1, Finance 3, Law 2, Medicine 2, Chicago 1

**Disciplines:** Dominate 3, Presence 1

**Background:** Contacts 3, Influence 3, Resources 4, Retainers 5

**Virtues:** Conscience 1, Self-Control 3, Courage 2

**Humanity:** 4

**Willpower:** 5

**Blood Pool/Max per Turn:** 11/1

**Image:** A beautiful raven-haired woman, a little past her prime but with violet eyes to die for. Buxom and still in good shape from regular exercise.

**Roleplaying Hints:** You are used to being in charge and most of your statements come in the form of commands. Still, recent events have left you extremely frustrated and this tends to come out in your tone of voice.

**Haven:** Her Arlington Heights brothel.

**Secrets:** C-

**Influence:** Madame's contacts and influence come from the many politicians and local business leaders who have employed her girls. This includes a large number of Chicago's most powerful men. Madame wields power with the whip and the caress, through incriminating photos and promises of future favors. Her control over her clients grows with each visit they make to her pleasure den — they are intoxicated by what she can give them using her Vampiric powers, even though they do not understand how she does what she does. Her web of control is slowly extending, and she is now easily the most powerful of the Caitiffs — perhaps even the most powerful of the Anarchs. Therefore, in a future crisis her influence could be crucial, whether it be Methuselah vs. Methuselah, Elders vs. Anarchs, or even Lodin vs. Modius. If anyone could free her from her control by Keaton, she would probably come to realize what power she controlled and be appreciative of her "savior".

## Richard Fulcher ("Dickie")

Richard Fulcher hated life in Carbondale, Illinois. He ran away from home several times before making his big break in 1975, when he was 13. He fled north to Chicago, and for the next two years lived the precarious existence of a teenage runaway.

The hippies, who had long provided a surrogate home for kids like Dickie, were dying out, leaving the young newcomers on their own. Into the vacuum left by their passing came the punk movement, which Dickie first discovered in 1977 with the help of Valerie, a young punk from England. Valerie, a slender 14-year-old Vampire, also introduced him to the pleasures of the Blood.

Soon the two were running through the night streets of Chicago, exulting in their powers and feeding on the "straights" who were the bane of their existence. Dickie was exquisitely happy with his new life and the Blood Bond he shared with Valerie. However, Valerie had plans beyond simply terrorizing straights. She had had to leave England in the early 1970s after an Anarch attempt to take over Birmingham failed miserably. Valerie had already begun some awkward attempts to organize the Anarchs of Chicago when Dickie, who had been assigned to keep an eye on the Tremere, found Carol Davis (now Maldavis — see below) lying outside a Chicago nightclub. He and Valerie nursed her back to health and taught her about the world into which she had been thrust. They were in turn amazed by the incredible powers Maldavis soon manifested. When Maldavis began to move against the Vampiric establishment, Valerie became one of her most devoted followers and, as always, Dickie followed Valerie.

Valerie paid the final price when Maldavis lost her bid for power, and that was one path which Dickie did not follow her in. He was trapped under the ruins of the Caitiff's headquarters; utterly helpless, he could physically feel his lover's agony as she was slowly burned by the sun, staked on the roof of the Sears Tower by Ballard and his men. He swore vengeance against Lodin and his Coterie at that moment and has devoted the rest of his existence to gaining the power necessary to fulfil his pledge. Due to Dickie's excellent Obfuscate, Lodin has only recently learned that the boy escaped the collapse of the building. Dickie is currently number two on Lodin's most wanted list, after Maldavis herself.

**Sire:** Valerie

**Nature:** Rebel

**Demeanor:** Survivor



**Generation:** 9th

**Embrace:** 1977 (Born 1962)

**Apparent Age:** Teenager

**Physical:** Strength 3, Dexterity 5, Stamina 4

**Social:** Charisma 1, Manipulation 2, Appearance 3

**Mental:** Perception 4, Intelligence 2, Wits 3

**Talents:** Acting 3, Alertness 4, Alertness 4, Athletics 2,  
Brawl 3, Dodge 4, Streetwise 5

**Skills:** Animal Ken 2, Drive 2, Firearms 1, Melee 2,  
Security 3, Stealth 3

**Knowledge:** Chicago 4

**Disciplines:** Animalism 2, Celerity 2, Obfuscate 4

**Background:** None. He is the consummate alleycat in every sense of the word.

**Virtues:** Conscience 2, Self-Control 2, Courage 4

**Humanity** 4

**Willpower** 8

**Blood Pool/Max per Turn:** 14/3

**Notes:** Dickie's animalism only applies to rats, which he kept and trained even as a mortal.

**Image:** A young punk, Dickie had a foot-tall Mohawk at the time of his embrace and still wears it proudly when he is in his real form. Occasionally he uses his Obfuscate to make himself look different.

**Roleplaying Hints:** You've been on the run so long you're more than slightly paranoid. Look around a lot and talk only when it suits your purposes.

**Haven:** Anywhere. He is one of the Anarchs who favors taking over a suburban home and terrorizing its inhabitants before killing them off.

**Secrets** C+

**Influence:** None



However, DuSable was having a hard time controlling his Frenzy at being discovered. The appearance of this young woman had triggered all his fears about being revealed and losing the status he had so carefully built up in the Tremere. At the same time he felt himself desire her in a way he had not desired anyone ever before. Upon leaving the nightclub, fear and passion become united and he lost control of his Beast. All at once, he swept her up and drank her blood faster than he had ever done before. Then, revolted at what he had done, he slit his wrist and let a drop of Vitae fall into his relative's mouth. Then he fled into the night, leaving behind only his guilt.

This might have been the end for Davis. Despite having received a drop of Blood, she was too weak to move and would have died under the searing rays of dawn. However, Dickie, who then suspected the Tremere of being behind all the maneuverings in Vampiric society, had been watching DuSable and took an interest in this woman who had been Embraced and left to die. After rescuing her and ascertaining her relationship to the old Tremere, he took the woman under his wing and showed her the ins and outs of living as one of the Damned. As a Caitiff he was unable to teach her those skills unique to the Tremere, and Maldavis (as she took to calling herself) is the only Caitiff anyone knows of who was not created by a Brujah or another Caitiff. However she never told anyone who her Sire is, and has preserved his secret out of some sense of family loyalty.

After a year of living among the Kindred, Maldavis found she had gained some exceptional abilities; she attributes them to the fact that she was created by a Tremere and taught by a Caitiff.

Unknown to her, however, she was being groomed by several members of the Primogen to lead a war against Lodin. She had received Blood from both Annabelle Treabelle (see

## *Carol Davis ("Maldavis")*

Carol Davis recognized Abraham DuSable (see Tremere, p. 114) in a jazz club one night in 1980. She knew without a doubt that the distinguished black gentleman sitting alone at a corner table was her great-uncle, whom she knew only from old family photographs. The family thought he had been killed by the Ku Klux Klan shortly after World War I — and he looked no older than he had in the photographs. Something was very strange about this, that much she could sense, so for much of the night she watched him.

After her friends left for the night, she went over to speak to the old man, who seemed lost in the music. He looked blank when she told him who she was, but reacted with horror when she told him who *he* was. He promised to explain everything to her if she would come with her; she was somewhat reluctant to do so, but eventually her curiosity got the better of her and she agreed.



*Toreador*, below) and Critias (see *Brujah*, above). With only a slight nudge by these Elders, Maldavis found herself increasingly detesting the way Chicago was run. She began to recruit among the Anarchs, and to her surprise she soon found herself with a powerful army of supporters. Hers was the right voice at the right moment in history — and with the right backing.

She also took the time to spread her power in mortal society. Lodin only became aware of her activities in the early 80s, and shortly thereafter there was all-out war in the city. At first Maldavis had the upper hand among both Kindred and kine. Her followers took control of the city's government, and the Anarchs began to wipe out many of Lodin's supporters among the Kindred. However, Lodin ran to the Primogen and swore to follow their orders faithfully and forever if they would stop supporting Maldavis. This time the vote was 4-3 in his favor; the Primogen had what they wanted and were ready to stop the storm of chaos. The tide shifted, and the united forces of the Elders quickly restored order. Soon Maldavis was out of power and most of her followers were dead.

However, despite repeated attempts on her life by Lodin, Maldavis is still alive and actively trying to start another round against the Prince, although she has been forced to take a secondary role to Hinds and Juggler. The fact that she is still alive has led Lodin and some other Kindred to believe the Primogen wants to keep her as a trump card if Lodin should ever get out of hand.

**Note:** Maldavis' extraordinary powers during the rebellion were in fact the results of aid from the Elders, either through use of their Blood to perform amazing physical feats and heal others, or through their invisible actions. While they have deserted her, she has still attracted the attention of other Elders, most notably the Inconnu Monitor (see *Others* below).

**Sire:** DuSable

**Nature:** Architect

**Demeanor:** Visionary

**Generation:** 8th

**Embrace:** 1980 (Born 1955)

**Apparent Age:** Late 20s

**Physical:** Strength 2, Dexterity 3, Stamina 4

**Social:** Charisma 3, Manipulation 4, Appearance 3

**Mental:** Perception 5, Intelligence 4, Wits 4

**Talents:** Alertness 3, Brawl 1, Dodge 2, Empathy 4, Leadership 5, Streetwise 1

**Skills:** Drive 1, Stealth 3, Investigation 4

**Knowledge:** Bureaucracy 5, Law 2, Politics 5, Chicago 5

**Disciplines:** Auspex 4, Dominate 2, Presence 3, Fortitude 2

**Background:** Allies 4, Contacts 4, Influence 3, Mentor 2, Status 2

**Virtues:** Conscience 5, Self-Control 4, Courage 5

**Humanity:** 10

**Willpower:** 10

**Blood Pool/Max per Turn:** 15/4

**Image:** A handsome woman, 5ft 11in, 120 pounds. Has a commanding gaze.

**Roleplaying Hints:** You are still torn by the desire to change Vampiric society and guilt over the damage your crusade has done to those who allied with you. Thus you still try to be decisive but become hesitant and full of self-doubt every time you try to take over. You know that you are through as a leader, that you are a has-been, and can be easily ignored and put down by others as a result.

**Haven:** Maldavis has numerous safe Havens around the metropolitan area and changes her resting place frequently. Basically, she sleeps anywhere you can think of.

**Secrets B+**

**Influence:** She doesn't have much any more, although she could possibly turn to some of her old supporters among the Primogen if she had something of value to trade, such as information. She still has numerous mortal allies in positions of importance, if not power.

## Derrick Stack ("Uriah")

Derrick Stack's girlfriend, Carol Davis, disappeared one night from a Chicago jazz club. He had almost forgotten about her when she reappeared late one night in his apartment, three years later. Breathlessly she told him about her new life among the Kindred, the coming battle between the rulers and the rebels and of her leadership in the struggle. She then begged him for his aid. Captivated by the change in her, aroused by her increased vitality and sexuality and unable to resist her hypno-



tizing presence, Derrick gave in and surrendered himself to her Embrace. After a relatively short adjustment period he became one Maldavis' staunchest supporters among the Damned.

One of his primary duties was to watch Lodin and keep the Anarchs aware of his moves. One day, Derrick lost track of the Prince, and rushing to find him, stumbled into a well-prepared ambush by Lodin and his brood. At first Derrick prepared to fight to the death, but after the Prince's men had subdued him, he found himself looking into Lodin's inhumanly dark eyes. Soon he had told the Prince everything he knew about the Anarchs and his former lover. That night, Lodin and his allies destroyed the Anarchs' primary sanctuaries, including Maldavis' personal Haven, which had been known only to Derrick and her. Within days, the Anarchs had been crushed.

Lodin has maintained his Dominance over Derrick ever since.

Derrick, who recently took the name Uriah from Bathsheba's husband, generally has free will, except in certain areas, such as fighting the Prince or in telling people what he did. Maldavis and the other Anarchs do not know of his role in the Prince's victory, but she has refused to trust him since. His main mission for Lodin is to find out where she is so the Prince can kill her and put an end to this period of history once and for all.

**Sire:** Maldavis

**Nature:** Conniver

**Demeanor:** Gallant

**Generation:** 9th

**Embrace:** 1982 (Born 1960)

**Apparent Age:** Early 20s

**Physical:** Strength 4, Dexterity 3, Stamina 2

**Social:** Charisma 4, Manipulation 4, Appearance 4

**Mental:** Perception 3, Intelligence 2, Wits 2

**Talents:** Acting 2, Alertness 2, Dodge 2, Seduction 3

**Skills:** Drive 2, Firearms 3, Stealth 3

**Knowledge:** Investigation 2, Politics 2

**Disciplines:** Auspex 2, Dominate 1, Potency 1, Presence 1

**Background:** Contacts 1, Retainers 2

**Virtues:** Conscience 2, Self-Control 2, Courage 2

**Humanity:** 5

**Willpower:** 4

**Blood Pool/Max per Turn:** 14/3

**Image:** A tall black man, muscular and handsome with a trim mustache and glasses, with thin lines shaved into the side of his flat-top.

**Roleplaying Hints:** You have become more and more boastful the longer you are out of favor with the Anarchs. Try to impress and newcomers with the important role you played among the Anarchs before "Maldavis messed things up".

**Haven:** Near an inner city high school. Uriah has taken to feeding on children.

**Secrets B-**



**Influence:** None. He is nothing more than a tool of Lodin.

## *Jimmy Holcomb ("Neon")*

As part of a normal, upper-middle-class white family, Jimmy was on his way home late at night when he was spied by Damien. The Caitiff insinuated himself into Jimmy's family using his Dominate discipline to make everyone think he was Jimmy's older brother. But Damien eventually tired of living with the family and decided to leave. However, after he left, one of Sheriff's bully boys attacked the family, murdering all of them in a horrible bloodbath, and as a last stroke, Embraced poor little Jimmy. Damien learned about the "ritual killings" from the news and found the boy days later, living in a culvert and drinking the blood of squirrels. Ever since, he has protected Jimmy, now named Neon, and sought to hide him from the hated Elders.

Jimmy is severely scarred from his experienced and has been permanently traumatized. There is now a part of him which is always out of reach; he has taken what he thinks is the best part of himself, his child, and put it where no one can ever harm it. In the future, if he survives at all, he will have a great deal to work out inside himself. His life journey will not be easy, and it seems now as if it will be filled with nothing but pain and horror.

Mom (see *Malkavians*) has her eye on Neon, and wants to mother him.

**Sire:** Balthazar

**Nature:** Child

**Demeanor:** Rebel

**Generation:** 9th



**Embrace:** Just a couple of weeks ago  
**Apparent Age:** kid  
**Physical:** Strength 1, Dexterity 4, Stamina 1  
**Social:** Charisma 2, Manipulation 1, Appearance 3  
**Mental:** Perception 2, Intelligence 2, Wits 2  
**Talents:** Alertness 1, Athletics 1, Brawl 1, Dodge 2  
Streetwise 1  
**Skills:** Etiquette 1, Stealth 2  
**Knowledge:** Occult 1  
**Disciplines:** Celerity 1  
**Backgrounds:** Mentor 1  
**Virtues:** Conscience 5, Self-Control 2, Courage 2

**Humanity:** 10  
**Willpower:** 4  
**Blood Pool/Max per Turn:** 10/ 1  
**Image:** Neon has the body of a small boy — seven-years-old. He has uncombed brown hair and a face that seems perpetually laden with fear and surprise.  
**Roleplaying Tips:** You are very quiet and will only talk to Damien, and even then only in a whisper. Give yourself very big and fearful eyes, and never ever relax.  
**Haven:** With Damien.  
**Secrets:** F  
**Influence:** None

---

## Gangrel

The Gangrel have become well-organized in Chicago, mostly because of the extreme respect they all hold for Inyanga, the eldest among them and a member of the Primogen. Though they do not meet very often as a group, for the most part they are on good terms with each other, and messages travel quickly among them. If word comes from Inyanga, they all listen, and in very short order the entire Gangrel clan can be mobilized.

The politics of this clan are mixed, but in general they seek to push the city away from the edge of Anarchy and towards order. However, they all generally have quite high Humanity, and are sometimes unable to tolerate the abuses of Lodin and his Coterie. If ever he gets too far out of control they will rise against him, no matter what the risk to themselves. Inyanga fell under Menele's control shortly after coming to the city and he may someday use her — and the whole Gangrel clan — in some sort of feint against Helena. In short, their own decency may well prove to be their downfall. Luckily, they are among those who would find it possible to escape to the Outlands — given enough warning.

## Inyanga

Long before the Europeans ever discovered the Unvunya River or had even set foot on any part of Southern Africa, Inyanga lived among the people who would later become the Zulu. Her name was a title of respect, and it brought fear into many a heart. Like all of the Inyanga who came before her, she spoke with spirits, foretold the future, used herbs to heal or kill and served as a buffer between her people and Emagudu, the Land of the Dead. She became known for her skill as a shaman, and over the years many came to her for advice and aid. Thus she was no longer young when a new kind of death began to stalk her people.

For the people of her tribe, Emagudu was no metaphysical afterlife but a real place, darker and more fearsome than any jungle. One dark night, Death came on the wings of a bat and the paws of a wolf. Emagudu came to her people, instead of they to it, and it began to devour them.

Within a month, ten had died, with their necks torn open and their bodies drained of all blood. Twelve of the tribe's strongest warriors, armed with spears and shields, entered Emagudu to do battle. Two returned. When they had recovered their powers of speech, they told a fearsome tale of a pale Esemkofu (Speechless One) who, accompanied by a horde of jackals, attacked the warriors when they had camped for the night and slew ten of them in a death-dance of fangs and claws. They said the only hope lay in flight — the tribe must find a new home. As her people prepared to leave their ancestral lands, Inyanga made preparations to confront that which had invaded her domain. She made ready to battle Death. Taking her mightiest herbs and totems, she entered Emagudu and sat down at the spot where the warriors' moldering bodies still lay.

Shortly after the moon reached its zenith in the summer sky, Inyanga got her first sight of the spirit of Death. He was not what she had expected an Esemkofu to be. Instead he appeared as a short, grayish male with a reddish tint to his skin and straight brown hair that hung down to his cheek, wearing only an embroidered loincloth and a sinister smile. He spoke to her in an alien tongue and walked toward her, laughing. When he came within three paces of where she sat, Inyanga threw a handful of crushed herbs into the air. The Esemkofu drew upright with horror when he saw before him not a middle-aged woman but a full-grown leopard poised to spring. Inyanga, in turn, was surprised by the speed with which he reacted to her attack, and the claws which appeared on his hands. Though her leap drove him to the ground, he managed to roll out from under her and regain his feet.

# THE GANGREL

**Inyanga**<sup>(6th)</sup>

**Dietric**<sup>(D)</sup>

**Tyrus**<sup>(7th)</sup>

**Anthius**<sup>(8th)</sup>

**Doyle**<sup>(7th)</sup>

**Malcolm**<sup>(13)</sup>

**Ramrod**<sup>(8th)</sup>

**Natalie**<sup>(D)</sup>

**Rose**<sup>(8th)</sup>

**Jackie**<sup>(9th)</sup>

**D = Destroyed**

Their battle went on without pause. Inyanga attacked with all the speed and strength of the mightiest natural hunter in Africa, and the Esemkofu responded with his own supernatural powers. Though the battle seemed at first to go in Inyanga's favor, the Esemkofu became ever stronger. Mauled beyond recognition, he still managed to hurl Inyanga against a tree, snapping her spine. She reverted to her human form, and prepared herself for death as he bit into her neck.

However, before final oblivion came, the Esemkofu slit his own wrist with his claws and forced Inyanga to drink the blood. As the fiery liquid began to burn through her system, she felt his words in her mind, as she had always felt the voices of the animal spirits.

The words which reached through the agony/ecstasy/life buffeting her body were a mixture of hatred and awe. "What are you, witch? Not one of those damnable man-beasts, else I would have known it long ago. What ARE you!?" Inyanga's injuries overcame her before she could answer, and she lapsed into unconsciousness.

During the next several days, Inyanga and the Esemkofu — who called himself Egyptian — fed on the warriors' decaying bodies as they recovered their strength. He told her of her new self, and showed her how to sleep within the bosom of the earth. In return, she told him the secrets of the Land of the Dead in which he had made his home. By the end of a week they had little left to say to each other.

Finally he left Inyanga in their clearing but returned just before dawn in a Frenzy, outraged that his "herd" — Inyanga's tribe — had left their pasture. But this time she was ready — not with herbs, but with a spear taken from one of the dead warriors. With all her strength she thrust it through the Egyptian's black heart; the force of his charge took him to the middle of the spear-shaft. Inyanga stayed above ground for as

long as she could, hiding under the shade of a tree, and only sank into sweet sleep when she began to see her Sire blacken and burn under the rising sun.

Over the next thousand years she traveled the length and breadth of Africa, at first feeding only on animals, but later, as the craving became too strong, stalking humans as well. As much as possible she tried to limit her feeding to those she considered evil — murderers and rogues, and all those who preyed on women. She also tried to police those of her own kind who slew wantonly and indiscriminately. In a battle in 1537 against a sixth-generation Portuguese Malkavian who fed solely on babies, Inyanga was horribly injured. Hunted by the



MCMXCIV



Malkavian's progeny, she went to sleep under the watchful eye of a faithful retainer on a slave-ship bound for the New World.

It took her more than two centuries of sleep to recover from her wounds. When she woke in Baltimore, the Hunger drove her into a Frenzy which destroyed the descendants of her loyal retainer, who had been keeping her while she slept. She regained control of her Beast as life slipped away from finally the last of them — a ninety-year-old grandmother. She fled the city, and slowly made her way across the United States. When she reached Chicago in 1852, it was still on the outskirts of civilization and was just beginning its climb into prominence. At that time it was a city far outside the influence of the Ancients of Europe, and was creating its own system of rulership. It has been her home ever since.

Inyanga was one of the first of the Primogen to arrive in Chicago. While it is no longer on the frontier, neither is any other place she would want to live. She has no desire to return to the tragic memories of Africa, but she still travels a great deal. At any time, she is as likely to be travelling across the Americas as she is to be in Chicago. She almost always travels by foot, sleeping in the ground at night. However, she has a remarkable knack for being in the city at important times and out of it during times of danger.

When in human form, as she usually is, Inyanga looks like a middle-aged woman with extremely dark and wrinkled skin. She wears her hair high on her head and generally wears loose dresses with a smattering of ancient, hand-crafted jewelry. She nearly always goes barefoot, even in winter. She has no Haven, preferring to sleep in the earth of Chicago's various parks.

Inyanga has lost most of her human softness during the past millennium. The necessity to feed on the dead of her own tribe, then on other Humans, and finally her waking Frenzy in Baltimore, have all set her further apart from mortals. However, she still considers herself a defender of mortals — much as she was in life — and characters who become too wild in their feedings may eventually have to answer to her. She is especially ruthless in her defense of women.

Since waking, Inyanga has found the Camarilla to be much more pervasive than it was at the time of her battle. Though she dislikes the whole premise of this European-based organization, she is one of the main supporters of the Masquerade in Chicago and will go to any lengths to enforce it. She does this more out of pity for the mortals than fear for her own existence.

Inyanga retains a number of unique abilities stemming from her days as tribal protector. Probably the most important to her is her leopard form. This is separate from her Protean discipline, and while in this form she can use all her other Disciplines and abilities. However, it takes an entire day of physical and mental preparation to make the transformation, and the required herbs are extremely rare. Other abilities from her

past include a heightened form of Auspex which includes precognition and an ability to communicate with the dead.

**Sire:** The Egyptian

**Nature:** Cavalier

**Demeanor:** Judge

**Generation:** 6th

**Embrace:** AD 483 (Born 440)

**Apparent Age:** Middle 40s

**Physical:** Strength 5, Dexterity 6, Stamina 7

**Social:** Charisma 3, Manipulation 4, Appearance 2

**Mental:** Perception 7, Intelligence 5, Wits 7

**Talents:** Alertness 7, Athletics 5, Brawl 4, Dodge 5, Intimidation 4, Leadership 2

**Skills:** Animal Ken 6, Melee 2, Stealth 5, Survival 5

**Knowledge:** Linguistics 5, Medicine 5, Occult 7, Herbs 6

**Disciplines:** Animalism 5, Fortitude 4, Protean 5, Auspex 5, Dominate 2

**Background:** Status 6

**Virtues:** Conscience 3, Self-Control 3, Courage 4

**Humanity:** 7

**Willpower:** 9

**Blood Pool/Max per Turn:** 30/6

**Notes:** Leopard Form - all physical attributes go to 7. Has Celerity of 3. Capable of using all Disciplines except Protean while in this form. Leopard claws act as Protean claws. Inyanga must take several hours to prepare for this change. She could teach anyone to do it as long as they had the right preparation, herbs and totems, but it would take years to learn.

**Image:** Middle-aged black woman. See above.

**Roleplaying Hints:** You speak with conviction and determination about almost anything. Look at people for a long time before speaking, and speak softly, slowly and deliberately.

**Haven:** Any park. She prefers Graceland.

**Secrets:** A-

**Influence:** She has no influence among the mortal political powers, nor does she desire any. However, she does maintain contact with a number of Gypsy families who use Chicago as their hub of operations (indeed, a number of families live in Chicago full time). She is also a friend of the high priest of the occult temple of Fanum, and in a time of need may be able to call upon him and his initiates for aid.

## *Doyle Fincher ("Sledgehammer Doyle")*

Because of his job, Doyle had thousands of lovers during his life — and he murdered every one of them as painlessly as he could. In the slaughterhouses where he labored

in the 1880s, no one would associate with him, but he never cared. Each and every steer which came to him was his intimate friend, and Doyle took the greatest care to swing his sledge hammer with love and compassion, striking each one once square and true, killing it instantly. The moment of death brought living creatures together as nothing else could. This was not a job for him — he was a high priest officiating over a ritual of profound depth.

Inyanga first noticed Doyle one night when she overheard him whispering to the cattle which were to be slaughtered on the coming day. She was struck by his heartfelt sincerity as he told the steers of his love for them and his promise, made with all his heart and soul, to make their deaths painless and a matter for rejoicing, not fear. Over the next month, she watched him in awe as he expressed his love for each and every beast which came before him and then brought the hammer down on their heads with all his might. Here was truly a man who was worth saving, a mortal who still had an understanding of death and a compassion for the animal spirits.

One night she appeared before him and offered him death. Each night for the next seven days he met with the ancient Vampiress and followed her as she hunted. He saw the beauty in what she did. Finally, he took his sledgehammer to his own head, and once he was dead she sank her teeth into his neck with the greatest love and care, draining all of his blood. She slit open her nipple and poured just a drop of Vitæ into his mouth. Doyle woke and drank deeply.

The glory of death, without the need for the soulless hammer, was almost more than Doyle could bear. The passion he felt when he took his first victim — one of his beloved steers — was overwhelming. He knew that their souls joined in a moment of pure ecstasy. In this manner, he has enjoyed the century which passed. He still feeds primarily on animals from the stockyards, but will occasionally allow a human to experience the ultimate moment.

However, the moment must be joined with death, and Doyle never lets his new-found friends live. He mainly feeds on suicides he meets, but he claims human souls are too cluttered to truly enjoy the transformation.

**Sire:** Inyanga

**Nature:** Caregiver

**Demeanor:** Deviant

**Generation:** 7th

**Embrace:** 1889 (Born 1854)

**Apparent Age:** Late 30s

**Physical:** Strength 6, Dexterity 5, Stamina 5

**Social:** Charisma 2, Manipulation 1, Appearance 2

**Mental:** Perception 3, Intelligence 3, Wits 3

**Talents:** Alertness 1, Athletics 1, Empathy 4

**Skills:** Animal Ken 5, Melee 3, Stealth 2

**Knowledge:** Butchering 4, Medicine 3



**Disciplines:** Animalism 6, Auspex 2, Celerity 1, Fortitude 2, Obfuscate 1, Potency 1, Protean 4

**Background:** Mentor 4, Status 2

**Virtues:** Conscience 3, Self-Control 3, Courage 4

**Humanity:** 7

**Willpower:** 9

**Blood Pool/Max per Turn:** 20/5

**Notes:** Doyle's extra level of Animalism allows him to live both as an animal he has possessed and as himself. He generally uses this Discipline when he slays the animal.

**Image:** A naturally skinny man with a highly developed upper body. Sharp, thin face with brown hair. The left side of his head still looks badly malformed because of the sledgehammer blow with which he killed himself. He carries the blood-stained sledgehammer wherever he goes.

**Roleplaying Hints:** Look vague and distracted while interacting with player characters. Talk about love and beauty like a 1960s hippy, and then kill something. Sometimes you find it hard to speak as it is much easier for you to show people how you feel or what you think rather than to tell them directly. This "show and tell" at times becomes quite strange or even demented.

**Haven:** He sleeps in the ground at the abandoned stockyards.

**Secrets:** B+

**Influence:** Doyle controls what remains of the once-vast stockyards, still a precious supply of blood. Kindred too weak to hunt for themselves will come to him for the blood they need. Anarchs often come to him after being injured by one of Lodin's henchmen or even while still being hunted by them. Doyle always provides



them with what they need, but always for a price. The price is different for each person he aids, but it is always a requirement for future behavior. For example, the Kindred must promise not to feed upon mortals with blond hair, or pledge to feed the lions in the zoo each week for the next year, or swear to whisper certain compassionate words of death to each mortal they slay for the rest of their existence. Somehow he eventually finds out about those who break their promises, and he will track them down and whisper the words of death to them if he can. It is well known how seriously he takes these pledges.

During the strife in the mid-1980s, the stockyards served as a place for injured Vampires on both sides of the conflict to rest and recover. Neither side completely trusted him, but both found they needed him.

## Rosa Hernandez ("Rose")

Like many young children, Rosa Hernandez wanted to help animals, and longed to become a veterinarian when she grew up. Her veterinary ambitions died after she found out what "putting to sleep" meant, but her longing to help animals never did. When she attended the University of Chicago in the early 70s, all her friends were involved in the peace movement. However, Rosa's *raison d'être* was the ethical treatment of animals, and she was one of the most prominent and active members of Chicago's budding animal rights movement.

She came to Doyle Fincher's attention when she set loose a small herd of bulls which were to be slaughtered, and wildly ran with them through the streets of the city. Feeling her love of animals to be the same as his, Fincher petitioned the

Prince for permission to Embrace her. By the time this permission was granted, Rosa had engaged in a number of raids on corporate laboratories carrying out experiments on animals. Late one night, drunk after a party, Rosa broke into the Lincoln Park Zoo and freed a number of animals, including several lions. Flushed with success and wine, Rosa was dancing in the park when Fincher approached her in wolf form. He offered her the chance to become one with animals. He meant she could do this through the act of killing, but she thought he meant by actually transforming into one.

She leapt at the chance and revelled in her new abilities.

However, she was disgusted by Doyle when he took her on her first hunt. Horrified, she has never spoken to him again, though they occasionally meet. Rose swore that she would stop his evil ways, and also that she would use her abilities for the benefit of animals. Both promises have become less important as the years pass by, and Rose has come to accept what she is. Still, she will not feed on animals and only feeds on humans — generally science students and their professors.

**Sire:** Doyle Fincher

**Nature:** Caregiver

**Demeanor:** Martyr

**Generation:** 8th

**Embrace:** 1974 (Born 1953)

**Apparent Age:** Early 20s

**Physical:** Strength 4, Dexterity 4, Stamina 4

**Social:** Charisma 3, Manipulation 2, Appearance 3

**Mental:** Perception 4, Intelligence 4, Wits 3

**Talents:** Alertness 3, Brawl 3, Dodge 4

**Skills:** Animal Ken 4, Drive 2, Security 3, Stealth 4

**Knowledge:** Science 3

**Disciplines:** Animalism 4, Fortitude 2, Protean 4

**Background:** Allies 3, Herd 4

**Virtues:** Conscience 3, Self-Control 3, Courage 4

**Humanity:** 7

**Willpower:** 8

**Blood Pool/Max per Turn:** 15/4

**Image:** An attractive young Hispanic woman with dark hair and a slim figure. Generally dresses in jeans, T-shirts and sandals.

**Roleplaying Hints:** You are relaxed unless the subject of hurting animals comes up. Then you speak almost in a frenzy.

**Haven:** House near the University of Chicago

**Secrets:** C

**Influence:** Her allies and herd are mortals involved in the animal rights movement. Their trust in her is complete, and they will follow her lead in almost anything as long as they think it will save the lives of "innocent animals". She has never employed them in battle against other Kindred, but in time of need she could do so without a qualm. Most of her allies are well-intentioned.



For details of this character, see the *Vampire rulebook*, pp 35 & 52-54.

## The Wolf Pack

These five bikers are not actually from Chicago, but make their home in the Quad-cities area of Southern Illinois. However they have become increasingly involved in Chicago's politics and have spent more and more time there in recent years. Though they are firmly allied with Lodin, they have immense respect and trust for Inyanga and listen carefully to her suggestions. See *Coteries* (p 149) for more information on their role in Chicago.

### Tyrus

Tyrus was one of the first Vampires to be made in Britain's American colonies. Created in the wilderness of Maryland in 1635 because of his essentially wild nature, he has since roamed across the continent, making his home wherever he pleased. He fell in love with motorcycles and the freedom they represent shortly after they were invented, and recently began making more Gangrels in order to create his vision of the ideal biker gang. He is on the extreme edge of sanity, however (though he is still mostly sane), and is given to self-mutilation, using cigarettes, safety pins, or whatever else comes to hand. He rarely heals himself fully after an episode of self-mutilation, but retains the scars as a trophy, demonstrating his strength and courage.

**Sire:** Gareth

**Nature:** Director

**Demeanor:** Bravo

**Generation:** 7th

**Embrace:** 1635 (Born 1604)

**Apparent Age:** Middle 20s

**Physical:** Strength 6, Dexterity 5, Stamina 6

**Social:** Charisma 2, Manipulation 4, Appearance 3

**Mental:** Perception 4, Intelligence 3, Wits 4

**Talents:** Alertness 3, Athletics 3, Brawl 5, Dodge 5, Intimidation 6, Leadership 5, Streetwise 3

**Skills:** Drive 4, Repair 3, Security 2, Stealth 4, Survival 4

**Knowledge:** History 4, Linguistics 2

**Disciplines:** Animalism 3, Auspex 1, Celerity 2, Fortitude 4, Potence 1, Protean 5

**Background:** Contacts 1, Fame 1, Status 3

**Virtues:** Conscience 2, Self-Control 3, Courage 5

**Humanity:** 6

**Willpower:** 10

**Blood Pool/Max per Turn:** 20/5



**Image:** Big, burly and quite bald — he looks like a real terror, especially since he discovered the wonders of the punk movement. Always dresses in biker leathers and wears a horned helmet.

**Roleplaying Hints:** Threaten and bully. Use your Intimidation freely.

**Haven:** On the road.

**Secrets:** B+

**Influence:** Tyrus' contacts and fame are among the mortal biker gangs, who know him well. His status among the Kindred comes from his role as Archon.

### Anthius ("Dread")

Anthius, a Greek immigrant to America shortly after the Civil War, became a trapper and made his home near present-day Seattle — at the edge of a forest inhabited by a Gangrel. Anthius could never understand why his animals were always so sickly, until one night his mule began making a fuss and Anthius arrived just in time to see a wolf run off into the woods.

There followed a war of wits and tenacity which lasted for almost a month, and was as hard-fought and obsessive as any in literature. Finally, his opponent decided that Anthius was worthy of the Embrace. Late one night he entered the Greek's cabin in his human form, and began to speak to him of the forest through the eyes of wolf. By the time dawn had arrived, Anthius was Changed.

He stayed in Washington until World War II, when he returned to Greece to help free his homeland from Nazi occupation. After the war he joined the Greek communists, who had been the most effective freedom fighters against the German



invaders, in their fight against British occupation forces. The Soviet Union's refusal to help the communists led to their eventual defeat, and Anthius returned to America. On his way back to Washington he met Tyrus, and the two have been companions ever since. Tyrus trusts and respects Anthius like no one else, and Anthius has developed a great fondness for the nomadic life and culture of bikers.

**Sire:** Keegan

**Nature:** Rebel

**Demeanor:** Survivor

**Generation:** 8th

**Embrace:** 1872 (Born 1845)

**Apparent Age:** 20s

**Physical:** Strength 4, Dexterity 5, Stamina 4

**Social:** Charisma 4, Manipulation 4, Appearance 4

**Mental:** Perception 4, Intelligence 5, Wits 4

**Talents:** Alertness 4, Athletics 2, Brawl 3, Dodge 4, Empathy 2

**Skills:** Animal Ken 2, Drive 4, Firearms 4, Melee 3, Repair 2, Stealth 4, Survival 3

**Knowledge:** Computer 2, Law 3, Linguistics 3, Occult 3, Politics 4, Science 3

**Disciplines:** Animalism 1, Auspex 2, Dominate 1, Fortitude 2, Obfuscate 4, Protean 3

**Background:** All he owns or wants is his bike.

**Virtues:** Conscience 3, Self-Control 3, Courage 5

**Humanity:** 8

**Willpower:** 10

**Blood Pool/Max per Turn:** 15/4

**Image:** A tall, slim Greek man of about 28, with long straggling hair and an untrimmed beard. Dresses in

leathers but wears no metal at all — no studs, no bullet belt, no metal whatsoever. Eschews a helmet for a pair of World War I aviator goggles.

**Roleplaying Hints:** You never talk to anyone outside the gang. When someone else addresses you directly you are more likely to just stare at them than you are to respond.

**Haven:** Spends most nights on the road but also keeps a Haven in a public library in Rock Island.

**Secrets:** B

**Influence:** Anthius has contacts with a huge number of Midwestern motorcycle gangs, and even has the leader of the Tri-state Hell's Angels under his Domination. In a time of need he could call upon hundreds of bikers, who would start to arrive in hours and could gather completely in a matter of days. This is an influence which even Tyrus doesn't have, and though Anthius has never used it, Illinois will never be the same if he does. While he has his disagreements with Tyrus, mainly over whether to help the Anarchs or the Elders, there is no one the Wolf Pack members respect more than him.

## Randy Zelle ("Ramrod")

Randy Zelle was tearing up the racing in the circuit in the 1950s when an accident on his Harley left him torn up. The doctors gave him no chance of walking, let alone riding, ever again. Tyrus had been watching him for some time; unwilling to let this promising young biker lose the freedom of riding, Tyrus approached him in the hospital and offered him freedom from pain and suffering.

The next night, Randy, taking the name Ramrod, was riding the streets once more.

**Sire:** Tyrus

**Nature:** Bon Vivant

**Demeanor:** Jester

**Generation:** 8th

**Embrace:** 1954 (Born 1930)

**Apparent Age:** Late 20s

**Physical:** Strength 4, Dexterity 5, Stamina 4

**Social:** Charisma 4, Manipulation 3, Appearance 4

**Mental:** Perception 3, Intelligence 2, Wits 4

**Talents:** Alertness 2, Athletics 2, Brawl 4, Dodge 2, Intimidation 3

**Skills:** Drive 5, Leadership 1, Repair 2, Survival 1

**Knowledge:** Cinema 3

**Disciplines:** Animalism 1, Celerity 2, Fortitude 3, Protean 5

**Background:** Resources 2

**Virtues:** Conscience 1, Self-Control 1, Courage 4

**Humanity:** 3





**Willpower:** 8

**Blood Pool/Max per Turn:** 15/4

**Image:** Dashing handsome young man — jet black hair, pale skin and piercing green eyes.

**Roleplaying Hints:** Brag, brag and then brag some more.

**Haven:** None

**Secrets:** D

**Influence:** None

## Jackie Goodman (“A-wipe”)

Jackie had been an ardent admirer of Randy “Ramrod” Zelle before the racing great’s accident. Then only 10, Jackie had sworn to become as good a racer as his hero. In the mid-60s Jackie was beginning to make a name for himself among the racers when he ran into his old hero, looking as healthy and young as Jackie himself. Without telling Ramrod what he suspected, Jackie conspired to become close to the older man and eventually discovered his secret. Threatening to reveal Ramrod’s true nature if this gift wasn’t shared, Jackie convinced the gang to let him in. Now he and Ramrod constantly compete in showing off their daring and trick-riding skills.

**Sire:** Ramrod

**Nature:** Cavalier

**Demeanor:** Bon Vivant

**Generation:** 9th

**Embrace:** 1965 (Born 1944)

**Apparent Age:** early 20s

**Physical:** Strength 3, Dexterity 5, Stamina 3

**Social:** Charisma 3, Manipulation 2, Appearance 3

**Mental:** Perception 4, Intelligence 4, Wits 3

**Talents:** Alertness 2, Athletics 2, Brawl 2, Dodge 2

**Skills:** Drive 5, Firearms 2, Melee 3, Repair 3

**Knowledge:** Chicago 1

**Disciplines:** Animalism 2, Celerity 1, Fortitude 2, Protean 3

**Background:** Fame 1, Resources 1

**Virtues:** Conscience 3, Self-Control 2, Courage 4

**Humanity:** 8

**Willpower:** 8

**Blood Pool/Max per Turn:** 14/3

**Image:** Six-foot-tall, blond and blue-eyed. Baby-faced and just a bit pudgy.

**Roleplaying Hints:** Pay no attention to anyone unless they show an interest in bikes. Then become excited and animated.

**Haven:** On the road.

**Secrets:** D+

**Influence:** His fame is only among fans of motorcycle racing whose memories go back to the 60s.

## Charles Waterstone (“Sledge”)

In the 1930s, Tyrus met a young bike mechanic whose skills with a tool kit amazed him. What further amazed him was the fact that the young man had rejected a substantial family fortune in order to join the then-inconsequential motorcycle racing circuit. The two became close companions and have travelled together ever since.

Sledge is a Ghoul, not one of the Kindred. However, he has fed on Tyrus’ blood for so long that without the benefits of Auspex, any Vampire would think he is one of them. His





nickname comes from his habit of taking a hammer to any bike that fails to respond to more gentle treatment.

**Physical:** Strength 5, Dexterity 3, Stamina 5

**Social:** Charisma 1, Manipulation 1, Appearance 3

**Mental:** Perception 3, Intelligence 3, Wits 3

**Talents:** Athletics 1, Brawl 4, Dodge 3

**Skills:** Drive 4, Melee 4

**Knowledge:** Bikes 4, Medicine 3, Repair 5

**Disciplines:** Celerity 2, Fortitude 2, Potency 2

**Virtues:** Conscience 3, Self-Control 5, Courage 5

**Humanity:** 9

**Willpower:** 9

**Blood Pool/Max per Turn:** 10/1

**Notes:** While not a Vampire, Sledge can use Disciplines and spend blood points just like one of the Kindred.

**Image:** Big and dirty biker. Wears overalls, T-shirts and a battered helmet. Generally clean-shaven but filthy.

**Roleplaying Hints:** Speak mostly in grunts and grimaces unless you're talking about bikes, then become erudite and scholarly.

**Haven:** You live on the road

**Secrets:** F

**Influence:** None



---

## Malkavian

The Malkavians of Chicago are the most enigmatic of the clans, just as they are almost everywhere. No one claims to understand them, and almost everyone fears them — their behavior is so unpredictable that they seem capable of betraying the Masquerade without a thought.

The Chicago members of this clan seem, if anything, even more insane and extreme than usual — with the exception of Johann, who is quite the opposite. They live in their own strange little world and, for the most part, have little to do with the other Kindred. They do not even have much to do with members of the clan outside of Chicago. There are periodic visits by Clan Elders to Chicago and they sometimes attempt to organize the Chicago Malkavians into a cohesive group, but it seems an impossible task.

### Maureen O'Leary

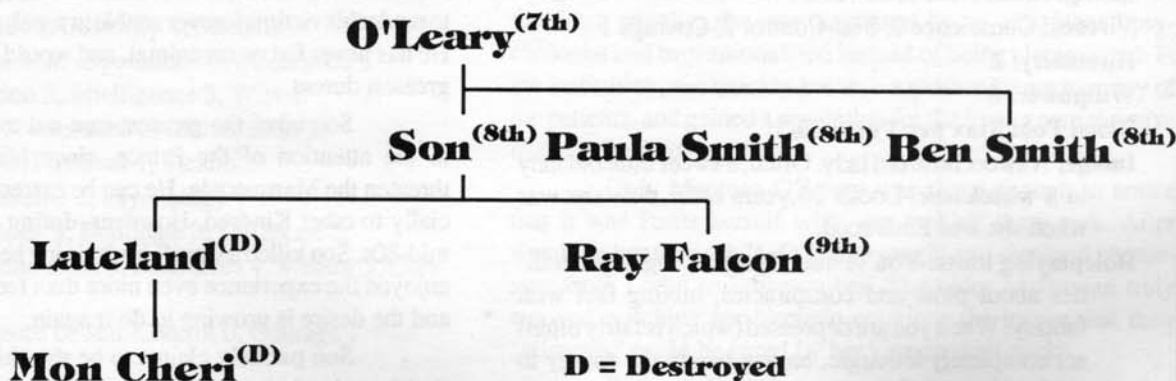
Everything about Boston in the early 1800s terrified Maureen as she grew up in the shadows of its colonial monuments. The looming buildings would peer down on her as she walked, the streets would talk about her as she passed and the

strangers, oh the strangers, were all vile devils seeking to rip her soul from her body. Even her rich family despised her and shut her away in terrifying mental institutions created for the sole purpose of tormenting her. Only death offered her a way out, and she first tried to kill herself when she was 27.

Thirteen years and fifteen attempts later, she finally believed she had succeeded. It had required a leap from the steeple of the old North Church, and as she collided with the earth she could feel the cursed life fleeing her crippled shell. She actually sensed Death approaching, and in those moments she thought more clearly than she ever had before. There was a sharp pain in her neck, and then blessed peace. Oblivion welcomed her.

Suddenly she awoke to pain, searing pain. As she screamed she heard a cruel laugh fading into the darkness. She was found moments later by the rector, who summoned help. A carriage rushed Maureen to a hospital where the doctors were amazed to find her still alive, and were mystified by their inability to find a heart beat. Slowly she felt the thirst growing in her.

# THE MALKAVIANS



When a nurse bent over to check her pulse, Maureen sunk her teeth into the matron's neck and drank. Within seconds, she felt her body growing stronger and the paralysis leaving her legs. She got out of bed and ran off into the night.

Maureen is still crippled in her natural state, and needs to expend three additional Blood Points every day just to heal herself so she can walk. Needless to say, she is constantly hunting. This, and a feud with Lasker (her Sire) forced her to leave her Boston home. She is the oldest Malkavian alive in Chicago, and recently began seeing herself as the matriarch of an extended family. She is still suicidal, however, and, with the aid of several other Malkavians who all died in the flames, she set a fire in 1871 which she hoped would kill her.

Ironically, her Haven, the infamous O'Leary's house, was one of the few buildings in Chicago left standing. While few mortals were killed, the fire wiped out most of the Vampiric power structure and gave Lodin his chance to seize power from Maxwell. He often jokes about how much he owes Maureen and always treats her with exaggerated respect when she is in his presence, even calling her "my queen". She avoids contact with the Prince at all costs and is very unnerved by his treatment of her, but he insists upon her attending him at least once a year — he will usually send members of his brood to pick her up on the anniversary of the fire for a "celebration" at the Art Institute.

Maureen is no longer afraid of anything mortal, but her paranoia has been redoubled when the Kindred are involved. She sees the Jyhad in everything, and is therefore highly unlikely to take sides in any Kindred conflict. She also tries to limit the involvement of her brood and other Malkavians in the intrigue of the city. If she had the nerve she would leave and find a new Haven elsewhere, but she has neither the initiative nor the organizational skills to do anything of the sort. For now, she is able to find the food she requires in the Windy City, and is content enough to remain.

**Sire:** Lasker

**Nature:** Loner

**Demeanor:** Caregiver

**Generation:** 7th

**Embrace:** 1842 (born: 1802)

**Apparent Age:** 60s

**Physical:** Strength 4, Dexterity 4, Stamina 4

**Social:** Charisma 5, Manipulation 5, Appearance 2

**Mental:** Perception 4, Intelligence 3, Wits 4

**Talents:** Acting 4, Brawl 4, Empathy 1, Leadership 2, Subterfuge 4

**Skills:** Etiquette 4, Music 2





**Knowledge:** Investigation 3

**Disciplines:** Auspex 5, Dominate 3, Obfuscate 3,  
Presence 2

**Background:** Herd 3, Status 2

**Virtues:** Conscience 0, Self-Control 2, Courage 1

**Humanity:** 2

**Willpower:** 8

**Blood Pool/Max per Turn:** 20/5

**Image:** A sweet little old lady. Often, a sweet little old lady in a wheelchair. Looks 20 years older than she was when she was Embraced.

**Roleplaying hints:** You're nuts. Speak in vague generalities about plots and conspiracies, mixing fact with fantasy. When you are depressed (which is fairly often) act completely lethargic, having barely the energy to respond to questions, keep your head up straight or your eyes open.

**Haven:** The Rehabilitation Institute

**Secrets:** A

**Influence:** Her herd is made up of mental patients who have been locked away to be "healed" of their drug use. Her control over the health care community is pervasive, which is perhaps one of the reasons it is so troubled in this part of the state.

## Jason Newberry ("Son")

Jason Newberry got his start as a child, pulling the wings off butterflies and burning ants with a magnifying glass. As he got older, he obtained the greatest pleasure by tormenting other children, and once put out another boy's eye with a stick they was using to toast marshmallows. His concerned and wealthy parents managed to keep him out of jail only by sending him to the dank and dismal mental institutions of the 1890s, where he came to the attention of Maureen O'Leary. She became fascinated by this psychotic, sadistic teenager. He most excited her on a visit home, when he set fire to his father and mother. O'Leary was unable to contain her passion at the moment and leapt upon him, Embracing him next to the smoldering corpse of his father. The 18-year-old's first feeding came courtesy of his dying parents.

Luckily for both O'Leary and Son, her fit of passion came at the same time Lodin was wresting the fief of Chicago away from Maxwell. By backing Lodin in his efforts to take over the city, O'Leary was able to get his blessing for the creation of her Neonate. Lodin considers Son the reward to O'Leary for lighting the fire of 1871, and has his own private nickname for the Malkavian: "Gift."

Son, as he has preferred to be called for the past hundred years, has not changed much during that time. The only difference is that he sometimes prefers mental cruelty to physical torment — but not always. His preferred method of hunting

is to attract a pair of lovers to his Skokie Haven using his strong Presence, feed on them and convince one that he or she has been turned into a Vampire. He will then force that one to drink the blood of the other and then, satiated and happy, use Domination to render his victims forever unable to speak about what happened. He has never fed on an animal, and would only do so under the greatest duress.

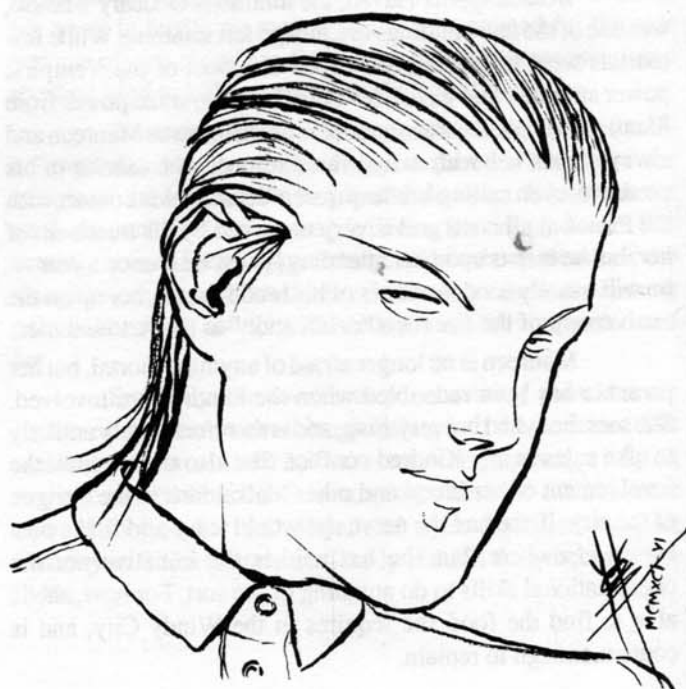
Son takes the greatest care not to let his actions come to the attention of the Prince, since his games continually threaten the Masquerade. He can be extremely charming, especially to other Kindred. However, during the upheavals of the mid-80s, Son killed a Caitiff by draining her of all her Blood. He enjoyed the experience even more than feeding off his parents, and the desire is growing to do it again.

Son publicly claims to be the child of Ben and Paula Smith, and only he, O'Leary and Prince Lodin know the truth. Son began doing this merely to tease the couple, since he knows they were not married in life. However, he has also caught himself occasionally believing that he really is their son, and bringing them gifts of chocolates and dead flowers. Recently he has found himself thinking about drinking their Blood.

**Notes:** This is an extremely sick individual and you must be careful about how you employ him in your stories. The full depth of his aberration has not yet been reached, though it is likely that he will be put down long before he can ever reach the full range of his plunge into depravity. On meeting him, have the characters roll a number of dice equal to their Humanity, with a target number of 9. The more successes they roll, the more uncomfortable they feel around him. The more they botch, the more they like him.

**Sire:** O'Leary

**Nature:** Bravo



**Demeanor:** Child  
**Generation:** 8th  
**Embrace:** 1893 (born: 1877)  
**Apparent Age:** 20s  
**Physical:** Strength 3, Dexterity 4, Stamina 2  
**Social:** Charisma 5, Manipulation 4, Appearance 3  
**Mental:** Perception 3, Intelligence 3, Wits 4  
**Talents:** Acting 5, Alertness 2, Intimidation 3  
**Skills:** Etiquette 3, Firearms 1, Stealth 2  
**Knowledge:** Medicine 2, Psychology 4  
**Disciplines:** Auspex 3, Dominate 3, Obfuscate 2  
**Background:** Generation 5, Resources 4, Mentor 5, Contacts 3.  
**Virtues:** Conscience 0, Self-Control 0, Courage 1  
**Humanity:** 0  
**Willpower:** 5  
**Blood Pool/Max per Turn:** 15/4

**Image:** Son appears to be a vaguely handsome 18-year-old, though mortals (and some high-humanity Cainites) tend to be put off by him. He is a little under 6 ft tall, with sandy blond hair and dresses like a well-off preppie.

**Roleplaying Hints:** Start ingratiating yourself with characters immediately upon meeting them. Praise and flatter them almost constantly.

**Haven:** He currently makes his home in a small house in Skokie, but he occasionally resides in a shelter for abused children there.

**Secrets:** B+

**Influence:** Son has a number of contacts with mortals he has abused in the past. He still retains some control over them, and will sometimes use them to affect the political affairs of the city. He especially likes to write notes to Ballard threatening to destroy or destabilize certain businesses or halt construction on certain projects Downtown if Ballard does not perform some inane task. At first Ballard refused, but the results were so severe that now he reluctantly agrees. This blackmail usually takes the form of very minor, albeit embarrassing requests for Ballard to perform certain action. It started with Son asking Ballard to put a picture of himself on page two of a certain newspaper, but the latest instruction is to walk the length of Soldier Field at the stroke of midnight. Ballard is outraged by this blackmail, and would pay nearly any price to find the culprit.

## Paula Smith

Paula Smith suffered from a form of hypochondria which manifests in mothers who force their children to become sick. When the child becomes sick, the mothers get attention and praise from friends and doctors for being such caring parents.

Tragically, some mothers eventually end up killing their children in this quest for attention, and this is what happened to Paula. Her mental illness culminated in her smothering her two already sickly children. Before she could be given the death penalty, she was diagnosed by an enlightened psychologist and institutionalized instead of being electrocuted. In the institution, she quickly became a mother-figure to many of the patients, and gained a reputation for the loving care she gave to the sickest among them.

Only Maureen O'Leary was sharp enough to notice that it was Paula herself who was making them sick. After watching her for a while, O'Leary sought and obtained permission from Lodin to Embrace her. The older Malkavian truly enjoyed watching her Neonate convince the insane that their "ailments" could be cured by her kiss on their necks.

Recently Paula has come to believe that she is married to Ben Smith (her real husband is long dead, a victim of suicide) and that Son is their natural-born child. She plays no role in Kindred politics, and is happy to remain in her institution. However, if she believes her family is threatened, she will do anything to protect them. Even so, occasional battles between her and her "husband" rock the asylum under which they reside.

**Sire:** O'Leary

**Nature:** Conniver

**Demeanor:** Caregiver

**Generation:** 8th

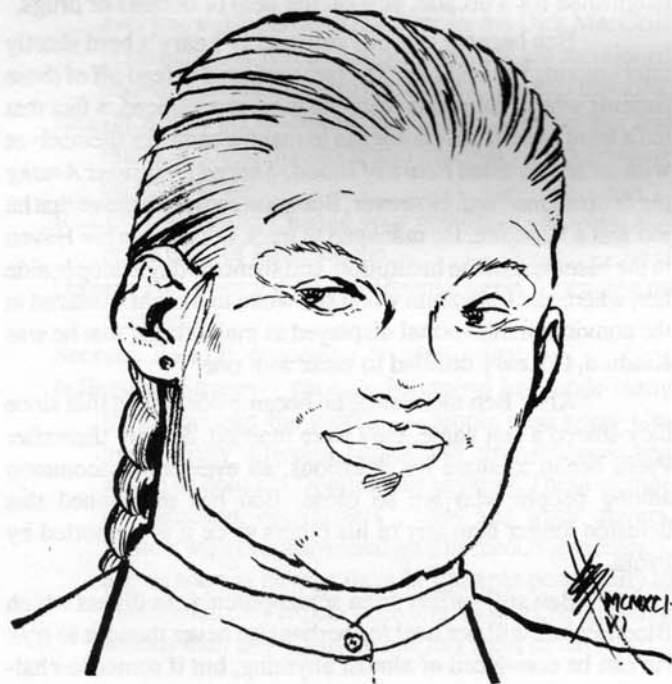
**Embrace:** 1970 (Born: 1920)

**Apparent Age:** Late 40s

**Physical:** Strength 3, Dexterity 3, Stamina 3

**Social:** Charisma 4, Manipulation 5, Appearance 2

**Mental:** Perception 4, Intelligence 2, Wits 4





**Talents:** Acting 3, Brawl 1, Intimidation 3, Subterfuge 4,  
**Skills:** Etiquette 2, Cooking 4  
**Knowledge:** Medicine 1  
**Disciplines:** Auspex 3, Dominate 3, Obfuscate 2  
**Background:** Herd 5  
**Virtues:** Conscience 1, Self-Control 3, Courage 2  
**Humanity:** 4  
**Willpower:** 6  
**Blood Pool/Max per Turn:** 15/4  
**Image:** Motherly type, plump with white hair. Always wears an apron.  
**Roleplaying hints:** Single out one character (generally one with low Stamina) and tell them how pale and sickly they look. Offer to take care of them. If any are stupid enough to take the offer, drain them of a good portion of their Blood at the first opportunity.  
**Haven:** Illinois Psychiatric Institute  
**Secrets:** F  
**Influence:** None

## Ben Smith

Ben Smith's world went through more changes in one 24-hour period than most babies go through before potty training. His delusions began mildly enough, and included belief in UFOs, the communist menace and the honesty of politicians. By the time he turned 30 they became more extreme, until the point came where he believed the sky was orange, clams could talk to him and televangelists really did care about people's spiritual well-being. At this point, a concerned aunt had Ben committed to the Illinois Psychiatric Institute for his own good. There he languished for a decade, beyond the help of doctors or drugs.

Ben became one of Paula and O'Leary's herd shortly after entering the Institute. The two preferred to feed off of those patients whose delusions were the most pronounced, a fact that led a team of staff psychologists to make a name for themselves with an article titled *Fears of Blood: Shared Delusions Among the Institutionalized*. However, Ben soon came to believe that he too was a Vampire. He managed to track O'Leary to her Haven in the basement of the Institution, and spent the day asleep beside her, where she found him when she woke that night. Amazed at the conviction this mortal displayed in maintaining that he was Kindred, O'Leary decided to make him one.

After Ben met Paula, he became convinced that since they shared a last name, they were married. Shortly thereafter Paula began to share his delusions, an event not uncommon among people who are so close. Ben has maintained this delusion longer than any of his others since it is supported by Paula.

Ben still suffers from schizophrenia, an illness which Blood Points will not heal (or perhaps he never thought to try). He can be convinced of almost anything, but if someone chal-

lenges or contradicts one of his fantasies, he is likely to become more convinced of it — even to the point of backing it up with violence. He has not left the Institution since his Change, but is convinced that he and Son frequently go out and do father-son things together. Son plans to bring this delusion to reality soon. The institution's staff believes him to have escaped in the mid-1960s, and no doctors are still there from that time to fit a face to patients' descriptions of a kindly old gentleman who drinks their blood at night.

**Sire:** O'Leary  
**Nature:** Deviant  
**Demeanor:** Traditionalist  
**Generation:** 8th  
**Embrace:** 1980 (born: 1926)  
**Apparent Age:** 50s  
**Physical:** Strength 4, Dexterity 4, Stamina 5  
**Social:** Charisma 3, Manipulation 2, Appearance 2  
**Mental:** Perception 2, Intelligence 2, Wits 2  
**Talents:** Brawl 3, Dodge 2  
**Skills:** Repair 1  
**Knowledge:** Art 2  
**Disciplines:** Auspex 2, Dominate 4, Potence 3, Obfuscate 1  
**Background:** Herd 5  
**Virtues:** Conscience 1, Self-Control 1, Courage 4  
**Humanity:** 3  
**Willpower:** 8  
**Blood Pool/Max per Turn:** 15/4  
**Image:** Tall and husky, he repaired refrigerators as a mortal and looks like the archetypal refrigerator repair man.



Has recently taken to smoking a pipe in the belief this makes him look more fatherly.

**Roleplaying hints:** Nothing is impossible, and most of the wildest-sounding things are almost certainly true. Make up anything you want, and stick by it no matter what evidence is presented to the contrary.

**Haven:** The Illinois Psychiatric Institute

**Secrets:** F

**Influence:** None

## *Evan Klein (Raymond Falcon and many others)*

Raymond Falcon is a very skilled musician, just like his father. Dirk MacGriff is a police officer, just like his father. Bruce Holmes is gay, just like his father. Lawrence Pierce is a doctor, just like his father. Baron Wittger is a Vampire, just like his father. And, yes, all these are the same person. Son fell in love with the idea of a Cainite with multiple personalities after finding Evan Klein (the original personality), who had no less than 23 different people living in his head. Originally, Klein had adopted these personalities to insulate himself from the abuse he took as a child from his father.

Son became attracted to the pretty young man after hearing him play one night in Grant Park. He struck up a conversation with Raymond, and later fed on him. At that point he was amazed when Dirk MacGriff tried to arrest him for the attack. Son spent the rest of the night exploring Raymond's "roommates," and laughing quietly to himself, went to petition the Prince for permission to Embrace him. This was shortly after the destruction of the Anarchs in the late 60s and Lodin, flushed with victory, was more than happy to grant the charming young Malkavian the right to make a new Vampire.

Since his Change, Raymond has added a large number of new personalities to his arsenal. While characters are most likely to meet him in his role as bass guitar with Baby Chorus, they can run into him almost anywhere, doing almost anything.

**Sire:** Son

**Nature:** Deviant

**Demeanor:** Varies

**Generation:** 9th

**Embrace:** 1982 (born: 1950)

**Apparent Age:** 30s

**Physical:** Strength 2, Dexterity 3, Stamina 3

**Social:** Charisma V, Manipulation V, Appearance 4

**Mental:** Perception 4, Intelligence 4, Wits 2

**Talents:** Alertness 2, Dodge 3, Empathy 1

**Skills:** Drive 2, Firearms 3, Music 4, Repair 1

**Knowledge:** Bureaucracy 1, Computer 1, Finance 1, Investigation 1, Law 1, Linguistics 2, Medicine 1, Politics 1, Science 1



**Disciplines:** Auspex 1, Dominate 2, Obfuscate 5, Presence 3

**Background:** Contacts 5

**Virtues:** Conscience V, Self-Control V, Courage V

**Humanity:** 7

**Willpower:** 8

**Blood Pool/Max per Turn:** 14/3

**Notes:** Where Raymond has a V for a trait, that means it varies according to his current personality, and can be anywhere from 1 to 5. Thus, he can turn from a charmless inhuman monster to the sweetest person you ever knew. He carries a revolver for his Dirk MacGriff personality. A few of his personalities are mentioned above; feel free to improvise more if you feel the need.

**Image:** A very good-looking young man with red hair and fair skin. Dress, hairstyle and makeup vary depending on personality.

**Roleplaying hints:** Change your personality at whim and make each of them unique.

**Haven:** Has several different Havens, again depending on personality.

**Secrets:** B+ to F, depending on personality

**Influence:** Strangely enough, Raymond has made many friends among the mortal — people who know him under many different names and circumstances and whom he does not Dominate in any way. These include businessmen, entertainers, cops and truck drivers. Almost wherever Raymond goes he meets these friends, and as soon as he sees them he changes personality to match what they expect from him. In short, he has more friends than any Vampire has any right to have.



# Horace Turnbull

Horace claims that he was one of the first Europeans Embraced in the New World. He made the trip from England to the Americas about mid-way through the 18th Century. He left a nice life behind, but he was unhappy with the establishment even then. During the Revolution, after he had already been living as a Vampire for almost a score of years, Horace did what he could to help the colonists. He views the struggle of the Anarchs in Chicago to be another such battle, but over the years he has grown too conservative to care much about it. In order to survive, he collaborates with the Elders and indeed has in many ways become one himself. Horace values his immortality highly and goes to great lengths to protect himself, and this includes working for Neally and Lodin, thus gaining a measure of protection. He does not broadcast his connection with them, but neither does he hide it. Tyrus of the Wolf Pack is an old friend going way back, and Horace serves as his primary contact with Lodin (whom he serves as does Horace). The two of them have a long history and tradition of making bets. Nevertheless, even Tyrus is put off by Horace's extreme paranoia about immortality.

**Sire:** Raleigh

**Nature:** Plotter

**Demeanor:** Curmudgeon

**Generation:** 10th

**Embrace:** 1758 (born: 1712)

**Apparent Age:** Mid 40s

**Physical:** Strength 2, Dexterity 2, Stamina 2

**Social:** Charisma 4, Manipulation 3, Appearance 2

**Mental:** Perception 3, Intelligence 4, Wits 3

**Virtues:** Conscience 4, Self-Control 3, Courage 3

**Talents:** Acting 2, Alertness 2, Dodge 2, Empathy 1, Leadership 3, Streetwise 4, Subterfuge 3

**Skills:** Etiquette 3, Firearms 3, Melee 1, Music 3, Stealth 1, Survival 1

**Knowledge:** Bureaucracy 2, Investigation 2, Law 3, Linguistics 2, Medicine 1, Occult 4, Politics 2

**Disciplines:** Auspex 2, Dominate 3, Obfuscate 3

**Background:** Contacts 2, Resources 2, Retainers 2

**Humanity:** 8

**Willpower:** 7

**Blood Pool/Max per Turn:** 13/1

**Image:** Horace is of obvious English descent. His face is narrow and prominently features a very distinguishing hooked nose. He looks to be a man of great intelligence and patience. He has enough of both those virtues to get by.

**Roleplaying Hints:** Be smooth and slick in your words and body language and never let yourself be surprised by anything.

**Haven:** The Cave



**Secrets:** B

**Influence:** Little among the mortals, though he has made friends with some of the more rough-and-tumble elements and knows a number of powerful bikers. Among the Kindred he has begun to ally himself with the Prince's forces.

## Johann Weltmann

Johann praised the last few moments of his life as he lay on his deathbed in Chicago for that very reason — he was on his deathbed. Though extremely talented, Johann had a vision of the world which out ran what the people of early 1900's could decipher. The physical agony of the last moments of his mortal life was little compared to the decades of isolation and misunderstanding he had suffered during his entire film-making career.

But the Cainite who came to his deathbed within moments of Johann passing from this troubled world expected to doom him to an eternal life that would break his spirit and rend his human soul. In short, she intended to transform him into a true Malkavian.

At first it was too much for Johann to stomach, but he quickly came to an intellectual understanding of the potentials of his condition. The world would be boring if popular understanding ever drew even within his remarkable insight, but now he had centuries to work his art and transform human culture. Yes, his insanity was imbedded in this vision, a vision he has since learned to temper, but this ultimate optimism in mortals served him well during his search for Golconda.

Wise investments in the later years of his mortal life, the years after he was laughed out of film, created a fortune upon

which Johann could draw to execute his plans. Since then he has accumulated an unreasonable amount of money, but his artistic desires will never be satiated. Black and white filming is still his preferred method of presenting his unique visions, but the advances of the future may well convince Johann to adopt some other format.

The twenty or so years since his Embrace have been marked by a number of extraordinary events which have proven Johann to be an exceptional individual. First, he managed to slay his Sire, but more importantly, some of the secrets of Golconda are known to him. Some of the gossips among the Kindred claim he has actually achieved this exalted state.

These circumstances combine to make Johann one of the more independent Vampires outside of the Inconnu, and probably the most uncontrolled one in Chicago. No one controls his thoughts or commands his actions. This is essential to Johann's existence, but he does hold the fear that his very independence is perhaps a tool for those Methuselah who can predict his responses and set him up to further their ends. This is the major reason why he stays his hand even in situations where his conscience demands intervention.

**Sire:** Morgana

**Nature:** Visionary

**Demeanor:** Cavalier

**Generation:** 7th

**Embrace:** October 1, 1960

**Apparent Age:** 69

**Physical:** Strength 2, Dexterity 2, Stamina 2

**Social:** Charisma 4, Manipulation 4, Appearance 2

**Mental:** Perception 5, Intelligence 6, Wits 4

**Talents:** Acting 5, Alertness 4, Dodge 2, Empathy 5, Intimidation 2, Streetwise 1, Subterfuge 3, Intrigue 5

**Skills:** Etiquette 5, Firearms 2, Music 4

**Knowledges:** Bureaucracy 3, Finance 4, Investigation 3, Law 3, Linguistics 3, Occult 6, Politics 3, Art 5, Theater 5

**Disciplines:** Auspex 4, Dominate 3, Fortitude 1, Presence 6

**Background:** Allies 5, Contacts 3, Fame 1, Influence 2, Resources 5, Retainers 5, Status 4

**Virtues:** Conscience 4, Self-Control 5, Courage 4

**Humanity:** 10

**Willpower:** 7

**Blood Pool/Max per Turn:** 20/5

**Image:** The epitome of the distinguished elder gentleman, Johann may look like a 69-year old man, but his quick step, bright eyes, and unvanquished spirit tip knowledgeable people to his true nature as a Vampire. Not ashamed of the wealth he has accumulated, Johann dresses in the finest garments, though he does wear a smoking jacket despite being no longer able to smoke.

**Roleplaying hints:** Johann does not suffer from the same Malkavian Derangements the rest of his clan does, but sometimes it doesn't seem like it. A frightening intelligent man, Johann is often two or three steps ahead of even the most able plotters, and this capacity is displayed when he sometimes seems to ignore people and events around him. His head tilts up and he becomes motionless as if watching a movie in the air. He may smile to himself at the thought he had and then return very casually to the conversation at hand no matter how far astray the subject has wandered.

**Haven:** An old mansion in North Chicago

**Secrets:** A-

**Influence:** For the most part, Johann distances himself from the politics of both the mortal and Kindred worlds. He looks upon the confusion and infighting in both spheres with great distaste. Besides, he looks too far beyond present events to be of much help in many cases. However, whenever something does demand his attention for whatever reason (he sees it as part of a greater cycle of improvement, his too-often mortal morality is stirred, or he or his friends are personally threatened), then Johann can pull many strings. Not only does he command respect among most Kindred of Chicago (including the Anarchs because of his recent association with Damien), but he shares many secrets with the Elders of the Inconnu and many fear the steps these powerful Kindred may take to protect one who found Golconda so quickly. Just because he seldom participates in Kindred politics doesn't mean he has no idea of what's going on. On the contrary, Johann is very much in the know.





# Nosferatu

More than any other clan in the city, the Nosferatu know what is truly going on and who really pulls which strings. They are great gossips and share every discovery with each other, bringing the most important tidbits to Khalid directly. Using their Obfuscate, the Nosferatu sneak into all sorts of places where Kindred and kine scheme and plot, and listen in. Each night one or two of them can be found in both the Elysium and the Rack, and there is often one or more hidden at the Succubus Club. They are also in contact with the distant clan Elders, who are equally well informed on the world situation, and may even request specific information from Chicago.

Unlike the members of other clans, the Nosferatu trust one another. Whereas even the Gangrel only ally because of their leader, any Nosferatu can call on the aid of others and be sure that they will respond — their loyalty runs deep. The rely upon this heavily, and it is the source of much of their pride and self-esteem — something very important to a Nosferatu.

## Khalid

Khalid al-Rashid was one of the few Moslem leaders who deserved the bloody-handed reputation which the Crusaders tried to pin on all Arabs. His appetite for atrocity was rivalled by few in an age of cruel men who slew and tortured in the name of their gods. Indeed, it was just this appetite which first drew the attention of a few Cainites to Khalid. The Crusades, held before the Inquisition and the imposition of the Masquerade, brought many Kindred to the Holy Land. Battles always leave easy pickings for those who feed upon blood

Aside from those who came for the blood-feast, some Kindred were ideologically committed to one side or the other. Among these was Alexius, a Byzantine Nosferatu — and once a prelate of the Eastern Orthodox Church — who believed the only way to free the Holy Land was to corrupt the Islamic leaders just as he had been corrupted. Khalid was his first victim.

Khalid went berserk upon discovering what he had become. The first victims of his rage were his own men, who came to his tent to see what was wrong. Khalid fled into the desert, where he would have died but for the intervention of a reclusive Jewish hermit, who dragged Khalid's body away from the sun's killing rays and into the cool darkness of his cave. Khalid stayed there for a month, feeding on the hermit's sheep and studying the Kabbala, an ancient form of Jewish mysticism. When Khalid was ready to leave this sanctuary he was transformed, and went forth to make whatever peace he could with the world.

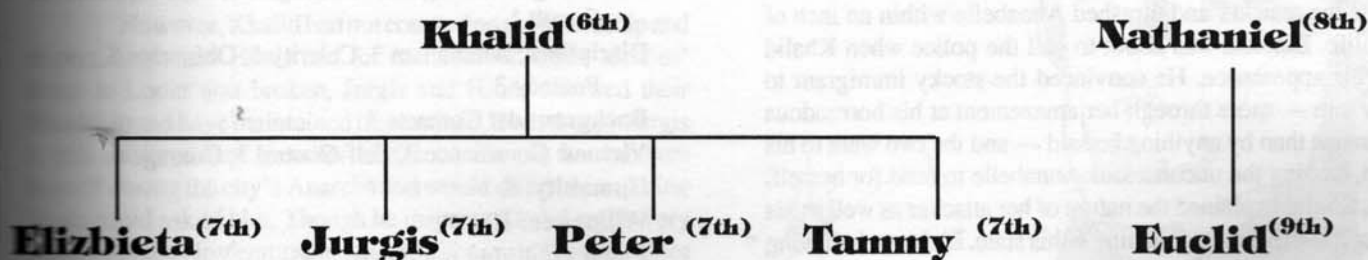
He began his quest with visits to various Islamic mystical sects, where he found others of his kind who told him of a state known as Golconda. For six centuries Khalid wandered the world, looking for a path to peace. However, every time he has come close to Golconda, the vicious side of his personality, heightened by his Vampiric Beast, has sent him spiralling down in a frenzy of violence and despair.

He arrived in Chicago shortly after the great fire of 1871, searching for an Inconnu who was said to have showed other like Cainites ("those of flame and fury") the path to Golconda. While he never found this Inconnu, he did find himself involved in the city's turbulent political scene, and chose to back Lodin after learning of Maxwell's violent nature. Since then, his support for Lodin has lessened, and it was his vote in the Primogen which led them to try to overthrow the Prince in the mid-80s.

Recently, Khalid has become less interested in the Machiavellian maneuverings in the city and has begun to think about seeking Golconda in some more tranquil place — an act which would throw the delicate balance of the Primogen into chaos. It is unlikely that he would leave in the near future, though, for he is fascinated by the war between the two Methuselahs. He understands that in some small way he holds the wild card in this game, and that when the time is right he might be able to influence its result. Thus he waits, and tries to learn more of what is going on.



# THE NOSFERATU



Khalid remains close to his four Progeny, all of whom strive to keep him fully informed of goings-on in the city. He keeps his identity a secret from most other Licks, and those few Ancilla who know of him do not know of his role on the Primogen. He can no longer feed on animals, but still tries to limit his hunting among humans. He is a Cunctator, and will take no more than one or two Blood Points from any one Vessel. He will usually take this only from the city's down-and-out, making him particularly susceptible to diseases.

Morality is very important to Khalid, but it does not come naturally to him. His rage continually bubbles to the surface and drives him into committing actions he later regrets. Over the centuries, he has tried desperately to gain control of his violent emotions, but never succeeded.

**Sire:** Alexius

**Nature:** Visionary

**Demeanor:** Loner

**Generation:** 6th

**Embrace:** 1498 (born: 1471)

**Apparent Age:** can't tell

**Physical:** Strength 7, Dexterity 5, Stamina 6

**Social:** Charisma 3, Manipulation 2, Appearance 0

**Mental:** Perception 7, Intelligence 4, Wits 6

**Talents:** Alertness 3, Brawl 6, Dodge 5, Intimidation 4, Leadership 5, Streetwise 6, Subterfuge 4

**Skills:** Firearms 4, Melee 7, Stealth 7, Survival 4

**Knowledge:** Linguistics 5, Occult 3, Politics 2

**Disciplines:** Animalism 4, Auspex 3, Obfuscate 7, Potence 4, Thaumaturgy 1

**Background:** Retainers 3

**Virtues:** Conscience 1, Self-Control 1, Courage 5

**Humanity:** 2

**Willpower:** 10

**Blood Pool/Max per Turn:** 30/6

**Notes:** Khalid's two extra levels of Obfuscate allow him to conceal non-living objects which have great importance to him, like his Haven, and to continue this concealment of people, places and things even when he is not present. If he believes he is about to enter combat, he will carry his ancient sword (does two more dice damage than a normal sword),

**Image:** Not only does he have the naturally horrific appearance of the Nosferatu, but he never healed the scars he received from the sun on his first day as a Vampire. He keeps them as an eternal reminder of his violent nature.

**Roleplaying Hints:** Speak mysteriously and in parables, unless you are sure you can trust your audience — a rare occurrence.

**Haven:** Khalid currently makes his Haven in a large cave just north of Evanston. This is also where the Nosferatu gather, protected by the strength of Khalid's Obfuscate.

**Secrets:** A+

**Influence:** He has a great deal of subtle influence over the Kindred of Chicago. He knows almost everything that goes on in this vast metropolis — at least, everything that matters.

## Elzbieta Jurofsky

Elzbieta immigrated to America in 1887 with her family, unmarried at the ripe old age of 27 despite (or perhaps because of) the fact that she could lift a year-old calf over her head by the time she was 16. Separated from her family in New York, she made her way with many other Polish immigrants to Chicago. There, she found work in a canning factory, handling crates of canned beef weighing as much as she did. However, her



goal was still to find a husband, and her continued failure was making her more and more bitter.

One night, while walking home late from work, she was attacked by Annabelle Treabelle (see below), who was out looking for a snack. Much to the surprise of both Annabelle and Khalid, who was secretly trailing the Toreador, the victim became the attacker and thrashed Annabelle within an inch of her unlife. Elzbieta was about to call the police when Khalid made his appearance. He convinced the stocky immigrant to follow him — more through her amazement at his horrendous appearance than by anything he said — and the two went to his Haven, leaving the unconscious Annabelle to fend for herself. There, Khalid explained the nature of her attacker as well as his own, and invited her to join him in this state. Elzbieta, believing this deformed nobleman was the fantasy suitor she had long dreamed of, was more than happy to accept his offer.

During the past century the two have remained close, though Elzbieta quickly learned that Khalid's intentions did not include marriage. She keeps him well-informed about goings-on in the city, and provides him with valuable muscle when it is needed. She has remained hostile toward Annabelle, though it is due more to jealousy of the Toreador's beauty and finery than the assault. Khalid is aware of this hostility, and does much to keep it in check. Still, nothing gives Elzbieta more pleasure than interfering with Annabelle's affairs.

**Sire:** Khalid

**Nature:** Conformist

**Demeanor:** Curmudgeon

**Generation:** 7th

**Embrace:** 1989 (born: 1860)

**Apparent Age:** can't tell

**Physical:** Strength 6, Dexterity 3, Stamina 5



**Social:** Charisma 1, Manipulation 2, Appearance 0

**Mental:** Perception 4, Intelligence 3, Wits 3

**Talents:** Alertness 3, Athletics 2, Brawl 5, Dodge 1, Intimidation 3

**Skills:** Animal Ken 3, Melee 3, Stealth 4

**Knowledge:** Chicago 5, Investigation 4, Linguistics 2, Occult 1

**Disciplines:** Animalism 3, Celerity 1, Obfuscate 5, Potency 3

**Backgrounds:** Contacts 3

**Virtues:** Conscience 3, Self-Control 3, Courage 6

**Humanity:** 8

**Willpower:** 10

**Blood Pool/Max per Turn:** 20/5

**Image:** A very large female Nosferatu, though her gender is not always obvious

**Roleplaying Hints:** Try to be friendly, but you use your Intimidation without even being aware of it. You have a thick, guttural Polish accent.

**Haven:** The deserted meat-packing factory in which she once worked, near the stockyards in the south of Chicago.

**Secrets:** A-

**Influence:** None

## *Jurgis Rudkus*

Jurgis (pronounced Yoorghis) was one of the many Lithuanian and Eastern European immigrants who had flooded into Chicago by the turn of the century. His life, like that of most of the new immigrants, proved to be an incredibly back-breaking existence. Within a few years of arriving in the promised land, Jurgis' once mighty frame was a shadow of what it had once been. Out of work and destitute, his wife dead, Jurgis encountered the radicals of the Union movement as well as Tommy Hinds (see below). This movement gave his life purpose again.

However, by 1910 even the slow-thinking Jurgis could see the writing on the wall. He had been beaten numerous times by the police and the industrialists' hired thugs, but unionism seemed to be going nowhere further. Dejected and again losing faith in life, especially since the disappearance of Hinds, his mentor, he decided to end it all. However, as he prepared to put his head in the gas stove, Khalid appeared next to him.

The old Nosferatu had been watching Jurgis ever since the Prince had turned the socialist leader Hinds into a Ventrue. Khalid was becoming more and more interested in the doings of the city's Vampires, but even he could not monitor everything alone. He offered eternal life and supernatural power if Jurgis would help him find out what Lodin and Hinds were doing with the unions — a role the immigrant found highly attractive. Jurgis was a highly effective spy, for he knew where the union radicals

would meet and with his Obfuscate he found it easy to hide while he listened to their plots. Moreover, his total ignorance of Lodin's power or his likely reaction to Jurgis' spying meant that the Lithuanian took greater risks than any other Cainite in the city would have dared, and gave his Sire more information than he could have gained by any other means.

However, Khalid had not counted on the friendship and respect Jurgis and Hinds had for one another. Once Modius' threat to Lodin was broken, Jurgis and Hinds renewed their friendship and have maintained it ever since. Even though Jurgis is still an important member of the Nosferatu, he numbers himself among the city's Anarchs and would do nearly anything Hinds could ask of him. Though he respects Khalid and is very proud of being Nosferatu, he could go either way if his loyalties were tested.

**Sire:** Khalid

**Nature:** Caregiver

**Demeanor:** Conformist

**Generation:** 7th

**Embrace:** 1910 (born: 1877)

**Apparent Age:** 30s

**Physical:** Strength 5, Dexterity 5, Stamina 6

**Social:** Charisma 2, Manipulation 2, Appearance 0

**Mental:** Perception 4, Intelligence 3, Wits 2

**Talents:** Alertness 4, Brawl 6, Dodge 4, Intimidation 1, Streetwise 4

**Skills:** Animal Ken 1, Melee 3, Stealth 3, Survival 2

**Knowledge:** Investigation 3, Linguistics 1, Politics 2

**Disciplines:** Animalism 2, Obfuscate 4, Potence 3, Protean 2

**Background:** Contacts 1, Status 1

**Virtues:** Conscience 5, Self-Control 3, Courage 5

**Humanity:** 10

**Willpower:** 9

**Blood Pool/Max per Turn:** 20/5

**Image:** A tall, gaunt Nosferatu.

**Roleplaying Hints:** You are slow and deliberate in your thinking, but when you speak it is with great conviction. You have a thick European accent.

**Haven:** A ramshackle old house in what was once the Ukrainian section of town and is now mostly a slum.

**Secrets:** B+

**Influence:** Jurgis has some control over some of the more radical unions, but for the most part he does not control any mortal power structure.



hid a dark secret of pain, humiliation and sadism. Not a week went by without the children's drunken parents finding an excuse — any excuse — to punish the two. The marks left by the punishments included giant welts and scars from belts and straps, cigarette burns on arms, legs, and torsos, broken bones, concussions and more bruises than either child could ever count.

In 1950, when Peter was 13 and Tammy was 12, they found the first comfort of their lives in each other's arms. For a year, the continuing punishments they suffered meant little to them as long as they had each other. However, one night at the end of that year, the two were five minutes late coming home. When they entered their own home, their parents locked Peter in a closet with dire threats about the punishment that awaited him. Then they beat Tammy for two hours. At the end of the two hours, her drunken parents collapsed into their bed and passed out. Tammy crawled to the closet and let Peter out. Peter helped Tammy outside, and then emptied his parents' entire liquor cabinet outside their room and in the hallway which led to the front door. Then he lit a match.

The children watched the fire from the sidewalk in front of the house. They were so close the heat was slowly melting their shirt buttons. They heard their father screaming for help, and then there was nothing. A minute later, they became aware of a presence behind them.

Khalid had been watching the two children for almost five years. Their suffering had both fascinated and repulsed him. He had reached the conclusion that he must Embrace them, both to save them and to preserve their pain for eternity — for he would never Change anyone who had a hope of a full and peaceful mortal life; only those who would be enriched by the gift of becoming Nosferatu. In these two abused children, he saw

## *Peter and Tammy Walenski*

Peter and Tammy grew up in a lower-middle-class immigrant neighborhood in South Chicago. Outwardly, theirs appeared a normal family, but like far too many in America, it



just such potential. However, he had been unsure — until now. Both children had found new strength through the events of the past years and such strength born of agony and love could not be allowed to die. He brought the two children to his Haven, and spoke softly to them. Within a few hours they had accepted his gift.

They lived with Khalid for several more weeks as they discovered their new abilities. However, they found themselves constantly going by their old home during their nocturnal journeys and, finally, returned there to sleep in the basement of the burned-out shell. Also in the ruins are the ghosts of their mother and father, and neighbors, developers and others give the eerie lot wide berth.

Tammy and Peter alternate their feedings between animals and adults. They will never feed on a child, and will seek to stop any Vampire from hurting children in any way. However, since the sight of a child being hurt is likely to send them into Frenzy, it is more than likely that they will kill the child they are trying to save. Such is sort of tragic paradox of their existence. They can be found on the outskirts of Kindred society, looking on but never becoming involved. Though they commonly use Obfuscate to hide themselves, lately they have begun to let other Kindred catch glimpses of them; they wish to become a part of the community, but are too shy to ask.

Khalid is still very active in their lives, trying to lead them to an understanding of who and what they are. He sees a future where they can break the chains of the past, but is unsure of how to help them reach it. Each time he sees them it nearly breaks his heart as they wear their pain so openly, but so far there has been little that he can do.

**Notes:** Tammy and Peter have developed such a Blood Bond with each other that they now have the equivalent of Auspex 4 with respect to one another. They can read each other's auras and thoughts, tell what they have been doing by touch and can sometimes act as though they are one person. This may be somewhat unnerving to those who witness it. Also, Khalid took an active role in teaching the children their disciplines, and they have remained especially close to their mentor ever since.

**Haven:** Their old house (see below).

**Secrets:** B

**Influence:** Their two retainers are the ghosts of their parents. While they are loath to help their children, they do protect the Haven from intruders. Tammy, however, has developed the ability to make the ghosts help their children; thus they have begun to have influence in the world of ghosts. This vastly increases their knowledge of what goes on in the city, and Khalid has begun to tap this important source to learn of Helena's activities. However, the ghosts are unable to leave the remains of their old home.

The two ghosts are unaffected by physical attacks and have the equivalent of Dominate 5 with seven dice, no matter what the attack. They also have a "touch" attack which allows them to drain Willpower. They attack with seven dice against the victim's Wits + Dodge. Every success drains one Willpower point from the victim. If the victim has Fortitude, the drain can be resisted by a Courage + Fortitude roll with a target of 9. For every success, one less Willpower point is lost.

## Peter

**Sire:** Khalid

**Nature:** Child

**Demeanor:** Bravo

**Generation:** 7th

**Embrace:** 1950 (born: 1937)

**Apparent Age:** teenager

**Physical:** Strength 3, Dexterity 3, Stamina 3

**Social:** Charisma 2, Manipulation 2, Appearance 0

**Mental:** Perception 5, Intelligence 2, Wits 4

**Talents:** Alertness 4, Brawl 3, Dodge 6, Streetwise 1

**Skills:** Animal Ken 3, Repair 2, Stealth 4

**Knowledge:** Chicago 3

**Disciplines:** Animalism 4, Obfuscate 4, Potence 3

**Background:** Mentor 4, Retainers 2

**Virtues:** Conscience 0, Self-Control 1, Courage 5

**Humanity:** 1

**Willpower:** 9

**Blood Pool/Max per Turn:** 20/5

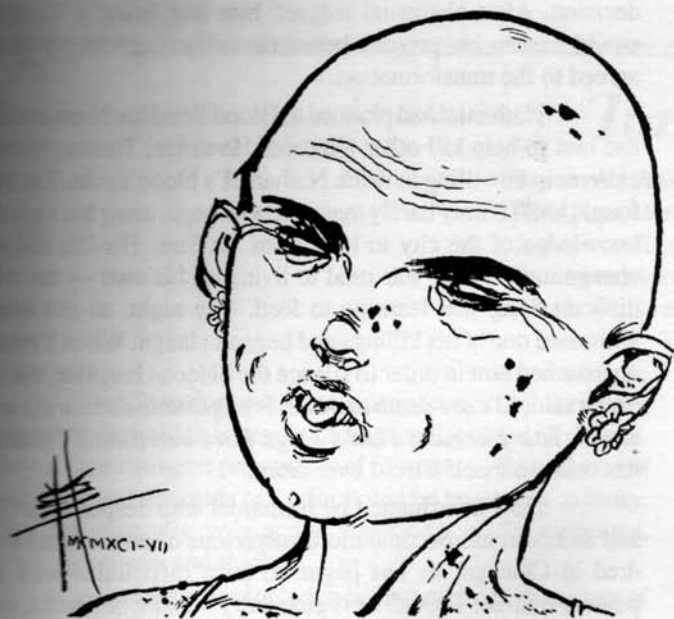
**Image:** A 4 ft 10 in Nosferatu.



**Roleplaying Hints:** You are quiet and not willing to trust others. No matter what you say, it generally sounds like an accusation.

## Tammy

**Sire:** Khalid  
**Nature:** Child  
**Demeanor:** Bravo  
**Generation:** 7th  
**Embrace:** 1950 (born: 1938)  
**Apparent Age:** young teenager  
**Physical:** Strength 3, Dexterity 4, Stamina 2  
**Social:** Charisma 2, Manipulation 2, Appearance 0  
**Mental:** Perception 4, Intelligence 3, Wits 3  
**Talents:** Alertness 4, Brawl 5, Dodge 4, Streetwise 1  
**Skills:** Animal Ken 1, Drive 2, Firearms 1, Stealth 4  
**Knowledge:** Chicago 4  
**Disciplines:** Animalism 1, Obfuscate 4, Potence 5, Thaumaturgy 2  
**Background:** Mentor 4, Retainers 2  
**Virtues:** Conscience 1, Self-Control 0, Courage 5  
**Humanity:** 1  
**Willpower:** 10  
**Blood Pool/Max per Turn:** 20/5  
**Image:** A 4 ft 5 in Nosferatu. Still likes to wear cheap jewelry and dresses from her days as a mortal.  
**Roleplaying Hints:** You are more likely to trust someone than is your brother, but not by much. Once again, caution and care are the words of the day.



## Nathaniel Bordruff

For years, Nathaniel fought the demons and devils which plague the good people of New Orleans. An evangelist in the Church of Christ and the most-feared Vampire hunter in Louisiana during the 1920s, he managed to slay five of the city's Kindred during the span of just a few years. However, pride managed to worm its way into his bosom and replace faith, and Nathaniel finally met his match in the Bayous. In the swamps a crafty old Nosferatu trapped him in a deserted shack, and as a joke, turned the dread Vampire hunter into that which he most despised, leaving him outside a Church of Christ revival. None of the worshippers survived Nathaniel's waking Frenzy.

At first Nathaniel tried to make up for his actions by using his new-found powers to continue his war against the Undead. But it was not the same. There was no one to appreciate his theatrics and praise him for his bravery, and very quickly he discovered the weaknesses of his new form and the true power of the older Vampires. He fled the city with its Prince's hellhounds baying at his heels.

During the years which followed Nathaniel has learned a great deal of patience, but his hatred of Vampires has continued to grow. After a disastrous encounter with the Sabbat in New York during the late 60s, he fled west to Chicago, then just recovering from its battles between the Prince and the Anarchs. Seeing which way the wind was blowing, he joined Lodin's forces and contributed to the deaths of several surviving Anarchs. Lodin was delighted with Nathaniel's help and rewarded him with the right to make a Neonate (see *Elucid*, below) as well as promoting him into the society of Elders. Soon thereafter, Nathaniel was approached by Khalid and initiated into the ways of the Nosferatu. After a very special private tour of the city in which he was shown the evil that Lodin had created, Khalid asked him to help keep tabs on the Prince.

Nathaniel happily assists both Khalid and Lodin, and has become quite skilled at playing both ends against each other. He was careful to be out of town when Maldavis made her bid for power, and very quick to return when the Primogen fell in behind Lodin once again — just in time, in fact, to help the Prince clean out some of the last Anarchs.

While both Lodin and Khalid count the old Vampire hunter among their allies, nothing would give him more pleasure than to kill them both. However, this hatred for Undead does not imply any mercy or compassion for the living. Nathaniel is among the most cold-blooded Vampires any character could meet. Unlike the other Nosferatu, Nathaniel has no special loyalty to his clan. He harbors only hatred for all his kind.

**Sire:** Virginia  
**Nature:** Fanatic  
**Demeanor:** Curmudgeon  
**Generation:** 8th  
**Embrace:** 1926 (Born: 1891)



**Apparent Age:** Can't tell

**Physical:** Strength 4, Dexterity 4, Stamina 5

**Social:** Charisma 4, Manipulation 4, Appearance 0

**Mental:** Perception 3, Intelligence 2, Wits 2

**Talents:** Acting 4, Alertness 2, Brawl 1, Dodge 3, Subterfuge 4

**Skills:** Drive 2, Etiquette 3, Melee 4, Stealth 2, Survival 1

**Knowledge:** Investigation 2, Linguistics 2, Occult 3, Intimidation 1

**Disciplines:** Animalism 1, Obfuscate 4, Potence 4, Dominate 3

**Background:** Mentor 3 (Lodin), Mentor 4 (Khalid), Resources 3, Retainers 3

**Virtues:** Conscience 0, Self-Control 0, Courage 3

**Humanity:** 0

**Willpower:** 8

**Blood Pool/Max per Turn:** 15/4

**Image:** A tall, gaunt Nosferatu

**Roleplaying Hints:** Speak slyly and try to get the characters on your side. Then destroy them.

**Haven:** In the basement of a dilapidated Church of Christ church on the south side.

**Secrets:** B+

**Influence:** His retainers are the janitor, pastor and organist of the local Church of Christ, whom he has conned into helping him. They have never actually seen him — at least not that they can remember — but all have heard a voice which speaks of “the true path”. Through them, he has extended his control into a number of evangelical congregations in the Chicago area. Through his help, the pastor has lost his stutter and become quite a good speaker. There is even talk of a TV program; though it

is uncertain what sort of power this would give Nathaniel, it would certainly give him an audience. And, yes, he feeds on them all.

## Tommy Walker (“Elucid”)

Tommy was never very popular — but there was more to it than that. He simply could not stand to be around other people; they were noisy and cruel, and their mere presence disturbed him. Even as a boy during World War II, he preferred to work out chess problems by himself in his room, coming downstairs only for meals. Occasionally he would become violent when someone intruded on his privacy, exhibiting a terrifying rage. His parents knew that he was more than simply strange, but since he was usually no trouble they left him alone.

When he grew up, he still could not stand to be around people, and after he moved out of his home he gradually became more and more removed from the world. After he lost his job at the hardware store and lost his apartment, he took to the streets. He used garbage dumps as his dining rooms and cardboard boxes as his bedrooms. While most street people do not survive much more than five years of this lifestyle — especially in frigid Chicago — Tommy managed it for fifteen years before he was first visited by Nathaniel.

At first Nathaniel planned only to use Tommy for his Vitae, but something about the Vessel's eyes made him stop to talk. Nathaniel was impressed by homeless man's knowledge of the city, and his solemn, distant pride. For his part Tommy somehow did not feel uncomfortable talking with this man; for some reason he was different.

Since Lodin owed him a favor, Nathaniel quickly got permission to turn Elucid into a Vampire. That night he again appeared in front of Tommy and told the hostile mortal of his decision. After Nathaniel assured him that being a Vampire would ensure his privacy better than anything else, Tommy agreed to the transformation.

Nathaniel had planned to Blood Bond his Neonate, and use him to help kill other Kindred. However, Tommy proved extremely unwilling to drink Nathaniel's blood again. The two fought and Tommy barely managed to escape, using his superior knowledge of the city to hide from his Sire. His life did not change much — he was used to living on his own — the only difficult thing was learning to feed. One night, an old drunk witnessed one of his killings and began to laugh. When Tommy approached him in order to silence the hideous laughter, the old drunk said, “*Ye are death unmade, brought unto this earth curse unmet. Your fate rides a bat's wings. Fare well Elucid*” Tommy has called himself Elucid ever since.

Now he is hunted by Nathaniel who despises his Get, and as Lodin has become more suspicious of unaffiliated Kindred in Chicago, he has begun to have difficulties with the powers-that-be. Though he is guardedly trusting of Khalid, who



discovered and tried to befriend him a few months after his Change, he has rejected all attempts to recruit him as a spy.

Despite his desire for privacy above all else, he feels that circumstances are forcing him toward the Anarchs' camp. He would make an excellent addition to their ranks if they but realized what a treasure he was; Obfuscate is a rare and valuable gift among the Kindred. In time perhaps he will be recruited by one of the Anarch groups, and in the next struggle he may indeed be of great value.

**Sire:** Nathaniel<sup>2</sup>

**Nature:** Loner

**Demeanor:** Survivor

**Generation:** 9th

**Embrace:** 1964 (Born: 1928)

**Apparent Age:** 30s

**Physical:** Strength 4, Dexterity 3, Stamina 5

**Social:** Charisma 1, Manipulation 2, Appearance 0

**Mental:** Perception 3, Intelligence 3, Wits 4

**Virtues:** Conscience 4, Self-Control 4, Courage 4

**Talents:** Alertness 5, Brawl 3, Dodge 5

**Skills:** Animal Ken 4, Stealth 4, Survival 4

**Knowledge:** Chicago 5,

**Disciplines:** Animalism 3, Obfuscate 4, Potency 1

**Background:** Allies 2

**Humanity:** 9

**Willpower:** 8

**Blood Pool/Max per Turn:** 14/3

**Image:** A short, squat Nosferatu

**Roleplaying Hints:** Run away. Avoid contact with anyone at all times. Avoid speaking, avoid being seen.



**Haven:** The sewers under the city; he simply lifts up a manhole cover and drops down inside. Of course that requires a great deal of crawling through pipes filled with excrement, but Elucid has learned to tolerate the stench and there is not much chance of his catching disease.

**Secrets:** C

**Influence:** His allies are a number of Chicago's other homeless. Through using them he can mobilize a large army of street people. However, the value of such an army is dubious.

---

## Toreador

*These childhood things are hard to replace*

*But I found them again*

*In your smiling face*

*I was just shocked when your wires got crossed*

*And it was strange when you showed your fangs*

*Taoist Cowboys, I Didn't Know You*

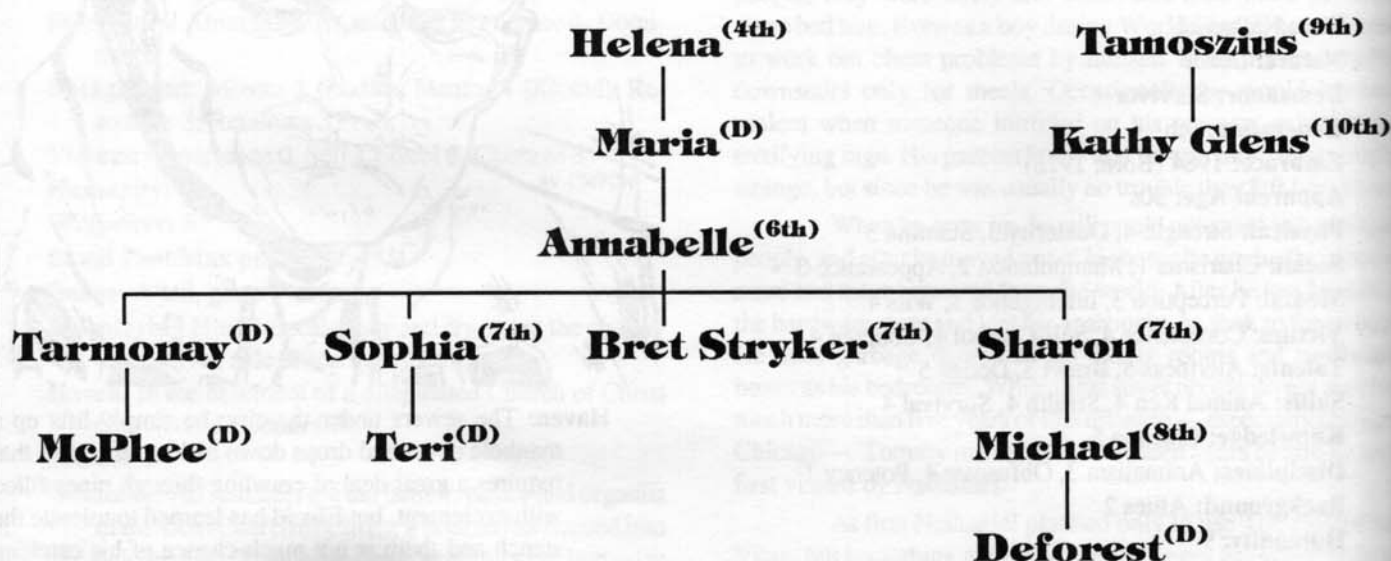
The Toreadors are quite a degenerate clan; they have long taken that which is best in Chicago and ignored all the rest. They are the strongest proponents of Elysium — indeed, one of their principal demands of Lodin is that he protect its sanctity. They are generally very active supporters of the museums, opera, symphony and theater.

All of them are forced to be part of the high society of Chicago, and must regularly attend balls and other social events

sponsored or hosted by Annabelle. Before Maria vanished it was not so bad — Annabelle did not have the authority of clan leader to back up her authority as a member of the Primogen — but now she has both and they must as she says. Some suspect her of eliminating Maria simply so she would have the power to force them to her parties, but most realize how absurd this is. All are very interested in what happened to Maria, and would pay well for information as to her whereabouts. Few suspect that Annabelle



# THE TOREADOR



**D = Destroyed**

is not the most powerful Toreador in the city, and all would be most interested in learning about the Methuselah Helena.

## Helena ("Portia")

Around 1200 B.C., Helena was the most beautiful of Achean women. For the favorite daughter of the king of the coastal city of Argos, doted upon by her father and loved by the people, life was ideal. Then Minos came to visit. An ancient, horribly ugly man, he immediately fell in love with her. Helena despised him and his nocturnal ways. She told her father she wanted him driven from the city, only to see her father's eyes glaze over as he told her she was going to marry the old man. Horrified, Helena fled the palace in secret, taking only a single handmaiden. The two ran south along the shore of the Aegean sea. After a few hours they collapsed with exhaustion, and fell

asleep in a sea cave. When she woke it was dawn, and someone stood over her. It was Prince Prias, the most beautiful man she had ever seen. He easily convinced her to flee to his city in Asia Minor, where they would be safe from Minos.

For ten years they lived happily with Prias' family, one of the most noble houses in that part of the world. Finally, Minos tracked them down. Helena's horrible suspicions that he was not human proved correct. It seemed as though nothing could defeat the ancient Vampire as he tore through Prias' ancestral home looking for the princess who had escaped his grasp. Prias and his brothers put up a valiant struggle, but they were as mice against an elephant. Minos brushed them aside, pausing only long enough to hurl Prias through a wall. The Vampire then seized Helena and took her back to Greece.

Minos had long decided to turn Helena into a Vampire to rule Argos beside him. However, he decided first to punish her

for the trouble she had caused him — and to do so in a way he would enjoy. Chaining her to her father's bed, he fed off her each night, taking only slightly more blood than her body could replace, prolonging her agony over a number of months. On the night he drained the last of her blood he replaced it with just enough of his own, and left her locked in a room with her aged father. Then he waited outside for the screams he knew would come when her first Frenzy subsided and Helena realized she had killed her own father.

Her spirit broken, she allowed him to arrange a marriage with her, and at its conclusion she even placed the crown upon his head. Together they became the rulers of Argos. Helena came to accept — and eventually enjoy — her new form, but she despised having to share her pleasure with Minos. As the years passed she sought a way to slay him, and eventually she journeyed to Delphi to ask the oracle this question. There she learned that drinking his Blood could both destroy her tormentor and make her more powerful, but she was warned that it would also destroy what was left of her soul.

Though he began to trust her more, Minos still kept Helena Dominated, and she was unable to exact her revenge. Then, after thirteen years, Prias returned. With a force of soldiers he surprised the Vampires as they were preparing to sleep for the day. He drove his wooden spear deep into Minos' breast, and as the old Vampire lay paralyzed, Helena sprang for her Sire's throat. She drank deeply, and felt new power flow through her as the last of his will left his body.

She and Prias lived happily in Argos until Helena realized her once-beautiful lover was aging. She offered to make him a Vampire, but he refused absolutely. Then she told him that by drinking her Blood he could gain immortality but not be cursed as she was. This offer he accepted, and the two remained

happily together for centuries. Eventually they left Argos and began to travel the civilized world. They reached Carthage just as the Brujah were raising it to its greatest glory, and became caught up in its splendor and dreams. They were there when Carthage attracted the enmity of the Ancients who controlled Rome. At first Helena and Prias fought for Carthage, but they soon saw who the winners would be. Together they fled the city and made their way to Rome, where they gave the Ventrue the information they needed to destroy the city. In exchange, Helena received the fief of Pompeii, where she lived happily in the belief that she had not an enemy in the world.

Unfortunately for Helena, one single fourth-generation Brujah had survived the massacre at Carthage. Menele (see Brujah), soon found out about Helena's treachery and swore vengeance for his shattered dreams and slaughtered friends. He tracked her to Pompeii, where he summoned a spirit of fire to destroy her. He quickly lost control of the spirit, and had to flee the city as fire rained down upon him, but he believed he had destroyed her. Helena, however, managed to survive thanks to Prias' aid. Together they fled to Egypt, where she plotted her revenge.

Thus it went for the next 1,300 years. It became one long battle against her ancient foe which neither seemed to be able to win. Finally, she and Prias dealt Menele a near-fatal blow in Spain. Only the rising sun kept them from finishing him off, but they hoped the sun would do it for them.

The next day, however, there was no sign of the Brujah. For almost a century they searched for him, but found no sign. For once, Helena was glad to not know where her nemesis was, for she had a new threat to contend with. She no longer gained sustenance from the blood of mortals; only the Vitae of Kindred could satisfy her needs. Soon this was limited to female Kindred, though she found that their Blood nourished her far more than any mortal blood ever had.

Suddenly Helena's Auspex picked up a trace of Menele — far across the sea. Amazed that there might be land across the Ocean, she quickly moved the Spanish Empire to send explorers westward. Once she learned of the New World, she joined the expedition of one Hernan Cortez, along with Prias and several female Progeny she made. Once in the New World, she lost track of Menele but heard from natives that he might have sought refuge among the Aztecs. With Cortez's help she destroyed that empire — and then, with other tools, the Maya — only to find no sign of her foe. Then she heard of the Incans. This time she allied herself with Pizarro and together they destroyed yet another Indian civilization. This time Menele was there, but he and his Incans proved no match for the Spaniard's superior technology and Helena's horde of Progeny. Menele barely escaped with his life, and fled north.

For the next several centuries Helena searched for him, finally finding him hidden among the Pueblos. He fled from there without even doing battle and Helena began to scent





victory. She began to track him across North America, but had trouble finding him among the many tribes.

Finally, in 1820, they met again on the plains of what is now Kansas, and Menele was again forced to flee. Again she tracked him, and in the process allied herself with the United States military. The next fight was at Fort Dearborn, where for a while it seemed as though Menele might win.

Allied with the Indian Chief Black Hawk, he proved to be almost a match for Helena and her blue-coated allies. Finally the two Methuselahs dealt each other thunderous blows, and both were left helpless. Prias took Helena to a place of safety under the fort, where she lay in torpor.

While in torpor, Helena has still been able to use her Auspex and Dominate to fight Menele. At first she was confident in her eventual victory, for she controlled the soldiers in the fort. Even when settlers began to populate the area she remained confident in her power. After the Civil War she realized that the military's power in the area was waning and civilian control was growing. She turned her attention to the growing city, only to find that Menele had already begun his work there, and now controlled the Prince. Casting about for a suitable pawn in this new game, she chanced upon Lodin. She then caused several of Chicago's Malkavians to light a fire which destroyed many of Menele's pawns. With these out of the way, Lodin defeated Prince Maxwell and ran him out of the city. With her Prince in power, she prepared to find Menele's body and destroy him. However, continuing battles amongst the Kindred, mostly instigated by Menele or herself, have thwarted these efforts.

The game is about to change. Last year, Helena felt herself starting to come out of torpor. She revived at the end of last year, suffering from a thirst almost beyond control. She had kept one of her descendants in the city in preparation for this day, though, and slew Maria (see below) quickly and silently. Now she is preparing to take a more active role in the war against Menele. However, she is still recovering from the effects of torpor and has yet to regain her old strength.

**Sire:** Minos

**Nature:** Plotter

**Demeanor:** Bon Vivant

**Generation:** 4th

**Embrace:** 1233 B.C. (Born: 1207)

**Apparent Age:** 20s

**Physical:** Strength 5(7), Dexterity 6(8), Stamina 4(6)

**Social:** Charisma 6(8), Manipulation 8, Appearance 5(8)

**Mental:** Perception 5(7), Intelligence 6, Wits 6

**Talents:** Empathy 3, Acting 6, Alertness 6, Brawl 7, Dodge 7, Intimidation 5, Subterfuge 6, Seduction 5

**Skills:** Etiquette 8, Firearms 1, Melee 5, Music 4, Stealth 3, Leader 5, Survival 3

**Knowledge:** Linguistics 5, Occult 5, History 5,

**Disciplines:** Auspex 7, Celerity 5, Dominate 8, Fortitude 5, Obfuscate 5, Potence 4, Presence 5, Thaumaturgy 3

**Background:** Influence 3, Retainers 2, Status 6

**Virtues:** Conscience 0, Self-Control 5, Courage 5

**Humanity:** 5

**Willpower:** 10

**Blood Pool/Max per Turn:** 40/8

**Notes:** Having just risen from Torpor, Helena has yet to recover her old strength. The number in parentheses is her score when she has fully recovered — probably within a few years. As it is, she should prove more than a match for anyone. Her extra levels in Auspex allow her to sense over a vast area as though she were looking down from high in the air, and to discover the location of anyone she knows (roll a number of dice equal to her perception with a target of 5 plus the prey's Obfuscate). Her additional levels of Dominate allow her to use Dominate without eye contact as long as she has knowledge of the person's location, to "lock out" other people's Domination of her victims (add 3 to their Willpower for resisting new Dominations until they have completed what Helena wants of them — sometimes this is never), and to use Dominate over a number of people (for every extra success she gets over the needed amount, she can roll that many dice to Dominate another person. Among her retainers is Prias, even though he is no longer Blood Bound to her.

**Image:** Even just coming out of torpor, she is one of the most beautiful creatures in existence. She still has dirt in her hair, though, and now goes by the name of Portia.

**Roleplaying Hints:** You are the greatest — act accordingly.

**Haven:** The Succubus Club

**Secrets:** A+

**Influence:** Through those she manipulates, Helena controls the whole city.

## Maria

For years this beautiful Spanish woman was the most powerful Toreador in the city, a fifth-generation Vampire who lived for nothing but pleasure. She refused to join the Primogen, figuring them to be a hindrance to her pleasures. No one has seen her recently. In fact, she was Helena's first victim upon awakening.

## Annabelle Treabelle

Born to a musician and a Parisian prostitute, Annabelle's childhood saw more ups and downs than her mother's dress. At times the family would have more money than they would know what to do with and at other times her mother would be in jail and her father unable to find work. Her unmarried parents did their best to make her youth as comfortable as possible, but their very lifestyles made the good times a fleeting thing. While Annabelle

grew up with natural talents which would have allowed her to follow in either parents footsteps, she decided marrying into wealth ranked as the only sure way of ensuring continual enjoyment of the good life. Aided by her father's short stint as court musician to the king of France, she made a splash in the noble circles and became rapidly sought after as plaything to the nobility. However, due to the morality of the times, Annabelle soon found that her reputation as a strumpet would prevent her from ever marrying the nobles she so desired.

At this time Maria entered her life. Known to the court as a Spanish noblewoman recently arrived from the New World, Maria first became attracted to Annabelle's father, whose music she greatly enjoyed, and then to Annabelle herself. Appreciating the young French woman's great beauty and hoping she had inherited her father's skills, Maria revealed her true nature and embraced the young French woman. Telling the Neonate's parents that she would take Annabelle on a tour of the Americas, the two left France.

For more than 200 years the two enjoyed the wild continent together, and their natural sophistication made them popular wherever they went. Finally they reached Chicago, then at the height of its jazz age. The two settled in and made the town their own.

Unknown to either Annabelle or Maria, Maria had been dominated by her own Sire — Helena — to create female Kindred for her to feed on. Despite the fact that the two have had little to do with each other since coming to Chicago, Maria's disappearance has made Annabelle uneasy. After Helena, Annabelle is the eldest of the Toreador clan in Chicago, though you would never know it by her actions. She is a hedonist, living in the public eye under the name Ellen Stanley-Greer as the wife of John Greer, publisher of the Sentinel syndicate of newspa-

pers. Greer is an older man, in his late sixties, who is apparently completely under her control. The two have been married since the early sixties, and the local media have begun to comment on the apparent agelessness of Mrs. Greer.

She knows no other life except excess. Her existence is a decadent whirlwind of action and sensation. Many of the younger Kindred in Chicago spend at least a short time in her retinue, experiencing things quite literally undreamed of by mortal man. Lodin is continually at odds with her over her behavior and the continual threat of a media scandal.

She is a secret ally of Modius, the Prince of Gary, though this is now less of a secret than it used to be. Those who know of it believe it to be an attempt on her part to create friction between the two Princes, and thus to allow her a greater measure of power. She manipulates both, constantly altering the level of tension between them. However, no one knows her true motivations toward Modius. In fact, she Sired Modius in the early 19th century.

**Sire:** Maria

**Nature:** Bon Vivant

**Demeanor:** Bon Vivant

**Generation:** 6th

**Born:** 1722 (born 1698)

**Apparent Age:** early 30s

**Physical:** Strength 2, Dexterity 3, Stamina 2

**Social:** Charisma 4, Manipulation 4, Appearance 4

**Mental:** Perception 3, Intelligence 3, Wits 3

**Talents:** Acting 3, Alertness 3, Athletics 4, Brawl 1, Dodge 2, Empathy 4, Leadership 2, Streetwise 1, Subterfuge 4

**Skills:** Drive 1, Etiquette 4, Firearms 1, Melee 1, Music 2

**Knowledge:** Bureaucracy 3, Finance 2, Law 2, Linguistics 4, Occult 4, Politics 2

**Disciplines:** Auspex 4, Presence 4, Celerity 3, Dominate 2, Fortitude 1

**Background:** Fame 4, Resources 4, Retainers 2, Influence 3

**Virtues:** Conscience 2, Self-Control 3, Courage 3

**Humanity:** 7

**Willpower:** 7

**Blood Pool/Max per Turn:** 30/6

**Image:** Of average height and slightly better-than-average build, Annabelle has stylishly-cut shoulder-length ash-blonde hair recut nightly and wide, sky-blue eyes. She has a large, full mouth and the bearing and appearance of a high-fashion model.

**Roleplaying Hints:** Give yourself a very slight French accent and never stop talking. However, never talk to the same person for more than a minute. Always introduce them to someone else, even if they already know that person, and move on.





**Haven:** She lives with her "husband" in a mansion on the north side of Chicago, fairly near Downtown. It is possibly the nicest home in the Chicago area, and is filled with fine art. There is normally a party there every few days.

**Secrets:** B+

**Influence:** As a member of the Primogen Annabelle has considerable power, but she has gained even more since she became leader of the Toreador clan. She wields considerable influence over the mortals, largely because of the number of wealthy families who wish to continue to be invited to her parties. Among the Elders she is known as a talented schemer and a deadly enemy in the art of betrayal and deal-making.

## Sophia Ayes

Sophia Ayes' obsessions attracted attention even when she was a little girl. She would work on the same page of the coloring book until every inch was filled with color, and would wash her face each night over and over again to make sure that it was clean. Her authoritarian father encouraged this, believing her actions to be cute and always wanting his little girl to be proper. When Sophia first became interested in dance at the age of five, she threw herself into it with a passion that frightened some of her teachers, and her father encouraged her in this as well. By her teens she was an apprentice at the Chicago Ballet — but as soon as she reached 18, Sophia left both the Ballet and her father, and went to work in Chicago's exotic dance bars. In this her father did not encourage her, but there was little he could do.



She became one of the most provocative strippers the city had ever seen and quickly became famous among a certain group of males. It seemed as if everything that she had pent up inside of her all those years was released when she was up on stage. Though the management discouraged it, she would turn the occasional trick on the side — the money offered was just too good to refuse.

In truth, though, it wasn't for the money that she did this — it was for the power she held over the men who watched her. For once, it was she who held all the cards, and there was nothing she could not get them to do. She only saw her father once again — when she saw him in the back of a crowd watching her dance, she began to perform just for him. At the end of the dance she opened her eyes, and he was gone. Over the years, Sophia became at home in the night world. She was tough and self-reliant, and her beauty and talents gave her a good enough living.

After a time, word of her talent reached even Annabelle, who, after visiting the club, decided to make Sophia's beauty immortal. Though this brand of dance was not generally recognized as art by the Toreador, Annabelle hoped it would give her recognition in the clan for discovering a new form. When Sophia first saw Annabelle she was transfixed, and something new was revealed inside her soul — a new way of perceiving herself. A whirlwind romance left Sophia unable to live without the beautiful French woman — and then Annabelle told her there was only one way to make their relationship complete.

Sophia, who now lived only for her mistress, gladly bared her neck and became one of the Damned. Annabelle envisioned Sophia renewing her reputation in her clan as a true connoisseur of art and a true Toreador. To that end, she invited some of the most notable members of the clan to a party at her mansion. They were impressed with Sophia's dancing to be sure, but the general sentiment was that it was not art. Yealmis, the Prince of Boston put it best: *"Sexual titillation is a fine and lovely craft, but it is more a matter of pressing the right buttons than creating something which is new and revealing, of beauty and solemn grace, of true and precious value. Try again, Annabelle."*

Almost instantly Annabelle's desire for Sophia ended. Sophia is only one bite away from being Blood Bonded to her Sire, but with the end of Annabelle's desire came the end of that type of intimacy. Though she still lusts after Annabelle, even that feeling is beginning to wane. However, if something else were to replace her obsession for Annabelle, the Elder would not be pleased.

Sophia, like all the other Toreadors, attends all of the Annabelle's parties, and has become a part of the social scene in her own unique way. Many know about her "exotic past" but find more excitement and humor in it than shock and embarrassment. At social affairs she is able to tease and provoke all the men with impunity, and make the most outrageous comments. Even when her language is coarse and her stories a little too near-



the-knuckle, it is laughed away; after all, Sophia is Sophia. This has begun to frustrate her, as for years her life has been based on shocking people. She is likely to be looking for some way to shock Annabelle and the other Kindred of the city

**Sire:** Annabelle

**Nature:** Caregiver

**Demeanor:** Gallant

**Generation:** 7th

**Embrace:** 1981 (born 1960)

**Apparent Age:** 20s

**Physical:** Strength 3, Dexterity 4, Stamina 4

**Social:** Charisma 4, Manipulation 3, Appearance 5

**Mental:** Perception 3, Intelligence 3, Wits 3

**Talents:** Alertness 2, Brawl 3, Athletics 4, Dodge 5, Intimidation 3

**Skills:** Drive 2, Ballet 3, Firearms 3, Dance 6

**Knowledge:** Occult 1

**Disciplines:** Auspex 2, Presence 3, Celerity 4

**Background:** Mentor 4, Resources 2, Retainer 1, Contract 3

**Virtues:** Conscience 3, Self-Control 2, Courage 4

**Humanity:** 7

**Willpower:** 9

**Blood Pool/Max per Turn:** 20/5

**Image:** A beautiful woman with rich black skin — think Grace Jones, but prettier. Dresses in designer evening gowns specially conceived to allow her great freedom of movement.

**Roleplaying Hints:** Look down you nose at anybody you are dealing with, especially men. Try to manipulate them as much as you can, especially if they try to mess with you.

**Haven:** She has a condo inside the Loop.

**Secrets:** B

**Influence:** Sophia maintains relationships with a number of influential and powerful older men (in secret, of course — they are all married). They tend to be more of the type who spend money rather than making it, but together they still possess a considerable influence. Indeed, many of them are already controlled in one way or another by other Kindred who think they have a monopoly on this influence. Sophia has not yet used these men in any sort of intrigue, but it is likely that her attempt to shock the Kindred of Chicago will eventually involve them in one way or another.

## Bret Stryker

Bret Stryker was born good looking, and he knew it even then. He got into bodybuilding in 1980 when he was 16 and kept up with it — but only to the extent that it made him even better looking. He never liked to work very much, and so he

slipped very easily into crime. In his South Side neighborhood it was almost expected. After being jailed for holding up a 7-11, he learned the down side of being so good-looking. Still, when the opportunity presented itself for him to make some easy money as an exotic dancer after he got out of jail, he jumped at the chance. Ever since, he has relied on the generosity of other people, male and female, who support him because of his looks and his willingness to provide certain favors.

Something made him uneasy about Annabelle's offer to take care of him. She was much better-looking than most of his patrons, but she had a way about her that disturbed him like no one else ever had. However, after one night with Annabelle, he knew he wanted no one else. With her he experienced pleasure beyond words. Within a week Annabelle had decided that this beautiful dancer would be the second Neonate promised her by the Primogen. She Embraced him without warning, and told him afterwards what he had become. After a short period of horror and shock he adjusted well enough, and grew to enjoy his new form.

Annabelle had been angered by her clan cousins' rejection of Sophia, and saw in Bret a chance to snub her nose at them. She has forced him to continue his dancing and continually tells him and others what a great artist he is. Most of the matrons of high society have seen him dance at one time or another, but they treat him with contempt or feigned respect. Annabelle only really requires his services as a bodyguard, and has no interest in anything else about him.

While Bret's attraction to Annabelle has waned slightly, he is now Blood Bound to her and will do anything she says. However, Bret always was petty, and in the absence of orders from Annabelle he is as likely to use the situation to her disadvantage as to her advantage. However, she has made him



pledge to keep her safe from harm, so there are limits to what he can do. Bret also maintains a life among the mortals; he still dances and takes his favorite Vessels from the women who come to see him.

He tends to be very sullen at Annabelle's parties. He will sit in the corner and glare at anyone who even looks like they are going to talk to him. That is, unless he thinks he can get something he wants from someone — then he will be one of the most charming young men you have ever met. It can be quite startling to watch the transformation.

**Sire:** Annabelle

**Nature:** Bon Vivant

**Demeanor:** Cavalier

**Generation:** 7th

**Embrace:** 1983 (born 1961)

**Apparent Age:** Early 20s

**Physical:** Strength 5, Dexterity 4, Stamina 4

**Social:** Charisma 5, Manipulation 5, Appearance 5

**Mental:** Perception 3, Intelligence 2, Wits 2

**Talents:** Acting 3, Alertness 1, Athletics 4, Brawl 2, Dodge 2, Subterfuge 3

**Skills:** Drive 4, Etiquette 3, Firearms 2, Security 2, Dance 1

**Knowledge:** Chicago 3,

**Disciplines:** Auspex 2, Celerity 3, Presence 4

**Background:** Mentor 4, Resources 1, Retainer 2

**Virtues:** Conscience 1, Self-Control 4, Courage 3

**Humanity:** 6

**Willpower:** 7

**Blood Pool/Max per Turn:** 20/5

**Notes:** Carries two heavy pistols in shoulder holsters.

**Image:** A handsome, blond, athletically-built young man with long curly hair and blue eyes. Tall and muscular with a wry smile. Only dresses in the sharpest suits.

**Roleplaying Hints:** If you're talking to someone either good looking or rich, charm them to death (do such a good job that even someone who knows you will be swayed). Otherwise ignore them, or better yet snub them.

**Haven:** The Ponytail Club where he still dances. Annabelle has bought the club and made him manager, but he's doing a rotten job of it. Mostly he is wherever Annabelle is, acting as her bodyguard.

**Secrets:** B-

**Influence:** None, other than what Annabelle gives him. His retainers are just two old cronies from his breathing days.

## Sharon and Michael Payne

In 1923, Sharon and Michael Payne were the epitome of Jazz Age swingers. Dilettantes of second-generation money,

Sharon and Michael had no past to maintain and looked only to the future. They were an integral part of Chicago's flapper-age jazz clubs and speakeasies, and a major part of the social scene being created by the "new money" of Chicago. They were even involved in the arts themselves — Sharon was well-known for her exceptional flower arrangements and Michael as a painter of moderate talent.

It was Sharon who first came to the attention of the Kindred. Annabelle was captivated early on by Sharon's fierce independence and the wild abandon with which she lived life. After watching her for some time she approached the flapper and initiated a relationship — Sharon and Michael had an open relationship, but still Sharon kept it secret from her husband. At first Annabelle simply fed from the woman, but eventually she approached her with the idea of becoming a Vampire. As she expected, Sharon was entranced by the idea. Right after her own Embrace, Sharon sought — and gained with Annabelle's support — permission to Change Michael as well.

For the first 25 years, everything was perfect. The two were a constant part of Chicago's ever-changing nightlife, and it seemed as though nothing could ruin their happiness.

Such destruction eventually came from within. It started with little things — an argument about music or a victim savored too long. Soon anything one did would send the other into a rage, and led to enormous squabbles that culminated in the near-destruction of a nightclub and almost led to their deaths. Finally the two separated, but not without threats of revenge.

Their feud has endured and grown in the decades which followed. They will go to any extent to keep each other from having any pleasure. This has ranged from stealing away each other's anticipated victims, blowing up each other's cars and Havens, and even destroying works of art because the other liked



They frequently enlist other Kindred in their battles, promising them anything to get their aid.

It is unlikely that any Lick new to the area will realize that the two are married, as neither uses their common last name any more. Indeed, many of the city's Ancillae are unaware of this relationship, though they do know about the feud. None is aware that the two are still Blood Bound. Sharon and Michael will reward anybody who helps them, but should the other be murdered, the murderer(s) will find they have an implacable enemy in the survivor.

## Sharon

**Sire:** Annabelle  
**Nature:** Director  
**Demeanor:** Gallant  
**Generation:** 7th  
**Embrace:** 1929 (born 1894)  
**Apparent Age:** 30s  
**Physical:** Strength 3, Dexterity 3, Stamina 3  
**Social:** Charisma 5, Manipulation 5, Appearance 4  
**Mental:** Perception 3, Intelligence 3, Wits 3  
**Talents:** Subterfuge 4  
**Skills:** Etiquette 4, Firearms 1  
**Knowledge:** Nightlife 4, Chicago 3  
**Disciplines:** Auspex 4, Celerity 1, Presence 5  
**Background:** Allies 1, Contacts 2, Resources 4, Retainers 2  
**Virtues:** Conscience 3, Self-Control 1, Courage  
**Humanity:** 6  
**Willpower:** 6



**Blood Pool/Max per Turn:** 20/5

**Image:** She was a flapper at the time of the Change and still looks like one. Short hair and slim, attractive build.

**Roleplaying Hints:** You are wrapped up in your vengeance. Sprinkle your conversations with angry denunciations of Michael.

**Haven:** Nice house in Highland Park

**Secrets:** B-

**Influence:** None

## Michael

**Sire:** Sharon  
**Nature:** Director  
**Demeanor:** Bravo  
**Generation:** 8th  
**Embrace:** 1929 (born 1891)  
**Apparent Age:** 30s  
**Physical:** Strength 3, Dexterity 2, Stamina 3  
**Social:** Charisma 4, Manipulation 5, Appearance 4  
**Mental:** Perception 3, Intelligence 3, Wits 3  
**Talents:** Acting 3, Athletics 1  
**Skills:** Drive 2, Etiquette 3  
**Knowledge:** Nightlife 3, Chicago 2  
**Disciplines:** Auspex 3, Celerity 3, Presence 3  
**Background:** Contacts 3, Herd 1, Resources 3, Retainers 3  
**Virtues:** Conscience 2, Self-Control 2, Courage 3  
**Humanity:** 6  
**Willpower:** 6  
**Blood Pool/Max per Turn:** 15/4  
**Image:** Very handsome and dashing in an old-fashioned sort of way. Looks a lot like a young Cary Grant.  
**Roleplaying Hints:** Suave at all cost. You are too cool for words.  
**Haven:** House in Roselle  
**Secrets:** C-  
**Influence:** None

## Sir Henry Johnson (Sir)

In his day, Sir Henry Johnson was an enterprising and highly-decorated English naval captain. For this reason the Vampiress Sondra chose him to serve her during her first journey to the United States. Dominated by the woman into loading her coffin into the hold of the ship and preventing any of the seamen from going down there except when she needed to feed, Johnson proved a capable retainer. When they arrived in Baltimore, Sondra forced him to desert his own ship and together they set off across America. However, neither was prepared for the daylight Indian attack which almost killed both of them.





That night, in a surge of desperation, Sondra drained her retainer of all his blood. Refusing to let him die, she fed enough of it back to him so he could heal his grievous wounds. During the next several years she taught him what it means to be a Vampire and then they parted ways, never to see each other again.

In recent years he has given in completely to his Nature. Only now truly certain that he is indeed immortal, Sir, as he asks others to address him, feels that there is little reason to maintain the charade of his Demeanor. Because of what he once was, he instinctively sides with the Elders in the conflict that divides the city. Sir's only problem is that he has a tendency to become sloppy in his feeding and living habits. While he has yet to do anything to draw extreme attention to himself, Ballard is familiar enough with Sir to know that he has done wrong.

**Sire:** Sondra

**Nature:** Bon Vivant

**Demeanor:** Cavalier

**Generation:** 10th

**Clan:** Toreador

**Embrace:** 1858 (born: 1825)

**Apparent Age:** Early 30s

**Physical:** Strength 2, Dexterity 3, Stamina 1

**Social:** Charisma 3, Manipulation 3, Appearance 4

**Mental:** Perception 2, Intelligence 3, Wits 3

**Virtues:** Conscience 3, Self-Control 1, Courage 3

**Talents:** Acting 2, Alertness 2, Brawl 1, Dodge 2, Empathy 3, Leadership 4, Subterfuge 2

**Skills:** Etiquette 2, Firearms 2, Melee 2

**Knowledge:** Bureaucracy 2, Finance 2, Law 2, Linguistics 3, Occult 2, Politics 1

**Disciplines:** Auspex 4, Presence 3

**Background:** Herd 2, Resources 3, Retainers 1

**Humanity:** 7

**Willpower:** 5

**Blood Pool/Max per Turn:** 13/1

**Image:** Sir Henry is a fairly large, dark-complexioned man, and while there is an air of dignity about him, it's painfully obvious that he over-indulges in almost all areas of his life. Only rarely is he not flushed red with an overfill of blood.

**Roleplaying Hints:** Speak with a nasal tone when you first speak with someone, but unless you can do it well, skip the British accent. Keep your back straight, your manner forceful, and do nothing that would endanger your honor—but every once in a while, wobble a little bit from the alcohol you have imbibed, and let the players see a glimpse of your degeneration just before the Scene ends.

**Haven:** A fine yacht in the harbor

**Secrets:** C

**Influence:** Little to none. He shows up at most of the Toreador parties, but other than that he tends to stay out of everyone's way. Still, Anarchs suspect that he has done some work for the Ventrue in the past.

## *Tamoszius Kuszleika (Nero)*

Tamoszius was born with extremely rare musical gifts. He was also born into a dirt-poor Lithuanian family with no money for instruments and no time for lessons.

Tamoszius finally found a fiddle, warped and battered, when he was eight. He taught himself to play, and soon became a regular at local dances. He was soon the talk of the area, though it was as often for his odd appearance and frenzied behavior as it was for his musical talents.

After a few years, this talk about the maniac with the fiddle attracted the attention of a Russian Vampiress named Natasha, who was enthralled by what this five-foot demon could do with his bow.

She offered him the chance to perfect his talents through all eternity, and Embraced him as soon as possible. However, this was in the late 1800s, when harsh winters and crack-downs on dissent were causing many Lithuanians to flee the country.

Tamoszius fled Lithuania with other immigrants, searching for the land of milk and honey. He arrived in New York City in 1890 but followed many other Lithuanians to Chicago, where he began to make a name for himself as a musician. He began to build an impressive reputation, and decided to drop out of mortal society before he could become inconveniently famous. Now he plays mainly for his own enjoyment, though he still plays at night at folk festivals and

weddings among the city's Lithuanian community. Generally he will lock himself in a sound-proof basement and play non-stop for a week, leaving with a frenzied, ravenous thirst. He once forced several of the Midwest's best violinists to listen to one of his weeks of passion. None was ever seen again.

However, Tamoszius has recently begun to notice that his passion for the violin is beginning to fade. His week-long playing sessions are becoming more and more an excuse to revel in the pleasures of the Blood afterward than opportunities to explore the far realms of music.

**Sire:** Natasha

**Nature:** Fanatic

**Demeanor:** Bon Vivant

**Generation:** 9th

**Embrace:** 1885 (born 1848)

**Apparent Age:** 40s

**Physical:** Strength 3, Dexterity 5, Stamina 5

**Social:** Charisma 3, Manipulation 3, Appearance 3

**Mental:** Perception 3, Intelligence 4, Wits 5

**Talents:** Streetwise 2, Empathy 5,

**Skills:** Etiquette 4, Music 5

**Knowledge:** Linguist 2

**Disciplines:** Auspex 2, Celerity 2, Presence 4, Protean 2

**Background:** Contacts 1, Fame 1, Retainers 2

**Virtues:** Conscience 0, Self-Control 0, Courage 2

**Humanity:** 0

**Willpower:** 6

**Blood Pool/Max per Turn:** 14/3

**Image:** Five feet tall and preternaturally thin, with long, corpse-thin fingers. Hooked nose and blazing eyes.

Tends to dress rather shabbily.



**Roleplaying Hints:** Laugh and cackle to yourself a lot.

Express sympathy for the characters' problems and then burst out laughing. Picture yourself as a Malkavian more than a Toreador.

**Haven:** House in North Chicago

**Secrets:** C

**Influence:** None

## Kathy Glens

Kathy's burning ambition since the age of ten was to be the world's greatest guitarist. With every new Hendrix or Clapton album, this ambition grew and grew. By 1971, when she was fifteen, nothing else mattered. Unfortunately, she faced the same problems shared by many talented female musicians at the time. Fans just did not accept female musicians unless they were singers or folk artists. Not only was Kathy primarily a rock guitarist, but she refused to add lyrics to her songs because of the (correct) assumption that they would detract from the power of her performance. This helped to ensure her status as a minor local cult figure instead of a performer with a national reputation.

It also attracted the attention of Tamoszius, who had felt nothing but disdain for rock 'n' roll until he heard her play.

Every time she played for three months, the diminutive violinist was sure to be in the audience. Finally, he went to her and made the same offer Natasha once made him — an eternity to perfect this musical gift. Kathy, after becoming convinced of Tamoszius' sincerity (and sanity!), accepted the offer as eagerly as the violinist himself once did.

Kathy was just beginning to become bored with rock when punk appeared on the scene. While this new style attracted just as many bigots and chauvinists as any of the old ones, many female musicians took it as an opportunity to flaunt their own styles. Kathy was slow to join this radical movement, but when she did she jumped in with a vengeance. She is one of the founding members of Baby Chorus and her talent is one of the key reasons the band has found such a strong local following. However, she is still likely to rip into an improvised solo which leaves the other band members with nothing to do on stage for up to an hour on end.

**Sire:** Tamoszius

**Nature:** Fanatic

**Demeanor:** Fanatic

**Generation:** 10th

**Embrace:** 1971 (born 1953)

**Apparent Age:** Teenager

**Physical:** Strength 2, Dexterity 2, Stamina 4

**Social:** Charisma 2, Manipulation 3, Appearance 2

**Mental:** Perception 3, Intelligence 3, Wits 3

**Virtues:** Conscience 2, Self-Control 3, Courage 3

**Talents:** Brawl 2, Dodge 3, Leadership 3  
**Skills:** Drive 1, Melee 4, Repair 2  
**Knowledge:** Chicago 3  
**Disciplines:** Auspex 1, Celerity 4, Presence 3  
**Background:** Allies 2, Fame 2, Retainer 1  
**Humanity:** 7  
**Willpower:** 7  
**Blood Pool/Max per Turn:** 13/2

**Notes:** Uses her high celerity to ensure her position as the fastest guitarist any of the characters is likely to ever see.

**Image:** A rather normal-looking young woman, with long brown hair and hazel eyes. Dresses casually — jeans and a band T-shirt.

**Roleplaying Hints:** You are a sincere and interested listener, but your interest in a conversation is likely to wane if people expect you to do the talking.

**Haven:** Across the street from the Cave

**Secrets:** B

**Influence:** None



## Tremere

The Tremere are easily the most organized clan in the city. They share common objectives and are well-practiced in working closely together to achieve those objectives. However, the clan leader, perhaps as a result of his youthful appearance, does not have the full respect and obedience of the others. The Tremere clan as a whole is very interested in Chicago since there are things happening in this town which they do not fully understand. In many ways they think of those Tremere in

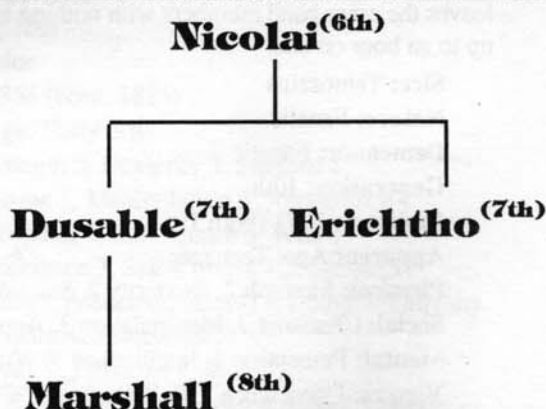
Chicago as expendable probes, intended to be used to find out what is going on but not expected to bring any other benefits to the clan. They know full well that Nicolai is being controlled by a Methuselah, but they do not know who.

## Nicolai

The Magus visited Nicolai Antonescu for the first time when he was a little more than five-years-old. It happened one day as Nicolai was working in the vegetable field his family cultivated while his father worked with the other village men on the count's land. Nicolai was immersed in tugging up carrots when he felt a shadow across his heart and sensed an ominous presence behind him. He turned to see an old, bearded man dressed in fine robes of silk, peering down at him with grey eyes — eyes that could surely see through stone walls.

After several minutes of terrifying silence, the man spoke. "You will do" was all he said. Then he began to walk away. After a few steps he turned, and said, "I shall return for you when you are older. You had best be prepared". Then he raised his arms, and disappeared like a candle being blown out.

## THE TREMERE





Nicolai ran home as fast as he could, but when he got there he found he could tell no one what had happened. Each time tried, his mouth simply would not open. All he could do was cry, which he did for several hours.

During the next three years, Nicolai watched for the stranger with a mix of apprehension and curious anticipation. He continued to work diligently in his family's fields because it gave him time to be alone with his thoughts. It also kept him away from the other village children who teased him constantly for being a dreamer, and the adults who would look at him strangely when they thought he could not see. He now sensed that he did not belong here — that he was destined for something more than pulling up weeds.

Then one day the Magus returned while Nicolai was in the fields. He wrapped the boy in a black cloak much like the one he himself wore, and led Nicolai off down the road. They passed several groups of peasants from his own village, but, much to Nicolai's surprise, the peasants never looked at the odd pair. After walking for several miles in silence, they came to a carriage guarded by several armed men with strange emblems on their shields. Once they got in the old man removed both their cloaks. Only then did the armed men then seemed to notice them, whereupon they got in the carriage and began heading north along the King's highway.

As they traveled, the Magus explained to Nicolai what it meant to be an apprentice. By the time they reached the boy's new home high in the hills, Kundera Covenant, he was quaking with fear and anticipation. For the next four years he served as the Magus Stromberg's apprentice, and began to learn the mystical arts. He proved to be a quick learner with great natural aptitude.

One night, after a long day's effort on a strange new ritual his master was creating, Nicolai heard Stromberg cry out. Rushing to his master's chambers, he found the old magus leaning over the cat which had been his familiar for years, with blood streaming down his face. Before Nicolai could move, his master leapt on him and bit deeply into the boy's throat. Stromberg came to his senses only after he had drained Nicolai completely. Not wishing to lose a valuable apprentice in this way, the Magus turned his apprentice into his Neonate.

When the apprentice awakened to find himself drinking blood, Stromberg had a great deal of explaining to do. He told Nicolai that he and other senior Magi in House Tremere had discovered a way to make themselves immortal, but that it required the drinking of blood. The ritual they had worked on for so long employed the Blood of a Vampire, and it bestowed all the benefits (but, he said, none of the weaknesses) as that type of creature. Once again Nicolai was both horrified and excited by what he had become.

For centuries he served his master and the other Elders of the Clan loyally in their struggle against the other Kindred. Finally, in 1869, after proving himself to them, he was given his own city. Because of the incredible growth occurring in the New World, they sent him to the United States with orders to take control of the fast-growing metropolis of Chicago. They also

ordered him to keep this control hidden from the other Kindred, as is the Tremere way. For the most part, Nicolai has succeeded in following these orders.

Nicolai first began to weave his web of control during the power-struggle between Lodin and Maxwell. He secretly Dominated those few Kindred who survived the Great Fire and still supported Maxwell. Under his control they betrayed the old Prince, leaving Lodin forever in Nicolai's debt. Lodin realized only too well that Nicolai must control some of his subjects as tightly as he had controlled Maxwell's. Nicolai then took his place in the city's Primogen. However, despite his proficiency at this game, Nicolai is still a child at heart. If his plans are ever thwarted, he is likely to become irrational.

**Sire:** Stromberg

**Nature:** Child

**Demeanor:** Director

**Generation:** 6th

**Embrace:** 1314 (born: 1303)

**Apparent Age:** 10

**Physical:** Strength 2, Dexterity 3, Stamina 2

**Social:** Charisma 5, Manipulation 4, Appearance 3

**Mental:** Perception 5, Intelligence 7, Wits 5

**Virtues:** Conscience 0, Self-Control 3, Courage 3

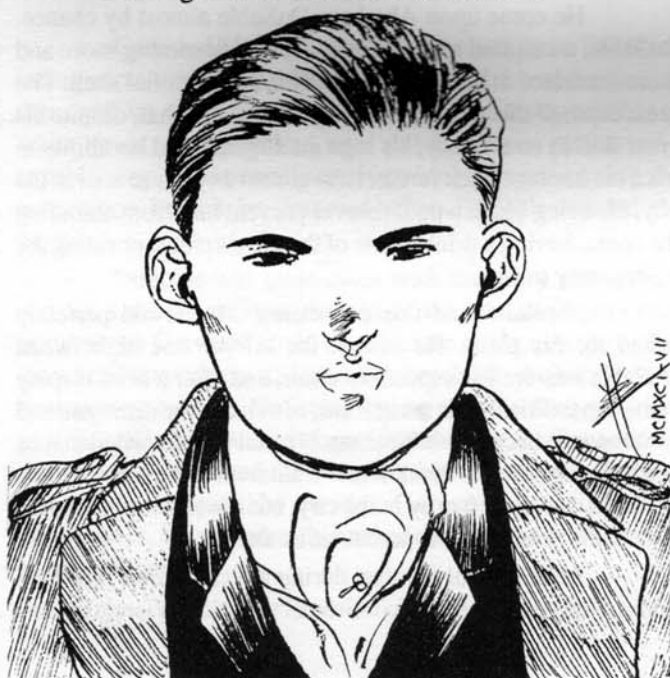
**Talents:** Alertness 1, Leadership 2

**Skills:** Etiquette 2, Stealth 1

**Knowledge:** Computer 3, Linguistics 4, Medicine 4, Occult 7, Politics 3, Chicago 5, Finance 5

**Disciplines:** Auspex 5, Celerity 2, Dominate 5, Fortitude 1, Obfuscate 2, Potence 3, Thaumaturgy 5 (Movement of the Mind 5, Taste of Blood 4, Lure of Flames 3, Weather Control 3).

**Rituals:** All level one rituals, Calling the Restless Spirit, Eyes of the Past, Innocence of the Child's Heart, Rending Sweet Earth and Protean Curse



**Background:** Herd 2, Influence 3, Mentor 5, Resources 5, Retainers 4

**Humanity:** 4

**Willpower:** 10

**Blood Pool/Max per Turn:** 30/6

**Image:** A handsome young boy with thousand-year-old eyes. Dark haired and swarthy skinned. Dresses in fine-cut suits.

**Roleplaying Hints:** Stare deeply at anyone you are talking with. Always stay calm with arms folded unless you are thwarted — then go wild.

**Haven:** A mansion near downtown Chicago (the Chantry — see *Coteries*, p. 156)

**Secrets:** A

**Influence:** Nicolai is very well-connected in the art community. As a patron of considerable wealth, he garners great respect and more than a little confusion, “*You mean that kid there paid for this whole exhibit?*” Practically speaking, he has little power among the mortals, though as a member of the Primogen he has considerable sway among the leaders of the city. Also, as clan leader of the Tremere, he has considerable forces at his command.

## Abraham DuSable

It was during World War II that Nicolai began to consider adding other Tremere to Chicago. Since he wanted to prove himself to the Tremere Elders and didn't want any of his control or power taken away by others of greater age, he had no desire to recruit from other cities. However, he felt the need for someone who at least *appeared* older, as his youthful appearance was a hindrance at times. Slowly he began to pick through the minds of Chicago's elite in search of a suitable subject.

He came upon Abraham DuSable almost by chance. DuSable, a cultured and able lawyer, was becoming more and more frustrated at the constraints of his aging mortal shell. The great depth of this anger stemmed from the fact that, despite his great skill as an attorney, his high intelligence and his ability to trace his heritage back further than almost any white man in the city, his being black would forever prevent him from attending the opera, having a drink at one of the men's clubs, or riding the whites-only trolley.

Nicolai found this embittered 60-year-old perfectly suited for his plans. He visited the lawyer one night when DuSable was feeling especially bitter, and after a brief display of the capabilities of his small form, convinced the distinguished gentleman to become his Neonate. Nicolai was surprised that he needed to use none of his skill at Domination to accomplish this. DuSable had some family in the city, but it was a simple matter to fake his death in an apparent racist attack.

After several months, during which time he informed Lodin what he had done, Nicolai took DuSable to Vienna to meet

## New Rituals

**Calling the Restless Spirit** (Level two ritual): allows the caster to speak with someone who has died. Requires an Intelligence + Thaumaturgy roll against the targets Willpower with the caster needing two successes. Must be cast within 10 ft of the dead person's corpse. If caster attempts communication with a ghost, she does not have to be near the body but must be in the area the ghost haunts. This spell does not affect Vampires until after they have been destroyed.

**Eyes of the Past** (Level three ritual): shows what happened in your present location at a specific time in the past, up to five years ago. You can see what happened in the past as if you had been standing where you are now.

**Illusion of Peaceful Death** (Level three ritual): heals obvious wounds on a corpse, causing a body to appear as though it died a natural death. While it does not add blood to a corpse, this ritual makes it less likely anyone will notice how much is gone. Still, the body must still have at least half its original blood for this ritual to be successful. Caster must “dust” the body with a white feather.

**Gentle Mind** (Level three ritual): grants the target four extra willpower points usable only for preventing frenzy. Caster and target must share a point of blood, keeping a Tremere from casting this spell on himself.

**Innocence of the Child's Heart** (Level four ritual): makes the caster appear to have a white aura untainted by any sign of Vampirism. Requires a toy which once belonged to a mortal child be carried with the caster while the spell is in effect. Nicolai invented this ritual and is extremely proud of it. He has not demonstrated it to any other Tremere yet; he hopes to spring it on the clan at a particularly dramatic moment.

**Rending Sweet Earth** (Level four ritual): creates a 10 ft by 10 ft chasm leading to where a Vampire has gone during Earth Meld. A successful ritual automatically wakes the Cainite if she was asleep, but will not do so if she was in torpor. Spell must be cast at the exact spot where the Vampire entered the earth, and caster must repeatedly strike the ground with a leather whip.

**Protean Curse** (Level four ritual): turns the target into a bat as per the fourth level of Protean. Requires a vial of blood from a rabid Vampire Bat be drunk by the target. Can be cast on Kindred or Kine, and the target will only turn back to human form when the spell is cast on her again.

the Tremere Elders. The Tremere was all DuSable had ever hoped for. Here was true power, based solely on his ability to use it, not on the color of his skin. He willingly drank the Blood of the Elders for a three-day period and was then completely and happily bound to the clan.

During the succeeding decades, DuSable has never questioned the morality or ethics of what he has done. He has little interest in mortal society, though upon returning to Chicago he did consider revenge against all whom he felt had wronged him over the years. Nicolai quickly dissuaded him. Since then, his years of tutelage with Nicolai have led him to feel that revenge is a petty desire compared to the drive for power which motivates most Tremere.

DuSable is the most prominent Tremere any player characters are likely to meet in the city. He runs the Chantry where Nicolai stays and is known among the Tremere throughout the nation. He feeds mostly on animals because he finds it convenient and so he will not have to disrupt his study of Thaumaturgy. Still, he does occasionally hunt a human for variety and, though he is unwilling to admit it, the sheer thrill of power involved. He still tends to follow Nicolai on most matters, but his primary loyalty lies with the Tremere itself. Except for one single mistake — the creation of Maldavis — he would be completely fulfilled. Now he is always fearful that someone will discover that it was he who created her.

**Sire:** Nicolai

**Nature:** Conformist

**Demeanor:** Curmudgeon

**Generation:** 7th

**Embrace:** 1943 (born 1877)

**Apparent Age:** 50s

**Physical:** Strength 3, Dexterity 2, Stamina 3

**Social:** Charisma 4, Manipulation 4, Appearance 2

**Mental:** Perception 5, Intelligence 6, Wits 5

**Talents:** Acting 2, Intimidation 3, Leadership 3, Subterfuge 6

**Skills:** Drive 2, Etiquette 3, Melee 3



**Knowledge:** Bureaucracy 3, Finance 3, Law 5, Occult 5  
**Disciplines:** Auspex 5, Dominate 3, Thaumaturgy 4 (Lure of Flames 4, Taste of Blood 3, Weather Control 2)

**Rituals:** Defense of the Sacred Haven, Wake With Evenings Freshness, Communicate With Kindred Sire, Deflection of Wooden Doom, Calling the Restless Spirit, Eyes of the Past, Illusion of Peaceful Death, Rending Sweet Earth

**Background:** Contacts 3, Mentor 4, Resources 5, Retainers 1, Influence 3

**Virtues:** Conscience 0, Self-Control 3, Courage 2

**Humanity:** 4

**Willpower:** 9

**Blood Pool/Max per Turn:** 20/5

**Image:** A tall and noble-looking man with gray-speckled hair and glasses. Always dresses sharply — if a bit out of date — and carries a heavy silver-topped ebony walking stick (his melee weapon).

**Roleplaying Hints:** Speak very softly unless what you're saying is important. Then speak with the very boom of thunder.

**Haven:** The Chantry

**Secrets:** A-

**Influence:** DuSable still knows the darkest secrets of some of the most influential figures in the legal establishment of the city. He holds the dirt on judges, lawyers and politicians. From time to time he uses this information to blackmail these individuals in pursuit of a desired aim, and sometimes he does it simply out of spite. If the characters ever need the heat turned off, the best person to turn to is DuSable — though his price might be high.

## Garwood Marshall

Garwood Marshall was one of the numerous fine black jazz musicians who, just prior to World War II, found themselves squeezed out of the better-paying gigs by the rising number of white bands. A very skilled horn and saxophone player and a capable singer, Garwood was despairing of ever earning the recognition he felt he deserved when DuSable entered the picture.

DuSable was quite taken with the angry young man, and for a short time near the end of the war, ran a jazz club primarily so Garwood could have a place to play. At the end of the war, Garwood was still unable to break into the big time and his anger was rising. DuSable, feeling that the time was ripe, approached Lodin and was given approval to make Garwood his Neonate. He explained the situation to the musician, who was completely fascinated by the idea. Garwood asked for time to think it over, but was already hooked. By the end of that week, he was a Vampire.



Much to DuSable's dismay, Garwood has shown little inclination toward the pursuit of power which so marks the Tremere. Garwood's anger at not being recognized while mortal came from the fact that he knew he really was good, not out of a need for audiences to admire him. Since becoming one of the Undead, he has spent most of his time trying to perfect his musical skills and adding to the number of instruments he can play. In fact, during the time he spent in Vienna being Blood Bound to the clan Elders, he spent every night in the Staatsoper Opera House, watching the Vienna Philharmonic practice and perform.

However, as the years passed, even Garwood began to tire of music. He found little of interest in rock 'n' roll, tired of the jazz scene, and saw little hope for classical music. Then came the rise of punk. Leery at first at what he considered barely music, Garwood was soon swept up in the raw passion and energy of the music and first played with a punk band in 1979. He was one of the founders of Baby Chorus, a band he thought up after his first meeting with Kathy Glens at one of Chicago's early punk clubs. His fraternization with Brujah, Toreadors and a Malkavian has not gone unnoticed by the powers-that-be in the Tremere, and he is currently under suspicion.

Garwood knows this, and is not willing to do anything else which might disrupt his standing in the clan or force him to lose the band.

**Sire:** DuSable

**Nature:** Architect

**Demeanor:** Gallant

**Generation:** 8th

**Embrace:** 1937 (born 1918)

**Apparent Age:** 20s

**Physical:** Strength 4, Dexterity 5, Stamina 4

**Social:** Charisma 4, Manipulation 2, Appearance 3

**Mental:** Intelligence 4, Perception 4, Wits 4

**Virtues:** Conscience 4, Self-Control 3, Courage 3

**Talents:** Empathy 5, Streetwise 2

**Skills:** Drive 2, Music 5

**Knowledge:** Nightlife 3

**Disciplines:** Auspex 2, Dominate 3, Presence 2, Thaumaturgy 2 (Weather Control 2)

**Rituals:** Wake with the Evening's Freshness, Deflection of Wooden Doom

**Background:** Fame 2, Retainers 2

**Humanity:** 9

**Willpower:** 8

**Blood Pool/Max per Turn:** 15/4

**Image:** A handsome young black man with short hair and a trim mustache. Dresses casually yet stylishly.

**Roleplaying Hints:** You still enjoy life a great deal. Laugh a lot and keep the conversation rolling.

**Haven:** An old abandoned jazz club

**Secrets:** B



**Influence:** None, unless you count the huge amount of respect that those in the music scene grant him. In a time of need he might be able to wring out a favor or two, or certainly be able to Dominate them more easily.

## Tracy Graves ("Erichtho")

A wave of intense interest in the occult swept through America in the late 1800s, hitting Tracy Graves like it did many other Americans. The writings of Shelley, Blake and Byron did much to stimulate her curiosity, but it was the burgeoning Theosophist movement which most captured her attention. By the time she graduated from college, she was corresponding with a number of Theosophists in Europe and India and visiting numerous scholars in the Midwest.

It was not Tracy's knowledge which attracted Nicolai as much as it was her natural beauty. He had become a Vampire well before puberty, a fact which left him with the gnawing feeling that he had missed out on something important. His life among the Tremere had given him little opportunity to form any close attachments, and for the past 500 years he had met no one he could call friend, much less lover. By 1897 he had established himself as a force in the city, and for the first time in his long life, began to think about enjoying himself.

He met Tracy through her father, a prominent attorney whom Nicolai had Dominated to do some legal work for him. Nicolai fell completely, hopelessly in love with the young woman after his first glimpse of her. He informed Lodin that he was going to create a new Neonate, and then began the process of wooing Tracy. He brought her gifts, wrote her poems and played music outside her window. Much to his chagrin, Tracy

met his attentions with mild amusement, and was barely flattered that this little boy — apparently the precocious son of one of her father's clients — was so interested in her.

Greatly embarrassed by his clumsy attempts at romance, Nicolai decided to change tack. He appeared before her one night as she walked home from a meeting of a small Theosophical group. He spoke to her about the occult, and right before they reached Tracy's house, gave her a brief display of his Thaumaturgical powers. He then offered Tracy the chance to become what he was. Unknown to Nicolai at the time, a key Theosophical belief is the role of Masters, higher beings who come to Earth in a variety of forms to aid humanity in its advance. Tracy gladly accepted Nicolai's offer, believing him to be one of these Masters. Needless to say, she was almost mad with horror when she realized that his offer had culminated in her becoming a Vampire.

Tracy's horror was paralleled by Nicolai's anger and pain when she ran off following the transformation. He quickly tracked her to a hiding-place where she had tried to commit suicide with one of her father's revolvers. Nicolai gave her more Blood so she could heal herself. He explained to her what her new existence entailed, and then Dominated her to prevent her from attempting suicide again. Then he tried to decide what to do with her.

Finally, his reluctance to admit failure overcame his pain and anger. He forced the young woman to travel to Vienna, where she was to become one of the Tremere. However, on the journey, Nicolai committed his one crime against his clan. Tracy made a supreme effort to throw off his Domination, and hurled herself from the train on which they were traveling. She would have died from her injuries had Nicolai not fed her with his Blood one more time — thus Blood Bonding her to himself and making it impossible for the clan to do so. He believes that so far this has gone unnoticed.

For a while he kept Tracy at the Chantry, convincing himself that she would one day come to love him. As time passed, though, he became more sure that this would never be. Finally, 10 years later, he freed her — though he did order her to keep herself alive and do nothing to hurt him. She fled Chicago, and for the next forty years she roamed the world, trying to come to grips with her new existence. She returned to the city after World War II, having taken the name Erichtho (a necromancer and witch in Roman mythology) to cloak her ties with her family, which is still prominent in Chicago politics.

She was no closer to understanding the meaning of her existence, but she had heard about Golconda from other Cainites and has since devoted her existence to attaining this state. She has also done her best to disrupt various Tremere plots without bringing attention to herself, and has aided Chicago's Anarchs, though generally without their knowledge. During the most recent upheavals she met and became friends with Maldavis. The Anarchs' defeat was a crushing blow to Erichtho, and she has maintained a low profile ever since. She currently maintains

a mansion in Wilmette from which she carries on an active correspondence with occultists and mystics across the world.

Erichtho has learned how to control some forms of spirits. Indeed, she currently has two spirit retainers — a ghost like the ones in Peter and Tammy's haven (see *Nosferatu* above) and a poltergeist (treat as having a 3 rating in the Fire and Movement of the Mind aspects of Thaumaturgy) who protect her Haven.

**Sire:** Nicolai

**Nature:** Cavalier

**Demeanor:** Loner

**Generation:** 7th

**Embrace:** 1897 (born 1879)

**Apparent Age:** Late teens

**Physical:** Strength 3, Dexterity 4, Stamina 5

**Social:** Charisma 5, Manipulation 4, Appearance 5

**Mental:** Perception 5, Intelligence 6, Wits 6

**Talents:** Alertness 2, Dodge 2, Empathy 4

**Skills:** Drive 1, Etiquette 2

**Knowledge:** Computer 3, Linguistics 5, Occult 6,  
Chicago 4

**Disciplines:** Auspex 5, Dominate 4, Thaumaturgy 3 (Taste of Blood 3, Lure of Flames 3)

**Rituals:** Defense of the Sacred Haven, Wake with Evening's Freshness, Communicate with Kindred Sire, Deflection of Wooden Doom, Calling the Restless Spirit, Gentle Mind. Also knows some non-Tremere magic (give her additional powers as you feel they are needed — for instance, the ability to cause people to hallucinate)

**Background:** Allies 3, Contacts 3, Resources 3,  
Retainers 2



**Virtues:** Conscience 5, Self-Control 5, Courage 3

**Humanity:** 10

**Willpower:** 9

**Blood Pool/Max per Turn:** 20/5

**Image:** A very pretty, full-figured brunette. Has green eyes and fair, lightly freckled skin.

**Roleplaying Hints:** Smile a lot but say little. When you do speak, try to make it as innocuous as possible.

**Haven:** A condominium in North Chicago

**Secrets:** B+

**Influence:** She has more contact with the magi of the world than any other Vampire in Chicago, perhaps even in North America. Most Tremere avoid any contact with

those who they call "of the Old Order," but Erichtho has never really considered herself a Tremere and certainly does not consider herself under "their" restrictions. In time of great need she may be able to call upon these distant correspondents, who have so much more power than she could ever imagine. Some are wizards of great power — by no means charlatans or amateurs — and if they felt that she was truly in danger they would come to her aid. They may be surprised that she is of the Damned, but they would help her. This is her trump card, and the irony is that she does not realize that she has it.

---

## Ventrue

The Ventrue are very well organized in Chicago and generally speak with one voice. Their sole purpose is to maintain the status quo; they are in power right now, and any change in Chicago's power structure would threaten that control. They fight change at every turn. Their leader, Lodin, is the city's Prince and all the other Ventrue are descended from him. Though the Ventrue may have trouble with Lodin at times — and many other internal dissensions and rivalries — the clan always presents a united face to the outside world. Most of the Ventrue privately covet Lodin's position, but personal ambition is put aside — at least for now — to keep the Ventrue in power.

### Olaf Holte ("Lodin")

The Prince of Chicago began his life in Norway, but moved to the New World with his parents in 1830. Olaf Holte grew up in Pennsylvania, and earned a commission to West Point thanks to his father's support of a victorious congressman.

During the war with Mexico, he was praised for his conduct during the Battle of Vera Cruz, when troops under his command seized one of the artillery positions overlooking the Bay of Campeche. Some of the troops grumbled, noting that Lt. Holte stayed safely in the rear while the charge was led by a sergeant who died in the attack. But the lieutenant overlooked their mutterings (and their whining about his taking the silver eagle from a dead colonel) and went about the important business of enjoying the beautiful Mexican city — especially the part a naval friend of his said swarmed with *putas*.

Despite the heavy fighting, much of the city remained intact, and the young army man was delighted to discover two beautiful women talking in the moonlight. He introduced himself in his fractured military-academy Spanish, and they seemed

impressed when he showed them his silver eagle and told them he was one of the commanders of the occupation force. If they were his friends, he said, he could make sure things went well for them.

The young army officer had unknowingly encountered Eletria, the Toreador Prince of Vera Cruz, and her lover, a Ventrue named Datura. Unsure of how to handle this mighty invasion force, they were actually looking for an American commander to help them, and were delighted to encounter this dashing young "colonel." Datura at first planned to Dominate him, but the Prince vetoed that plan when, back at their Haven, her Telepathy revealed his lies. She was angry, but also quite taken by the handsome and audacious Norwegian. She felt the desire to Embrace him, but was afraid to risk Datura's jealousy. So, she invited the Ventrue to Change the man instead.

At first Datura demurred, but flattery, coupled with her own desire to Sire, led her to sink her teeth into the lieutenant's throat shortly before dawn. Since all their plotting had been conducted through in silence of Auspex, they took Holte quite by surprise when Eletria grabbed his arms in a grip of iron and Datura sank her teeth into his neck. Thus Holte spent his first day as a Cainite locked in deadly embrace with his sire and her lover.

For the next several nights Holte began to learn of the life of the Damned. His instructors, both old and wise, taught him well, and he soon revelled in the power he wielded over mortals. He discovered a great pleasure in feasting on the blood of young and attractive women. His stay in the city outlasted the American presence, and the three Cainites spent 22 happy years together. However, the vile snake of jealousy began to worm its way into their equatorial Eden.

At first Datura dismissed her fears of losing the Prince's love. As the years passed, though, doubt grew to suspicion and



# THE VENTRUE

Lodin<sup>(7th)</sup>

Jackson<sup>(8th)</sup> Peterson<sup>(8th)</sup> Weatherbottom<sup>(8th)</sup> Thornhill<sup>(8th)</sup> Lorraine<sup>(8th)</sup>

Drummond<sup>(8th)</sup> Neally<sup>(8th)</sup> Ballard<sup>(8th)</sup> Hinds<sup>(8th)</sup> Capone<sup>(8th)</sup> Schumpeter<sup>(8th)</sup>

Lawrence<sup>(9th)</sup> Sovereign<sup>(9th)</sup> Gaughan<sup>(9th)</sup> Chue Luc<sup>(9th)</sup>

= Sired by Lodin

suspicion to jealousy. Every glance between Holte and Eletria served as another reminder that the Prince's love must be shared. Every moment Datura spent alone became another moment the other two spent together. Soon her hatred of her own Get became all-encompassing. She began to snipe at him and interrupt his hunts. There followed covert — and later, open — attempts on his life. Finally Eletria sent Holte away. Datura's jealousy was threatening the stability of the city as well as their own centuries-old relationship. Her last advice to him was to seek a growing city, like Chicago, and make himself its Prince.

Holte took his Prince's advice and moved to Chicago, where he presented himself to Maxwell, the ruling Prince. He assumed the name Lodin and spent several years gaining allies among the city's Kindred, planning a revolt for 1875. The destruction caused during the fire on Devil's Night in 1871 gave him an opportunity he could not ignore, and he brought his plans forward eagerly. Supported primarily by other Ventrue, Lodin attacked Maxwell's mansion and forced him into personal combat. The years of soft living as Prince had begun to tell on Maxwell, and Lodin swiftly gained the upper hand. However, right before he could deal the killing blow, Maxwell transformed himself into mist and made his escape on the night winds, never to be seen in Chicago again.

Settling into the role of Prince, Lodin quietly took steps to remove his Ventrue allies from the scene, lest those who had rebelled against one Prince should decide to rebel against another. He looked forward to a long and peaceful reign, as pleasant as his early times in Vera Cruz. Then the city's intricate power structure began to make itself felt. First, the Primogen began to exert its control. Soon he realized that some of the most powerful figures on the city were Toreadors, not Ventrue. And finally Modius rose to power, and began to threaten Lodin as Lodin had once threatened Maxwell.

Lodin managed to deal with that threat, just as he dealt with the various factions of the Anarchs during their scattered revolts throughout the century. But the need to be constantly on his guard wrought a change in the carefree Norwegian. He became paranoid and suspicious, unable to relax in his role or to give it up. He began creating a brood to help keep him in power, but found the constant need to destroy the incompetent and the overly ambitious. Still, with the aid of the Primogen, he has been able to maintain his substantial power and crush all attempts to usurp it.

Sire: Datura

Nature: Bravo

Demeanor: Plotter



**Generation:** 7th  
**Embrace:** 1852 (born 1824)  
**Apparent Age:** Early 30s  
**Physical:** Strength 3, Dexterity 4, Stamina 5  
**Social:** Charisma 6, Manipulation 4, Appearance 4  
**Mental:** Perception 4, Intelligence 4, Wits 3  
**Talents:** Acting 1, Alertness 2, Brawl 2, Dodge 3, Intimidation 3, Leadership 3, Subterfuge 3  
**Skills:** Animal Ken 1, Etiquette 4, Firearms 2, Melee 2, Linguistics 1  
**Knowledge:** Bureaucracy 2, Computer 3, Finance 1, Investigation 1, Occult 2, Politics 6, Chicago 4  
**Disciplines:** Animalism 1, Auspex 3, Celerity 2, Dominate 6, Fortitude 4, Obfuscate 1, Potence 1, Presence 4, Protean 4  
**Background:** Contacts 5, Herd 4, Influence 4, Resources 4, Retainers 5, Status 5

**Virtues:** Conscience 1, Self-Control 2, Courage 2

**Humanity:** 3

**Willpower:** 9

**Blood Pool/Max per Turn:** 20/5

**Notes:** Lodin has taken great care to teach his Get only those Disciplines he thinks they need. He has taken equal care to keep anyone from learning about his Animalism, Obfuscate and Protean abilities: powers his earliest teachers taught him. His sixth level of Dominate allows him to make people rationalize the actions he forces them to take, thus making them believe that their actions were their own and were the proper ones.

**Image:** A gaunt tall man, he has very Nordic features. Blue eyes, prominent cheekbones and blond hair.

**Roleplaying Hints:** You will do anything to maintain your power, but the strain is beginning to tell. You have become snappish, and have little patience with others' problems. Let a little bit of a Norwegian accent creep into your voice (it is very flat, very midwestern and the vowels drag out slightly. "*Yas, we can do that. But what vill you do for me?*")

**Haven:** A condo in the Metropolitan Life building, as well as an entire floor in the Sears Tower and several others.

**Secrets:** A-

**Influence:** Much of Lodin's power comes from his lieutenants. They control much of the city and have divided it up according to his orders. However, the Prince has taken great care to ensure that only he controls the police, which he views as the city's most powerful mortal force. Indeed, the threat of police campaigns has proven one of the most effective ways of keeping recalcitrant Kindred in line. Lodin's control of the police does not extend to all ranks, nor does it give him absolute, precise control over their activities. If the characters are caught engaged in illegal activities the

police will attempt arrests no matter how much the characters may be in the Prince's good graces. Normal police procedure is followed unless and until orders to the contrary filter down from Lodin. Characters who trade shots with the police may have to face a SWAT team, and so on. If the characters can somehow contact Lodin he may be able to call the police off, but he can be difficult to reach. Also, he must consider the Masquerade — pulling out a SWAT team in the middle of a firefight with armed and dangerous criminals could raise too many questions. Far better, then, that some incompetent fledgelings are destroyed, for the greater good.

## Tommy Hinds

Tommy Hinds' first job was as a blacksmith's helper, a position he fled to join the Union army during the Civil War. Here, he encountered graft and corruption in the forms of shoddy muskets and rotten blankets. In his mind, more men were killed by the greed of the quartermasters and corrupt businessmen than by Confederate bullets. His feelings were sharpened when a defective musket blew apart and killed his only brother.

Returning to his hometown of Chicago, Hinds put all his money into real estate and devoted his life to fighting corruption. By 1906 he had been a reform member of the city council, a Greenbacker, a Labor Unionist, a Populist and a Bryanite — and a wealthy man besides. Through the years he became convinced that there was no way to control the industries which corrupted his city — the only option was to destroy them and he became a prime mover in Chicago's socialist movement.

He was among socialism's most vocal proponents as it surged in popularity, and this is what made Lodin notice him. Lodin had no doubt that Chicago's powers would survive this form of rebellion, just as they had survived the Pullman strike and the Haymarket Square riot. However, his recent battles with Modius had shown him the growing power of the city's proletariat, and he decided it was time to exert some control over them. He picked Hinds to be his pawn since he was impressed with the mortal's obvious leadership qualities and felt Hinds' city-hall political connections indicated an ability to work both sides of the fence. He kidnapped Hinds late one night in 1906, and Changed him without warning.

The agonies of the Change were nothing compared to what followed. Hinds' first victims were fellow-socialists whom Lodin had locked in the cellar with him. Lodin then Dominated Hinds and used him to help defeat Modius and his allies in the labor movement. In fact, it was Hinds' knowledge of the socialist leadership (Kindred and kine) and advice on whom to bribe and whom to blackmail which enabled Lodin to destroy Modius and push him back to Gary. Hinds also gave critical advice on the ruin of Gary and its steel industry.



Hinds stayed under Lodin's control only by means of the Prince's powerful Domination. As the years went by, Hinds' strength of will grew until, with the help of Jurgis Rudkus (see Nosferatu, above), he was able to break free of the Prince's control. He immediately joined the growing Anarch movement, and has been a force in it ever since. To this day he is a considered a black-sheep Ventrue, and is unwelcome at all clan functions. The Prince will not destroy him as long as he presents no direct threat, for if a Blood Bond were forced upon him he could be as useful a tool within the Anarch movement as he once was within the socialists. The Ventrue as a whole are sure that he would never betray the clan and threaten their rule over Chicago. So as long as he remains relatively quiet, Hinds is safe. Hinds only feeds on old businessmen

**Sire:** Lodin

**Nature:** Director

**Demeanor:** Visionary

**Generation:** 8th

**Embrace:** 1906 (born 1850)

**Apparent Age:** 50s

**Physical:** Strength 4, Dexterity 4, Stamina 5

**Social:** Charisma 5, Manipulation 4, Appearance 3

**Mental:** Perception 4, Intelligence 4, Wits 5

**Talents:** Brawl 2, Dodge 2, Empathy 4, Leadership 5, Streetwise 1, Subterfuge 1

**Skills:** Etiquette 2, Firearms 2, Stealth 1

**Knowledge:** Bureaucracy 3, Finance 2, Investigation 2, Law 2, Politics 4, Chicago 5, Oratory 3

**Disciplines:** Auspex 2, Dominate 4, Fortitude 2, Presence 5

**Background:** Allies 2, Contacts 3, Influence 1, Resources 3, Retainers 2, Status 2

**Virtues:** Conscience 4, Self-Control 4, Courage 4

**Humanity:** 9

**Willpower:** 10

**Blood Pool/Max per Turn:** 15/4

**Image:** Short (5 ft 7 in) but compact and muscular, with short dark brown hair and big brown eyes. Has a large handlebar mustache, but in these modern times usually keeps it shaved off.

**Roleplaying Hints:** Get swept up in whatever you are doing. Become loudly committed to your plans quickly and emphatically.

**Haven:** A downtown hotel he still owns. It is now divided up into a number of "condos", one of which he occupies.

**Secrets:** B+

**Influence:** Most of his power and allies still come from the unions and old-timers who remember the aid of this mysterious, excitable man. More importantly, he is the leader of the Coterie of old socialists, and is able to make use of their influence when needed.

## Edgar Drummond

Edgar Drummond was the son of an 1800s railroad tycoon who believed "the boy" was far too stupid to take over his enterprise. Edgar found this out only after the old man died, leaving him with a token amount of money and his two younger brothers with control of the railroad. Furious, Edgar started his own railroad, swearing that it would soon gobble up the one his father had built. But Edgar's father had been a good judge of character, and in no time the railroad was in trouble and Edgar was almost penniless.

As Edgar prepared to go cap-in-hand to his brothers, he was approached by two of the bankers who had originally helped finance his railroad. Astonishingly, they seemed unperturbed at the company's problems, and offered him more than enough money to keep it operating in exchange for 51% of the stock and the right to name the vice-president.

In no time at all, the company was prospering just as Edgar had hoped. Even though the new vice-president did little for the business, the company was somehow making money hand-over-fist, and Edgar was able to indulge his passion for actually running the trains. The company's success attracted a good deal of notice in the business world, and caught Lodin's eye. As Chicago was becoming the nation's most important rail hub, the Prince was looking for someone to take charge of the railroads for him — and as the owner of the fastest-growing railroad company in history, Edgar seemed ideal. Edgar nearly fainted at the offer of total control of every train, every station and every yard of rail in the city, and the Ventrue rail baron started work the very next night.





Ironically, it was Edgar's disappearance which revealed the falsity of his company's success. The ensuing investigation turned up a labyrinth of corruption, illegal stock manipulation and other abuses, and even under the lax market laws of the day, the company was shut down.

Edgar revels in his power. He runs Chicago's trains from command centers in the hearts of the city's train depots. Key employees are Dominated to the point where he can give them coded orders over loudspeakers at all the depots ("*Operatives 9 and 24, respond to a 213 in quadrant 7*") and his only greater pleasure is the exact scale model of the city's rail and subway networks which he maintains in his Haven, a heavily-guarded warehouse in the marshalling yards south of Union Station.

Edgar's once-substantial power has been eroded by the growth of air and road travel, but he still considers the railroads to be the backbone of Chicago's commerce. He has tired of hearing "this nonsense" about trucks and planes over and over again, and may fly into a rage if characters insist on telling him that rail travel is obsolete. He protects his empire with unmatched zeal, and feeds solely on bums, hobos and other 'deadbeats' who dare trespass in his realm. Lodin often promises to allow Edgar to make a lieutenant one day to help in his "vast duties" but has continued to put off that time.

**Sire:** Lodin

**Nature:** Child

**Demeanor:** Plotter

**Generation:** 8th

**Embrace:** 1865 (born 1831)

**Apparent Age:** 30s

**Physical:** Strength 2, Dexterity 2, Stamina 4

**Social:** Charisma 2, Manipulation 5, Appearance 1

**Mental:** Perception 2, Intelligence 2, Wits 1

**Talents:** Intimidation 4, Leadership 4, Subterfuge 4

**Skills:** Repair 4, Train Engineer 5

**Knowledge:** Bureaucracy 2, Computer 2, Railroads 4

**Disciplines:** Dominate 4, Fortitude 4, Presence 4

**Background:** Allies 2, Influence 1, Resources 5, Retainers 5

**Virtues:** Conscience 0, Self-Control 0, Courage 0

**Humanity:** 0

**Willpower:** 5

**Blood Pool/Max per Turn:** 15/4

**Image:** A fat, child-like man with a sooty engineer's cap perched on his flabby head.

**Roleplaying Hints:** You are pompous and ill-mannered. Through your control of the railroads you are the most important Cainite in the city; make sure that others know it, and treat you accordingly. You hate to be called Edgar, and will fly into a rage, screaming in your loud whiny voice if anyone refers to you as anything but Mr. Drummond — or Sir.

**Haven:** A railroad warehouse in the marshalling-yards south of Union Station.

**Secrets:** D+

**Influence:** Drummond controls Chicago's railroads and everything and everyone in them. Because of the very pervasiveness of his Domination, he can give simple coded orders over loudspeakers in the rail yards and have his wishes carried out. He also has a group of security guards armed and trained to deal with Kindred; most of his key employees are trained to use guns and have weapons stored at their central work post. Most of the rail yards are fenced with 12-foot chain-link fences topped with barbed wire. Drummond takes trespassing very seriously.

## Horatio Ballard

The American Civil War and the years just after proved to be boom times for the nation's industrial barons, if not for the country as a whole. It was the dawning of the age of the Vanderbilts and Rockefellers. Wealthy financiers robbed the government of millions of dollars in railroad contracts, speculation in public lands and a host of other enterprises. Chicago joined the thievery a little late, but its position as the principal city of the Midwest and the gateway to the West put local businessmen in a strong position to steal and pilfer from public and corporate coffers.

However, none of the city's financial cutthroats could compare for pure ruthlessness and guile with Horatio Ballard, whose lust for money and power could only be matched by his appetite for huge quantities of gourmet food. The son of an

Albany businessman and legislator, Ballard moved to Chicago during the Civil War to join an uncle who was selling meat to the Union army. Ballard proved to be supremely gifted in finding the cheapest, most pitiful steer and horseflesh and getting the government to pay top dollar for it.

He and his uncle used their profits to invest heavily in land which railroad men told them would be used for the country's growing transportation network. They also started a construction company which specialized in the highest prices for the shoddiest work, and dabbled in the stock market, where they learned the fine art of creating dummy corporations and selling worthless stock to incautious investors. By 1871, Ballard and his uncle were worth millions.

Then came the great fire. Ballard and his uncle were engaged in one of their epic late-night suppers when they heard screams in the streets. They rushed out of their mansion just as it burst into flames. Accounts differ as to what happened during that mad flight. According to Ballard, his uncle stopped to rescue a favorite pet Pekinese, and was crushed by a falling beam. Other witnesses claimed to have seen Ballard strike the older man down from behind with a heavy cane, and leave him for the growing flames. One witness disappeared and the other changed her story, so the police never investigated the case. Shortly thereafter, the son-in-law of the local ward boss became vice-president of the construction company.

Upon his uncle's death, Ballard found himself in sole possession of one of Chicago's largest construction companies and positioned as one of the city's wealthiest and most influential citizens. Rebuilding after the fire made him richer still, and his investments soon spanned the nation's financial structure. Ballard had never married, and to all appearances his main interest other than money were the incredible banquets he threw for himself. Twelve-course meals, including numerous deserts, massive quantities of beef and gallons of liquor, became the rule.

Still, it came as a shock to Ballard when he suffered his first heart attack. Horrified by this indication of his own mortality, Ballard spent huge sums on legitimate medical research, but following a second attack, began showering gold on any quack who offered him some hope of continued health. Desperate as he was, though, even Ballard was skeptical of the scruffy little man who came to him with tales of immortal Vampires.

He became less skeptical when the little man presented him with an immobile, staked human corpse with skin as hard as stone, which he claimed to have found near dawn on a rooftop. Ballard bought the staked creature for \$5,000 and pondered his next move for more than a month. Finally, one night in a locked basement, equipped with cross, rosaries and garlic and supported by a dozen armed private detectives who had been well-paid for their silence, Ballard removed the stake.

The creature collapsed on the floor, and could barely moan out its entreaty for blood. Ballard pricked his own finger, and let a few drops dribble into its mouth. More, Ballard told it,

would depend on its own cooperation. His guards bound the creature with handcuffs and chains, and man and Vampire spent the rest of the night in deep conversation. Come the dawn Ballard left the room pale and weak, drained of much of his blood but possessed of a greater understanding of the nature of Vampires and their role in the city than any other mortal.

During the day he replaced the stake in his captive's heart and then went seeking Lodin, whom his prisoner said had just become Prince of the city. According to the creature, this Lodin had staked it and left it to die in the sunlight for its support of the previous Prince. Accompanied by several of Pinkerton's finest, Ballard entered Lodin's haven.

That night, Lodin awoke to find a monstrosity huge man sitting next to him with a stake poised over his heart. Surrounding him were mortals with revolvers and shotguns ready. Ballard told Lodin that the Prince's only hope for survival was to make Ballard himself a Vampire. Lodin's immediate reaction shocked Ballard. Before the financier could react, his 600-pound form flew across the room and crashed against a wall. By the time he had recovered, he saw Lodin sucking the blood from the last of his guards. While the Vampire's suit was ruined by numerous blasts from shotguns and revolvers, he seemed uninjured.

Lodin threw the guard's corpse away from him and advanced on Ballard. As death strode toward him, Ballard utterly lost control of himself. Crying and screaming, he begged Lodin not to kill him, offering the Prince money, blood, power — *anything* to let him live. It took him several minutes to realize that the Vampire had stopped moving, and was regarding him thoughtfully.

Lodin had realized who the intruder was, and began to consider his options. He realized he needed help in controlling



the growing city, and the idea of making this massive fiscal pirate his lackey appealed to his aristocratic side. Laughing, he informed Ballard that this was indeed his lucky night. Unwilling to search for a neck beneath the mortal's various chins, Lodin bit into Ballard's fleshy wrist and drank deeply.

When the transformation was over, Lodin told the Neonate of his plans for him. In exchange for eternal life and a prominent position as Lodin's lieutenant, Ballard would guarantee the Prince enough money and power to meet every contingency. Ballard's first job was to slay his staked prisoner, who had violated the Masquerade.

Over the next several years Ballard served Lodin well, as much through fear as loyalty. Each time Lodin demanded money — any amount, however large — he had to provide it immediately. For truly immense sums, Lodin sometimes permitted Ballard three days. It was not easy, but over the years, as Ballard's wealth and control over the business world grew, it became easier. Then came the rise of Modius, and for the first time Ballard saw fear in his overlord's eyes. As the Anarchs came closer to overthrowing Lodin, Ballard realized that only his work and his control of the city's business leaders kept them from taking over. His fear of the Prince turned into disdain, and by the time Modius was defeated he began to consider making his own bid for power.

He stopped considering when he realized that some of the Elders who met in Elysium were actually the Primogen. Ballard had suspected the presence of a power behind Lodin, but he had had no idea they were so powerful. The knowledge that they now supported Lodin as Prince, though some did so grudgingly, left Ballard resigned to his status as lieutenant, for the present.

This did not stop him from trying to expand his authority. His knowledge of the nation's financial networks and the influence of his extended family left him in a solid position to extend the empire he had built in his breathing days. He took responsibility for destroying Gary's economy after Modius moved there, shifting investments away from the city and dominating business leaders into incompetence. His manipulations have kept favored Cainites wealthy and content while punishing those out of favor, Kindred and kine alike. Most Vampires now regard him as one of the major powers behind the throne.

Ballard's mortal family makes up one of his greatest assets. They have roles in all aspects of the city and state, and some have gained national prominence — with Great-uncle Ballard's support, of course. However, his family could also be his greatest weakness. Part of the reason he has kept them so heavily dominated over the years is that he can only feed on the children of his family. All the children must spend at least a week a year with him when they are about eight or nine, during which time they are forced to adapt to his sleep cycle and serve him as Vessels.

Ballard is able to hold down massive amounts of food. While most Kindred regurgitate the slightest intake of food or drink, Ballard can shovel it down in massive quantities and hold it down for days due to his great Willpower and constant practice. Indeed, he still achieves great pleasure by eating mortal food, and enjoys the fact that it tends to disgust other Kindred.

**Sire:** Lodin

**Nature:** Curmudgeon

**Demeanor:** Conniver

**Generation:** 8th

**Embrace:** 1881 (born 1832)

**Apparent Age:** 50s

**Physical:** Strength 3, Dexterity 2, Stamina 4

**Social:** Charisma 1, Manipulation 5, Appearance 1

**Mental:** Perception 3, Intelligence 5, Wits 5

**Talents:** Brawl 2, Intimidation 5, Subterfuge 5

**Skills:** Etiquette 3, Leadership 4

**Knowledge:** Bureaucracy 4, Finance 5, Law 3, Politics 4, Chicago 4, Industry 5

**Disciplines:** Auspex 4, Dominate 5, Fortitude 4, Potence 2, Presence 4

**Background:** Allies 5, Contacts 5, Herd 4, Influence 5, Mentor 3, Resources 5, Retainers 5, Status 4

**Virtues:** Conscience 0, Self-Control 0, Courage 0

**Humanity:** 0

**Willpower:** 10

**Blood Pool/Max per Turn:** 15/4

**Image:** A grotesquely-obese Caucasian, beginning to go bald. Rolls of flesh hang off him, and he looks like a parodied Chinese Buddha in a tent-sized business suit.

**Roleplaying Hints:** One of your greatest assets is the ability to leave anyone who meets you unsettled and ill at ease. Arrange your meetings in such a way as they will leave the other people at a disadvantage. Always seek the upper hand in all your dealings.

**Haven:** A heavily guarded family estate on the North shore of Chicago.

**Secrets:** B

**Influence:** Ballard controls most of Chicago's white-collar business as well as its industry, and controls the law firms and banking through his Neonates. He rules Chicago business as if it were one giant corporation owned by himself, granting the presidencies of companies to his favorites or the children of his favorites. He does not attempt to dictate the policy of each company, but is able to effect almost any change he desires.

## *Lawrence Ballard*

The law firm of Ballard, Anderson & Baitman has never been one of Chicago's largest, but it has always managed



to maintain an impressive list of corporate clients. Lawrence Ballard joined the firm, which was founded by his grandfather, shortly after graduating from law school in 1921. In no time at all he had made his mark as a worthy successor to the scheming and manipulative ancestor who had made the firm what it was. His specialty was the growing area of stock offerings, and soon just having Lawrence as legal advisor could assure a company of having its offer instantly accepted by the market.

However, the Great Depression brought an end to Lawrence's good times. Though the family kept hold of much of its money, there was no more to be made in the stock market. He turned his attention to other areas of corporate law, but found business hard to come by despite his impressive reputation.

It was at this point that "Great-Uncle Ballard" came visiting. Like all the other members of the Ballard family, Lawrence had visited the fat old man as a child. He remembered those visits in the same way as most of his siblings and cousins did — as something pleasant to recall, but nightmarish to dream of. Thus Lawrence, who was sending his own children to visit Ballard, accepted the nocturnal visit with a mixture of excitement and trepidation. However, Ballard had come only to ask some legal advice on the subject of eviction. Impressed by his young relative's legal knowledge, he was soon a regular visitor, always with some question relating to his seamy business dealings.

After two years of this, Ballard decided that the legal marvel was exactly what he needed as a lieutenant. He obtained permission from the Prince, and told the younger Ballard what was in store for him. The lawyer was horrified at first, but after looking deep into Ballard's eyes he realized just what a fantastically good idea it was.

For years, Lawrence served his obese granduncle with all the devotion he could muster. Freed from the commitment of a daily legal practice, he has been able to throw himself into a study of the law unavailable to most practitioners, purely for his own benefit and interest.

Recently, Ballard has stopped Dominating Lawrence as he once did and the lawyer is beginning to become disgusted with his existence, especially when he sees his own great-grandchildren being abused by his Sire. While he is unable to take any direct action against Ballard, Lawrence has begun passing information to Juggler and Hinds in the hope that they might one day destroy this monster. Lawrence himself feeds on the partners of Chicago's larger law firms.

**Sire:** Ballard

**Nature:** Cavalier

**Demeanor:** Conniver

**Generation:** 9th

**Embrace:** 1939 (born 1900)

**Apparent Age:** Late 30s

**Physical:** Strength 3, Dexterity 3, Stamina 4

**Social:** Charisma 4, Manipulation 5, Appearance 3

**Mental:** Perception 3, Intelligence 4, Wits 5



**Talents:** Acting 4, Alertness 2, Intimidation 4, Leadership 2, Subterfuge 5

**Skills:** Drive 2, Etiquette 3, Firearms 2

**Knowledge:** Bureaucracy 4, Finance 2, Investigation 4, Law 5, Politics 4, Oratory 2

**Disciplines:** Dominate 3, Fortitude 3, Presence 4

**Background:** Allies 3, Contacts 5, Herd 2, Influence 4, Resources 3, Status 1

**Virtues:** Conscience 4, Self-Control 2, Courage 4

**Humanity:** 8

**Willpower:** 9

**Blood Pool/Max per Turn:** 14/3

**Notes:** Because of the dangerous game he is now playing between the prince and the Anarchs, Ballard has begun to turn paranoid and carries a heavy pistol with him at all time.

**Image:** A scholarly-looking lawyer, he had a mustache and beard when Embraced but now remains generally clean-shaven. If characters make a Wits + Alertness roll (3 successes with a target of 7), they will spot a marked family resemblance to his immense relative.

**Roleplaying Hints:** You are very analytical and, on first meeting someone, take the opportunity to probe him or her with questions.

**Haven:** A large downtown office building housing one of the city's largest law firms.

**Secrets:** B+

**Influence:** Lawrence has many contacts in the Chicago legal and business communities, and has maintained extensive influence over the movers and shakers of judicial Chicago. He knows and has influence over the

the senior partners in almost all the law firms in the city. Because of his contacts with them, little goes on in the legal and business communities without his knowledge. Indeed, much of what occurs is a direct result of his machinations. While the Brujah Critias may control the judges, Lawrence has the lawyers.

## Alan Sovereign

Alan Sovereign made his first million in questionable mortgages and loans to GIs returning from World War II. He made more money from the government's home loan program for the soldiers than he did through his own efforts. In the 1950s he became president of a small bank in Southeast Chicago, and became richer by using the bank's money to buy up land which bribed public officials told him would be used by the growing public transportation system. With these profits he began investing in the stock market. No one could say he *played* the stock market, because that would imply an element of chance. Sovereign was a master of acquiring inside information.

For all his millions, Sovereign was helpless when the IRS caught up with him. Jailed for a year and fined more than \$2 million for tax evasion, Sovereign left jail a bitter and broken man.

On his first night out of jail he was visited by a strange, obese man who promised him revenge if he would do as he was told. The fat man gave him \$750,000 to invest, at a handsome fee.

Sovereign still had his old contacts and these, combined with his lack of scruples, were all he needed to double that \$750,000 within a year. Ballard was quite pleased with the results, gave his Blood to the man for the first time, and put him in control of substantial assets. For the next five years Sovereign was happy with this arrangement, and this knowledgeable and able retainer helped make Ballard even more wealthy than he already was. However, neither one had forgotten Ballard's promise of revenge. When Ballard finally obtained permission from the suspicious Lodin, he happily turned the banker into his lieutenant. His lieutenant then turned several IRS agents into missing persons. Even now, he feeds exclusively on IRS agents and other government financial lackeys.

Sovereign is Ballard's primary advisor on all things fiscal, and is especially critical to the Prince's plans to control the city's economy. As Ballard privately says of his lieutenants, "*Sovereign tells us what to do and Lawrence tells us how to do it.*" During Maldavis' attempt to gain power, Sovereign was instrumental in breaking some of her mortal allies.

During that time he also heard that killing an older vampire and drinking its Blood could make one more powerful. Actually, the story he heard it was that one must kill one's Sire. He intends to take that step as soon as it is feasible.

**Sire:** Horatio Ballard

**Nature:** Conniver  
**Demeanor:** Conformist  
**Generation:** 9th  
**Embrace:** 1958 (born: 1903)  
**Apparent Age:** 50s

**Physical:** Strength 2, Dexterity 3, Stamina 3  
**Social:** Charisma 3, Manipulation 5, Appearance 3  
**Mental:** Perception 3, Intelligence 5, Wits 4  
**Talents:** Intimidation 3, Leadership 2, Subterfuge 5  
**Skills:** Drive 2, Etiquette 1, Melee 2

**Knowledge:** Bureaucracy 2, Computer 2, Finance 5, Law 2

**Disciplines:** Auspex 4, Dominate 3, Fortitude 2, Presence 2

**Background:** Allies 2, Contacts 4, Influence 2, Resources 4, Retainers 2, Status 2

**Virtues:** Conscience 0, Self-Control 3, Courage 2

**Humanity:** 5

**Willpower:** 8

**Blood Pool/Max per Turn:** 14/3

**Notes:** Sovereign has taken to practicing with a sharp wooden sword in preparation for the day when he slays his Sire.

**Image:** A weasel-faced man with sharp, pinched features and keen grey eyes.

**Roleplaying Hints:** Squint when you talk to the players, as though you are trying to look into their hearts.

**Haven:** A house in Evanston.

**Secrets:** B-

**Influence:** Sovereign holds tight personal control over the banking industry, and as Ballard's chief advisor has



access to almost every aspect of Chicago business. If he was ever able to kill Ballard, however, he could not simply assume Ballard's control over business; it would take him many years to build up the same level of control.

## Capone

In the early 1920s Al Capone had assumed control of crime in Chicago, including its very lucrative illegal alcohol trade, and soon thereafter, without any Vampiric help, he had assumed almost total control of the city as a whole. At first Lodin did little to stop Capone, finding "the little Italian" quite amusing; he merely ensured that no others of his kind attempted to control the Mafia boss. Lodin did exert some control over the mob itself, and used their power to expand his own influence in the city. When he finally tired of the violence of mob rule, he arranged for Capone to be jailed for tax evasion and restored some measure of calm to the city.

Shortly after the gangster finished his jail term, he received a visitor. The Prince of Vampires made the deposed prince of the mob an offer he couldn't refuse: eternal life, his old power and more, in exchange for loyalty to Lodin. Capone, who had lost much of his pull in the mob, jumped at the chance.

That night he became a Vampire, and the next night he began visiting the city's mob bosses. One after another, the capi found it in their best interests to accept the leadership of their strangely transformed chieftain. With his newfound abilities in both physical and verbal persuasion, Capone forged the mobs into a united front never before seen in the city. The mob was far more secretive and influential than ever before. Over the years he stretched out his tentacles further and further, until he controlled almost every aspect of crime in the city.

At first he followed Lodin's commands without question, using his followers to battle the Prince's mortal and immortal foes. However, his old lust for power began to grow once again, rising to new heights as he discovered the full potential of his new abilities. He began to expand his influence among legitimate businesses, just as the syndicates began laundering the money in legal enterprises. This brought him into conflict with Ballard, who regarded Capone's fiscal manipulations as trespassing in his own domain.

The two clashed in the early 1960s when Ballard attempted to weaken the hold the mob had over the local political scene. A subtle, unseen but very deadly war began between them, one that not even many Kindred new about. They fought each other with sabotage and economic blackmail. It grew to the point where mobsters and police were battling in the streets of Chicago, their own fights a reflection of the greater war. Finally, the Primogen ordered Lodin to mediate the growing dispute. His final decision pleased no one but himself, and gave neither what they wanted. The Prince took away the police from Capone and



the city government from Ballard, and assumed control of them himself. He created a second brood to help him administer and control these areas of influence.

Capone has long been a significant player in battling the Anarchs, but the Kindred say he reserves his hatred for his arch-enemy. Indeed, rumor has it he would support the Anarchs if they could help him destroy Ballard. Still, Lodin fears what might happen if Capone learns who really sent him away to jail.

Even stranger rumors have begun to surface. For many years, the Kindred have feared and distrusted Capone because of his mortal reputation, but now some say that he has changed. They say that he has begun to act with conscience and restraint, and that he has even begun to search for Golconda. Reportedly one Anarch who was brought before him for discipline was asked a number of questions about Golconda, and was told he would be extinguished if he ever told anyone about this conversation with Capone; that Anarch has not been seen recently. Though this story of how a mob boss might seek Golconda is amusing, it is more likely fabrication than truth.

He feeds on beautiful, black-eyed, pure-blooded Italian women. They are becoming so difficult to find that he has begun flying them in from the "home country".

**Sire:** Lodin

**Nature:** Director

**Demeanor:** Bravo

**Generation:** 8th

**Embrace:** 1941 (born: 1891 )

**Apparent Age:** 40s

**Physical:** Strength 4, Dexterity 3, Stamina 5

**Social:** Charisma 3, Manipulation 4, Appearance 2



**Mental:** Perception 4, Intelligence 3, Wits 4  
**Talents:** Alertness 3, Athletics 2, Brawl 4, Dodge 3, Intimidation 5, Leadership 5, Streetwise 4, Subterfuge 4  
**Skills:** Drive 4, Firearms 4, Melee 4, Security 2, Stealth 2  
**Knowledge:** Finance 2, Investigation 2, Law 2, Politics 2, Organized Crime 4, Chicago 5  
**Disciplines:** Celerity 2, Dominate 4, Fortitude 4, Potence 2, Presence 5  
**Background:** Allies 5, Contacts 5, Fame 1, Herd 3, Influence 2, Mentor 3, Resources 5, Retainers 5, Status 4  
**Virtues:** Conscience 3, Self-Control 2, Courage 3  
**Humanity:** 5  
**Willpower:** 9  
**Blood Pool/Max per Turn:** 15/4

**Notes:** Capone always has a number of bodyguards around, and can summon an army of *mafiosi* if need be. In combat situations, Capone prefers his old Tommy-gun and baseball bats, but usually he leaves the messy work to his retainers.

**Image:** Think of an ugly man with a certain ruthless handsomeness despite his pock-marked, snarling face. Better yet, get an actual photograph and show it to the players.

**Roleplaying Hints:** After having watched the plethora of Hollywood movies glorifying your mortal deeds, you have come to believe their image of you. You speak in a more-Hollywood Italian accent than you did during life and speak with the exuberance they say you did.

**Haven:** A vault beneath a small Italian restaurant in the middle of the Rack.

**Secrets:** B+

**Influence:** Capone totally controls the Chicago Mafia and wields substantial control over the other organized crime, including the oriental triads and even some of the Colombian and Jamaican syndicates. However, he has ignored the rising black gangs and has nowhere near the influence among them as does Kevin Jackson (see below). In short, he is the crime boss of Chicago and is easily the equal of Ballard, who controls legitimate business. Just as he once controlled alcohol during the prohibition, he now controls drugs—though not as completely. He also controls the numbers racket, the gambling cruises run on lake Michigan, much of the Rack, a large number of brothels and bars, and an even larger quantity of muscle. In short, Capone has control over every aspect of crime in the city. He is an extremely powerful Vampire, and a very dangerous one to cross.

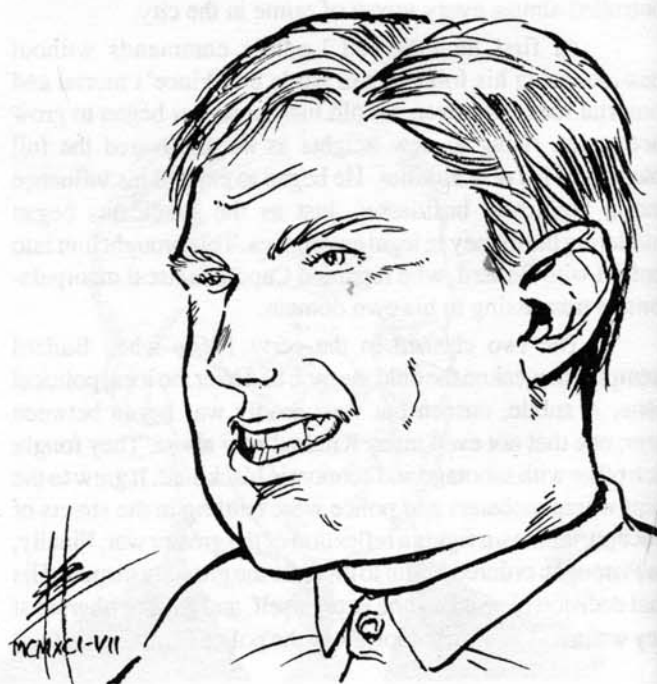
## Frank Gaughan (Nina)

Born in the slums of Southern Chicago, Frank Gaughan learned to fight as soon as he learned what it meant to be a Catholic surrounded by Protestants. He ran with several street gangs during the late 1930s but was drafted into the army for World War II before he could make his mark on the streets. He became a sergeant and proved himself a natural leader of men.

After the war he returned to Chicago and tried his hand at legitimate work for several years. He soon tired of that life, finding the term “No Irish Need Apply” still a far too common experience. So he began to revive the old Irish mob in order to break the Mafia’s stranglehold on the city’s organized crime. Within a year he and his allies had become a significant threat to the mob’s control of gambling and prostitution, and had even begun to muscle in on some of the local unions. However, before he could bring his plans to fruition, he was visited by a figure out of the past.

Gaughan had no problem recognizing Al Capone. Despite their different nationalities, Gaughan had always admired the legendary mob boss. So when Capone asked Gaughan to join him in *really* running the city, the Irishman leapt at the chance. At first he served Capone as a retainer, and under his leadership took control of a significant proportion of Chicago’s underworld.

However, he quickly saw that he had been placed in a no-win situation. He was allowed to control certain areas but could do nothing more than the Vampires let him. Gathering trusted members of his old gang, Gaughan began preparations to destroy the Kindred who ruled the city. Just days before his men were to act, Capone paid him another visit where he told the Irishman that the Prince would now permit Gaughan’s rise into the ranks of the Kindred. Believing that this would give him



power beyond belief, Gaughan called off his plans and became a Vampire.

Since his transformation in 1963, Gaughan has enjoyed using his new-found powers and manipulating mortals for the benefit of his allies and himself. Most of his old gang members have used this new connection to rise high in both business and government, but Gaughan's natural charisma has enabled him to continue to recruit new blood. Indeed, since the Anarch rising in the late 80s — which he played a strong role in suppressing — he has begun to dream about becoming Prince of Chicago. Capone has been suspicious of him for some time, but has found Gaughan's leadership and organizational abilities too valuable to do without. He now keeps a close eye on Gaughan, a fact of which Gaughan is well aware. Gaughan feeds on Italian men — his measure of revenge against his Sire.

**Sire:** Capone

**Nature:** Architect

**Demeanor:** Bravo

**Generation:** 9th

**Embrace:** 1952 (born 1911)

**Apparent Age:** 30s

**Physical:** Strength 5, Dexterity 3, Stamina 4

**Social:** Charisma 4, Manipulation 4, Appearance 3

**Mental:** Perception 3, Intelligence 3, Wits 4

**Talents:** Alertness 3, Athletics 2, Brawl 5, Dodge 3, Leadership 4, Streetwise 5, Subterfuge 3

**Skills:** Drive 5, Firearms 4, Melee 3, Security 2, Stealth 2

**Knowledge:** Finance 2, Law 2, Politics 3, Chicago 4

**Disciplines:** Dominate 4, Fortitude 4, Presence 4, Intimidation 4

**Background:** Allies 3, Contacts 3, Herd 1, Influence 3, Resources 2, Retainers 2, Status 2

**Virtues:** Conscience 1, Self-Control 3, Courage 4

**Humanity:** 5

**Willpower:** 9

**Blood Pool/Max per Turn:** 14/3

**Notes:** Carries a revolver and light pistol at all times. If he expects serious trouble he will carry an M-60 machine gun which alternates regular ammo with tracers. (Difficulty 7, Damage 8, Rate 20, Belt 100, Range 80. Tracers do Damage 3 but cause grievous wounds).

**Image:** A big, burly Irishman with short, dirty blonde hair and a pudgy face.

**Roleplaying Hints:** You speak with an exaggerated Irish brogue.

**Haven:** An old Irish pub in West Chicago

**Secrets:** A-

**Influence:** For the most part he is simply Capone's enforcer among the dons and gang leaders whom Capone controls, and among the lesser Kindred of the city. He has no direct influence of his own, other than that which he

gains through the power of his fist and through his old Irish friends.

## Pham Hong (“Chuc Luc”)

For generations, Pham Hong's family faithfully served Saigon's crime bosses as bookkeepers, runners, and muscle. However, his father longed for the chance to break this pattern which had so enslaved his ancestors. His opportunity came with the fall of South Vietnam in 1973. His family was one of the lucky few which escaped to America, where it quickly made its way to Chicago and the Vietnamese community of the burgeoning New Chinatown. Pham Hong's father opened a small grocery store, changed his name and made his only son promise never to become involved with “the old gangs”. However, Pham Hong despised the loss of prestige and power his family suffered. The shame of being a shopkeeper was almost too much to bear.

Determined to keep his promise to his father and never join a Vietnamese gang, Pham sought out the Italian families and made his services available to them. The young, skinny Vietnamese boy was brought into the family more as a joke than anything else, but his natural intelligence and the skills he had honed living in war-torn Saigon allowed him to rise in importance in the usually racist world of the Mafia. Though he was never a power in his own right, his skills became essential to the local bosses.

It was at this point that Capone and Ballard began to clash yet again. Capone found himself often on the losing side of these early battles as Ballard's financial wizardry and control of the establishment seemed to thwart him at every turn. During the early days of Maldavis' rise, Capone managed to persuade Lodin to let him create a Neonate to help fight the growing threat. He began looking for someone who could help him compete with Ballard and came upon Pham, whose abilities as a manipulator and controller had become known even to him. At this time, however, the Mafia bosses had discovered that Pham had managed to salt several million of their dollars away in overseas bank accounts, and ordered a hit. At this point Capone intervened, and Pham joined the Kindred.

Pham, who now operates under the name Chuc Luc, has served Capone admirably in the ensuing years, though the older Vampire has still kept a close watch on his progeny. Chuc Luc took his new name from the Viet Minh conventional forces which had fought the French in the 1950s and found that Occidentals in general tend to underestimate him because of the comical nom de plume. He has been a surprise to many Anarchs who quickly found themselves in dire straits during fights with the deadly street fighter. Ballard tends to underestimate Chuc Luc, and still gets a good laugh out of the idea that this skinny bookworm could prove any threat to his plans.

Chuc Luc now makes his home in the depths of New Chinatown, which he rules with an iron fist. He does his best to

keep all other Kindred out of the area and has come to see himself as the self-appointed protector of the people who make this area their home. Still, he does not advertise his position among the Kindred, believing that he works more effectively if only a few know his true nature. He only feeds on ex-Vietnam vets.

**Sire:** Capone

**Nature:** Plotter

**Demeanor:** Conformist

**Generation:** 9th

**Embrace:** 1978 (born 1956)

**Apparent Age:** 20s

**Physical:** Strength 4, Dexterity 5, Stamina 4

**Social:** Charisma 3, Manipulation 4, Appearance 3

**Mental:** Perception 5, Intelligence 4, Wits 5

**Talents:** Acting 2, Alertness 4, Athletics 3, Brawl 5, Dodge 4, Empathy 2, Intimidation 2, Leadership 2, Streetwise 4, Subterfuge 4

**Skills:** Drive 3, Etiquette 2, Firearms 4, Melee 5, Security 3, Stealth 4

**Knowledge:** Bureaucracy 4, Computer 1, Finance 4, Investigation 3, Law 2, Linguistics 2, Occult 3, Chicago 3

**Disciplines:** Dominate 3, Fortitude 3, Presence 1

**Background:** Contacts 4, Influence 1, Resources 4, Retainers 2, Status 1

**Virtues:** Conscience 0, Self-Control 4, Courage 5

**Humanity:** 5

**Willpower:** 10

**Blood Pool/Max per Turn:** 14/3

**Notes:** Only carries weapons when he is expecting trouble.

If he fights Kindred he uses a wooden-tipped ceremonial

spear (Difficulty 6, Damage Strength + 4). Against mortals he prefers an Uzi.

**Image:** A 5ft 8in Vietnamese man, slim with long black hair. Has a very wiry, muscular body and wears cheap business suits.

**Roleplaying Hints:** You have discovered that you gain a great edge when people underestimate you. Appear bumbling and uninformed when you first meet someone. Let your great ability appear only when needed.

**Haven:** The cellar of a Vietnamese restaurant in New Chinatown

**Secrets:** A-

**Influence:** He controls all of the Asian gangs directly (yes, he broke his promise to his father) and has contacts among the Mafia as well. Almost all illegal gambling is under his control as is any sort of money laundering schemes. Most of the Mafia money in the tri-state area passes through his hands to be laundered.

## Edward Neally

Edward Neally did his job very well as chief of staff for the Senator, but always the guilt was with him. From childhood he always felt the burden of sin, and understood only too well the pain of the oppressed. He worked his way up the political ladder over the years, starting as a campaign worker before he became a teenager and, after graduating *cum laude* from Harvard, helping manage campaigns. While others always noted his dedicated and tireless energy, few knew of the sea of guilt within his heart. His first real job was as an assistant for a young Democratic Illinois state senator with an affection for bow ties, who was running for the United States Senate — and did not have a hope of succeeding. But somehow they did win — by working 20-hour days and waking up the electorate to the corruption of the incumbent.

Once they had reached Washington, Neally thought he would finally be happy, free of the guilt (after all, the good guys had won) but it did not work out that way. Each day when he awoke, the guilt would weigh upon him, and it would keep with him far into each night — no matter what he did, he did not seem to be able to make a difference. The world never seemed to get better. Still, no one knew of his secret pain. He began to drink heavily, and one day when he had hit bottom he tried a hypodermic needle which someone passed to him at a party.

From that first taste of morphine he was hooked. When he was high he didn't feel guilt, he didn't feel pain, he only felt good and on top of the world. For a year he lived with his addiction, but gradually it caught up with him. When he wasn't high he would feel worse than ever, so he started to get high all the time. Everyone began to notice his erratic behavior, and the gossip grew.





When he was finally demoted, he suffered a nervous breakdown. He was quietly sent back to Chicago, to a secluded institution where discretion was as important as treatment. Even so, the press got hold of the story and it became national news. Neally languished in isolation for nearly a month, fighting addiction and shame. Then, one night, Lodin came to him. The Prince had read of his plight in the newspapers, and decided that he would make a perfect servant. At first, Edward did not believe what this strange man was telling him, but he was convinced when Lodin took him out of the center and on a tour of the city. However, he never actually *accepted* the Prince's proposition; he merely acquiesced to it. Since that day he has served Lodin loyally, and largely forgotten his old life. But the guilt is still with him.

Neally is an exceptionally reliable servant — perhaps the only reliable servant Lodin has — with only moderate ambitions of his own (at the present). He is a perfect subordinate for the Prince; competent yet loyal. Since Neally is intelligent, Lodin can trust him with important and complicated missions. However, Neally does not deal much with the world of mortals any more. He is usually too busy administering the Ventrue clan, and thus the city, to do much more than feed every couple of nights. His secret delight remains feeding on those addicted to opiates.

Neally is Lodin's chief bureaucrat and administrator. He keeps track of all the Elders who hold influence over the city — especially the Ventrue — and what they are doing with the influence, and then tries to integrate the various goings-on into a coherent whole and direct it to Lodin's purposes. His office is full of phones which are constantly ringing, and his staff of retainers is kept busy throughout the night. Picture a campaign office two days before the election.

Neally is also the leader of Lodin's second group of Fledglings (Ballard is a member of Lodin's first group, created years and years ago). Older than them in years, they often look to him for leadership and advice, and he almost never disappoints them.

**Sire:** Lodin

**Nature:** Traditionalist

**Demeanor:** Architect

**Generation:** 8th

**Embrace:** 1896

**Apparent Age:** 33 (Born: 1863)

**Physical:** Strength 2, Dexterity 2, Stamina 3

**Social:** Charisma 3, Manipulation 4, Appearance 3

**Mental:** Perception 2, Intelligence 4, Wits 3

**Talents:** Alertness 2, Dodge 4, Empathy 2, Intimidation 3, Leadership 2, Subterfuge

**Skills:** Etiquette 3, Firearms 2, Music 2

**Knowledge:** Bureaucracy 4, Computer 4, Law 2, Linguistics 1, Occult 4, Politics 3



**Disciplines:** Dominate 3, Fortitude 4, Presence 2, Auspex 2

**Backgrounds:** Resources 3, Influence 3, Status 2, Ghouls 4

**Virtues:** Conscience 5, Self-Control 3, Courage 3, Humanity: 7

**Willpower:** 5

**Blood Pool/Max per Turn:** 15/3

**Image:** Neally is a tall, somewhat slender man. Before his Embrace Neally was prematurely balding, and he often wears a high-quality and well-fitted hairpiece that hides this fact. He typically dresses in a double-breasted suit and wingtips; his appearance is as impeccable as a TV host's. His handshake is strong, and he always seems to know how to put the right spin on things.

**Roleplaying Hints:** Play with your imaginary (or real) tie while you speak, and cock your head very slightly while you listen to others speak. Though you may speak softly, you do not allow yourself to be interrupted — you simply keep talking if someone else begins to speak. You are a powerful Cainite, a member of the illustrious Ventrue Clan. More importantly, you work for the greatest power in the city. Though you do not flaunt your power, you will not tolerate disrespect either.

**Haven:** He maintains an office in the basement of one of the government office buildings of the city.

**Secrets:** B+

**Influence:** Neally is Lodin's chief administrator and thus has a firm grasp on the day to day affairs of the Kindred. Many are ordered to report regularly to him, and when disputes occur over control of the mortal realm, Kin-

dred turn to him to iron things out. When he gives an order with regard to mortal affairs — always in the name of Lodin, of course — people jump.

Neally also maintains considerable influence over the city government bureaucracy. The affairs of the city in the realms of both Kindred and kine are in his grasp, and he organizes the most important elements of each. The election of the new mayor was a direct result of his machinations. Indeed, all his retainers were at one time all liberal political hacks or city bureaucrats; they are now all Ghouls, and devoted to him and his “cause.”

## *Jacob Schumpeter*

Jacob Schumpeter had everything he could want: a seat on the Chicago Board of Trade, a subservient wife to beat and cheat on, two daughters to ignore or abuse and a nice home in the suburbs to avoid. With all of these wonderful possessions, he could not understand why he was unhappy. The more this question bothered him the more unhappy he became, and the more often he took out his frustration on his family. Soon his wife had left and filed for divorce, taking the children with her. The daughters’ teachers and social workers were just beginning to become interested in the bruises the girls were sporting at high school when Lodin contacted him.

In putting together his second brood, the Prince had decided he needed someone other than Ballard to help him control the city’s economy. Schumpeter had made his way through the ranks of Chicago’s business elite rather quickly, and Lodin decided that this man would do admirably. He told Schumpeter of the life which was open to him and Schumpeter jumped at the chance. That night, after Schumpeter completed the Change, he made his way to the house where his wife was staying. He attacked her as she was preparing for bed. He taunted her as he held her high over his head. Then, dashing her head against the wall, he began to lap at her blood.

Schumpeter was so flushed with the thrill of his new power that he did not even notice when his two daughters entered the room. He first realized he was not alone when the younger one brought a baseball bat down on his head. Schumpeter recovered quickly thanks to the blood he had just drunk, and in a frenzy, attacked his two children. However, together the two girls managed to escape out the door and into a passing taxi.

While Lodin was upset at this breach of the Lextalionis, he pardoned his Neonate in the hope of using Schumpeter’s economic knowledge. Unfortunately, there was one secret which Lodin had not discovered while monitoring Schumpeter. His rise to power in the mortal world came via favors given by his powerful father and father-in-law, not by any ability of his own. Lodin was much chagrined when he discovered Schumpeter was no match for Ballard and his lieutenants. Indeed, Ballard delights in asking Schumpeter for advice and then showing the numerous flaws in the younger Vampire’s suggestions.

Of late, Schumpeter has found his life among the Kindred to be even more frustrating than his life as a mortal. Once again, he has taken to relieving his frustrations by beating women, and he only feeds on abused, beaten females. He has managed to capture his older daughter and add her to his herd, but he has not been able to find his younger one. What he does not know is that after she met Detective Gregory Stephens, who investigated Schumpeter’s wife’s murder, she became a Vampire hunter and now has several kills to her credit. She is starting with the small fry until she gets the hang of it, and then she’s going after her father. Whoever said there’s no such thing as justice?

**Sire:** Lodin

**Nature:** Bravo

**Demeanor:** Plotter

**Generation:** 8th

**Embrace:** 1981 (born: 1939)

**Apparent Age:** 40s

**Physical:** Strength 3, Dexterity 3, Stamina 3

**Social:** Charisma 4, Manipulation 4, Appearance 2

**Mental:** Perception 3, Intelligence 3, Wits 2

**Talents:** Acting 2, Brawl 1

**Skills:** Etiquette 2, Finance 2

**Knowledge:** Bureaucracy 2, Fortitude 1, Law 1

**Disciplines:** Dominate 2, Intimidation 2, Presence 3, Subterfuge 3

**Background:** Contacts 2, Resources 3, Status 1, Influence 3

**Virtues:** Conscience 0, Self-Control 0, Courage 2

**Humanity:** 0

**Willpower:** 6



**Blood Pool/Max per Turn:** 15/4

**Image:** A middle-aged, bearded Caucasian male. Dresses in conservative suits made to fit his hefty frame.

**Roleplaying Hints:** You try to make up for you inadequacies by showing off. Be boastful and irritating, but shut up if someone more powerful is around.

**Haven:** A condominium in South Chicago

**Secrets:** C

**Influence:** Schumpeter now exerts some control over the Chicago Board of Trade and has managed to develop an iron grip over some of the city's commodities and futures markets. Thus, he has some control over how the millions of dollars changing hands each day are employed. It is technically feasible for him to help send America's economy into a depression, or to destroy certain elements — such as the steel industry. Since Ballard still maintains a grip on local business and industry, Schumpeter has set his sights on the markets and exchanges — the life-blood of Chicago.



## Kevin Jackson

For as long as Kevin could remember, the Bloods had been a part of his life. Both of his older brothers had been in the gang, and Kevin grew up with an undying hatred of the Crips, the Ebony Playboys, and any other gang which was not the Bloods. Thanks to the help of his two brothers, one of whom had moved to Los Angeles and become a leader among the Bloods there, Kevin's rise in the Chicago branch was swift and dramatic. By 1984 he was one of the most powerful Bloods in the city, running much of the city's cocaine trade out of a housing project in Cabrini Green.

Lodin, disturbed by the rising strength of the black gangs and the decline of the Capone-controlled mobs, decided to bring one of the new leaders into his fold. After a quick review of the local toughs, he keyed on Kevin as one who had risen to power through the assistance of others — not too ambitious, but with connections Lodin could use. He appeared before Kevin one night and told him of his plans. Aided by the subtle use of Domination, Lodin convinced the young gang leader to join his new brood.

Kevin has not kept his new existence a secret from the other Bloods. While he often takes Vitae from members of his own gang, he prefers to feed on the Bloods' traditional enemies in the city's other gangs. Unknown to Lodin, he has consolidated his power in the gang to the point where he is one of its most important members, with influence across the United States and into Central and South America. He still operates out of the same housing project, but it is now completely controlled by his gang.

When Maldavis challenged Lodin, the Prince was afraid Kevin would side with her. However, Kevin quickly saw which way the wind was blowing and kept his allegiance to his

Sire. Despite this, Lodin's inherent racism keeps him from fully trusting his only black Neonate. Kevin realizes this, and as a result has occasionally (and very quietly) aided the Anarchs.

He has also turned his Haven into an impregnable fortress, with armed gang members patrolling its halls. He has taken a page from the Mafia's book, and kept this one housing project completely free of violent crime. As a result, the residents are extremely loyal to the gang.

Kevin has Embraced one of his brothers and two other Bloods. No one else realizes this, for all of them are based in Los Angeles — the Anarch capital of the world. They have almost completely taken over the gang by this point, and have even greater plans for the future. For now, Kevin plays the part of a loyal subject of Lodin, and keeps his other life a complete secret.

**Sire:** Lodin

**Nature:** Conniver

**Demeanor:** Conformist

**Generation:** 8th

**Embrace:** 1984 (born 1964)

**Apparent Age:** early 20s

**Physical:** Strength 4, Dexterity 4, Stamina 3

**Social:** Charisma 2, Manipulation 4, Appearance 4

**Mental:** Perception 4, Intelligence 3, Wits 4

**Talents:** Alertness 2, Athletics 2, Brawl 4, Dodge 3, Intimidation 4, Stealth 2, Streetwise 5, Subterfuge 3, Leadership 5

**Skills:** Drive 4, Firearms 3, Melee 3, Music 1, Security 2

**Knowledge:** Law 1, Chicago 4, Poetry 3

**Disciplines:** Dominate 4, Fortitude 2, Presence 2

**Virtues:** Conscience 2, Self-Control 3, Courage 4



**Background:** Allies 4, Contacts 2, Herd 5, Resources 5, Retainers 5, Status 2

**Humanity:** 8

**Willpower:** 9

**Blood Pool/Max per Turn:** 15/4

**Notes:** Kevin himself never carries weapons. However, the gang members who accompany him everywhere are always heavily armed.

**Image:** Kevin is always in style. Covered in gold, hairstyle changed weekly and dressed to kill, he makes a notable figure anywhere he goes. Though whenever he is with the "homeboys" he dresses flamboyantly, he also favors double-breasted suits or the tucked-in polo shirt style, in the right circumstances.

**Roleplaying Hints:** Since you almost always travel with a retinue, let them do most of the talking. When you do speak, make it a command.

**Haven:** Project in Cabrini Green. His Haven itself is an armed fortress with regular sentries, patrols and checkpoints. The gang members have orders to listen to any hint of Kindred presence. Guards listen to children's tales of monsters and thus have a good chance of spotting someone using Obfuscate. For special occasions, the gang has stocked up on flamethrowers and white phosphorus grenades.

**Secrets:** B

**Influence:** He controls the Bloods in Chicago, and has great influence over them nationwide. Most of the drugs now sold in Chicago have passed through his hands and he has taken his cut out of them. There are a large number of very-well armed gang members under his control, and if need be, he could bring a hundred more into town on a few days' notice. It could be said that he has the best trained, largest and most deadly paramilitary force of any Kindred in Chicago. He is highly dangerous, and should not be provoked at any cost.

## Joseph Peterson (Joseph)

By the late 1960s, Joe Peterson had become disgusted with the liberal trends in journalism. A veteran of the most reactionary days of the Chicago Tribune, words like objectivity and fairness were foreign to his vocabulary.

Opponents of America as he saw it were to be prosecuted with every resource available, and he was a leader in the paper's fight against the civil rights movement. When the paper won the first of its three Pulitzer Prizes for investigative reporting between 1971 and 1976, Peterson decided it was time to leave. He became a media consultant, stealing ideas from *The Selling of the President 1968* to push candidates and businesses. Unfortunately, more politicians won despite his help than because of it. The same held true for the businesses whose public

relations campaigns he ran. During the Carter years, he found work slacking off. He took a part-time post as a journalism professor at Daley Community College, where he remained in obscurity until Lodin began looking for a lieutenant to help him control the growing threat from the media.

The Prince heard about Peterson from a state senator who had used his services in the early 1970s and, unusually, had nothing but praise for the consultant. When Lodin heard him lecture, he was also impressed. Of course, it was the same lecture Peterson had been giving for years. Several nights later Lodin approached Peterson and, after a short demonstration of Vampiric powers, offered him immortality. Peterson had no reservations about accepting the Embrace.

Despite his mortal incompetencies, Peterson has had little trouble keeping media reports of the Kindred out of the news. Recently he has become more high-handed, and worries that his threats, intimidations and attacks may someday backfire. Still, he is cocky because of his new powers and does not worry too much. Also, he still has connections to both the Tribune and the Chicago Sun-Times. Since the local television stations follow the lead of the papers, Peterson has seen little need to clamp down on them despite their recent emphasis on local news. In fact, the only local news source which has eluded his control is the Chicago Reader, a weekly newspaper which he holds in contempt, and the local college papers.

Peterson now prefers to be called by his full name of Joseph, comparing himself to the biblical figure who was sold into slavery by his brothers (how he has come to view his treatment by fellow journalists) and became a power in Egypt.

Joseph is one of Chicago's main advocates of the Masquerade, and he will work with any Vampire, be they Anarch or Prince, in order to preserve it. He is also the Cainite



most likely to push for sanctions against those who most blatantly violate this secrecy. He still lives in Southwest Chicago, near the Daley Community College campus, and feeds exclusively on journalists.

**Sire:** Lodin

**Nature:** Traditionalist

**Demeanor:** Judge

**Generation:** 8th

**Embrace:** 1972 (born 1938)

**Apparent Age:** 30s

**Physical:** Strength 3, Dexterity 3, Stamina 3

**Social:** Charisma 4, Manipulation 3, Appearance 2

**Mental:** Perception 3, Intelligence 4, Wits 3

**Talents:** Acting 1, Intimidation 4, Leadership 1

**Skills:** Drive 2, Investigation 3, Subterfuge 3, Public Relations 4

**Knowledge:** Bureaucracy 3, Politics 3

**Disciplines:** Dominate 4, Fortitude 1, Presence 2

**Background:** Contacts 3, Retainers 2, Status 2

**Virtues:** Conscience 0, Self-Control 1, Courage 3

**Humanity:** 3

**Willpower:** 8

**Blood Pool/Max per Turn:** 15/4

**Image:** A middle-aged Caucasian male with a pocked face and greasy brown hair.

**Roleplaying Hints:** You analyze anything anyone says to you, frequently in a way which makes them appear in their worst light.

**Haven:** House near Daley (see above)

**Secrets:** C+

**Influence:** He controls the Chicago media; he can bury a story with a single phone call or order another into high prominence. In the modern world this is an influence far more powerful than you might think; given time he can actually affect the mind-set of the people of Chicago, shifting their opinions on such things as crime, politics and police brutality.

## ***Bobby Weatherbottom (The Hurricane)***

Growing up in Cicero, Illinois, just west of Chicago, gave Bobby Weatherbottom more than enough opportunities to form friendships. But it was his father who bought the boy his best friend when Bobby was eight — a computer with 4K memory which could do almost nothing. But Bobby was fascinated. By the time he was 16 he had put together numerous kit computers, written programs covering almost every conceivable area, and begun to fail high school. Like friends, the Boy Scouts and even his family, school came to mean less and less as computers came to mean more and more. His parents refused to

let him drop out of school, so when he turned 18 he had failed twice and was still in 10th grade.

He dropped out of school on his birthday, and moved into a dirty apartment in a broken-down part of Cicero. Despite never having a job, Bobby had little problem paying his bills — or bill, as it were. The rent was the only bill Bobby ever paid. At the electric company, the phone company, the grocery deliverers and the credit card companies, their computers always registered his bills as paid in full. Bobby's growing ability with a computer and a modem also earned him a steady income from a saving account manipulation scam he ran against Illinois' largest bank.

Now comfortably ensconced amongst his own filth, the young computer genius happily went about building a name for himself amongst hackers world-wide. No copy protection could prevent the legendary Hurricane from copying a program for distribution on a multitude of bulletin boards, and lesser hackers found it fascinating trying to find messages he planted in heavily-protected business and government networks. Indeed, the only thing that disturbed Bobby in his new womb was his family's refusal to have anything to do with him unless he would go to college. He stubbornly refused to do this under the (correct) assumption that there is no college which can teach him anything about his chosen field.

Then Amanda Cersey came into his life. A ravishing brunette from one of Chicago's oldest families, Amanda had a problem. "Only you can help me, Robert," she sobbed. Her father was being blamed for embezzling money from a bank, she said, and only Bobby could make things look right. The computer genius quickly discovered that Amanda's father had had no opportunity to take the missing money and, in tracing the funds, discovered that the only person who could have done the embezzling was Amanda. He quickly realized that she too worked as an officer of the bank, and that this must be a plan to discredit her father as redistributing money in the way she wanted would only shift the blame from her to her father. Swiftly falling in love with Amanda, Bobby was happy to oblige, conscience be damned. Soon Amanda was coming to him with all sorts of problems for him to solve and corporate spying to commit. With his aid she quickly rose to a top position at the bank and put huge amounts of money into her own accounts.

As Bobby helped her, Amanda became more and more uncomfortable in his presence. She quickly blamed this unease on the fact that Bobby soon knew everything about her — an easy task given his ability with computers. She stopped visiting him, but he stayed in contact with her via computer messages and love-notes printed on her bank machine receipts. Amanda, becoming more and more afraid of this seemingly omniscient, omnipotent boy, contacted a "distant cousin" of hers (Annabelle Treabelle, in fact her great-grandmother several times removed) who had always been known in her family for being able to help with intractable problems.



Treabelle began to study the young computer genius in her spare time. One night, she mentioned him to Lodin while they were seated together in his box at the Opera. The Prince became fascinated by the idea of a lieutenant who could control the city's computer networks. At the time he did not understand computers himself, but he understood all too well about their growing importance in society.

In the meantime, Bobby had made the most difficult move of his life. He had left his comfortable little apartment and gone to see Amanda. He begged the beautiful young woman to listen and poured his heart out to her. He told her of his loneliness, and how much she had come to mean to him. As he told his tale of love and sorrow, of the pain of an introverted, self-centered life, Amanda began to react positively, agreeing with much of what he said about life. For the first time ever, they had something in common. He had caught her at exactly the right time — her boyfriend had left her the week before, prompting her to review her life, and she had been horrified at her own selfishness.

As Bobby spoke, Amanda began to realize that her discomfort stemmed from emotions just like those he was describing. Amanda's own life had been one long struggle to live up to the demands of an overbearing father and a jealous mother. Feelings like love and caring were as foreign to her as they were to the lonely young man. They were both cold to the reality of emotion, but had found different ways to keep it out of their lives.

In Bobby she found a kindred spirit, the first human being she could feel empathy for. Despite her earlier rejections, now her heart began to warm to him. As an experiment she allowed herself to open up a tiny bit to the possibility that she

could love him, and soon the crack became an opening through which a sea of repressed feelings flowed.

Bobby was stunned to find his feelings reciprocated by this beautiful woman. He left her condominium shortly before dawn the next morning, dreaming of what their life together would be like. He returned home to find the Prince of Vampires waiting by his computer.

Lodin did not even take the time to explain to Bobby what was going to happen. He was on the young man before Bobby could resist, and after the Embrace, Dominated the boy into coming to his Haven, where he put the computer genius to work tracking down information on his foes. Amanda spent the day at work thinking about her soul-mate and trying to call him on the phone. Unable to reach him, she went to his apartment during lunch, and found the door unlocked and blood spattered about. Horrified, but afraid to contact the police, she ran once more to her "distant cousin". Annabelle, with a little help from her Auspex, quickly put one and one together.

Before contacting Lodin she called a meeting of the Primogen and railed for almost an hour against the Prince's uncontrolled creation of Neonates and his refusal to seek permission from them. It was the last straw after a series of grievances against him. It was at this meeting that the Primogen decided to teach Lodin a lesson, and began their support of Maldavis. The ensuing battle tore the Vampiric community in two and led to the destruction of several score Kindred. In the end Lodin came crawling back to the Primogen and offered them his loyalty.

As part of his submission, he reunited Amanda and Bobby (giving Annabelle a hold over him as well) though he still numbers Bobby among his most valuable lieutenants. Bobby, on the other hand, wants nothing more than to be free of Lodin's Domination and to live his life in peace with Amanda. She knows of his new existence and has promised to do anything she can to help him, and confides in her ancestor a great deal about the situation. Indeed, Bobby has never fed off of anyone else — thus, he never has more than one point of blood in his system — nor, at this point, *can* he feed on anyone else. Annabelle protects both of them, and would destroy anyone who hurt either.

**Sire:** Lodin

**Nature:** Loner

**Demeanor:** Fanatic

**Generation:** 8th

**Embrace:** 1984 (born 1963)

**Apparent Age:** 20s

**Physical:** Strength 1, Dexterity 2, Stamina 2

**Social:** Charisma 1, Manipulation 1, Appearance 2

**Mental:** Perception 2, Intelligence 5, Wits 3

**Talents:** Subterfuge 3

**Skills:** Drive 1, Security 5

**Knowledge:** Computer 5, Puzzles 5, Investigation 5

**Disciplines:** Dominate 1, Fortitude 1, Presence 1



**Background:** Allies 3, Contacts 3, Resources 3, Status 1

**Virtues:** Conscience 4, Self-Control 2, Courage 2

**Humanity:** 8

**Willpower:** 7

**Blood Pool/Max per Turn:** 15/4

**Image:** A tall, skinny young man with glasses and stringy dirty-blond hair. Generally dressed in old jeans and T-shirts.

**Roleplaying Hints:** You don't interface as well with the living as you do with computers. Talk hesitantly and only when you must.

**Haven:** Apartment in Cicero (see above)

**Secrets:** A-

**Influence:** None in himself, but he can use his abilities to great effect, causing chaos and destruction in nearly every sector of the city. He is a brilliant computer hacker and can break into any system. Use your imagination to decide what sort of influence this gives him.

## Brennon Thornhill

Most families in Colombia circa 1960 found it extremely hard to thrive in the stultifying economic climate of the time. Brennon Thornhill's family lived well on the money the father brought home from the United Fruit Company, but Brennon himself found it hard to thrive in the stultifying emotional climate of his childhood. Brennon did not suffer physical abuse at the hands of his U.S.-born father, but the insults, put downs and constant rejections of his self-worth were almost as bad, especially when his half-sister and brothers joined in.

The only person who supported him through all this was his mother, a Colombian native who had been sold to the senior Thornhill when she turned 16. By the time Brennon became a teenager, he had sworn that he would become powerful enough to make his father pay and make up for all the injustices in his mother's life. He first got the chance to make something of himself in 1969, when his father moved the family to Southern Illinois.

Thanks to friends he had made in South America, Brennon was able to make himself an immediate hit on the state's drug scene. Within only a few years he had made himself a rich man smuggling guns, emeralds, marijuana and cocaine. He invested the money throughout the state, concentrating it in the Chicago area. In 1981 he bought an old warehouse on State Street, which he soon converted in the Succubus Club.

The club became an immediate hit not only among mortal club goers, but among the Undead as well. Brennon, more willing to believe in their existence because of his Colombian upbringing, soon made friends with some of the Kindred, and they told him of a great war beginning between the great



Cainites of the city. Thus it came as little surprise when the Prince of Chicago paid the club owner a visit.

Lodin wanted information on the Licks hanging out at the Succubus Club, but Brennon had a price. He would serve as a constant source of information for the Ventrue, but only if the Prince made him a Vampire. The Prince readily agreed.

Neither actor knew their roles were being influenced by an ancient Methuselah buried deep in the earth beneath the club. She had come to enjoy Brennon's protection, and wanted him to serve her even further as one of the Damned. Thus for the past many years he has been her loyal (if unwitting) ally.

Nevertheless, Brennon has not let his own plans for vengeance fall by the wayside. Shortly after the Embrace, he snuck into his father's office and planted 10 kilograms of cocaine along with a list of dealers. Then he called the police. Brennon's father is now serving a 20-year prison term for possession with intent to distribute.

This has not put Brennon's ambitions to rest. Subtly egged on by Helena, he has sought to expand his influence among the Kindred. Even though Lodin Sired him, some Anarchs still trust him due to his ownership of the Succubus Club and the fact that he never has betrayed them. He allows them wide latitude in his club and they appreciate it.

However, Brennon never does anything without expecting compensation. If he does the Anarchs favors, then they do him the same in return. Brennon still looks to get ahead every chance he has, and many Cainites view him as one of the most self-centered Kindred they have ever met. These are the Vampires unaware of the fact that the club owner still sends generous monthly checks to his mother or the fact that he never kills the Blood Dolls he feeds on.

**Sire:** Lodin

**Nature:** Conniver

**Demeanor:** Gallant

**Generation:** 8th

**Embrace:** 1985 (born 1950)

**Apparent Age:** 30

**Physical:** Strength 3, Dexterity 3, Stamina 3

**Social:** Charisma 5, Manipulation 5, Appearance 4

**Mental:** Perception 3, Intelligence 2, Wits 3

**Talents:** Acting 5, Dodge 3, Empathy 2, Intimidation 3, Leadership 2, Streetwise 5, Subterfuge 3,

**Skills:** Drive 4, Etiquette 5, Firearms 2, Music 1

**Knowledge:** Finance 3, Law 3, Politics 1

**Disciplines:** Dominate 5, Fortitude 2, Presence 3

**Background:** Allies 3, Contacts 3, Influence 2, Mentor 5, Resources 5, Retainers 3, Status 2

**Virtues:** Conscience 1, Self-Control 1, Courage 2

**Humanity:** 2

**Willpower:** 8

**Blood Pool/Max per Turn:** 15/4

**Image:** A strikingly attractive man with coconut skin and a seductive smile. Some mortals are put off by him but those who frequent his club find him to be one of the most fascinating men in existence.

**Roleplaying Hints:** Suave and nothing but. Be cool no matter what the situation; when dealing with people you want to like you, speak with a sexy foreign accent (it doesn't matter what kind of accent — he's making it up as he goes along).

**Haven:** Penthouse in the Succubus Club, plus several others which he hardly ever uses.

**Secrets:** A-

**Influence:** Brennon still controls a good portion of the drugs moving through the city and is on good terms with both Kevin Jackson and Capone, both of whom use him for a contact occasionally. He also has a great deal of influence through his friendships with other Kindred and the favors he has done for them. Finally, Helena would see to it that almost anything he could want would happen. For instance, police no longer raid his club looking for underage drinkers.

sacrifice while in school, and signed up to join the Peace Corp upon graduation.

Lodin met his great-great granddaughter for the first time at a private party right after graduation, where he was hunting one of her friends. He quickly changed targets to this enchanting young woman, and engaged her in conversation. As they walked along the shore of Lake Michigan, the Prince of Chicago found himself becoming more and more interested in this unique young lady, who was like no one he had ever met before (a head full of LSD was doing much to accentuate her natural strangeness).

Instead of feeding on her and then returning her to the party, Lodin kept on talking with her almost till dawn, when he realized he had fallen in love with her. Minutes before the sun was to rise he told her what he was and invited her to join him in immortality. The tripping Lorraine was more than happy to do so. After the transformation, the pair retired to the nearby Matthews estate to sleep. However, the LSD now coursing through both their systems made sleep impossible, and for the first time in more than a century, Lodin stayed up through the day. Not only did he stay up but, at his beloved's urging, the two went outside and endured almost five seconds of bright sunlight before rushing back to the basement.

At first, Lodin was afraid to reveal Lorraine's existence, since in creating her he had violated his recent pledge to seek approval from the Primogen before adding to his brood. However, he managed to extract promises from a majority of the Elders to support his decision, and eventually revealed her to the Kindred. He kept her heavily Dominated until he became convinced that she really loved him, and that her attraction to him was not just another affect of the drugs.

Since deciding that she does indeed love him, he has spent every available moment with her. She feeds on the blood of drug-users and he in turn feeds on her Blood, an arrangement he keeps very secret. Indeed, it was just this arrangement which made his abduction in *Ashes to Ashes* so easy. If Lodin was not revived at the end of *Ashes to Ashes*, then Lorraine is the only Kindred still looking for him. Otherwise, she is the Prince's most valued creation — a way he still tends to look at her despite the great love he feels for her. She avoids the other Kindred in Lodin's broods, and is the only female Vampire he ever created.

She feeds on drug-users, preferring those who use hallucinogens like LSD, psilocybin, MDMA (ecstasy) and others.

**Sire:** Lodin

**Nature:** Child

**Demeanor:** Loner

**Generation:** 8th

**Embrace:** 1987 (born: 1967)

**Apparent Age:** 20s

**Physical:** Strength 2, Dexterity 2, Stamina 2

**Social:** Charisma 4, Manipulation 3, Appearance 4

**Mental:** Perception 4, Intelligence 4, Wits 2

## Lorraine

Lorraine Matthews' family has long been a power not only in Chicago politics but in Illinois, the Midwest and occasionally on the national level as well. Indeed, though she does not know it, she is the great-great-granddaughter of Lodin. She spent her early life happily playing on her family's rich estates and being groomed for a life of public service and private gain. However, her four years at Northwestern University brought a change in her attitude. She got heavily into both drugs and self-



**Virtues:** Conscience 5, Self-Control 4, Courage 2

**Talents:** Acting 2, Empathy 2, Leadership 1, Streetwise 2

**Skills:** Animal Ken 1, Etiquette 2

**Knowledge:** Medicine 2, Humanities 3, Music 2

**Disciplines:** Dominate 3, Fortitude 1, Presence 2

**Background:** Allies 1, Contacts 2, Resources 3, Status 1

**Humanity:** 10

**Willpower:** 6

**Blood Pool/Max per Turn:** 15/4

**Image:** A pretty young red-headed woman, with long straight hair and a far-away look in her eyes. Uses clothes and makeup to accentuate her beauty.

**Roleplaying Hints:** Speak quietly and slowly. Since you are generally flying high on something, little of what you say will make sense.

**Haven:** The family estate

**Secrets:** B

**Influence:** Her family has some pull in mortal politics, and her relationship with Lodin gives her some status among the Kindred, but for the most part she neither has nor wants much influence.

## Others

*I gotta broken mirror and a black cat bone*

*I gotta super mojo too*

*I'm gonna mix it up with a wooden stake*

*And baby then I'm gonna give it to you.*

*Circus of Power, Doctor Potion*

## Phillipe Rigaud

When Louis XIV, France's legendary Sun King, invaded Holland in 1672, Phillipe Rigaud was a soldier in the light cavalry units which scouted the area — or more commonly, raided the area. While they did not share their king's dislike of Calvinism, republicanism and Dutch economic ascendancy, they did enjoy a good opportunity. Phillipe's unit was better than most in seizing each village in their path, carrying away whatever was portable and destroying the rest. Their free reign over the countryside ended when the Dutch took the extreme step of opening the dikes. Most of Phillipe's unit died in the ensuing floods, and Phillipe himself escaped only by the good luck of having actually been scouting, and having climbed a windmill to get a better view of the area. Cursing the Dutch, Phillipe prepared to make his way back to France.

However, what he and most other mortals did not know was that the European wars of the Sun King were in fact only one part of the continent-spanning wars between the newly-formed

Camarilla and the Sabbat rebels. The invasion of Holland had been a cover by the Camarilla to try to wipe out that northern bastion of the Black Hand. Phillipe discovered this one night as he camped out on the desolated countryside. His sleep was rudely interrupted by two crazed Sabbat Vampires seeking both blood and "recruits" to use as cannon fodder against their foes.

Phillipe managed to empty his two pistols into the attackers before they were on him. The sight of two creatures unaffected by bullets was almost enough to send his fatigued mind to the edge of madness, and when they sunk their teeth into his flesh he went over the edge. While he was unconscious they looked into his mind, learned what he had been doing for the last few weeks, and judged him fit for their purposes.

When he revived, Phillipe found himself surrounded by dirt, trapped deep under the earth. His now-Vampiric mind rebelled at this situation and in a Frenzy he clawed his way out of the grave. He was met at the surface by one of the Sabbat's grave-watchers, who knocked out the exhausted Phillipe and brought him before the Sabbat council. There he was told his





new purpose in life was to fight the Camarilla for the rest of eternity. Ever the good soldier, and now a crazed soldier to boot, Phillipe threw himself into the ensuing battles. He was part of many mass attacks by Black Hand against Camarilla strongholds in Southern France. While almost all the Sabbat would die, they would invariably destroy their target. The few survivors simply created more "troops", and went off to attack another stronghold. The survivors would drink the blood of those they killed; this was the only guaranteed means of survival, so they had nothing to lose.

Despite being created as cannon fodder, Phillipe has managed to survive and prosper thanks to his military skills and his insane obsession to destroy the Camarilla, which he now blames for all his misfortunes. In two attacks he was the only Vampire to survive, and he managed both times to feed on the blood of elder Vampires.

The rise of the New World as battle-ground between the two forces of Kindred has allowed Phillipe to prove his abilities over and over again. Before the Sabbat takes over a new city, it sends a number of two-Vampire teams to scout it out and prepare the way for the eventual attack. When the time comes, the scouts Embrace hundreds of mortals to supply cannon fodder and send to the Sabbat for help in leading the undead army. Phillipe has proven himself to be one of the Black Hand's most capable urban scouts and has been involved in every major Sabbat takeover in the past two hundred years. He was one of three scouts who oversaw the takeover of New York. Thus, he has been sent on the most difficult of missions, to pave the way for the Black Hand to take over Chicago.

Over the years, Phillipe has become fanatical about increasing his power to the point where he could not be harmed. Thus, the only thing which could convince him to reveal himself

from the behind the cover of his perpetual Obfuscate is the opportunity to drink the blood of an Elder.

He knows of only one Vampire older than himself in Chicago: the Brujah Tyler. He knows of that her battles with the Camarilla were partially responsible for the founding of the Sabbat — indeed they are legendary among his sect. No other Kindred in Chicago, with possible exception of Helena, knows this, and Phillipe intends to use this knowledge to enlist Tyler's aid. In addition, he is doing whatever he can to foster unrest and hostility between Anarchs and the establishment without revealing his presence in the city.

**Sire:** Sabbat

**Nature:** Fanatic

**Demeanor:** Survivor

**Generation:** 7th

**Embrace:** 1673 (born: 1650)

**Apparent Age:** 20s

**Physical:** Strength 5, Dexterity 5, Stamina 6

**Social:** Charisma 1, Manipulation 4, Appearance 3

**Mental:** Perception 6, Intelligence 3, Wits 4

**Virtues:** Conscience 0, Self-Control 0, Courage 5

**Talents:** Acting 3, Alertness 4, Athletics 2, Brawl 5, Dodge 6, Intimidation 3, Leadership 2, Subterfuge 4, Streetwise 3

**Skills:** Firearms 3, Melee 4, Security 3, Stealth 6, Survival 4

**Knowledge:** Investigation 4, Linguistics 4, Occult 2, Politics 2, Chicago 3

**Disciplines:** Animalism 1, Auspex 4, Celerity 2, Dominate 4, Fortitude 3, Obfuscate 5, Potence 2, Protean 4

**Background:** Sabbat Status 3

**Humanity:** 0

**Willpower:** 10

**Blood Pool/Max per Turn:** 20/5

**Image:** Tall and slim, with black hair and a trim mustache. Dresses in black.

**Roleplaying Hints:** Avoid contact at all costs, and when it is forced upon you pretend to be someone else. Under no circumstance should you ever reveal your true self to anyone.

**Haven:** Deserted old hotel in South Chicago. At one time it housed numerous homeless, who made the Sabbat's first meal in town.

**Secrets:** B+

**Influence:** Little to none — yet. However, when the time is right he is prepared to create a whole new batch of Sabbat Vampires here in Chicago. In a span of a month or so they will be able to create 20 to 30 new Kindred, and a month after that the number could double. Creating such numbers of Kindred has always been the way for the Sabbat, and throwing such cannon fodder at the Camarilla has been the only way to overthrow its rule.

# Wendy Wade

From birth, Wendy Wade was groomed to one day take a position of power. The only child of one of Baltimore's most successful corporate lawyers, she attended the finest prep schools on the east coast and eventually earned her law degree from Columbia University in New York City, graduating at the top of her class in 1978. She went to work for one of Wall Street's most prestigious law firms and soon made her mark during the merger and acquisition frenzy which gripped businesses during the Reagan era. A dynamic, energetic and ruthless attorney, people who met her knew she was marked for great things as a lawyer. Then she made the mistake of walking home late from a neighborhood fern bar.

The Sabbat was preparing to expand its grip on the United States, and several of the Black Hand were out seeking converts. They saw Wendy making her way home and ambushed her in the lobby of her apartment building. They knocked her out, dragged her into their waiting van and drove off into the night.

When she regained consciousness she found herself in the dark, unable to move and with dirt in her mouth, nose and eyes. She also became aware of great changes going on within her body. Without knowing exactly what she was doing, she began expending Blood Points. With the phenomenal strength now available to her, she slowly managed to force her way through the earth, and after an hour of agonizing effort, reached the surface. The grave watchers, who were used to seeing Vampires arise in a frenzy if they rose at all, were amazed to see Wendy burst from the earth as sane and rational as a Neonate could be. They took her back to the Sabbat council, along with another recent burial who had managed to force her way to the top, and introduced them to their new life.

Wendy has been a great success among her new family. They have found her to be a quick learner, a keen observer and a natural tactician. Several Sabbat Elders have begun to groom her for greatness, and have assigned a number of the Black Hand's foremost members to show her the ropes. This is why she has been assigned to be part of the first scouting party to Chicago, along with one of the Sabbat's best scouts. However, Wendy is still deeply in love with her own invulnerability and tends to be overconfident. She approves of the Sabbat's position on controlling mortals, and dislikes having to hide her "superiority." Phillipe fears that this makes her more likely to let the Sabbat presence become known. Finally, she has learned that she can increase her power by feeding from an Elder, and is on the lookout for an opportunity. Since she is 13th generation, almost any Kindred will do.

**Sire:** Sabbat Coven

**Nature:** Deviant

**Demeanor:** Plotter

**Generation:** 13

**Embrace:** 1978 (Born: 1956)

**Apparent Age:** 20s

**Physical:** Strength 3, Dexterity 4, Stamina 4

**Social:** Charisma 4, Manipulation 5, Appearance 3

**Mental:** Perception 4, Intelligence 4, Wits 4

**Virtues:** Conscience 0, Self-Control 0, Courage 3

**Talents:** Acting 2, Alertness 2, Athletics 1, Brawl 1, Dodge 2, Intimidation 2, Subterfuge 4, Leadership 2

**Skills:** Drive 2, Etiquette 3, Firearms 1, Law 4, Stealth 2

**Knowledge:** Bureaucracy 3, Investigation 1, Politics 2

**Disciplines:** Auspex 1, Dominate 3, Fortitude 1, Obfuscate 1, Presence 4, Protean 3

**Background:** Allies 2, Contacts 2, Sabbat Status 2

**Humanity:** 0

**Willpower:** 10

**Blood Pool/Max per Turn:** 10/1

**Image:** An attractive, very business-like woman. Her brown hair is cut short and she still has a preference for power suits.

**Roleplaying Hints:** If you are drawn into a conversation about the Kindred, become adamant in pushing for the Sabbat's side. Try to convince the characters that your way is right. Then, if they are older than you, kill them and drink their blood.

**Haven:** Abandoned hotel in South Chicago (see *Pierre*, above)

**Secrets:** B

**Influence:** None





## The Monitor

Rebekah was born almost 2000 years ago, just south of the holy city of Jerusalem. Like her parents, she was a fierce opponent of the Roman occupation of Judea. Unlike her parents, she took the battle to fierce new heights and became a member of what modern historians call the Zealots: a force of urban militants and rural peasants who battled both the Romans and the Jewish aristocrats. Rebekah, who moved into Jerusalem, was one of the few females who earned the privilege of being *sicarius*, or "dagger man," assassinating leading oppressors. After one particularly daring assassination of a Roman merchant, Jerusalem became too hot to hold her and she returned to the countryside of her youth.

It was there that she met Elihu, a Ventrue who hated the rich and took his hate out upon the upper classes of Jewish society. She became his retainer and served him in his personal crusades against those they both saw as oppressors. However, the Roman Empire began to re-assert its control over the countryside, and in a battle with a detachment of legionaries, Elihu was speared through the heart by a wooden *pilum*. After the Roman soldiers set his body on fire, Rebekah managed to drive them off with the aid of several old friends, only to find Elihu's body burnt beyond recognition. Somehow he still lived, and Rebekah offered him all her blood so that he could begin the long process of healing. He drained her, unable to prevent himself from drinking the last drop of her *Vitæ*. He came to his senses in time to return some of his Blood to her, and she became one of the Undead.

Together they fled a Palestine which was no longer safe, and travelled through the Roman Empire. For the next 1400 years they journeyed across Africa, Europe and Asia, feeding on

the rich and falling deeper and deeper in love with one another. Then came the Inquisition. Rebekah and Elihu were in Barcelona when the persecution began. At first they fought against the church and government attacks on Jews, Moslems, Vampires and other infidels just as they had fought the Romans more than a millenium before.

Then they were approached by an emissary of the newly founded Camarilla. This Methuselah gave with one hand and took with the other. He ordered the two Kindred to stop fighting the Inquisition on pain of a blood hunt, and then offered them membership in the new organization. Rebekah rejected the offer out of hand, and would have attacked the emissary right then and there had Elihu not restrained her. The new organization was the cause of the first and last fight between Rebekah and her Sire. Elihu wanted to join the fledgling group, while Rebekah wanted to fight all those who would oppress what she thought of as her peoples. Elihu left her and began a long journey to Cathay, where he hoped to disappear into anonymity.

Rebekah, enraged, enlisted the aid of a number of other Kindred who felt as she did and attacked him before he could leave Spain. In the battle her allies died, but not before she was able to sink her teeth deep into Elihu's throat and suck the essence of Caine from his body. The sight of her Sire and lover dead on the ground before her brought her back to her senses — horrified, she fled Spain and made her way back to the land where she had been Embraced.

For centuries she lived the life of an ascetic, often going without blood for weeks at a time, trying to control the deadly lust which she now saw as the bane of her existence. She felt her Humanity gaining ascendancy over the Beast which had ruled her for so long. Golconda itself eluded her, though. She took to wandering the Middle East, visiting holy sites and conversing with the greatest thinkers of the age. Finally, she journeyed to the caves near the top of Mount Ararat where, amidst the remains of the great ark, she pledged not to move until she had come to terms with the Beast within. In the dreams of her ravings, she was approached by an Ancient who had been watching her for some time, and he guided her through the tortuous path that was her *Suspire*. Two months later she crawled down from the summit, severely emaciated but safely within Golconda.

She soon discovered that there were other Kindred like her — elder, powerful Vampires who wished only to be left alone. She joined with these Inconnu, and they taught her of threats to her existence which before she had only suspected. They told her about the immortal Jyhad and the coming Gehenna, of the Antediluvians and their continuous wars against each other. She became one of the Inconnu monitors, watching over allotted areas to report events which might threaten the Inconnu peace. Watching and never interfering.

The Inconnu sent her to the newly freed English colonies in America to keep track of the Kindred who had played a role in the revolution. She went to the frontier where many of them dwelt, monitoring them as best she could and keeping in



close touch with the other Inconnu. She was attracted to Chicago by the battle between Maxwell and Lodin, and soon became sure that things there were not as they seemed. This city was in such a ferment of rebellion and chaos, and was so overcrowded, that it was judged to require its own monitor. Thus, she has stayed in the area ever since, unseen by most Kindred and a mystery to the rest.

While the Monitors are supposed to remain hidden watchers, taking no part in the event they view, Rebekah has been unable to maintain her detachment. Rebekah did admirably for years, but the rise of Maldavis finally drew her into the city's battles. She saw much of herself in the young rebel and threw herself into the hopeless battle, though too late to change the tide. She barely managed to maintain her anonymity when Maldavis was defeated, but she has continued to protect her and hopes the Anarch may one day rise again. She has even begun to enter the dreams of the young rebel and is slowing guiding her towards Golconda.

**Sire:** Elihu

**Nature:** Rebel

**Demeanor:** Loner

**Generation:** 5th

**Embrace:** AD 12 (Born: 9 BC)

**Apparent Age:** 20s

**Physical:** Strength 6, Dexterity 7, Stamina 6

**Social:** Charisma 5, Manipulation 5, Appearance 5

**Mental:** Perception 8, Intelligence 7, Wits 8

**Talents:** Acting 4, Alertness 6, Brawl 4, Dodge 4, Empathy 4, Subterfuge 5

**Skills:** Animal Ken 3, Drive 1, Etiquette 2, Melee 2, Music 3, Stealth 5

**Knowledge:** Investigation 5, Linguistics 8, Medicine 4, Occult 5, Chicago 7

**Disciplines:** Animalism 2, Auspex 6, Celerity 2, Dominate 6, Fortitude 4, Obfuscate 5, Potence 2, Presence 5, Protean 5

**Background:** Contacts 5, Resources 3, Retainers 2

**Virtues:** Conscience 5, Self-Control 5, Courage 8

**Humanity:** 10

**Willpower:** 10

**Blood Pool/Max per Turn:** 40/8

**Notes:** Rebekah avoids combat at all costs, but if somehow is forced into it she will have no mercy for her foe. She will employ all of her Disciplines and spend all her blood immediately on her Dexterity or Strength. Her extra level of Auspex allows her to sense the emotions of those around her on a Perception + Empathy roll (target of 7). Her extra level of Dominate allows her to calm frenzied Kindred without making them lose their self-will. Have the Vampire roll their Humanity against a target of 6. Lessen the Frenzy for every success. Five successes means the Frenzy is overcome completely, and a botch leads them to attack Rebekah.

**Image:** Rebekah was attractive as a mortal and a combination of the Blood and her own self-satisfaction make her more so. She black hair and green eyes, and prefers the comfort of loose, flowing outfits.

**Roleplaying Hints:** You try to hide your role as monitor at all costs. When you do interact openly with others try to pass yourself off as a much younger Lick.

**Haven:** The Shedd Aquarium

**Secrets:** A +

**Influence:** Rebekah reports to the Inconnu councils. It is unlikely, but not entirely inconceivable, that she might be able to convince them to intervene in the affairs of Chicago.

## Prias

More than three millenia ago, Prias was the most beautiful man in Asia Minor. When he met the beautiful Achean Helena, they knew they were meant for each other. Unfortunately, she had also attracted the attention of the ancient Toreador Minos. The two lovers fled to Asia Minor, where Prias' relatives were among the most powerful inhabitants. For ten years they were safe, but eventually Minos caught up with them. Prias did everything he could to defend Helena, but Minos abducted her and left Prias for dead. However, Prias managed to survive the attack and his relatives took him to Egypt, where he spent several years recuperating from his wounds. Finally he felt well enough to try and track down his old love.

He began with visits to Minos' old haunts in Crete and Rhodes. Finally, after 13 years of separation, he found his old lover in the Greek city of Argos. Minos was with her, and he had already turned Helena into a Vampire. Still, Prias was deter-



mined to slay the ancient evil, and with a force of his brothers' soldiers, he managed to drive a spear through Minos' heart. Much to his surprise, Helena leapt at the old Vampire and sank her teeth into his throat. After a minute she rose from the drained — and now destroyed — Elder with blood streaming down her smiling face.

Prias sent the remaining soldiers back to Asia Minor and he and Helena, now both well past 40, made their home in Tiryms. There she told him that Minos had given her eternal youth, and offered the gift to him Prias. Prias refused. Shocked at what she had become, he said he would never become one of the horrors who fed on the blood of the living. Afraid to lose her old lover, Helena told him how mortals could drink the blood of Vampires and gain both eternal life and extraordinary powers. This was much more to Prias' liking, so for the next 3000 years they lived happily with this arrangement, where Helena would feed on kine — and, later, on Kindred — and Prias would feed from her.

Without knowing what was happening, Prias soon found himself Blood Bound to his lover. He believed that their love had grown deeper, but Helena knew the truth. At first, she took great care never to abuse this power, but as time went by, things began to change. The first time she forced her will upon him was shortly after the pair had moved to the bustling metropolis of Carthage, and the Brujah were making their bid to rule the world from this North African city.

Prias wanted to remain above the fighting, but Helena wanted to charge into the fray and rule the world alongside the Brujah. She began using their Blood Bond to make Prias hunt down her enemies during the day and use his great fighting abilities to destroy them. When the tide began to shift against Carthage, Helena was among the first to sense the change. Since she had managed to keep the other Kindred from knowing of her role in the Punic wars, she and Prias fled to Rome, where they offered the Ventrue and Malkavians detailed knowledge of the Brujah forces in exchange for a position of power.

Their safety amongst the Romans was not to last. Menele soon realized the role Helena and Prias had played in the destruction of Carthage, and set about hunting them down. Their first encounter, in the city of Pompeii, almost cost all three their lives, but they escaped and for the next 1600 years battled their way across Eurasia. Finally, in a climactic battle in 1415 near Agincourt, France, Menele was dealt a near-fatal blow but escaped with the aid of a force of knights he controlled. Now Helena and Prias turned hunters. Despite their great abilities, it took them 77 years to discover where Menele had gone. Finally Prias heard legends of a New World to the west, where several Kindred said they believed Menele had gone — a fact confirmed by Helena's Auspex.

Together Helena and Prias made the trip across the Atlantic and began the long search for Menele. Their battles raged across two continents until the climactic battle by Fort Dearborn which left both Menele and Helena in torpor. Prias

took care of his beloved Helena, getting her to a place of safety near the fort, making sure she had enough blood and preparing to guard her body till she awoke. He stayed in hiding with his lover as the city of Chicago began to grow up around them.

Prias stopped feeding on Helena in order to ensure that she would have enough Blood to complete her healing. He began making trips across America, using the powers he had gained from 3000 years of drinking Helena's super-potent Blood to kill other Kindred and take their Blood. As he continued this process, he began to feel his Blood Bond with Helena, a bond he never knew he had, slipping away. Amazed at having free will for the first time in 2000 years, Prias pledged never again to drink her Blood, and to only take Blood from Kindred he has killed. He has gone to great pains to try and keep his former lover from learning that her control of him is gone. Since he did feast on her for so long, the powers he has gained have not left him. Despite this, he is afraid they may, and has begun to think about killing the woman who once gave his life meaning.

Very few Kindred have ever encountered Prias and lived to tell about it. Those who have, including Chicago's Tremere, believe him to be an Inconnu, since he reads as a Vampire to Auspex due to his long feeding on Vampiric Blood. Prias killed a number of Chicago's Kindred on both sides of the Jyhad in the mid-80s and still has some of their Blood in storage. Since he also has Helena's blood coursing through his system, he only needs to drink the equivalent of a point of Blood a month to maintain his immortality, youthful beauty and powers.

He is still deeply in love with Helena, though he feels (quite rightly) that she betrayed him. He still does most of what she orders but of course is no longer bound to her — something she has not yet begun to notice.

**Sire:** None

**Nature:** Caregiver

**Demeanor:** Conformist

**Generation:** None

**Apparent Age:** Late 20s

**Physical:** Strength 5, Dexterity 5, Stamina 5

**Social:** Charisma 5, Manipulation 5, Appearance 5

**Mental:** Perception 5, Intelligence 5, Wits 5

**Talents:** Acting 1, Alertness 2, Brawl 3, Dodge 3, Subterfuge 4,

**Skills:** Drive 2, Etiquette 3, Melee 7, Stealth 4, Survival 2

**Knowledge:** Linguistics 5, Occult 2, Chicago 4

**Disciplines:** Animalism 1, Auspex 4, Celerity 1, Dominate 2, Fortitude 2, Obfuscate 1, Potence 3

**Background:** Mentor 5, Resources 2

**Virtues:** Conscience 3, Self-Control 5, Courage 4

**Humanity:** 8

**Willpower:** 10

**Blood Pool/Max per Turn:** 10/1

**Notes:** He possesses a sword which provides him with great powers. While it is not exactly magical, it can not be



denied that it has a certain mystical dweomer. Made of silver, it creates wounds that cannot be healed by Vampires. Only by mixing another Vampire's Blood with their own and then pressing it to the wound can they heal it (requiring 3 points total). This weapon was created for him by the Vampiric craftsmen of Carthage for use in his Vampire-hunting expeditions.

**Image:** An extremely beautiful blond young man with deep blue eyes and a dark, rich tan. Prefers robes to any other garb and is likely to go out in a gorgeous long coat, boots and nothing else.

**Roleplaying Hints:** Act very mysteriously. Allude to greater secrets but don't get into specifics. At the first opportunity, try to add to your stock of blood.

**Haven:** With Helena

**Secrets:** A

**Influence:** None, except through Helena

## Gulfora

Gulfora is one of the few remaining succubi left with a physical presence on Earth. As far as she is concerned, she has existed for almost as long as the earth itself has, and believes she came into being on the fourth day of creation, when God created the creatures of the sea and the air. However, succubi, like all demons, are great liars, and anyone who believes their stories would do well to never buy a bridge in Brooklyn.

Gulfora's history is a long and bloody one. The Sumerians were the first people to write about her, and their cuneiform warnings about her powers date back to 2300 B.C. Other civilizations, from the Egyptians to the Puritans, have feared her, and rightly so. There is probably no Vampire who can

match her murder for murder — unless those rumors about Stalin or the Khmer Rouge are true.

She migrated to Chicago with the advent of the railroads and the huge influx of the poor and downtrodden which so expanded the city. After moving from Haven to Haven, Gulfora eventually took up residence beneath the Museum of Science and Industry in Hyde Park. Although she sleeps there, she can most often be found in the sewers making her way through the city.

Gulfora differs from Vampires in a number of ways. First of all, she is not undead. Indeed, she has never lived at all. To people of the Western tradition she was created along with the other angels, and fell from grace. To people of Eastern traditions she tends to be considered one of the malevolent forces of nature. Her second main difference comes from the fact that she does not gain sustenance from sucking blood. In fact, the only way she "feeds" is by sexual intercourse. Thus she is unable to spend Blood Points to increase her physical attributes.

Finally, she is invulnerable to the Dominate discipline (though the Tremere are rumored to have a ritual which has the same effect) and always reads as having a deep red-black aura. She despises the Kindred and is unable to feed off them, just as they are unable to feed off her. However, she has never taken any action against them.

**Nature:** Deviant

**Demeanor:** Bon Vivant

**Physical:** Strength 5, Dexterity 5, Stamina 5

**Social:** Charisma 8, Manipulation 9, Appearance 10

**Mental:** Perception 5, Intelligence 5, Wits 5

**Talents:** Acting 5, Empathy 5, Intimidation 5

**Skills:** Etiquette 5, Seduction 10

**Knowledge:** Occult 5

**Disciplines:** Auspex 5, Dominate 5 (Only on men), Obfuscate 5, Presence 5, Thaumaturgy 6

**Virtues:** Conscience 0, Self-Control 0, Courage 0

**Background:** Herd 5, Retainers 1

**Humanity:** 0

**Willpower:** 10

**Notes:** While Gulfora is bothered by religious symbols, they do her no harm. She is also not affected by the sun or fire, though she avoids both. While she is no great foe in combat, her extra level of Thaumaturgy lets her turn insubstantial at will. She can also travel in that form. Finally, her Dominate only works on males (yes, male Vampires too).

**Image:** As beautiful as she wants to be. Don't bother describing her clothes — she doesn't wear any.

**Roleplaying Hints:** Everything you do is as sultry and as sensual as it can be. Think of yourself as Madonna in a slow motion video.

**Haven:** The Museum of Science and Industry. She also lives in the sewers beneath the city. The Nosferatu





know that something else lives down there with them, but they have no clue what or who it is. There are rumors among the Kindred about a monster beneath the streets, but few would believe that there is such a thing as a creature like this.

**Secrets:** A

**Influence:** Complete control of almost any man.

## Yaryan

Yaryan still remembers the day he met the Pale Wolf just as vividly as if it had been yesterday. Then Yaryan had been known as Shining Deer for his great beauty, and he hoped to someday become medicine man for his people and serve them with all his talents and skills. The Pale Wolf changed that. He offered Shining Deer's teacher an eternity to live and the teacher accepted. His teacher in turn passed the gift on to the Shining Deer.

While Shining Deer did not like the blood thirst forced upon him, he came to accept his new form and soon a small group of Cainites had been made in the wilds of North America. For generations they lived on in peace. Then came the white men.

Running Deer's tribe had heard about these ravaging creatures who seemed to take special pride in driving the red men from their ancestral lands. When they tried to do this to Running Deer's tribe, they found themselves checked. Not only did the Amerinds have a cult of Vampires to help them, but Chief Black Hawk had become their leader and had proven himself to be a mighty commander. They forced the bluecoats to abandon their fort once, but then the whitemen returned in mass, and with immortal allies of their own.



Soon the tide turned against Shining Deer's tribe. Unable to defeat the overwhelming technology of their enemies with bravery alone, they found themselves being defeated again and again. During one especially ferocious battle Shining Deer saw the Pale Wolf lose all control. In a fury the likes of which Shining Deer had never seen, the Pale Wolf attacked a woman who seemed to be leading the enemy and soon both were struck down. Shining Deer and the other surviving Amerind Vampires attacked, and managed to rescue their ally, but not before he had been even more grievously wounded.

Defeated and without hope, Shining Deer's tribe left the area, but not without a pledge of someday returning to their old home. To this end they left Shining Deer and the Pale Wolf behind, to find a place of safety where the Pale Wolf could recover.

For more than a century Shining Deer stayed with the Pale Wolf, protecting him from all harm. He stayed apart from the city which grew up around him and only ventured forth for the Vitae he needed to stay alive. Thus his amazement knew no bounds when visitors like himself came to his haven.

They sought the Pale Wolf who Shining Deer had cared for so long. Shining Deer took an instant dislike to them, and this dislike grew when he discovered their interest in killing his helpless charge. However, the reason for this desire surprised him even more. By killing the Pale Wolf, who they called Menele, they could become even more powerful. Horrified by what he heard, he drove the newcomers from his Haven, but not before they told him how Menele and his ancient Jyhad had been responsible for the destruction of his tribe.

Shining Deer moved Menele on to a new hiding place, and began to meditate on what he had been told. The more he thought about it, the more he decided that his visitors had been correct — Menele had been responsible for his tribe's woes. Then he found out that something prevented him from doing anything with this new knowledge, and that the source of his distress was the Vampire he had guarded for so long. Now extremely bitter at the wrong committed against him and his people, Shining Deer decided only a complete break with what he had been could lead to freedom.

With the help of an ancient purification rite and the Yaryan root, he managed to break the bonds which held him to his old master. Then he fled into the city, hoping to lose himself among the teeming hordes. This he has done for the past many years, hiding from Kindred and kine alike. However, he has maintained a link to Menele through an ancient trapper who serves as his retainer. The trapper occasionally checks on Menele, and knows how to contact Yaryan should anything be wrong. Despite his new knowledge, Yaryan would still return to the aid of his ancestor if he knew something had gone wrong.

**Sire:** Clear Brook

**Nature:** Martyr  
**Demeanor:** Caregiver  
**Generation:** 6  
**Embrace:** 1750 (Born: 1730)  
**Apparent Age:** 20s  
**Physical:** Strength 4, Dexterity 4, Stamina 5  
**Social:** Charisma 3, Manipulation 3, Appearance 7  
**Mental:** Perception 6, Intelligence 6, Wits 6  
**Virtues:** Conscience 5, Self-Control 3, Courage 4  
**Talents:** Acting 4, Alertness 3, Athletics 3, Brawl 2, Dodge 3, Empathy 6, Subterfuge 2  
**Skills:** Animal Ken 6, Drive 1, Melee 2, Music 2, Stealth 2, Survival 2  
**Knowledge:** Linguistics 2, Occult 5, Medicine 4  
**Disciplines:** Animalism 5, Auspex 2, Celerity 3, Obfuscate 6, Potence 1, Presence 1

**Background:** Resources 2, Retainer 1  
**Humanity:** 8  
**Willpower:** 9  
**Blood Pool/Max per Turn:** 30/6  
**Image:** An extremely beautiful male Amerind with long black hair and eyes highlighted by shining black pupils. Dresses in leather clothes he himself cured.  
**Roleplaying Hints:** Stay quiet and try to draw out who have you are talking to, discovering as much about them while revealing little about yourself.  
**Haven:** Near Menele  
**Secrets:** B  
**Influence:** None  
**Notes:** Yaryan's sixth level of Obfuscate allows him to cloak his aura so it always appears blue-white.

---

## Coteries

The Kindred of the world perform a murderous ballet, filled with darkness, treachery and deceit. Nowhere is this more true than in the blood-soaked streets of Chicago, where Anarchs battle both the Elders and one another, Sabbat assassins carry out their deadly missions and the Prince's Get war for control of the city, all before the backdrop of an ages-old Jyhad. No Cainite, not even the two Methuselahs who are responsible for so much of what occurs in the city, fully comprehends the complexity of the Vampiric community here.

Of course, Helena and Menele have the honor of being the two primadonnas in this dangerous dance. The influence of these Methuselahs stretches out over all aspects of the Cainites' existences, affecting their choices of actions, Havens and allies. Their webs of control extend over almost every Vampire in the city; each one they control directly has control over many others — and so the network extends. Any significant newcomers to the city (player characters, for instance) will soon become the prize in another skirmish between Helena and Menele. While each Methuselah would prefer to control any newcomers, either may settle for preventing the prize from falling into the enemy camp — normally by destroying them.

But even these two mighty immortals are not omnipotent, nor do they exert control all the time. Most Kindred, most of the time, act on their own initiative, and thus tend to gravitate toward other Vampires who share their interests and desires. Understanding these groupings and their interrelationships is the best way to make sense of the complex dance in which the Vampires of Chicago are so involved.

While the term *Coterie* most often refers to those Kindred who serve and protect each other, it also refers more

generally to any group of Vampires with common interests. In Chicago, these Coteries can be most easily seen as a wagon wheel. The axle around which everything turns is composed of the two Methuselahs (yes, they share a common interest, but we shall not speak of the Antediluvians in this supplement). The spokes leading to the rim are the Primogen, made up of those elders who appear to rule the city. The rim, and the part of the wheel that does all the work and takes all the damage, is made up of the Ancillae and Neonates of the Chicago, whose battles, schemes and plots give the city its unique diversity.

This interaction serves to make the Vampiric community so confusing to newcomers. Just when the player characters believe they have begun to understand how the city works, they will uncover yet another level of secrets which will prove their latest understanding to be false. For instance, just when they believe they know that all the Brujah are in the Anarchs' camp, they will discover that Sheriff is a Brujah. Just when they think all the Ventrue are in the service of the Prince, they will find out that one of the Anarch leaders is the scion of Lodin. Use the following list of coteries in that vein.

Included in each description is a statement of the coterie's purpose, as most Kindred see it. This may or may not be true or even intelligible, and the true goal of a Coterie may be unknown even to its members. Again, player characters may seize on an apparent purpose and believe that they understand everything about a Coterie — but truth is never so simple. Just when they think they have the city figured out, spring a new set of circumstances on them and watch them scramble like swine after table scraps.



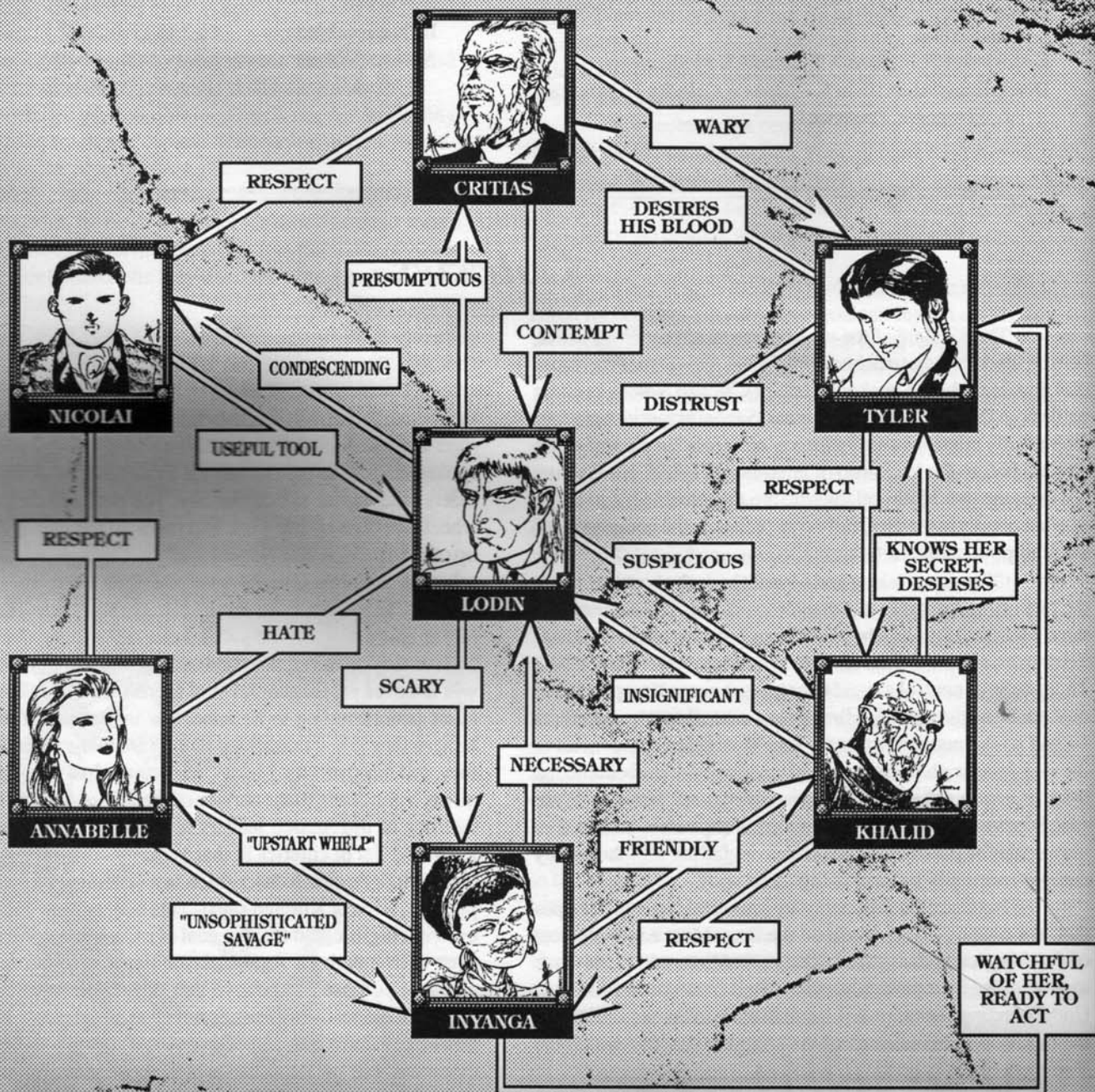
# The Primogen

**Members:** Critias, Tyler, Inyanga, Khalid, Annabelle and Nicolai.

**Meeting Place:** The Primogen almost always meets somewhere in Elysium, for they do not trust one another enough to

reveal the location of their own Havens. They will pass messages back and forth at the Symphony or theater, or on rare occasion may hold a tribunal after hours in one of the Museums. Even when they are not together, messages pass back and forth between them by trusted retainers. The intrigue among this group never ends; it is this game which gives them the zest which allows them to endure their existence.

## PRIMOGEN





**Perceived Goal:** Assisting and overseeing Lodin's rule of the city for the benefit of the Camarilla and the perpetuation of the Masquerade.

**Real Goal:** Fighting the Methuselahs' battles.

The Primogen is the most powerful Coterie in the city. While most cities have no more than three to five Elders among the Primogen, Chicago has six, more than any other city in America. While this size can be (and often is) attributed to the fact that the Chicago metropolitan area is the third largest in the United States and the largest under direct Camarilla control, blame really lies with the Methuselahs. At least two of the Primogen are direct descendants of one or the other, and most of the others have spent a good deal of time under their subtle Domination.

While the members of the Primogen are the most powerful Kindred in Chicago, there is actually very little day-to-day conflict between the Methuselahs regarding who controls whom. Because extended Domination tends to make future Domination that much easier, the Methuselah who first took control of one of the Primogen generally maintains that control. However that is not always the case: Annabelle was once under Helena's influence, but is now secretly under the sway of Menele.

Additionally, the fact that Menele remains in torpor and Helena is secretly recovering from that state limits their nightly activities. They find it easiest to use their control of the Primogen to try and extend their power over Chicago. This is generally how all ancients in Torpor manage their affairs — through one or two Kindred who directly control other Vampires either through the Blood Bond or extended Domination.

The Primogen enjoys substantial powers. Since the most powerful Elders in Chicago make up this mighty force, displeasing them would mean death for any younger Vampire. As a group, they choose the Prince, who rules at their pleasure — a fact of which Lodin has recently been reminded (see *Maldavis' Rebellion* in chapter 3). Lodin may not now create progeny without their approval, and must consult them before granting such permission to any other Kindred. His powers have been significantly curbed in the last few years.

While their direct hold over the Prince may be their most obvious power, the Primogen's greatest strength is in fact their influence over the myriad groups of Kindred in Chicago. For instance, no member of the Tremere can act without Nicolai's approval, and he can call them together in the name of the clan to do his bidding. The same is true for Khalid and his Nosferatu, and the two Elder Brujah and their various groups of Anarchs. Critias has substantial influence over Hinds' group of Anarchs, while Tyler has developed a secret control over Juggler. While Inyanga and Annabelle do not have such blatant control, the younger Licks of their clans still follow their leads in most areas. For instance, the Wolf Pack stayed out of Maldavis' rebellion on Inyanga's advice; she was unsure of the battle's outcome would

go and was afraid of what would happen to Gangrel on the wrong side. No Vampire can stand against a united Primogen — but fortunately, such solidarity is a rare event.

One cannot be elected to the Primogen, nor invited to join. In the beginning, the most powerful Cainites in the city realized they held all the strings, and began to meet at the Opera and Symphony halls — the birth of what is now known as Elysium. None wanted to take the risk of becoming Prince, and they found it more convenient to control the Prince as a group. All matters were decided by consensus, and though their arguments would sometimes erupt into open warfare, more often they would settle things behind the scenes. As time went on, the most powerful of the Kindred who moved to Chicago would hear of the Primogen, and begin to manipulate affairs to their own liking. Those who survived became de facto members of the Primogen.

The Primogen has become divided into two camps. The balance is more-or-less equal, though each Methuselah believes that the other has the upper hand. Helena Dominates Nicolai and Tyler is Blood Bound to her; she believes Annabelle, the Childe of her Childe, is under control. Firmly planted in Menele's camp (once again without their knowledge) are Inyanga and Critias (who is Blood Bound to him), and Menele believes he secretly controls Annabelle. Inyanga and Annabelle are controlled though the use of extended Domination.

The Nosferatu Khalid is the only member of the Primogen who has remained entirely free of the Methuselahs. When he first arrived in Chicago, he used his extraordinary powers of Obfuscate to remain hidden even from the watchful eyes of his Elders. By the time they became aware of his presence, both believed the other controlled him and neither has tried to bring him into their fold. Khalid believes his actions are still his own, and has done his best to keep it that way.

The Primogen itself fills a number of disparate roles. Ostensibly they wield their power to support the Lextalionis and ensure that no Lick violates the rules of the Camarilla. They are the foremost representatives of that great Vampiric council, and indeed have substantial power within that organization. However, no Vampire is stupid enough to believe that this is their main reason for being a member of the Primogen.

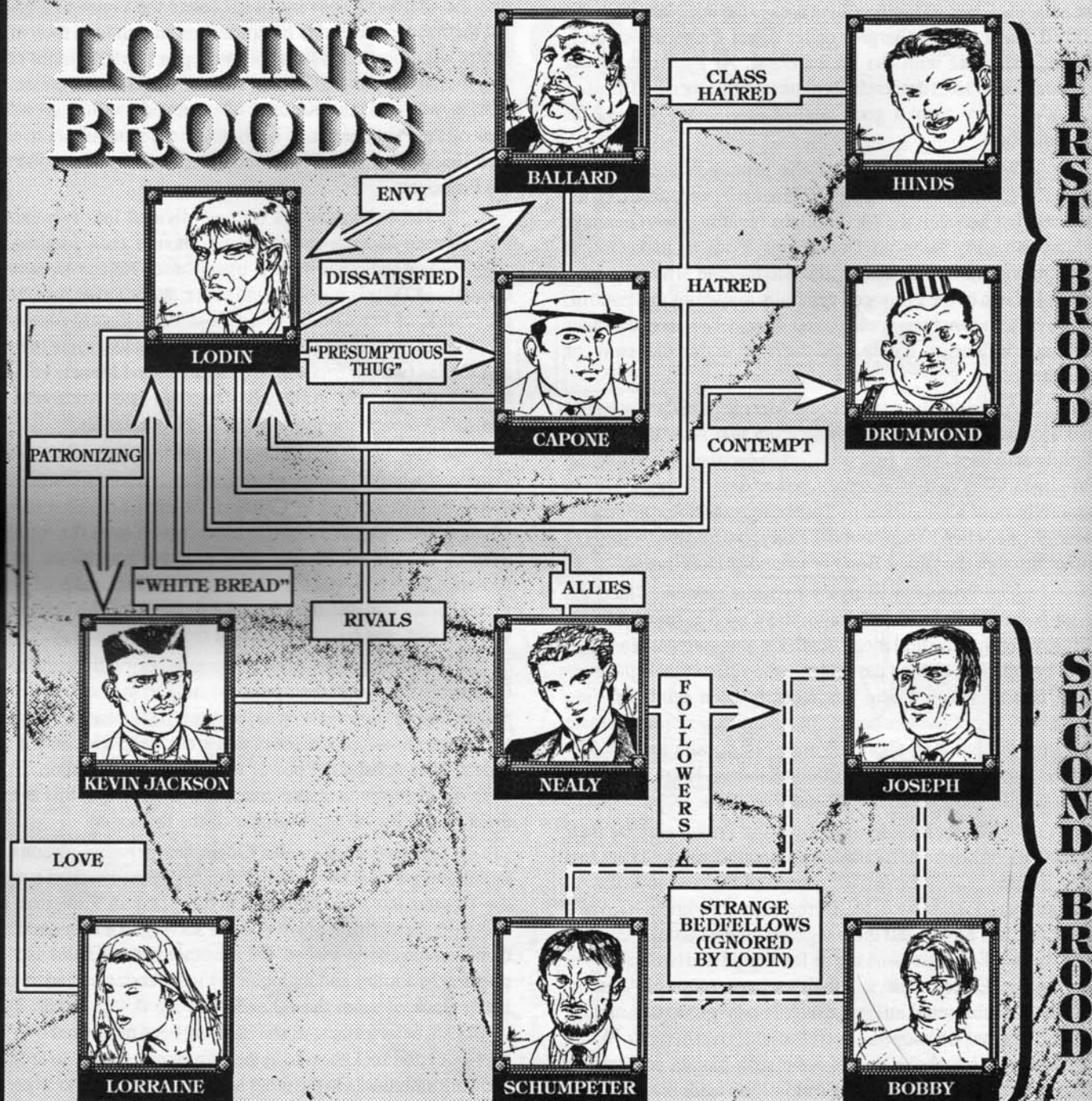
In fact, each of the Elders has personal reasons for maintaining a position in the Primogen. Most Kindred suspect the Tremere has some master plan for ruling all Vampires, and Nicolai believes his main reason for serving as a Primogen is to carry out his clan's wishes. On the other hand, Khalid uses his position as a to try and maintain his independence, and to keep better track of what the other Elders are doing. While Tyler would not be as forthright, she has long been motivated by a lust for power and sees her role in the Primogen as a way to feed her growing ambition. On the other hand, Critias claims to enjoy the Primogen for the intellectual stimulation it brings him, but in fact he serves on it purely because Menele wants him to. Annabelle Treabelle sits on the council for its prestige, and to

prevent any decision which could hurt her or her plans. Inyanga sees herself as a guardian of both Kindred and kine, and tries to mitigate the damage the Primogen's decisions can cause.

Of course, all are actually serving their Methuselah's interests, though few of them care to admit it, and indeed most

do not even realize it. Though this control is broad, it does not affect everything the Primogen does, and only makes itself felt at certain times.

As a general rule, the members of the Primogen act as countering forces to one another. Any action requires at least





majority support, but the majority must be careful not to alienate the minority, since even a minority of Elders can be a fearsome opponent. Therefore, it is rare for the Primogen to take any radical action. The only recent exception to this has been the decision to support Maldavis against Lodin, which was supported by Annabelle, Critias, Inyanga and Khalid. While Helena could have used her three Primogen to fight the decision in an all-out war, she decided to use the opportunity to try and enlist Annabelle in her cause. By use of her Dominate and a promise that Annabelle could sire two new progeny, she believes she won. However, Menele has secretly controlled Annabelle for years, and she has become the Methuselah's most recent battleground.

## *Lodin's Broods*

**Members:** Ballard, Hinds, Drummond, Capone, Neally, Schumpeter, Kevin Jackson, Joseph, Bobby Weatherbottom and Lorraine.

**Meeting Place:** Though they rarely have large-scale meetings. On the occasions in which they do, they almost always meet at Lodin's Haven (supposedly, only these Ventrues know where it is). Lodin meets much more frequently with the members of his second brood than with his first.

**Perceived Goal:** Helping Lodin run the city and further the ambitions of Clan Ventrue.

**Real Goal:** Survival, as well as gaining power for themselves.

Prince Lodin has created two broods to help him run the city. Ballard, Hinds, Drummond and Capone compose the first brood, created by Lodin between the late 1800s and World War II. The Prince created each lieutenant for a specific purpose and each has succeeded at that purpose beyond Lodin's wildest hopes — much to his distress.

Lodin's two greatest successes have also proven to be his greatest fears. He envisioned Ballard as running the city's legitimate businesses and Capone as manipulating its extensive underworld, thus balancing each other out for the greater glory of himself. Both lieutenants now control almost every aspect of their respective realms, to the point that Lodin can no longer be sure if they are furthering his power or their own. Even though the two appear to be competing fiercely for influence among the mortals, Lodin suspects that they are plotting to destroy him. Still, he knows he would have a difficult time controlling the city without them. Thus he watches them warily but accedes to their wishes, even when it comes to such things as Siring new Get.

Lodin Embraced Hinds hoping that the socialist leader would be able to take control of the unions away from Modius. Hinds did just that, and he took them with him when he joined the Anarchs — forcing Lodin to try to destroy the unions. On the other hand, Lodin wanted Drummond to take control of the

railroads, then the city's lifeline. Drummond has been extremely successful in this role. Unfortunately, he has never accepted that the railroads have lost almost all of their importance in the last 30 years, and Lodin is stuck with an almost useless follower who continues to have delusions of grandeur.

Lodin created most of his second brood in the 1980s, hoping these new Kindred would help him become less reliant upon his older brood. He took great care in planning who would be among his new lieutenants, even to the point of seeking the advice of knowledgeable mortals. Thus he created a new brood which he hoped would balance the old, but without the ambition to attempt to overthrow him. It has not lived up to his expectations. For the most part, the new lieutenants have proven incompetent, incapable of dealing with the older brood and without sufficient motivation to carry out their duties. Lodin choose only too well — for failure. Those who have proven their competence, like Kevin Jackson and Bobby Weatherbottom, have also demonstrated an independence Lodin finds disturbing.

Still, until their individual schemes come to fruition, all Lodin's lieutenants find that in serving the Prince they serve themselves. Through them, he is able to manipulate the mortals as he desires, bringing to power complacent, easily Dominated kine who leave the city ripe for his hunting. He and his lieutenants ensure that the police are on his side, that the economy fosters a large number of downtrodden kine whose presence will not be missed, and that the media ignore indications of Vampiric activity. Note that Lodin Blood Bound none of these Kindred. While he would like to force the Bond on all the Kindred of Chicago, the Primogen will not allow him to take on this sort of power even among his own progeny. Thus he tries to extend his power by playing one faction against another and by using his Dominate discipline.

If Lodin was destroyed in *Ashes to Ashes*, then these broods have already split into their separate factions. Ballard and Capone will be maneuvering for power and in open warfare with one another — Helena does not control either of them directly. Most of the second brood will have banded together under Neally for their own protection, trying to maintain Ventrue dominance over Chicago. Kevin Jackson will be safely ensconced within his own Haven, guarded by gang members with automatic weapons and flamethrowers, while Bobby Weatherbottom would have run to Annabelle for protection.

Under the command of Lodin this Coterie can be a fearsome force, especially during any of the crises which periodically rock the city. However, when they are not united under the banners of Lodin and clan Ventrue, their rivalries or lack of motivation make them weak indeed.

## *The Sewer Rats*

**Members:** Khalid, Elzbieta, Jurgis, Peter, Tammy and Nathaniel.

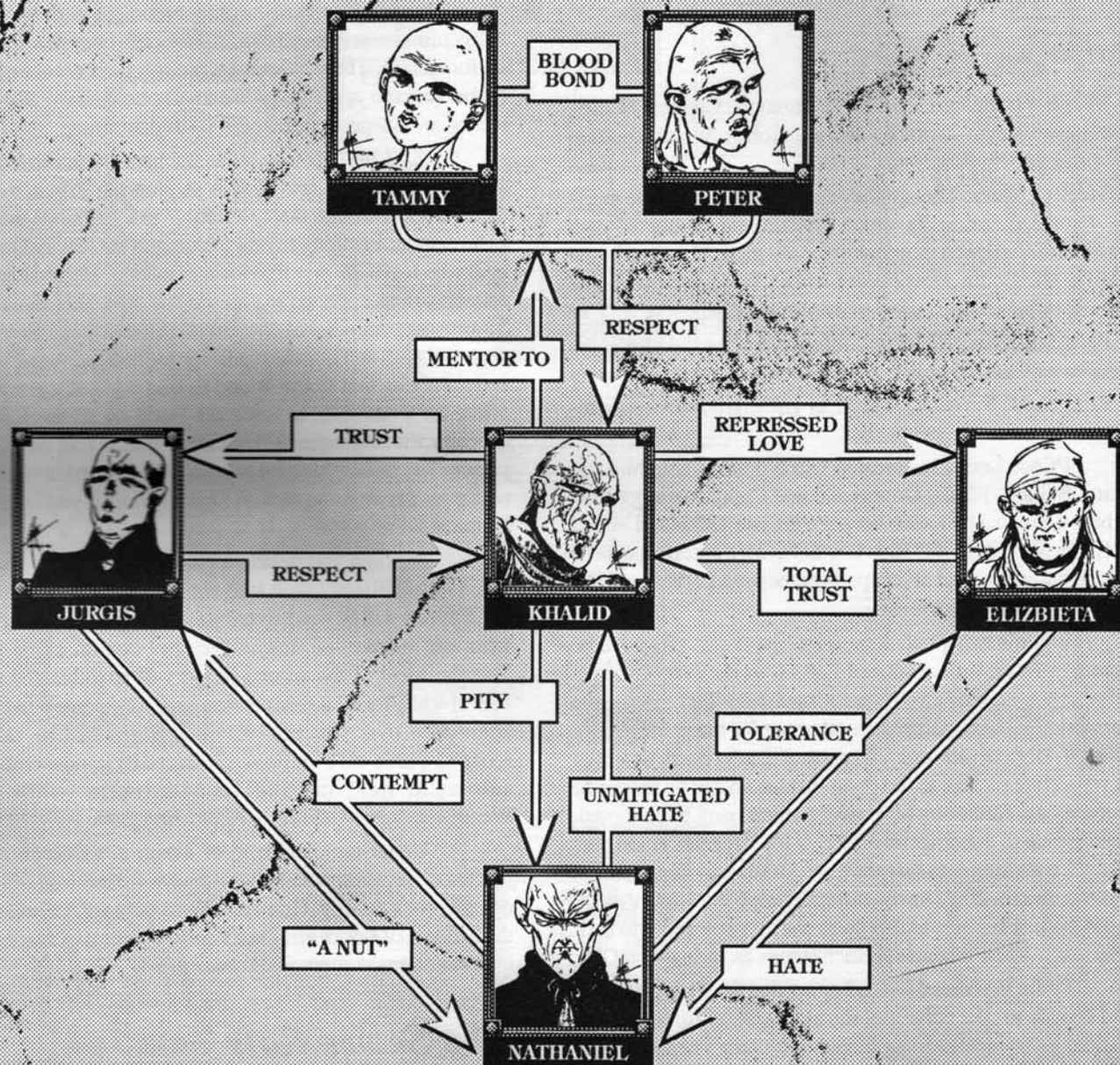


**Meeting Place:** This Coterie usually meets in Khalid's haven in the sewers, though they are quite sociable among themselves and frequently meet at one place or another throughout the city.

**Perceived Goal:** Keeping abreast of events affecting the Kindred so as to maintain their own freedom.

**Real Goal:** Maintaining Khalid's freedom.

# SEWER RATS



If knowledge equals power, then the Nosferatu have become the most powerful clan in Chicago. Others may sneer at the way these Sewer Rats skulk in shadows, running from hiding-place to hiding-place, but none would laugh if they knew the extent of the Nosferatu "intelligence service."

Khalid has taken great care in maintaining this spy network. Any Nosferatu in this Coterie can call on the aid of any other and be sure that they will respond. They meet in the darkness to exchange information, and they all know they can go to Khalid's Haven for safety.

Khalid began organizing the Nosferatu just prior to the Nights of Rage in the 1960s. Up until that point they had served primarily as gossips who stayed abreast of current affairs on the off-chance they might be affected. However, the events of this bloody time confirmed Khalid's suspicions that more went on in Chicago than just the machinations of the Primogen. To discover who was behind everything, and to ensure that he would remain free of their control, he began to request specific information of the other Nosferatu, and together they began to compile an extensive census and survey of the city.

The Nosferatu use their Obfuscate to listen in on the conversations of Vampires from all parts of the city. They can be found throughout Elysium and the Rack, and there is almost always one of them at the Succubus club. Elaborate precautions are necessary for any Kindred who wishes to make a plan without the Nosferatu knowing.

## The Elders

**Members:** Ballard, Capone, Neally, DuSable, Sir, Nicolai, Annabelle, Lodin, Tyler, Gaughan, Critias, Inyanga, Bret, Tamoszius, Garwood, Schumpeter, Joseph, Drummond, Johann.

**Meeting Place:** Elysium on a regular basis.

**Perceived Goal:** Manage and discuss the affairs of the city

**Real Goal:** Have a good time as the most important Kindred in the City

The self-styled Elders of Chicago all meet quite regularly in the those places which have been designated as Elysium. This includes Chicago City Ballet, The Linda Enfield Art Gallery, Central Library, the Art Museum of Chicago, Smart Gallery, Chicago Opera Theater, Orchestra Hall, Arie Crown Theatre and the Civic Theater.

Though some come simply to enjoy performances or exhibits, more come to converse, scheme and plot. Typically they will attend some sort of performance early in the evening, mixing with the mortals but engaging in their own intrigues all the while. After most of the mortals go home they retire to the empty museums and galleries, and wander through their marble halls. The security guards are all under the control of the Elders, so that any who show signs of being Kindred will be readily let in. Here the plotting continues at a more fevered pace, though again some come simply to appreciate the new works of art.

Most of this group shows up on Friday and Saturday nights, and spend the rest of the week on their own activities. However, a few may usually be found at some performance or another on any night of the week. They simply do not have anything better to do.

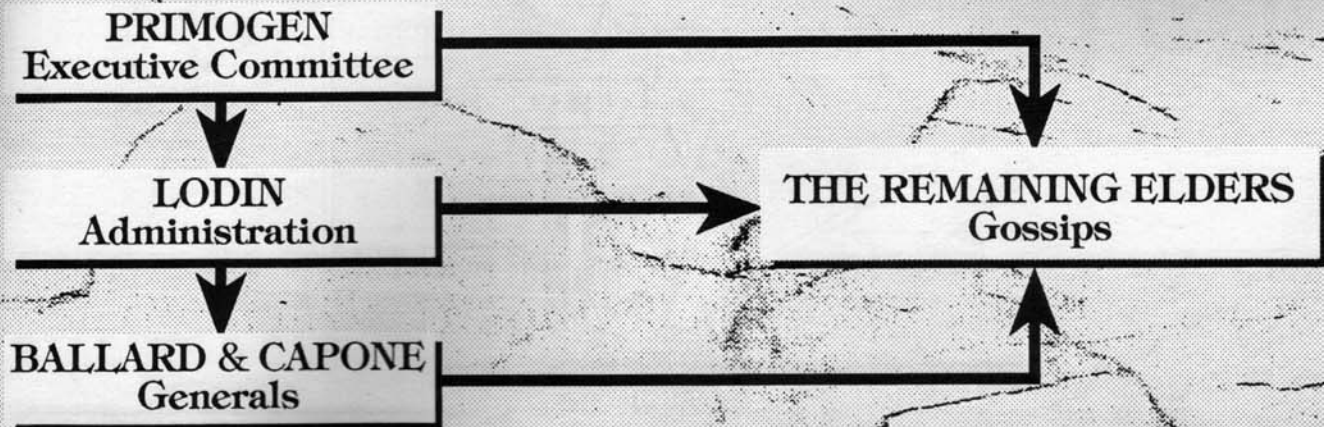
This is easily the largest Coterie in the city, but it certainly the least united. Its disparate members each have their own agendas and their betrayal and distrust of each other has become proverbial: "I trust you as much as I'd trust a promise made in the Opera House."

## The Chantry

**Members:** Nicolai, DuSable, Garwood Marshall, Erichtho, Gordon Keaton.

**Meeting Place:** The Chantry, once a month.

# THE ELDERS





**Perceived Goal:** Furthering the plans of the Tremere.

**Real Goal:** The same.

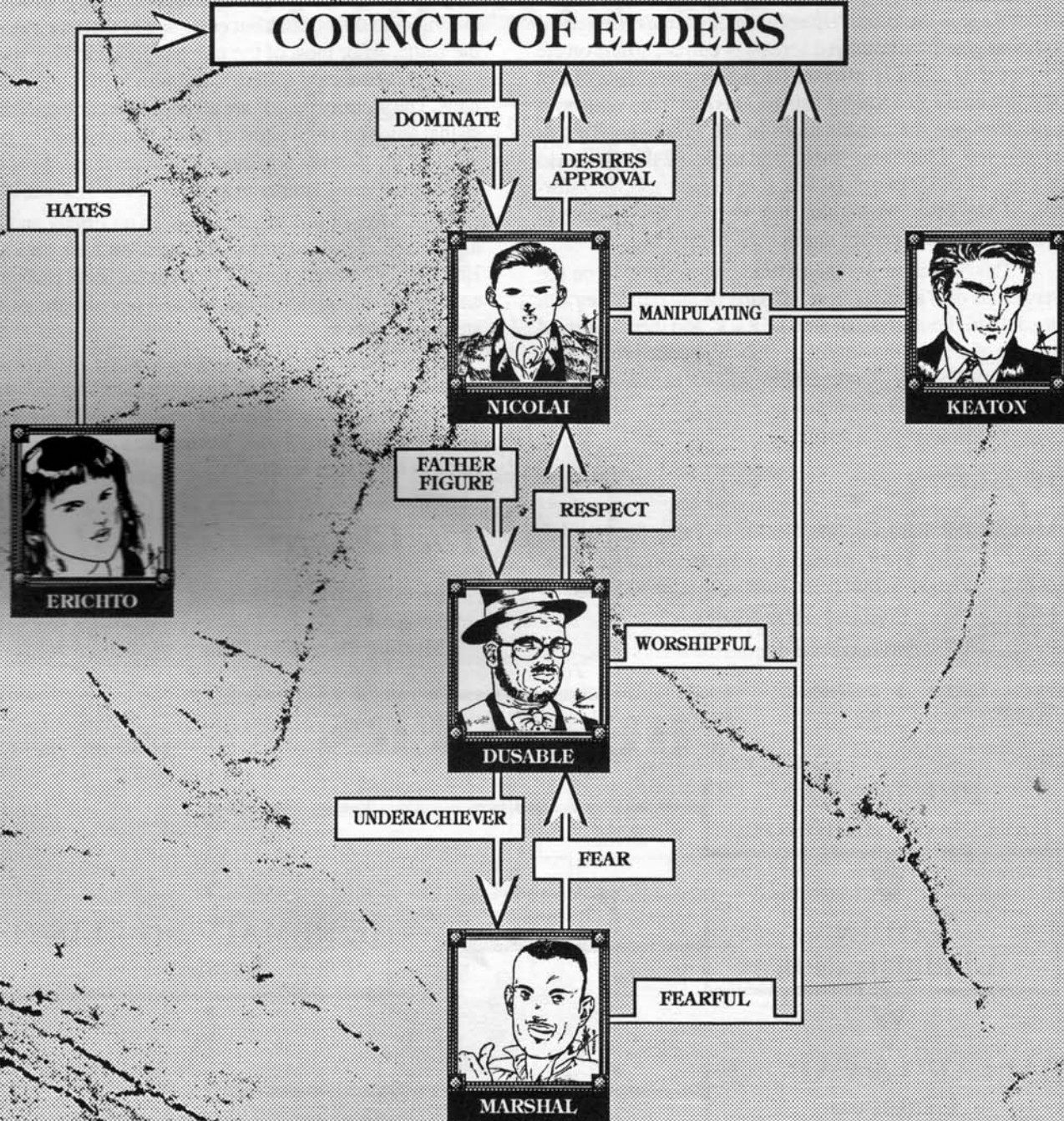
Nobody trusts the Tremere. In Chicago, suspicions have risen to a fever pitch due to the apparent weakness of the clan — many are convinced that they secretly control the

Primogen. Whenever anything goes wrong, it is the Tremere who are most often blamed.

The only Tremere most of the city's residents ever encounter is Marshall, who in no way fits the stereotype of the Warlocks. If players probe deeper, then they may discover

# THE CHANTRY

## COUNCIL OF ELDERS





DuSable, who appears to be a quiet, uninvolved old man. This dearth of active Tremere should lead them to invent monstrous fantasies about the role of the Tremere. Ask the average Brujah who is behind everything and they will blame either the Antediluvians or the Tremere.

Nicolai came to Chicago under orders to take control of the city. Acting on the belief that controlling it from the top down would be the best system, he immediately gained a place on the Primogen and has been one of Lodin's primary supporters. He also came to the attention of the sleeping Helena, who, more familiar with the Tremere than Menele, took control of him as soon as he entered the city.

Nicolai remains unsure as to why he must control Chicago, but he follows his orders without question, hoping someday to gain the respect of the leaders of his clan. With DuSable's active help, and Marshall and Erichtho's more reluctant aid, Nicolai holds a position of power in the city, but has found his bids for more direct control stymied by the other Primogen. Now he bides his time, waiting for the right moment.

The Tremere have monthly meetings at the Chantry, where a ritual is performed that puts them in contact with the council of Elders in Vienna, as well as with other Chantries in the United States.

Though Gordon Keaton is not a member of the Tremere, he has been promised the secrets of Thaumaturgy if he does certain favors for the Chantry. He is often found at the Chantry being taught "Arcane Lore" by one of the Tremere. Though he has not yet done anything in return, they are preparing to set him to certain tasks that further their ends.

During Maldavis' bid for power, Nicolai finally discovered where Menele's body lay in torpor, but found himself unable to do use this knowledge before it was moved. He has also come to suspect that the beautiful young Vampiress who has made her home at the Succubus club in the last few months may also be the other Methuselah for whom he has been searching for so long.

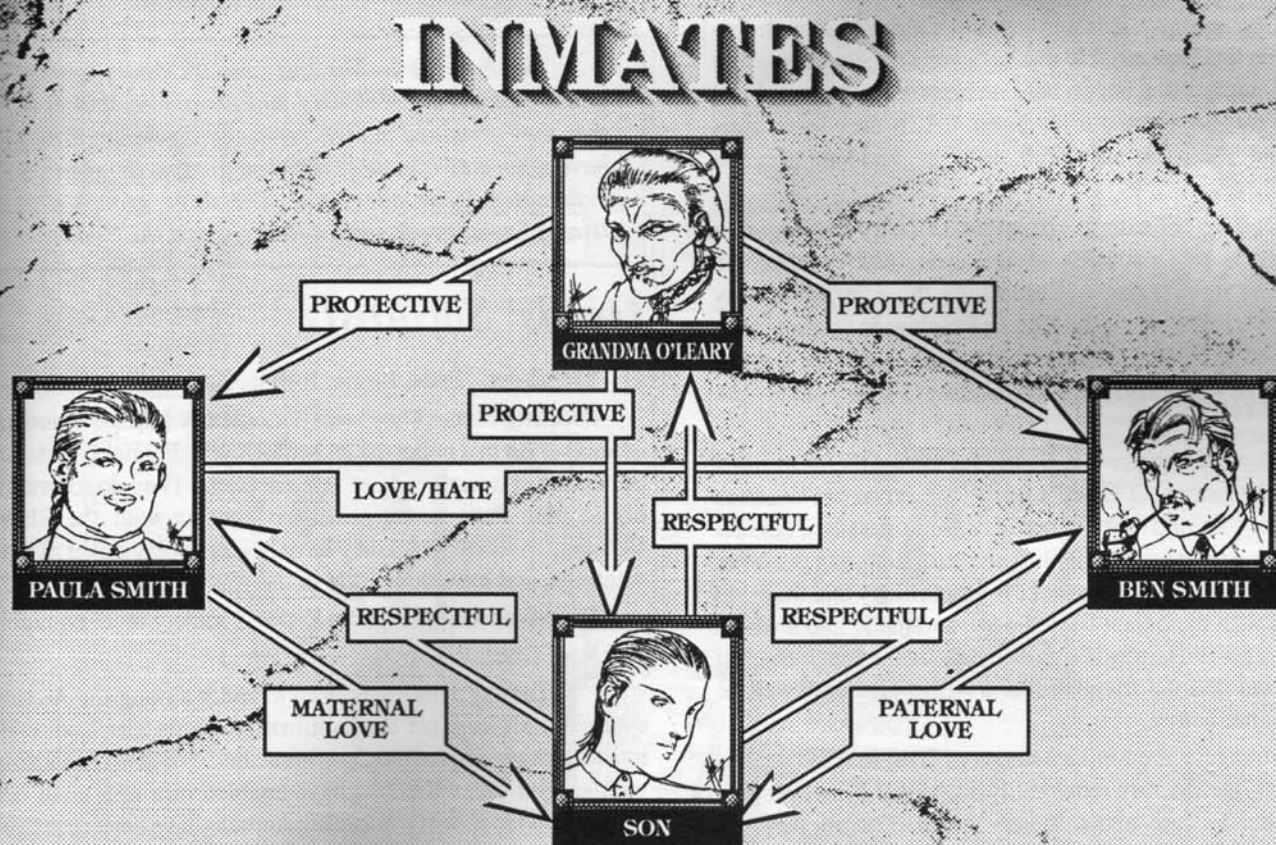
## The Inmates

**Members:** O'Leary, Son, Paula Smith and Ben Smith.

**Meeting Place:** The Asylums, though they never have formal meetings of any sort.

**Perceived Goal:** Spreading the Insanity around.

**Real Goal:** Who can say?



# HIND'S

# SOCIALISTS



HINDS



JOSHUA



JURGIS



MODIUS



KARL

WARM  
REGARD

FRIENDSHIP

"COMRADES  
FOREVER"

PITY

TOLERATES

PITY

ENVY

ESTEEM.

DISDAIN

DISDAIN

Chicago's Malkavians encounter almost as much suspicion as do the Tremere. No one believes they could possibly be as crazy as they act, but no one can be sure they aren't. Most Kindred just give them a wide berth. When they leave their asylum and show up anywhere, it is an incident of great remarkability.

Despite her extreme paranoia, O'Leary has begun to see herself as the matriarch of this clan, and has become protective of its members — especially those in the fantasy family. Kindred who visit the Illinois Psychiatric Institute may well see Ben and Paula strolling the grounds under the light of the moon. They may also see Son wheeling O'Leary along with them.

However, under this happy facade writhes a mass of fears and obsessions. O'Leary's fear of the Jyhad has begun to infect all her clan, and other Vampires intruding on their domain may well be greeted with hostility and suspicion. On the other hand, their various insanities make it just as likely that they will be greeted with exuberant friendliness, and made into a whole new member of the family (Ben and Paula want a daughter). But keep in mind that the friendship of a Malkavian may well be worse than her hatred.

Strangely, the Malkavians seem to understand what is going on in Chicago, on a remarkably deep level. However they do not seem to care about it very much. For all they are concerned, all the other Kindred could disappear and their lives would not change one whit.

*The Anarchs — The last time the Anarchs were united was during Maldavis' bid for power, and even then they remained in their separate cliques. Now they have separated into three different groups, though they maintain a loose allegiance. The three groups are: Hinds' Socialists, Juggler's Anarchs and the Nihilists.*

## Hinds' Socialists

**Members:** Hinds, Jurgis, Joshua, Karl and Modius.

**Meeting Place:** They meet periodically in some union hall or another (or in a boiler-room beneath Wrigley field) under the protection of a number of armed teamsters. They do so ostensibly to plan their strategy in their conflict with the Elders. However in recent years they have begun to play poker at these meetings, and have done little in the way of planning.

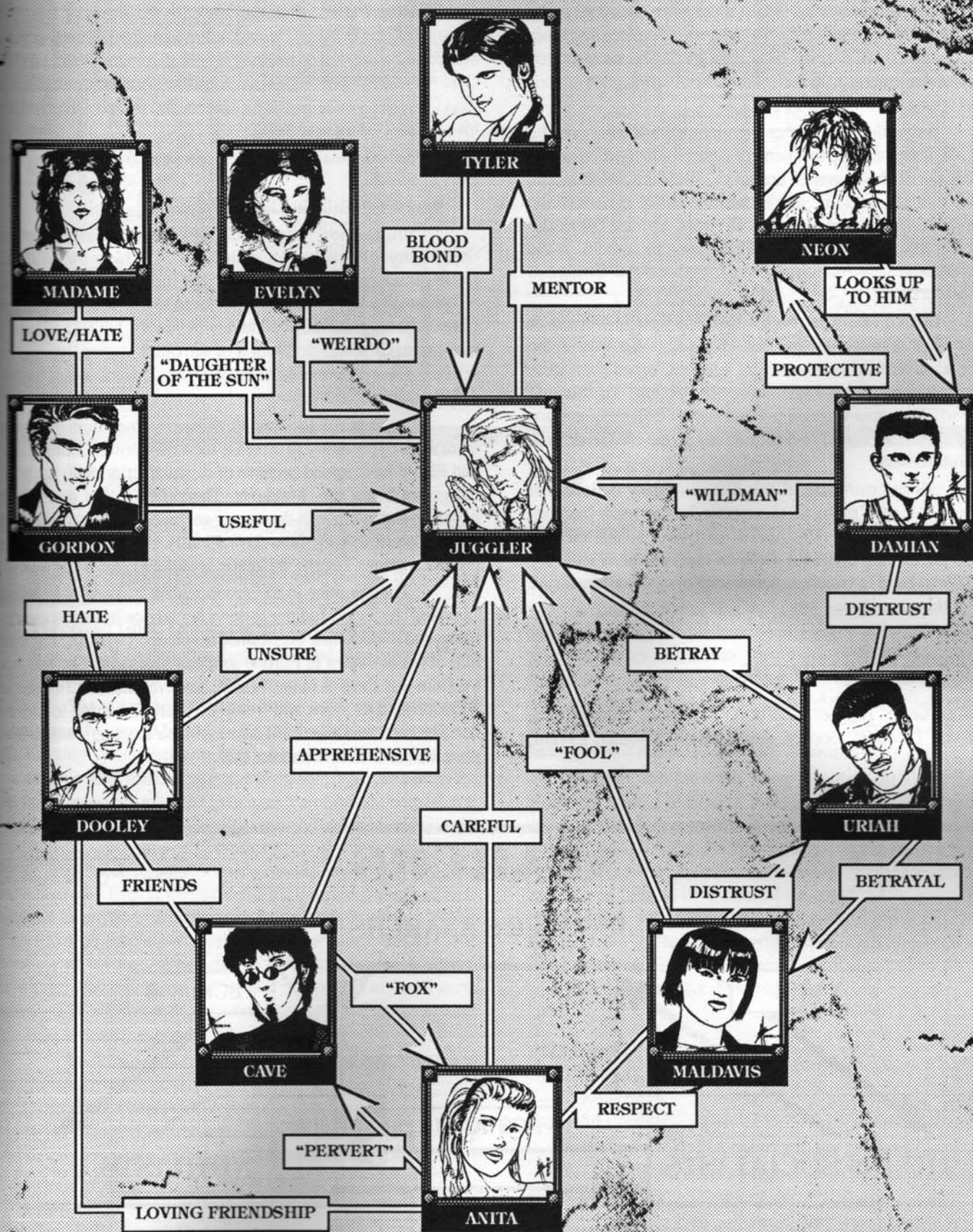
**Perceived Goal:** Making Kindred society more equitable.

**Real Goal:** Preparing for the Jyhad.

Tommy Hinds has been a leader among the Anarchs ever since shaking off the Domination of his Sire Lodin. His intimate knowledge of the Coterie in the city and his friendships with several other Kindred have enabled him to remain both alive and independent while other Anarchs have been destroyed. His most important ally is Jurgis Rudkis, a Nosferatu who was a close friend when they were mortals. The other two members of the Coterie are Joshua and Karl, both of whom knew Hinds



# JUGGLER'S ANARCHS





during his mortal existence. All of them were socialists at the turn of the century, and were contesting with Ventrue and other Elders for control of the city. Now they are has-beens with little control and even less influence, left with only memories of their former glory.

Jurgis has used his connections with Khalid and the other Nosferatu to keep this band of Anarchs the best informed of what the other Vampires are up to. With this information, Hinds' natural leadership ability and the aid of the other two Brujah, this Coterie has remained alive and a viable contender for power among the Anarchs. Indeed, even though this is the smallest of the three Anarch coterie, the other two often look to it for leadership.

Even if Lodin has been killed, this Coterie will not be interested in taking over the city. Hinds sees the loss of the Prince as a chance to rebuild the Anarchs, since they were horribly decimated by Maldavis' tragic defeat. To this end Hinds will be maneuvering among the other Coterie, supporting those he believes will be most likely to aid the Anarchs at some future date.

All the members of this Coterie firmly believe that Gehenna will soon make all these petty battles seem inconsequential, and hold that only Anarch unity will enable them to survive the coming upheaval. Only on rare occasions will they take a direct hand in violence, but on such occasions they shrink from nothing.

## Juggler's Anarchs

**Members:** Juggler, Gordon, Madame, Hank Cave, Maldavis, Theodore Dooley, Anita, Uriah, Damian, Evelyn, Neon.

**Meeting Place:** Often they meet in the Brewery (see the example of play in *Vampire*, and *Ashes to Ashes*). However they also congregate in an abandoned ore smelter in the Wasteland in Gary (see the *Forged in Steel* section of the *Vampire* rulebook). This also seems to be Juggler's Haven, and is well protected by his retainers (gang members).

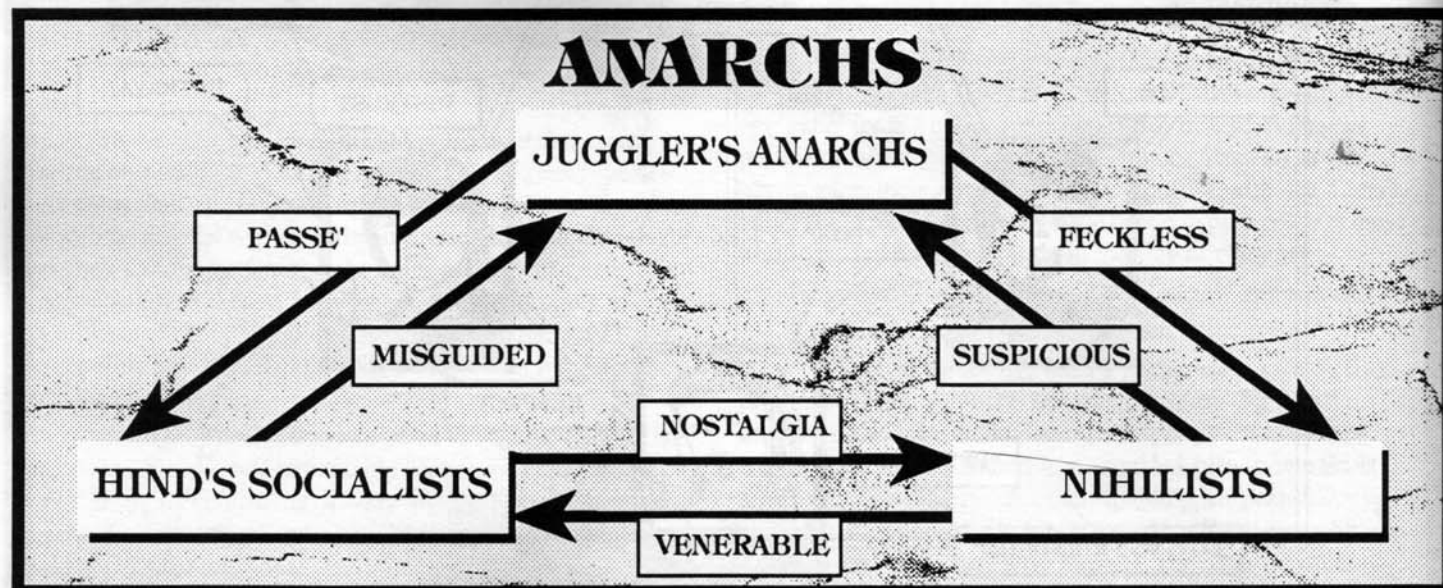
**Perceived Goal:** Freeing the Kindred from Lodin's tyranny.

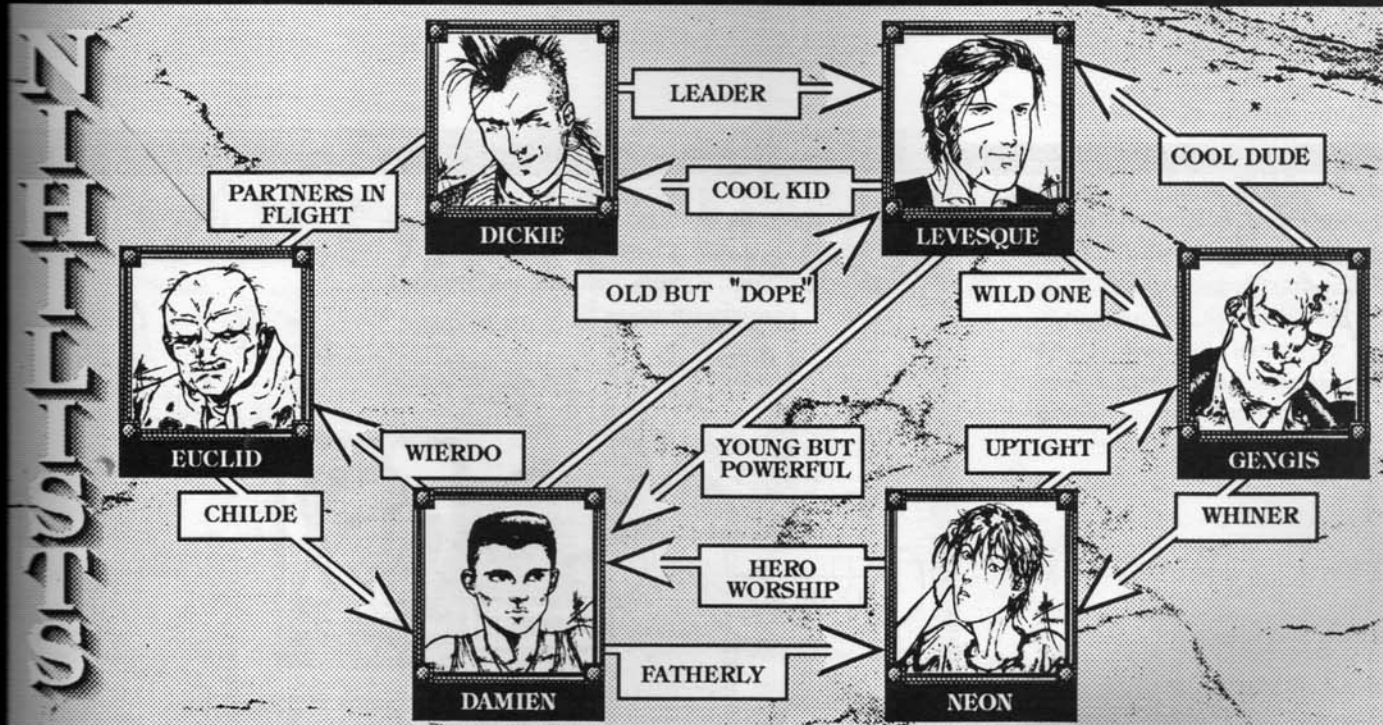
**Real Goal:** Bringing Juggler to power.

Juggler sees the past defeat of the Anarchs as a perfect opportunity to rise to power. He has come to Chicago to channel the lingering rage from the defeat into support for himself. He has attracted a large number of Kindred to his side, making his Coterie the biggest group of Anarchs in the city, but his followers lack the passion and dedication of the other groups. Juggler is active in attempts to recruit more Anarchs to his cause, but he has a difficult time just keeping his present followers with him.

Gordon Keaton and Madame see the Anarch movement as an opportunity to increase their own power. Hank Cave and Elucid have joined because of dissatisfaction with the way things are being run. Maldavis, Theodore Dooley and Anita have had little choice in the matter and need the protection of a strong Coterie to keep them alive. Finally, there is Uriah, whose presence among Juggler's Coterie is at the Prince's command.

Though none in his group realize it, Juggler is being "advised" by Tyler. Juggler follows her advice in almost everything, and is modelling his planned revolt upon what she has told him of her activities in Europe so many years ago. She has not told him that she was in the Sabbat, however. Indeed, Juggler is Blood Bound to Tyler, and would do nearly anything to please her. She has asked him to tell no one of their meetings, and to this point he has not let the secret slip.





## The Nihilists

**Members:** Levesque, Gengis, Dickie, Elucid, Damien and Neon.

**Meeting Place:** The Succubus Club; though they never have formal meetings, they often meet each other there.

**Perceived Goal:** Destroying the power structure.

**Real Goal:** Destroying those rules and regulations which annoy them.

These are Anarchs who fit the more popular view of what Anarchs should be like — Kindred who want to tear down the existing system because it offends them, not because they necessarily have something better to replace it. Those who make up this Coterie are generally younger Vampires, in both mortal and immortal years. All but one were born after World War II, and he is also the only one embraced before 1965. This exceptional nihilist is Levesque, who has given up on trying to change the *status quo*. Ever since Balthazar's deception, he has had little interest in anything except destroying those in power. While they have no leader *per se*, they generally defer to Levesque because of his age. When they notice the irony in doing so, however, they quickly stop. Damien is involved in this Coterie more out of a love for their violent spree than from any belief in the values they espouse.

They meet quite frequently at the Succubus club and tend to spend much of their time grumbling about the Ventrue Clan and all the Elders who support its rule. They love tormenting those younger Kindred who side with Elders whenever they can catch them alone, and have taken a mission upon themselves — to kill Sheriff.

## The Wolf Pack

**Members:** Tyrus, Anthius, Sledge, Ramrod and Jackie.

**Perceived Goal:** Serving the Camarilla.

**Real Goal:** Serving violence.

Just the rumor that these five bikers have ridden into town strikes fear into the heart of many Kindred and sends them scurrying to get into Lodin's good graces. They have demonstrated their ability to destroy any who violate the Lextalionis more than once. They have also proved that a Vampire chained to several motorcycles going in different directions suffers the same end as a mortal in the same situation.

They are far from being mindless thralls of Lodin, however. During Maldavis' rise to power, the Pack split on whom they should support. Tyrus wanted to keep their traditional loyalties, while Anthius voiced support for the upstart. Before their differences became extreme, Inyanga visited them and warned them to keep clear of the conflict. Unsure of which way the battle would end, Inyanga wanted to keep these Gangrel knights from choosing the wrong side. Thus the Wolf Pack managed to be "indisposed" when the Prince called for their help, and remained independent of the bloody conflict.

## Baby Chorus

**Members:** Kathy Glens, Garwood Marshall, Damian, Raymond Falcon.

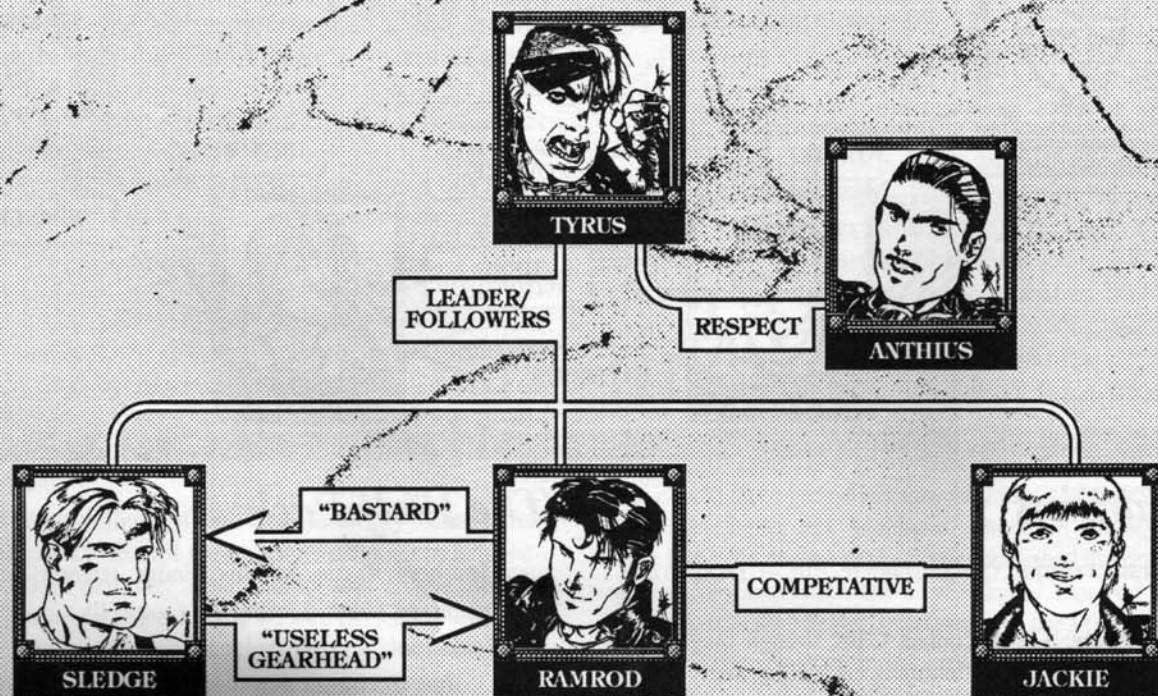
**Perceived Goal:** Playing incredibly good music.

**Real Goal:** The same, though none of the musicians would object to the group attaining power in Chicago.

Chicago has long been known for great music, specializing in blues, jazz and a symphony ranked among the best in the



# WOLF PACK



world. New Chicago rock bands have continued this tradition, making it hard for a new band to stand out. One which managed this difficult feat is Baby Chorus, a punk band characterized by a blues feel and incredible musicianship.

Two local musical celebrities, Kathy Glens and Garwood Marshall, front the band. Kathy has achieved renown as one of the city's best lead guitarists, and Marshall's saxophone and singing abilities have long been critically acclaimed. Bass player Raymond Falcon and rhythm guitarist Damien round out the Kindred in the band. A mortal, Karla K. Ruby, plays its drums following the "death" of the Anarch who used fill that seat (Ishmael was killed in night of rage during the Malkavian revolt), but the band hopes to replace her at the earliest opportunity.

Kindred who know the band members express amazement at how well the different clans get along. The Brujah, Malkavian, Toreador and Tremere all seem to get along perfectly well, and in fact make beautiful music together. However, the band members acknowledge in private that there is still a great deal of underlying tension, especially between Damien and Marshall. Neither Glens nor Falcon express much interest in the goings-on of the city, much to the distress of the

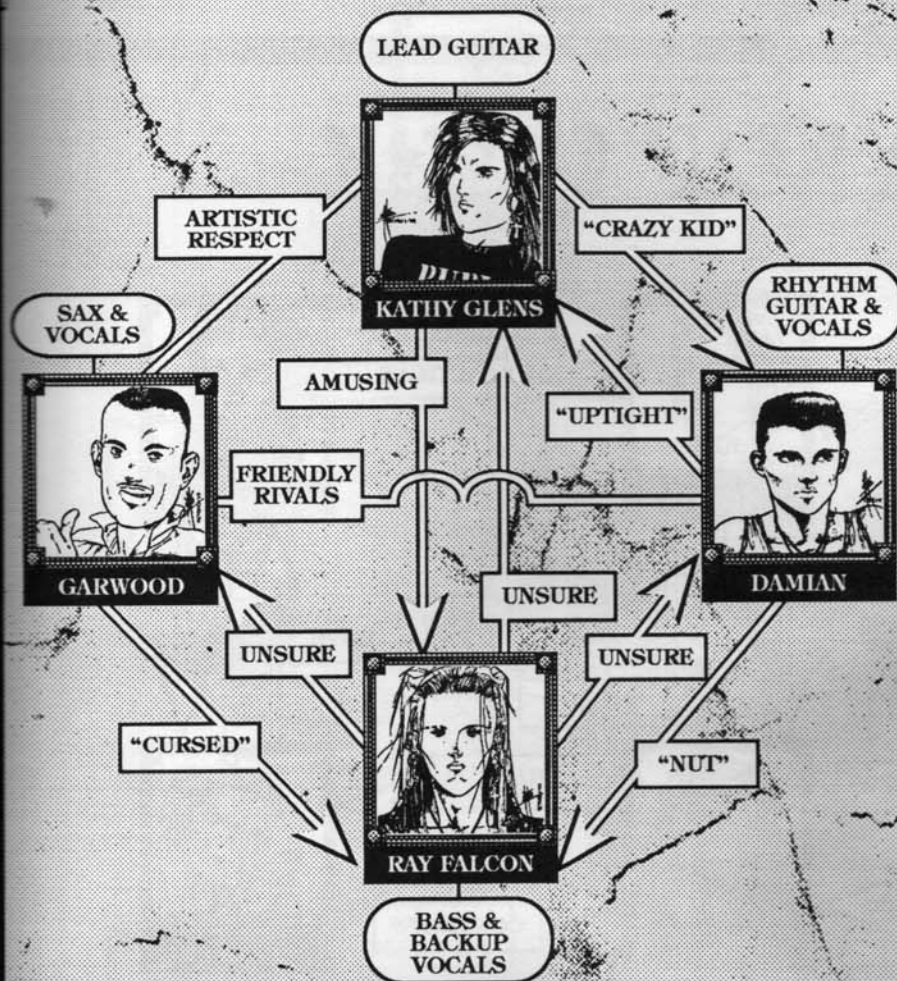
other two band members who wish to sing more about political issues of importance to *them*, not the mortals for whom they play.

The band has been courted recently by various national record labels but has so far remained independent, releasing two albums on its own. They have attracted a great deal of attention from the city's club-going crowd, but have managed to remain primarily a local act with a small regional following.

The Camarilla is as of yet unaware of what these Kindred are doing, something which many would consider a blatant violation of the Masquerade. Lodin realizes quite well the significance of what is going on, and intends to use this knowledge to his advantage. If he becomes hard pressed in the near future he intends to approach the Ventru Justicar and tell him of Baby Chorus in order to get a Conclave called to judge the "transgressors of the Masquerade." During this meeting, after the band is taken care of, he will be able to pursue his own agenda. Conclaves have always been good for Lodin, and he knows well how to use them to his advantage. What he forgets is that several members of the band have their own prominent supporters (Critias and DuSable).



# BABY CHORUS



If you are playing *Forged In Steel*, this can become the Coterie of the player characters, allowing them to form an independent group which can interact as such with the other groups. If this is the case you should give them increasing independence from and influence over Modius, giving them a chance to direct their own fates as much as possible.

## Annabelle's Party Elite

**Members:** Annabelle, Sharon, Michael, Sophia, Bret, Tamoszius, Kathy Glens, Bobby Weatherbottom and Garwood Marshall.

**Meeting Place:** Annabelle's home.

**Perceived goal:** Supporting art in the city.

**Real goal:** Enhancing Annabelle's status among the Toreador, and providing her an audience to which she can perform as a party hostess.

Annabelle thinks of her parties as the most exciting social events in the city. Most of the other Toreadors think of them as a bore. However, Annabelle's position as the eldest of the clan in town forces them to attend and at least pretend to

have a good time. Lacking any true abilities in art, she has come to believe that hosting parties displays the true depth of her artistic vision. Long suffering under her position as the second most prominent Toreador in the city, she now revels in her new status and hopes to finally attain clan-wide recognition as one who truly appreciates art.

These late-night, black-tie parties attract the cream of Chicago's art world as well as much of its high society, bringing out painters, musicians, dancers and sponsors. Indeed, it is only because of the sponsors that most of the artists come at all. Annabelle flits among her guests, constantly laughing and talking. The other Toreadors tend to stand alone, making pleasant conversation when forced to. Tamoszius retains a sullen silence no matter what.

The Tremere Garwood Marshall may well be the only Kindred aside from Annabelle who enjoys himself at these

## The Gary Kindred

**Members:** Modius, Allicia, Juggler, Michael, Evelyn Stevens, Danov, Lucian.

**Meeting Place:** Modius' supposed Haven in Gary. They have begun to meet once a year at New Year, but very little of practical value gets done at these meetings.

**Perceived Goal:** To keep Gary independent of Chicago.

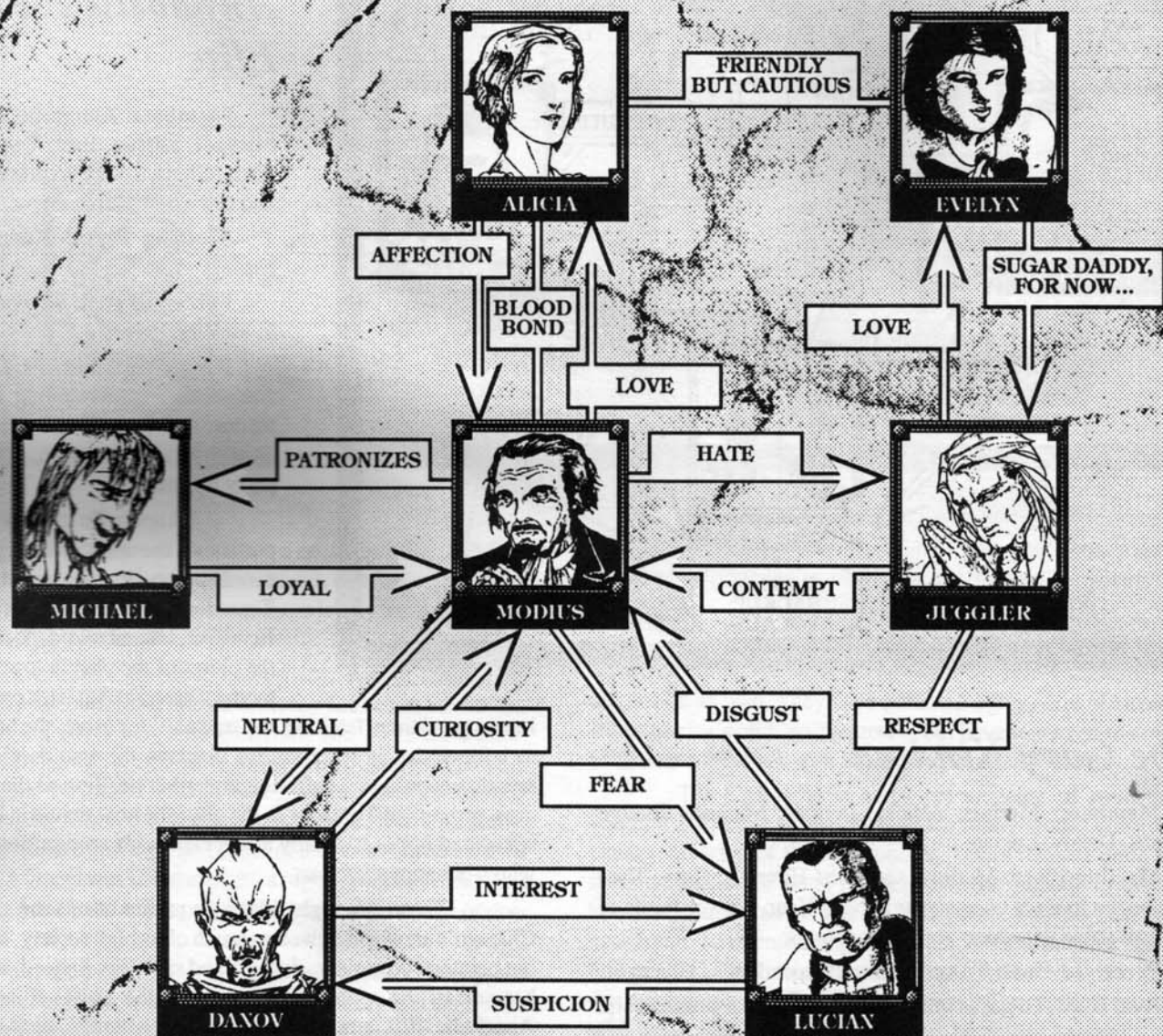
**Real Goal:** To get as much as one can from a sinking ship.

This Coterie is described in detail in the *Chronicle* and *Storytelling* chapters of the *Vampire* rulebook. They are very disorganized and few of them have any desire to be more organized. At one time Gary was a center of power, but those days are long gone.

parties. First invited by Kathy, he has found the crowd to include a large number of knowledgeable jazz lovers, and enjoys spending his nights in discussion of his craft with those who have a true appreciation for it.

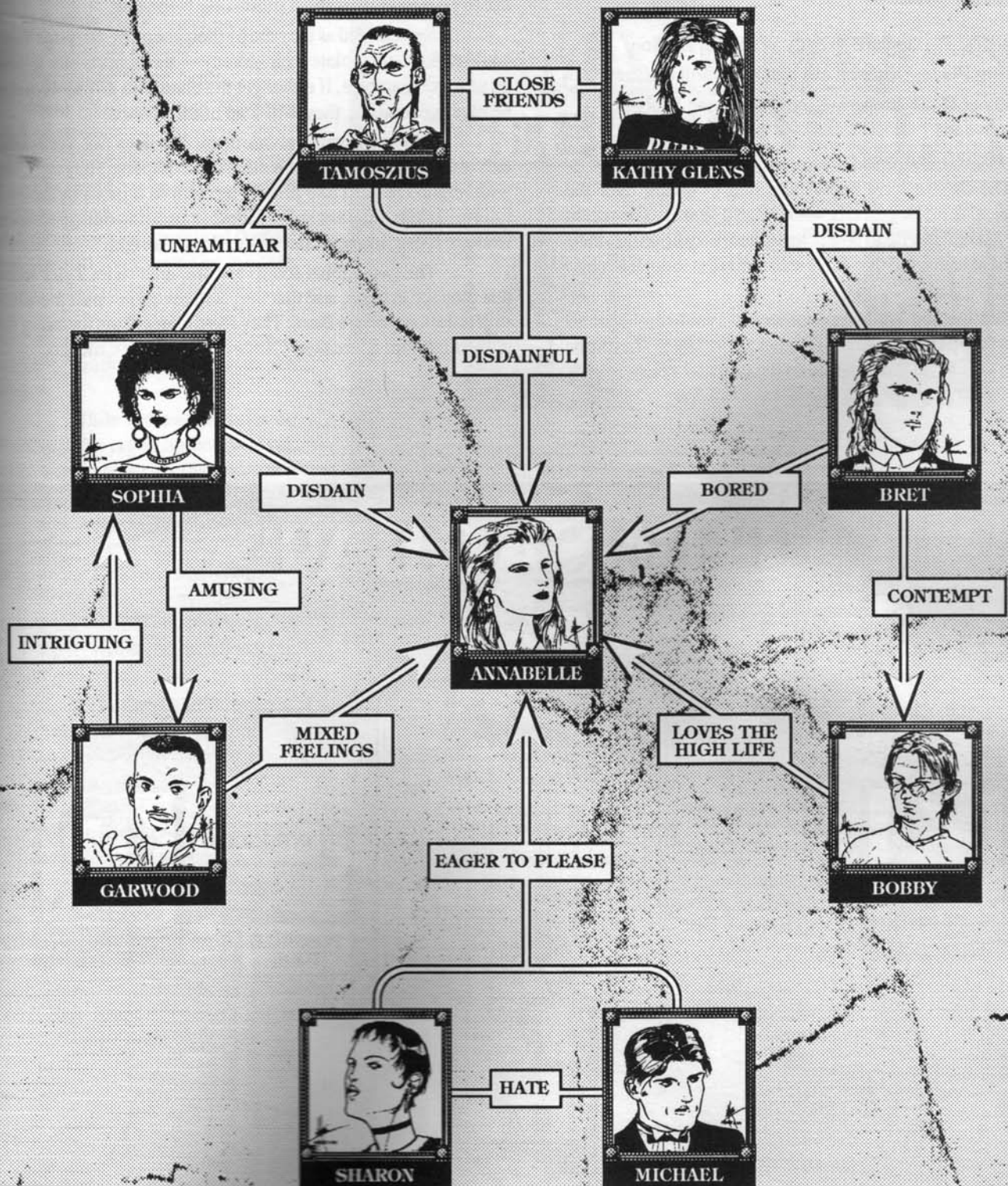
Toreadors from outside the city also attend these parties, though their numbers have dwindled as word spreads of their lack of artistic value. Annabelle has started to realize that

# KIN OF GARY





# ANNABELLE'S PARTY ELITE



the parties have failed to increase her status within the clan, and has begun to cast about for something to spice them up.

## The Sabbat

**Members:** Phillipe and Wendy Wade, Tyler, Son.

**Meeting Place:** Deserted old hotel in South Chicago.

**Perceived Goal:** Preparing the way for the Sabbat to move in.

**Real Goal:** Their own power.

The Sabbat have been interested in taking over the United States' third largest city since World War II. The recent turmoil of Maldavis' rise to power has given them hope that their time may be at hand, and they have sent their first scout team into Chicago.

Phillipe and Wade have orders to avoid combat at all costs and to keep their presence as quiet as possible. They hope to compile lists of all the Kindred in the city and get an idea of

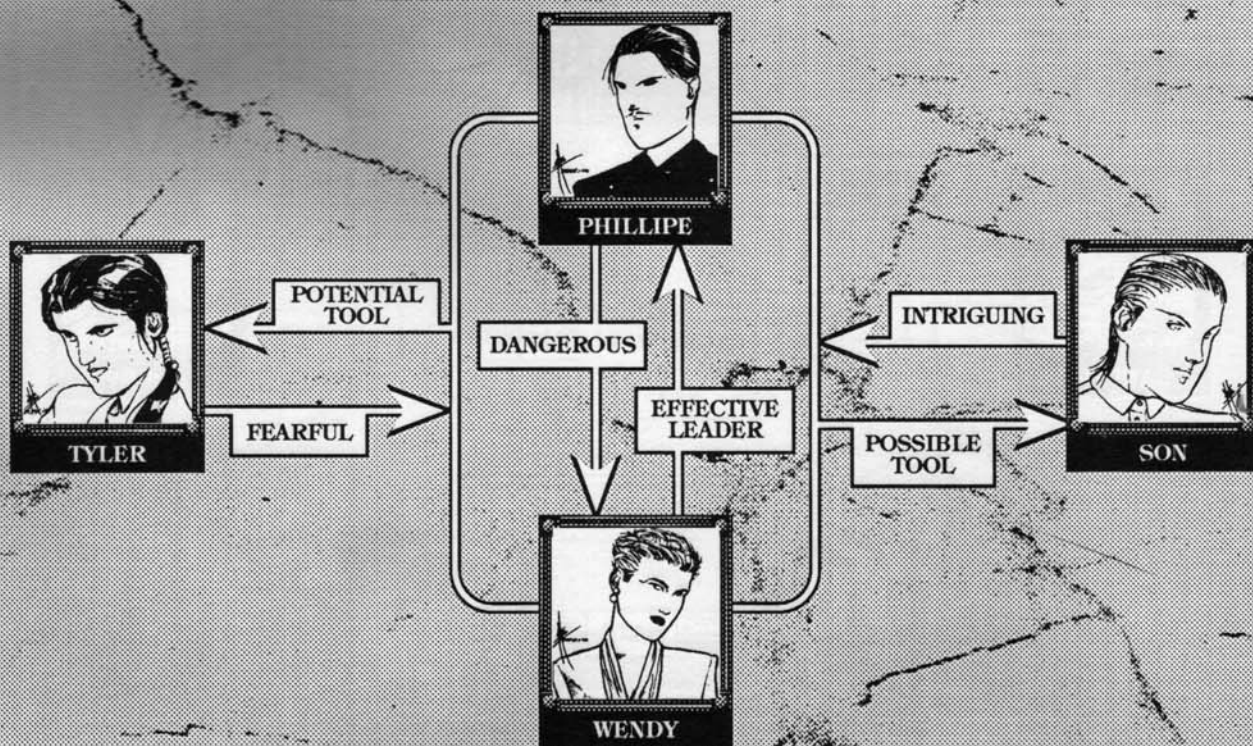
their relative power. Phillipe has carried out dozens of these scouting missions through the years and has become one of the Black Hand's best. His compatriot, Wade, has never taken part in something this dangerous, but the sect's leaders have found her to be one of their most promising Neonates.

Surrounded as they are by their enemies, only one thing could make them violate their secrecy — the opportunity to feed on an elder Vampire. If either get the chance to kill someone of an elder generation, they will leap at the chance.

Son has learned about them, but does not yet realize they are Sabbat; he only knows that he likes them. They treat him with feigned respect and plan to use him as a pawn in the near future. To him, they are simply these interesting out-of-towners who are living in secret out of the Prince's sight.

The two Sabbat scouts are prepared to let Tyler know that they are in town, and that they will reveal her past membership unless she obeys them. They have many plans for using her in their attempt to weaken Camarilla rule over Chicago.

# THE SABBAT





# Maldavis' Secret Allies

**Members:** Erichtho and The Monitor.

**Meeting Place:** None, they don't know about one another.

**Perceived Goal:** None.

**Real Goal:** Bringing Maldavis back to power.

Maldavis' stock among the Anarchs could not be lower. Her bid for power led to the loss of friends and loved ones for many, and the fact that she still lives seems an insult to many. However, rumors abound that she still has exceptional powers, and her continued existence in the face of Lodin's wrath adds weight to the stories.

While her own abilities do deserve some credit for her survival, more should go to her two unknown allies. Both Erichtho and The Monitor found themselves extremely sympathetic to this upstart, and despised the fact that Maldavis was being used by the Primogen. Unfortunately, neither could shrug off their obligations and their eventual involvement proved too little too late.

When they saw Maldavis' supporters slaughtered in the streets and knew that Maldavis herself would be the Prince's next victim, both were wracked by guilt. Each used her powers to aid the fleeing Anarch, and thus Maldavis managed to survive.

Neither of these Cainites know that the other aids Maldavis, and in fact both have only the slightest knowledge of the other's existence. However, their help may well prove the Anarchs' best hope of overthrowing Lodin.

## MALDAVIS' SECRET ALLIES



KHALID



INYANGA

SHE MAY STILL HAVE HER USES



MALDAVIS

PATERNALISTIC

MY PRODIGY



ERICHTHO



MONITOR



Cartwright '91



# CHAPTER FIVE: ENCOUNTERS

*"Angels and ministers of grace defend us"*

*Hamlet, Act 1 Scene IV*

Chicago is a city of possibilities. At any moment all the characters hold to be true can be discredited, and in the next it can again seem to be fact. The mysteries of this city are usually hidden beneath a shroud of secrecy and mundanity, but sometimes the truth is revealed in a circumstance, a random encounter, a happenstance.

The following encounters are provided to aid the Storyteller in keeping the players continually off-balance and presenting them with the rhythm and reason of this setting. They are simply ideas for things that can happen to the characters — events and circumstances you can weave into a story. Indeed, an entire Chronicle can be developed simply by using these encounters. All you need do is roll each time you start a game session and elaborate from there. To this end you can even think of this whole book as one huge story supplement which gives you the tools to tell your own stories. We hope that they will serve to keep every possibility alive throughout the Chronicle.

The encounters of each theme have been divided into the spectrum of numbers from one to ten, so you can roll a single die and thus select an encounter randomly. If you are unsure which theme you wish to explore, roll two dice and add their rolls together, and then refer to the appropriate encounter chart. Check off each encounter after you roll it once. If you roll that number again, either make up your own encounter (perhaps stage two of the basic encounter) or simply re-roll. Most of the encounters have been left vague to make them easier to work into your own Chronicle, while others have been made very specific, describing what immortal power is behind the event.

These charts work just as well without any dice rolling (in fact we suggest you use them in this way). Just choose the encounter you think best suits the situation. If you do use dice, allow a player to make one roll each week they spend investigating the city, though you may wish to allow the players to make a roll during a story if that fits the style of your Chronicle. Of course, after any character spends a certain amount of time someplace, she becomes a regular, and things start to pass her by (unless they are truly unusual).

In terms of storytelling, one of the best ways to use these encounters is to narrate what has happened to the character(s) in the last few days (or hours) and then launch into the encounter

directly. "You were on your way to the casino-ships docked at the harbor when you notice this strange amulet in the window of a pawn shop. The first thing to catch your eye is..." Start them roleplaying as soon as possible, but don't narrate everything that leads up to the encounter. Begin with a bang.

Listed with each encounter is a location (described within parenthesis) where each encounter is likely to take place. They include such places as: The Rack (Succubus, The Cave), Elysium (Opera house, Museums), Papillion (the Strip, Red light district, Whore houses), Hive (Downtown, any shopping or office area), and the Barrens (Wasteland, Stockyards, graveyards, dockyards). Some have even more specific locations.

2d10	Theme
2	The Beast
3	Conspiracy
4	Desire
5	Diablery
6	Fools
7	Heroic
8	Horror
9	Intrigue
10	Introductions
11	Masquerade
12	Nostalgia
13	Paranoia
14	Premonitions
15	Pursuit
16	Romance
17	Secrets
18	Threats
19	Vengeance
20	Weirdness

# The Beast

Deep within all Vampires is the animal yearning to be free. The Riddle which defines their immortal existences does more than just lead to Frenzy — it becomes the primary opponent of their embattled lives. The Beast is forever a menace, and betrayal is ever near. The Vampire must never drop his guard, for the results are invariably calamitous.

**1-2. Out of Touch** (Barrens or Hive). While hunting for sustenance, the character comes across a beautiful young girl. The delicious smell of her blood is enough to require an immediate Frenzy roll (don't explain why, just make the player do it). Obviously the girl is terrified of the Vampire's appearance (Frenzy has a way of doing that). The young girl looks upon the hungry Kindred and is frozen with terror.

Because of her purity, this young one's blood is very potent. She has as many blood points as an adult. However, the complications quickly begin. She has been kidnapped, and has just escaped from her captors. They are right behind her and assume the character is attempting to rescue her. It is possible for the character to redirect his Frenzy from her to them, but then what does he do?

**3-4. Monster Like Me** (The Elysium). On approaching one of the museums in the Elysium, the character notices a vagrant dressed in tatters and smelling quite ripe. He approaches the character and asks for money in a very polite way. While he speaks he shuffles closer and closer. When the character turns to leave, the man will attack. After the Kindred demonstrates obvious physical superiority, the man will rant and rave about demons that infest the city.

This man is just plain crazy. He has no significance to the on-going story.

**5-6. Your Money or Your Life!** (The Rack). From out of the shadows springs a wild-eyed teenager, wielding a butcher's knife and demanding money. However, the extreme quantities of PCP, crack and crystal meth the youth has ingested tonight make it highly unlikely he will wait for the money to be turned over. While it is unlikely he will do the characters serious damage when he attacks, there is a good possibility one or all of the Vampires will drink his blood. If they do, have them make an immediate roll to avoid Frenzy — his blood is loaded. For the rest of the night, the littlest thing can set off the Beast, and it requires twice as great an expenditure of Willpower to keep the madness in check.

Play this out as one of the most horrific experiences as you can (this is no 60's love trip). Describe everything in terms of the characters perceptions and never explain what is reality and what is hallucination. Have them wander around the city,

encountering all sorts of strange and bizarre people or things. Encourage the players to roleplay appropriately, and if they don't start, stripping away Willpower. Best of all, place the characters in situations with Elders or Allies (but don't explain all or even most of the facts to the player). The characters who are straight will have a heck of a time keeping up with the characters in Frenzy and keeping them from hurting themselves.

**7-8. Ties** (The Hive). A major rock concert is taking place at the Civic Center and a few thousand mortals will attend. A rumor spreads that a number of Kindred will be there as well. They are groupies of the band who have been following it around for a year or more. This will be a golden opportunity to meet with them. Unfortunately, the majority of them are young Anarchs from the west coast Anarch States, all wildly out of control. Lodin and the Primogen have decided not to tolerate this sort of activity in the city, and are prepared to raid the concert just before intermission in order to take out at least a few of the Anarchs ("We won't allow another Democratic Convention"). If they see any Kindred from the Chicago area at the concert they will head for them first ("Better to teach a lesson to those upon whom it will matter").

This is a good opportunity for a fast-paced adventure. Chase scenes work very well inside coliseums, though the characters will have to deal with frenzying Anarchs, Ventrués and rock fans. Make sure you play the music of whatever band it is that is having the concert throughout the game session, loudly.

**9. Colors** (The Rack). The character is witness to a street gang brawl of grotesque proportions. Suddenly he thinks he saw an individual he once knew (perhaps a former lover, preferably someone detailed in the Prelude), but then the friend is struck down in the scuffle. Does the character trust his instincts, or does he avoid getting involved in the fight?

The battle is between the Crips and the Bloods. This would be a golden opportunity for the character to get to know Kevin Jackson. The character should make a difficult Willpower roll to keep from entering Frenzy at the sight of the blood bath and his injured friend.

**10. A Private Struggle** (Haven). The character is suddenly totally overwhelmed by the state he is in. A period of flashbacks and glimpses of the future assail the Kindred. The flashes should alternate between the past, present and future. This way the character does not know what is real and what is not. Good background on the character is very important in this encounter to make it all the more real.

Done correctly this should anger the character and send him into a rage. It is now when the decision must be made whether to feast or fast.



# Conspiracy

Much more goes on in the world than is apparent on the surface. Everywhere Kindred and Kine alike meet to plot, scheme and advance their own nefarious agendas. When you get down to it, even the characters are involved in their own conspiracy. See how much you can get the characters involved in the intrigue of the immortals, as part and parcel of their struggle for survival.

**1-2. Wet Conspiracy (Downtown).** In a downtown bar a young man spills a soft drink on the character, says, "Sorry, ma'am," and hurries off. Later the same night, the same thing happens at a carnival. The next night, yet another kid spills something on her right on the street, and again later in the week it happens in the corner convenience store.

The player may well believe this to be some sort of a conspiracy and hassle the poor mortals, but it is actually all coincidence.

**3-4. Hell Comes to Your House (Wherever)** A series of ritual slayings near the character's Haven are revealed to be committed by a satanist cult. At first the character is blamed by Lodin and the other elders (after all, it's on your turf). Even if it wasn't you, it is your responsibility to do something about it.

You will need to decide why the killings are done only on the character's turf? If there is a reason, who is behind it? More than likely it is simply the work of a madman, but you can weave in nearly any explanation — the more bizarre the better.

**5-6. Begging Ghouls (Downtown).** In a shopping mall near closing time, two cute teenage mall girls approach the character and beg for some of her fresh Kindred blood. They know the character's name, and have memorized many details about the character's life. The character cannot find out how they gained their knowledge, since the source appears to have been erased from their memory. They have a bottle which will hold up to three blood points and offer to pay up to \$10,000 for the blood to fill it. They have the cash with them, though of course they do not know how they got that either. Whether the character makes a deal with them or not, the girls soon disappear, never to be seen again.

They are being used by a Warlock who mixes magic and science. He seeks the blood of Vampires to power his creation of magical artifacts. If he can't buy it, he will go to further lengths to obtain it.

**7. Just a Trim Please (Haven).** The character awakes one evening to find a knife sunk up to its hilt in the bedding beside his head. The finely crafted dagger features an inset ebony wood cross in its pommel. The character soon discovers that a major

lock of his hair has been hacked off and taken. Whoever came in jimmied a window and disabled any alarms. Any psychometry used on the dagger reveals a white male with long, dark hair and a white bandana across his face. It also shows his gleaming green eyes and the imprinted statement, "Thanks for the trophy." The same result occurs if any other area of the room is Auspexed.

The man is a wealthy mortal with a hobby of collecting trophies from the most dangerous creatures in the world. In his mansion he has a sartyr's tale, the hairs of a lupine and a Book of magical spells. He knows quite a bit about the Occult, learning most of it from looks left by his great, great grandfather, an infamous witch-hunter (who may have once chased the Sire of the character).

**8. Keep This Under Your Hat (Downtown).** A young boy not more than 10-years-old bumps into the character in a 24-hour convenience store. He quickly apologizes but will then pause to think for a moment. He then asks the character if he would like to know a secret. If allowed, the kid whispers instructions for the perfect crime into the character's ear: A secret method for stealing candy bars from this store. If done only in moderation and only when the clerk is helping someone else, no one will ever suspect anything and you're home free. When the clerk is looking away you can squish Mounds bars so they are thinner, and then slide them through the grating around the ventilation fan in the back of the store, which has been broken for several weeks. After telling the character that the secret has only been revealed to five other people and to tell no one else, the boy will run out of the store to join three others, all of whom are eating candy bars. They flash the character a thumbs-up sign and a wink, and then run off into the night. The character has just joined a most exclusive conspiracy!

**9. The Burning Haven (Haven).** Coming home fairly early (a few hours before dawn), the character notices smoke and flame as he approaches his Haven. It is soon apparent that it is burning up. Within 15 minutes flames have destroyed the entire building. As firemen get the blaze under control, the character can talk to investigators who have determined that arsonists caused the fire. Fires started first in several rooms, effectively surrounding a central area (where the character slept). However, the timing devices seemed to have malfunctioned, causing ignition several hours before the planned time. Police have no leads on who the arsonist may be, though there have been rumors about a hunter from New England who used such tactics. If the investigators learn that this was the character's "home" they will certainly want to question him, for it is likely that some "curious devices" were found among the ashes.

This is doubtless the act of an enemy of the character, but if the character has no enemies (unlikely as that may seem),

then you can decide that is is a plot by Juggler to stir up resentment among the Anarchs, thus giving him more power.

**10. Nathaniel's Secret Brood (Barrens).** After spying an unknown Nosferatu child who obviously did not have his mind on his obfuscate, the characters may wish to follow the little runt. In this case, the child goes to a boarded-up slum area and through a sewer tunnel into the basement of an abandoned housing project. Here the characters discover a secret group of seven fledgling Nosferatu hidden in a labyrinthine lair decorated with several mouldering corpses and three live prisoners. Trying to communicate with the Nosferatu would not be a good plan as they will instantly attack any trespassers.

If the characters spy on the basement lair for the next week, however, they will be rewarded when the adult Nosferatu, Nathaniel, comes for a visit. They may overhear his speaking with the children as though they were his own progeny, instilling in them a deep hatred for all Vampires — most especially Lodin and his brood. Of course, the chances of the characters being discovered grows when Nathaniel visits. If he does learn of their presence, he will try to restrain his demonic brood in hopes of making allies of the characters so that they can be betrayed later.



He will tell the characters anything they want to hear and will offer them what he thinks they want (and will be very cunning about it). The children are being prepared to be Nathaniel's suicide strike force, and he intends to send them against the other Vampires sometime in the near future. These young Nosferatu know nothing about other Vampires, but have been told repeatedly that they are "evil" and that their only hope of redemption and escape is to kill Lodin. All of them are ninth generation.

## *Desire*

While Vitæ remains a Vampire's most fervent desire, other objects and feelings can lead to feelings of cupidity among the Cainites. Who knows what your players' deepest desires are? It is the object of these encounters to either use these desires to heighten the roleplaying or simply reveal a new aspect of them.

**1-3. Hold Me (Domain).** A persistent victim who rather enjoys the last feeding that the Kindred had on him has begun to plague the character. The victim has become totally infatuated with the Vampire, and is imagining a romantic involvement with her. This is a golden opportunity for the Kindred to create a loyal ghoul — however, by Chicago tradition, Lodin's permission is required first (otherwise it technically breaks the Masquerade). Also, the character will have to deal with the new ghoul's potentially jealous lover.

**4-5. Days of Your Life (Just after a Stressful scene).** A beautiful color photo of a sunrise over the Grand Canyon on a billboard causes the character to be overwhelmed by a strangely compelling urge to feel the sun's rays once more. Though the character certainly knows better, this urge cannot be controlled by logical thought — the passion is strong. Self-control rolls are required again and again, whenever a direct opportunity to get near the sun presents itself. Play on the character's fond memories of sunlight, and emphasize the tans of people around him and their pleasure at going out into the sunlight.

This "urge" is very close to a derangement and you can play it as one if you wish. It is self-created, however, and simply one of the stages the character goes through as he come to accept his new undead existence. Once you feel the character has gotten through the urge (judge on the basis of the roleplaying and by creation of a climax), then you may wish to award one or two extra permanent Willpower points to make up for all the things you put the character through.

**6-7. "Hey, Don't I Know You?" (The Elysium).** While visiting various sights in The Elysium, the character meets someone he knew in his human life. The old friend will im-



mediately begin making plans for them to meet and have lunch. Try to leave the character speechless as the old friend talks about old times and remarks on how young he looks.

This is a perfect time for you to explore the life the character had before The Embrace. It can either be a very painful encounter as old memories get dredged up, or it can be a chance for the player to really get to know and appreciate what he used to be. The humor of avoiding scheduling a meeting during the day should also be brought up.

8-9. **For the Love of Money** (Anywhere). The characters find a ticket in the street which they later discover to be the winning \$1 million ticket in the Illinois Lottery. However, they must register in person at the Lotto officer (which is only open during the day) to collect their prize money. It comes in monthly installments for 20 years, and will raise the character's resources by 1. However, they must first figure out how they will divide this windfall. Do they yell, "I found it, I keep it," or are they actually willing to split the prize with the other characters?

If it tickles your fancy, you can work even *this* into the intrigue of the city. The ticket was actually placed in their path by agents of Capone, who is toying with the characters and testing them as well. Once the characters become comfortable with their new wealth he will threaten to have it taken away unless they do "one small favor" for him. Of course over time, more and more, bigger and bigger favors will be required. Everything comes with a price in the Gothic-Punk world.

10. **Hey Honey** (The Rack). A young blonde man in tight jeans and a cut-off T-shirt slides up to a character and asks if he would like to have a "good time." If the character takes him up on his offer (for the sake of blood, most likely) they will be interrupted by an irate young Irish woman with flaming red hair screaming at the young man over his infidelity. She will threaten everyone present, telling them she has friends in the Syndicate.

Characters need to be exceptionally careful in dealing with Eloise Gaughan (the angry woman) because she really does have connections with organized crime — Frank Gaughan is her uncle. The male prostitute is her ex-lover, who dumped her in order to return to the streets.

## Diablery

The quest for Kindred blood is one of the most horrifying aspects of a Vampire's life. Just as cannibalism is one of the most sickening practices found among mortals, so has diablery become a capital offense among the Cainites. But once one has tasted the brilliance of the elixer, no other Vitæ is as sweet. Once you have fed on another Vampire, it is certain that someday you will do so again. There is no turning back, just one

taste creates a passion more powerful than any mortal addiction.

1-2. **A Good Read** (Elysium). A character doing research, or casually looking through local library records, comes across a collection of local business transactions circa 1875. It makes for extremely dry reading, but the character's sharp eyes spy several yellowed, crinkled, and folded pages in an inner binding where they don't belong. These seem to be from a log of a Captain Harkon Manning and describe a scene of brutal cannibalism in northern Wisconsin. The record is of two beastly men eating what seemed to be their friend, and the character can tell that it is a description of two Kindred devouring the blood of an Elder. Scrawled across one of the pages in a shaky black ink is a single word: "SABBAT."

Enough information is included for the character to be able to track down the location of this occurrence, and to speculate on the identities of the Kindred involved. The description of one very nearly matches that of Tyler, a member of the Primogen.

3-4. **Vitæ's Stench** (Papillion). While out on a hunt, the characters corner a couple of young street punks who at first seem to be fairly submissive. As one of the characters begins to feed, the others react too late to stop the free punk from suddenly whipping out a switchblade and stabbing the occupied character. The characters easily disarm the boy, but the smell of the blood seeping through the other player's clothes begins to fill them all with a desperate longing for that sustenance. The players must immediately spend a Willpower point to be free of the urge, otherwise it will return again and again over the course of the Chronicle. Hopefully the punks provide enough Vitæ to satiate the characters' hunger and the feeling lessens — at least temporarily.

5-6. **Taste the Pain** (The Barrens) Prowling through a condemned building, the character stumbles and, throwing his hand out to support himself against a beam, completely impales his hand on an old six-inch nail. The instinctive reaction of drawing back his hand and licking the wound causes the character to taste his own blood... suddenly a wash of very strange ideas buffets the character's consciousness as the character discovers that he's sucking large amounts of Vitæ from his wounded hand. The next Kindred the character sees will trigger a minute desire in him to devour their blood; a sickening suggestion which the character can resist with a point of Willpower. If the character does not do so the very first time the desire is felt, then it will return again and again, until it reaches that status of a full-blown compulsion. At some point the character may not have any Willpower left and will actually carry out his desires. The lesson is you need to control yourself

before a desire becomes an obsession. Willpower is only really effective if you nip the psychosis in the bud.

**7. A Feast Unknown (Barrens).** Moving through one of the slums on the South Side in the dead of the night, the character stumbles across a group of scavengers (the name given to those who live in the abandoned buildings near the slaughter houses) gathered around a large bonfire. As the character approaches, a wonderful smell drifts from the flames and it becomes evident that the street people are in very high spirits, chuckling haggard laughs and passing around portions of a huge feast of meat. If the character draws closer, the smell will become very arousing (a Frenzy roll would be in order) but the scavengers will be quite courteous in a eerie sort of way. One of the old men will turn around to face the character, and with a crazed look in his eyes will offer the character some food. "We're having a party, pal, yah wanna join us?" He then thrusts a charred animal limb in the character's face. Upon closer investigation the character realizes it is a charred human forearm, though much of it has already been eaten. The character begins to realize that much of laughter of these people has a desperate edge to it, and that their eyes are filled with self revulsion and hysteria.

The street people are being controlled by Son who is carrying out some demented plot to create a feeling of gloom and horror over the entire city. He not only wants the Kindred to discover the macabre scene, but has called the press as well. Unless the characters do something to prevent it, the story will be on the front pages the next morning.

**8. Streets of Blood (Hive).** While perusing the dark street of the South Side hotel district, the characters will see a suspicious figure peering around a corner with her back to them. A simple aura perception will reveal the smartly-dressed young lady to be a fellow Kindred, though one the characters have never seen before. She is Wendy Wade, a Sabbat scout who is at the moment very hungry (she only has one point in her blood pool) and hunting a pair of teenage lovers who she now has under observation. They occupy her full attention and she won't notice the characters at all unless they come close to her, and even then she fails to notice them as Vampires unless they approach her on the subject. If left alone, she will carry out a brutal and inhuman massacre of the teenagers which the players may observe. If she ever manages to spend time alone with one of the characters, she utilizes her Presence so as to feed on him. Only her extreme hunger drives her to such overt action, so if the character even put up moderate resistance she will choose discretion as the better part of valor and try to escape. She has a good chance — she hunts near her Haven and knows the area very well.

**9-10 Burning Passion (Succubus Club).** One evening the character, while patronizing the Succubus Club in his eternal quest for easy-to-get, alcohol-enriched blood, meets one of the other Cainites who frequents the club (this could be any of the

NPCs listed in The Succubus Club section, but Sophia Ayes or Malcolm would make the ideal subjects). The pair begins talking and hits it off, continuing their conversation late into the morning. By this time they have both scored several times and become quite high. As dawn slowly approaches, the Vampire expresses an interest in sharing blood if the character has not suggested it already. The combination of their quick friendship and inebriated state makes this sound like a much better offer than it normally would (you have to build up to it, the player's instincts will be against the idea). The other Kindred invites the character back to his Haven to engage in the lusty interlude. Use your imagination for this stage, but after a few moments of actual blood exchange, the character's bestial half begins to rear its ugly head and the character, in the throes of passion, begins to drain the other's blood.

The exchange has gone too far; a necessary emotional bond between the two never existed and the player must thwart this disaster by either coming to her senses (a Humanity or Willpower roll) or by being fought off by the other. In any case, great humiliation and guilt will fill both the individuals thereafter, and the character's one-night lover will harbor a bitterness toward her for years to come. Possibly they can overcome these feelings and get back together, or they may never speak again.

# Fools

Fools rush in where both wisemen and wise Vampires fear to tread. Indeed, the Kindred seem to be a magnet for those sorely lacking in common sense, and their activities can both amuse and frustrate any Cainite.

**1-2. A Rose by Any Other Name (The Rack).** A madman with almond eyes approaches the character and presents her with a rose.

This encounter has no meaning and is not the plot of any other Vampire — it is intended merely to confuse.

**3-4. Shout! (The Rack).** In the middle of a club or bar, a woman suddenly stands up and screams with agony, cupping her hands over her ears. For some reason she has suddenly seen Elzbieta, despite her Obfuscate. The Kindred becomes frightened and confused and actually drops her obfuscate entirely in an attempt to hide, thus allowing the entire club to see her. Everyone within thirty feet suddenly sees her, and a panic erupts. If the characters mention what transpired to anyone, then it is likely that word will get back to Lodin and he will use this opportunity to punish Elzbieta severely.

**5-6. The Jilted Groom (Downtown).** While walking down a busy street one evening, the characters see a crowd gathered under a tall building. A man dressed in a tuxedo stands on the



Third-floor ledge threatening to jump. The characters find the man's sister in the crowd. She tells them that he was jilted — left standing at the altar when his bride ran off with the caterer. Now he thinks everyone is laughing at him, as indeed many on the street are. Play up the callousness of the crowd, and the desperation of a man who really doesn't want to jump, but can't find a way to back out with dignity.

**7-8. Asking for Trouble (The Wasteland).** In the wee hours of the morning, the characters see a man running through the park in his underwear. He is singing loudly and the characters notice many pieces of green paper — MONEY — taped all over his body. He is singing a song about being free from fear as he jogs through the most dangerous park in the city. After almost colliding with one of the characters, he will apologize and, leaving money scattered in his wake, continue on. If the characters stop him and talk with him, they will discover that he is quite wealthy, highly disturbed and an excellent candidate for the Malkavian clan.

**9. Impressionable One (The Rack).** A new Vampire thriller movie comes out and many Anarchs show up at the premiere. As the characters leave the theater, they overhear a young girl talking to her friend about vampires. She says that she'd love to be a vampire, because then she'd never have to come in early, or do homework, or listen to her parents. "It would be great! I bet Tom Callahan would even ask me to the prom". After continuing on for a few minutes, the other girl says she knows where some vampires live, and that she's been watching them. "They're really cool. Next year, when I'm fourteen, I'm going to ask them to do whatever they do so I can be one". Surely the characters will have some mixed feelings about what to say (if anything) to this young girl. They may at least want to learn where the "secret" Haven of one of the Kindred is.

**10. The Railroad Eccentric (Union Station).** As the characters are skulking around one night in the warehouse district, an armed guard approaches them and explains that someone in a nearby warehouse would like to meet them. Assuming the characters agree, they are taken into an rotting old storage building with boxes stacked to the ceiling. Within, they are introduced to Drummond and his model trains. He immediately tells the guard to leave (after all, the characters wouldn't be foolish enough to attack one of Ballard's lieutenants in his own Haven, would they?). He then strikes up a conversation in which he swears them to secrecy. They must do this before he will show them his trains. The more impressed they are with his trains, the more that he will take a shine to the players, but woe betide the one who makes the first negative remark. Flattery, especially overblown flattery, will get the players everywhere. Drummond will spend time expounding on his power and worth

to the Prince and his upcoming promotion to lieutenant. He hints that he will reward those who aid and are loyal to him, by making them his lieutenants and leaving them the railroad when "he is gone" (he doesn't fully understand that he really is immortal, and still uses the language spoken by his father) When he is done speaking he will then return to playing with his trains and will pretend the characters are not even there. If they don't leave within 10 minutes or so, however, he will flip out, call in his guards (by the numbers) and order the characters shot.

## Heroic

Heroism does not come easily to your average Vampire. While they have many of the attributes of a super-human, they also harbor a ravenous Beast, struggling constantly to devour them. However, when they can rise above their destructive nature, they are capable of performing great feats of mercy and honor.

**1-2. Fire (South Side).** From a distance the characters can see a glow that lights up the sky coming from a block or so away. As they approach they see and feel the immense heat of a fire burning out of control. The fire department has not arrived yet, but on the street they hear a mother frantically shouting for her children. Then on the fifth floor they see the children come to the window with blankets in hand and collapse from the smoke.

This is an opportunity for characters to regain Humanity, or at least to gain Willpower (after all this is a *big* fire).

**3-4. Darkness Remembered (The Barrens).** From the darkness of an alley the players hear a growling of rage that they immediately recognize as the cry of a Frenzied Vampire. In the dingy alley they can observe Schumpeter about to kill a mortal woman. He has discovered a woman who looks incredibly like his deceased wife. After luring her back here he flew into rage and fully intends to reenact his wife's final tragic moments unless the players do something.

**5-6. Look Hands, No Ma! (The Rack).** An elderly lady approaches the characters in a bar and tells them a police officer said they could help her find her son. She shows them an old picture of the boy and apologizes for its age, telling them it is extremely old. However, characters with any connection to the Anarchs will recognize it as a photo of Dickie. His mother tells the characters her husband (Dickie's father) has terminal cancer and will not survive another month.

If characters do attempt to bring about a reunion, they will have to deal with Dickie's bitterness towards his parents as well as the violation of the Masquerade which would occur if mom saw her ageless son. To bring about this reconciliation

may well require far greater feats of heroism than they have ever experienced before. Also, the police officer who directed her to the characters is Gregory Stephens.

**7-8. Tattle Tale (The Succubus Club).** While standing in front of the infamous Succubus Club, the characters notice a car pull out from the parking lot and begin to weave all over the road. As it heads straight for a young couple, Damien leaps out from the shadows and with an amazing burst of speed manages to rescue the couple. Then he runs off, but not before someone in the crowd manages to take a picture of him. As the police arrest the drunk driver responsible for the incident, the characters overhear the crowd talking about the superhuman who saved the day. They will also hear the couple talk about their rescuer's incredible coldness.

Despite the heroism of his actions, Damien has committed a most grievous crime against the Masquerade. Now it is up to the characters as to whether they should report it, use it to blackmail the Brujah or forget all about it.

**9-10. Vital Vitæ (The Barrens).** During the holidays blood supplies begin to run low in the hospitals, but there are few times when blood is more necessary. This year hospitals and the Red Cross face an incredible shortage of blood, so a gigantic traffic accident on the crowded interstate one foggy night means blood must be rushed to the city from out-of-state. Thus, imagine the characters' surprise when a truckload of blood crashes in front of them as they walk through the city's streets. "Please, get this blood to the hospital before more people die," are the driver's dying words.

The characters now have access to an incredible store of blood. It can be drunk, stored, sold to other Kindred ... or delivered to the hundreds of victims who desperately need it.

## Horror

As if the characters' very existences were not horror enough, things do exist which can strike terror into their immortal hearts. Since Vampires know inhuman horrors exist, their horror becomes much more real.

**1-2. Nothing Ventured (Haven ).** A house in Central Chicago area has been in the newspapers recently because of reports of a haunting. You can interest the characters in this a number of ways and certainly their contacts could report to them that there is something interesting about the abandoned mansion. Since the house in question is very near their Haven , they may be even more intrigued.

A Ghost does indeed reside in the mansion. Give it a name as well as a personality, plus a reason for it being stuck on

Earth. When the character comes to investigate, the Ghost decides to use the Vampire to help it obtain its aim so that it can pass on. It may attach itself to some object of great value to the character so that it can remain around the character, or it may begin to haunt the character's Haven . Until the character aids the ghost it will harass and haunt her. Vampires who befriend this Earth-bound spirit in some dramatic way can add one to their ally rating, and may find keeping a Haven in a haunted house to be a wonderful form of protection.

**3-4. As Above, So Below (The Barrens).** Over a period of time (a number of stories) a character has been plagued by a series of bad dreams. Although they vary somewhat, one aspect remains constant. The character is always being buried alive . The trauma of this dream sometimes wakes the character up in midday covered in blood sweat (they lose one blood point). Soon afterwards the character will become restless and feel a pull to a nearby cemetery (a pull the character can easily resist, if he so chooses).

Once the character enters the cemetery the wisps of mist will grow thicker and thicker, until it is a cloud of fog. Moments later, figures will become visible. Eight zombies will all converge on the player. Controlled by a crazed Magus, the zombies will attack until they are dismembered. Give the zombies normal human scores with one more points in Strength and one less in Dexterity. The dreams were planted by the Magus, who seeks the blood of the Vampire for his experiments.

**5-6. Look Out Behind You (The Rack).** Upon leaving one of the bars where Anarchs hang out, the character notices a pair of glowing red eyes following her every movement. The character should make a Willpower roll in order to keep from looking in the direction of the eyes. Once the roll has been missed and the Kindred is unable to resist the hypnotic suggestion, a full grown lupine will attack her from the rear.

A very young Lupine (in human form he is only 12) is attempting to make his mark early, and seeks to kill his first Vampire. He will attempt to destroy the character with the aid of a faerie so that he might drink her blood. The Lupine tribe from which he hails would be grateful if their "pup" was returned to them safe and sound.

**7. Surprise, Surprise, Surprise! (The Rack).** The character notices a young woman on the rooftop of a building, doubled over in pain. If a casual glance is taken it looks as if the figure is about to jump. Three successes on a Perception + Empathy roll (difficulty 6) reveals that she is Kindred .

The Vampire has been in torpor for more than 100 years and only recently woken up. She will attack the first person who approaches her in her desperation for blood. She will not realize that the character is a Kindred as well.



**8. Cast the First Stone (The Barrens).** While traveling in the Barrens, the Kindred hears howling in the center of the nearest park (likely one along the shoreline). A squad of four policemen on patrol in the park were met by a pack of marauding Lupines. The officers' bodies lie strewn about everywhere, and none of them remain in one piece. Unfortunately, the sight of blood here is overwhelming, and may send the character into a blood Frenzy (Frenzy roll is required). While the character is in Frenzy other police may arrive on the scene (alerted by the fact that the squad had not called in) or a stray Lupine might return to finish its meal.

**9. Assassination (Anywhere).** While out on the streets alone, a character is snatched into an alleyway where he is matched against a newly created neonate of the Black Hand. Combat will undoubtedly take place, and perhaps the victor can walk away with more than just a victory. Phillipe of the Black Hand is nearby watching to see how his neonate does and he will not interfere under any circumstances. This is a test for the young Sabbat Vampire, and tradition demands that he survive it through his own talents and wits.

The Sabbat has moved into its second stage of taking over Chicago and begun creating new Kindred. If the young Sabbat Vampire is close to death he may attempt to bargain for his life, offering information (of which he knows very little) in exchange for being let go. Phillipe will do whatever he can to prevent any agreement of this sort.

**10. Victim of the Victim (Everywhere).** At the conclusion of a very pleasant hunt, the character finally sinks her teeth into the young man's throat. At first he submits as happily as every other victim, but then his eyes fly open and, with a violent shove, he knocks her away. He sprints to the door but trips, falling headfirst against the concrete wall. His head splits open and he lies where he fell. As the player begins feeding on the blood pooling on the floor, she notices an ephemeral form coalescing above her in the shape of this most recent victim.

The ghost knows nothing but the tragedy of his death. The character has become his one link to the physical plane, and he will follow her wherever she goes, moaning and begging for someone to avenge him. Needless to say, this will make it next to impossible for the character to have anything approaching a normal life (even for a Vampire).

## *Intrigue*

Some believe that becoming a Vampire can free them from the intrigues and manipulations of life. If it does this, the Embrace only frees them to become involved in the intrigues of the Kindred. Get ready for a whole new ball game.

**1-2. An Offer You Can't Refuse (The Elysium).** The characters receive an invitation to the Opera issued by Capone himself. Upon the completion of the opera, the characters will be escorted to the crime lord's limousine by four men in suits with bulges that suggest they are armed with Uzis.

Capone is inside of the limo waiting for them. He has recently been getting restless because of the apparent influx of new blood into the Chicago area. He will offer the new Kindred power over some of the ethnic gangs — but he has a price. He wants the new Licks to promise to side with him when he starts to rock the boat. He does not want a Blood Bond between himself and the characters since that could be too blatant of a move.

**3. Yo, Homey (The Rack).** On a nightly outing the characters run into a large gang of young black men. All of them seem to be well dressed in trendy clothes and are excessively loud, except for a silent one who stands in the back. They will taunt the characters, and perhaps pick a fight. Before things go too far the quiet one will step to the forefront.

The quiet one is Kevin Jackson. If the Kindred are young and ready to take on the group in a fight, then they are just the people Kevin was looking for. The gang leader has recently been trying to mess with Capone's control of the mobs. He hopes to use the players to break up the old Italian's main rings, and offers them money, blood and power.

**4. Money for Nothin' (Anywhere).** For some strange reason the character has been getting rather large sums of money either deposited in his bank account or delivered to his place of residence by Western Union. The amount is several hundred dollars per week. The depositor/deliverer has no idea where the money is coming from.

When the character has come quite accustomed to the money being there when he needs it, the flow will stop abruptly. The money has been coming from Neally, and now he will bargain indirectly with the character. He will make use of the character for various tasks — preferably without them realizing it.

**5. Paranoia (Anywhere).** Recently, in the neighborhood around one of the character's Havens, there have been murders which are without a doubt Vampire related. While the corpses have been stashed where it is unlikely Kine can discover them, the Vampires encounter little difficulty finding them. There is also evidence that links these murders to other player characters in the troupe — a favorite weapon, a missing jacket etc. The frequency will increase if the Vampire chooses to do nothing.

Phillipe and Wendy Wade are responsible for these deaths. They have discovered where the PC resides and are now attempting to make the members of the Camarilla fight amongst themselves.

6. **Touche' (Anywhere).** When the characters come into contact with Lodin or any of his lieutenants, Hinds will view this as a definite threat to the socialist takeover of Chicago. He will offer the characters greater things than Lodin, Capone or Kevin Jackson have offered in the past. The recruitment of new blood is in demand. Hinds sees this as an opportunity he cannot afford to pass up. Any new pawns to manipulate in the eternal struggle will be helpful indeed.

7. **Spies Like Us (Anywhere).** The characters are approached by a normal man with a not-so-normal task. Armed with photographs of Gary-based Kindred, the kine will tell them he is a reporter and is in the market for good field agents. The pay will be quite good and all the characters need do is keep an eye on these few people. He explains he will keep in touch by mail or fax, and all mail can be addressed to his P.O. Box in Gary.

The character is really just a regular human who has been dominated by Lodin to handle the task of keeping tabs on Gary. Knowing full well the human would not be able to do it alone, he has given the man pictures of the Gary Cainites so that he may approach them separately. If the character has any ties with any of Lodin's brood they would be paid very well just to keep the 'reporter' informed.

8. **We Don't Need No Education (The Rack).** While mixing in the Succubus Club, the character is approached by two young Kindred and questioned in a rather informal manner. The overall conversation will focus around modern politics and the hopelessness of it all.

The two Kindred are Damien and Dickie, who are attempting to feel the character out. If the Kindred is very responsive to the slanders, then the two will meet the character at a later date. On several different occasions they will 'show up' just to converse with the character. Later they may invite the new Kindred on a "field trip" to help mess up one of Lodin's political power plays.

9. **Sign On The Dotted Line (The Elysium).** After the characters have become settled in their new domains they will get job offers for night work in their perspective fields. All of a sudden, most things seem to be going their way. Any legitimate or illegitimate business they are already involved with will receive contracts from other businesses.

Ballard is behind the profits which are appearing all over the place. In time he will make his motives quite clear. In exchange for granting affluence to the characters, he expects their support in the upcoming times of chaos.

10. **Desperately Seeking Nosferatu (The Barrens).** All night the Nosferatu has been hearing strange sounds and has an overwhelming feeling that she is being watched. Eventually the

character is drawn to an abandoned warehouse where she is subjected to a variety of questions by an unknown interrogator.

The voice in the unnatural darkness is Khalid, and he is in the market for new Nosferatu to serve him. If the Nosferatu remains composed through the whole ordeal she will be invited to join Khalid's band of Neonates. In exchange, Khalid will offer his protection as well much of the information he has already collected. Essentially this is a strangely put invitation to join the community of Nosferatu.

## *Introductions*

Almost any Cainite the characters meet in the city can provide them with yet another clue to the never-ending puzzle of Chicago's conspiracies. Thus it becomes exceptionally important for them to enlarge their circle of acquaintances and every introduction becomes an opportunity.

1-2. **The Message (The Succubus Club).** Through the smoke and perpetual haze of the Succubus club, a waitress appears and hands the characters a small, folded napkin. Across the room sits Gordon Keaton, Caitiff and Anarch, who lifts one finger in signal. He is eager to feel out the players and see if he can determine their generation and standing. Soon after he will ask them to join him in a hunt, for he has been watching a group of "very ripe" college students all night—and they are planning to go for a walk. If he thinks that the characters might be willing to side up with the Anarchs, he may introduce them to the idea. But, if he thinks they are of an older generation he may try to separate them and, in his lust for power, attempt to feed on one of them.

3-4. **Lounge-Chair Philosopher (The Elysium).** Any characters who have evidenced an interest in philosophy or history meet a student from Chicago University, who tells them his professor would be quite interested in meeting them. He will give them directions to the University's faculty club, and say "The Doctor expects you at ten."

When they arrive at the faculty club, they will find that its normal operating hours are 7 a.m. to 8 p.m., but for some reason it has been left open. A doorman will lead them to the club's comfortable lounge, where they meet the ancient Brujah Critias. Critias will engage them in deep conversation on the nature of Rebellion and the role of Vampires in it and will swiftly fall into the Socratic method of questioning them. He will pick out any players who seem to be becoming frustrated at this tact and question them all the more (possibly leading to Frenzy rolls). Any characters who handle this episode well will have earned themselves a valuable ally, but any who become



frustrated or, worse, do not go at all, may well have gained a powerful enemy.

**5-6. Angels in the Night (The Barrens).** While hunting in the Barrens, the characters notice an extremely attractive young man stumbling through the streets. As they approach him, they are stopped by an incredibly beautiful nude woman, who warns them that the mortal is her meal, and that if they interfere, they will die.

The woman is not a woman at all. She is Gulfora, a Succubus of incredible might.

If the characters threaten her, she will become insubstantial and flee, but will return to haunt their lives in any way she can.

**7-8. Old New Comer (Wasteland).** Hidden in the St. Michiel Reservation to the southwest of the city stands an ancient Indian totem of great power. Indeed, it has begun to haunt the dreams of a character who has the Auspex discipline. Night after night she will dream of it, and each night she becomes surer and surer of its location until she finally manages to track it down.

It has been left in a clearing by Yaryan, who has discovered that Menele's body has been moved from where he stored it. The totem, a mighty symbol for his people, played an instrumental in helping the Indian free himself from Menele's control. Now it has summoned the character in hopes she can keep Yaryan from falling under the Brujah's control yet again.

**9-10. An Unexpected Meeting (Downtown).** In the lust for blood that a player feels one evening, she becomes light-headed and nearly drains a victim of all Vitæ. He collapses at her feet, weakened but alive. Little does the player suspect but she has just drained one of Lawrence's mortal retainers and messengers. A slip of paper falls from his hand to the ground. "H, Meet me tonight at the statue outside the Sherwin building, 2:00 a.m. B".

When the characters arrive, Lawrence may nervously open fire on the Kindred, depending on how he is approached, or he may engage them in a discussion. Either way, he is desperately afraid of being found out and will not tell the characters anything about the note or the meeting. He will make up any story that seems to be plausible as to why he is here (which is, in fact, to give Hinds information about what the Elders are planning).

of many, the players must remain very careful to keep their indiscretions hidden.

**1-2. Hey Mommy, Look! (Anywhere).** One evening the character is approached by a small child. He distinctly says in a soft, low voice, "Are you the bogeyman?" This child has the ability to perceive auras, but is not frightened by what he sees. He will continue to pester the Vampire until he receives an answer. You should make it clear to the character just how courageous the boy is being.

**3-4. Inquiring Minds (The Elysium).** While examining an exhibition at the Art Institute, the character casually gets into a conversation about the existence of supernatural phenomenon. Although the character may not offer any factual information, the young lady she converses with seems to be quite well versed in the natures of Lupines, Spirits and Vampires. Keep up the conversation for as long as the character desires, but the lady will eventually become uneasy around the Kindred.

The lady is merely fascinated with the occult. The facts she appears to volunteer are merely fables and myths that she has chosen to accept. If given enough time to expound upon her knowledge it will become obvious. However, if players over-react to her hypotheses, she may well find her most horrible fantasies realized.

**5-6. Discovered (Haven).** The character is awakened by a loud door banging, and the sound of footfalls. The sounds are immediately followed by the screams of what sounds to be like a young lady. Suddenly a deathless young mortal is standing over the sleeping place of the Vampire, with a camera in her hands. Unless the character is able to react very quickly she will snap off a picture (the flash will temporarily blind the character) and then

dash off. If somehow captured she will tell them only that "her contacts" told her where to find the Haven, and her credentials will show her to be a photographer for the "Tell it All." Her contacts will later turn out to be two old men who approached her with information, and whom she never saw again. She has been watching the character's Haven for some time, but only recently got enough courage to break in.

The character's Haven was revealed by Balthazar (or some enemy of the characters) who sent two retainers to tell the paparazzo the location of the character's Haven. If this can somehow be proven, Balthazar will be in hot water (breaking the Masquerade for any reason is serious business). This is a serious mistep on his part, but the characters must be able to take advantage of it for it to cause him any harm.

**7. The Dancers (Succubus Club).** The characters see two young Blood Dolls on the central dance floor dancing a very elaborate ritual to the Cure's "Last Dance." At first their dance

## *The Masquerade*

The Masquerade ranks as one of the central tenants of the Lextalionis and the Camarilla enforces no other aspect with such ferocity. Since the exposure of one can lead to the deaths

seems only as bizarre as any that Blood Dolls make up, but a perceptive observer will soon realize that the entire dance is heavily symbolic of the Embrace, more specifically of the Gangrel embrace. The mixture of passion and the brutality, tenderness and lust is shown clearly, as is the isolation the Sire gives the Childe after it is finished. It is a beautiful dance and the two blood dolls do it exceedingly well. The crowd seems to know them and they get whistles and applause once they are done. They do the dance once a night, and the more times the character watches them the more the character comes to realize how perfect the symbolism is — a Gangrel will be even more struck but it.

The blood dolls are not simply making this up on their own, though that indeed is how it began. They started their dance nearly a year ago, as a way of displaying what they thought it would be like to be bitten by a Vampire. After a short time however, Malcomb happened to seem them dance, and soon thereafter began to coach them on how to capture it in more detail. He now watches them as often as he can (always from a distance), in love with his "creation". If reported, this violation of the Masquerade could get him into serious trouble (though it would not warrant a blood hunt or banishment) but it could result in the deaths of the two Blood Dolls.

**8. The Weeping (Rack).** As the characters get out of a car or walk along the street they hear enormously loud weeping and yelling coming from an alley, and hear the words "I curse thee Caine!" If they investigate they see an enormously intoxicated Sir with a group of other ragged drunks, loudly telling them the woes of being a Vampire. The drunks seem more interested in his coat, wallet and shoes which they are dividing among themselves than in the story, but this is a blatant violation of the Masquerade. The "correct" thing to do would be to kill all the drunks and then take Sir to see Lodin or one of his lieutenants. However if they are kind to the Lush he will return their compassion with aid once he is sober again.

**9. The Panic (Rack)** Late in the night a man emerges from the crowd and takes one look at the character. His eyes open wide, he immediately turns about and attempts to leave. The man has second sight and is able to detect the Undead. Though he is quite rational and straight, this experience has unnerved him a great deal.

**10. The Skewered Feline (Haven)** As the character leaves her Haven, she discovers a dead, disemboweled cat lying on the ground or strung up on a wall. If she looks closer she will notice that it has been methodically and carefully taken apart, and that the strands of intestine, sinew and bone seem to make some sort of pattern. Those with Auspex 3 may make a roll to see what they pick up (difficulty 8). Three success brings a vision of a mortal

killing the cat as some sort of grim ritual; the purpose of which seems to be to create some sort of ward.

This man is a neighbor of the characters, and is a well versed in the occult to boot. He somehow detected the nature of the character's condition and will place his ritual cats on the door of the character's Haven every night until the character moves away or he is discovered. He is not really a wizard (unless you have a few ideas about what to do with him as such) but is very clever and exceedingly good at being secretive about his work.

## *Nostalgia*

The characters' existences did not start with the Embrace—hopefully a long, full life preceded the change. However, memories of what has been left behind are not always pleasant, and some Cainites react worse to the past than do others.

**1-2. A Familiar Odor (Downtown).** While crossing a busy intersection, a beautiful mortal pedestrian passes the character. However, the woman's perfume strikes the character more than her beauty does, and the odor reminds him of a person or thing dear to him long ago, before the Embrace — a lover, a grandmother or a frightening experience. The memory so envelopes the character that he fails to notice the light change, and he only comes to when the driver of a semi-truck five feet away lays on his horn and screams, "Get out of the way, Mac!"

**3-4. Stop Me if You've Heard This One ... (The Rack).** Passing a table in a bar, the character overhears an old private joke which she and some good friends shared when she was still a mortal. This brings back a simultaneous flood of memories of good times and the melancholy knowledge that those days are long gone and can never be recaptured. This feeling is only aggravated when she realizes that the teller of the joke must be the child of the old friend.

**5. Ancient Battles (Elysium).** Passing the cathedral, the character suddenly has most bizarre memory flashback. She "sees" the cathedral at Notre Dame and remembers a series of bloody battles between Kindred which once took place there. The screams of the dead and damned do not come from her own memory; instead they are blood memories passed on from the character's Grandsire.

**6. Recognizing a Hero (Art Gallery).** While visiting the art gallery, the character recognizes a childhood hero of hers. This could be the real thing, an imitator or just a resemblance. The person is definitely human, so if the character has been around for a long time, she may find this an odd situation.



**7. Memories of Mother (The Rack).** In a bar the character notices a mortal wearing a very unique ring which once belonged to the character's mother but was taken from her in a mugging long ago. This individual is either the girl-friend of the man who committed the mugging, or bought it in a jewelry store just the day before.

**8. Nightmare of Blood (Haven).** One morning the character has a nightmare in which she relives the terror of the Embrace. The extremely vivid nature of the dream makes the memory of the change 10 times worse than it really was, even if she desired the real transition. The character's Sire appears as a vile, blood-drooling monster — a brutal vampiric rapist, and she is all too aware her own transformation from mortal to Beast. She awakes violently disturbed by the image, awash in blood-drenched sheets. She has actually sweated blood (lose a blood point) and will not be able to sleep for the rest of the day. The next time she encounters her Sire, she will watch him with increased wariness — make it clear that somehow the relationship has changed.

**9. Childhood Remembered (Downtown).** At the carnival, the character sees a young child who reminds her of herself as a child. The character becomes so entranced by the little one that she follows her around the carnival grounds — simply watching. How will the character react? Will she want to feed on the child or feel protective of her? The reaction will soon be tested, for another Kindred has the child under observation. If she knows him, the player will recognize him as the wicked Son. He intends to mesmerize the child and turn her into a terrorized victim. If the character actively tries to prevent this, he will submit gracefully, if sarcastically.

**10. The Memory Auction (Curio Store).** In a gentrified curio store frequented by night owls, the characters come across a beautiful gold-lettered photo album. The inscription reads "Sharon Payne," and includes yellowing black-and-white pictures of a girl progressing from youth to adulthood. Photos of the woman and the Vampire Michael Payne figure prominently in album, but the characters know of no Cainite named Sharon Payne, due to the fact that she now uses her maiden name — Forrest. If they take the album to Michael, he will at first disavow all knowledge of it before realizing its potential. "It's not mine, it belongs to that bitc ... How much do you want for it?" He offers the characters huge sums of money for it, realizing the blackmail ammunition it provides. Will the players keep the album, sell it to Michael or deliver it to Sharon? Their decision could gain them both a powerful ally and a mighty foe.



## *Paranoia*

Paranoia has become a normal state of life for many Cainites. They begin to see enemies in every shadow and foes under every bed. For others, the question is: Are you paranoid if everyone *really* is out to get you?

**1-2. Death Smell (The Rack).** A character witnesses a young girl get hit by a car. As the child lies bleeding in the street, the character must struggle with any thirst he feels for the flowing blood. In the confused and sickened state, the character becomes aware of the woman next to him screaming. Her musky cologne mixes with the tangy odor of fresh blood. Overcome by the horrible smell, the character leaves the scene only to experience the smell everywhere he goes. It seems to be marking the character in some way. And he may well become paranoid that others can smell it as well. The evening becomes a nightmare as the character cannot escape the smell.

Treat the experience as a temporary Derangement lasting for but one night. Describe as nastily as you can, making the player feel as fearful and sick as the character.

3-4. **Cats (Barrens).** While walking through the alleys of Chicago's desolate South Side, the characters see a beautiful black cat sitting on a fence. He stares at them intently, and then goes back to licking his paws. Nobody is around, and if the characters look into the yard hidden by the fence, they see that cats fill the entire lot. There are literally hundreds of them ... all moving and stretching, but not making a sound. All those silent cats, moving slowly and staring with their knowing stares will begin to make the characters nervous. For the next few weeks the characters will see and notice cats wherever they go. They will feel that they are being followed. Maybe they are. You can make as much, or as little, of this as you like.

5-6. **Light Switch (Anywhere).** One night errands keep the character away from her Haven for longer than she would like. Unconcerned because the newspaper listed the dawn as being almost 30 minutes away, she gets a rude shock when the sun appears as she enters her home. If she continues to check the newspapers, she discovers that once a week the newspaper gets the time for sunrise wrong. Few other Kindred notice, but those who do suffer the consequences of the early-morning horror.

In fact, this is the beginning of a Ventrue plot to make the city less hospitable to other Kindred. Joseph Peterson has been arranging this minor mistake in the newspaper. While it will not take long for kine readers to start complaining, their difficulties are minor compared to those of a Cainite caught by the sun.

7-8. **The Anarchs Attack (The Hive).** Ballard summons the character to one of his business offices and, while the character waits to be shown in, a pack of mortal skinheads walk in and begin to harass the receptionist, insisting on being allowed to see "the man". When one of them tries to barge into Ballard's office, half a dozen security men (all of them Ballard's Ghouls) come out of the woodwork and scatter and push back the punks, who beat a hasty retreat. Once the confusion has settled, one of the ghouls tells the character Ballard would rather not talk right now — "Sorry for your trouble ...."

This was staged by Ballard as a warning for the character to stay in line. He was watching the whole time by remote camera, along with Balthazar.

9-10. **Mysterious Assassination (Papillion).** While walking through a dirty red light district, the character hears running footsteps from behind. She whirls around just in time to see a young man wearing a baseball cap leveling a .38 caliber semi-automatic pistol at her chest. Before the character can react, the glassy-eyed youth fires several rounds point blank into her. The shots probably will not do that much damage to her, but they should knock her back several feet. Immediately upon seeing the results of his actions, the youth turns the gun on himself and blows his brains out. If the player somehow

prevents him from doing this, he bites off his own tongue to keep from talking and attempts to commit suicide anyway possible.

## *Premonitions*

As creatures of the supernatural, Vampires live more in tune with the powers of precognition than do most mortals. However, knowledge of the future can be as much a curse as a blessing.

1-2. **Glimpse of the Future (Anywhere).** The character experiences a strange vision of a possible event to come. Roll for next week's encounter and describe it in a strange and dream-like manner. It may or may not happen, but if it does, don't call special attention to the similarities or differences.

3-4. **Unholy Fear (The Rack).** On a cold winter night, the character warms herself by exploring a Yuppie bar she has never visited before. She notices a group of people gathered around a large fireplace in back, one of the bar's main attractions. The first sight of it fills the character with extreme dread and unless she makes a courage roll of nine, she runs outside for a reason she does not understand. This is one of those times when the player is better off blowing the roll, because a bizarre accident causes the fireplace to light the entire building on fire (woe to the character who made the roll — just give them some chance to escape). When the character sees the blaze outlined against the night sky, she remembers a long ago dream (from back when she was mortal) in which just such a conflagration figured prominently. For a time she feels uneasy entering any bar.

5. **Dreams of Blue (Haven).** In an odd dream one day, varying shades of the color blue make up everything the character sees. Although the character will be unable to remember any specifics of the dream, vivid recollections of swirling blue mist and eerie blue gasses enveloping everything spring to mind, evoking a sense that there was a presence involved. For the rest of the week, anyone who Auspexes the character notices a deep-blue tinge to his aura. Very strange.

6. **Unknown Admirer (The Rack).** While moving to the dance floor of a favorite club, someone in the crowd grabs the character's arm. When he turns, an embarrassed smile of a moderately attractive woman greets him. She motions that she wants to speak with the character alone, and, if allowed, will take the character to a less-active part of the club. There she will confess to love at first sight, saying, "I've seen you in my dreams since I was a little girl. I feel as though I've known you all my life! I love you!" etc., etc. While the character has no memory of ever having met her, she is telling the truth (or believes she is).



Neurotically obsessive, she will try and get the character's name, phone number and address. If she gets it, she will never let loose of the character, attaching herself to him permanently. Also mildly unstable, she will not be able to handle rejection.

**7. Tomb of the Secret City (Museum of Natural History).** While browsing through an archaeological display of recently uncovered Egyptian artifacts, visions of an ancient underground city deep beneath the desert overwhelm the character as she views an elaborate sarcophagus. It seems as though someone seeks this age, and that a presence of horrible evil awaits that someone in the depths of an ancient tomb. After a moment the vision subsides and everything becomes normal. If the character uses psychometry on the empty sarcophagus, she gets an image of the famous explorer and discoverer of the display, Jonathan S. Thompson, who just happens to be en route to Cairo at that very moment....

**8. Spectre of the Gun (Barrens).** While walking through the South Side of Chicago, the characters witness a combination mugging/murder which they are unable to stop. This does not seem like anything special until one of the characters remembers seeing the silver-plated 9mm semi-automatic pistol used in the crime during a dream. If the characters talk to the murderer, he tells them he got the weapon in a pawn shop in Gary. The records of the store show that a regular customer, Alowiscious Brown, pawned the firearm. If confronted and threatened, Brown will show the characters where he found the gun. He stole it and other less valuable items at a dilapidated apartment which seems to have been broken into several times. The place has been left in shambles. Not only does it look like it has been rummaged through, but vandalism and drug paraphernalia scattered throughout confirm Al's story that vagrants have been using the flat since the owner disappeared several months ago. If the characters conduct a thorough search, a secret panel in the floor will reveal a cache of 10 50-round boxes of 9mm silver bullets as well as a journal of a lupine hunter's exploits.

**9. Impassable Doorway (Papillion).** Following a vagrant through some dilapidated storefronts, the character approaches an old door which appears to be locked. Upon touching the door, the character will suddenly get the impression that she should not pass through. If she pays it no heed and enters, the next thing she knows is that she is sitting in a familiar dark place across town with no memory of where she last was. If the character did not enter the room, then coming back later will reveal nothing but an empty room, though psychometry will reveal that a powerful Kindred occupied the room recently. This room had served as a temporary Haven for Menele's body, which has been moved by faithful retainers.

**10. Vision of Gehenna (Barrens).** One evening, when the character feels like being alone, he wanders through the deserted

ironworks of Gary. Despite its desolation, the area radiates a comfortable feeling of peace. As the character dwells on these thoughts of barrenness and decay, the scenery slowly seems to shift to the appearance of a burning wasteland and a demolished European city, but with no bodies to be seen. Then the vision changes to a view over the Atlantic Ocean, looking down on a chaotic Europe. Thirteen immense black shapes — each the essence of evil — begin to rise and shift toward North America. A thousand voices seem to whisper all at once like the sound of a mighty wind: "Gehenna!"

## *Pursuit*

There are many who chase Vampires. Researchers, witch-hunters, magi, werewolves, even other Kindred — all want something from the characters. Of course, depending on who the pursuer is, being caught is not always unpleasant.

**1-2. Guess Who's Coming to Dinner (The Elysium).** While meeting with other Kindred in the safety of the city's great museums, the character notices a strange character who seems to be watching her intently. The man is very unsettling and his eyes seem to bore into the back of her head whenever she turns away. If checked, it will be discovered that he is not Kindred. He will make little to no effort to conceal his interest. If an attempt is made to approach him, he will retreat to a safe distance, and begin to watch again.

This is Sullivan Dane, and he is closing in on the character. He has been watching for some time, but is allowing himself to be seen in an effort to scare the character into doing something foolish.

**3-4. You Gotta Help Me (The Barrens).** While hunting through the

decaying streets of the city, the characters chance upon a rather nervous Kindred. He will be hesitant to speak with the characters on any subject relating to the supernatural, although if it is detected he will admit to being Kindred. However he will not admit to being one of the Sabbat. He will pump the characters for useful information about the general area.

The kin's name is Gabriel Hennesey, and he has been excommunicated by the Sabbat for his "radical" views on Vampiric behavior. However, the Sabbat does not just kick out its rejects; it destroys them. And he has been tracked down by a "hunting pack" — Wendy Wade overhears their conversation.

**5-6. Look At What We've Got Here (The Barrens).** On one of their first outings, the character walks into an alleyway populated by a few lupines in half-human form. Their light dinner (a homeless vet) has left them in a mildly frenzied form. Being a sporting bunch, they give the characters two minutes to

make like a tree. Then they will come after the Vampires with full intention of rending them limb from limb.

The Lupines have not had any food all night (save for the last snack), and if they do catch up with the characters they will kill them and eat them, though not necessarily in that order.

**7-8. They're All Around (Haven).** Upon waking up one evening, strange noises, and other disturbances assail the character. A thunderstorm rages outside, and her Haven seems to almost fade in and out when the Kindred starts to make sense of it all. Black figures will enter the Haven, and will soon begin to give chase. Soon afterward the Kindred will be unable to run because her foot is caught. She will notice that the reason for her immobility is that a hand has reached up from below to grab her (it does not matter if she is in a multi-level building or not). The more she tries to free herself, the tighter the grip becomes. Soon afterwards more arms grab the character, the shapes catch up with her and assault her as well as pull her under.

Just before the excitement peak explain that it was all a bad dream. Then redo it the next day, but don't have it be a bad dream again.

**9-10. Who Loves Ya, Baby? (The Elysium).** An evening in the protected environs of Orchestra Hall leaves the character relaxed and momentarily happy. Of course, this contentment cannot be allowed to last. Sure enough, a dirty, smelly beggar in tattered clothes begins following her as soon as she leaves the hall. Just before the players can escape or feed upon the old woman, she keels over, revealing a two-week-old baby concealed in the remnants of her coat. Her dying request is: "Don't let them get my niece."

## Romance

Intrinsic to the Vampire myth is the heady odor of romance and the fierce sexuality of an Embrace so passionate it is deadly. The power of the vampire's kiss is an aphrodisiac beyond measure. Nevertheless, there is little to be gained from those steamy moments, in life or in fiction, without the anticipation that comes before that exchange, or the lazy languid feeling that comes after. But even more importantly, for it to truly have meaning, the feeling cannot be satisfied by a simple moment of passion. It must be kept alive beyond that moment with the hope that passion will lead to romance.

**1-2. "It's been so long!" (The Rack).** You turn to see the face that belongs to a musical voice and stand gaping at the figure who had been so pale and awkward in high school. That has obviously changed, for the individual in front of you is a striking specimen of Humanity. "Wow, it's so funny that I should see you here, I was just going through our old yearbook

and showing a friend of mine your picture! You know, I always had a crush on you but I was too shy to say anything.... Would you like to dance?"

**3-4. The Eye of the Beholder (The Elysium).** While attending a highbrow cultural event, a character notices an extremely attractive young mortal glancing at him. The woman, Nina, is an aspiring artist and she wants this particular character to be a model for her next painting. He cannot refuse such a charming individual, her offer of money or the chance to enjoy her *vitæ*. After meeting in her small studio for several nights running, the character is finally permitted to see the result. It is unlike any painting he has seen before. Nina has captured his very essence of his nature, the fragile balance between good and evil, power and weakness, torture and ecstasy. The secrets of his soul seem to bleed from the pores of her canvas. But with each careful stroke of her brush, Nina's feelings become obvious as well. Although the painting is a genuine masterpiece, she will give it to the character "as a token of her affection". Though she has not realized it consciously, she knows of his curse, and would be open to the thought of joining him.

**5-6. Adoring Eyes (Anywhere).** The characters meet Sophia Ayes anywhere within the city. It may be at a exotic dance club or simply out at dinner — but she is not a woman who is easily missed. She immediately recognizes the players as Kindred and moves over to make their acquaintance. Before long she will begin to cultivate an intense fascination with one of the characters (male or female). She will offer to rendezvous with that character in private and soon after she will want to see them on a regular basis. Allow this to go on over a few sessions with her interest growing and growing. If the character refuses to see her she will continue to hound them, offering her undying devotion. Eventually word of this will get back to Annabelle....

**7-8. Lost in Love (Wasteland).** On an unusually cold night the players set out to slake the thirst in their parched throats. What they find is a child sitting on a park bench dressed in a stylish business suit. This is Nicolai. He sits so totally absorbed in his own thoughts that he fails to notice a stealthy approach. Assuming that the characters do not threaten him, he will recognize them as Kindred and invite them to sit with him. Any Tremere will know him to be of their clan. He will begin to ask them questions about their mortal lives and whether they ever experienced "true love". This is a good opportunity to let the players express their character's feeling on the subject and vocalize some background motivations as well. In a cool voice, never taking his eyes from the lake before them he will tell them of his love for Erichtho and beg the players for advice on how to make her love him. Under no circumstance will he tell them that she is Blood Bound to him. This entire episode is very unlike Nicolai, and if the players ever meet him again, he will refuse to



discuss the issue. If they persist in questioning him, he will fly into a rage.

**9-0. The Diary (The Barrens).** As the players explore the burned-out husk of a building, they come upon an old, tattered diary. The writings within contain some of the most heartfelt expressions of love that the players have ever read. Described are the dreams of a young mortal who tells of the fantastic creature which came to the side of her bed, held her and loved her through the night. It precisely describes one of the characters. The author signs off by saying she can no longer live being tortured by a lover who does not exist and that she must be free.

## Secrets

Almost every Cainite in Chicago has some deep dark secret. Finding these out can let you blackmail them into doing anything for you ... or else it can give you a deeper understanding and appreciation of the tragedies they have faced. You decide.

**1-2. An Unwitting Investigator (Haven ).** Just as the character is getting ready to leave one evening, a knock at the door reveals a petite brunette woman with spectacles, hat, and raincoat. She'll say her name is Paula Magnus, an IRS agent, and flash an ID. She is "investigating" Annabelle Treabelle and wants to ask the character a few questions, regardless of whether he says he knows the socialite. The questions would seem normal to a mortal, but certain points indicate to the character that this young kine may suspect Annabelle or even himself of being a vampire. She will not dally too long, and after jotting some notes in a pad she will apologize for any inconvenience and leave. She is actually an occult investigator (she had a fake ID) who is following a client's suspicion that Annabelle is possessed by spirits; her questions reflect this, but the character will probably automatically assume a Kindred connection. Paula bears no malice toward Kindred and in fact does not know of their existence, although she will be perfectly willing to believe with a little proof.

**3-4. Dark and Lovely Brood (The Rack)** At a bar, toward the end of the night, the character meets a beautiful Spanish vampire flush with alcohol-enriched blood. She introduces herself as Consuela, says she's "new", and asks for directions to Annabelle. Being both friendly and drunk, she will respond quite positively to advances by appropriately attractive characters. She will also give evidence of remarkable powers, as she is actually one of Helena's brood, called to Chicago as the Methuselah's next victim. Thus her imminent disappearance should shock any Vampires who become close to her.

### *Learning the Mind Enslumbered (Level 2)*

*This ritual has several requirements. First, the subject must be asleep or unconscious; drugged is fine. Second, a circle about two feet in diameter must be drawn on level ground with the subject's blood. Third, the caster must bake two small cakes with barley, olive oil, and the caster's blood. These cakes must be placed in each person's mouth, under the tongue, and left there throughout the ritual. After a short incantation, both the subject and the caster must lay on the ground, with their heads in the circle and touching. As the caster enters a semi-conscious trance, he can probe the subject's mind and get almost any information that the subject has experienced, known, or thought. A simple Perception + Empathy roll (difficulty five) is required to learn any single fact. The number of successes explains the degree of clarity of the fact. A botch indicates the fact can never be known through the ritual.*

**5-6. The Secret Survivor (The Barrens).** A simple evening stroll (or hunt) in a city park results in the character leaping to hide under cover when he suddenly spots a leopard prowling through the park. This comes to no avail, however, because the Beast strides right over to the character's hiding place and shapeshifts into Inyanga. She will happily chat for a while with the character, saying that she is glad for the company. After an hour or so, she will take her leave, but not before reminding the character to never hunt in this park again. "I'll have to remember to speak to Lodin about that," she remarks.

**7. The Hidden Haven (The Rack)** The character finds the perfect, if overly-enthusiastic, victim who is "perfectly willing to go for that kinky stuff," but only if allowed to lead the character to the Shed Aquarium ("...always wanted to do it on a fish tank"). A window left "always open" allows entrance and things are just starting to get good when a passing night watchman forces the pair to hide in the basement. Stumbling onto a recessed storage room, the character finds a concealed living area. Though nothing vital is found, this smacks of a secret Haven.

The place is actually the Haven of The Monitor (Rebecca), a vital secret depending on who finds out. Further investigation is possible.

**8. Death and Discovery (Barrens)** Late night hunting in the dockyard takes the character near a moored cargo ship. As the character watches, a small, darkly clad figure disembarks from the huge vessel, all the while nervously looking around, as if he knows he is being watched or afraid of someone following him. His fears are revealed to be entirely founded when a shadow darts from out of nowhere and nails the poor old man with a crossbow. None-the-less, it takes two more quarrels to

bring him down and a wickedly-curved knife to finish the job. This exchange takes all of three seconds. The "shadow" can now be seen as a figure all in black with a black gauze-wrapped face. He kneels to search the old man's decapitated body. If the character attempts to intervene, the shadow killer will prove a dangerous opponent (being a high-level assassin with statistics superior to a SWAT officer) who will escape or commit suicide if captured (cyanide capsule in the mouth).

This assassin is only a mortal, but is proficient at dealing with Kindred — his costume is stocked with stakes, smoke grenades, hidden knives and all types of other ninja-like paraphernalia (there is no identifying information). The old man proves to be a ghoul with fifth-generation blood in his now inert body. Papers and passport identify him as Ahmad Momeni directly from Iran (the boat is the *Persian Princess*). He also has directions to a mansion near downtown Chicago (the Chantry), as well as the name of Nicolai jotted down next to the address. The ghoul also has a wax-sealed envelope (probably the assassin's objective), which has an air of importance about it. If the envelope is delivered to Nicolai, he will solemnly accept it and any story that the characters tell him, thank them briskly and usher them out. The envelope contains details for casting the following ritual, written entirely in Arabic:

**9. Manna (Elysium)** While passing near the St. Nerius cathedral, the character is confronted by a young man who simply presents him with a note. This note is apparently from a fellow Kindred who lives hidden in the cathedral; it asks the character to come to the cathedral and bring "food." The young mortal will verify that the "food" is the same as what the character partakes of, but will say little else, other than the assurance that the meeting is not a trap. The man will then leave the characters to decide what to do.

The Kindred in the cathedral is a neonate Malkavian named Kirkland, who was a member of the crushed Anarch movement of the mid-eighties. The Elders believe he was destroyed along with his friends, but he obviously has survived and has resided among the rafters and the secret closets of the old house of worship. He is insanely paranoid that the Elders may find him and has not left the sanctuary of Elysium since 1987, but he is so desperate for Vitæ he has decided to trust the characters, whom he has seen passing the cathedral on many occasions.

**10. A Chance Meeting (Papillion).** One night in a dark and smoky jazz club, the characters notice an unfamiliar Cainite sitting by herself in a far corner. If they approach her she will at first react nervously, but if they have allied themselves with the Anarchs or at least have no friendship with the Prince, she will invite them to join her and will speak candidly about the city's problems and Lodin's tyranny. She will not reveal the fact that she is Maldavis, the most wanted Kindred on the Prince's hit list.

Maldavis hopes to rebuild her strength enough to once again challenge the Prince, but her past failure has left her on the outs with most of the city's Anarchs. The huge number of casualties arising from that attempt has left her gun shy as well, and she doubts her own ability. However, she has powerful allies and with the characters' aid and encouragement could once again become a force to be reckoned with. Of course, the characters are always free to betray her to the Prince as well.

## Threats

One of the best ways to test your characters under pressure is to see how well they respond to threats. The threats can be physical but they can also be perceived. The characters need only think someone is out to get them to achieve the proper results.

**1-2. A Person in Your Neighborhood (Anywhere).** Someone that the characters see daily, i.e. the milkman, bum on the street, bartender or a neighbor greets the characters in a public place and pulls them aside. "I know what you're hiding and unless you . . . I will go to the police." Decide how much this person knows, if anything, and what they want from the characters.

**3-4. Private Property (The Rack).** As the characters are walking through a popular section of town, they are surrounded by a group of young renegade Licks new to Chicago. They surround the characters and declare that they are taking over this area for their own. One of the bullies recognizes one of the characters and tells her "I know where you sleep!" If a fight breaks out, the younger ones will probably run away, but the leader will threaten to get back at the characters "one way or another".

**5-6. The Note (The Haven).** One of the characters returns to his or her Haven to find that it has been ransacked. Drawers have been dumped out and furniture has been overturned — the place is trashed. Tacked to a wall nearby there is a note. You decide who it is from and what it says (Brujah warning them not to side with the Elders, Lodin warning them not to side with the Anarchs, Son playing headgames?).

**7-8. Hit and Run (Anywhere).** As a character crosses the street on a rainy night he notices a car careening wildly out of control. Give them a chance to dodge it, but if they fail tell the player how he is struck and how much damage he receives. As the car drives away the character will hear mocking laughter from the driver.



9. **"You're Under Arrest"** (Anywhere). The characters are approached by police officers late in the night. The cops have been bought out by someone who wants to throw a scare into the characters. The police will attempt to arrest the characters for murder, claiming that they have an eyewitness. The arresting officer, Hal Price, will be belligerent and verbally abusive. If the characters refuse to surrender to the officers, they will draw their billy clubs and attempt to subdue the characters (don't forget those Self-Control rolls). Let the characters flee as Price calls for back-up but he will shout after them that "this isn't over yet." If the characters surrender they will be taken to the county jail and held until just before dawn (really make them sweat). Then the sergeant, Ken Jones, will enter and demand that Price show him this eyewitness. Unable to produce the accuser, Sergeant Jones will have the characters set free. If the characters were well behaved in prison they will have a potential ally in Sergeant Jones who is an outstandingly honest cop. As they leave the station, Hal Price will call out to them that "this isn't over yet." You may have Price show up later, at any inconvenient time, and harass the characters.

10. **Frenchie and the Bear** (The Elysium). The rumor that the characters plan to join with the Anarchs has begun to spread through the Kindred community, regardless of whether it is true or not. Thus the note from Levesque asking to meet with them at the Museum of Contemporary Art should come as no surprise. Levesque and the other Nihilists plan to use this meeting as a chance to size up these potential allies while enjoying the protection of the Elysium, and will do little to give away future plans. However, if things go well, he will schedule a future meeting with the characters.

As the characters leave the museum, one of the rear doors on a long white Cadillac parked in front will swing open and Balthazar will beckon for them to come forward. He warns them against siding with the Anarchs and stresses the pain he will put them through if they join "that damn French Blood Doll."

## Vengeance

Revenge may be sweet for mortals, but for many Kindred it is a way of life. Their passions burn deeper and hotter than any mortals, and to anger one of the Undead means to gain an immortal enemy.

1-2. **Anita's Revenge** (Skokie). Anita has recently been harboring a young Brujah from Atlanta named Tony. Tony, unable to cope with his horrible transformation, has risked blowing the Masquerade for quite a few of the Kindred. Anita had taken him in up until about a week ago, when he suddenly began to hang around Son. From then he became even more

despondent. When Anita asked him what had been going on with Son he refused to talk about it. Then, just yesterday and for no apparent reason, Tony awoke during the day, cast himself into the sunlight and was burned beyond recognition. Anita has decided to take matters with Son into her own hands. The characters notice her headed toward Skokie with a wooden stake in one hand and a can of kerosene in the other.

3-4. **Hell Raisers** (The Rack). The loud roar of engines and the smell of hot exhaust fumes assail the characters as they leave a bar in the Rack. Tyrus and the Wolf Pack have just heard the story of Levesque's bombings of British-Canadians years ago, and since Tyrus' parents were British, he feels he has a certain responsibility to make restitution for the sins of the past (and do a little hell raising). For that reason they have gathered up some sticks of dynamite and are headed for the Brujah's house by the stadium. They are doing so without Lodin's permission, but Tyrus has a certain latitude in his activities and feels confident that he can get away with it. The gang has begun doubting his leadership recently, so he needs this to gain control and it will be difficult to talk him out of this course of actions.

5-6. **A Conversation Overheard** (The Succubus Club). Gloria Schumpeter and Detective Gregory Stephens have met in the same club or bar the players are frequenting. The characters may well know that Gregory Stephens is a "witch-hunter," but probably won't know who Gloria Schumpeter is. They can overhear them speaking by using Auspex. Gloria is recounting the night of her mother's passing at the hands of Schumpeter and how long she has waited to avenge her horrible death. Among other things she then tells the detective the location of her father's condo and asks what time she will meet him there. Let the players decide what course of action to take. It should present quite a moral dilemma, deciding whether to hinder (or help) the two witch-hunters.

7-8. **A Friend In Need** (Anywhere). Brad Hessler, a contact of one of the players, needs help. He ratted on a powerful business colleague who was embezzling from the company. But the man used his clout to blackmail some other employees to vouch for him, and when he convinced his boss that Hessler was the culprit, Brad lost his job. Two weeks later, his house was ransacked, stripped and burned, and his two-year-old son died in the fire. Brad is desperately seeking revenge against his former co-worker. He comes to the characters sick with grief; his career is ruined, and he feels he has nothing to live for. Brad says if he cannot get help, he will go to the man's house alone and shoot him.

9-10. **The Rumor** (Anywhere). The character comes across a newspaper which contains a slanderous article about a member her family. The rumor proves false but could destroy the family

name. The character will be very upset to find out that the whole story was written by a childhood rival. But she may have the opportunity to avenge the lies since this writer frequently lectures at the reporters' conventions in Chicago.

## Weirdness

The entire existence of Vampires is weird; little in it resembles the normality of their mortal lives. Of course, just how normal were their lives?

**1-2. Rampant Hell (The Rack).** One weekend, while strutting through the crowds jamming the streets of the Rack, a wild-eyed old man storms straight toward the characters. He immediately begins yelling about hell and damnation, warning the characters that they have endangered their immortal souls, and that they should value their souls more than life itself. He will not leave the players alone no matter what they do, will follow them if they try to escape, and can see them if they use Obfuscate. Any who try to attack him will find themselves repulsed as though a giant, rose-scented hand rested between them and the man. Auspex reveals a bright, bright gold aura. Asking around will determine that most of the local residents think of the man as an old kook, though some think of him as an authentic holy man.

**3-4. Violent Bloody Death (Barrens).** While hunting through a dirty slum on the South Side of Chicago, the frenzied barking of a pack of wild dogs draws the characters' attention. A thin alley opens onto a small, dark side street. The cold, heady smell of blood permeates the air, and six wild dogs lap at a dark puddle beneath the alley's only street lamp. A body hung by the neck swings over the street, suspended from the street lamp. Occasionally the dogs leave off their drinking to leap and snap at the body. They have entered a strange form of feeding Frenzy, but once dispatched the players can take a closer look at the corpse. A noose of barbed wire holds the gruesome visage in the air, the bleeding throat has been torn almost the entire way around and evidence of the use of fangs and claws appears on the neck, face and nearly skinned chest. The bulging-eyed face is completely unrecognizable. Any character willing to touch the fly-ridden corpse for Auspex will be able to determine that a fellow Cainite took part in this brutal slaying.

**5. Bizarre Voodoo (Downtown).** During an evening of rooftop leaping, a strange acrid and spicy smell leads the character around a dark corner. A gruesome sight awaits her there — a slightly scorched skull staked to the rooftop by a very elaborate wooden totem carved in the shape of a devil. Strange

charms, bones, incense and painted symbols fill a meter-diameter area around the centerpiece. On closer inspection, the retracted, fang-like canines reveal the skull to probably be that of a Vampire. Research proves the symbolism to come from Haitian voodoo, although the meaning of the ritual is too archaic to be understood.

**6. Ghoul at the Zoo (Lincoln Park Zoo).** The characters see a bizarre story on the 11 o'clock news: actual television footage of an elephant at the zoo attacking and biting a keeper. Other keepers attempting to restrain the animal periodically find themselves lifted and thrown through the air. The news reporters attribute this to the elephant's enormous strength, but the characters may recognize it as telekinesis. In actuality, the elephant has been made into a ghoul by Anarchs as a message of contempt for the Elders' view of the Masquerade.

**7. Astral Visitor (The Rack).** Wandering through the hopping nightlife of Chicago, the character finds herself briefly isolated. A figure of a robust-looking Oriental man, approximately 30-years-old and dressed in priest-like robes, appears before her. This seems normal at first, but then the character notices the man appears vaguely transparent and his feet hover six inches off the ground. The intangible apparition has a wispy Kindred aura and simply seems to be watching the character. The figure will appear several more times during the evening, although he will not attempt to communicate. This Japanese Vampire noticed his western Kindred while travelling on the astral plane and is curious as to her habits. No one other than the character or those with two levels of Auspex can perceive the traveler.

**8. Phantom in the Opera (Civic Opera House).** While attending the opera, perhaps attempting to familiarize themselves with the Kindred who visit the Elysium, the character finds an empty box during the sold-out show. The box features a good view of the opera, so the character pauses for a moment to watch the show. Suddenly a bone-chilling breeze to the right draws his attention. A phantom-like figure dressed in an outdated tuxedo sits next to the character. The figure simply watches the opera. Characters with Auspex or an Empathy of four can actively communicate with the shade, although his main dialogue consists of shushing the character and telling him to watch the opera because this is his favorite part. Eventually the character can discover that the shade's name is Alex Geldman, a wealthy opera aficionado whose ex-wife slew him in this very seat in 1922. He always watches the same opera, *Götterdämmerung*, no matter what the opera company performs. He will remain quite courteous to the character if they express interest in that show and act with manners. He will appear in the future to characters who befriended him and may even help with any adventures in the opera house.



9. **The Hunter Hunted** (Downtown Industrial Park). All night long the character has felt that someone has been following her. Then a sickly looking young man appears before her. If questioned, he shapeshifts into a vicious werewolf and attacks without warning. This renegade lupine recently came to Chicago after learning that power can be gained by eating vampiric flesh. He seeks a neonate (the character will do) and is being tracked by his pack. If the character fends off the beastly boy, or manages to get him going after easier pickings, then that is the last she will see of the lycanthrope. If she manages to slay him, then the wrath of the pack will hound her.

10. **Unnerving Experience** (Anywhere). After an invigorating hunt, the character has decided that the time has come to consume the attractive vessel he has been following for most of the night (the young woman has a strange silver-and-gold aura). After taking three blood points, the unique taste of the blood

stuns the character, and his mind instantly opens to new avenues of sensitivity. The victim runs off for the character can make no movement and stands frozen in place. For several long minutes it seems he observes every emotion in the city, and kneels frozen and stunned where he began drinking. However, the encounter does not end here. Until the blood points he has taken wear off, the character will have a psychometry power equal to Auspex three *which he cannot turn off*. He will have no control over sensing the feelings, events and people involved with every object he touches, be it his clothes, the street, a door knob or whatever. The girl the character attacked had latent psychic powers and will probably never be seen again as she now keeps a lookout for Vampires. Feel free to make the character's new condition last as long as you want — perhaps into the next actual story section. The condition can be a prominent annoyance, or drive the character into a dormant state (“Don’t let anything touch me!!”).

*Under the smoke, dust all over his mouth, laughing with white teeth,  
Under the terrible burden of destiny laughing as a young man laughs,  
Laughing even as an ignorant fighter laughs who has never lost a battle,  
Bragging and laughing that under his wrist is the pulse, under his ribs the  
heart of the People,*

*Laughing!*

Carl Sandburg, *Chicago*

# Succubus Club

## Of Life Devoured





---

# SUCCUBUS CLUB

---

## **Credits:**

**Written by:** Andrew Greenberg (Club Information, Fundamental Differences), Graeme Davis (Annabelle's Party), Bill Bridges (Player of Pawns), Lisa Stevens (Death's Sweet Sting), Nigel Findley (Paper Chase), Steve Crow (Grand Elusions)

**Concepts:** Josh Timbrook, Mark Rein•Hagen, Andrew Greenberg

**Development:** Mark Rein•Hagen, Andrew Greenberg

**Editing:** Andrew Greenberg

**Production:** Sam Chupp, Josh Timbrook

**Layout:** Sam Chupp

**Cartography:** Eric Hotz

**Cover:** Clark Mitchel

**Chapter Full Page Art:** Janet Aulisio

**Art:** Janet Aulisio, Josh Timbrook, Craig Cartwright, Dave Miller, Gail Van Voorhis, Bill Bridges, John Cobb, Tony Santo

**Vampire: The Masquerade™** was created by Mark Rein•Hagen

---

## **Special Thanks to:**

**Mark "Muscles" Rein•Hagen**, for his sincere love of the gym.

**Stewart "I have your soul" Wieck**, for knowing how to really keep people in line.

**Andrew "Amateur Astronomer" Greenberg**, for dragging Mark out to see the meteor shower — on a cloudy night.

**Josh "Virgin Blood" Timbrook**, for showing us how the real Blood Dolls do it.

**Sam "Tarot Card" Chupp**, for not relying on his friends to make his own bad decisions.

**Wes "Onion Blossom" Harris**, for never failing to be unique.

**Travis "I won, I won!!!" Williams**, for displaying more patience than anyone though possible.

**Chris "Peon senior" McDonough**, for his raconteuring skills (and lack thereof).

**Ann "Maui Wowie" McDonough**, for taking Chris off the market (finally!).

**Clark "No-name" Mitchell**, for not killing us after we forgot to credit him in *Chicago by Night* for that stunning cover.

**Ken "Mask of Midnight" Cliffe**, for vetoing our earlier (and better) thanks to him.

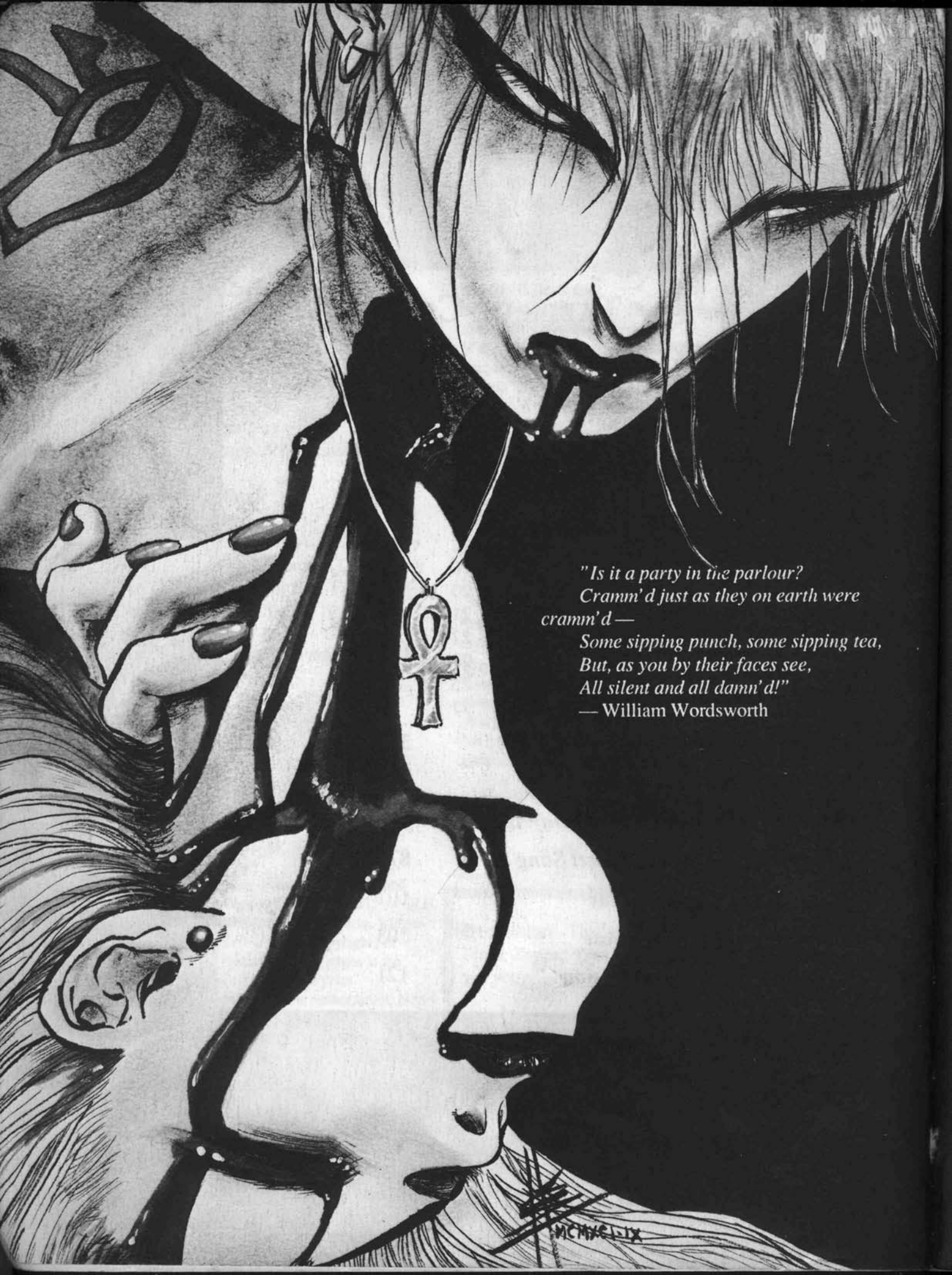
---

## **Special, Special Thanks to:**

The original members of the Succubus Club: **Josh Timbrook, Chris McDonough, Brenda Stiles, John Brandt, Nicole Lindroos, Mark Rein•Hagen, Stewart Wieck, Andrew Greenberg, Lisa Stevens, Ann McDonough, Seth Tepher, Stephan Wieck, Kelly Golden**

The Succubus Club, Vampire, Ashes to Ashes, Blood Bond, Chicago By Night, Forged in Steel, WHITE WOLF Magazine, Ars Magica, Werewolf, Faerie, Ghost, Magus and White Wolf are all trademarks and copyrights of White Wolf. All material printed in these pages is the exclusive property of White Wolf unless prior arrangements have been made with the author/artist. None of the material may be reproduced in whole or in part without prior written permission from the publisher.

**Dedication:** This supplement is dedicated to Frank Zappa. Don't let the Central Scrutinizer get you.



*"Is it a party in the parlour?  
Cramm'd just as they on earth were  
cramm'd —*

*Some sipping punch, some sipping tea,  
But, as you by their faces see,  
All silent and all damn'd!"*

*— William Wordsworth*



The darkness covers every recess, never  
yielding

The music throbs, filling every silence.

The dancers move with wild abandon,  
orgasmic in their madness.

The caress of this passion is overpowering, and  
the smell of blood pervades every empty space,  
smothering those who thought themselves past life.  
The energy of these mortals brings an intensity to  
this place, for they are the source and outlet of its  
animating spirit. This vitality can be felt by all who  
venture here, and is given and taken freely.

This is a place of Life.

This is the Succubus Club, the fabled haven of  
dreams and the forgotten haunt of nightmares. The  
sinister desires of Kindred and kine alike are  
revealed here — desire consumed and lust  
consummated. Anything can be had in this place,  
the price but a formality.

This is a place of Death.

Succubus is not merely a place. She is a  
creature, a nightmare spirit who sucks in her  
victims, attracting them with her beauty and charm  
and spitting out only monsters like herself. She is  
beautiful and bewitching, hungry and deadly, the  
very incarnation of desire. She consumes all she  
touches.

Do not enter her song, do not join with her in  
the dark. For she takes those who accept her touch,  
departs with them and never shall they be mortal  
again.

But for those who have already departed that  
life, she can take nothing. The Succubus then  
becomes a place to feed, not only for the Vitae they  
so badly require, but for the source of life which  
they no longer possess. She becomes a vessel  
which can fill them full of the vitality which their  
own twisted existence cannot supply itself. She  
becomes a vessel for all their needs.

This is a place of life — of life devoured.





## TABLE OF CONTENTS

<b><i>Introduction</i></b>	<b>6</b>
<i>Succubus</i>	8
<i>History</i>	8
<i>Layout</i>	9
<i>Reality</i>	10
<i>Elysium</i>	12
<i>The Penthouse</i>	12
<i>Brennon's Suite</i>	15
<i>Catwalks and Rafters</i>	16
<i>The Labyrinth</i>	16
<i>Helena's Vault</i>	20
<i>Club Defenses</i>	21
<i>Kine Relations</i>	22
<i>Kine Patrons</i>	23
<i>Kindred Patrons</i>	25
<i>Cast of Characters</i>	27
<b><i>Annabelle's Party</i></b>	<b>32</b>
<b><i>Player of Pawns</i></b>	<b>51</b>
<b><i>Fundamental Differences</i></b>	<b>71</b>
<b><i>Death's Sweet Sting</i></b>	<b>87</b>
<b><i>Child's Play</i></b>	<b>101</b>
<b><i>Paper Chase</i></b>	<b>103</b>
<b><i>Grand Elusion</i></b>	<b>121</b>

---

# Introduction

---

*"We're nightclubbing  
We walk like a ghost  
We learn dances  
Brand new dances  
Like the nuclear bomb"*

## *Iggy Pop, "Nightclubbing"*

In a club cloaked by perpetual night, Kindred from every clan meet amidst the maddening frenzy of the most modern music, feeling their blood pulse with its rhythm. Here, mingling with hordes of the most sophisticated and deranged kine, surrounded by passions almost forgotten by the immortals, the Undead come to life.

As the stories included in this supplement show, the Succubus Club can play host to a wide variety of tales. First and primarily a social setting, characters can meet any kind of Kindred or kine within its confines. Since the club functions as a place where Vampires can let down their guard a little and live the sort of life they most dream of, characters also have the opportunity to meet their counterparts in a more relaxed setting. While the Elysium serves a similar purpose, its very nature forces Kindred to play the Masquerade even harder. In the nightclub, however, they can let their true selves be seen. Additionally, the Succubus Club holds more of an attraction for young Licks of the modern era than does the Elysium, a seeming relic of a bygone era.

Obviously, however, the club provides more than just social opportunities. It gives Kindred the opportunity to show off among the Canaille without fear of being labeled Vampires. They can dance with wild abandon, feed at will and enjoy themselves to the utmost, knowing they do nothing the mortals around them do not. After all, what Blood Doll, who has shared blood with dozens of her own kind, would think it odd a character wanted to drink hers.

Finally, the club itself has gained a deserved reputation for being a place of plots and schemes. The club had its origins in some of the earliest playtesting for *Vampire*. Originally part of a character's Resources, it served as nexus point from which different stories sprang, as well as the site for Vampiric debauches of legendary proportions. While

the club had little physical existence aside from a rough sketch on a cocktail napkin, it became one of the primary and most enjoyable settings for the first *Vampire Chronicle*. Plots and schemes of all kinds first saw light in the dark recesses of the nightclub, and Anarch characters found its confines an especially inviting locale.

For your own chronicle, the characters could come to the club for any of these reasons. They can meet there on a regular basis or be there at the same time purely out of coincidence. They can have come to feed, to scheme or plot, to meet allies or enemies, or just to dance. On top of these rationals for being at the club, Brennon would not object to having other Kindred in his hire, and may offer those characters on his good side the chance to work here.

We strongly suggest that this supplement be used with *Chicago by Night*, but there is no reason you could not move the club to any other city. If you do not have access to *Chicago by Night* or your stories revolve around a different city, just change the names and the characters' statistics to what you desire. None of the included scenarios must be run in Chicago and with just a little work they can be run anywhere from Albuquerque to Walla Walla. The only geographic constant is the Succubus Club itself.

The Succubus Club does not actually exist, of course. If you visited Chicago you would find no mention of it in the travel books and no taxi driver would know how to take you to it. There are clubs much like it in most of the major cities of the world, however. It's very nature makes it a very popular place to be seen at indeed.

If you are not going to be the Storyteller for your troupe, please stop reading now. To read further would severely lessen the challenge and enjoyment you and your fellow-players can derive from this supplement.



---

# SUCCUBUS

Every city has one nightclub where the "in" people go. Usually it remains the place to be only for only a short time before the ever-fickle crowds move on to yet another establishment. For a number of years, however, the Succubus Club in Chicago has avoided this fate. As popular now as when it opened in 1982, the club attracts a wide variety of patrons to its mammoth dance floor and labyrinthine basement concert hall. These patrons in turn attract the ever-hungry Undead.

The ancient brick warehouse looms over State Street like a brooding titan, projecting an image of solidity and stability which belies the madness within. A sense of the Succubus Club's true nature begins with a look at the hordes of people outside, all struggling and battling to be let in. Two hulking bouncers stand guard at the double doors, more on the look out for the unstylish than the underage. Among the people cajoling, threatening and even begging for a chance to get inside are punks, gangstas, Yuppies, Blood Dolls, bikers, executives, college students and middle-aged music lovers. They mill around the front of the club, stand in lines which usually stretch down the block and tie up traffic all along the road. The bouncers maintain a strict yet unwritten entrance policy which stresses style more than anything else. A 17-year-old, properly dressed, has a better chance of getting in than does a successful 30-year-old yuppie in a leisure suit.

The parking lot sorely lacks enough spaces to meet the demand, so cars circling the block on the hunt for a space bog down with the taxis, buses and thru traffic. From 9 p.m. to 2 a.m. on weekends, average speeds rarely exceed 5 mph. While nowhere near as crowded on weeknights, the club still manages to draw on a large regular clientele. When open, the Succubus Club is never empty.

These regulars provide the club with the cash flow it requires to stay operating, while the weekend rush gives it its substantial operating profit. The regulars, primarily Blood Dolls and trendy Yuppies, remain primarily on the club's ground floor. They only venture into the infamous basement labyrinth on those rare occasions when they seek more dangerous thrills.

---

## History

The building which houses the Succubus Club has an odd reputation among city historians. It is notable as the first four-story warehouse in Chicago, each floor serviced by a special pulley-and-crane system in the rear of the building. Constructed just prior to the Civil War, it provided storage for everything from ammunition to wool. Despite its prime downtown location, and its miraculous survival during the Great Fire (for some strange reason an entire company of Chicago's over-worked fire department concentrated its

efforts there), the brick building went through a string of owners. Some died mysteriously and others would sell without reason, taking far less than the property was worth. Workers in the warehouse reported innumerable unnerving experiences and exterminators never could get rid of all the bats.

In the early 1900s, in the era of prohibition, the building passed into the control of one of Chicago's many criminal families, to whom it provided a safe place to keep illicit merchandise and as a hideout from the police. Some historians believe it eventually came under the control of mob boss Al Capone, and rumors abound that this is the located of his fabled vault. Nevertheless, during this period police records show that they never raided the building, nor has any evidence surfaced to show that anyone connected with the building was ever arrested in connection with the illegal liquor trade.

Following the end of Prohibition the warehouse stood empty for a number of years and city records remain unclear as to just who owned it during this time. At one point federal agents were planning to seize it for unpaid taxes, but then a Chicago lawyer thought to be unconnected to it paid off the back taxes. This Ballard, Anderson & Baitman partner made substantial profits on the warehouse during World War II, but sold the building to his law firm in 1950. The law firm has leased out the location ever since.

In the early 1960s, as the surrounding area became filled with commercial enterprises, many industries and warehouses left the area. The owners of many of the old buildings transformed them for new uses, such as storefronts, office space and restaurants. When the owners tried to turn this building into a restaurant named Stonewalls, however, things just did not work out. Whether it was the constant presence of rats or the odd folk who showed up to just sit there, never taking a bite of food, most people found the place too disconcerting to enjoy the fine food.

After several years of declining business, a new businessman leased the space and turned the building into one of the city's first rock 'n' roll clubs. The Atomic Cafe thrived for the next 10 years, bringing to town some of the era's best acts, from the Four Tops to the Doors. It closed its doors in 1973 due to the death of the owner, and Stardust, a dance club, took its place.

Stardust must have been blessed because it took off with the rise of disco. For the latter part of the 70s, Chicago's dancers favored this nightclub over all others. Rumors of assaults, disappearances and even murders taking place on its premises did little to diminish its popularity, and only the final, blessed death of disco drove Stardust to its grave.

The building stayed closed for almost a year this time. During that period a new owner took over and renovated the building from top to bottom. Most of the upper floors were taken out, leaving only the wooden rafters and beams on

which they once rested. Indeed, the dance floor and the main bar remain the only parts of Stardust still recognizable. The new owner, a mysterious Colombian rumored to have connections to the underworld, had the dank basement dramatically refurbished and expanded, added a stage and maze to this lower level, installed an opulent top-floor club and smashed the giant disco ball. On May 23, 1982, amid controversy over the deaths of several basement construction workers, Brennon Thornhill opened the doors to the Succubus Club.

The new nightclub became an immediate hit. All of Chicago's club goers made the converted warehouse a regular part of their nightly agenda. Few expected this popularity to last for more than a year, but for some reason it continues to this day. Brennon has partially remodeled it twice already, not content to allow anyone to grow tired of it.

Part of the reason for the club's continued success, as well as the reason for much of the weird events which occur here, is the ongoing Jyhad between the ancient Methuselahs Helena (now masquerading as the neonate Portia) and Menele. The ground the Succubus Club now occupies has served as Helena's resting place for generations while she lay in torpor. When the city sprang up around it, she and her ghoul lover Prias ensured her continued solitude by manipulating both the builders and later owners of the building constructed over her.

Prias' continued interest in the site, though he tried to keep it inconspicuous, attracted Menele's attention. While the ancient Brujah has never been sure that this really is the haven of his archenemy, he has still repeatedly probed the area to see what reaction he can get. Menele even had one of his most valued minions, the Toreador clan leader Annabelle Triabell, work her way into Brennon's confidence and make the club one of her main feeding grounds.

---

## Layout

The layout of Succubus Club is not terribly unique to nightclubs, which have become more and more exotic and extravagant in recent years. As large as the most famous of clubs in Los Angeles and New York, it has established a reputation as one of the most unique of the "mega clubs." In terms of size alone the Succubus Club rivals anything on the two coasts, but when it comes to atmosphere it has them beat. Extravagant amounts of money were spent in the design of the club and the procurement of the very best in sound equipment, lights and decoration. This is a night club only a drug dealer could afford. Teak wood tables (at least upstairs), marble floors and chandeliers are only some of the decorations.

The Succubus Club is divided into three different areas, which in some ways resemble three completely different nightclubs. There is the punk hangout in the basement,





known as the "Labyrinth" (and is notable for really having a labyrinth), a central club located on the main floor and known as "Reality," and a large balcony above and overlooking it known as "Elysium" (an inside joke, created by Brennon for other Kindred). The Labyrinth has its own outside entrance in the back of the club, and is clearly marked with its own neon sign. A number of signs at the top of the stairs indicate when one enters Elysium, but "Reality" is only an nickname, marked by no signs.

Other areas of note are the VIP Lounge and Brennon's private suite, as well as the Helena's secret haven located in the basement.

---

## Reality

Once inside the club, most visitors immediately notice the state-of-the-art sound system and immense amplifiers. The bass amps remain constantly pointed at the floor, and no matter what the DJs play, the floor pulses with the rhythm. Usually the club features industrial dance music, and DJs have been known to play entire cds from Sisters of Mercy non-stop. Other prominent features include a huge dance floor and a huge rectangular bar featuring a wide variety of brand names.

For most club goers, the ground floor can handle all their needs. The mammoth 10,000 square foot dance floor dominates this level and occupies the entire center of the club. On weekends, despite its great size, it remains constantly packed with couples and occasional solo dancers. The dance floor itself stays remarkably free of trouble, though the bouncers keep a close eye out for punks, whose combat boots have been known to do severe damage to the floor when they begin stomping around (and are thus "encouraged" to patronize the less elegant basement club).

Three hanging dance floors also provide needed space for the large number of people crowding into the club. Accessible via spiral staircases from the ground floor, two of these 20 by 10 foot platforms hang suspended 18 and 21 feet above the earth, where they sway slightly to the dancers' gyrations. Thick, tarnished brass railings surround the platforms and keep most accidents from happening. If bouncers have the slightest suspicion someone jumped off, they will hustle him or her quickly out of the club with orders not to return. Rumors of dancers who fell and were never seen again abound, but no one takes these seriously.

The other "hanging" dance floor is 30 by 20 feet. It overlooks the main dance floor and sits only five feet away from the rear balcony, which it parallels. It is on this dance floor that some of the most popular alternative acts have performed since the Succubus Club opened. The Psychedelic Furs, R.E.M., The Smiths, The Cure, Living

Colour and others all performed here before getting too big for the nightclub scene (however, R.E.M. is known to have done an impromptu mini-concert when Robin Hitchcock was playing here). The "backstage" area consists of the DJ's station where soundmen work during shows and a storage area which serves as a lounge for bands when they play the club, situated next to the freight elevator. When bands play here, bouncers allow no one but band members, their entourage and club workers around the stage. At other times anyone can go up to the dance floor, and it is usually packed.

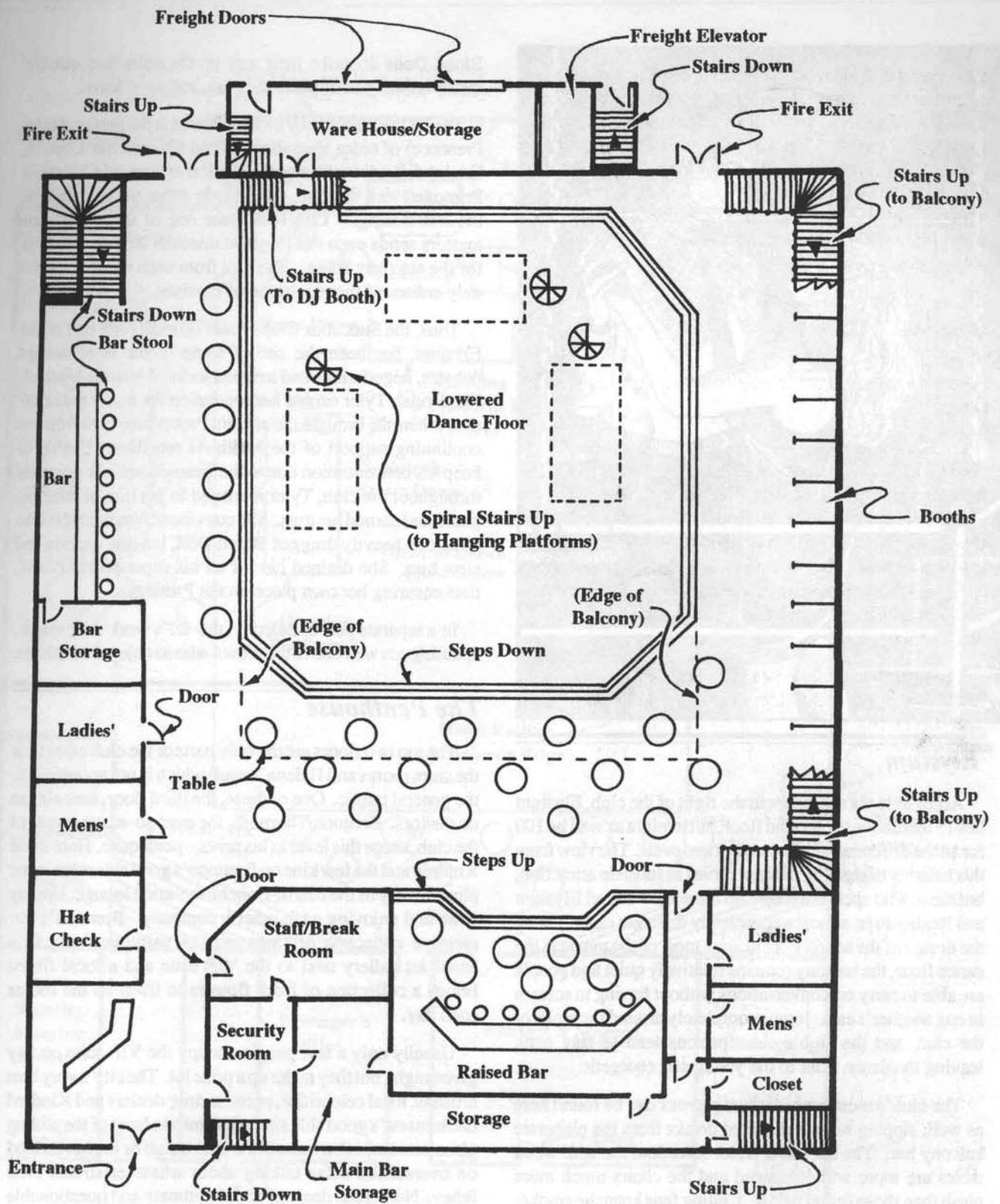
The hanging stage, situated 15 feet above the ground, is anchored not only to its stairwell like the two dance floors, but when the walkway is laid down from the balcony, it connects the stage to the second floor as well. Thus this area barely sways at all no matter how much the act onstage jumps around. The stairwell from the ground is blocked off at both the top and bottom during shows, and two bouncers stand guard by both the stairs and the walkway above.

The dance floors are the only well-lit areas on the ground floor. Arranged in the blackness surrounding it sit tables, chairs and two bars. Billowing cigarette smoke makes the room seem even darker than it is. Waitresses rely more on memory than sight to find the way from the bars to their customers. The bars have just enough light for the bartenders to see what they are doing, but little more.

The main bar, on a raised platform at the front of the club, sits away from the dance floor. Three bartenders work within its spacious confines, serving up mixed drinks as well as beers of all kinds. Yes, Bloody Marys are very popular, but no more so than other vodka drinks. A smaller bar lies to the left of the dance floor, and its two bartenders mainly serve beer and water to the dancers.

On the right side of the club are stairs going up to the balcony level and above. In the far left corner is a stairway going down to the Labyrinth. When a band plays either level, bouncers guard this stairwell to make sure no one sees the show for free. During these times bouncers have hand stamps for both levels, and those trying to go from one to the other have to pay the appropriate cover charges (which range from \$10-\$25 depending on the day of the week and who the band is).

In the very rear of the club is a storage area with freight doors and a loading dock on the outside. A stairway and a freight elevator allow bar workers to move items easily between floors. On each side of the storage area are fire exits which are locked from the outside but provide easy access to the parking lot in back of the club. Club goers occasionally try to sneak their friends in, but there is usually at least one bouncer in the immediate area who will be more than happy to throw both of them out.



## Level One: The Dance Floor

Scale: 1 inch = 35 feet



• 1/012 •





## Elysium

Accessible via staircases in the right of the club, Elysium lies 15 feet above the ground floor, but it might as well be 100 for all the differences between the two levels. The view from this balcony of the dance floors serves as its main attraction, but those who spend any time up there have found Elysium and Reality to be almost a completely different clubs. Since the design of the sound system aims most of the music at the dance floor, the balcony remains relatively quiet and people are able to carry on conversations without having to scream in one another's ears. It runs completely around the walls of the club, and the club's older patrons tend to stay here, leaving the dance floor to the young and energetic.

The club's most sophisticated patrons can be found here as well, sipping wine and mixed drinks from the elaborate balcony bar. The bar has a wider selection, the teak wood tables are more widely spaced and the chairs much more plush than those found below. Ceiling fans keep the smoke-filled air circulating, and several well-clad waiters move agilely between the tables, delivering drinks and notes.

When live bands play, the balcony stays packed with fans, but bouncers make sure they do not get into the area behind the hanging stage. At other times, the bouncers assigned to this area have little to do as undesirables generally find the cloying, uppercrust atmosphere most inhospitable. When

Blood Dolls do make their way up the stairs they quickly discover how out of place they are, and soon leave.

Part of the reason they avoid this area is the presence (and Presence) of older Vampires. When Kindred like Capone, Erichtho, Lodin and even various members of Chicago's Primogen visit the club, they stay in either the balconies or the VIP Lounge. One look from one of these immortal masters sends even the toughest mischief-maker scurrying for the stairway down. The lore from such encounters has only enhanced the reputation of Elysium.

Thus, the Succubus Club, while officially not part of the Elysium, has been the site of some of the most intense debates, negotiations and treacheries known to the Undead. The Brujah Tyler earned her reputation for murderous cunning when she brought the ancient Procet here to discuss his continuing support of the Maldavis rebellion. Unable to keep his concentration due to the frenzied activity going on throughout the club, Tyler managed to get him to relax his guard and earned his trust. She convinced him to feed on the Vitæ of a heavily drugged Blood Doll, led him outside and slew him. She drained him of all his super-potent Blood, thus ensuring her own place on the Primogen.

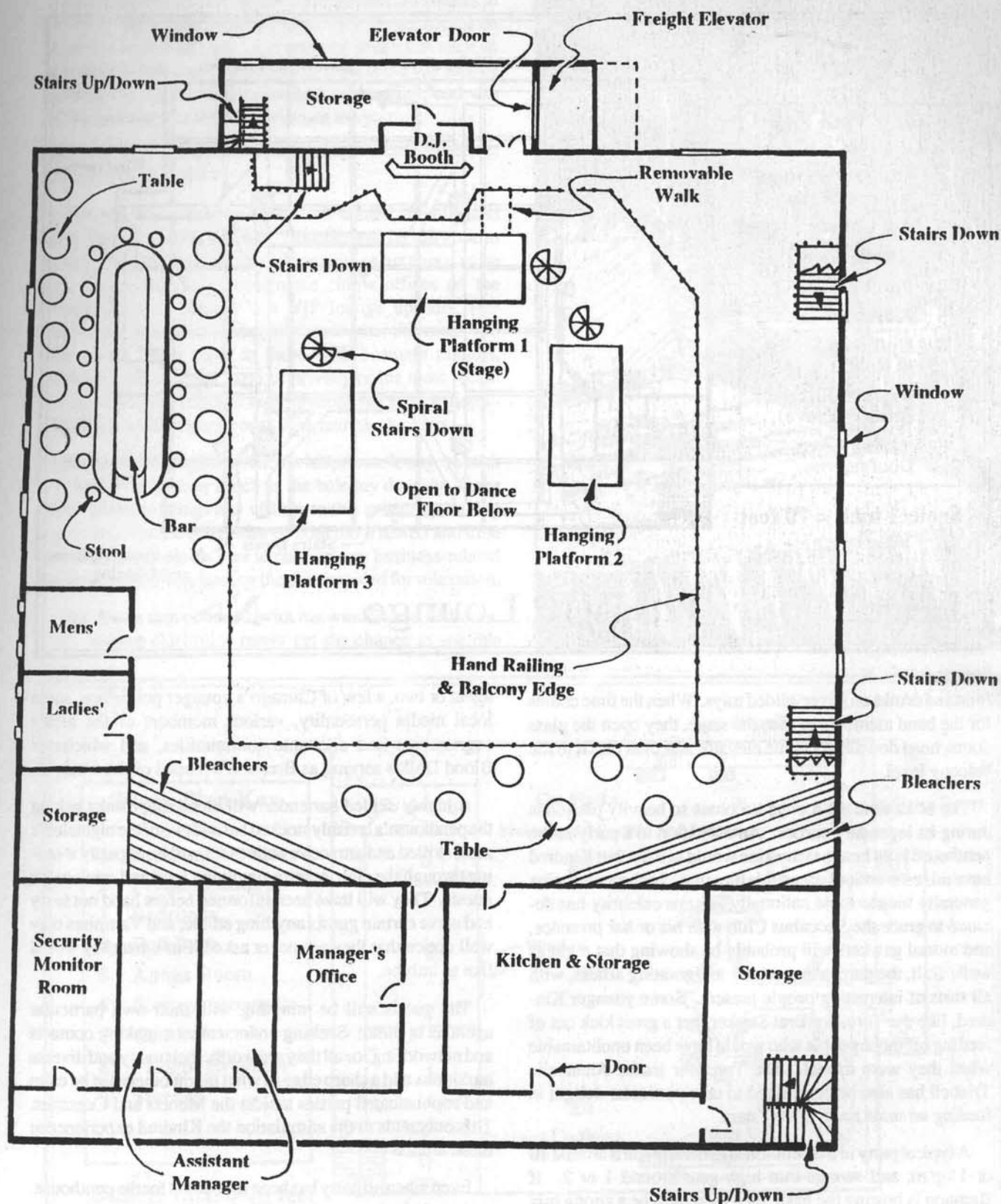
In a separate part of balcony, the DJ's work their magic, spinning cds well above the crowd who so enjoy their talents.

## The Penthouse

The top two floors are the only parts of the club other than the store rooms and Helena's vault which is not accessible to the general public. One of these, the third floor, sees almost no visitors. Brennon Thornhill, the ever-so-suave owner of the club, keeps this level as his private penthouse. Here those Kindred and the few kine on Brennon's good side relax in the plush luxury of the fourth-floor observation lounge, sipping wine and enjoying each other's company. Brennon's impressive collection of Impressionist paintings hang in a small art gallery next to the VIP suite and a local florist brings a collection of fresh flowers to liven up the rooms each day.

Usually only a few people occupy the VIP suite on any given night, but they make up a prize lot. The city's very best artisans, local celebrities, premier drug dealers and Kindred on Brennon's good side sip their drinks in front of the sliding glass doors which overlook the entire club or lounge around on overstuffed sofas talking about whatever strikes their fancy. Numerous deals of both legitimate and questionable natures are struck here, and more than one murder planned next to the masterpieces of the Impressionists.

When bands play the club, however, the lounge takes on an entirely different character. The band members, their entourage and everyone else who can wrangle a backstage pass pack the upstairs. Two bartenders work the bar and at least one waitress moves in and out of the crowd, carrying



## Level Two: The Balcony

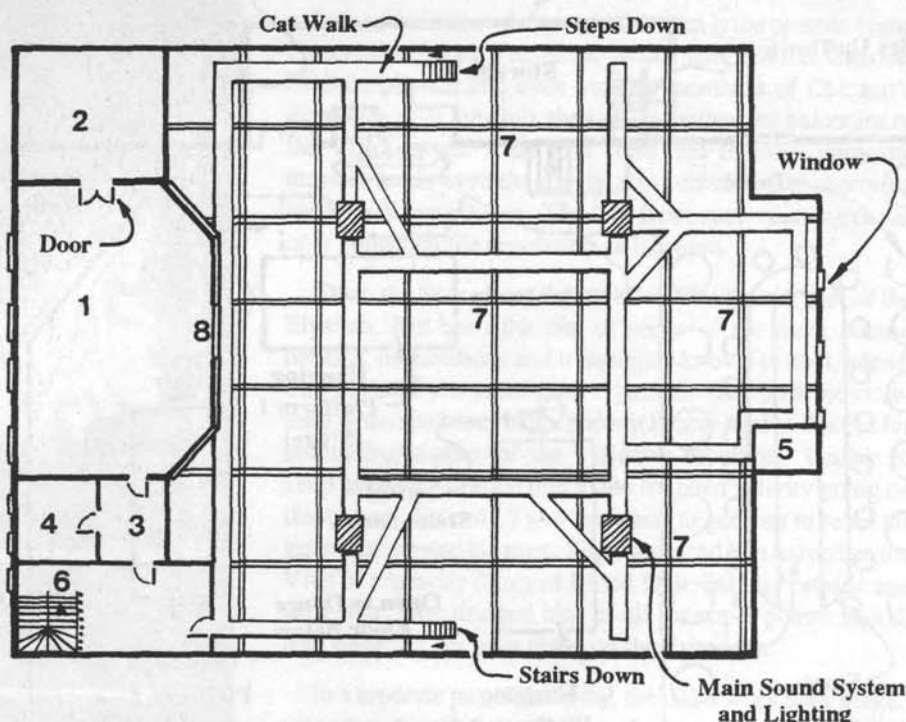
Scale: 1 inch = 35 feet



### Floor Plan Key

- 1 VIP Observation Lounge & Bar
- 2 Art Gallery
- 3 Annex Room
- 4 Full Bath
- 5 Elevator Motor
- 6 Up/Down Stairs to Roof
- 7 Support Beams Lattice (above)
- 8 Sliding Glass Doors

Scale: 1 inch = 70 feet



## Level Four: The VIP Lounge



food and drinks on silver-gilded trays. When the time comes for the band members to take the stage, they open the glass doors, head downstairs to the elevator and then ride it to the balcony level.

The other time the lounge becomes so heavily packed is during its legendary parties. An invitation to a party in the penthouse is an honor many kine would kill for, but Kindred have mixed emotions about this blessing. Such an invitation generally means some nationally famous celebrity has decided to grace the Succubus Club with his or her presence, and mortal gawkers will probably be showing that night as well. Still, the parties are usually invigorating affairs, with all sorts of interesting people present. Some younger Kindred, like the Toreador Bret Stryker, get a great kick out of feeding off those people who would have been unobtainable when they were mortal. The Toreador leader Annabelle Triabell has also been rumored to take particular delight in feeding on male rock 'n' roll stars.

A typical party in the penthouse generally starts around 10 or 11 p.m. and swings into high gear around 1 or 2. If Brennon is hosting the bash, then there will be a strong mix of both Kindred and kine, though he will limit the invited Undead to those he knows will impress his mortal partygoers. The mortals will almost always include some nationally known celebrity (generally a movie or music star), several of the city's more prominent artists and musicians, a record

agent or two, a few of Chicago's younger politicians, some local media personality, various members of the area's cognoscente and dilettante communities, and whichever Blood Doll is serving as Brennon's Vessel of the week.

A highly skilled bartender will be mixing drinks behind the penthouse's lavishly stocked bar and two of the nightclub's most skilled and attractive waitresses will be expertly weaving through the club, quietly supplying food and drink to the guests. They will have been informed before hand not to try and serve certain guests anything edible, and Vampires may well notice that they are never asked if or what they would like to imbibe.

The guests will be mingling with their own particular agendas in mind. Seeking endorsements, making contacts and networking for all they are worth, their many and diverse ambitions add a sharp edge to what might otherwise be calm and sophisticated parties amidst the Monets and Cezannes. This only adds to the stimulation the Kindred experience at these affairs.

Even when no party has been scheduled for the penthouse, many of the more urbane Kindred find the penthouse's cosmopolitan atmosphere and genteel patrons especially agreeable. It is not uncommon to find a Toreador here discussing painting with one of Chicago's local masters, a Ventrué (or a Brujah) arguing politics with a city councilwoman, or a Caitiff sulking quietly in a corner before

choosing his next victim. While Anarchs are rare visitors to the party, and would violently deny they would accept an invitation were it offered, most secretly desire just such an opportunity. Many privately think of those in the VIP lounge as being the cream of the Kindred community, and use insults and slanders to hide their own envy.

## Brennon's Suite

Brennon has a number of havens around the city and rarely spends a day at his club. Nonetheless, he has gone to great lengths to make his third-floor suite as luxurious as he can. Accessible only through the club's offices on the balcony level or through the VIP lounge upstairs, few individuals, either Kindred or kine, ever enter this area. The club owner limits entry to those with business matters, celebrities in particular need of privacy or his most recent Vessel. Thus the first room visitors encounter is his windowless office with its large cedar desk and plush chairs.

Accessible through the office is his private lounge, which overlooks the balcony much as the balcony does the dance floor. Brennon brings few visitors to this sanctuary, saving it primarily for the celebrities of both the Kindred and kine worlds. He takes great care to conduct any business-related matters in his office, leaving the den reserved for relaxation.

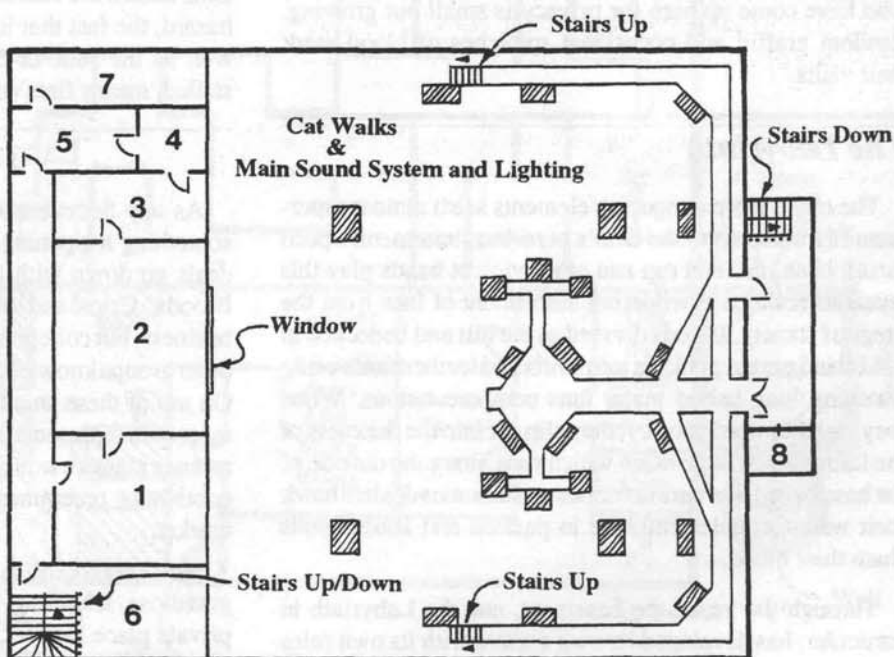
The den in turn connects with his windowless bedroom. Even visiting celebrities rarely get the chance to see this



### Floor Plan Key

- 1 Brennon's Office
- 2 Private Lounge
- 3 Bedroom
- 4 Full Bath
- 5 Annex Room
- 6 Storage (unused)
- 7 Cell
- 8 Freight Elevator
- 9 Storage

Scale: 1 inch = 70 feet



## Level Three: Brennon's Rooms

N ▷



*sanctum sanctorum*, as Brennon uses this room to enjoy his latest conquests. A giant, canopied waterbed dominates the room, and the only other furnishings present are a luxurious armchair and a small coffee table. Only the closest of examinations will reveal the scattered bloodstains around the room, and such an investigation would require more light than the dimmed chandelier provides.

Behind the bedroom is a full bath, another small room filled with papers and records, and finally a small cell with two sets of arm and leg manacles bolted to the wall. Brennon has never actually used these chains to hold anyone involuntarily, but it is available should he need it. This is the only room on this level with a window, though a thick metal plate covers it and it is secured with a combination padlock. Characters may notice that if the window were opened, sunlight would shine light directly on to where one of the sets of manacles have been stationed.

---

## Catwalks and Rafters

A series of catwalks run across the third story of the Succubus Club, supporting the club's sound and lighting systems. A lattice of wooden beams criss crosses the fourth floor, providing both support for the building as well as access to the roof and electrical system.

Both these setups have provided a great deal of amusement for gutsy Kindred and kine. More than one Anarch has chuckled quietly to himself while watching the rest of the club from his ceiling perch, while the number of Blood Dolls who have come up here for privacy is small but growing. Random graffiti and occasional splotches of blood mark their visits.

---

## The Labyrinth

The city's more dangerous elements seem almost supernaturally attracted to the club's notorious basement. Speed metal, punk, militant rap and other violent bands play this level, attracting a bewildering assortment of fans from the dregs of society. Bloods dressed to the hilt and bedecked in gold stand next to punks in torn shirts and leather pants while watching long-haired metal fans compare tattoos. When they feel they need privacy, they slip off into the darkness of the Labyrinth, a huge maze which runs along the outside of the basement. In its various nooks and crannies dealers hawk their wares, couples embrace in passion and Blood Dolls share their blood.

Through the years, the basement, and the Labyrinth in particular, has developed its own culture with its own rules and bylaws. The most important restriction members of this basement subculture follow is to leave each other alone. When people are taking care of business in the maze, it does not matter whether their business is illegal, romantic or violent in nature. They get left alone.

On top of this, several people have staked out various parts of the Labyrinth itself as their own territory. For instance, two powerful Bloods have been selling cocaine out of the same dark corner for the past several years. Another area has cushions strewn around for the use of couples seeking an intimate encounter. Of course, a close look at these cushions under better lighting than is available here would reveal numerous blood stains on these pillows.

The basement has four entrances, though only two are available to the general public. The most commonly used entrance feeds in from the parking lot, and when prominent bands play down here, the line to get in weaves in and out between the stationary cars, sometimes setting off a car alarm when those who have waited the longest sit upon the hood of some Yuppie's BMW.

The less commonly used entrance comes from the heavily populated ground floor. A stairway in the left corner of the club leads down next to the stage area. Few people use it, however, since that would mean having to pass through the hordes of Blood Dolls, Yuppies and other contemptible sorts who inhabit that level. Thus most of the basement regulars only come through the parking lot entrance, and would prefer to be shot rather than associate with the upstairs types — except when mugging them.

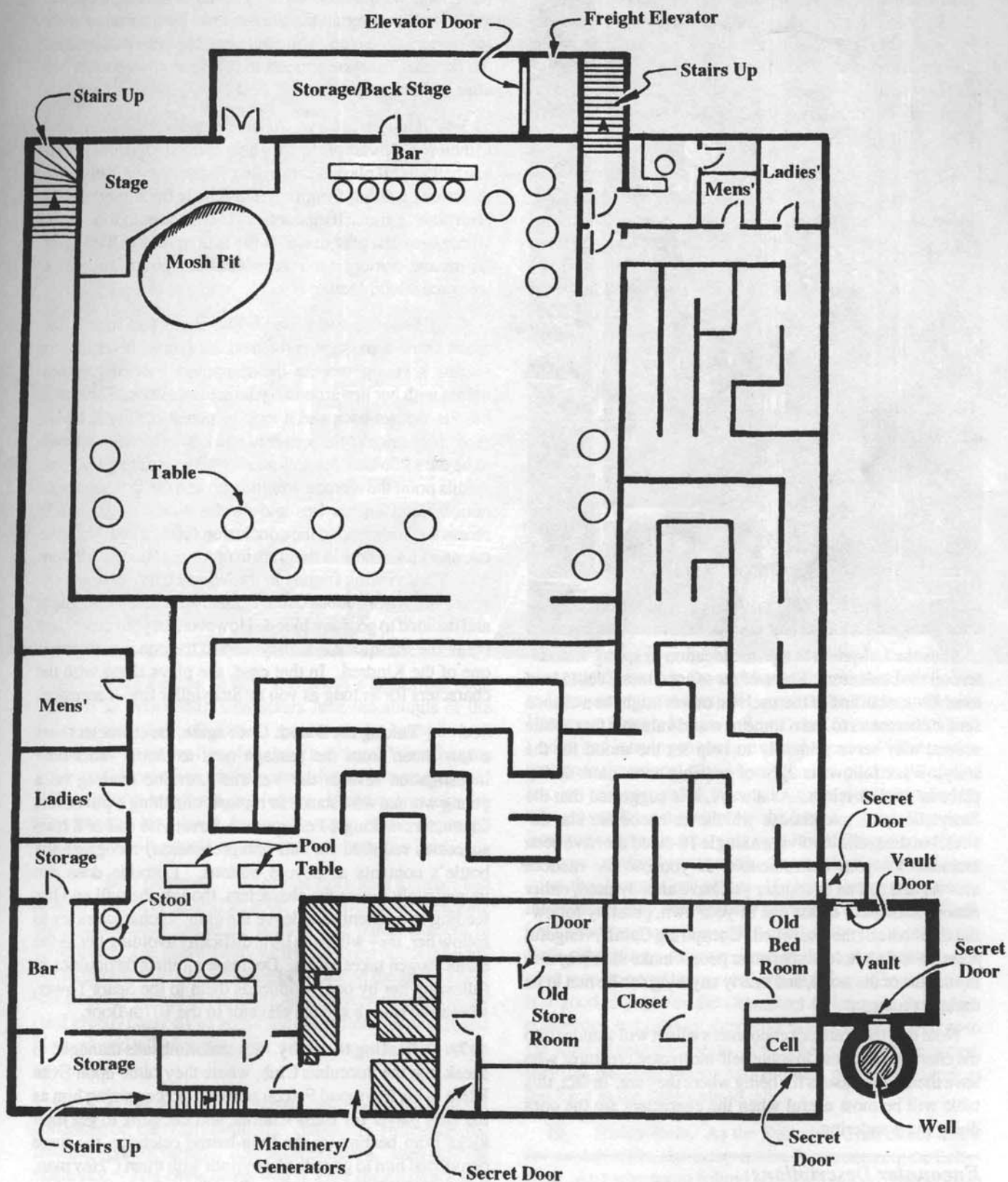
The final entranceways are in the storage areas behind the stage and the bar. Both stairways go up to the next level, and the one behind the stage runs parallel to the freight elevator which also moves between levels. While the lack of exits makes the basement appear to be the worst sort of fire hazard, the fact that it is made of all brick and concrete, as well as the state-of-the-art sprinkler system Brennon installed, means fires could do little physical damage here.

---

## Labyrinth Encounters

As any Succubus Club regular knows, there is always something happening in the Labyrinth. For instance, drug deals go down with frightening regularity. Not only do Bloods, Crips and other gang members meet to handle business, but college students, Yuppies, Blood Dolls and all other groups know of the Labyrinth as the place to buy drugs. On top of these small scale deals, Chicago mobsters often meet with representatives of drug cartels around the world to arrange massive smuggling operations and ensure Chicago's continuing preeminence as a hub of the continent's drug market.

Not everybody in the Labyrinth goes there for such grandiose scheming, however. Anytime people want a private place to meet, make out or just be alone, then they head into the maze's depths. One corner may play host to a couple in the throes of passion, another may see two drunks settling their differences with their fists, and a third may hold a young poet furiously scribbling away on her notepad. On top of that, you never know if the person lying face down in the corridor is a drunk sleeping it off or just another corpse.

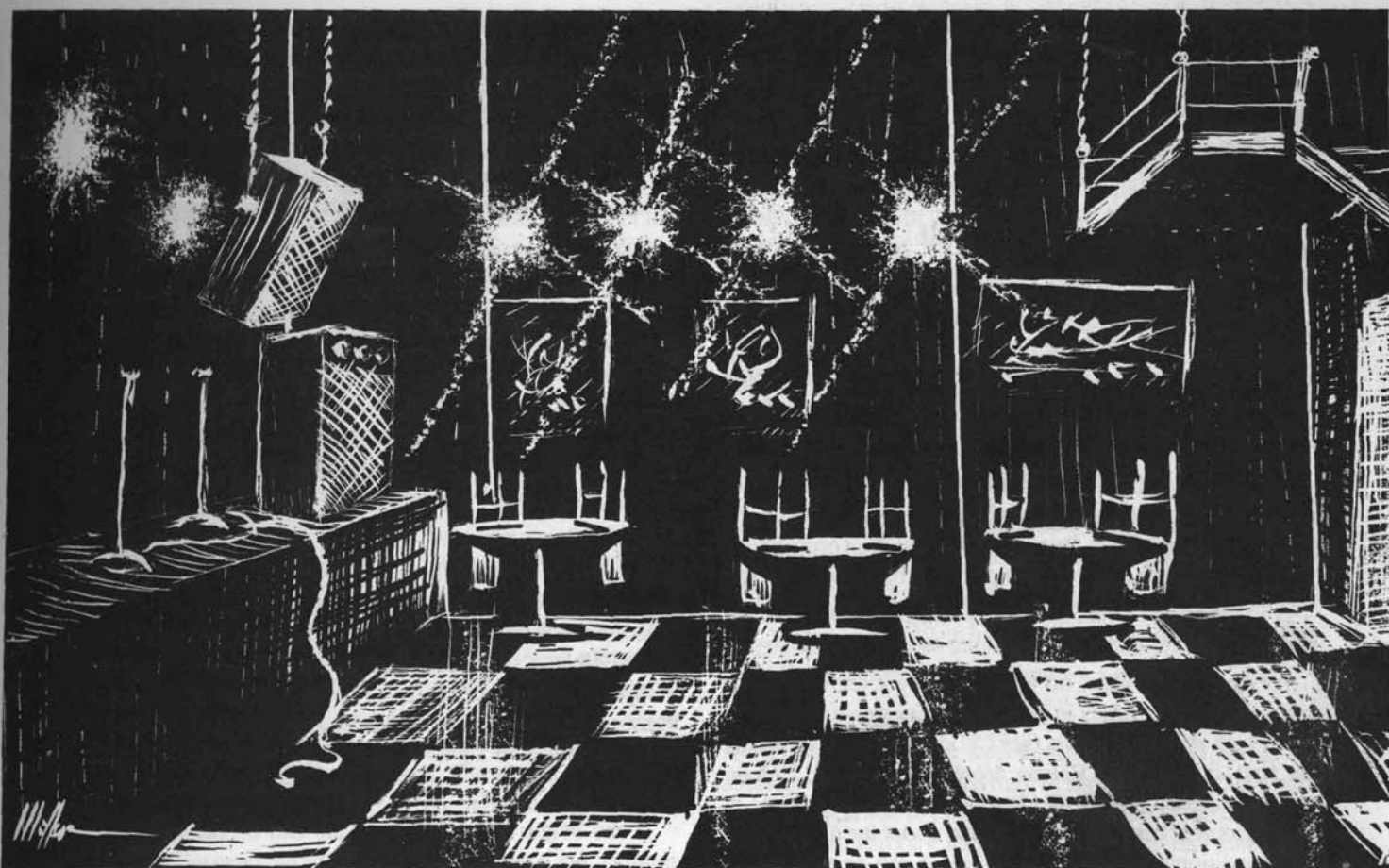


# Basement Level: The Labyrinth

Scale: 1 inch = 35 feet







skinheads are kicking at him, and Klein's health has been reduced to Wounded. Characters hear the sounds of the fight. If they drive off Klein's assailants, the Vampire will stay curled up on the floor for about a minute. When he gets up, he will have taken on the personality of a three-year-old girl — crying, confused and lonely. If characters take the time to calm him down, he will revert to being Raymond Falcon and will greatly appreciate the characters' aid.

**8 Bad Business.** The characters round a corner just in time to see a drug deal go sour. Two Bloods are reaching for their Berettas just as the pack of five punks is about to jump them. The players may well want to get out of the way, but a suitcase filled with money lies open on the ground next to a sizable package of cocaine. Any players who feel lucky (and greedy) may try to go for the valuables, but next round Uzis, sawed-off shotguns and magnums will open up on anyone around.

**9 A Maze of Plots.** While wandering through the corridors of the Labyrinth, the characters recognize the familiar voice of Gengis. "Come on Brennon," they hear the voice say. "You know damn well it's not the existence of a prince we object to. We just want someone who's not so repressive. With all due respect to your Sire, Lodin's an idiot and a pain in the ass." Brennon's responses will be too quiet for any character except those with heightened senses to pick up. Gengis will continue to expound on Anarch philosophy while Brennon will respond noncommittally. Characters

may quickly jump to the conclusion that the two have joined to form some new Anarch plot against the Elders of the city. However, Gengis knows full well that Brennon sides with Lodin, and is trying to use him as a channel to feed misinformation to the prince. The Anarch hopes Lodin may be lulled into lowering his guard, thus making it easier for him and his allies to carry out their plots in the future. At the same time, Brennon and Lodin are trying to cultivate Gengis as a source so he will wittingly or unwittingly give them information on what the Anarchs are up to. If characters try to use any information they overhear for blackmail (for instance, telling Lodin Brennon plots with Anarchs), they will not get far. Both sides play a delicate game in these negotiations, and none want to upset these carefully laid plans. However, this is a good chance for the characters to learn of Brennon's connection to Lodin (if they have not already) as well as to get wind of coming events. If the characters escape notice, they can discover Gengis and Brennon meet every week at this time in the Labyrinth to talk.

**10 Hidey-Hole.** As the Succubus Club closes down for another night, characters notice Portia entering the Labyrinth. Any who try to follow her (why is she going in there when the club is closing?), will have an easier time than they normally would since she is extremely tired and is beginning to run low on Blood. With successful Wits + Stealth rolls they can follow her through the maze. However, when they come to a cul-de-sac they could swear she went down, she



has disappeared. What they do not know is that the wall here hides her haven. If the characters search the area, you can give them any sort of obstacles you want, from Bloods and bouncers to Brennon and Prias. Still, this encounter should give them the first clue that Portia may be much more than the neonate she pretends to be.

## Helena's Vault

Far more protected than any safe, more concealed than any knife and far more dangerous than any gun, Helena's resting place lies hidden behind the walls of the Labyrinth. Here she slept for more than 100 years, and she enters this vault each day to slip into the dry well which has served her for so long.

Originally no room stood here. When developers built a warehouse above the filled in well where Helena had been placed after her torpor, Prias ensured that the construction would not disturb her resting place, and builders made the basement small enough so that they did not reach her. Thus she continued to sleep undisturbed.

As she began to shrug off torpor, however, she decided to enlist the aid of mortals in rising from her grave. With the aid of both Prias and Maria (her Childe, who also served as her first victim when Helena arose from torpor), Helena convinced a rich drug dealer to renovate the warehouse. A select group of construction workers, under the domination and conditioning of Maria, excavated the earth directly above Helena and constructed a vault next to where she slept, concealing its door as part of the wall. Then Maria killed them.

New construction workers added the labyrinth to the nightclub's basement, placing one of its deadends next to the vault's antechamber. For the rest of the decade the vault remained undisturbed by anything more than Prias, Maria and occasional insects.

Then Helena awoke. She clawed her way through the earth, sucking what little Vitæ she could from the worms and maggots around her on her climb to the top. Finally she broke free from the confines of her burial grounds and was met at the top by Maria, who she promptly slew. She then collapsed into torpor again, and did not wake for another month. When she finally came to her senses Prias stood next to her and with his aid she entered the Succubus Club for the first time.

Helena has kept the club as her main haven, but the defenses surrounding it have become far stronger. She led Prince Lodin to Embrace the club owner in the mid-80s, and he has unconsciously served as her main protector (after Prias, of course). Brennon Thornhill added an extremely expensive sprinkler system to make her feel more at ease. He also ensures that none of the club employees disturb her resting place, and would come to her aid in a heart beat were she to summon him.

The deadend leading to her vault has become the main dealing area for a number of Bloods close to Kevin Jackson. Numbered among those who have been specially trained to deal with Vampires, these gang members carry automatic weapons and stay extremely suspicious of strangers, warning off those who would linger here. However, they allow Helena to stay here and never seem to remember her passing.

Helena's next line of defense comes from the secret door leading to the antechamber. In game terms, noticing the concealed door requires a Perception + Alertness roll of 9 (two successes). Entering the antechamber will cause any character with Auspex to receive constant premonitions of danger, though the character will be unable to separate any individual images out of the storm which will hit her. All she will be able to tell is that the whole area seems to radiate danger, as the bombardment overpowers any single warning.

The inner defenses begin with a scorpion Prias nicknamed Hecabe. While a scorpion would not normally be a cause of much concern for one of the Kindred, this one has fed on Helena's fourth-generation blood since she ruled Pompeii. This ghoul scorpion, now grown to the size of a house cat, actually follows Prias' orders, though it has served as the Methuselah's guardian during the time she spent in torpor.

It had begun to weaken near the end of Helena's long slumber, but since her waking Hecabe has been well fed and regained its former size and strength. Now it has the equivalent of Strength 3, Dexterity 6, Stamina 5, Brawl 4, Alertness 3, Dodge 6, Potence 3, Celerity 3, Fortitude 2. While a normal scorpion's poison would have little effect on a Vampire, Hecabe's will kill a mortal immediately and causes its own aggravated wounds to Kindred on top of the damage caused by its rock-hard stinger. Thus Hecabe will normally have 10 dice to hit (Dexterity + Brawl) and 10 dice of damage (Strength + Potence + Brawl) just from the strike itself. If the strike does even one level of damage to someone, then that person, be she Kindred or kine, will then take five additional dice of damage (which can be soaked if the victim has Fortitude) and cause aggravated wounds for Cainites.

The next line of defense is the vault door itself. Opening the six-inch-thick steel door would be a feat in and of itself, especially since the bolt lock was the best available at the time it was put in, and is still one of the finest. The multiple combinations and single keyhole are concealed behind a loose brick. the rest of the bricks have been mortared to the vault door, and swing with the door when it is opened. In game terms, noticing the concealed door requires a Perception + Alertness roll of 7 (two successes), finding the combinations and keyhole require Perception + Alertness of 6 (three successes), opening the locks without key or combinations Wits + Security with a target of 9 and 15 successes, and breaking the door would require Strength + Potency

with a difficulty of 10 (eight successes). The walls, ceiling and floor of the vault are lined with metal and exceptionally difficult to break through. Essentially the intruders would have to dig through the earth down the vault and then break through.

Once inside the vault, invaders immediately notice a vial containing a red liquid lying on the floor directly under the glaring lightbulb in the center of the ceiling. Getting to the vial trips hidden electronic sensors (noticeable on a Wits + Security roll of 10, disarmed on a Dexterity + Security roll of 8 with five successes) which notify Prias via a beeper he always carries on him and bring him running with sword in hand.

The vial contains exceptionally potent Vitæ which still swirls in its holder despite being nearly a year old. The blood comes from a fifth-generation Childe of Helena who the Methuselah has since slain. Before drawing this blood, however, Helena had forced her progeny to imbibe blood from a young man who had just swallowed an entire bottle of sleeping pills. Anyone who does so much as taste this blood must make a Stamina + Fortitude roll with a target of 9 (three successes needed) to stay conscious. Even if the roll is made, the character loses three dice on any action taken. If that leaves the character with no dice to work with, then she cannot take the planned action. The effects of the drug also cancel out any benefit the Vitæ might normally give its drinker.

Even if characters do not take the vial, there are detection devices (primarily infrared beams placed knee-high) located around the vault they are likely to trip. Noticing them requires the same roll as above, but then can be avoided as well as disarmed. Avoiding them requires a Dexterity + Alertness roll of 7 with eight successes necessary to get to Helena's current resting place.

Finding Helena's resting place is another problem. Relatively obvious tracks on the dusty floor lead to a spot in the back of the vault. Any who follow the tracks to their destination can make a Perception + Alertness roll (target of 9) to notice the vague outlines of a pressure plate where the footsteps end. Anyone standing there triggers a razor-sharp scythe which bursts from the wall. The six-foot-long blade swings out in a horizontal arc 5 ft 6 in above the floor. Any character in the area taller than that who fails a Wits + Dodge roll (target of 9) takes eight dice of damage, which can only be soaked if the character has Fortitude. Any character losing more than four health levels from this attack can be considered decapitated and completely, irrevocably deceased.

The vault itself is yet another red herring to throw off those seeking the Methuselah's hiding place. Access to the well in which Helena sleeps each day can be had through one of the double-layered metal plates which lines the back wall. However, the metal plate must be opened to reveal the crawlspace to the well. Helena does this by unscrewing the sole lightbulb to reveal a secret catch which causes the metal

plate to swing up and in on concealed hinges. Of course, unscrewing the bulb immediately plunges the room into darkness, meaning the invaders may well be unable to see what they are doing.

The false plate can be detected by a simple search of the room, knocking on each panel. This requires a Perception + Investigation roll of 6 or better, but the searcher must have heightened senses. Otherwise the difficulty is 10 and the searcher must make three successes.

Invaders can try to break through the metal plate, but a mass of wiring between the layers of metal plating have been hooked up directly to the club generator. Thus anyone who tries to bash through will puncture the well-insulated wiring. The blast of electricity will send spasms through the invader's muscles and cause 10 dice of damage.

If the invaders get through the metal plate, they will be able to follow Helena's tracks through a crawlspace to the bricked-up well in which she sleeps. There she merely enters the dried-up well Prias laid her to rest in many years ago, crawls down 30 feet to a small cranny where she has brought a small yet comfortable bed, and goes to sleep.

She makes this journey very carefully, however, because she recently had a new trap installed to protect her in her slumber. Even Prias is unaware of the ring of flamethrowers placed 10 feet above Helena's resting place. Pressure plates located both directly above and below the flamethrowers will set them off one second after the plate is touched. Helena normally avoids this trap by jumping down when she is directly above the pressure plates. For anyone else to even notice it would require they have some way of sensing it in the dark and then make a Wits + Security roll with a difficulty of 9. Only one success is necessary. The decayed body of the workman who installed the trap can still be found on the floor of the well.

Of course, by this time any intruders would probably have caused Helena's own Auspex to start sending her premonitions of dangers, and she would be rising from her coffin, which rests in a cubicle hollowed out of the side of the well, four feet above its bottom. While the invaders may think she would be groggy, the one Thaumaturgical ritual she knows is Wake with the Morning's Freshness, and she casts it before going to sleep. On top of this, Prias would be warned by now and either be on his way or there already.

---

## Club Defenses

---

Despite the heavy concentration of firearms, drugs and the Undead, the Succubus Club actually remains a safe place to hang out. Too many individuals have too much invested in the nightclub to allow it to come to any harm, and they all work to the best of their ability to ensure its inviolability.

Brennon provides the most obvious security with both ghoul and mortal bouncers, his own Vampiric abilities and



alarm and fire protection. Small disturbances can be handled either by the bouncers while larger ones stop with but a few calming words from the club owner (assisted by his Presence, of course).

Serious danger can usually be avoided by the simple fact that most of the people who could threaten the club would not. For instance, Chicago's gangs know the area is too profitable to mess up. In addition, the Bloods have let it be known that they consider the club sacrosanct and will avenge any damage done to it or its reputation. While some gangs would normally consider this more of a reason to hit the Succubus Club, the additional factors of its Mafia and police protection tend to discourage them.

Several of Brennan's fellow Ventrue have gone to great lengths to ensure his club's safety. Lodin has passed down orders through the higher levels of Chicago's police department that not only is the Succubus Club off limits as far as arrests are concerned, but it is actually to be protected as well. Brennan has buttressed these commands with his own bribes, of course.

In addition, Lodin ordered his lieutenant Capone to have his men in the Mafia also serve as the club's protectors. He in turn passed the orders to his lieutenants, Gaughan and Chuc Luc. Not only have they spread the word among the people they deal with not to mess with the nightclub, but the physical presence of Syndicate enforcers on the club's premises tends to discourage trouble.

While the protection of any one of these groups would probably not be enough to safeguard it completely, and might indeed attract unwanted attention, their combined might makes the locale safer than most military bases.

More dangerous events (like frenzied characters) are handled by the club's two ghoul bouncers or by the Kindred who value the club. While the Succubus Club is not considered part of the Elysium, far too many Kindred find it far too valuable to let the actions of a few destroy it. Thus were some Licks to get out of line and start bouncing the bouncers off the rafters, they might quickly find Gengis and several other Anarchs jumping on their backs, wrestling them to the grounds and holding them there while Brennan or Annabelle would calm them down with Presence or Domination. Then the characters would be taken out back and beaten till they had one Blood Point left.

---

## Kine Relations

The Succubus Club conceals more fire and building code violations than any five other nightclubs in town, but for some reason few city inspectors come into the club and none ever comment on the numerous safety hazards. While this may be because of the state-of-the-art, \$100,000 sprinkler system Brennan had installed, those in the know whisper about the club owner's Domination and bribes of key offi-

cials. They also note the strong friendship Brennan has built up with the local fire station. His generous gifts to them (entertainment centers for the firehouses, free passes to the club) and donations to charities which help families of deceased firefighters has ensured not only a blind eye to many of his many violations but also their rapid arrival in the event of trouble.

Brennan's cozy arrangements with public servants extends to the Chicago police as well. Almost all the police assigned to the area directly around the Succubus Club are in Brennan's pay and under his subtle Domination. They regularly patrol the area on the lookout for troublemakers, and it is not too uncommon for a squad car to be stationed outside the club on an especially busy night. If a troublemaker has gotten too far out of hand, police will take him from the club to an isolated spot and give him a special message with their nightsticks. Since part of their pay comes from underplaying trouble at the club, it is rare that someone thrown out will be arrested, though that person will definitely be harassed. Also, the police never raid the club despite the ease they would have in catching several dozen (some nights, several hundred) under-age drinkers.

At one point the *Chicago Tribune* planned to do an article on the ease with which teenagers had buying drinks at the club, but for some reason no one ever completed it. Indeed, the only paper to ever comment on this odd situation is the *Chicago Reader*, which only mentions it in passing. Brennan has maintained a close friendship with the Ventrue Peterson despite the distaste he feels for this other Child of Lodin's. With Peterson's aid he has kept the city's major papers from covering his club in any section except for Entertainment, and there the only references are to the Succubus Club as a fun place to go or listings of upcoming concerts.

None of the city's publications have made mention of the Succubus Club's connections with drug dealers. Most of the club's patrons know drugs get bought and sold openly there, but few are aware of the true level. In fact, Brennan has maintained and extended his old contacts with the world's major suppliers of illegal drugs since opening the club, and now the Succubus Club has become not only a central point for drugs entering the city, but a hub for drug deals affecting the entire continent.

Chicago's vice police give the club a wide berth not only because of Brennan's bribes but because Prince Lodin gave several department heads strict orders via his Domination of them to leave the club alone. Word has filtered down to the average cop that people in high places would be highly upset should the nightclub be disturbed. While this has prevented any organized investigation of the club, there is no telling what individual police officers might be up to.

The DEA was a problem during Chicago's Council Wars, brought in to investigate thanks to some of the mayor's allies in Congress, but the conclusion of that battle ended their

investigation and bribes to the appropriate people ensured that the records from that time disappeared. Some old DEA members remember the investigation, but they have been afraid to push for a new one because of the insistence their higher ups made about shutting down the last one.

Brennon received aid in shutting down this probe from a number of politicians he had helped out during the years, and he has been careful to maintain friendships and alliances with key government officials. His penthouse parties have become key places for candidates to meet with local and national celebrities in hopes of picking up both contributions and endorsements. While the club owner has yet to garner much more influence than your typical Chicago ward boss, he has started to cast his eye at becoming more of a power on the state and even national level. Thus it is not rare to meet members of city council or state government at the club.

---

## Kine Patrons

There are variety of patrons of the clubs, most of them fall in a variety of different categories — at least when you speak of mortals.

### Blood Dolls

The Succubus Club has become infamous as a meeting ground for Blood Dolls, those unhappy scion of upper and upper-middle class families who reject society's trends by obediently following the dictates of their own subculture. No one knows whether a Kindred or a kine first labeled them Blood Dolls, but the sobriquet stuck.

The average Blood Doll looks more like a Vampire than do most Cainites. They dress in the trendiest black clothing they can find — tuxedos, vests, leather jackets and mini-skirts, blouses, capes, ruffled shirts, etc. Often the only items they wear which are not black are the various pieces of silver jewelry they own. These often take some form of vaguely occult symbols like ankhs, moons, spiders and crosses. If the jewelry is not pure silver, then it is silver with some sort of stone like onyx or turquoise. Finally, they spend vast amounts of time ensuring that their makeup has been applied just right, with a light covering of white powder, dark eyeshadow and copious amounts of blood-red lipstick, and that their hair has just the right look.

While the best place to find Blood Dolls may be the clubs they frequent, they also hang out at late-night diners, theaters with midnight showings of the Rocky Horror Picture Show and dingy bookstores, organizing poetry readings or just comparing outfits. Neither sex makes up the majority of Blood Dolls, so all these meeting places also provide the opportunity for intimate rendezvous, especially since few Blood Dolls have passed the age of 25.

However, these bored, lonely and jaded youth do not stop their romantic encounters with sex. The Blood Doll practice which has raised the most controversy is their habit of sharing blood. Two (rarely more) Blood Dolls will find a



private spot, take out small knives and cut themselves. Then they drink each others blood. Needless to say, Kindred have found this practice to make a perfect cover for their own feedings.

The premier Blood Dolls, those all others look up to, engage in this practice the most. Indeed, at least one Blood Doll, William Killigrew, has earned a great deal of status among his peers based on the sheer number of people he has shared blood with. He is known to have been one of the first in Chicago to call himself a Blood Doll, back in 1987.

The Blood Doll movement has a new form, but parallels old types of Kindred imitation which has occurred through the centuries. Similar movements among youth have sprung up approximately every other generation, though few have taken their emulation as far as Blood Dolls do. Usually the copiers mainly follow Vampiric fashion and attitudes, effecting a dark indifference to the world around them. Only the Blood Dolls have taken their simulacrum to the point of actually drinking each others blood.

---

## Urban Sophisticats

On the cutting edge of Chicago society, the Urban Sophisticats have been fixtures at the club since it first opened in 1982. The mainstays of the city's art culture, this loose grouping includes writers, painters, directors, actors and their may hangers-on. While the club has become better



known for its population of Blood Dolls, these generally wealthy patrons have been an even more important reason for its continued success. Their presence helped attract new people to the club, and their continued presence means the club need never worry about having to attract newcomers.

Their sub-culture is quite strange in some ways but still has a great deal in common with what goes on below them. The primary purpose of each individual is to be seen with the most popular of this crowd, gossip is the primary pastime and large quantities of drink and drugs are consumed. However, many in this group are genuinely interested in art and will spend long hours in debate and discussion of the latest exhibitions and productions.

Members of this elite rarely move on to the dance floor, leaving it to the control of the lesser people who crowd the club. Instead, they stay up in Elysium and ridicule the dancers, or else spend the entire evening in the top-floor penthouse. Their spoken reasons for having supported the club vary, and range from the art collection to a love for Brennon to the quality of drugs they can find there.

Still, no matter what other clubs might open to attract their business, they continue to return to the Succubus Club. In reality, there are a number of reasons they do so, including the spoken reasons given above. The most important reason, however, has more to do with the constant presence of

Toreadors from Chicago and across the country than it does with anything else.

Not only do the city's sophisticats find the conversation and very presence of these personifications of high culture stimulating, but the Toreadors enjoy establishing one place where they can meet the members of a city's artistic elite. Annabelle Triabell (under the inspiration of Menele) made the Succubus Club the primary hang-out in Chicago. Wheeling, persuading and even dominating major figures in the art community to go there, Triabell managed to etch the club into their minds as the place to be.

---

## Gangstas

A number of Chicago's black gangs have found the Succubus Club to be a friendly environment to see shows, cut deals and pick up dates. Nattily attired in gold chains and rings, warm-up suits in gang colors and stylish suits with gang-colored bandanas, gangstas join the dancers on the ground floor and disappear into the darkness of the labyrinth to take care of business. While most come to the club by way of public transportation, they are the most likely patrons to arrive in limousines.

At first all gangs found the club to be hospitable, but recently some have been complaining that the Bloods get preferential treatment. Indeed, there have been several instances where intergang fights have ended up with all participants except the Bloods being expelled from the club. However, these battles are rare, since Bloods know starting a fight in the Succubus Club is a good way to bring down the wrath of the gang leadership. Other gangs have also found it in their best interests to avoid fights on the premises.

In any event, Chicago's gangstas have become an integral part of the club, especially since rap artists like Public Enemy, N.W.A. and Ice-T began to perform there. A great deal of anti-Vanilla Ice graffiti can be found in the maze itself.

---

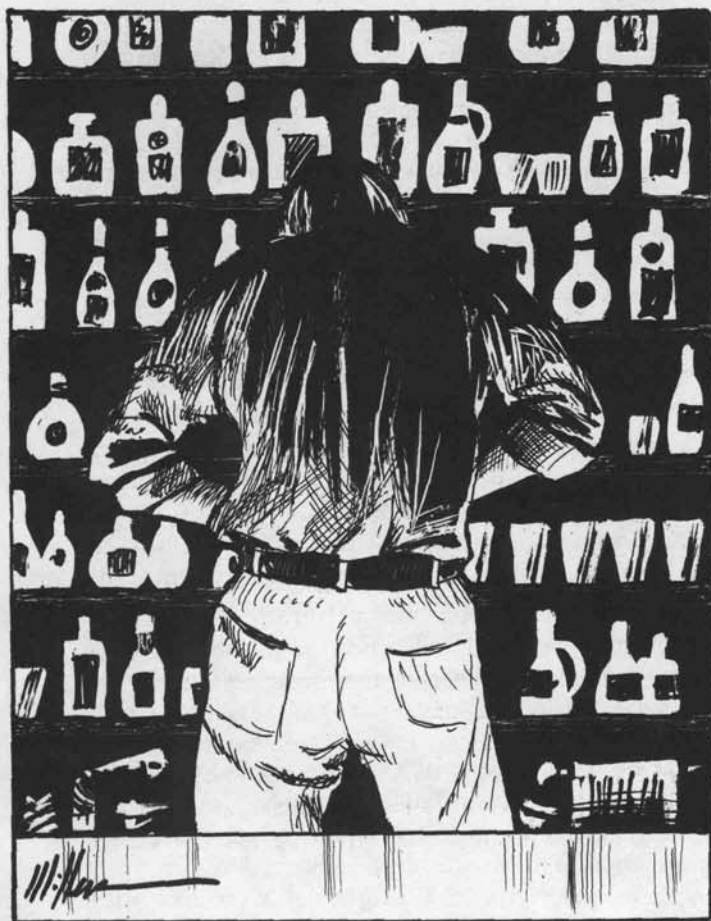
## Punks

While most punks bemoan the high cover price they must pay to get into the Succubus Club, few other places cater to them to the extent it does. The basement reeks violence, the music is loud and pounding, and slam dancing is not only permitted but encouraged. They avoid the upstairs as much as possible, however, and spend most of their time down in the Labyrinth. The taped music tends to reflect the bands who have played there over the years—Iggy Pop, Lard, Butthole Surfers, Black Flag and other punk and hardcore bands, with a smattering of militant rap and speed metal thrown in.

---

## Others

Numerous Yuppies also come here to prove to themselves that they have yet to grow old. Dressed in their best Miami



*Vice* styles, they do their utmost to appear young and exciting, though this mostly serves to make them the focus of jokes by the club regulars. Nevertheless, numerous stories abound of attractive Blood Dolls being kept by rich Yuppie sugar daddies (and mommies). The Yuppies also know the club is a reliable place to find cocaine.

College students from Northwestern, the University of Chicago, DePaul and other local schools also show up here in large numbers. Many of these are Blood Dolls, but others are music fans or just kids out for a good time. While most do not spend as much money as the Blood Dolls do, they have become an accepted fixture within the club and give Elders like Critias an excuse to go there. However, they usually show up only when the big acts are playing on the main stage, and often frequent more tame clubs at other times.

A number of mobsters also hang out here, but usually not because of the music. In their circles the club has become known as the safest place to meet in order to take care of various illicit business dealings. There is little danger of being attacked in such a public (and protected) place, police are unlikely to raid and the loud sound system makes it unlikely their plans will be overheard. Rumors among the Kindred say even Capone shows up here at times, but in truth he usually does so only to meet with Brennon.

Finally, the club has become known as a hangout for national celebrities when they visit the Windy City, and gawkers tend to come here looking for them. Such gawkers rarely get past the bouncers, and those who do quickly find themselves ejected if they even approach the celebrity. Few of the regulars would be so uncouth as to ask for autographs or bother such a visitor. They generally consider it far classier to make a point of not approaching the celebrity just to show that such status means nothing to them. On any weekend it is not at all unusual to find a celebrity or two wandering around the club. It does not take long, however, before they are invited upstairs to the penthouse (as the Storyteller you can add a lot of charm to the setting by mentioning who the character might see in the Succubus).

---

## Kindred Relations

For many of these mortals, dance clubs are a way of life. For many Kindred, they are the source of life. Rumors abound that a Cainite owns the club, and in fact a host of Vampires prefer to spend their nights here than anywhere else. While the Succubus Club has never been declared part of the Elysium, no Kindred would willingly start a fight there. Many visit the private lounge on the fourth floor, though numerous kine also fill its elegant space. Here Toreadors admire the private art collection and those Kindred favored by the club enjoy a respite from the mass of humanity which crowds the rest of the club. Anarchs of all kinds find the Labyrinth dwellers to be perfect for mingling

with, and make themselves right at home amidst its twists and turns.

Hunters find the club to be an excellent source of Vitæ, as few of the kine present would notice if their blood were drunk and fewer still would care. They have an unspoken agreement not to kill anyone in the club — in fact, they are not welcome unless it is apparent from the color and feel of their skin that they have fed recently. Even the most self-controlled Vampire would find it near-impossible to resist Frenzy if caught in the crush of Vitæ-rich mortals before feeding.

---

## Kindred Patrons

A variety of Kindred patronize the Succubus Club, each of them for different reasons.

### Anarchs

The Succubus Club has gained a reputation as an Anarch hangout despite the fact a scion of Lodin owns it. And, indeed, Anarchs make frequent use of the nightspot. Ask any of them why they come to the club, however, and their answers will have nothing to do with plots and schemes. Instead they praise the high quality of the music, the Vessels and the friends who show up there. Indeed, as befits a locale owned by Lodin's progeny, the club has played host to more Ventrue and Tremere plots than it has Anarch ones.

The Succubus Club has become the highest-profile place Anarchs feel safe enough to meet openly. Members of every Anarch coterie spend some time here, though Hinds' Socialists generally make only token appearances. On the other hand, most of the Nihilists show up here at some point or another, especially since Levesque took an interest in the Blood Dolls. Many Kindred Of Juggler's coterie show up here from time to time, though Hank Cave, Gengis, Uriah and Dooley are the most likely ones to be there on any given night.

---

### Ventrues

A number of Ventrue come to the club on a fairly regular basis, though they are more likely to be there taking care of business rather than partying. Capone, Gaughan, Chuc Luc and Kevin Jackson often come here to personally oversee major drug deals, while Lodin and Neally Edwards show up to discuss matters of importance with Brennon and some of the other more powerful Kindred frequenting the club. Only Lorraine and Bobby Weatherbottom come here just for the fun of it, though Weatherbottom is usually dragged here by Amanda Cersey, his mortal lover. Sheriff, seen by many as a Ventrue despite being a Brujah, also comes to the club with some regularity. While he says he comes to spy on the enemy, in fact he makes his appearance in order to watch all



the Anarchs scurry out as fast as they can. Needless to say, this has not made him popular with Brennon.

Since half the city's Ventrue come here on some kind of a regular basis, Lodin has found the Succubus Club a convenient place to pass along messages, meet with his progeny and even make some plans. Unbeknownst to the general Kindred population of Chicago, the Succubus Club played a major role during the Council Wars of the 1980s. From here the Ventrues spied and plotted, hatched Operation Incubator and came to lick their wounds.

Now they come to the club and savor their victory, looking out at the defeated Anarchs from the safety of the fourth floor lounge. At the same time, some Ventrue use the club to make their own connections with their clan's long-time enemies. For instance, Kevin Jackson has begun to make friends among the rebels during his many business trips to the dark Labyrinth. Were other Ventrue to discover these friendships, the gang leader would claim they were made for the purpose of gathering information, but in fact they serve his own purposes.

---

## Neutrals

Not every Vampire who comes to the club is part of the War of Ages. The club attracts Kindred from across the spectrum, and most of Chicago's Undead have come here at least once. The club has also built up a national reputation, bringing in Kindred from all over who happen to have any business in the Windy City. They know that if they come to Chicago and thirst, then the Succubus Club will take care of them.

Among the city's inhabitants, the Toreador make up the most common visitors aside from Anarchs and Ventrues. In fact, they prefer the Succubus Club to any other nightclub in town, enjoying the music, the art and the parties with more vigor than most humans. Indeed, Annabelle Triabell has long been known to use the club for many of her own purposes, including her schemes on the Primogen. The club also operates as one of her favorite places to throw parties for the Undead.

Two of Annabelle's Childer, Sophia and Bret, take great pleasure in the respect and envy the mortal patrons of the club feel for them. Bret especially enjoys using his stunning looks and overpowering Presence to make a young woman fall absolutely in love with him, feed on her once during a moment of passion, and then abandon her. If he can leave her for her best friend, so much the better.

Only two if the city's Malkavians come here at all, but they are both regulars. Son and Evan Klein both enjoy the club a great deal, though Son likes it for much the same reason as Bret does. Here he can find a host of mortals with whom to toy, and more than one Succubus Club patron has ended up far worse for having met the madman.

Few Gangrels or Nosferatus show up here, though you never know which Sewer Rats might be hiding in the

shadows. The only Gangrels who appear with anything resembling regularity are the members of the Wolf Pack, who storm into the club at least once on any non-business visit to Chicago. When they come to the city in the role of Archons, however, they avoid the club like the plague.

---

## Elders

Elders show up at the club from time to time, voluntarily submitting themselves to the rumor and gossip mill which is Kindred society. The brief visit by a member of the Primogen is sure to be seen by at least one other Vampire, and is usually enough to send waves of speculation rippling through all in the area. For this reason, most of Chicago's Elders avoid the club, but for some there is no choice.

For instance, Annabelle Triabell maintains a constant presence here, so if another Elder wishes to deal with her, there is no better place. While the Brujah Tyler has not ventured into the club for a year, she used to be a regular, and others seeking her may well come here. The ancient Nosferatu Khalid has appeared out of the shadows of the Labyrinth in order to meet with someone, and the wise Brujah Critias has been known to take great pleasure in inviting other Kindred here when he needs to deal with them and then watch them become unsettled by the crush of humanity and the manic action always swirling through the club. Even the Tremere leader Nicolai, though he appears too young to enter the club, has been seen in the fourth floor lounge talking with Brennon.

---

## The Competitors

The Blue Velvet, located on State Street, has been the Succubus Club's main competitor for the business of the Undead. While the Succubus Club has become known as a hang-out for the Anarchs and the Toreador, Kindred rumor has it that The Blue Velvet serves as a staging area for the schemes of the Elders. Certainly more of Lodin's broods go there for pleasure than visit Brennon's club. Still, this does not make that rumor true. Indeed, one is more likely to find members of the Primogen at the Succubus Club than they are at the Blue Velvet. Also, a number of Anarchs, including most of Juggler's coterie and some of the Nihilists, go to the Blue Velvet in hopes of finding out what the other side is up. Finally, the Blue Velvet is the best place for them to hear Baby Chorus now that the band refuses to play the Succubus Club.

Thus the Succubus Club has actually become as much a haven for the establishment as it was for the Rebels, a fact which pleases Brennon but means he risks losing both groups should they find out. After all, the Anarchs do not want to be seen regularly attending a place known as a place for Elders while an Elder would be devastated were he caught enjoying himself at an Anarch hangout. This remains true despite the fact that both events happen with frightening regularity.

---

## Succubus Club

Thus Brennon has to carry on a delicate balancing act to keep every one coming to his club and not running off to the Blue Velvet. To help increase his chances of success, he has begun a quiet whispering campaign against his rival. For ammunition he uses the anonymity of the club's owner ("Just what do we know about this person, anyway?"), the mysterious nature of the doorman ("Do you really trust a member of the Canaille you cannot control?") and the club's age ("How could anyone attend a club which still lives in the '70s?").

One thing Brennon absolutely dreads is the chance that all his Undead clientele might leave his club for the competition, leaving him with far less opportunity to increase his influence among the Kindred. Thus he will do anything to ensure other Vampires come to his club instead of the Blue Velvet.

---

## Cast of Characters:

**Brennon Thornhill** — The Ventrue owner of the Succubus Club, Brennon has discovered the club to be a perfect place for his purposes. Originally conceived of as a prime way to launder drug money, since his conversion the club has given him access to limitless numbers of Blood Dolls more than willing to serve as his Vessels. As far as they are concerned, sharing blood with him is the ultimate Blood Doll experience (though none ever seem to notice that they drink his blood). Secondly, the club quickly became a primary hangout for Vampires of all types. Anarchs, Ventrues, Toreadors and even Elders soon made the club a regular part of their nightcrawling around the city. Since it is only on exceptionally rare nights that no other Kindred are present, Brennon has milked his club's popularity for all it is worth.

He makes a point of introducing himself to any unfamiliar Kindred in the club with a smile and a handshake, offering them them hospitality, friendship and Blood Dolls, all with "no price and no obligation." Snake-oil salesman is a term which springs to the minds of high-Humanity Cainites when they first meet Brennon (he allows no Kindred to call him by his last name). And, of course, he does eventually want something in return. On first meeting him, however, it is unlikely the characters will know any of this. Instead, by dint of his high Charisma and Etiquette, he should immediately ingratiate himself with the characters, appearing as a benevolent ally whose primary interests are running the premier nightclub in Chicago and having a great time while doing so.

Newcomers who show a great deal of class may soon find themselves invited to the legendary penthouse parties, where mere fantasy can quickly turn into reality. Others (Gangrel, Nosferatu and Caitiff) will find Brennon witty, urbane and engaging, and may never notice that they are not being invited to those self-same parties. All Kindred will find the

club owner to be a veritable fount of information about what goes on in Cainite society (though he never tells all he knows). He also knows much of what goes on among the kine and is more than willing to provide his brothers and sisters with suitable Vessels for their feeding, as well as places to enjoy the club's delicacies. Some Kindred even feel indebted to him for keeping the Succubus Club open as a place where they can live as they want to live.

In truth, Brennon never does anything for free. He never forgets a favor he has done anyone, and the list of Kindred in his debt is long and still growing. He avoids calling these markers due unless he must, and for now primarily uses them to make himself seem generous and magnanimous among the Undead. Thus even Kindred as influential and powerful as Capone and Annabelle Triabell seem to look upon him as almost an equal.

Brennon might not hold this same status, however, if all the Kindred were aware of his two greatest secrets. First of all, it is an open secret that he is a Ventrue, scion of Lodin. Those Kindred who have been around Chicago for a while (Secrets Knowledge of B- or better) know this, but that means a number of Anarchs and club goers would be surprised to find out they have been supporting someone who may well be reporting all they tell him back to the prince. Most of these just naturally assume the nightclub owner is a Toreador.

Brennon's other secret, which only one Kindred knows and of which Brennon himself only suspects, is that his actions are controlled by a Methuselah. Helena (Portia) found him to be a vehicle almost crying out to be manipulated. His driving ambition, combined with an actual need for respect, brought him first to Prias' attention and then to Helena's. They found the rich and powerful drug dealer to be perfectly fit for their plans. Thanks to Prias' subtle domination, Brennon decided to open a nightclub over the spot where Helena would soon rise from Torpor. Prias also influenced the renovation of the old warehouse to ensure her protection.

Now Brennon serves as one of Helena's first lines of protection, helping to keep her safe and sound. He always confides what he learns in her, though few other Kindred have noticed the close relationship between the two. Brennon has only recently come to realize that many of his actions during the past decade may have been influenced by another and is beginning to suspect the hand of a Methuselah playing with his life and those of the other Chicago Kindred. He still has no idea who it might be, though he suspects Prias may somehow be connected to this unseen power.

Brennon's one disappointment regarding his beloved club comes from its name. Originally conceived of as the Succubus, an errant artist painted "Succubus Club" on the sign and clubworkers put it up before Brennon had a chance to see it. The name caught on so quickly that Brennon has since been unwilling to change the sign. Still, an easy way



to get on Brennon's good side is to call the club "Succubus" and not "The Succubus Club."

**Portia** — More than a century ago a mighty battle rent both heaven and earth on the sight of what is now Chicago. At the end of it, a lone ghoul took up his ancient lover and buried her deep in the sweet earth. For decades he kept watch over her grave, making sure none violated it and receiving vague telepathic commands from its occupant. And, slowly, the great city grew up around the tomb.

Now the mighty Helena has risen from the ground and into a world far more foreign than she thought possible. Wary of automobiles, shocked by television and bewildered by the mortals themselves, Helena has retreated into the safety of the Succubus Club. Here she has made her home since waking late last year. She loves the crowds, the music and especially the excitement, all of which remind her of the nights when she ruled in Pompeii.

Still, she has yet to adapt to this new age in which she lives. Adapting the alias Portia, she has become known as a club regular. Were you to ask anyone about her, however, they could tell you little except that she is beautiful. Most mortals attribute her distance to aloofness, while other Kindred assume her reticence to interact with them is nothing more than a typical neonate's fear of her betters.

Both views have the grain of truth in them, but neither is completely on the money. She is indeed aloof, as the mortals believe. She is also afraid, as the Kindred believe. Her feelings of superiority come from the fact that she is indeed smarter, stronger and more attractive than anyone around. She is also afraid because she knows there are many would like little more in life than to slay her.

Thus, from the moment she rises well after sunset till the second she closes her eyes in sleep an hour before sunrise, she spends almost all her time in the club. Her interaction with those who frequent the club has given her a unique perspective for viewing the world around her. While she herself remains a product of early Greek culture, her attitudes toward the modern world have been formed from conversations with Blood Dolls, punks and Gangstas. Thus, while she feels the world has become more enlightened and sophisticated, she also feels it to be far scarier. Airplanes, nuclear weapons, television — all of these are outside her frame of reference and all pose a threat.

As Portia, she is known as a recently arrived neonate, who allegedly came from the Greek isles. She still has a Greek accent, but learned enough English in the 1800s to get by. She is smart and skilled enough to avoid slipping up and using archaic jargon, and her conversations with the club goers has placed her on the cutting edge of modern slang.

Still, she avoids conversations with other Kindred as much as possible, and is careful to feign ignorance about historical events. Since she really knows little about the real world, however, she also tries to limit her conversation on this topic, leaving her with little to talk about. Thus other Kindred are correct in viewing her as timid and distant.

She does rule her minions from the club, though. Some, like Prias, get orders directly from her. Others, like the Brujah Tyler, receive their orders through telepathy. The rest get their commands via these Kindred, placing Helena at the top of the pyramid which is Chicago's Kindred.

**Prias** — After burying his lover deep in the dark earth at the bottom of a well, the ghoul Prias bricked up the well and then covered it with dirt. He then prepared himself to stand guard, waiting for her recovery. The wait took far longer than he had expected. During the years Helena lay in torpor, her lover, despite his great power, could not stop this growth, and instead decided to make the most of it.

Through his machinations, Prias managed to ensure that the building to be constructed over his love's resting place was built primarily of stone. Knowing that Helena's enemies would take any opportunity to discover her resting place, the ghoul decided the form of the building should take must allow him to keep watch over it without him drawing attention to it. Thus the warehouse, with its cavernous size, crates and infinite hiding places proved perfect for his plans.

Through the years he kept his eye on his beloved, making certain none could disturb her rest, and taking greatest care to remain undetected by her enemy. As the years slipped away, Prias noticed himself drawn less and less to this duty. He would still receive occasional telepathic commands from the sleeping Helena, but they came to mean less and less to him. Still, when he realized he had been Blood Bound to her it came as a shock. Unsure of what to do, feeling betrayed by his immortal lover, he may well have abandoned her then and there were it not for the fact that she contacted him that night.

Helena could feel herself starting to shake off the long years of torpor she had gone through, and wanted to ensure that the site of her awakening would be both safe and exciting, a place to learn as well as a place to sleep. She asked Prias to take care of the matter, and Prias, to his own surprise, agreed.

With schemes of revenge battling images of their past love in his brain, Prias came to the conclusion that building Helena's haven would give him the chance for revenge, if he ever desired to take it. This way he would know her haven better than she herself would.

He sought out someone who would have both the money and the inclination to bring his vision to life. He decided on Brennon Thornhill, a rich drug dealer whose acquaintance he had just made. With the aid of his powers of Domination, Prias soon convinced his friend that a nightclub in Downtown would be the perfect place from which to take care of business. Soon the Succubus Club made its appearance over Helena's resting place.

Now Prias spends most of his time in the club itself. There are many days when he will remove his long coat and go to sleep on a couch in Brennon's office. He has yet to come to a decision about killing Helena, but has been very careful not

to drink any of her Vitæ. Luckily, his lover has been so involved with the new world and her schemes of revenge against Menele that she has not noticed his change.

**John Toynbee** — Brennon Thornhill has begun to have less and less hands-on control of the Succubus Club as the years since his conversion have passed, and more and more of the work has fallen on the slim shoulders of John Toynbee, his friend and ally since his days as one of Chicago's drug lords. When Brennon first started dealing as a young teenager, his friend John provided the financial backing. As Brennon became more successful, however, John faded further and further from the picture. Indeed, it was John who had to come crawling to Brennon for help after spending several expensive months battling his cocaine addiction. Brennon saw immediate value in his down-and-out friend, and put him to work as the number two man in what was to be a major money laundering operation — the Succubus Club.

The success of the club has precluded its continued operation as means of converting dirty money for clean, but that has not given John Toynbee less to do. In fact, since 1985 he has found himself taking on more responsibility. He no longer sees Brennon during the daylight hours, and his old friend has asked him to take on more of the daytime duties like dealing with beer distributors, booking bands and handling the employees, making him *de facto* manager.

John has seen a lot of odd things at the Succubus Club and is still unsure of what has happened to his old friend Brennon. He has had to overcome all his old cultural prejudices to even make vampirism a suspicion, but it is fast becoming a suspicion he cannot avoid. Having seen the odd things Brennon's "friends" (other Kindred) can do, John has started to keep an eye on them for confirmation of his suspicions. Even if he were to learn Brennon is a Vampire, however, he feels he owes the club owner far too much to ever do anything to oppose him.

All John's attributes are two except for his Intelligence of three. Among his abilities are an Empathy and Streetwise of two and a Drive and Firearms of three. Feel free to give him any other abilities (especially Knowledges) you want to. He still has an Uzi submachine gun from his drug dealing days which he keeps hidden in his office. While it has not been fired in several years, John keeps it cleaned and oiled "for old times sake."

**Rex Jameson** — Rex and the Succubus Club have become synonymous in many people's minds. Among the first bouncers hired when Brennon Thornhill opened the club in 1982, he has stayed with it through thick and thin, and now heads the rest of the club's "Security Team" (bouncers). Despite his age (he was in his early 20s when he first started working at the club), Rex remains a huge and powerful looking man and ranks among the most fearsome kine opponents one of the Kindred could face. While he does not believe in the existence of the Undead, he does know that

Brennon allows some incredibly strange people a great deal of latitude in his club. The powers which some of these people have manifested Rex attributes to drugs, and he has learned to always keep an eye on Gengis. Still, once he discovers someone has become one of Brennon's special friends, he will allow them to get away with far more than he would any normal patron. On occasion, these special friends have proved especially useful in preventing fights, or stopping them in record time once they have started.

All Rex's non-physical Attributes are at two. His Strength is four and his Dexterity and Stamina are three. He has an Alertness of two, Athletics of three, Brawl four (with a specialty in grapple), Dodge two, Intimidation three and Security two. He prefers to intimidate troublemakers into submission — a Strength + Intimidation roll — but will resort to violence when necessary. He does his best to avoid damage to the club, grappling whenever possible, and will call for help from other bouncers as quickly as possible.

**Kyle Ryper and Sandra Oshe** — Brennon first met Kyle and Sandra when he began dealing and they came looking for steroids. Then teenagers, the two had already set their sights on becoming Olympic power lifters, and Brennon's connections proved invaluable. Both grew big and strong, soon becoming known figures in regional weightlifting competitions. As Brennon's operations grew and grew, he lost track of these old friends. Then, shortly before the Succubus Club opened, he saw them profiled on





television during competition. He immediately sought them out and offered them a substantial salary to work for his club both as bouncers and as publicity — and to provide muscle for his less legitimate enterprises.

For the next several years they worked alongside Brennon, rarely having to use their muscle as their very mass tended to intimidate foes into submission. Then came Brennon's transformation into one of the Undead. Realizing that in the future he would likely face foes more dangerous than those he had faced before, the drug lord decided to make his trusted bodyguards into immortal protectors — but not Vampires. Feeding them his immortal blood would not only make them mightier, but would also ensure their loyalty. He does not know they have been Blood Bound to someone else.

The night after Brennon first gave them a taste of his Vitæ, Helena paid the two colossi her first late-night visit. For three consecutive nights she fed them each a drop of her super-potent blood, bonding them to her and greatly enhancing their natural strength before wiping any memory of the event from their minds. Since those nights the two have fed on Brennon's blood, but remained tied to the Methuselah. Thus Brennon believes they continue to work at the club out of loyalty to him, while in fact their allegiance belongs to Helena.

In the club they provide muscle for when fights get out of hand as well as being the most active defense against out-of-control Kindred. Helena has quietly compelled them to seek combat training, and now the two are more effective fighters than the average weightlifter. Rex Jameson appreciates their help in keeping the club under control, but he does not trust them. Since they respond primarily to Brennon's orders and still help him on affairs outside of the club, Jameson has little control over them. Of course, only Helena has real control of them.

Both weightlifters have Strengths of four and Dexterities and Staminas of three. All their other Attributes are two. They both have Brawl and Intimidation of three, Streetwise of one and Security of one, as well as Potence two, Celerity one and Fortitude one. Both are huge individuals, extremely heavily muscled and rock hard.

**Other Bouncers** — The Succubus Club generally has five to 10 bouncers on duty, though Toynbee will hire more for special events. Half spend their time in the basement and the other half patrol the ground floor, with Rex Jameson generally taking the cover charge and manning the front door with the assistance of one other. Rarely do any bouncers make their way to the balcony. In event of trouble anywhere, one or two bouncers will try to take care of it. If the problem seems beyond their ability, then Rex will wade in. If things are beyond even his capabilities (a rare event) then Brennon Thornhill himself will appear to calm things down.

The average bouncer has Attributes of two except for a three Strength. The only exceptional Abilities they all have are Brawl and Alertness scores of two. They are unarmed and wear black T-shirts with black pants, though any work-

ing the door on a cold night will wear a black satin jacket with "Succubus Club" written across the back.

**Bartenders** — While Brennon made an early push to hire highly skilled bartenders, his interest in this angle of his business seems to have drained away since 1985. John Toynbee has ensured that the balcony bars are always served by well-trained mixologists, but the rest of the club's bars seem to be in a catch-as-catch-can situation. Whenever Brennon throws a party in the penthouse, however, one can be ensured only the city's best bartenders will do. On occasion Toynbee will hire someone of particular talents to work the large ground floor bar, but for the most part friends of bouncers and other employees staff the club's bars.

Unless you need the bartenders to be especially skilled, consider them to have all Attributes at two and a Knowledge of bartending at one. Their likelihood to know a particular drink requires them to roll Intelligence + Bartending against the drink's difficulty (four for martinis, 10 for a Screaming Viking).

**Waitresses** — While Brennon has not done much to ensure the skill of his bartenders, he has gone to great lengths to maintain the quality of his waitresses. He has no compunction against hiring them away from his competitors and looks as much for skill as he does appearance. When he first turned into one of the Undead, he swore to himself he would never feed on his workers, but as the years have faded away, so has that vow. He still limits using them as donors as much as possible, but on occasion (especially when an especially pretty one has been hired) he cannot help himself.

Waitresses have Attributes of two everywhere except in Dexterity and Appearance, both of which are rated at three. Aside from whatever skills you want an individual waitress to have, they all have the Talent of Waitressing at a minimum of two.

**Kindred Regulars** — Many of the Undead aside from those listed above have made the Succubus Club one of their regular haunts. They come to the Succubus not only for the easily obtained Vitæ but for the same reasons humans stop in at the neighborhood bar — to relax among those like themselves. Since there are so many Kindred at the club, Vampires gain a great deal of pleasure in relaxing their disguise here after a hard night of maintaining the Masquerade. In addition, the club's pleasures do not stop here. There are Blood Dolls to laugh at, schemes to uncover and dancing to be done. All in all, there are more reasons for the Kindred to go to the Succubus Club than there are to stay away.

Among the Undead from *Chicago by Night* who come here on a semi-regular basis are Hank Cave, Theodore Dooley, Balthazar (but only to scout out the Anarchs — never suggest to his face that he has fun here), Levesque, Damien, Gengis, Gordon Keaton, Malcolm, Son, Evan Klein (usually in his Raymond Falcon personality, though you might want to give him a Blood Doll personality — what will a character do when she starts to feed on a Vessel and then discovers she has drunk from a Kindred?), Annabelle,

Sophia Ayes, Bret Stryker, Garwood Marshall, Capone, Kevin Jackson, Lorraine and Prias. Lodin himself occasionally makes an appearance, while Elucid has begun to represent the Nosferatu thanks to his ability with One Thousand Faces. Still uncomfortable out in the open, however, he sticks to the Labyrinth and goes primarily to meet other Anarchs. Some notable absences from the club include the Toreador Maria, the Brujah Tyler and the band Baby Chorus.

Helena slew Maria upon first rising from Torpor, a fact which no Kindred in the city are aware of. Via their Blood Bond, Helena also ordered Tyler, who used to attend regularly, to stay away out of a fear the Brujah would recognize her. Finally, the members of Baby Chorus stopped playing here after being swamped by a wave of adoring Blood Dolls. Now completely fed up with the movement, they refuse to play here as long as it is a Blood Doll hangout. All the members of the band except Kathy Glens still go here, however, and there are always rumors floating about that Brennan has convinced them to play his club again.

**Blood Doll** — The average Blood Doll is between the ages of 16 and 25, with few on the outside of this range. From primarily middle and upper-class families, they look at everything around them with a bored indifference derived from a past of useless luxury and a future of empty goals. For these students, aspiring artists and dispassionate dilettantes, nights of dancing, alcohol, sex and blood give them at least a temporary purpose.

The average Blood Doll has Attributes of two, though it is not too uncommon to find one with Social or Mental Attributes of three. They have no special Abilities except for a Subterfuge of one (they have become exceptionally skilled at lying to their parents, teachers and even each other), a Drive of one or two and a Dance Skill of two. Those who share blood (the true Blood Dolls as far as they are concerned) usually carry small, sharp knives with a difficulty of 5 and a damage of Strength + 1. Most would never think of using these in a fight, however, as the blades have usually never been used for anything other than cutting themselves so they can drink from one another.

**William Killigrew** — One of the more well known Blood Dolls is William Killigrew, who has quietly shared blood with several hundred different people. A skinny youth of average height, no one can remember seeing him attired in anything other than the finest of tight black Z. Cavaricci jackets, scarlet silk shirts, ultra-tight black pants and high-heeled boots. His collection of silver jewelry leaves his fellow Blood Dolls to shame, and his make up has been applied well enough to have been done by a Broadway master.

Killigrew's fame does not rest purely upon the amount of people he has shared blood with. He flits from place to place in the club, spending little time in anyone's area but talking to everyone. Despite Killigrew's perpetual look of elegant disdain, people find it easy to talk to him. Slowly he has amassed a wealth of knowledge about the club's regulars, though the chance of him sharing this knowledge freely is slim.

For this reason, no one in the club is aware that he knows about the existence of the Kindred. Annabelle Triabell, Brennan, Sophia and a number of the Anarchs have all fed off him at one point or another. From them he has begun to gain an understanding of what Vampires really are, something which may prove catastrophic for some.

Several weeks ago, the Holcombs, old family friends of the Killigrew's, were brutally slain. The Blood Doll now spends much of his time on the lookout for a young black man he suspects was the Vampire who slew the family. The next time he sees Damien, things will click in his brain. Killigrew as a hunter could be deadly to the Kindred community despite his lack of combat training. His knowledge and his position among those they see as the least threatening kind could well prove enough to make up for this lack. Were he to meet Neon (Jimmy Holcomb) things may change, but by then it might be too late.

Killigrew has Attributes of two except for a three Intelligence and Charisma and a four Appearance. Other than the typical Blood Doll abilities, he also has a Melee of one, an Occult and Streetwise of two and a Subterfuge and Chicago Knowledge of three.





---

# Annabelle's Party

---

*Written by Graeme Davis, Illustrated by Gail Van Voorhis*

*"And now the torch  
And shadows lead  
Were it not so black and hard to see  
How can it help you when you don't know what you need  
How can anybody set you free?"*

Sisters of Mercy, "Torch"

There is little worse than underestimating a foe, especially one with as much potential as a Cainite Elder. Few Vampires (other than Malkavians) can get away with playing dumb, but those who can gain a decided advantage over their Kindred.

Thus, when a Vampire thought to be a dolt appears to have mortally embarrassed one of Chicago's leaders, the whole city flies into a frenzy. However, it is up to the characters to discover whether the dolt has become a puppeteer... or just a puppet.

---

## HOW TO RUN THIS STORY

---

The story makes up a single chapter, and falls into five Scenes summarized below. It is designed to be played in a single game session, but can be developed to take longer if you wish.

After an opening crescendo in which several embarrassing practical jokes are played on a member of the Primogen, the story becomes one of investigation — with the added dimension of time pressure, as the players try to discover what is going on and find the person responsible before anyone else can. The majority of the story consists of pure roleplaying, with little or no combat and few dice rolls of other kinds. The story ends with a hiatus, which may be too much of an anticlimax for some players' tastes; you are encouraged to develop things from this point on if you wish, using the information presented here as a springboard.

---

## THE PLOT

---

**Scene One:** Annabelle Triabell is hosting a party at the Succubus Club. Some characters will have been lucky enough to have been invited; others will be elsewhere in the club. A series of humiliating events turns the party into a shambles, leaving Annabelle looking extremely foolish before the prominent Kindred of Chicago and a number of distinguished Toreador visitors from elsewhere.

**Scene Two:** Having stepped in to prevent the party from degenerating into a brawl, the attending Elders examine the events closely and conclude that they are connected. Elsewhere in the club, gossip is spreading like wildfire and a number of Kindred are coming to the same conclusion. Various interested parties indulge themselves in a little scene-of-the-crime investigation.

**Scene Three:** Clues, gossip and guesswork all seem to point to the rail baron Edgar Drummond, who was not present at the party. Lodin summons Drummond to attend him to explain himself, but a number of interested parties are trying to reach Drummond before the Prince does. Some, convinced that his attack on Annabelle was a declaration of war, want to sound him out about possible alliances; others, similarly convinced, want to take vengeance of their own, or protect the *status quo*. Still others want to question him and find out precisely what is going on. Each group has anticipated the probable existence of most of the others, and each is trying to stop anyone else getting to Drummond first.

**Scene Four:** Having found Drummond and gained an audience, the problem is to determine what is going on. He himself is convinced that the events at the party were all his



own idea and that the whole business is a simple matter of revenge; however, he is merely a pawn used by the financier Horatio Ballard in a subtle bid for power. If the characters decide that someone is manipulating Drummond, they may have to convince Drummond himself of this before enquiries can progress any further. The rail baron's quirky personality will complicate any dealings with him enormously.

**Coda:** Any apparent progress in cracking the case draws the attention of Ballard, who responds by setting various traps and obstacles in the investigators' path. The Coda includes notes on the possible directions the story can take from this starting-point.

---

## WHAT IS REALLY GOING ON

*Annabelle's Party* concerns an attempt by Horatio Ballard to embarrass and discredit Annabelle Triabell. This attempt is part of a larger plan to weaken her position in the Primogen, which in turn is one of several means by which Ballard hopes eventually to become a member of the Primogen himself.

Not wishing to act directly against Annabelle, Ballard found an ideal tool in Edgar Drummond, the reclusive and eccentric master of Chicago's rail system. Flattering him constantly about the importance of rail transport to the city's economy and the obvious stupidity of those who failed to

realize this, Ballard gave Drummond the idea of sponsoring a multi-media railroad festival. This event would surely convince Kindred and kine alike of the importance of Drummond's domain, giving him increased respect and prestige among the Kindred of Chicago.

Drummond was delighted with the idea, which he soon came to believe was entirely his own. Through various retainers, the festival began to take shape. Several prominent galleries showed special exhibitions of railroad art. The Philharmonic played a special concert featuring such rail-oriented pieces as *The Coronation Scot*. Movie theaters showed special features ranging from *Casey Jones* and *Murder on the Orient Express* to European art films like *Subway* and *Closely Observed Trains*. TV stations joined in with documentaries, movies and feature programmes. For a full week, Chicago went train crazy.

There was even talk of building a massive National Museum of Rail Transportation in Chicago, extending the site of the Historic Pullman Foundation and moving collections in from the Illinois Railway Museum in Union City, the National Railroad Museum in Green Bay and the Smithsonian Institution.

Of course, such an event could scarcely happen without a visit from Annabelle and her Toreador cohorts. As Ballard had anticipated, the Toreadors treated the whole rail festival with amused contempt — after all, since none of them had had a hand in it, how *could* it have any merit? At the closing concert, Annabelle made some supercilious comments about “a childish diversion” as opposed to “true art”, with the predictable result that Drummond flew into a rage, and stalked out swearing revenge.

In the course of commiserating with his “friend”, Ballard subtly planted some ideas in Drummond's mind. He did not need to use Domination or any other Discipline; Drummond seized eagerly on the merest hint in Ballard's conversation, and convinced himself that the ideas were his own. Those ideas are now about to come to fruition at a party which Annabelle is holding in the private lounge of the Succubus Club to celebrate the anniversary of her Change.

Using Drummond, Ballard intends to have a number of embarrassing things happen to Annabelle at the party. He knows that her previous attempts to impress fellow-Toreadors (and indeed, Kindred in general) have been failures, and plans to capitalize on this weakness. The idea is to humiliate Annabelle, increasing widespread doubts about her suitability to sit on the Primogen.

Since Drummond has been convinced that the planned events are his own ideas rather than Ballard's, the financier is theoretically shielded from any recriminations or unpleasant consequences — the world at large will see only a feud between Drummond and Annabelle, in which the petty and childish rail baron is seen to score several palpable hits against the supposedly refined and sophisticated Toreador leader. Annabelle's standing will take a severe knock, paving the way for a number of other plans which Ballard is



concocting. Things could become very messy, but any unpleasantness will rebound on Drummond rather than Ballard; indeed, the financier will not even be present.

---

## THEME

The theme of this story is a variation on the overall theme of Chicago as expounded in *Chicago by Night* — *Nothing Is As It Seems* — with the added dimension that *You Never See The Whole Picture*. Everything is part of a greater whole. The events of this story are themselves only a small part of Ballard's campaign to undermine Annabelle, which in turn is only a part of his strategy for elevating himself to the Primogen, which itself is simply a means to various ends of his own.

At all times, the players must feel that they only have part of the picture. They must always feel that the whole truth is eluding them, that there is more to discover and that at least some of what they think they know is false. Uncertainty is the order of the day.

A secondary theme, which may emerge during play, is that *Information Is Power*. This was not planned in the original design of this story, but has emerged in the process of writing. Access to information (or to people who can obtain it) is the single most valuable asset the characters can have in completing this story successfully. Characters who take the trouble to befriend Bobby Weatherbottom in the early stages can have a much easier ride through this story, and an invaluable resource for later.

---

## MOOD

The Mood of this story is a mixture of comedy and tension; ideally, the two should throw each other into sharp relief. The events of the party are comical, unless you happen to be Annabelle, but their implications are more sinister. Someone is attacking the leader of a major clan — why? Is it a childish revenge, as it seems, or part of a greater plan? What is the goal of this plan — to discredit an individual, to destabilize a clan, or to throw the Kindred of Chicago into civil war, weakening them before a more direct attack by an outside foe?

Being such compulsive plotters themselves, Vampires, and especially members of the more "respectable" clans, are easy prey to conspiracy-theory panic. Imaginations will quickly run riot, and give rise to hysteria and conflict. It is this rising hysteria, and the increasing threat of some violent outburst leading to general anarchy, which provides this story with its tension. As the players uncover a new connection, they must feel time pressure on their characters to follow it up before anyone else can do so, for only they have sufficient objectivity: they must find the criminal before the lynch-mob does.



---

## SCENE ONE:

### WHAT A SWELL PARTY

The story opens with Annabelle's party in full swing in the private third-floor lounge of the Succubus Club. As usual, everyone who is anyone (at least in Annabelle's eyes) is here. Annabelle is surrounded by her normal clique of partygoers.

The entire scene takes place in the third-floor lounge of the Succubus Club. For the party, the lounge has been cleared of furniture, apart from a number of chairs arranged around the walls, a grand piano in one corner, a small stage with a curtain and a cd player filling most of one end, and a black marble plinth holding the veiled "sculpture" (see *But is it Art?* below) somewhere towards the center of the room.

---

## Getting In

Admission is by invitation only, and for once no mortals are present. The celebration of Annabelle's Change is a Kindred affair, and she intends that, after she has presented various artworks and entertainments and received the applause and admiration of all present, some serious politicking will take place.



Toreador characters will automatically receive a tastefully-printed invitation to the party; though others may do if they have shown an interest in the arts. The Storyteller can decide which characters are invited, or have players make a roll for those characters who are trying to wangle an invitation. A suitable roll is Manipulation + Art, against a difficulty of 8 (9 for Nosferatu) — Annabelle wants this to be a select gathering. A single success is enough to be invited.

Characters who are not invited can take no part in this scene, but no matter — there are ample chances to become involved later on. A great many Kindred are at the Succubus



Club tonight; Prince Lodin and several of the Elders will be attending the party, and their presence attracts several Kindred who want to request boons, ask advice, or just bask in their reflected glory. Newly-created characters might be brought here by their Sires, who wish to present them to the Prince; newcomers from out of town will be here to announce their arrival.

This scene lends itself to live roleplaying particularly well; although the key events (particularly Bret and Sophia's dance) should only be attempted by those with a strong taste for such things, the scene as a whole contains a great deal of unscripted interaction and very little rolling of dice.

---

## Key Events

There are four plot elements to this scene; essentially they break the scene itself down into four subsections or events. In addition to these scripted events, you should encourage players to get to know the other guests, and promote unscripted interaction between characters. Most of this will probably be inconsequential party talk, but there are also valuable opportunities to make contacts and gather information. If this story is used as part of a greater whole — such as the “Forged in Steel” Chronicle, for instance — then many characters will have their own agendas to pursue, and attending the party will be a means to an end for them. The party should take at least an hour or two of game time before it falls apart; the four events presented here are scarcely enough to fill twenty minutes.

The one thing you should avoid at all costs is having characters just standing around waiting for something to happen, with the players aware that their characters are at the party only because this is where the story begins.

---

### Event One: Happy Families

The ongoing feud between Sharon and Michael Payne is well-known to most of the city's Kindred; so a few eyebrows are raised when they both arrive, within minutes of each other. Annabelle normally takes great care to avoid scenes at her parties by inviting only one Payne, or neither. This time, though, she seems to have slipped up.

For a while, the two avoid each other, but eventually they fall into a heated argument about who should have declined the invitation in order to prevent a scene. This develops into a loud debate about whether or not a scene is currently in progress, and if so who is to blame. Annabelle, looking extremely embarrassed, takes the two of them to one side and tries to smooth things over. Eventually, both Paynes stalk out. Comments are made behind her back about Annabelle's apparent inability to keep her own progeny in line.

---

### Event Two: Unspeakable Acts

Having dealt with the fight between the Paynes, Annabelle regains her composure and makes a short speech welcoming everyone to the party. She promises that there are fine entertainments ahead, along with the unveiling of a most exciting piece of sculpture by one of her mortal protégés. First, she announces a short dance by Sophia Ayes: characters may be able to detect a slight nervousness about her voice, and some may remember that Sophia has disappointed her in the past.

Sophia takes to an improvised stage which has been set up at one end of the lounge. Before her performance starts, she too makes a brief announcement:

*“Um, before I get started, folks, I'd just like to say - well, most of you know me, and I'm sure a lot of you think you know what you're gonna see. Well, this is different - very different.”*

*Far as I know, it's never been done before. An' it's just for Annabelle. So - oh yeah, an' Bret's gonna help me out. Bret?"*

Bret Stryker, who has been acting as doorman, comes up to the stage and Sophia punches the "play" button on a cd deck set up at one side of the stage. Suitable music for the performance would be *We Are The Dead* by David Bowie (from *Diamond Dogs*), or almost anything by Dead Can Dance: *Host of the Seraphim* from *The Serpent's Egg*, *De Profundis* from *Spleen and Ideal* or *Saltarello* from *Aion* are especially recommended, depending on the precise tone the Storyteller wishes to set for the performance.

Sophia is trying to achieve two things with this performance — firstly, to rekindle Annabelle's interest in her by doing something with real artistic merit; and secondly, to shock and startle the Vampire community, who treat her with amused tolerance rather than the lust and awe she used to inspire in mortals.

The piece she and Bret perform in honor of Annabelle's Change certainly shocks the assembled Kindred. It begins as a fairly standard classically-inspired *pas de deux*, performed moderately well but not brilliantly. There are a couple of suppressed chuckles as the dancers begin to shed their clothes. Then Sophia pulls Bret savagely towards her, and sinks her teeth deep into his neck. He responds by grasping her wrist and doing the same. The performance becomes what might almost be called Vampiric pornography — two Kindred feeding continuously off each other, clothed only in streams of each other's Blood.

Annabelle is horrified. Most of the audience are shocked and embarrassed, and many, despite having fed before coming to the club, are disturbed by the sight of so much Blood, presented in such a fashion. Sophia was right about what turns a Vampire on, but the audience's reaction is not at all what she had hoped.

For the second time, Annabelle has been shown up by her own progeny. Her expression and tone of voice are enough to send Sophia and Bret scuttling from the room clutching their discarded clothing, and a curtain is hastily drawn across the blood-spattered stage.

---

### **Event Three: But is it Art?**

Now visibly shaken, Annabelle proceeds to the unveiling of the sculpture. It is an interesting piece with an industrial-art feel, and it does not fall apart, become abusive, ooze blood or do anything else unexpected. Annabelle's out-of-town visitors gather round the piece with mild interest, and she quickly warms to her subject, waxing eloquent about the exciting talent of the young mortal sculptor she has discovered.

In fact, the piece is a governor mechanism from a steam locomotive — a joke which Drummond simply could not resist, especially after Annabelle's acid comments about trains and their lack of artistic merit. Sooner or later, some-

one will recognize this fact and point out to Annabelle that she has been deceived.

The actual staging of this is up to the Storyteller. Player characters have had little direct involvement in events so far, and might have a chance to spot the sculpture's true nature (Perception + Science or Engineering, difficulty 7). Or one of Annabelle's guests might ask about the artistic significance of a die-stamp reading "*Excelsior Locomotive Works, Union City, IL*".

To vary the pace of this scene, this event might be placed first, with the two preceding events taking place before the truth about the "sculpture" is discovered.

---

### **Event Four: Nevohteeb?**

This event should be kept for last; it is the climax to which the other disasters have been building.

Annabelle is now thoroughly rattled, and desperate for some way to make up for these embarrassments. She heads for the grand piano which is in one corner of the lounge. Her comment about doing things yourself if you want them done properly tries to be light and witty, but comes out as strained and brittle. Opening a sheaf of sheet-music, she begins to play — a quirky but interesting piece, whose first few bars gain nods of guarded approval from the visiting Toreadors. The crowd begins to gravitate towards the piano.





Tamoszius, who has taken no part in the proceedings up to now, seems transfixed by the music. He listens intently, his head cocked on one side and his brow furrowed. Annabelle notices his reaction from the corner of her eye, and swells visibly. After she has finished the piece, there is tentative applause from the guests. Now radiant, the past embarrassments forgotten, Annabelle excitedly answers questions about a young musical protégé of hers — *"DESPERATELY in love with me, the poor lamb; he sends me the sweetest notes calling me his Muse"* — who composed the piece especially for her.

Annabelle's moment of triumph is shattered by Tamoszius. Still deep in thought, but with a purposeful light in his eye, he strides over to the piano violin in hand, turns the sheet-music upside-down, and begins to play — a sickeningly familiar piece of classical music, such as Beethoven's Fifth, Sixth or Ninth Symphony. Annabelle's gift was nothing more than an inverted popular classic.

For a moment there is stunned silence, broken only by the sound of Tamoszius' violin. Annabelle stands as if staked, her eyes and mouth wide open in shock. Then, a barely-suppressed chuckle comes from the back of the crowd. And another. And another. Even Lodin cannot hide a smile, and soon some guests are howling with laughter, tears of Blood rolling down their cheeks.

Something snaps inside Annabelle. This humiliation is the final straw, and she goes into Frenzy. With a bestial cry she hurls herself at Tamoszius, and will kill or maim him unless she is restrained.

---

## Characters

Apart from Annabelle, the following characters will be at the party:

**Sophia Ayes**, until her dance;

**Bret Stryker**, who acts as doorman until Sophia's dance;

**Tamoszius**, who sits to one side looking bored until Annabelle begins to play;

**Kathy Glens**, **Garwood Marshall** and **Raymond Falcon**, who keep pretty much to themselves;

**Bobby Weatherbottom**, who sits to one side ignored by all, reading the latest copy of *MacUser*;

**Lodin**, accompanied by **Lorraine**;

**Capone**, who comes and leaves early;

**Brennon Thornhill**, who manages to attend only about half the party, spending the other half attending to matters in the club;

**Critias**, **Nicolai** and **DuSable**, who spend a while discussing philosophy among themselves;

**Helena**, in her guise as the Toreador Neonate Portia, spends a while on the receiving end of pointed comments by Sophia, who believes Portia has replaced her in Annabelle's affections;

Optionally, a couple of prominent Toreadors from out of town, to increase Annabelle's humiliation (if stats are needed, use Annabelle's, varying scores by a point here or there as you like);

...and such player characters as have been invited.

Details of all attending NPCs can be found in **Chicago by Night**.

---

## SCENE TWO: ANOTHER FINE MESS

Annabelle's attack on Tamoszius marks the start of another scene. The party is emphatically at an end, and people start trying to make sense of the things that have happened.

This is the point at which characters who were not invited to the party can enter the action; as word of the disaster spreads through the club and beyond, characters can be prompted by curiosity, concern or instructions from clan Elders to investigate.

Annabelle is pried away from Tamoszius and calmed down; order of a sort is restored. Annabelle is led away to one of the club's private rooms by Lodin, Critias and Nicolai; word is sent to the other members of the Primogen that an emergency session is called for. The lounge is cleared, and word begins to spread through the Kindred in the club (and, in due course, the city) of what is going on. It may be possible to do a little scene-of-the-crime detective work, and discover or deduce the link with Drummond.

This scene starts with Annabelle being pulled off Tamoszius, and ends when one or more player characters decide there is a link with Drummond.

---

## Getting Involved

Most characters will need little encouragement to investigate this bizarre sequence of events. Aside from idle curiosity, many characters will be motivated by the incipient paranoia which characterizes so many of the Kindred's dealings with each other — they will need to know what is going on, in order to assure themselves that they are not next on the list.

And then again, there could be a significant political advantage to be gained by solving the mystery; the characters could place a clan leader and Primogen member in their debt, as well as gaining the notice and gratitude of the Prince for helping avert a potentially very unstable situation.

Even so, it is possible that some characters may decide to leave the situation alone, or may need some more direct

encouragement to participate in the story. Here are a few ideas, for use if need be.

Clan leaders may actually instruct some characters to become involved. No NPC Nosferatu are present at the party, and Khalid will be burning to know what is going on. Player character Nosferatu will be more or less ordered to find out, and will have the opportunity to liaise with NPC Nosferatu in later scenes. Ventrue might well be ordered by Lodin to begin an investigation of their own while he and the Primogen try to thrash things out in their emergency session. Tremere, likewise, may be instructed by Nicolai to establish the truth, with the added caution that they disguise their activity until things become clearer.

Anarch characters, as well as Brujah of all affiliations and Caitiffs who are widely regarded as potential Anarchs, may have an even more pressing reason to investigate. Accusations will be flying, and most of them will be directed at the Anarch movement. It is obvious that the situation could very easily flare up into a witch-hunt, with Anarchs and suspected Anarchs on the receiving end. The characters may need to clear the Anarchs (or themselves personally) in order to survive.

This incentive can be communicated to players by staging a few run-ins with furious Ventrue and Toreadors both inside and outside the club; these NPCs will hold the characters personally responsible for the attempted destabilization of Chicago — no matter how unreasonable that may seem — and may even attack the characters outright. "Sheriff" Balthazar is an ideal character to run into just outside the club: *"Weeellll, now, what have we here? Looks to me like a bunch of goddam Anarchs fleein' the scene of their crime. What do you say, Kyle?"*

---

## The Rail Link

Firstly, a character with a Secrets rating of B or better (see *Chicago by Night*, p. 54) will be aware of the recent falling-out between Annabelle and Drummond. If you wish to make a dice roll of it, roll Perception + Secrets against a difficulty of 6. The number of successes indicates the amount of detail known: 1 success lets a character know that Annabelle insulted Drummond in some way, and 5 or more successes lets a character know the whole story, apart from Ballard's involvement.

Obviously, once this is known it is reasonable to deduce that Drummond somehow introduced the steam locomotive governor "sculpture" into proceedings, but evidence for other involvement is more tenuous.

---

## Documentary Evidence

Quick-thinking characters may be able to examine both the Paynes' invitations and the sheet-music containing the upside-down Beethoven before the lounge is cleared.

Bret Stryker was taking guests' invitations as they arrived, and they now lie in a small pile on a chair beside the door. A successful roll of Perception + Alertness or Perception + Investigation (difficulty 8) reveals that one invitation — addressed to Sharon Payne — is an excellent copy, but is printed on a slightly different grade of paper to all the others. The difficulty drops to 6 if a character has any prior experience of the printing or publishing industries.

There is no printer's address or other identifying mark on any of the invitations; a roll of Intelligence + Investigation will inform a character that, given a few months of detective work, it might be possible to track down the printer of Sharon's invitation through examining the watermark, going back to the manufacturer, and painstakingly questioning every printer to whom that manufacturer has sold paper in the last year or so.

The upside-down Beethoven — which lies forgotten on the piano — is a computer printout. A successful roll against Perception + Computer may enable a character to narrow down its possible source. Characters who have the presence of mind to enlist Bobby Weatherbottom's help here will get the full information for free, and probably make a friend of him for showing interest and treating him like a worthwhile person.

1 success tells the character that the output is from a fairly sophisticated personal computer.







2 successes narrows the probable range down to the IBM PC and compatible machines, or the Apple Macintosh. With a machine of this calibre, a sophisticated music processor can easily turn the notation of a piece of music upside-down. The notation itself can be entered by keyboard (QWERTY or piano), or even transferred from a performance or recording of the piece, via a MIDI interface. The whole process would only take an hour or two, including printing time.

3 successes indicate the Mac.

4 or more successes allow the character to identify the software used: a music processor and MIDI interface program called *Encore*, which costs around \$400 and can be obtained from any good mail order software dealer and some of the larger stores.

## Mortal Pawns

Some characters might try to track down the mortal sculptor and musician whose alleged works have caused so much trouble. This will be a first step for a lot of interested Kindred, so the characters will have to work fast, or decide to dispense with the pawns and head straight for the player.

It might be possible to discover the name and address of Annabelle's musical protégé. Tamoszius and Kathy have both met him, and might be persuaded to reveal his name to a fellow-Toreador whom they are convinced will act in the best interests of all concerned. Although Annabelle does not

publicize his existence widely (before tonight), a successful roll against Perception + Secrets (difficulty 6 for Toreadors, 8 for others) might give a character some information:

1 success gives the name Jack Weiss.

2 successes reveal that he lives somewhere on the North Side.

3 successes narrows this down to the Lincoln Park area.

4 successes give the full address near DePaul University.

Visiting this individual will elicit little information — he remembers nothing of Drummond's visit and Domination, although a stronger Domination or deep hypnosis might reveal something.

A similar procedure might be used to find the sculptor, one Janet Majors of Old Town. No one has met this mortal, but characters who have been close to Annabelle might be able to remember some details. The roll is the same, but the difficulty is 8 for Toreadors and 10 for others. Again, she has been Dominated by Drummond into believing that the work was original and done especially for Annabelle, but a stronger Domination or deep hypnosis might reveal something of the truth.

## Dancers in Disgrace

Characters might also track down Sophia and Bret before they leave the club, and attempt to question them. Both are embarrassed and angry at their failure, and will not be willing to cooperate with an investigation unless characters can show them some form of authority, or compel them in some other way.

And in fact, they have nothing to add to the investigation. Neither Drummond nor Ballard has any connection with their performance, which was entirely Sophia's own idea. She was genuinely trying to develop an erotic art dance form which would appeal to Vampires; her only fault lies in bad judgement. The dance is a red herring.

## Meanwhile...

Out in the main body of the club, rumors are beginning to spread with amazing speed. It is already known that the absent members of the Primogen have been sent for, and that an emergency meeting is in progress. Characters emerging from the lounge are likely to be seized upon and pumped for information by the first Cainite who sees them; some will already be receiving orders from their leaders, or starting investigations on their own account. Here is a brief summary of the interested parties:

**Toreadors** will be trying to find out who is behind this sequence of events. Some will want to avenge this slight to their leader, while others will want to size up both parties before taking sides.

**Tremere**s will want to know whether this is simply a feud between Drummond and Annabelle, or a strike at the clan

Toreador, or an attempt to destabilize the Primogen and Chicago as a whole.

Nosferatu will be asking much the same questions as the Tremere.

Ventrue will suspect immediately that this is some kind of Anarch plot, and refuse to believe that Drummond was actually involved; to them, this is the work of Anarchs taking advantage of the dispute between Annabelle and Drummond in order to frame the rail baron and attract attention away from themselves.

Anarchs will probably believe much the same as the Ventrue; while they do not know who is responsible, they are convinced that whoever it is might belong to another Anarch group, or be secretly in sympathy with the Anarchs. As well as wanting to shake this individual by the hand, they may well be interested in negotiating terms for an alliance.

Malkavians will probably not be present, apart from Falcon. They will view the events with some amusement, but will have no desire to become more involved.

Gangrels will be disinterested at first, but may feel moved to investigate if they decide that there is a risk to the Kindred at large. For now, most of them will wait for some word from Inyanga before taking any action.

These attitudes will color any dialogue that takes place between player characters and NPCs at this stage; they may also provide individual player characters with some motivation for investigating further.

As Storyteller, be aware that just as player characters may want to question NPCs, so NPCs will want to pump player characters for information. This will become important later on in the story, as various factions race to contact Drummond first. Obviously a group of characters from a variety of clans will have the best chance for success, if they do not end up blaming each other first.

---

## Characters

The characters for this scene are much the same as for Scene One: Lodin and the attending members of the Primogen are closeted in emergency session, and other Kindred may be encountered in the club at the Storyteller's discretion. No specific new characters are needed—select from Chapter Four of *Chicago by Night*, or add new Cainites as desired.

---

## SCENE THREE: THE CHASE

This scene begins when one or more characters have made the connection with Drummond, and ends when they arrive at his Haven to question him. The scene is one of tension rather than comedy; the characters must find the location of Drummond's Haven and race to contact him before anyone else can.

Even now others are coming to the same conclusions that the characters have reached; some may even be ahead of

them. The longer the characters take over this scene, the harder it will be for them. More interested parties will have entered the race, each group will have anticipated the existence of some or all of the others, and each group will be trying to make sure that it gets to Drummond first, sowing delays and distractions in the path of others.

The action of this scene falls into two categories: firstly, the characters' efforts to find out where they can reach Drummond; and secondly, the obstacles they encounter *en route* to question the rail baron.

---

## Advance to Drummond

It is possible that one or more characters may actually *know* where Drummond's Haven is located; this would give the characters an undeniable edge in the ensuing chase. Let each character roll Intelligence + Secrets against a difficulty of 8.

1 success tells the character that the rail baron's Haven is somewhere close by a hub of the rail system.

2 successes add the information that it is in a warehouse.

3 successes place the warehouse in a marshalling-yard (although characters could come to that conclusion independently, by common sense combined with a knowledge of how railroads work).

4 successes place the marshalling-yards near Union Station.

5 or more successes give a fairly precise location for the warehouse, plus a rough description of the outside of the building, from which it can easily be identified.

---

## No Forwarding Address

Finding out the location of Drummond's Haven is going to be a difficult task, especially now that so many people want to get there before anyone else. Very few of Chicago's Kindred know the Haven's precise location, and few of those will be inclined to reveal this information to just anyone. Some will simply refuse to answer questions, and some will lie to send the characters off in the wrong direction—the first in a series of professional fouls they will encounter in this scene.

The first problem is to find someone who knows the location of Drummond's Haven. Very few of Chicago's Kindred are privy to that information.

Lodin, Drummond's Sire, knows, but he is busy in an emergency meeting of the Primogen and cannot be disturbed. Only if the characters are Lodin's progeny and he has chosen them to investigate these events will he reveal the location of Drummond's Haven to them.

Ballard knows, but will not reveal this information to anyone; obviously, he has the most to lose from close investigation into the events at the party.





Helena knows — she knows the whereabouts of many Havens in the city — but her assumed character of Portia would have no reason for knowing such information; she will say nothing.

Menele knows, but like Helena he has no incentive to reveal the information to the characters — which he would have to do indirectly, through agents, in any case.

Bobby Weatherbottom knows the address, which turned up in one of his computer searches for Lodin. He knows nothing about the building itself (that it is a warehouse, situated in marshalling yards, what it looks like, etc), but enterprising characters will be able to find it using the street address and a decent map. Persuading Bobby to reveal this information may take some work. Lodin has repeatedly stressed to the young hacker that information is for the Prince's eyes only and threatened dire punishments for leaks; the characters must convince Bobby that Lodin will never find out (very difficult, since Lodin can simply Dominate Bobby and force him to confess) or that the absent Prince has ordered him to co-operate with the characters, or will be happy that he has done so.

Edward Nealy could find out, but needs a strong reason to do so, like direct orders from Lodin or which appear to come from Lodin.

Tyler knows — she has been considering getting rid of Drummond for almost a decade now. But she holds the information purely for her own protection and future aims, and will not even reveal that she knows it. Certain of her armed guards have orders to destroy a certain warehouse in the marshalling-yards south of Union Station if anything untoward should happen to her.

Joshua Tarnopolski knows, through union connections, that there is something unusual about a certain warehouse in the marshalling-yards south of Union Station, but does not know that it is Drummond's Haven. However, he suspects that it is something to do with Drummond.

Sheriff knows the whereabouts of Drummond's Haven, among others; he has made a point, with the help of the pro-Lodin establishment, of getting as much information as he can on any and all Kindred in the city. He will never willingly reveal the information, though — it is for his own use only.

Khalid knows, and may reveal the whereabouts of the Haven to the characters if he has chosen them to investigate the matter for him. This will be unlikely unless most or all of the characters are Nosferatu.

Jurgis Rudkus knows — indeed, it was he who told Khalid — but he would need a good reason for revealing the information to anyone else: orders from Khalid (and he will check these orders unless they come via another Nosferatu), or a convincing appeal from someone whom he knows and trusts as an Anarch or Anarch sympathizer.

Nathaniel Bordruff knows, but it is almost inconceivable that he would trust any character enough to disclose the information — unless he hoped to use that character for his own ends, that is.

Erichtho might be able to find out, although her price may be a little strange.

In order to persuade an NPC to reveal the location of Drummond's Haven, a roll of Manipulation + Subterfuge is resisted by the NPC's Intelligence + Alertness. The number of successes required is directly proportional to the NPC's willingness to disclose the information in the first place. For instance, Bobby Weatherbottom's fear of Lodin's wrath means that 3 successes would normally be needed to wrinkle the information out of him. However, if the characters have already taken the trouble to befriend him (in the matter of the sheet-music, for example), this requirement might be lowered to 2 or even 1 success.

Other NPCs might have some idea of the whereabouts of Drummond's Haven; if the characters ask an NPC who is not listed above, the Storyteller should either decide for herself or roll Chicago + Secrets for that character — just as the players did for their characters — to find out how much is known. Then, determine normally whether the NPC will reveal anything to the characters.

---

## Elementary...

If the characters do not know the whereabouts of Drummond's Haven and either do not know who to ask or do not trust anyone to tell them the truth, then they can try to discover it for themselves using a mixture of reasoning and research.

Given that Drummond is in charge of Chicago's railroads and is seldom seen in Kindred society, it is not unreasonable to assume that he is engrossed in his realm — in short, that he is a railroad enthusiast: a train nut. Hence, it may be supposed that his Haven is not far from a nerve center of the railroad system. At the same time, though, it would have to be in a secure position, and one where the presence of extra guards and/or security systems would arouse no suspicions.

This leaves two main possibilities: a secret room, suite or floor in a major railroad administrative building, or a warehouse. The latter is a little more probable, since an administrative building would contain large numbers of kine during the day, with a high risk of accidental discovery if there should be any slip-up in security.

Having narrowed the field of inquiry with reasoning, the characters can then use a little research to reduce the possibilities to a manageable shortlist. The first clue will be the amount of security at a railroad premises; an influential Elder will have heavy security surrounding his Haven, and will not be able to conceal or disguise all of it; therefore, a list of the ten most secure offices and warehouses will be a good starting-point. The next logical move is to search for anomalies: warehouses with no record of goods in or out, office buildings with floors that are off-limits to janitorial staff (who are normally allowed in more places than chief executive officers!), and so on. The process is slow, but eventually the characters will be left with Drummond's warehouse in the

marshalling-yards; he has taken no special steps to conceal the warehouse.

Research can be done on the ground — a time-consuming process which will almost certainly result in the characters losing the race to contact Drummond — or it can be done by computer, given the right equipment and skills. Characters with a reasonable computer and a modem can roll Intelligence + Computer against a difficulty of 8; each success gets them one stage nearer their goal. The first success gets the character into the right system to start asking questions; the second draws up a shortlist of possible Havens; the third lists anomalies and narrows the list to two or three places; four or more successes turn up the name Drummond in connection with the warehouse.

This is another task in which a friendship with Bobby Weatherbottom can pay dividends. He will not enquire what the information is for, and provided the characters make no mention of Drummond or Kindred involvement he will not become worried. As soon as he discovers or suspects that he is looking for the Haven of an Elder, though, he will become very nervous indeed, and may need some coaxing and reassurance before he will go further.

---

## Follow That Cab

Enterprising characters may decide to save themselves the trouble of finding Drummond's Haven for themselves, preferring to follow someone who knows the way and then dispose of them once they arrive. This is a smart idea, and might work, provided:

- the characters pick the right people to follow — no one is going to announce that they are just off to visit Drummond;
- those whom the characters follow get to Drummond's Haven ahead of the other interested parties;
- the characters are strong enough or resourceful enough to put their unwitting leaders out of the way once they arrive at Drummond's Haven. This will have to be done very carefully to avoid sparking off a feud or a blood hunt — tensions are high enough after the events of the party, and the slightest upset could lead to hysteria and civil war.

---

## Security Alert

Lodin was not slow to appreciate the possible link with Drummond, and sent messengers to summon the rail baron before him at the same time as sending word to the absent members of the Primogen to attend the emergency meeting. He also placed the city's police on alert — they believe they are responding to a reported terrorist threat against the city's railroad system.

This simple step serves the Prince in two ways. Firstly, it puts armed and trained officers where Lodin will need them if Drummond tries to make a showdown of it, and serves as a warning to the rail baron that the Prince means business.



Secondly, it helps prevent anyone from interfering with the rail system or trying to reach Drummond before the Prince's own messengers do so.

Characters trying to find Drummond's Haven will have to be very careful to avoid confrontation with the police. Every major railroad installation has at least a couple of cops placed there; more important locations, and locations closer to Drummond's Haven, have a larger presence including K9 units and unmarked vans containing SWAT teams. Lodin is taking no chances until he knows exactly what is going on.

Lodin will also have had a wiretap put on Drummond's telephone, and any calls lasting longer than four minutes will be traced to their source, which will be investigated.

In addition to the police, Lodin will put Sheriff on the street, along with Nathaniel Bordruff. Although they act separately (and are unaware of each other's involvement) both have orders to watch for Kindred trying to reach Drummond's Haven, and to use appropriate force to keep them from interfering in the Prince's business. Both Cainites have an idea of "appropriate force" which starts at maiming and extends to destruction. Nathaniel also has orders from Khalid to monitor who is showing an interest in Drummond, and will probably try to question characters before destroying them.

---

## The Methuselahs

Both Helena and Menele believe they control Annabelle; therefore, they both see the other behind the events of the party.

Helena/Portia will leave the club very soon after the party is over. She made the link to Drummond almost instantly, and knows where to find him. Characters may try to follow her, but the Methuselah will be very difficult to shadow without her knowledge. If she senses that someone is following her, she will try to lead them into some mundane hazard (i.e. a tunnel into which a train is just entering) or into a confrontation with the police.

Unless something remarkable happens, Helena will get to Drummond before anyone else. However, she will do nothing to alter the course of the story. She simply Dominates Drummond into revealing the link with Ballard, and then sets off to visit Ballard. At this point, she leaves the story, but characters may encounter her — or evidence of her activities — if the story extends beyond what is written here.

---

## Characters

The range of characters who can become involved in this scene is extremely wide. Full descriptions of all characters mentioned by name will be found in *Chicago by Night*;



generic stats for encountered mortals, such as police and SWAT officers, security guards and the like, can be found in the *Vampire* rulebook, pp 186-191.

---

## SCENE FOUR: VENGEANCE IS MINE

This scene begins when the player characters come within sight of Drummond's Haven, having dealt with (or failed to deal with) any competition or obstacles along the way. The characters must enter Drummond's Haven, convince him to grant them an interview, and try to find out whether there is more to the events of the party than simply a feud between two Elders.

Details of the Haven and its security measures will be found in the Appendix. All guards will be on alert, as Drummond reacts to the increased tension of Lodin's police crackdown. They are aware of the alleged terrorist threat, and will treat intruders accordingly.

Finding Drummond should be a simple matter of reaching the room where he keeps his model train layout. However, if the characters are clumsy, Drummond will try to escape, assuming that they are a hit team sent by Annabelle or "police" sent by Lodin. Like a super-powered naughty child, Drummond does not want to face the music any sooner than he has to. If Drummond escapes, of course, the chase starts all over again, as interested parties try to discover his secondary Havens, and various groups try to get there before anyone else. These interested parties will not be at all pleased with the characters for bolting their quarry.

---

### Too Late

It could be that the characters arrive at Drummond's Haven too late. Someone else has got there before them, and their chances of speaking with the rail baron are slim to none.

It is up to the Storyteller to decide how late is too late. A lot will depend on your estimation of how well the characters have handled the challenges of the previous scene. If they hit on the Drummond connection right away, found or deduced the location of his Haven within minutes, set out immediately and overcame or side-stepped every problem *en route*, then they should be able to reach Drummond before anyone else — except Helena, as mentioned above.

On the other hand, if the characters missed most of the important clues, spent ages blundering around with no clear idea of what to do and how to go about it, and generally wasted time, then it is reasonable to expect that one or other of the competing groups would have got there first. The events of a real game are likely to be somewhere between these two extremes, and it is a judgement call for the Storyteller.

The story need not fail if someone has reached Drummond before the player characters — although the players should never know this.

The first thing to consider is exactly *who* has beaten the player characters to the Haven. Here are a few possibilities:

**Messengers from Lodin** will simply pass on the Prince's summons, draw Drummond's attention to the increased level of police activity around railroad installations, and leave. Drummond will be rattled and more hostile toward subsequent visitors, but otherwise everything will be much the same. Alternatively, Lodin might simply have called Drummond on the phone to pass on the summons.

**Nosferatu Observers** will be lurking in the shadows around the Haven, but taking no action. The characters may discover them, or they may never be aware of their presence. They make no difference to Drummond at all.

**Tremere Investigators** will not be any of the characters named in *Chicago by Night*, but may have been sent by Nicolai to establish the facts. Like the Nosferatu, they will not act directly, for the Tremere want to know exactly what is going on before they show their hand. They will be observing, perhaps by using spirit watchers rather than visiting Drummond themselves, and he will be unaware of them.

**Anarch Negotiators** will want to establish much the same things as the player characters: whether Drummond's attack on Annabelle was prompted by any Anarch sympathies, and whether this feud can be exploited to their political advantage. They will want to talk to Drummond directly (if subtly), sounding him out without giving away any information on the Anarch movement which Lodin could use if Drummond proves loyal. They will regard all other groups as a threat, and react accordingly. If they get to Drummond first, they will leave him somewhat confused by their questions, and unsure of what he has started. He may be even more reluctant than usual to speak with others.

**Outraged Toreadors** bent on avenging their leader are likely to be lesser Kindred rather than any of the Toreador characters described in *Chicago by Night*. These "celebrity" Toreadors have no real incentive to avenge Annabelle — and most of them are lying low, having been used as pawns in the events themselves. Like the Anarchs, they will regard all other groups as a threat — even as confederates of Drummond's — and will be hostile in most cases. If they have reached Drummond first, his Haven will look like a battleground and he will be injured or escaped. In either case, he will be frightened and angry, torn between a paranoid distrust of all other Kindred and the desire to recruit friends who can help defend him against the Toreadors. If you wish, Sophia may have taken this opportunity to try and bring herself back into Annabelle's good graces by slaying Drummond and has managed to make her way to the haven.

---

### The Rail Baron

The interview with Drummond should be one of the key events in this story. The Storyteller should re-read Drummond's entry in *Chicago by Night* very carefully be-



fore presenting this scene to the players. Give detailed descriptions of the man and his environment, and play the role to the hilt. Helpful images to call to mind are Peter Ustinov as Nero in *Quo Vadis*, the face of Oliver Hardy and the attitude of your youngest, sulkiest sibling or nephew. British readers might include a dose of the Spoilt Bastard character from *Viz* comic. Drummond is the mind of a spoiled six-year-old boy in the body of a fat middle-aged man, and he has the biggest train set in the world.

---

## Complications

Just as some interested parties might have arrived at Drummond's Haven before the player characters, so others might arrive *after* them. This makes a good device for the Storyteller to use if the players become careless or if the scene drags out too long to maintain tension. As well as providing the characters with an immediate problem to solve, this can overshadow their lives for some time after. For instance, Ventrue who see strangers talking to Drummond under these circumstances might leap to the conclusion that this is an Anarch plot, and the characters might find themselves labelled as Anarchs whether they really are or not.

The characters' greatest challenge will be to get Drummond to open up to them. Depending on the style of game your group prefers, this might be done with a simple dice roll — say Manipulation + Subterfuge, resisted by Drummond's Wits + Alertness with a modifier for how worried he is by the events he has set off — or it might be done purely in live-action negotiations, with the players speaking for their characters and the Storyteller speaking for Drummond.

---

## The Audience

To complete this scene successfully, the characters must find out that Drummond was prompted by Ballard in his attack on Annabelle. This is going to be difficult to establish even if the characters somehow win Drummond's complete and unquestioning trust, for the rail baron is convinced that everything is his own idea. The best approach — as astute characters will quickly realize — is to flatter Drummond shamelessly on his brilliant and stylish revenge, and hope that overconfidence and self-congratulation will lead him to let something slip.

The characters may be able to piece together scattered references to Drummond's "good friend" Ballard, and a successful roll against Perception + Secrets will remind them that Ballard has hitherto held Drummond in contempt, at least in so far as he has mentioned the rail baron to others. Like most of Lodin's progeny — and most Kindred — Ballard regards Drummond as a harmless eccentric with an over-inflated idea of his own importance.

This first clue will be strengthened if the characters enquire (in suitably flattering terms, of course) how Drummond was able to make such a brilliant copy of an

invitation, or place the locomotive piece in the sculptor's studio, or induce the composer to give Annabelle the inverted Beethoven. If he is at ease and assured of the characters' admiration, Drummond will let slip that an invitation was obtained for him "by a friend with connections." He may even admit, with glutinous false modesty, that he "had help" in arranging the events of the party.

This will be the most challenging scene for the Storyteller. You have to walk a tight-rope between spoon-feeding the characters with the facts and leaving them so completely in the dark that they need not have bothered visiting Drummond. If in doubt, err on the side of caution. There is no rule that says the characters have to resolve every story successfully, and if you continue the story beyond what is given here, they will have ample opportunity to find things out later. Misinformation and confusion are entirely in keeping with the theme of this story.

---

## Characters

The main character in this scene is, of course, Drummond himself. Lesser characters include his guards (use generic police officer stats) and any mortal or Cainite interference which the characters may encounter along the way. These are covered in previous scenes.

---

## CODA: TANGLED WEBS

"Annabelle's Party" does not end with everything neatly tied up — such a conclusion would be contrary to the stated theme of the story.

Ballard's intention is that this story should end with Annabelle's credibility as a member of the Primogen severely undermined, and with the blame for the events of the party laid squarely on Drummond. If it seems anyone has discovered a possible link between Drummond and Ballard, the financier will take certain steps to ensure that investigations are not pursued.

Discovering the link with Ballard opens up a whole new level of the story, which is not covered in any detail here. It is up to the Storyteller to decide where things go from this point, if anywhere.

Investigating Ballard will not be easy. He has been keeping a close eye on events following the party, and will be aware of the characters' investigations — and he will do everything in his considerable power to ensure that they are rendered harmless. Here are a few ideas, which the Storyteller can develop and use if desired; feel free to amend or ignore any of them and add ideas of your own. From here on in, it is your story entirely, and it can head off in a number of directions.

---

## Misinformation

Ballard's first instinct will be to arrange for another patsy to stand between himself and any investigations. Drummond will not have given Ballard's first name to the characters, as the two know each other only by their surnames; in the informal tradition of the 19th century, they drop the "Mister" to express the closeness of their friendship. And, of course, there are two Ballards among the city's Kindred.

Ballard will try to shift the blame onto his great-nephew Lawrence. The bookish lawyer is completely unaware of what is going on, and knows nothing of the older Ballard's involvement — thus, he can take the investigation no further. This move may sacrifice Lawrence to Lodin's wrath, but it will give Ballard some time to plan a next move.

---

## A Few Problems

Once he has established who the investigators are, Ballard will move against them secretly, using his control of the financial system.

First, any bank deposits or other savings will be completely wiped out. All records of their existence will vanish, leaving the characters completely without funds. Every check they write will bounce, any credit cards they hold will be cancelled due to bad debt, and their names will appear on every credit blacklist there is. Any mortgages they hold (on Havens, for instance) will instantly be foreclosed for persistent non-payment. Repossession men will swarm out of the woodwork, with orders to take everything of value. Some of these individuals may be Dominated minions of Ballard's; mortal vampire hunters who believe they have a mission to save the world from the characters.

This attack shows Ballard's hand clearly, and should be used with care. Ballard must be sure that no proof of the attack can reach Lodin or any of the Elders, or he must have a patsy set up to take the blame. He will only act openly if things have come to a head and he has no other choice — in which case every influential Cainite in the city will receive the same treatment, and this will be the opening shot in an attempted coup.

---

## Suspicious Minds

Certain parties, especially among the Ventrue, will have convinced themselves that this is an Anarch plot. Ballard will be more than happy to encourage this opinion, and to cast any investigators in the role of Anarch conspirators. He should be able to manufacture evidence very simply, and in most cases even this will be unnecessary; as in any witch-hunt, mere accusation is often enough to condemn the accused. Ballard's activity in the witch-hunt will be low-key and indirect, and may never be visible to the participants.

Once they are cast as malicious Anarchs, the characters will find their problems multiplying at a dizzying rate. Few

Kindred in the city will trust them or listen to what they say, and fewer still will dare to offer any assistance. Lodin may smell another Maldavis uprising, and declare a blood hunt against the characters; this could very easily blow up into a full-scale war of extermination against the Anarchs. In such an event, the only sure way to survive is to flee the city. Modius of Gary might grant the characters sanctuary, but he fears an attack from Lodin — and this incident may give Lodin just the reason he needs to wipe out Gary once and for all.

And once a civil war is under way among the Camarilla clans of the city, the Sabbat have the perfect opportunity to strike. They can make Neonates under cover of the confusion, and attack with impunity; victims will blame their enemies within the city, and few may ever think of looking for the Black Hand. This will take events out of Ballard's control, but the two Methuselahs might just step in to unite the city against this threat.

---

## APPENDIX:

### DRUMMOND'S HAVEN

Drummond's Haven is an ordinary-looking warehouse standing a little apart from a group of others in the marshalling yards south of Chicago's Union Station. Like many of the other warehouses, it is surrounded by a high chainlink fence topped with coils of barbed wire; like some of them, it has security cameras and halogen floodlights mounted at roof level on each corner, giving a clear view of all four sides.

---

### External Security

A private security guard with a Doberman patrols the warehouses constantly at night. Characters who take the time to watch his routine will realize on a successful roll of Perception + Security (difficulty 5) that his route takes him past this warehouse far more often than any of the others; two or more successes will reveal that he is almost never out of sight of this one warehouse. Treat the guard as a cop (p. 187 of the rulebook), with a light revolver, billy club and radio. The dog has Strength three, Stamina four, and Perception four. It has Brawl four with its bite attack; no grapple is necessary, and damage is four dice. Other attributes and abilities probably will not be needed, but can be improvised if necessary.

As mentioned above, Drummond's Haven is in a compound of its own, protected by barbed wire, chainlink and security cameras. The guard with the dog has a key to the compound gate, as do the two inside guards (see below). Otherwise, the lock can be picked on a successful roll of Dexterity + Security (or Dexterity + Lockpicking if you have such a skill in your Chronicle), or it can be forced on a successful Strength roll against a difficulty of seven. Using a crowbar or other lever reduces the difficulty to five. The



gate is out of sight of the security cameras, but characters who linger too long there may be seen by the patrolling guard.

The security cameras on the outside of the building are monitored by the inside guards, and cover the whole outside of the building, to a distance of about 10 feet back from each wall. Each wall is covered by two cameras — one from each end — to eliminate blind spots. The cameras can be reached from the roof of the warehouse, and disabled by cutting their cables, but this will immediately be noticed by the inside guards, who will radio the patrolling guard to investigate.

The main roller doors at the front of the warehouse have been fixed in the down position, although this is imperceptible from outside. Only the man-sized access door still functions, and this has been fitted with a high-security lock and an intercom. Each guard has a key; attempts to pick the high-security lock have a difficulty of 9 (8 if the character attempting to pick the lock has Security skill). Another, simpler way in is to knock on the door and bluff one's way through via the intercom.

There was originally a small door towards the back of the warehouse, but this has been bricked over. Characters who like making spectacular entrances may try to burst in through the brickwork (Strength roll + Potence, difficulty 8, 3 successes required to break through), but this is unlikely to endear them to Drummond.

---

## Secure Lobby

This small room is manned constantly by two armed guards. From their desk, they monitor the external security cameras, and they are in constant radio contact with the patrolling guard. They have a foot-operated silent alarm which sounds on Drummond's desk.

The two guards are identical to the patrolling guard, except that Drummond has convinced them, using a mixture of Domination and old-fashioned con artistry, that they are actually undercover Federal agents protecting something top-secret and highly valuable which is stored in the warehouse. In moments of stress, they may shout that they are Federal agents before opening fire; this may cause some confusion if the characters believe them or care about their status.

The door to the Station Corridor is of vault-quality steel, sealed by a smart-card lock. Strength can be used to batter the door down, but this requires a total of 10 successes against a difficulty of nine.

The smart-card lock can be negated in the following more subtle ways:

- *Using an appropriate card.* Drummond has the only card, although given time to study the system, Bobby could probably rig up something that would work.
- *Using specialized hacking equipment.* A character with Computer knowledge could operate a custom-designed unit

programmed to find the security code and open the lock; this requires a successful roll of Intelligence + Computer. Bobby already has such a unit, and another character could build one in a couple of days given the right parts and a roll of Intelligence + Computer (difficulty 9).

- *Isolating the card unit from the lock system, which is then opened manually.* This involves wire cutters and a roll of Dexterity + Security against a difficulty of 8. Failure, or any botch at all, trips an alarm system.

- *Being admitted by Drummond.* The rail baron is in touch with the security desk by closed-circuit camera and intercom, and can open the door remotely to allow visitors in.

---

## Station Corridor

Going through the security door, characters find themselves in a small, totally dark passage, with a pair of heavy rubberized swing doors at the far end. Going through the swing doors, they find themselves in a brightly lit passage which has been made into a replica of a small whistle-stop railroad platform of around the turn of the century, complete with a mural Prairie landscape. A Perception roll will reveal a hidden camera with a clear view of the whole passage.

Parked at the platform is an amusement-park style miniature steam-train, built in exquisite detail to 1/10th scale, with seats on the roofs of the wagons. If the characters have been cleared through by Drummond, they will be invited over the intercom to be seated, and the train will conduct them into his presence. All internal doors are operated by trip-switches in the track, opening to allow the train through and closing a second or so after it has passed. This switch may be found on a successful Perception roll by a character who inspects the track closely.

The train is powered by an electric motor, and characters who inspect or tamper with the track run the risk of a severe electric shock. A Dexterity + Science roll is necessary to avoid touching anything live, and a shock causes loss of one Health Level unless a successful roll of Stamina + Fortitude is made, with a difficulty of 7. Each botch means an additional Health Level is lost.

---

## Drawing Room

Drummond planned this room and the Office (see below) for his own use, but rarely even enters them these days.

The drawing room is a replica of a turn-of-the-century gentleman's lounge-library, with several deep-button leather wing armchairs, mahogany side-tables and Persian rugs.

One wall is a floor-to-ceiling bookcase, packed with volumes of all shapes, sizes and ages on Drummond's favorite subject — trains. It is probably the most complete and authoritative library on rail transportation anywhere in the world. The walls are hung with prints and original paintings of railroad art. Characters who visited any of the city's major galleries during the rail festival will recognize

some of the pieces they saw there; Annabelle's reaction stung Drummond all the more because much of his own collection was on display. Other tables and cases display superbly-made models of famous and interesting locomotives, in a variety of scales from 1/48th to 1/76th.

The rail line forks in this room, and the junction is controlled by a set of points switched from Drummond's control desk. If Drummond does not switch them one way or the other as the train enters the room, it comes to a halt awaiting instructions. The doors to the office and the inner sanctum are identical to the one between this room and the Station Corridor (see above). They can be opened by finding and tripping the switch in the track, or they can be forced by a total of five successes on a Strength roll with a difficulty of six.

---

## Office

This room is a faithful replica of a station manager's office of the late 19th century, complete with painted backlit landscape outside the fake window, oil lamps (cunningly converted to run on electricity) and an antique roll-top desk.

The desk is cluttered with various papers, but nothing which has a bearing on this Story (unless the Storyteller particularly wants to leave a clue of some kind here — a friendly note from Ballard inviting Drummond to "dinner," for instance). The bulk of the papers are newscuttings about the rail festival and communications from groups of rail enthusiasts all over the world.

---

## Inner Sanctum

As the train enters this vast room, the track tilts abruptly through 30 degrees. A cog system helps pull the train up the sharp incline, and the track rises on pillars ten feet above a

huge and detailed model train layout. Characters who can make three successes on an Intelligence + Chicago roll with a difficulty of nine will be shocked to realize the model appears to be a perfectly detailed map of the city's rail system. Indeed, miniature trains seem to be running almost exactly on schedule with their larger brethren out in the city.

The back wall of this huge space is an almost solid bank of large-screen TV monitors — around 40 in all — showing scenes from various parts of Chicago's rail and subway systems, and views of the inside and outside of this building. Almost hanging in the air over the center of the model layout is a large circular platform holding a wraparound control desk which seems to belong in a 60s science fiction movie. The platform is supported on a series of cables from the roof, and a broad suspended walkway leads down to a platform by the "guest" rail line on the right-hand side of the room.

Seated on a leather swivel chair at the console, twirling dials and punching buttons happily, is Drummond himself. One side of the console controls the monitors, which can be patched into any security camera anywhere in the city's rail and subway systems, with a microphone which can give access to any announcement speaker on the network. The other side controls the train set and the "guest" train, as well as communications with other parts of the Haven.

---

## Bolt-Holes

If events so far have left Drummond feeling insecure (and most especially if the characters have forced their way into his Haven against his wishes), Drummond will not be here when the characters arrive. He has a bolt-hole beneath the model landscape of his train set, leading down to the city sewers and finally to the subway tunnels. There, various accessways and "disused" tunnels lead to secondary Havens. Finding these would be another Story in its own right.





---

# Player of Pawns

---

*Written by William Bridges and Illustrated by John Bridges*

*"He's a lover of life,  
but a player of pawns—  
Yes, the King on His Sunset lies waiting for dawn  
to light up His Jungles  
as play is resumed.  
The monkeys seem willing to strike up the tune."*

*Jethro Tull, Bungle In The Jungle*

"Player of Pawns" is a Vampire story intended for a group of 4-6 Kindred. It takes place in Chicago and can serve as a stand-alone story or, preferably, part of a longer running Chronicle. The characters become enmeshed in a careless and deadly power game between two Elders. They discover that they are being used as pawns by these ancient Cainites and, one by one, the characters are seized by mysterious assailants. As the attacks become obvious, the remaining characters must work to free their captured friends and take their destinies into their own hands.

In the beginning of the game, the characters are unaware of the machinations going on around them. Over the next few nights, as the game progresses, they become aware that a plot, an onerous and callous attempt to use them to an Elder's own personal ends, is going on. The Storyteller needs be subtle at first, ensuring that none of the characters is aware of the trap that is slowly closing around them. While the story involves combat, it should not become a simple slugfest. The drama is in the tension arising when the characters realize that their actions are not their own and that they are but pawns in a game which ridicules their free will.

---

## HOW TO RUN THIS STORY

---

The events in this story take place over a number of nights, and should take two to three game sessions to complete, though only in the last session will the characters become aware how the early sessions were connected. At first the events should be run at the pace of the character's normal nightly activities, but as the characters become aware of their parts in the game, events begin to proceed much faster, culminating in a final battle between the two Elders.

The Elders are Critias and Dimitri. It is Critias, one of the Primogen of Chicago, who has chosen the characters to be his pieces in a bizarre chess game against Dimitri, a Cainite from Russia with eccentric and mad tastes.

In the first two Scenes the characters go about their normal nightly activities. One of the characters is captured, but the other characters will not know he is missing until the



next night. They will not realize the nature of the strange Elders they meet or the reasons behind the disappearance of their friends. The Storyteller should be subtle, making the characters believe they are in control of their actions and the course of the story.

As the characters become aware of what is really going on (Scenes Three and Four), they must become active and make their own decisions quickly before they can again become pawns. The Storyteller should add an atmosphere of doubt and paranoia to everything around the characters. They should realize that no one around them is necessarily what they were believed to be. In the midst of this confusion, they must nonetheless make decision about their own lives.

By the culmination (Scene Five), the outcomes of their actions, such as the rescue attempt, should give them courage to assert their own will onto events and stand up to the raging Dimitri. The Storyteller should emphasize the dangers, risks and responsibilities of their actions against the background of paranoia and confusion from the previous Scenes.

---

## THE PLOT

---

**Scene One:** A simple night out at the Succubus Club. It is assumed that the characters already know each other, but if not, now is a good time for them to meet as they take in the Club's night life. They meet a pair of strange Elders (Dimitri and Critias) playing a game of chess, but otherwise, the night is uneventful for all of them except one. This character will be abducted by Dimitri's brood and made aware of the Game, but be unable to act upon this knowledge. The frustration of this should be highlighted by the Storyteller.

**Scene Two:** The characters notice that one of them is missing, but nothing else unusual happens to alert them. Their nightly activities should continue as usual, with a stop at the Succubus Club where they will see the Elders again playing their game. At the end of the night, another character is abducted, with the same fate as the previous night's capture.

**Scene Three:** The Game is made obvious to the other Characters by the overconfidence of their assailant. They are attacked all at once, rather than individually. With the aid of Damien, another Kindred, they discover the capture of their friends and the place they are being held. However, the coming dawn will prevent them from acting until the next night. The other characters face another night of dreary imprisonment and the rantings of Dimitri.

**Scene Four:** This is where the characters can begin to assert the own choices onto the Game by freeing their friends and throwing the game out of balance. They must first get through the defenses Dimitri has set: a horrible Hag spirit.

They risk becoming her mental slaves, losing their wills ever further to the Game.

**Scene Five:** Their actions will enrage Dimitri, and cause him to take rash actions. He will bluntly attack the characters with no more need for subtlety. This will cause Critias to finally take personal action, leading to a combat between the two Ancients. The characters must choose which side to aid. Their decision will tip the scales.

---

## WHAT IS REALLY GOING ON

The characters are playing the parts of pawns in a game of live chess. The game is being played between Critias, one of the Primogen of Chicago, and Dimitri, a Cainite the characters will not recognize.

Dimitri is an old Vampire from Russia who has come up with a new and exciting game which he travels around with, challenging Elders to play. It is a game of live chess, with unwitting mortals playing the part of pawns. As an example, in the game Dimitri is playing with Critias, Dimitri has just captured one of Critias' pawns, a prosecuting attorney (one of Critias' retainers), by running him over with a truck (Dimitri's rook). He then moves the pieces on the board, to represent his "move."

The deadly catch, though, and what makes the game exciting, is that the court pieces are represented by unwitting Kindred. The Elder declares what of his Brood, or any Cainite in his Domain, is representing his pieces.

Dimitri brings his coterie with him, a pack of ghouls and Vampires Dominated into loving the game. Since they are aware of their roles, many Elders declared that this is an unfair advantage for Dimitri. To balance this out, Dimitri declared that his blood belongs to the winner, to be Blood Bound or drunk whole. As he is Fourth Generation, many Elders have risked their brood upon this game. All have lost.

Dimitri has brought some mortals with him also, a group of college students he has slowly Dominated and uses as his pawns. They are all deeply loyal to Dimitri and unaware of the Game. They believe that he is an art patron who is allowing them to travel with him and see the world. There are eight of them, but already two have been taken out by Critias' pawns (they have been framed for burglary and are in jail).

Critias has declared the characters to represent his court. He has chosen them because he feels they are capable of working together to defeat Dimitri's coterie, and also because they mean relatively little to him in case he loses the Game. It is a crass and inhumane thing which he is doing

(which will cause him to lose some Humanity by the time the Game is through). The Storyteller should decide which pieces Critias has declared the characters to be. The tradition is that someone of mystical or thaumaturgical ability represents a Bishop, a strong, unyielding person is usually a Rook, and anyone else is a Knight. In this game, Damien is Critias' Queen, his wild card. He is carefully maneuvering his Childe into performing actions for him. He will use many different methods to get Damien and the characters to act according to his wishes, all the while trying to keep them unaware of their involvement.

If there are not enough characters to represent all of Critias' court pieces (two bishops, two Rooks, and two Knights), assume that Critias had Ghouls fulfilling those roles, and that they have already been taken out by Dimitri.

The King is Critias himself, while Dimitri likewise is his own King. Critias plays white, the first move, while Dimitri plays black.

Dimitri's tactics are simple: abduct Critias' court pieces and try to distill a hatred of Critias in them. Dimitri is unaware of, nor can he understand, the rage this modern generation will feel when their freedom is taken from them. He will not realize that his kidnapping them can make him as culpable in their eyes as Critias. He is playing offensively and non-tactically. He is capable of a more subtle Game, but has figured that unreasonable behavior is the best tactic to use against his philosopher opponent. He believes Critias will be unable to guess his maneuvers if he follows a seemingly unreasoning course.

Critias has already guessed this. He was not simply a philosopher of ancient Greece, but a Sophist. He is expert in looking at things from all different angles. He is half expecting Dimitri's maneuvers each night, but not that they will be so successful. He knows that Dimitri must eventually make a mistake. He will try to distract Dimitri from knowing this by seeming to play his pawns rather than attending to his court pieces (the characters). Critias figures that the characters will eventually discover the nature of the Game (it is against the rules for him to intentionally inform them in any way). He is counting on their anger to in turn unleash Dimitri's reputed frenzies, thus giving Critias an excuse to attack him outright.

---

## Danov

If at any time the characters come across Danov and describe Dimitri, he will immediately warn them. He was once an unwitting Bishop in a game against Dimitri back in Russia, long ago. He will give the characters advice, but not interfere himself. He has learned the lesson of the Game, and will let the characters choose their own fates in dealing with it.

---

## The Elders

The Game is a secret of a few Elders. They fear that if the Anarchs were to hear of it, new rebellions might take flame over these manipulations and risk their power hold. In fact, many Elders try to stop the Game, seeing it as a risk to the Masquerade. The Justiciars will not look well on any character involved if they are ever in a situation to judge them.

---

## The Greater Game

Nobody knows it, but Critias is himself a pawn in a greater game, as is Dimitri. Menele, an ancient Methuselah lying in Torpor in Chicago, is pulling the strings behind Critias' desire to play the game. He wants Critias' blood to be strong for the inevitable battle he expects against Helena. To this end, he had Critias invite Dimitri to play. He himself will maneuver his retainers into ensuring victory against Dimitri. But Dimitri has some allies Menele has not detected, such as his Hag. The ancient Methuselah is also behind Critias' decision to use the characters, figuring their loss will have little effect on his Jihad.

---

## THEME

Free will is the concern of this adventure. The characters' free choice is brought into relief against a backdrop of manipulation. The two Elders are trying to toy with them by using them like puppets while keeping them ignorant of this. The characters' actions are mockeries of freedom: they are unaware that they do not have choices. It is knowledge of what is going on which allows them to finally act on their own.

Dimitri is ultimately incapable of free choice: he is a slave to his passions and frenzies. The members of his coterie are slaves to their senses of duty or fear of Dimitri, while the ghouls that follow them are slaves to the idea of eternal life. Critias' ignorance of Menele's continued existence allows him to be freely manipulated by Menele, while Menele's torpor and rivalry with Helena trap him into a narrow existence, a shadow of the illuminated life on the astral Plane he had sought centuries ago.

Only the characters, still young and unattached to ancient vendettas or rivalries, have a chance for true free will.

---

## THE MOOD

The mood is important for revealing the nature of the theme in this scenario. It ranges from an initial mood of normalcy to one of paranoia to a feeling of freedom ac-





companying the characters taking matters into their own hands. When they become aware of the Game, everyone they talk to should suddenly seem enigmatic. The characters will perceive behavior and their environment differently. Was that just a shadow, or a cloaked figure behind that car? Make them edgy.

Only by taking action and making their own decisions will this paranoid mood change into one of decisiveness. Make the results of their roles more definite, answers more exact and forthright. At this point, even the Elders should be stripped of any awe-filled descriptions. Their behavior should become obvious to the characters.

---

## SCENE ONE: THE MYSTERIOUS STRANGER

Night has fallen, and the world of mortals is dark, but the world of the Kindred is just coming to life. The Night calls.

The characters all cruise into the Succubus Club, looking for action, entertainment or just company from the loneliness of their existence. If it is usual for the characters to hunt

before taking in night's entertainment, let them do so. Play it in the manner you normally run it. Remember, nothing unusual or out of the ordinary yet.

The club is crowded tonight. There is a new band playing in the basement, a group from out of town called "Sleep Of Reason". They are as fascinating to watch as they are to listen to. Dressed in leathers and make-up, they prance the stage, with what little skin that is showing profusely tattooed with phantasmagoric images. The lead singer's voice is a delicious mix between Sinatra and Howlin' Wolf. The songs are all about madness and the pocket of unassailable sanity that hides within it, much to the approval of the punks slamming around the stage.

As usual, the ground floor of the club is filled with that new fashion among mortals: the Blood Doll. Mostly they come in, listen to a few numbers, and then head onto the dance floor.

The characters notice an odd pair in the balcony above the dance floor. Two men appear to be playing chess. They are unmistakably Kindred. One of them is Critias, an Elder of the city. The other is a stranger, "not from around here." He appears to be in his late 50s, but his vigor and energy prove him to be a powerful Cainite.

From below, the characters can see them stare at the board long and contemplatively, neither making a move. They

seem oblivious to the harsh screaming of the amplifiers. If watched for long, the stranger, as if sensing their gaze, will turn and stare down at the characters. He will smile a grin which reaches from ear to ear, revealing bright, sharp teeth, and beckon the characters up.

As they arrive at the table, Critias never looks away from the board, deep in concentration. The stranger will motion them to sit.

"Are you connoisseurs of the game?" he asks. Regardless of the answer, he will point to the board. "A most fascinating game. It appears simple, but is in fact quite engaging. By the way, I am Dimitri." He waits for the characters to introduce themselves.

Critias then looks up. "I must have concentration."

"Oh, I'm so sorry," Dimitri says, "but my opponent is at a critical juncture in the game, so I must ask that you depart to your own business. It was a pleasure meeting you. Perhaps in the future, we will speak again." He motions off towards the stairs. He is very polite but insists that the characters depart.

---

## The Night Assailant

### BLACK KNIGHT TAKES WHITE BISHOP

---

Soon after, one of the characters will be approached by a luscious young Blood Doll who practically drags the character out to the rear alley to "share some liquor." Here the character will be attacked by Paulov. The Blood Doll is one of Dimitri's mortal pawns. If the character is male, the mortal will be a stunning female, and vice-versa (Paulov is old fashioned and will not guess that the character's sexual preference for kills may not depend on standard gender roles).

Dimitri has ordered that Critias' court be captured if at all possible, for he has nothing to gain (yet) by killing them, but can obtain much pleasure if they are alive. If they were captured he could then gloat over them, instilling hatred in them for Critias and for what he has done to them. He prefers to sow dissent in the Domains he plays in as part of his plan to destroy the Camarilla (see *Secrets*, in Dimitri's write-up).

When Paulov has successfully rendered the character incapacitated or gotten her to surrender, he will whistle. From out of hiding in the dark alley come Barb and two of Dimitri's mortal pawns. They will remove the character to Dimitri's Haven. Paulov fights to subdue the character, not kill her. Should the character somehow gain the upperhand, Paulov will launch an all-out assault.

It is a building in an industrial park just outside of the city. The building usually houses a film production house,



Prometheus Productions, but is temporarily closed while the company is in Europe shooting a project. It has been taken over by Dimitri for his uses.

The company has a vault which they use to keep filmstock in, and this is where Dimitri will have the "pieces" he has captured locked up.

As the character is thrown in, Dimitri will come to the door and chuckle. "I thought you might like to know that my game is going quite well so far. First I capture you, a Bishop, and now... a pawn!" As he says this, he throws a mortal into the vault and shuts the door, locking it with a loud clang, leaving them in utter darkness.

The mortal is a young man, a beautiful philosophy student of Critias'. He was at a bank machine, taking out most of his money (why? "I don't seem to recall...") when he was kidnapped by a gorgeous woman (Darva) and brought here. He will ask the character, whom he cannot see in the pitch blackness, what is going on. Why are they here? Who is he? What are they going to do with us?

There is no air vent to the vault. It is sealed so tight that not even mist can escape. The boy, whose name is Randy, will be dead by the next night of oxygen deprivation. Yet, he does not seem to realize it. He just keeps talking and talking.



# VAMPIRE™

## Dimitri

---

### Attributes

<b>Physical</b>	<b>Social</b>	<b>Mental</b>
Strength ●●●●●	Charisma ●●●●●	Perception ●●●●●
Dexterity ●●●●●	Manipulation ●●●●●	Intelligence ●●●●●
Stamina ●●●●●	Appearance ●●●●●	Wits ●●●●●

---

### Abilities

<b>Talents</b>	<b>Skills</b>	<b>Knowledge</b>
Acting ●●●●●	Animal Ken ●●●●●	Bureaucracy ●●●●●
Alertness ●●●●●	Drive ●●●●●	Computer ●●●●●
Athletics ●●●●●	Etiquette ●●●●●	Finance ●●●●●
Brawl ●●●●●	Firearms ●●●●●	Investigation ●●●●●
Dodge ●●●●●	Melee ●●●●●	Law ●●●●●
Empathy ●●●●●	Misc. ●●●●●	Linguistics ●●●●●
Intimidation ●●●●●	Repair ●●●●●	Medicine ●●●●●
Leadership ●●●●●	Security ●●●●●	Occult ●●●●●
Streetwise ●●●●●	Stealth ●●●●●	Politics ●●●●●
Subterfuge ●●●●●	Survival ●●●●●	Science ●●●●●

---

### Advantages

<b>Disciplines</b>	<b>Backgrounds</b>	<b>Virtues</b>
Animalism ●●●●●	Allies ●●●●●	Conscience ●●●●●
Auspex ●●●●●	Contacts ●●●●●	Self-Control ●●●●●
Dominance ●●●●●	Resources ●●●●●	Courage ●●●●●
Obscure ●●●●●	Retainers ●●●●●	
Tradition ●●●●●	Status ●●●●●	

---

#### Other Traits

**Chess** ●●●●●

●●●●●

●●●●●

●●●●●

●●●●●

#### Combat

Weapon	Difficulty	Damage

#### Health

Brused ☐

Hurt -1 ☐

Injured -2 ☐

Wounded -3 ☐

Maimed -4 ☐

Crippled -5 ☐

Incapacitated ☐

#### Willpower

●●●●●●●●●●

□□□□□□□□

#### Blood Pool

●●●●●●●●●●

□□□□□□□□

#### Experience

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (1/5/2/1)

Dimitri would return over and over again as the centuries passed to play with Rama. The game was continually changing as it travelled through many mortal hands: first to the Arabs, and with them to Spain, and thus to the Crusaders. He would bring these new rules with him, continually challenging Rama, but ever losing to the greater wisdom and strategy of the ancient Hindu.

Dimitri asked him once how old he was, and Rama smiled and told Dimitri that he had gained the state of Karmic stability and balance before Guatama had ever first left his palace. And that was how he thought of the Curse, as the very peak of Karmic harmony. To never again die and be reborn continually, forever revolving on the mad, chaotic wheel of Illusion.

Dimitri realized that here was one who had attained Golconda, that exalted state of bliss. Dimitri knew that he must have it as well.

He asked Rama to teach him, but Rama smiled, shook his head, and told Dimitri that the Russian had far to go before he could accept the Debt he still had to repay.

And Dimitri had never been so angry before. Never before would he have considered the deed he then enacted. Fear and awe kept it from his mind. But anger peeled all that away, and the next Dimitri knew, he was flinging his arms in powerful blows against the ancient and regal Rama. He tore a branch away from one of the thick-limbed trees surrounding the temple, and drove it deep into Rama's breast. He then lunged over the revered ancient one and tore his neck open. The gushing blood drove him even madder as he lapped it up. Power tore through his body, infusing every part of him with strength beyond words. The incredible change was beyond description.

All the while Rama just stared at him, until his eyes glazed over and became empty, and his body became limp. Dimitri was now as powerful as a Vampire of the Fourth Generation and it was 1388 A.D. Dimitri has never completely understood his change, since he had heard feeding on the Vitæ of an elder would strengthen one, but not like this.

Confused, he returned to Russia, his Mother Land. Soon, giving up on understanding this mystery, he began to refine his skills at his only true love in unlife, the game of chess. Over the decades he would begin to travel to relieve his boredom, extending to wherever he went the offer of a game. His invitations to the best players of Europe attracted the attention of the Camarilla because of their odd stipulations (the game could only be played at night, the room must not be too lit, etc.). Fearing a breach of the Masquerade, several Vampiric leaders began harassing the old Russian. After more than a century of this torment he returned to Russia in 1623 A.D. and there fell into deep torpor.

He arose again briefly during Napoleon's era, and challenged the great conqueror to a game. It was the first game

Outside, dawn approaches and the character begins to feel his limbs slacken as the sleep comes upon him and this mortal whines away in the darkness. The character knows the boy will be dead by the time he wakes up the next night.

What does he do? Console him as he slowly dies, unable eventually to breath? Does he drink from him? Or does he break the Traditions and ensure that this boy will survive by Embracing him into the curse?

## Characters

**Dimitri** – It was was the year A.D. 828 when Dimitri first discovered the game of chess. He had been travelling the dark jungles of India when the invitation came to him inside his head, a voice speaking, coming from out of the vine-covered temple. The temple was old, buried so long in the jungle detritus that he had not even seen it at first. But he recognized the call from one like himself.

He was wary at first, for who knew how other blood-suckers would react to another, a stranger, in their territory. But this was an invitation of welcome, a gentle offer of hospitality in a cold and lonely world. He entered the moldy interior and there met Rama against whom he played his first game of what the Western world later came to know of as chess.

Dimitri had ever lost since playing Rama. He was furious, and baffled. Had the long years of sleep dulled his sense of strategy? No matter, he would ensure that this Napoleon lived to see a strategic defeat yet.

Napoleon failed to take Russia.

Soon after, Dimitri again fell into Torpor. It was the tread of German tanks that woke him this time as they rolled over the ancient battlefield where he slept, buried with the bones of many of the soldiers he had spurred on to stay and resist Napoleon.

How dare these tanks try to raze his Mother Land. They owners would regret it, he swore. Hitler's armies failed to take Russia during world War II, and this time Dimitri was awake for good.

And so glad he was of this modern era. Why, chess was almost the national sport of the Mother Land! But he soon realized that the rules had not changed enough. He needed new innovations.

And thus he created the Game of live chess, wherein Kindred and kine were both pawns in the hands of the characters.

**Sire:** Unknown, but he now has the Blood of Rama in his veins.

**Nature:** Fanatic

**Demeanor:** Plotter

**Generation:** 4th

**Embrace:** Unknown, but probably the seventh century A.D.

**Apparent Age:** late 50s

**Clan:** Malkavian

**Image:** Five foot one, 130 lbs., old and thin, with stiff white hair that looks solid and continually hangs over his eyes. His smile stretches across his wrinkled face from ear to ear, and his teeth are all sharp.

**Roleplaying Hints:** They are all so fascinating, these pawns in the master game. How can this new one here be used? Oh, what fun! You find it hard to conceal your gleeful, plotting smile from others, but your mannerisms and body language are unrecognizable to most anyone. Try to find a new way to gesture when you speak, such as picking up imaginary things and moving them. These are totally natural to you, but odd and unnerving to others.

**Haven:** Varies.

**Notes:** He has made many alliances with the Sabbat since awakening. He hates the Camarilla and their lordly ways. His Game is partly an attempt on his part to inspire conflict and to decimate them.



**Influence:** Only what he brings with him with his Brood, retainers and Ghouls, and his Allies in the Sabbat.

**Paulov (Dimitri's Knight)** — Paulov had always been a loyal soldier to Russia and his army. But even he had to step up and say something to the General before he could commit that act upon the poor peasant girl.

His next duty was the cold wastes of Siberia. Walking useless patrols against nonexistent enemies. How he longed to be back again with his own unit, in the center of human society. Here there was only waste and loneliness. Surely nothing could live here for long.

But what he found on that patrol was not really alive, anyway. It had been watching him for long, had seen his vigor and manliness and again envied companionship after many years of solitude in the snow.

When it bit Paulov Rasporavitch, all Paulov could think, trapped in its grip of steel, was how red his blood looked on the snow. Would it freeze there, to lay unmelting for years? Was this to be his only mark for eternity? No glory, no medals, no parades. Instead, only blood on the ice.

But he long outlasted the bloodstain on the ice. It disappeared many years ago, buried under falling snow, and Paulov still walked the earth, searching for a mark for eternity, something he would be remembered by. The



# VAMPIRE™

## Paulov

Attributes		
Physical	Social	Mental
Strength: ●●●●●	Charisma: ●●●●●	Perception: ●●●●●
Dexterity: ●●●●●	Manipulation: ●●●●●	Intelligence: ●●●●●
Stamina: ●●●●●	Appearance: ●●●●●	Wits: ●●●●●

Abilities		
Talents	Skills	Knowledge
Acting: ●●●●●	Animal Ken: ●●●●●	Bureaucracy: ●●●●●
Alertness: ●●●●●	Drive: ●●●●●	Computer: ●●●●●
Athletics: ●●●●●	Etiquette: ●●●●●	Finance: ●●●●●
Brawl: ●●●●●	Firearms: ●●●●●	Investigation: ●●●●●
Dodge: ●●●●●	Melee: ●●●●●	Law: ●●●●●
Empathy: ●●●●●	Muscle: ●●●●●	Linguistics: ●●●●●
Intimidation: ●●●●●	Repair: ●●●●●	Medicine: ●●●●●
Leadership: ●●●●●	Security: ●●●●●	Occult: ●●●●●
Streetwise: ●●●●●	Stealth: ●●●●●	Politics: ●●●●●
Subterfuge: ●●●●●	Survival: ●●●●●	Science: ●●●●●

Advantages		
Disciplines	Backgrounds	Virtues
Celerity: ●●●●●	Status: ●●●●●	Conscience: ●●●●●
Fortitude: ●●●●●	Style: ●●●●●	Self-Control: ●●●●●
Obfuscate: ●●●●●	Tradecraft: ●●●●●	Courage: ●●●●●
Presence: ●●●●●	Resources: ●●●●●	
Protean: ●●●●●		

Other Traits		Humanity		Health	
Strategy: ●●●●●		●●●●●●●●●●		Bruised: <input type="checkbox"/>	
				Hurt: -1 <input type="checkbox"/>	
				Injured: -2 <input type="checkbox"/>	
				Wounded: -3 <input type="checkbox"/>	
				Mauled: -4 <input type="checkbox"/>	
				Crippled: -5 <input type="checkbox"/>	
				Incapacitated: <input type="checkbox"/>	

Combat		Blood Pool		Experience	
Weapon:	Difficulty:	Damage:			

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 13 (7/5/21)

Paulov could not stay in Siberia long though, and he bid his Sire farewell, feeling deep sorrow for the old vampire's lonely existence. His sire feared the world of men. But Paulov had to have it. It was during Dimitri's rise during World War II that Paulov joined him, looking for duty. He has followed Dimitri since.

**Haven:** Varies, wherever Dimitri's is.

**Notes:** He does not like the Sabbat, but if his "General", Dimitri, wishes to deal with them, so be it. He will not act against Dimitri. Most of the others of Dimitri's Brood look to Paulov for guidance at times, but they rarely wind up heeding his advice.

**Barbara (Barb) (Ghoul Rook)** – Barb had never played the kind of games men wanted her too. She was too damned independent for that. She despised housewives. If she never saw a bottle of lemony fresh table polish again she would be so happy. God, how Larry hated it when she became a trucker. That's what she did. She hauled stuff around, but her life was her own.

It was in that greasy truck stop in Jersey that she found her true life's calling — her true desire. He came through the door at about five after 2 a.m. and sat down at the booth next to hers. He was so pale, so thin, but so lively.

Barb knew what he was first time she laid eyes on him. She had read the tabloids and devoured the books. Her semi

creature had turned him into an immortal, and taught him, on the wind beaten wastes, what it meant to be one of the undying.

Paulov could not stay in Siberia long though, and he bid his Sire farewell, feeling deep sorrow for the old vampire's lonely existence. His sire feared the world of men. But Paulov had to have it. It was during Dimitri's rise during World War II that Paulov joined him, looking for duty. He has followed Dimitri since.

**Sire:** Name unknown, but he was a Caitiff.

**Nature:** Cavalier

**Demeanor:** Director

**Generation:** 10th

**Embrace:** 1905

**Apparent Age:** early 30s

**Clan:** Caitiff

**Image:** Five foot nine, 160 lbs. He has the same weather-beaten and haggard face as when he was Embraced, but he carries himself with a relaxed and easy-going manner, always ready to spring into action.

**Roleplaying Hints:** You are quiet unless something needs to be said. You have learned in the past what it means to

# VAMPIRE™

## Barbara

Attributes		
Physical	Social	Mental
Strength: ●●●●●	Charisma: ●●●●●	Perception: ●●●●●
Dexterity: ●●●●●	Manipulation: ●●●●●	Intelligence: ●●●●●
Stamina: ●●●●●	Appearance: ●●●●●	Wits: ●●●●●

Abilities		
Talents	Skills	Knowledge
Acting: ●●●●●	Animal Ken: ●●●●●	Bureaucracy: ●●●●●
Alertness: ●●●●●	Drive: ●●●●●	Computer: ●●●●●
Athletics: ●●●●●	Etiquette: ●●●●●	Finance: ●●●●●
Brawl: ●●●●●	Firearms: ●●●●●	Investigation: ●●●●●
Dodge: ●●●●●	Melee: ●●●●●	Law: ●●●●●
Empathy: ●●●●●	Muscle: ●●●●●	Linguistics: ●●●●●
Intimidation: ●●●●●	Repair: ●●●●●	Medicine: ●●●●●
Leadership: ●●●●●	Security: ●●●●●	Occult: ●●●●●
Streetwise: ●●●●●	Stealth: ●●●●●	Politics: ●●●●●
Subterfuge: ●●●●●	Survival: ●●●●●	Science: ●●●●●

Advantages		
Disciplines	Backgrounds	Virtues
Polite: ●●●●●	Ally: ●●●●●	Conscience: ●●●●●
	Resources: ●●●●●	Self-Control: ●●●●●
		Courage: ●●●●●

Other Traits		Humanity		Health	
		●●●●●●●●●●		Bruised: <input type="checkbox"/>	
				Hurt: -1 <input type="checkbox"/>	
				Injured: -2 <input type="checkbox"/>	
				Wounded: -3 <input type="checkbox"/>	
				Mauled: -4 <input type="checkbox"/>	
				Crippled: -5 <input type="checkbox"/>	
				Incappeditated: <input type="checkbox"/>	

Combat		Blood Pool		Experience	
Weapon:	Difficulty:	Damage:			

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/21)

was full of cheap paperbacks, their spines broken and corners tattered, which she had read over and over again. Stories about Vampires. She had always envied those with the powers of the night, as well as the freedom and self-sufficiency that went with it. In her heart, she knew, just knew, that they were real. Somewhere in the world was a bloodsucker hungry for her blood. And she and her neck would be waiting should one finally come.

And here he was, sitting across from her in a truck stop, ordering only a glass of water which sat, untouched. As soon as the waitress left, Barb got up and sat down at his booth, across from him. She just sat there and stared at him, meeting his gaze, thinking "I know you."

He seemed startled and looked around, as if he were surrounded by enemies. But then he calmed down and stared at her. He asked her how she knew. She smiled and told him everything, of her dreary marriage to Larry, that redneck jerk, and her divorce when she started driving trucks. And she told him about the books on Vampires, and the movies she'd seen, and her greatest desire: for him to take her and make her one of his kind.

He seemed very amused by this, but invited her out to see the night. He told that he found it odd that a mortal actually believed the stories, and even recognized him for what he was. She told him that he would have to take her now, for it would be to dangerous to let her go, knowing what she did. This would surely convince him to drink from her.

He laughed at that long and hard. She begged him, pleading to at least be allowed to come with him, to protect him during the day while he slept.

He stared at her long and hard and then bit his wrist, holding it out to her as the blood welled up and spilled forth. And she drank.

Ever since, she has served Paulov faithfully, waiting for the day when his dread lord, Dimitri, would give him permission to finish the job, to drink her blood and make her a full member of the night.

**Nature:** Conformist

**Demeanor:** Rebel

**First Drink:** 1984

**Apparent Age:** 33

**Image:** Five foot seven, 200 lbs. A large woman, she looks somewhat intimidating at first, but this quickly goes away. Her hair is short and greasy, and she is pretty dirty all the time.

**Roleplaying Hints:** Nobody tells you what to do with your life anymore, except Paulov. And of course, Dimitri. And then there's Rolf, better listen to him. Also, Darva, she's pretty tough ... Basically, she believes she is a rebel,



but continually follows others. Be cocky at first when meeting others, but quickly start believing what they tell you. Every statement usually begins with "Paulov says..."

**Haven:** With Paulov.

**Notes:** It is not the Sabbat that surprises her, it is the Camarilla. She has always believed all vampires to be like the Sabbat. The refined Camarilla still surprise her, and she wonders why Dimitri hates it so. She can usually gain the aid of truckers simply with the use of a C.B. radio and her call name "Dracula's Daughter."

---

## SCENE TWO:

# ANOTHER MOVE

## *BLACK ROOK TAKES*

## *WHITE KNIGHT*

---

The next evening, when the characters return to the Succubus Club (minus one) they will see the chess game still going on. Dimitri is in a fine mood, and will come down from the balcony and approach the characters, making much small talk about American cities. Critias is stone-faced, but



characters with Auspex may detect his aura of inner rage. Eventually, Dimitri dismisses himself to return to the board.

They may wonder where their comrade is. If any of them has a telepathic union, they will find it is being blocked (by the Hag). If they go to the character's Haven, they will find it empty, and unused the day before.

Otherwise, nothing is out of the ordinary. Their feeding is as usual, per their own preferences. But, on their way home, Dimitri strikes again. One of the characters (a Knight this time) will be attacked. This time it is Rolf (a Rook). His goals are the same as Paulov's were the night before. He will be aided by two mortals and Jordan.

If the characters do not split up, Darva will try to lead some of them away by attempting to seduce them, playing the part of an gorgeous victim in a red convertible. She will try to lure the characters into climbing in with her to go to her place. When she is far enough away from Rolf, she will aim the car at a tree and leap out, disappearing into the night (the car is only going about 35 at that time, so the characters should be disoriented but not suffer much health loss from the crash). Characters will have one turn to react before the car crashes, and they can try to steer the car, jump out (Darva used the automatic locks to lock their door) or hit the breaks. Still, characters will probably hit the tree and take four dice

of damage. If necessary, Darva will also use Dimitri's remaining pawns to distract the characters while Rolf grabs his target. Once Rolf has gotten the character, Darva will flee, using Obfuscate to hide herself.

## Characters

**Rolf (Rook)** – It was horrifying at the Front. He and his unit had spent long hours fighting Hitler's oncoming tanks, trying to stop them. He was dirty cold, tired, and one of the few men in his unit left alive.

If only he could sit down and rest for while. Yes, that would be all he needed. Just a few moments.

When he awoke, it was night. He reached over to shake Koufax awake. But Koufax slid over at his touch, and lay sprawled on the ground dead, a bullet through his head. When had this happened? How had he slept through this?

He then noticed the footprints and tank treads all around. They had been there, the Germans, and had left him for dead, frozen.

He then heard sounds, German voices approaching. He would have his revenge, yes, from beyond the grave they would think. As they past, he leapt up and ran one of them through with his bayonet. He yanked it out to stab the other one. Except it would not come out. It was stuck in the dead German. The other one had now pulled up his rifle and aimed it at Rolf's head.

"You can't kill that which is already dead, fool!" Rolf yelled at him.

Either the German understood Russian or he was just stunned by Rolf's courage, as he hesitated for a moment.

Rolf lunged and the rifle went off, its bullet knocking him back in the air and into the snowy embankment behind him.

But as he lay there bleeding, dying for real, he looked up to where the soldier was and saw that the soldier had no head. No, that's not right. He had one a moment ago.

Then Rolf noticed the other man, behind the soldier, greedily lapping up the blood pouring from the soldier's severed head, which was clutched in the hand — no, claw — of the strange man.

He watched as this creature seemed to grow fuller and fuller with every drop of blood devoured, until he dropped the soldier's body to the ground.

The man then came up to Rolf as he lay in the snow, slowly bleeding to death.

"I witnessed your valor," he said, blood running out of the corners of his mouth. "My lord has great need of men such as you. Men of iron. Would you be one who truly cannot die?"

VAMPIRE			
Rolf			
<b>Attributes</b>			
Physical	Social	Mental	
Strength: ●●●●●	Charisma: ●●●●●	Perception: ●●●●●	
Dexterity: ●●●●●	Manipulation: ●●●●●	Intelligence: ●●●●●	
Stamina: ●●●●●	Appearance: ●●●●●	Wits: ●●●●●	
<b>Abilities</b>			
Talents	Skills	Knowledge	
Acting: ●●●●●	Animal Ken: ●●●●●	Bureaucracy: ●●●●●	
Alertness: ●●●●●	Drive: ●●●●●	Computer: ●●●●●	
Athletics: ●●●●●	Etiquette: ●●●●●	Finance: ●●●●●	
Brawl: ●●●●●	Firearms: ●●●●●	Investigation: ●●●●●	
Dodge: ●●●●●	Melee: ●●●●●	Law: ●●●●●	
Empathy: ●●●●●	Music: ●●●●●	Linguistics: ●●●●●	
Intimidation: ●●●●●	Repair: ●●●●●	Medicine: ●●●●●	
Leadership: ●●●●●	Security: ●●●●●	Occult: ●●●●●	
Streetwise: ●●●●●	Stealth: ●●●●●	Politics: ●●●●●	
Subterfuge: ●●●●●	Survival: ●●●●●	Science: ●●●●●	
<b>Advantages</b>			
Disciplines	Backgrounds	Virtues	
Fortitude: ●●●●●	00000	Conscience: ●●●●●	
Endurance: ●●●●●	00000	Self-Control: ●●●●●	
Grace: ●●●●●	00000	Courage: ●●●●●	
00000	00000		
00000	00000		
<b>Other Traits</b>			
00000	●●●●●●●●●●	Humanity	
00000	0000000000	Willpower	
00000	0000000000	Health	
00000	0000000000	0000000000	
<b>Combat</b>			
Weapon	Difficulty	Damage	
<b>Blood Pool</b>			
●●●●●●●●●●			
<b>Experience</b>			
0000000000			

Attributes: 7/53 Abilities: 13/95 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/21)

"Please, I do not want to die," was all that Rolf could utter.

The man bent over him and began sucking at the wound in his chest. Rolf felt himself becoming more distant from the aching numbness the cold had wreaked on his body. Then, the man cut open his wrist, and lay it before Rolf. Rolf drank, and the warmth suffused him, taking away the cold forever.

He has since been a loyal servant to Paulov, his Sire, being willfully Blood Bound to him.

**Sire:** Paulov

**Nature:** Martyr

**Demeanor:** Conformist

**Generation:** 11th

**Embrace:** 1944

**Apparent Age:** 27

**Clan:** Caitiff

**Image:** 6 ft 2, 210 lbs., broad-shouldered Russian. He has a continual look of stern resoluteness on his face (the look of a martyr).

**Roleplaying Hints:** He is very direct in his talk, sometimes getting rather passionate and disdaining subtlety.



"And where was subtlety when I was fighting off tanks? Hiding in her warm and cozy mansion, that's where!"

**Haven:** With Paulov.

**Darva Felispa (Knight)**—She had watched the house for a long time now, coming here for many months to spy on those who came and went from the fine country manor. It was the mysterious owner who fascinated her so much.

Not just her, but her superiors in the K.G.B. They too wondered about this one, the old man living off inherited family wealth. But it was so hard to trace just where this wealth had come from. And all those guests, the chess champions of the U.S.S.R., visiting whenever they passed through the region. They said nothing of the games they played in there.

They had tried planting an agent there once, after long months of grooming him with chess champions. Like most of the other chess players, he tried to invite himself to the mansion for a game with the mysterious master. Yet, he was refused, as were all the other agents who attempted, as if the old man knew their secret.

So they just watched, waiting for the inevitable link they needed to prove that this Dimitri was a western spy. How else could he know of their agents?





# VAMPIRE™

## Darva

Attributes		
Physical	Social	Mental
Strength.....●●●●●	Charisma.....●●●●●	Perception.....●●●●●
Dexterity.....●●●●●	Manipulation.....●●●●●	Intelligence.....●●●●●
Stamina.....●●●●●	Appearance.....●●●●●	Wits.....●●●●●

Abilities		
Talents	Skills	Knowledge
Acting.....●●●●●	Animal Ken.....●●●●●	Bureaucracy.....●●●●●
Alertness.....●●●●●	Drive.....●●●●●	Computer.....●●●●●
Athletics.....●●●●●	Etiquette.....●●●●●	Finance.....●●●●●
Brawl.....●●●●●	Firearms.....●●●●●	Investigation.....●●●●●
Dodge.....●●●●●	Melee.....●●●●●	Law.....●●●●●
Empathy.....●●●●●	Muscle.....●●●●●	Linguistics.....●●●●●
Intimidation.....●●●●●	Repair.....●●●●●	Medicine.....●●●●●
Leadership.....●●●●●	Security.....●●●●●	Occult.....●●●●●
Streetwise.....●●●●●	Stealth.....●●●●●	Politics.....●●●●●
Subterfuge.....●●●●●	Survival.....●●●●●	Science.....●●●●●

Advantages		
Disciplines	Backgrounds	Virtues
Dominance.....●●●●●	Contacts.....●●●●●	Conscience.....●●●●●
Efuscate.....●●●●●	Resources.....●●●●●	Self-Control.....●●●●●
Presence.....●●●●●		Courage.....●●●●●

Other Traits	Humanity	Health
.....●●●●●	.....●●●●●●●●●●	Bruised..... <input type="checkbox"/>
.....●●●●●		Hurt.....-1 <input type="checkbox"/>
.....●●●●●		Injured.....-2 <input type="checkbox"/>
.....●●●●●		Wounded.....-3 <input type="checkbox"/>
.....●●●●●		Mauled.....-4 <input type="checkbox"/>
		Crippled.....-5 <input type="checkbox"/>
		Incapacitated..... <input type="checkbox"/>

Combat	Willpower	Experience
Weapon.....Difficulty.....Damage.....	.....●●●●●●●●●●	..... <input type="checkbox"/>

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

Darva waited and waited, in the bushes where her car was hidden, and looked through the binoculars. Tonight, after two weeks of silence, a car arrived at the gate. She looked closely, trying to catch a glimpse in the dimming light of the man in the car. Kelvin Smythe! British chess champion. So, here it was at last, the proof of the spy network in which Dimitri worked. She must move closer. She had to get pictures that she could show her superiors.

Darva waited until dark, then climbed out of her car and began to make her way through the brush and down the hill to the manor. She knew the room in which Dimitri had always played, with its huge windows looking out over the forested hills. As she approached, she thought she heard something, off aways in the bushes, to her left. An animal? Or guards, perhaps. Maybe Dimitri had guards placed tonight to keep any one such as her from discovering his secrets. She moved stealthfully over towards where she had heard the noise. She would remove any the guards before they could remove her.

Then, the snap of a branch above, and something was falling onto her. Something big. She deftly pivoted her hip and threw the weight off her.

The man hit the ground hard, but was instantly up again and lunging at her throat with his hands. She moved to the side, but he caught her hair and yanked her towards him.

Such strength! She couldn't resist and fell into his chest. Before she could lift her knee into his groin, he had her head tilted back and bit into it.

Darva screamed in pain. She screamed but there was no one to hear her. She knew she was dying, but had never thought it would be like this, helplessly gripped by a monster who sucked all her blood away.

But when he lay her back and offered his throat to her, with the gash he had made in it and the blood running out, the beautiful red, full blood, she drank hungrily, greedily, as if her life depended on it. She knew somehow that it did. That this blood was her sacrament to a new life. And she fainted away.

When she awoke, Rolf was there, the one who had Embraced her. Her Sire. She was introduced finally to Dimitri and knew him for what he really was. A spy? Really, what madness she had fallen for in her mortal existence, to think that anything she feared was covertly working for your country's enemy. No, she now knew there were far worse things to fear.

**Sire:** Rolf

**Nature:** Bravo

**Demeanor:** Caretaker

**Generation:** 12th

**Embrace:** 1964

**Apparent Age:** 26

**Clan:** Caitiff

**Image:** 5 ft 11, 130 lbs. Graceful and lovely, Darva has jet black hair and deep brown (almost golden) eyes. She walks with a swagger, and she just wants someone to give her trouble so she can show them a thing or two.

**Roleplaying Hints:** You exult in your vampiric powers and want to use them whenever possible, although you know when not to. Emotionally, you play the teenager your parents never allowed you to be when growing up in Russia. You get absorbed in things around you, but can easily detach yourself from them thanks to K.G.B. training. You do not have a Russian accent.

**Haven:** With Rolf.

**Notes:** Dimitri is using her to spy on both the Camarilla and Sabbat. Rolf is very protective of her, and will aid her when she asks.

**Jordan McConnell (Ghoul Bishop)**—Jordan was fresh out of college and full of idealistic thoughts on how people's lives on Earth could be made better: all through socialist or communist philosophy. He had to see for himself

the countries of Europe and its people, so he bought a ticket to Russia.

He trod the cobbled streets smiling and talking with anyone he could about their way of life. This soon attracted the attention of the K.G.B. Jordan was pulled into a black car, gagged, and driven to a house on the outskirts of town. There he was tied to a chair and questioned for hours on why he had come, who had sent him, what was his mission. But they did not understand, could not understand, an American who truly believed communism could work.

Disgusted with his denials, they shot him in the belly and rolled him down the hill behind the house. He lay there for hours, refusing to die, but slowly bleeding his life away. That was how Darva found him.

She sat down next to him and they talked of communism and what it could do for mankind. Jordan occasionally coughed up blood, and soon his eyes became cloudy.

Darva was unsure of what to do. She was really enjoying their talk, but now he was dying. She had been forbidden by Dimitri to make any Progeny.

She bent over him, slit her wrist and let him suck at the powerful vitae. He slowly came to, alive. But for how long?

She took him to Dimitri. He was very angry and refused to let Jordan become one of them. But, he did allow Killiklarven to heal his wound, and he let Darva feed him

from her veins. He has not thought of Jordan since, but Darva awaits the day when he will allow her to Embrace Jordan fully.

**Nature:** Visionary

**Demeanor:** Fanatic

**First Drink:** 1976

**Apparent Age:** 18

**Image:** Five foot four, 145 lbs., young, boyish face, of good Ivy League stock.

**Roleplaying Hints:** You like talking to people about politics. If they really thought about it more often, I mean really thought about it, then they'd see that socialism or communism is a neat idea.

**Haven:** With Darva

## Dimitri's Rant

The captured character will be taken to the vault, and locked up with the previous night's captives. Dimitri will come again, just before dawn.

If the character who spent the night there last night had Embraced Randy, the young student, then Dimitri will laugh upon seeing him, but otherwise do nothing. If Randy died, Dimitri will do nothing to remove the body.

"I'll wager you are curious as to my motives. Well, I'll tell you. But it is Critias you should blame for your troubles. He is the cause of your incarceration.

"I like you both and would not see you harmed.

"But I see you are confused. Let me explain. I have invented a wonderful variation on the game of chess: live chess! Mortals take the place of pawns and I and my opponent move them to our desires, placing them in conflict with one another, trying to gain victory on the board through their victories in life.

"Critias invited me to come to Chicago for a Game. But he had a variation which I did not expect: to use Kindred as pieces! I was astonished, but he offered me his blood if I won. I could not very well refuse that. Tell me honestly, if in my place, would not you have done the same?

"Critias declared that you were to be his court pieces. I am but fulfilling my role in the game. I mean you no ill.

"But Critias! He plays like a devil. I have but captured you, but he — he kills my men! I sicken of this game already. Were it not for the promise of blood, I would end it now and release you. Please understand my position."

## VAMPIRE™

Jordan McConnell

### Attributes

Physical	Social	Mental
Strength 00000	Charisma 00000	Perception 00000
Dexterity 00000	Manipulation 00000	Intelligence 00000
Stamina 00000	Appearance 00000	Wits 00000

### Abilities

Talents	Skills	Knowledge
Acting 00000	Animal Ken 00000	Bureaucracy 00000
Alertness 00000	Drive 00000	Computer 00000
Athletics 00000	Etiquette 00000	Finance 00000
Brawl 00000	Firearms 00000	Investigation 00000
Dodge 00000	Melee 00000	Law 00000
Empathy 00000	Music 00000	Linguistics 00000
Intimidation 00000	Repair 00000	Medicine 00000
Leadership 00000	Security 00000	Occult 00000
Streetwise 00000	Stealth 00000	Politics 00000
Subterfuge 00000	Survival 00000	Science 00000

### Advantages

Disciplines	Resources	Virtues
Potency 00000	00000	Conscience 00000
00000	00000	Self Control 00000
00000	00000	Courage 00000
00000	00000	

### Other Traits

00000
00000
00000
00000
00000

### Combat

Weapon	Difficulty	Damage

### Humanity

0000000000
------------

### Willpower

0000000000
------------

### Blood Pool

0000000000
------------

### Health

Bruised <input type="checkbox"/>
Hurt -1 <input type="checkbox"/>
Injured -2 <input type="checkbox"/>
Wounded -3 <input type="checkbox"/>
Mauled -4 <input type="checkbox"/>
Crippled -5 <input type="checkbox"/>
Incarnated <input type="checkbox"/>

### Experience

--

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)



Of course, he is attempting to fool the characters and is lying. Use the Fast Talk rules to see if any of the characters falls for it.

"I do not wish for you to starve. Please do not think me cruel." As he says this, he motions to Rolf, who steps up and throws a mortal woman into the vault. He then places an oxygen bottle and mask inside the door. Dimitri exits and the door closes and locks.

It is completely black. Only Red Eyes will pierce the darkness.

The woman wakes up. She has been induced into fainting by Domination. She screams, thinking she is alone at first. If the characters speak, she will be immediately fearful. However she reacts next will depend on the characters. She is unaware of the oxygen, so it is up to the characters to help her with the mask. Without it, she will die before the next night.

Her name is Deborah Stanford. She is a lawyer. She was working late in her office on a legal documents (she cannot remember what they were now) when a man (Paulov) broke in and kidnapped her.

If Randy is now a Vampire, he must feed soon. She is the only blood, other than the characters', in the vault. Alternatively, Randy is at the character's mercy concerning Vampire lore, and is unaware of Blood Bonding. They can have him drink from them as much as they like.

---

## SCENE FOUR:

# THE VAMPIRE SHAMAN

## BLACK BISHOP TAKES

## WHITE ROOK

---

The characters may wonder why their comrades keep disappearing. If they ran into Darva last night, they should be figuring that something very weird is going on.

Dimitri's brood, sloppy with their successes, get a little cocky this night. With a Perception + Alertness role, target of eight, characters will notice they are being followed by a cloaked figure. This is Killikillarven (a Bishop).

If they try to grab him, he will flee, using his Obfuscate and call a fog if need be.

Otherwise, nothing unusual occurs. Yet.

When the characters go to the Succubus Club, they will find Dimitri there again, with Critias. (If they do not go, the Storyteller should remind them that this is where their first friend disappeared, and maybe someone saw it happen.)

Tonight anyone can notice Critias' anger. He appears deep in concentration, but is in fact sending his senses out, moving pawns, to foil Dimitri, attempting to outguess his next maneuver.

Dimitri wanders the Club, gazing at art in the gallery and even going into the maze to hear an open mike reading of Punk-nik poetry. This consists of people coming up from the audience to read their dreary, apocalyptic "poetry" while trying to dodge whatever is thrown at them.

On the way home that night, one of the characters, a rook, will be attacked by Killikillarven. If the characters did not split up, then Killikillarven will use mortal pawns to aid him, distracting the other characters while he goes after his target. While he is attacking the character, Critias will engage his Queen. In other words, he has had his police chase Damien into this neighborhood, and hopes that Damien will help eradicate the stranger.

Killikillarven will attempt to flee when Damien arrives, but Damien will stop him with a thrown rock, unless the characters can do it first.

Killikillarven will not explain what he is doing or why, but threat of exposure to sunlight will make him talk. All he will be able to get out before preternaturally fainting is the location of the Haven where the other characters are being held, but not Dimitri's name. Any attempts to awaken him will not work. Dimitri has had all his Blood Bound servants hypnotized to fall into a torpor-like state before revealing anything about him.

---

### Characters

---

**Killikillarven (Bishop)** – It used to be that when a shaman spoke, his words were heeded with great respect and fear. But when those Christians came, the Scandinavians with their crosses and swords and great riches, the Finnish people of his village learned not to listen to Killikillarven. This Christ was a greater shaman. And the wealth he provides simply for swearing an allegiance to him!

Disgusted, Killikillarven sought to show them what real power was. Had he not before flown on a drum to the misty and dark land of Pohjola and brought back for Jorjellin, the blacksmith, a wondrous hammer? A hammer which never breaks or dents, as it once belonged to the Great Smith Ilmarinen?

He filled his sled with provisions and departed to the east, where there was said to be a dark chief who would grant anything if one could best him in a game. He arrived at the stone tower of this chief and was admitted by the pale maidens who served there. He entered the chief's chambers and sat down to the game, which Killikillarven knew to be called chess. He lost miserably.

The price was his soul. The chief, who called himself Dimitri, had found Killikillarven fascinating. He promised him the power to destroy those who paid him any disrespect, and then sucked Killikillarven dry.

As he sank deeper and deeper in to the haze that was rising around him, he thought he heard a nightingale from the window warning him, telling him to flee, leave his body before it was too late. But he wanted power, so he ignored the pleading bird.

After he had shared Dimitri's blood, and was one of the undying men of power, he sought many spirits to aid him in mighty magics at Dimitri's asking. But the spirits fled from him. He who had once been their ally, was now their feared enemy. He had to wrest their aid from them, to force them to give him the power and knowledge he needed to cast Dimitri's spells.

But every time he does so, and when he hears the cry of a nightingale, he dies a little more inside. Soon, he fears, he will be a true monster. He has gained not respect, but fear. In addition, he has found he is Blood Bound to Dimitri.

Sire: Dimitri

Nature: Caretaker

Demeanor: Visionary



Generation: 9th (Sired before Dimitri gained Rama's blood)

Embrace: 1145 A.D.

Apparent Age: late 40s

Clan: Malkavian

Image: 4 ft 10, 120 lbs., grey-haired Finn. He has a rather absurd looking handlebar mustache.

**Roleplaying Hints:** Between sentences make a lot of grunts and "hmms." When investigating things, scrunch up your right eye and stare with your bugged-out other eye (this is also what he does for the Evil Eye; see Spirit Thaumaturgy). You are not a happy immortal, so do not laugh often, but smile occasionally.

Haven: With Dimitri.

## Spirit Thaumaturgy

This is the Path of Thaumaturgy developed by Killikillarven, ex-shaman, now Vampire. It involves using spirits to do one's work, but if one fails, the cost is not only a point of Willpower, but also the enmity of the spirit. The Storyteller should decide what type of spirit the caster was attempting to use, and then have it plan to botch the character up sometime in the future.

VAMPIRE			
Killikillarven			
<b>Attributes</b>			
Physical		Mental	
Strength	0000	Perception	0000
Dexterity	0000	Intelligence	0000
Stamina	0000	Wits	0000
Social			
Charisma	0000		
Manipulation	0000		
Appearance	0000		
<b>Abilities</b>			
Talents		Skills	
Acting	0000	Animal Ken	0000
Alertness	0000	Drive	0000
Athletics	0000	Etiquette	0000
Brawl	0000	Firearms	0000
Dodge	0000	Melee	0000
Empathy	0000	Music	0000
Intimidation	0000	Repair	0000
Leadership	0000	Security	0000
Streetwise	0000	Stealth	0000
Subterfuge	0000	Survival	0000
		Knowledge	
		Bureaucracy	0000
		Computer	0000
		Finance	0000
		Investigation	0000
		Law	0000
		Linguistics	0000
		Medicine	0000
		Occult	0000
		Politics	0000
		Science	0000
<b>Advantages</b>			
Disciplines		Virtues	
Auspex	0000	Conscience	0000
Obfuscate	0000	Self Control	0000
Spirit	0000	Courage	0000
Weather	0000		
Blood	0000		
Backgrounds			
Allies	0000		
Status	0000		
	0000		
	0000		
	0000		
<b>Forms of Thaumaturgy</b>			
Other Traits		Humanity	
	0000		0000000000
	0000		
	0000		
	0000		
	0000		
Combat		Willpower	
Weapon	Difficulty		0000000000
Blood Pool		Experience	
	0000000000		

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/1)



• **Evil Eye.** This is just like the first level ritual Curse, but this does not require a ritual. It only lasts for a Scene, but can be cast again and again on the same subject. The Storyteller should decide if cumulative bad luck can become permanent after enough castings: the character just has bad spirits following him around. The spirits have become used to it.

•• **Spirit Eyes ("The Sight").** This is very similar to Aura perception, but the character perceives spirits instead of auras. He sees them in the form they take: i.e. Fox spirits, Faerie plant spirits, etc. This includes Ghosts. He can also speak with them.

••• **Spirit Slave.** The character can demand a task of a spirit. The spirit has to be there already. The spirit will perform the task, but not if it is beyond its powers. Recently dead can be forced into being Ghosts and haunt a location with this spell. However, in this case, it wears off after a while (Storyteller's discretion). For permanent hauntings, see Fetishes.

•••• **Fetishes.** The character can force spirits to inhabit objects, or fetishes, he carries around with him. He can then use their powers anytime he wants, without casting this spell again and again. He can create Ghosts by first using Spirit Slave and then forcing the Ghost into an object which he buries or hides at the location. This will cost the caster an automatic Humanity Point.

••••• **Journey.** This spirit projection is similar to astral projection, but the spirit remains within the physical realm. The character's body remains in one place, generally guarded by a fetish, and her spirit travels about. The character can also be trapped into fetishes when in this state, and controlled by any spirit spell. Physical attacks have no effect on her. While the character cannot use any physical disciplines (Celerity, Fortitude, Potence and Protean) while in this form, all the rest act normally. The spirit form is generally visible unless the character uses Obfuscate.

This is a very rare form among Kindred. Perhaps only in the most primitive regions of the world are there any Kindred who practice it. One must have learned the beginnings of this Form while they were mortal, for contact with spirits is very hard for Kindred. There are also some Sabbat who know this Path.

---

## The Vault

---

At the vault, where the captured characters are being kept, Dimitri will come in, obviously angry. He will scowl at the characters and demand to know all the secret havens of their friends. He is trying to find out where they may have taken Killikillarven. He will scream at them, telling them it is all Critias' fault. He says he wants to know the havens so that he can warn the others of Critias' madness. This time, though, it is obvious he is lying. He is too angry to attempt to really fool the characters. He will storm out, slamming the door on the characters, leaving them no new "guests."

The Storyteller should run the interaction in the vault between the characters and Randy and Deborah. If Randy is dead, this will freak out Deborah to no end. She will only know about his body when Dimitri comes in and turns on the lights unless the characters tell her before. She will think that she has wound up in a psycho killer's den. Play this out with gusto.

What do the players do? Try to calm her? Or scare her even more? (This may cost humanity: it is extremely cruel.)

If Randy is now a Cainite, he constantly begs the characters for lore concerning his new state of existence. Deborah will be freaked at this too. She will think she is among psycho ward escapees. Get the characters to come to a better understanding of their Curse through trying to explain it to Randy, with the constant exasperated whining of Deborah punctuating their tales.

If Deborah has been Embraced, she will probably go a bit bonkers. She will constantly try to deny what the characters are telling her she has become. She will go so far as thinking that she has drunk wine rather than blood. She may be so far gone as to imagine that she is at a cocktail party, and proceed to initiate small talk with the characters.

No matter what else has occurred by this time, two things should have happened. One: Two characters should be held at Dimitri's Haven listening to his nightly rants. Two: The other characters should have met up with Damien and found out that something is afoot. But, dawn fast approaches, and the characters must wait another night before acting.

The characters must figure out what to do with Killikillarven. Whatever their decision, Critias will have his mortal retainers watch him to make sure he does not escape. If he is left in a position where the Storyteller believes it easy for him to escape, let him. Assume then that Critias will recapture him personally before he can return to Dimitri.

---

## SCENE FIVE: THE HAVEN & THE HAG

---

The characters now know the location of the Haven and should be planning to assault it. Dimitri will be at the Succubus Club, angry because his bishop has not returned. He ups the guard before he leaves, and sends out Darva and Paulov to search for any more of Critias' court.

If the characters go to the Succubus Club for any reason before going to the Haven, Dimitri will be glad to see them. His plan is to worm out of them what happened the night before, but Critias distracts him. One of Critias' mortals (a bouncer) will ask the characters to come with him. Once outside he explains that they should not disturb the other customers and not to come back that night.

The Haven is guarded by the ace Dimitri has kept up his sleeve: his Queen, a hideous Hag. If anyone steps foot into the Haven, they will be attacked by the Hag.

She will first try to use her Glamour, and appear as a mortal, frail old lady. To see if this is successful, roll the Hag's Magic Discipline + Subterfuge, opposed against the characters' roll Wits + Occult. The one with more successes wins.

If successful, she will pretend to have fallen, and not be able to get up. If the characters help her, she will grab them (she has no physical body, it is an illusion) and attack their souls. Roll her Hag Magic + Occult, against a difficulty of the character's Humanity. The number of successes are damage against the character's Willpower. The character should roll his Self-Control to resist the damage. When a character has no Willpower left, he is a slave to the Hag. She will use him to attack his friends.

The lost Willpower returns at the end of the scene. The characters must be away from the Hag for this to happen, however.

No physical attacks will harm the Hag, but she is susceptible to Domination. She can be physically attacked in the astral plane. If a character can grab the rock in which she is bound, he will receive an automatic Domination over her. The rock is hidden in the top drawer of a desk in an office in the next room. It looks like a paperweight, but *Auspex* can detect it for a magical object. If the character has *Auspex*, she may be able to detect it glowing in the desk. The character must make a Perception + Alertness roll with a target of seven.

---

## Characters

*"The body is meant to be seen, not covered up."*

Marylin Monroe

**The Hag (Dimitri's Queen)** – The Journey lasted for days, but at last Killikillarven found what he had sought. Nestled deep in a old cave, in Scotland, was a powerful spirit of darkness strong enough for Dimitri's purposes. He returned to his body, and informed Dimitri of the spirit and her location.

They were soon in Scotland, outside the cave. Killikillarven peered inside, his right eye bulging with the effort of his magic. Yes, there she was, creeping behind the rocks, hiding from them. Oh, but she was ugly, and so old.

"Seize her, Killi. Seize her for me and put her into this." Dimitri said as he held forth an ebon stone. Killikillarven took the rock and went to work on his magic. She was powerful, and had been ensconced in this cave for centuries, but still unready to leave it. But Killikillarven won the battle of souls and bound her into the rock.

He wiped the sweat from his brow and handed the foul, steaming thing to Dimitri. "Here she is, Sire. The Hag."





# VAMPIRE™

## The Hag

Attributes		
<b>Physical</b>	<b>Social</b>	<b>Mental</b>
Strength.....00000	Charisma.....00000	Perception.....00000
Dexterity.....00000	Manipulation.....00000	Intelligence.....00000
Stamina.....00000	Appearance.....00000	Will.....00000

Abilities		
<b>Talents</b>	<b>Skills</b>	<b>Knowledge</b>
Acting.....00000	Animal Ken.....00000	Bureaucracy.....00000
Alertness.....00000	Drive.....00000	Computer.....00000
Athletics.....00000	Etiquette.....00000	Finance.....00000
Brawl.....00000	Firearms.....00000	Investigation.....00000
Dodge.....00000	Melee.....00000	Law.....00000
Empathy.....00000	Musik.....00000	Linguistics.....00000
Intimidation.....00000	Repair.....00000	Medicine.....00000
Leadership.....00000	Security.....00000	Occult.....00000
Streetwise.....00000	Stealth.....00000	Politics.....00000
Subterfuge.....00000	Survival.....00000	Science.....00000

Advantages		
<b>Disciplines</b>	<b>Backgrounds</b>	<b>Virtues</b>
Augury.....00000	.....00000	Conscience.....00000
Dominance.....00000	.....00000	Self-Control.....00000
Hag Magic.....00000	.....00000	Courage.....00000
Obscure.....00000	.....00000	

Other Traits		Humanity		Health	
.....00000	.....00000	.....0000000000	.....0000000000	Braced <input type="checkbox"/>	
.....00000	.....00000			Hurt -1 <input type="checkbox"/>	
.....00000	.....00000			Injured -3 <input type="checkbox"/>	
.....00000	.....00000			Wounded -3 <input type="checkbox"/>	
.....00000	.....00000			Mauled -4 <input type="checkbox"/>	
.....00000	.....00000			Crippled -5 <input type="checkbox"/>	
.....00000	.....00000			Incapacitated <input type="checkbox"/>	

Combat			Blood Pool			Experience		
Weapon	Difficulty	Damage	.....0000000000	.....0000000000	.....0000000000			

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 10 Freebie Points: 15 (7/5/2/1)

Dimitri held the smoking, scalding rock in his hand. It still burned with the hatred of the Hag, but Dimitri ignored the searing of his pale flesh. He reared back his head and laughed. "You shall serve my Game well, oh Queen."

Since then Dimitri has used the Hag to protect his captured pieces and his Haven while playing his Game. He places the rock in the Haven, and the Hag attacks any who enters not of Dimitri's brood.

**Nature:** Curmudgeon

**Demeanor:** Curmudgeon, but sometimes fakes being a Caretaker ("Oh, you poor child. Come inside and I'll give you some sweet candy...").

**Creation:** She has been a Hag since 316 A.D. (she was an evil witch in life)

**Apparent Age:** 133

**Notes:** She can attack someone's soul with her magic. See the previous section for details.

**Image:** When she manifests, she is one of the most loathsome things imaginable. Open sores, dripping pus, cover her face. Scraggly, limp hair resembling swamp grass hangs from her head. One of her eyes (varies between manifestations) is so bugged out from using the Evil Eye that it is actually hanging from the socket. She is hunched over and her hands are twisted in an arthritic nightmare. Her voice sounds like fingernails on a blackboard. But, when she uses her Glamour, with her Subterfuge, she appears as a kindly

old lady. Other aspects of her Hag Magic can include Hexes which cause the characters automatic botches, weather manipulation and other types of vile sorcery.

**Roleplaying Hints:** Cackle a lot, unless you've cast your Glamour. Then you're a meek church lady. If you have lured someone in and they see through your guise, then scream and tear at their souls. You have been an old lady for centuries, and your lumbago is killing you.

**Haven:** The rock.

**Notes:** If, God forbid, another Hag were to meet with her, they will form an immediate coven. The other Hag will work to free her.

Rolf and Barb are also guarding the vault. They will try to attack the characters also. If they are near to losing, they will flee, catching up with Dimitri at the Succubus Club.

To open the vault that the characters are being kept in requires a Security + Intelligence roll to figure out the combination. The difficulty is nine. Eight successes are needed. It takes 10 minutes per set of rolls. This may take a while. If a character has Potence, he may roll his factor plus Strength to rip the door open. Due to the vault's construction, she can only do this if on the outside. The difficulty is 9, and it requires 5 successes to get it open enough for characters to squeeze out of the vault. Several characters on the outside can combine their efforts, but any botches mean they have to start all over again and may have injured themselves as well.

## SCENE SIX:

# THE WRATH OF DIMITRI

Dimitri will be enraged at the characters' actions. He will spend the night with his brood in an alternate Haven. When the next night comes, he will then attempt to kill any of them. If the characters stay in their havens, Dimitri will scour the streets for them. They should realize by this point that they should be making their own moves now, before someone can again manipulate them. The Succubus Club is where they know they can find Critias or Dimitri, and take the game to them. It is also (usually) the safest place in town, especially now that they will be watching their backs.

Dimitri will catch up with them there. He is close to Frenzy. If anyone mentions to him that he is losing the Game, he will snap and fully Frenzy.

He attacks the characters personally, trying to throw them around brutally, or claw them using his Protean discipline. The rest of the club will panic. Mortals will flee out of the way. The bouncers will wisely pull the fire alarm and help usher mortals outside. Any other Kindred in the club will stand back and watch, amazed at the audacity of Dimitri. Even Helena, who has carefully been following the game from the safety of the VIP lounge, will stay out of the fight.

Suddenly, Critias will appear and attack Dimitri, King vs. King. Dimitri's brood will try to stop the characters from helping Critias. Unless the characters can aid Critias in some way though, he may lose. With their help, he can overcome Dimitri, declare "Checkmate" and sink his teeth into Dimitri's incapacitated body. Dimitri will scream horribly and expire.

Dimitri's brood will be shattered. Paulov will hang his head in shame. Rolf will cry. Darva will touch Dimitri's body, as if she cannot believe what has happened. The two Ghouls will be silent, but both look expectantly at their Kindred masters. Killikillarven will weep tears of joy, exclaiming "Oh, my spirit is free! Come spirits, we can again be friends! My demon is dead!" The mortal pawns will run away and try to call the police, but Critias will make sure that his retainers on the force treat them as deranged.

Critias will be immensely thankful, and heady from the rush of Fourth Generation blood. He declares that the characters may have any favor of him. If they are angry with him, he will attempt to make them see his point of view. It is up to the Storyteller how to run the results of this. If they are Anarchs, Critias will have a hard time. But if they wish for power in the Camarilla, he can help them get it.

Critias tells Dimitri's brood to leave and never return. He will usher the characters to the private section of the club to try to gain their favor. Below, the crowd will be let back in. The incident is explained away as a false alarm.

---

## If Dimitri Wins:

If Dimitri wins the fight with Critias, by incapacitating him, his Frenzy will depart. He will step back and laugh, his rage gone. He will bow to the characters.

"I thank you for a wonderful Game. It was truly the most exciting I've had in years. You are welcome in my Domain, in Russia, anytime." He then laughs manically, gathers his brood and departs.

The characters are left there, with the incapacitated Critias, who will already have been summoning aid telepathically. If it looks like the characters are angry enough to attempt to destroy him, he will explain to Damien (if Damien is there, he will summon him otherwise) that he is his Sire. This will cause Damien to stop the others from doing anything to Critias. He has many questions of him.

---

## AFTERMATH

It is up to the Storyteller to take it from this point. How do the characters react to Critias' using them for a game? If they are not Anarchs, does this drive them over the edge? Do they tell others in the Camarilla of the Game? If so, they will be approached by Prias, who will attempt to gain them as allies to Helena, against Critias and Menele.

The Prince (Lodin, unless a previous adventure changed his status) of the city will not look upon this affair well at all, and the Storyteller can use this as he chooses, with the Prince either blaming Critias or the characters, or both. If Critias won, the Prince will take out his anger on the characters (since Critias is too tough), but Critias will aid them (whether they want him to or not). If he lost, the Prince may ignore the characters to concentrate his wrath on the weakened Critias (in this case, Menele will aid Critias, and may even rise from Torpor).





---

# Fundamental Differences

---

Written By Andrew Greenberg, Illustrated by John Cobb

*"Two roads diverged in a wood, and I —  
I took the one less traveled by,  
And that has made all the difference."*

Robert Frost, *"The Road Not Taken"*

The popular misconceptions of Vampires often portray them as gods both physically and mentally superior to humans, living lives of dramatic sophistication far above the mortal realm. Their drives, passions, and even games hold them so apart from the mass of humanity that it becomes easy to think of them as something special, superior to the diminutive *Homo sapien*. While it is easy to understand why mortals, so immersed in their legends and stories would think so, it is less clear why some among the Kindred would believe the same fables.

When Vampires begin to believe they are above the mortal plane it means they risk thinking of all those "lesser" beings as something so far less unique, that they pose no danger, no threat to the Vampire — a mistake which can prove supremely dangerous. Arrogance is a weakness, and it has been the fault which has brought down many a potent Elder.

The kine have reversed the tables in this story and at first the Kindred must run from them and cower in awe of their powers. The characters must also deal with threats to the Masquerade, the prying of influential mortals, the schemes of an incompetent Cainite and their own naive preconceptions. For once the players should have the feeling they

might actually know what is going on — but of course in the end their theories will all prove to be wrong. In this story they will certainly have plenty of opportunities to fail, but success will bring its own sweet rewards.

In this story the characters must learn to deal with mortals who do not fit the neat categories Kindred have become used to placing kine in. It differs from many other Vampire stories in that it provides characters with an opportunity to take care of problems through non-violent conflict resolution, though they also have ample opportunity to mix it up if they so desire. Designed to be played by two to five players, it can serve as an episode in the *Forged in Steel Chronicle* described in *Vampire* or can even be used as a stand-alone story.

---

## HOW TO RUN THIS STORY

This story works best when run at a fairly rapid or even breakneck pace. The three scenes which make up the story all occur on a single night and should take no more than a



single game session to complete. The first scene sets up the plot and the prepares the players for the night's excitement, scene two builds up the fear and hate both Kindred and kine feel for those who differ from them, while the final scene gives the characters the opportunity to resolve everything (though the solution to their problems can take any of a multitude of routes). While this works best if run at a frenzied speed, characters should not be finding themselves in nonstop combat. Indeed, most of the action and drama should come in the form of characters negotiating with the sundry participants while working feverishly to decide on a course of action.

---

---

## LIVE ACTION

**Fundamental Differences** works very well as a live-action adventure. You simply need to be able to break up the action a little bit with prompt and appropriate narration and the occasional dice roll. Props can be kept to a minimum, though scenes within the club itself should be accompanied by loud, preferably industrial music (prepare a compilation tape or use anything from the *Just Say Yes* series from Sire) and most of the non-Vampires the characters meet should have drinks in their hands. Wave around cigarettes (lit or unlit) to emphasize your points and, if you feel brave and your players are not that well dressed, feel free to spill whatever you are drinking on them. For scenes outside the club, you may want to prepare a protest placard ("Blood Dolls wear combat boots" or something similar) and wear a baseball cap.

A First Mate can prove invaluable during this adventure, allowing you as storyteller to remain the scene's primary character while the First Mate plays protestors, Blood Dolls, other Vampires or whatever. Just make sure the First Mate reads the entire scenario and knows what direction you want to take it in.

---

---

## THE PLOT

**Scene One:** During a regular visit to the Succubus Club, the characters notice a horde of protestors out front. The protestors, predominantly fundamentalist Christians, object to the evil doings at the Succubus Club, and take particular offense at the subculture of the Blood Dolls, whom they consider "death cultists." A number of Blood Dolls are getting riled up at the protestor, who they consider "self-righteous bigots." The two groups seem bent on a violent clash until Brennon Thornhill himself comes out and convinces both groups to act peacefully. Just as everyone begins to relax, a priest steps up to talk with the club owner. Brennon flies backwards in obvious pain and runs full-tilt into the safety of the club howling with anger.

Players now have the opportunity to investigate the protestors and discover they are from Gary. They should also learn the priest is not connected to the fundamentalists, and find that coming close to him proves especially painful.

**Scene Two:** Brennon summons all nearby Kindred to his penthouse in the Succubus Club.irate and steaming with rage, he insists they join him in slaying the minister, since the continued existence of someone like him is a threat to Cainites everywhere. The club owner calls on the characters to find out what they can about this individual, and hints at rewards for slaying him.

While the penthouse meeting carries on, the protestors enter the club itself and cause assorted problems inside. The club's patrons find the situation intolerable, and tensions rise to new heights. Both sides appear gearing up for a fight. The characters must intervene in order to prevent an open confrontation and the severing of the Masquerade (which they may be blamed for).

**Scene Three:** This scene essentially depends on what the characters choose to do. If they try to kill the priest off, this scene consists of their efforts along these lines. If, on the other hand, they make an effort to get to know their "foe," they will find him to be a concerned individual more interested in the plight of Vampires (and the state of their souls) than revolted by them. Indeed, allying with him can prove very valuable to the characters' futures. However, this can be one sure way to earn Brennon's wrath.

---

---

## WHAT IS REALLY GOING ON

Modius, Prince of Gary, generally does not act against Chicago unless forced to. At this point he has given up on trying to seize control of the great metropolis, and seems intent on maintaining a low profile (at least until one the Methuselahs decide to play him again). During one of his "planning" sessions with Chicago's Cainite Socialists, however, their jokes about his lack of influence began to grate on his nerves. Determined to prove he remained a threat to Lodin, Modius concocted a scheme sure to bring the wrath of the Camarilla down on Chicago's Prince. Subtle domination of several Northern Indiana evangelists led to regular denunciations of Blood Dolls on radio and television. Since Gary and the immediate area lacks any Blood Dolls, most of the criticism has been directed at the clubs in Chicago they frequent. Sermons on the "evil city" are an old standby, and never fail to bring across a reaction in the congregation.

Now Modius has arranged for a large number of church folk to visit the ultimate den of iniquity — the Succubus Club — and take the battle to the Devil's front door. The First Unity Baptist Church of Gary plans to charter several buses to travel from Gary to Chicago, and then disgorge its

contents on the very steps of the Succubus Club. Once there, they could set about protesting the Blood Dolls, get television coverage and subtly threaten the city's Masquerade as they went about railing against "Blood Drinkers." On top of this, they would cause a direct threat to one of Lodin's own progeny — Brennon Thornhill, owner of the Succubus Club, a Lick Modius despises because he was once snubbed by the "young arrogant Ventruue who does not grant his elders proper respect."

Unfortunately, Modius has once again overlooked certain details which could threaten his carefully developed plot. In his certainty that the mortals would act as he predicted they would, Modius took little action after getting the ball rolling. He recruited a number of derelicts to join the protest in order to make it look larger, but other than that maintained no presence in the new plans. If he had, then he would have become aware of the presence of an Episcopal minister with a powerful holy aura who could make this "threat to the Masquerade" all too real.

---

## THEME

The questions of individuality and conformity confront people everyday, and most people choose which course they will follow (rebel, follower or something in between) before they become conscious of having made a choice. Thus an entire course through life can be chosen unconsciously, without our conscious determination. In "Fundamental Differences," the question of conformity or rebellion becomes even more important because the characters' choice will determine the result of the adventure. If they choose to join the pack — the Vampires wanting to kill the minister — they may well succeed, but only after creating such a threat to the Masquerade that they must be killed in turn. If the characters take their own route by making friends of the minister, they can gain an invaluable ally as well as garner a number of implacable enemies.

Independence of thought is an issue which involves everyone in this story. The protestors have been told Blood Dolls are evil, and are acting on this information without ever trying to determine its validity. At the same time, the club goers react to the protestors with typical mob mentality, letting loose at the slightest spark, and Kindred handle the immediate threat with all the individuality of a bee hive hit by a baseball bat.

## Death Cultists Threaten today's Youth!

**Do you Know Who your Child's friends are?  
Do They wear Occult Symbols on their clothes?  
Have they been "Hanging Out" in Rock and Roll  
clubs?**

**If so, Beware!!!**

**Death-Worshipper's have Been making their Way  
Among Them**

**They have Been Drinking Blood in Elaborate  
Rituals**

**Pretending its the Latest Rage.**

First Unity Baptist Church, 599 Niebuhr Lane, Gary Indiana

---

## THE MOOD

Throughout this adventure, the characters should always feel they are almost at the point of understanding what is going on — and always be wrong. Every time they come up with a pat answer (Modius is behind everything, the minister must be slain, etc.), new evidence will appear to show them they have only solved half the puzzle. After enough of this, they should reach the point where they will look deeper into the problems facing them rather than accepting the first solution they come across. Thus trepidation, indecision and unease should rule the night.

---

## SCENE ONE: NIGHT FURY

For any Succubus Club regular, it seems as though masses of people always crowd the entrance to the infamous nightclub. Tonight, however, the milling throngs outside appear worse than ever and an aura of anger and anticipation fills the street. As the characters approach the club, they notice a large number of handbills lying on the sidewalk, and see large numbers of kine involved in fierce debates with one another. If they pick up one of the handbills, they can read the boxed figure above.





Characters who take any time to survey the crowd see more than stereotypical Succubus Club patrons. A large number of middle-aged men and women have gathered together on the sidewalk and yell and scream at all who pass by. Unlike the stylishly attired club goers, they dress in old work clothes and faded dresses. Some carry signs denouncing Blood Dolls, others wave bibles in the air and some actively engage Blood Dolls in heated debate.

Blood Dolls and other club patrons have gathered out front of the club and seem highly upset with the protestors. The club appears to be doing good business despite all the outside excitement, but things seem to be heating up. Several police officers are doing their best to keep the two groups apart, but the situation seems to be deteriorating quickly.

If the characters dress at all like Vampires or Blood Dolls are supposed to (a good idea if they hope to gain rapid entry to the club), then Pervis Ramsley, a short dark-haired man wearing jeans, a flannel shirt and a baseball cap, will approach them with fire in his eyes. He forces one of the handbills into their hands and demands they take it.

*"You fools! It's not too late to find salvation! Stop drinking blood! Turn your backs on the Devil!"* he shrieks.

The characters may well feel Ramsley knows about their Vampirism. However, Pervis merely acts on the false assumption that anyone who visits the Succubus Club is a Blood Doll. He practically begs the characters to "turn your backs on sin," and will not stop talking to them until they enter the club or leave the area.

Characters who engage Ramsley in conversation have an opportunity to learn some valuable facts about the protestors, though they will have to sift the information of value from Pervis' ravings about music, damnation and the evils of alcohol. If they do take the time, the characters can discover not only that the protestors come from Gary, but that many of them (like Ramsley) were paid to make the journey. While Ramsley has since become caught up in the religious fervor of the protestors, he admits an elegant gentleman approached him outside the homeless shelter he stays at in Gary and paid him \$20 to join the protestors for the trip to the Succubus Club. He then stresses that this was the best thing that could have happened to him and that the good people he is with have shown him the true path.

Other than being a potentially humorous (or sad) encounter, Ramsley gives the characters a chance to find out what the protestors are up to as well as drop an obvious hint that a Vampire is behind all this. If given a description of Modius, he says it sounds like the man who paid him to show up, but he cannot be sure. He can also shed some light on the demonstrators' mentality.

Characters who overreact to Ramsley and bring their Vampiric disciplines into play will draw an extreme reaction



from the crowd. Screams that Satan is among us and the apocalypse is dawning will ring out. Actually harming him will send the crowd into a berserk rage, and they will try to rend the characters limb from limb. Convincing Ramsley Blood Dolls are not controlled by Satan requires either 20 successes on an extended Charisma + Oratory roll (target of 7, and if the character ever botches she has to start over again) or extremely good roleplaying. He has been homeless since losing his job two years ago and is a rather pitiful fellow, though he is doing his best to drag himself up from the bottom, earning money when and where he can.

After having listened to Ramsley's spiel for as long as they care to, characters can finally try to make their way into the club. As they approach the entrance, however, they will notice the two groups have come close to blows. The police officers are straining to keep them apart, and one has run to his squad car to call for backup. The characters can take this opportunity to try and prevent violence or they may try to incite even more. In any case, before a general melee can break out, Brennon himself comes out. Aided by his strong presence and calming voice, he addresses the crowd.

*"Excuse me. I am the proprietor of this establishment. I could not help but notice this gathering from my office window. I must say I was unaware of the danger you address. I'm sure that my customers are as interested as I am in finding out more."*

As usual with Brennon, it is not as much what he says as how he says it which relaxes the crowd. The tensions begin to ease and those most involved in the turmoil turn their backs on each other. Several of the crowd's leaders come forward to talk to the club owner. A middle-aged man in the garb of a priest (Intelligence + Religion, target of 6, to recognize him as an Episcopal) also breaks apart from the crowd of on lookers, approaches Brennon and taps him on the shoulder.

Suddenly the air is rent by an earth-shaking shriek and windows along the entire block rattle (some even break) as Brennon leaps nearly five feet in the air. With a look of horror and pain on his face he races into the club so fast he bowls over three Blood Dolls waiting to get in. Everyone looks around in bewilderment, but no explanation is forthcoming.

A number of club goers who were on the front steps taunting the crowd, suddenly become enraged (everyone knows Brennon) and wade into the fundamentalists with fists raised. A short fight ensues, but is quickly broken up by bouncers who leap out from the club (perhaps aided by the characters). However, a number of the protesters and Blood Dolls are bloodied, and the anger has definitely built on both sides.

Among the characters' options at this point are entering the club or continuing to scope out the situation outside. If





they take the opportunity, they can try to approach the minister and find out what happened. Few of the protestors have any idea who he is, though some know of him as an Episcopal priest who has attracted a growing following in the Gary area. If the characters think to seek out Ramsley, he will tell them the priest is Terrence Coleman, and that the two met through several of the shelters the priest runs for Gary's homeless. He will have nothing but praise for the priest, though he will disparage those who follow the religion as "fake Protestants" and "wanna-be Papists," terms he once heard on a radio call-in show.

The characters will find approaching the priest to be an exceptional task. Just thinking about it sends shivers up their spine, and coming within five feet of him requires a Humanity roll against a target of 7. Three successes allows the Vampire to approach closer. A failure means characters cannot approach closer. If the characters try to, then they must make a Courage roll against a target of 6 to keep from running away in a frenzy just as Brennon did. A botch on the Humanity roll makes the target to keep from frenzying an 8 and causes them to suffer a derangement if they do. Botching the Courage roll leaves the character standing in one place, shaking like a leaf in a tornado for as many turns as there were botches, and suffering from some new derangement.

Kindred who make the first Humanity roll can try to approach closer or converse with the priest. Coming within two feet of the priest requires a new Humanity roll with a

target of 8, though only one success is needed. Failure has the same effect as above, though the target numbers all increase by one. Talking to him means the characters must make Self-control rolls against a target of 6. Failure means the Vampire stands there tongue-tied and stuttering.

The Rev. Terrence Coleman has no idea why he had the effect on Brennon he did. He has never met a Cainite before and will not believe in their existence without exceptional proof. He does know that when he touched the club owner, however, he felt a sudden surge of warmth flow through his hand. Thus he guesses he gave the club owner a shock with static electricity he had somehow picked up.

In fact, Coleman is a truly compassionate man whose love and concern for everyone else in the world has led him to possess what Kindred call "True Faith," though others would say he was an exceptionally gifted psychic. Attempts to harm him will face the consequences detailed below, his aura always shines with a bright, rippling golden color and very perceptive people (Perception + Botany, target of 10) notice he smells slightly of roses even after he has completed strenuous exercise.

Those who do manage to converse with the priest will discover he has not come to the Succubus Club to protest. In fact, he has little in common with the demonstrators and really came to see what all the fuss was about. He sees the Blood Dolls to be little different from the beatniks, hippies or any of the innumerable youth movements which have come and gone during his lifetime. Obviously he would prefer they spent their time in church or school instead of at the club, but as he says, "Ye fathers, provoke not your children to wrath."

Still, stories about Blood Dolls have stirred things up tremendously down in Gary, and Coleman has come north to see just what all the commotion is about. He has been talking to a number of the club goers and has found them all to be highly intelligent, "if a little self-centered." Still, "judge not, that ye be not judged." If the characters give him reason to believe they are Blood Dolls, he will try to talk to them about these stories of infant sacrifices and blood drinking which have been bandied about in Gary. He has no idea where the rumors come from, but notes much of the criticism has been aimed at Chicago as well as the Blood Dolls.

In this encounter the characters should have an opportunity to at least gauge Coleman's abilities even if they find themselves incapable of talking to him. Their conversation may not last too long, however, since merely being around the priest brings a queasy feeling to the Vampires' long-unused stomachs. In any event, when the conversation has dragged on long enough, the manager of the Succubus Club will approach the characters and tell them Brennon would like to see them in the penthouse.

When the characters enter the club, they discover the mood pervading everything is very ugly. Everyone is

complaining about the protestors outside, and are shouting at the ones who have actually come in. A number of punks from downstairs have come up to the main floor, and a number of them are talking about going outside to "bash some heads." Even the bouncers are in a fury, and are being very rough with anyone looking even a little bit conventional — this is the one night ruffians will not get thrown out unless they do something very wrong. All in all, try to create a mood of excitement and anticipation as the entire club is ready for a fight, and indeed it even seems to look forward to it.

The characters will have no luck finding out what happened to Brennon unless they go to the penthouse. On their way up they will find some punks breaking up a chair, so as to fashion themselves clubs. One of them yells to the characters, "If they try to come in here they won't get very far!" When the characters reach the penthouse, begin Scene Two.

At any point in this scene, the characters can decide their favorite night spot has attracted too much attention and decide to leave. If this happens before Brennon has made his appearance and quicker disappearance, speed up events so it happens immediately. If they have seen what happened to Brennon and decide it is too hot here for their tastes, have the club manager come out and say Brennon has requested their presence within. If the characters still decide to leave, go to *Failed Attempt* in Scene Three.

---

---

## SCENE TWO: DEVILS WITHIN

However the players end up in the penthouse, they find Brennon wearing a track in his carpet, pacing around the room so quickly they could swear he was using Celerity. Also gathered in the penthouse are Portia, Gengis and Sir. No mortals are present, and the manager leaves after seeing the characters in. As they enter the penthouse, they hear Brennon railing against the priest.

*"... must be done. Just one mortal like that is a threat to all of us. Never, never before have I suffered the kind of pain he put me through. If we don't do it now, we may never get the chance again."*

At this point he notices the characters and waves them to seats. If they spent any time talking to the priest, Brennon will grill them as to what happened, demanding to know what they and the priest had to say to each other. Once they have filled him in to his satisfaction (he probably saw their encounter through his window), Brennon will resume his pacing at an even more furious clip.

*"So you too have experienced the pain I did. That ... creature ... is a menace and must be destroyed. Oh, the agony of his touch. To think one such as he could cause the pain he did. I thought such men were gone. He must be the*

*one behind this accursed spectacle taking place outside my doors. He must die and die tonight."*

If the characters make any sort of challenge to Brennon's claims, he will turn on them with incredible ferocity, calling them *"wretched childer"* and yelling that the only thing worse than a *"rogue headhunter is a Cainite who sides with the Canaille."* He then goes into another tirade against that *"damnable, sanctified wight and his army of the great unwashed."* After a few minutes of this ranting and raving, during which time he will lambaste the protestors as much as the priest, he turns to the other Kindred present and demands to know where they stand on this greatest of all threats. He screams at them: *"Who will rid me of this man?"*

Gengis will be the first to jump into the debate. Inside the club when Brennon was touched, the Anarch got a great deal of pleasure out of seeing the high and mighty Ventrue tear through the club as though Satan was on his heels. During Brennon's monologue, however, he began to become worried about the threat the priest might pose to himself and other Vampires. Thus he will join with Brennon in denouncing Coleman and calling for his immediate execution.

*"Who does that jerk think he is, coming here like that? We oughtta take 'em all out, starting with him and moving right through the rest of those dumb grits. Serve 'em right for tryin' to ruin our fun. I'm witcha on this one Brennon."*

Sir originally feared the threat to the Masquerade Brennon's plan would entail, but Gengis' brief harangue has kicked him into their camp. *"One who can both command a legion of kine and protect himself from our special talents is a factor we do not need in this town. This worthless cur is a threat to us and all we hold dear. Indeed, our damnable lives may be in danger from them. If we do not deal with his threat now, it might be too late."*

Portia will not speak up, and none of the other three will address her throughout this Scene. Uncertain about exactly what this priest can do, she has opted to remain silent and none of the other three will attempt to drag out her position. So, following Sir's calm exposition, Brennon will turn to the characters and demand to know where they stand.

If the characters did not talk with Coleman already, or if they made no argument with Brennon's assertion that the priest must die, then the above dialogues will still occur, but the Kindred will be less concerned about the characters' position. They accept it as a forgone conclusion that the characters will side with them, and any sign of disagreement will come as a shock.

Should this happen, all three Kindred will turn on the characters at once, calling them *"unholy traitors"* (Brennon's term), *"snot-nosed stalker lovers"* (Gengis) and *"base villains"* (Sir). Then Brennon will demand that the characters slay the priest themselves, *"or else face the wrath of all right-thinking Kindred."* Continuing refusal to do so will





bring about threats of Lodin's wrath, though none of those present will try to physically force the characters to do anything. Still, the characters will soon find themselves in trouble with both the Ventrues and the Anarchs, since Brennon and Gengis will carry the story of what happened back to their respective allies.

Since the theme of the story is individuality and conformity, most Kindred will react to the characters as their group does, though some can be convinced to do otherwise if spoken too in private. Still, characters may well find Chicago to be rather inhospitable for some time and they certainly will not be welcome in the Succubus Club. You must make this peer pressure palpable. Use your skills as a storyteller to get the players to conform, and to feel the pressure that their characters are feeling. Who among us has not done something horrible because of peer pressure?

So what happens if the characters side with the other Vampires? The group will immediately start planning Coleman's demise, devising and rejecting a variety of highly violent ends for the priest. Brennon remains so livid that nothing short of a gory and highly visible death will satisfy him. He wants to make an example of the priest so he will never be threatened by mortals again (or so his flawed logic works). Gengis wants the priest abducted and subjected to slow and painful torture. Sir wants the murder to be quick and silent, avoiding any risk to the Masque.ade.

Finally the three will give up and ask the characters to take care of the situation. They will note that the characters make up a strong coterie (whether they do or not), and then will start discussing their own visibility ("I have a club to run." "I can't do it. Everyone knows me"). Brennon and Sir will offer no reward but will give a great deal of moral support. If the characters make any sign that they will go ahead with the assassination, then Gengis will offer to help them and will join them for the rest of the scenario, though he will offer little in the way of constructive suggestions. Also, though he will never admit it, the idea of confronting this priest scares him like little else ever has.

If the characters try to involve Portia in any of the planning, the other three Kindred will laugh at the idea of a neophyte being of any use in this situation — a comment which will bring a smile to her luscious lips. Indeed, all three retain a good bit of sexism from their mortal lives, and this unconsciously colors their view of the powerful Methuselah. Portia herself will not offer any aid, and will beg off if the characters ask her help or her stand, saying she really has not been around long enough to be able to be of any use.

When the characters head out of the penthouse and through the club, they will be surprised to see the crowd inside has come to mirror the one outside. Without Brennon to order them kept out, a number of the protestors have paid the club's cover charge and made their way on to the dance floor. Now they stand there, disapprovingly watching all that goes on around them.

In response, Blood Dolls and punks have jammed the dance floor, and their dancing has become wilder and more out-of-control than usual. They slam and shake around the fuming protestors, taking no care to keep from bumping into them and often going out of their way to do so. Several couples have begun what must surely be their most lewd and lascivious dance ever, and the protestors make a point of not looking at them.

Other groups also seem to be taking offense at the presence of the protestors. Drug dealers have gathered in small clumps and talk quietly, casting looks of death at the intruders. Several drunk college students have gotten into a fierce debate with one of the pastors from Gary, and two equally drunk punk women are trying to put the moves on another pastor.

To make matters worse, Terrence Coleman has entered the club as well, and now wanders around within. Strangely, no one seems to confront him. The Blood Dolls leave him alone, though everyone watches him when he walks by. Rev. Coleman stops here and there to talk to people, and finds his earlier view of the Blood Dolls being no different from earlier youth movements to hold true (though most of them would object strenuously to being compared to hippies). If the players seek him out, they will find him deep in conversation with two Blood Dolls, one male and one female, who sit holding hands and complaining about their

parents. They may overhear the story circulating through the club about how one of the punks brandished a chair leg in front of the priest's face, but then suddenly broke down in tears and walked away.

---

## SCENE THREE: CHOICE FRIENDS

---

The action in this scene essentially depends on the characters' choice of actions. While there are theoretically an infinite number of choices they can take, most will revolve around whether or not they try to kill Coleman. While it may appear that the easier course would be to just kill the priest and be done with it, characters will find it easier to plan his death than to carry it out.

First of all, Coleman will almost always be found talking to other mortals. He is extremely sociable by nature, and people, even Blood Dolls, tend to be attracted to him. He offers them a patient, caring audience, and they take advantage of the opportunity. Though they may fear and hate him in concept (especially when they hear about how he "stabbed Brennon"), when they meet him in person they are won over by his kindness and gentleness. In contrast to the hate in the rest of the club, those who are speaking or have spoken to him are calm and passive. (Something which completely enrages Gengis if he notices it or has it brought to his attention.)

The second difficulty in killing Coleman comes from the fact that characters find it difficult to approach him and those most able to (having high Humanity) are the least likely ones to agree to his execution. Those with low Humanity may be more willing to take action against the priest, but they will have a harder time doing it.

Finally, Coleman has protection. While this protection is explained more deeply in his description (below), it manifests itself in unconscious warnings of danger and actual interference when troubles break out. Thus characters may find their first attempts stymied and, if they are not careful, may send the priest scurrying for police help.

Some methods characters might attempt for removing Coleman include:

- Mugging.** An actual physical assault on Coleman may be the first route to spring to the characters' minds, but it will probably also be just as quickly discarded. Aside from the great revulsion Vampires feel when they try to draw close to the priest, there is the added obstacle of his sociability. People seem to be drawn to Coleman, and the characters will find it particularly difficult to get him alone and even more difficult to get him to leave. This problem does not come from any suspicion on the part of the priest as it does from the fact that people are always trying to talk to him. Still, if



characters can overcome their revulsion and convince him to go to a quiet place, they may try to kill him. Of course, it is up to you if the quiet place they choose just happens to be being used by an off-duty police officer to make out with her boyfriend.

- Sniper.** Another plan which may come up and be quickly discarded is to just blow the priest away. Pulling firearms in the Succubus Club is a good way to get Brennon, Gengis, Sir and Portia in a very bad mood. Characters may survive the first three Kindred on that list, but Portia will go to great lengths to keep her haven safe. Also, remember the police outside of the club trying to keep order (maybe the riot squad is there by now). If the characters somehow manage to shoot at the priest without people in the club noticing (use a flash suppressor and silencer, lure him outside, create a diversion, etc.), the difficulty to hit may well be exceptionally high (dark club +1, target in a crowd +1, extreme range). If the shots hit, then remember his soak roll. If shot and not immediately Incapacitated, he will scream, call out for help and start heading for cover.

- Hired Gun.** If the characters try to get a mortal to do their dirty work, either through the powers of Domination or cold cash, the kine will be able to avoid the revulsion which so hampers the Kindred. However, mortal attempts on Coleman's life face the same obstacles Vampiric ones did. In addition, if the assassin actually meets the priest, Coleman





may well have an intense effect on him. Mesmerization which previously required only three successes now needs five, or the assassin comes back and throws the money in the characters' faces before running off to join a convent. In other words, it requires a rare mortal to kill Coleman. This may be a good way for a character to lose that valued retainer. Such is the price of conformity.

•**Poison.** Since almost everyone in the club is drinking something, the characters might think to order him a martini with a twist of mouse poison. If the characters do give him an alcoholic beverage, he will accept it politely but abandon it at his earliest opportunity (he does have to drive back to Gary tonight, after all). If the characters try to give him a soft drink, he will quietly demur, saying he does not drink sodas. If the characters offer him tea or water he will accept. At this point it is up to you as Storyteller as to whether someone jostles his hand, making him spill the piping-hot or ice-cold drink on a character.

•**Everything Else.** One cannot even hope to plan for all the crazy schemes the characters may use to try and off the priest. Digging spiked pits for him to fall in, aiming an 18-wheeler at him, trying to drop a one-ton weight on him, unleashing ghoulish pigeons to peck him to death — there is no practical limit to their ingenuity (stupidity?). Still, there are some things to keep in mind for all attempts on Coleman's life. First of all, he is protected. Any attempts on his life face the complete hex of Murphy's Law, and whatever can go

wrong will go wrong. Secondly, the club is packed with hostile regulars and protestors, all looking for trouble. If the characters start something, they are sure to join in (remember the theme), causing even more problems for everyone as their violence trashes the club. Finally, the police are at the club and they may well be there in force. If the characters did nothing to calm the crowd after Brennon fled the scene, or were unable to, then more police have been called in. If things have really gotten out of hand, there may be several dozen members of the riot squad in full battle dress standing nearby, angered at having been called to duty on this beautiful night.

There is one final point the characters need to take into account when developing plans to kill Coleman. Preventing Humanity loss just from attempting such a murder requires a Conscience roll with a target of 8. If the characters actually spent any time talking to the priest and then kill him, the Humanity loss is automatic, and they have to make Conscience rolls against a target of 6 to keep from losing a second point!

If the characters do not try to kill Coleman, then they have a number of other options. They can abandon the mission (and the club) as a lost cause, in which case go to Failed Attempt, below. If they decide to try to strike up a dialogue with the priest, they will find him to be most obliging. Of course, he will not believe they are Vampires without the most extreme of proof. Still, characters can find him invaluable to their future. For instance, Coleman has a wealth of valuable information about Gary and its most important residents. He knows everyone who is a major player in the city, and they know and respect him as well, allowing him to wield a great deal of power. He provides the best means of averting large scale combat between club goers and protestors, since Brennon remains in a funk upstairs.

While he knows nothing about the Kindred of Gary, he knows enough of their major mortal pawns to be able to help the characters out of any incidents which may occur regarding Modius and the others. Through judicious questioning of the protestors leaders, he can determine Modius planted the seed of the protestor in their minds (if the characters describe Modius to him, that is).

Also, Vampires can eventually become used to Coleman's presence and, after a long enough time, come to enjoy it. The first time a character makes five successes on one of the two Humanity rolls to come close to the priest, the difficulty for all future rolls is cut in half, to 3 and 4, respectively. After the second time the character rolls five successes, she need never again make a roll to approach him unless at some point she suffers an extreme Humanity loss. Then it is up to you as Storyteller to decide if the old fears crop up yet again.

In addition, Coleman exerts a very calming force over those around him. After a character becomes used to him, future frenzy rolls made in the priest's presence have their

difficulty reduced by one. If the character botches a Frenzy roll while Coleman is around, then they can make a second roll to see if they suffer a Derangement. The roll is made exactly the same as the original Frenzy roll and with the same difficulty, but any failure (not only a botch) will cause a Derangement.

Since Coleman so frequently involves himself in humanitarian endeavors, associating with him can provide the characters with a ready-made course to Humanity gain, as well as serving as the hook for future adventures with that as the goal. With him around, rolls to increase Humanity have their difficulty decreased by one.

Finally, if the characters reveal their Vampirism to him, Coleman will prove to be an exceptionally valuable asset in the quest for Golconda. He has great experience in aiding those who feel they have committed horrid acts, and can serve as an outstanding catalyst to helping the characters through the stage of remorse. Essentially, he can allow you as Storyteller to interact with the characters, talking about their past sins and helping the characters feel the pain of what they have done in the past.

He can also try to help guide them through other stages, though almost the entire journey must be handled individually. Still, he can provide an anchor for characters preparing to brave the most treacherous parts of their own minds, increasing the chance of success and lessening the severity of



failure. If nothing else, it always helps to know you have someone else on your side.

Characters should not know the benefits the Rev. Terrence Coleman can provide when they make their decision to kill him or not. They also should not become aware of his potential to aid them until the third scene, if at all.

What they should remain aware of is the other Cainites' hatred of the holy man. If Gengis came along with them, then he will continually try and get the characters to kill him. Otherwise, while characters converse with Coleman, allow them easy Perception + Alertness rolls to occasionally notice Brennon looking on with displeasure from some dark area. If they have made no move to kill the priest by 2 a.m. (or whenever you feel appropriate), then Brennon will imperiously summon them to the penthouse and demand to know what the delay is.

Brennon remains deranged from his contact with the holy man, but has finally begun to notice that the immediate threat to his club the protestors represent outweighs the threat of the minister. He will rant and rave about the minister, but will especially rail about his leadership of the protestors. If players offer him anything resembling proof that Modius was behind the entire affair, his anger at the priest will lessen (as will his ire with characters who opted not to slay Coleman). This being the case, he will do nothing against the priest tonight, and will begin planning his revenge against Modius.







If the characters fail to kill the priest and do nothing to assuage Brennon's anger, then the club owner and Sir will make their own attempt on Coleman's life. Sir arms himself with a heavy revolver and waits outside the club for Coleman to leave. When he does, Sir will take a few shots at him from an alley and then spend a Blood point to flee up the side of a building. Characters may try to pursue him if they want, but he does have a substantial head start and an excellent knowledge of the nearby area. Thus a character will need two successes on a Wits + Alertness roll of 8 to even see who shot the priest, then a Dexterity + Athletics roll with a difficulty of 8 (five successes) to climb up the same building and finally a Perception + Alertness roll with a difficulty of 8 to see where he went. Then the chase proceeds normally, though Sir will still have his head start.

This assassination attempt will draw the attention of the police. They will start questioning everyone in the area and take the priest to the hospital, though his own defenses should have protected him from any serious damage. For the rest of the evening, however, the Succubus Club will not be a happy place to be around. A number of fights break out between the Blood Dolls and the protesters, and the police inevitably get in the middle. Soon it is a full-fledged riot and a huge number of police officers are called in, and of course the media follows close behind. The Succubus Club has come out of the shadows, and is not longer protected from the prying eyes of society. The Masquerade has been threatened and Lodin is not pleased.

---

## Bar Brawl

On top of all these problems, remember the protestors inside the club itself. Due to his derangement regarding the priest, Brennon has done nothing to deal with their incursion into his club and has left the problem to his overworked manager. The manager, afraid to keep them out or kick them out unless they do anything wrong, has been on the verge of a nervous breakdown for most of the night. He will gladly accept any offer of help in dealing with the protestors, and without the characters' aid, confrontations between regulars and demonstrators will inevitably turn violent.

Still, it is unlikely the characters will do anything to help out, despite the fact that whenever they enter the club area, they will notice angry disputes going on, violent confrontations and bouncers running to-and-fro trying to keep order. The protest does not need to turn into a near riot if you do not want it to, but it is certainly probable. If this happens, then at some time of your choosing, a well-known Punk and one of the most vocal pastors get into a shouting and shoving match which soon degenerates into an all-out brawl. Immediately their friends become involved and soon the fight has spread through the entire bar. The bouncers will be helpless to take care of the problem, and in this scenario as well the riot squad is called in to take care of the incident, with the media on their heels. The least of the damage to the Succubus Club will be the lingering smell of tear gas.

If the characters do help prevent trouble or somehow stop the riot, then the manager will be extremely thankful and will let Brennon know about their aid. When Brennon calms down (the next night) he will thank the characters deeply, if insincerely. They will have picked up the manager's gratitude, however, and in the future he will go out of his way to help them. Give each character who contributed to stemming the tide of violence a point in Contacts.

On the other hand, characters could leave the scene or spend their time cowering in the Labyrinth. In this case, not only do they not gain a Contact, the manager comes to have an intense dislike for anyone who was there that night and will especially remember the characters since they were constantly going in and out of Brennon's penthouse.

---

## Failed Attempt

If someone other than the characters tries to kill the priest, the attempt will fail and the priest will contact the police. Here he will come into contact with Detective Stephens, and the two will combine forces as Vampire Hunters. Since Coleman will never have had the opportunity to see Vampires as anything other than the stereotypical dark murderers, he will devote himself to the new task with unstinting energy. This is also the result if the players fail to kill him or they give up on the adventure entirely. Needless to say, the

characters should end up as some of his next victims for their unwillingness to deal with him now. They must learn that even inaction has consequences.

---

## **Cast of Characters**

*(in order of appearance)*

**Typical Protestor** — Most of the protestors come from fundamental, evangelical churches around North Indiana. Their concern about Blood Dolls began two months ago, when the subject first became a hot topic in sermons, religious broadcasts and local talk shows. Since none of the protestors have actually met any Blood Dolls, they allowed their imaginations to run roughshod over reality until they came to believe Blood Dolls represented all that is evil in the world.

Recently, several pastors began planning this protest after hearing (from Modius) that the Succubus Club served as a nexus for Blood Doll activity. Together they put together their meager resources, rented several old school buses, and whipped up their congregations into a furor of indignation over the activities of these "murderous death culties." On the day for the trip, more than 100 people gathered at the First Unity Baptist Church. Since the Blood Doll debate had just sprung on the scene, no one in Chicago had any indication a protest like this was in the offing. Modius, who had been afraid there would not be enough people, paid 20 homeless men to also go on the trip to Chicago. Most of these have been converted on the trip up, though their faith will be tested on their return to Gary when they discover they still have no home, no money and no hope.

All the protestors' Attributes are at two, unless you need a stronger or weaker one for some reason. Most have Abilities including Drive 1, Theology 1 and (Knowledge) 1 where the knowledge refers to their primary occupation (i.e., cleaning, farming, real estate). At your discretion, some might have weapons or brawling knowledge, and a few may even have a ranking in Occult. Humanity is an eight and Willpower is six. Roleplaying Hints: Loud, rude and obnoxious. You know the truth and you are going to speak it. The fact that you are surrounded by dozens of other people reinforcing your beliefs does not hurt your ardor.

**Pervis Ramsley** — Pervis managed to hold on to his job at the steel mill longer than most steel workers did, but finally the bosses had to lay off even him. Sure that his skills would land him a job at another plant at any moment, Pervis refused to leave Gary, and lived off his unemployment benefits while he hunted a new job. When three months had passed without him having any luck, Pervis decided the steel industry had hit a temporary slump and decided to look for other work. After another six months, his compensation run dry, Pervis began to realize this might be more than a temporary downturn for Gary. Unfortunately, this realization came at the same time his landlord evicted him for non-

payment of rent and a collection agency repossessed his car. Suddenly homeless in Gary, with no family to turn to and all his friends in similar straits, Pervis found himself out in the cold. He swallowed his pride and "temporarily" moved into a homeless shelter. That was almost a year ago. Now he takes money when and where he can, so the \$20 from Modius was a godsend.

All Pervis' Attributes are at two except for his Intelligence (one) and his Dexterity (three). His Abilities are Brawl 1, Streetwise 1, Drive 2, Repair 2 and Welding 3. His Humanity is eight and his Willpower is five. Roleplaying Hints: Currently filled with religious zeal, the other protestors have convinced you of the rightness of their cause. However, you have never been a particularly fervent Christian, and can be talked out of this current obsession.

**Brennon Thornhill** — This began as such a pleasant night for Brennon Thornhill. He had a pretty new Blood Doll ready and willing to serve as his vessel for the week, it looked like he would be drawing a good-sized crowd for the night and negotiations to have Baby Chorus play the Labyrinth again looked promising. Then a bouncer brought word of a disturbance outside. Opening his window to get a better indication of what was going on, Thornhill got his first sense that tonight might not be as wonderful as he would like.

The encounter with the priest drove this point home. Brennon had no self-control when the priest tapped him on the shoulder (the one die he could roll for Self-Control was a botch). Now Brennon has developed an intense hatred for the priest which will carry over into the rest of his life. Whenever around a priest who reminds him in any way of Coleman, Brennon becomes edgy and snappish, and begins looking for the quickest way out of the situation. Roleplaying Hints: For now, your derangement focuses itself as an intense desire to see Coleman dead.

**Terrence Coleman** — Terrence's parents knew the boy was different from a very early age. He claimed to see faeries in the woods around their Vermont home, and talked about speaking with angels. His parents were sure this was merely a stage the boy would grow out of, and sure enough, he eventually stopped discussing his "imaginary" friends. The reason he stopped talking about it, however, was because he got tired of not being believed, not because it stopped happening.

His childhood conversations with angels remained an important focus of his life as he grew up. The angels had told him helping others would be his calling in life, and he found helping people made him feel complete as nothing else would. At first he wanted to be a doctor and spent his spare time between the ages of eight and 22 working in the local hospital. After seeing people come in hurt in varying ways, he came to the conclusion that many of these injuries were self-inflicted, either consciously or unconsciously. Figuring he could better serve others by helping them prevent these



VAMPIRE™									
Coleman									
<b>Attributes</b>									
Physical			Social			Mental			
Strength	00000	Charisma	00000	Perception	00000				
Dexterity	00000	Manipulation	00000	Intelligence	00000				
Stamina	00000	Appearance	00000	Wits	00000				
<b>Abilities</b>									
Talents			Skills			Knowledge			
Acting	00000	Animal Inst.	00000	Bureaucracy	00000				
Alertness	00000	Drive	00000	Computer	00000				
Athletics	00000	Etiquette	00000	Finance	00000				
Brawl	00000	Firearms	00000	Investigation	00000				
Dodge	00000	Melee	00000	Law	00000				
Empathy	00000	Music	00000	Linguistics	00000				
Intimidation	00000	Repair	00000	Medicine	00000				
Leadership	00000	Security	00000	Occult	00000				
Streetwise	00000	Stealth	00000	Politics	00000				
Subterfuge	00000	Survival	00000	Science	00000				
<b>Advantages</b>									
Disciplines			Backgrounds			Virtues			
	00000	Ally	00000	Conscience	00000				
	00000	Contacts	00000	Self-Control	00000				
	00000	Influence	00000	Courage	00000				
	00000	Fame	00000						
<b>Other Traits</b>									
Garry			Humanity			Health			
Theology			Willpower			Bruised			
						Thirst			
						Injured			
						Wounded			
						Mauled			
						Crippled			
						Incubated			
<b>Combat</b>									
Weapon			Blood Pool			Experience			
Difficulty									
Damage									

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

injuries rather than healing them afterwards, Terrence began casting about for a new profession.

After graduating from college, he took a year-long trip through Europe on his bicycle. Among the places he visited on this trip were the religious sites of the continent, where he began to feel as though someone was guiding him. As he went through the journey, this feeling became stronger and stronger at each stop, whether it be Lourdes, the Vatican, Canterbury or a host of others. The conversation with his family priest after he finally returned to the United States merely solidified his plans and soon he was on his way to becoming a priest.

As the Rev. Terrence Coleman, he has been able to both go out in the community and help people as well as having them come to him. Now he feels as though he deals with the core problems affecting others and not just the symptoms. He runs several homeless shelters (very necessary in Gary), helps out at others and runs a host of other community services. On top of that, he ministers to a rapidly growing congregation and has recently become a factor in civic affairs, playing the role of compromiser and unifier for disparate groups. Some people in-the-know have begun to say he is the city's best hope for escaping the depression which has become synonymous with Gary.

Now in his early 50s, though he looks younger, Terrence maintains a fairly athletic build and is still an avid biker and

swimmer. He is beginning to bald and his remaining hair has gone salt-and-pepper.

**True Faith:** Terrence actually is protected by some force, though whether it is spiritual, mystical, psychic, unholy or even Vampiric is up to you. It manifests first as a subconscious warning that something is about to happen and then as actual "physical" protection. In game terms, all attempts to hit the priest, whether in ranged or unranged combat, are resolved at a difficulty one higher than normal. Secondly, Terrence can make a soak roll using his Stamina of three against any attack, including guns, knives or whatever, since he subconsciously moves away from a dangerous attack, thus avoiding serious injury.

Finally, supernatural beings (Vampires, werewolves, fairies and spirits, for instance) find it very difficult to approach the priest. If they fail a Humanity roll in trying to approach him (three successes against a target of 7 to get within five feet, one success against a target of 8 to get closer), then a wave of intense heat washes over them. Effects from this heat either keep them from approaching closer, cause them to run away or to stand there frozen in agony. For a supernatural being to communicate with him requires a Self-Control roll of 6.

Terrence also has the ability to detect creatures of the supernatural, though he does not know it. When the protective nature of his aura is activated (those Humanity rolls), he gives off a faint scent of roses. He may notice the smell, as will the characters, but as yet has not had the experience to put one and one together.

**Roleplaying Hints:** First of all, you have long felt external forces help guide your actions and tend to act impulsively, believing these external forces will always be there for you. To date your instincts have always been right. These instincts are rarely selfish, however. In fact, they generally lead you to someone else in trouble. Secondly, you are the consummate listener. You can usually get to the heart of someone's difficulties merely by letting them talk to you, so let them speak as they please. Occasionally you use soft spoken questions to guide them along. ("So how did that make you feel?" "What did you do then?")

**Gengis** — Gengis did not like priests when he was alive and he certainly does not like them now that he is a Vampire. He reacts to Coleman instinctively, but the fact that Brennon provides him with a lead to follow does not hurt any.

For this adventure he serves as the representative of all Vampires, reacting to events with their most bestial side. If the characters do not immediately try to kill the priest, he will try to convince them to do the dirty deed. If they try to talk with Coleman, he will stand around uncomfortably, making comments like "Let's do it now" and "If I had a rocket launcher...". On the other hand, if the characters do attempt to kill Coleman, he will offer them all his help and suggest

new and more dreadful ways to deal with the priest ("If we got a jar of honey and 1,000 fire ants. . .").

If you are running this story live action, Gengis makes a perfect character for the First Mate to take on through it all. Just try to mix both his comic elements (the rebel conformist) with his tragic ones.

**Sir** — Sir usually gives little thought to matters other than his own pleasures, but Brennon and Gengis have inflamed him against Coleman. Still, he will not take action by himself. He requires the presence of another Kindred (Brennon) in order to take action. Once he does decide to take action, he is rather effective, though we all know he cannot succeed. Still, he should come close enough to get the priest worried.

---

## SUGGESTIONS FOR ADDING MORE ACTION

---

If your players are the type more interested in action than non-violent conflict resolution, you can spice up this adventure in a number of ways. However, always keep in mind both the theme and the mood. Thus, if a bomb is set to go off, people will act like a crazed herd trying to escape. Also, the players should never be completely sure they have gotten the only one.

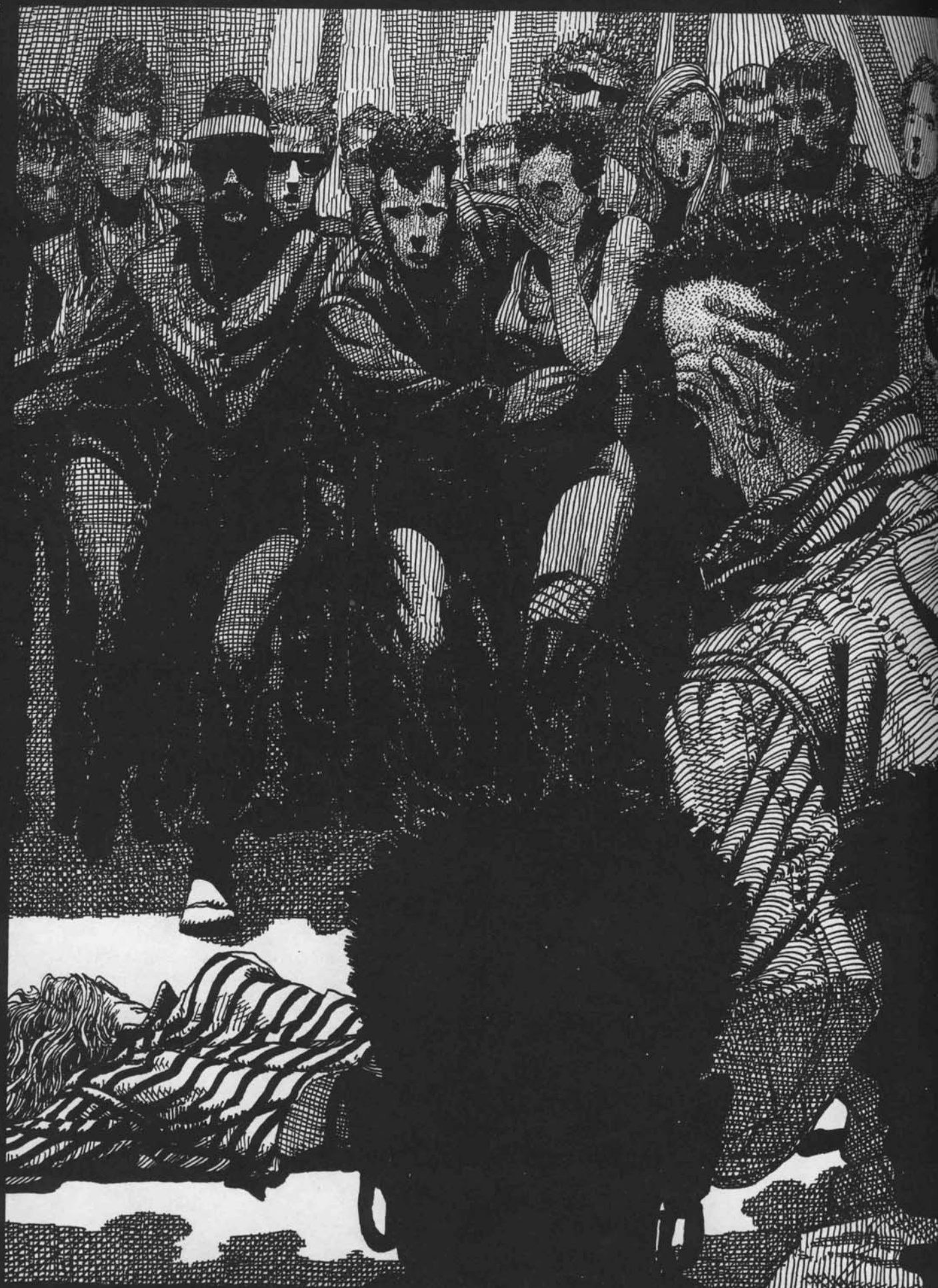
- Normally a non-violent man, Lamar Travis reached his breaking point when he heard the Blood Dolls had drunk the blood from a baby, and he decided to destroy the center of the scourge once and for all. He has planted a substantial quantity of plastique explosives under the stage near the labyrinth. Now the players overhear two protestors talking

about the rumor that a bomb has been planted. The players can either track down the bomb themselves or go to Brennon. Brennon, however, remains in a lather over the presence of the minister and even the threat to his precious club fails to distract him. He merely asks the characters to take care of the problem and then returns to his pacing.

- The protestors have picked the night of a major drug deal to make their stand. A group of Kevin Jackson's Bloods have arranged to buy a van filled with 100 kilos of cocaine in the club's parking lot. They have decided the presence of the protestors is intolerable and have decided to clear them from the front of the club. They begin by buzzing the demonstrators at high speeds in their Mercedes. When this does not work, they take to firing Roman Candles and bottle rockets at little pockets of protestors. While this would normally bring down Brennon's wrath in seconds, tonight there is no one to do anything about it. When even this does not work, the Bloods will forget that the whole idea of their actions was to make the club attract less attention and will fire into the crowd from the roof of another building.

- Jason Kendrick, an honest cop (yes, even Chicago has one), has long suspected the police who patrol near the Succubus club are on the take. Their long delay in requesting backup to deal with the mob has given him the opportunity he has long wanted to sweep out the place from top to bottom. Acting on his own authority, he will mobilize officers in riot gear and sweep through the club. This dragnet does more than just catch dozens of underage drinkers; within minutes drug dealers have begun armed opposition to this threat. Patrons flee from all exits, police go wild arresting everyone they can and the Succubus Club becomes a war zone. Note that this event will probably lead to the permanent closing of the club as well as make both Brennon and Helena spitting mad at anyone there that night.





---

# Death's Sweet Sting

---

*Written by Lisa Stevens, Illustrated by Josh Timbrook*

*"So when this corruption shall have put on incorruption,  
and this mortal shall have put on immortality, then shall  
be brought to pass the saying that is written, Death is  
swallowed up in victory. O death where is thy sting? O  
grave, where is thy victory?"*

— Bible, I Corinthians 15: 54-55

The spectre of death hangs over most mortals from the time they first form cognizant thoughts. They are confronted by their own mortality on a daily basis. For the Kindred, this has changed in a drastic way. Many view themselves as being immortal, with nothing to fear in life but other Kindred. The death that casts such a pall on the life of mortals is but a whimsical memory for most Vampires. Therefore, it is not surprising that anything which poses a real threat to the "life" of a Kindred is met with a good deal of genuine and irrational fear. The spectre of death has decided to pay a visit to the Succubus Club, but this time, his aim is set on the Kindred....

---

## HOW TO RUN THIS STORY

---

The key to running this story successfully lies in the continuous building of the tension throughout the scenes. When the dead bodies start showing up at the Succubus Club, the characters will start to feel the tension, wondering

who is committing the murders, and when and where they will strike next. The uneasy alliance with the Vampire hunter Saul will add to this tension too. The chase over the Chicago rooftops amplifies the tension by combining physical risk, adrenaline surge and the promise of a satisfying climax when the murderer is finally apprehended. The death of the rogue Vampire will only heighten the tension even more — what drove him to commit these grisly acts and why did he die? Just when the characters think it is all over, the apprehension starts again when they exhibit the same irrational behavior as the rogue Vampire and display the symptoms of the deadly disease. Their search to find the cause and a cure for their malady before it kills them will be the ultimate climax in this tension-filled story.

Keep the characters guessing. Just when they think that they have reached the climax, they find out that there is more — and the stakes themselves have just been raised. Much of the terror we feel when watching horror movies lies in the tension the director creates. Using these techniques on your players will prove just as useful.





---

## THE PLOT

**Scene One:** The characters are in the Succubus Club when a dead man is found in the bathroom, his throat torn open and blood everywhere. Since a mortal found him, the characters have to deal with the police, especially Detective Gregory Stephens of homicide, and assuage their fears. Closer inspection discovers that the victim was killed by a Kindred, most likely one with the Protean Discipline. A search of the dead man's personal possessions also reveal that he was tracking another Vampire and was perhaps a Vampire hunter himself. Any investigation into the death leads to dead ends. A few days later, the Kindred are approached by Vampire hunter Saul Osiecki. He informs them that he knows the Vampire responsible for the death and that this Kindred could prove to be very dangerous. The characters must strike up an uneasy alliance with Saul in order to track the murderer.

**Scene Two:** Three days later, again while the characters are in the Succubus Club, another killing happens. This time it takes place in their presence. On one of the hanging dance floors, Arthur Gonzales takes his partner, drains her, and shoves her body over the rail. The screams of the other dancers alert the characters to the killing. In order to protect the Masquerade, the characters have to cover things up.

**Scene Three:** The murderer will make his escape from the Succubus Club by diving from a hanging dance floor to

a nearby balcony, crashing through a window and onto the roof. A chase across the rooftops of Chicago leads to a final confrontation in an abandoned tenement. Here, the characters become infected with some sort of disease, while the rogue Vampire himself dies from the illness.

**Interlude:** Now the real fun begins. The disease forces the characters to become more and more affected by the Beast within. They begin to commit atrocities which cause them to lose more and more Humanity. Also, the disease is running its course and the characters will die if a cure is not found. Meanwhile, other Chicago Kindred, especially those who hang around the Succubus Club, start to exhibit the same strange behavior and symptoms of the disease.

**Scene Four:** Their search for a cure leads them to the University of Chicago, where a leading microbiologist diagnoses a new strain of mononucleosis which seems to only have a deadly affect on Vampires. By working with this doctor, the characters are able to receive a vaccine and save many of the Kindred of Chicago.

---

## THEME

The theme of this story is the fear of death. Most Kindred have forgotten this fear, reveling in their immortality. Thus when death does raise its ugly head, the fear is much more poignant to creatures who view themselves as immortal.

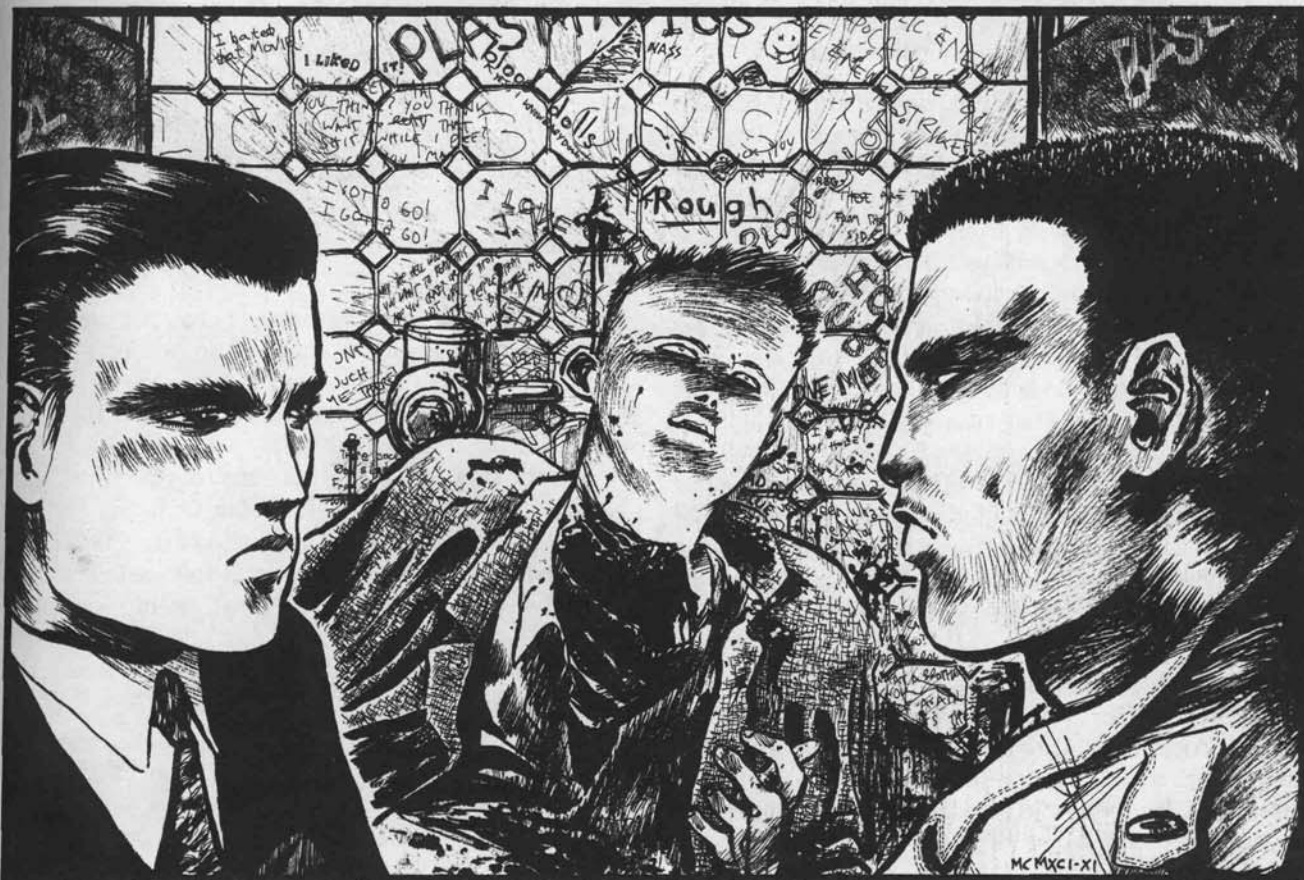
This is played up in the story when the characters start to lose control of themselves and they realize that, once the disease has run its course, they will die. As long as Vampires retain control of themselves, there is little that can threaten their lives. However, the loss of control which the Beast within creates brings death that much closer to their existence.

Make death a real factor in this story. Let the characters realize the part the Masquerade plays in preserving their immortal existences. Show them how random violence and uncontrolled behavior can bring the spectre of death back into their lives. But most of all, let them feel a total helplessness in the face of death — death bows to no man and no Kindred. It just takes more time with Vampires, but death will find each and every person, regardless of who and what they are. Hammer this point home. It will help to increase the tension and give the characters a new feel for the "mortality" of their immortality.

---

## GETTING THE CHARACTERS HOOKED

As the Storyteller, it will be incumbent upon you to get the characters emotionally involved in this story. The continued existence of the Succubus Club, and indeed the Vampires in Chicago and perhaps elsewhere, relies on the success of the characters in this story. When dead bodies start popping up in the Club, the characters should have a strong desire to find



the culprit and cover things up, so that the Club is not shut down and the Masquerade broken.

The introduction of Saul into the plot should also give the characters the incentive to get involved. Anything dangerous enough to make a fiercely dedicated Vampire hunter cooperate with other Kindred is something that the characters should take an interest in.

If your characters seem apathetic towards the whole situation, you can bet that when they catch the disease and notice the same symptoms (only more advanced) in the killer, and then track him down only to have him die before their eyes, that they will become interested in a hurry. The story works best if the characters do not notice that they have the disease until they have tracked down the killer and watched him die, but you can use the "catching the disease" approach if the characters seem intractable.

# SCENE ONE: SMOKIN' IN THE BOY'S ROOM

All of the characters have used the Succubus Club for their entertainment at one time or another. Tonight, like any

other night, they are here to enjoy themselves and revel in the society of the kind. This story works best when it is inserted into another ongoing story. When the characters have their full concentration on some other story (perhaps another of the ones in this supplement), have the killings start to happen. This will probably confuse the players and will at least pique their interest.

The normal course of your Chronicle will give the characters many reasons for being in the Succubus Club on this particular evening. It does not matter why they are there, for the events that are about to unfold do so regardless of the characters' purposes.

Establish the characters' motivations and the positions of their characters in the Succubus Club this evening. Roleplay through the first few hours of the evening to get the characters settled into their routine. Create some small roleplaying scenes for them to have fun with, nothing serious, but try to make them interesting and fun. Perhaps you could have a waitress drop an entire strawberry daiquiri on the shirt of the best-dressed character, having mistaken him for a patron who was very rude to her the night before (after all, it's very dark in the club). The characters may notice that her apologies do not have a ring of truth to them, and may decide to investigate further. They will find out that she is a heroin addict, and is being forced to turn tricks for her pusher (based out of the Maze downstairs) in order to pay off her "bills."



Character who decide to aid her will certainly have the opportunity to recover Willpower or Humanity.

Around 1 a.m., a commotion from a men's bathroom brings a bouncer to investigate. Shortly thereafter, Brennon Thornhill will be fetched. Any character who mingles with the crowd outside the bathroom will easily learn about the dead body inside. Four or more successes will allow the characters to notice a mortal in the crowd who looks especially disturbed about whatever is going on in the bathroom (this is Saul and it is his son who lies dead within). If the characters approach Saul, go to *Saul's Tale* below. The Club's bouncers will keep everybody out. Only known Kindred or those whom Brennon designates will be allowed into the scene of the crime. The only reason Brennon will allow them on the scene is to try and determine if they took part in this debacle. Initially he will do little to hide his suspicion of them. In fact, if the characters evidence no interest in what has happened, Brennon may very well summon them to the scene of the crime to watch their reaction.

Anybody allowed access to the bathroom will see the following. The body of a man is sitting in the middle stall in the bathroom. The victim is a male, Caucasian, 5 ft 10, and weighs about 195 lbs. He is dressed rather trendy, with khaki pants, a maroon shirt and a thin, black leather tie (factors which lead one bouncer to joke that this may be the reason he was killed). The manner of his demise is readily apparent — the man's entire throat has been ripped open. Anyone



making a Perception + Investigate roll with a difficulty of 6 will notice that the wound is very ragged, leading them to believe that the throat has been ripped open by brute force. On a difficulty of 8, the investigator will also notice a lack of blood on the floor, even though the carotid artery is exposed. An Intelligence + Occult roll with a difficulty of 6 will lead the viewer to believe that it was probably a Kindred with the Protean Discipline or a Lupine (though the latter is very unlikely since Lupines rarely come this far into Chicago).

The characters and Brennon have about six minutes to examine the corpse with impunity before the Chicago police show up. The man's identification shows him to be Isaac Osiecki from Des Moines. In his wallet he has about \$60 along with the usual assortment of credits cards from VISA to Amoco. However he also has a business card from a Mr. Kenneth Goldberg of the "Kabbalah Denudata Society" located in New York City and an unused theater ticket for a performance held two months ago at a theater in Des Moines. Two crumpled black and white photographs of a young man (Arthur Gonzales) will be found in an interior coat pocket, along with a more disturbing pair of items — a mallet, a wooden stake and a clove of pungent garlic.

After six minutes are up, the Chicago police show up. Leading the investigation is Detective Gregory Stephens of Homicide (see *Vampire* p. 224). Detective Stephens has been watching the Succubus Club for a few months now and knows that people he believes are Vampires hang out here regularly. At first Stephens has no idea whether this death is Kindred related, but he will be anxious to find out. Club goers will give the police varying descriptions of whom they believe the murderer to be. If you like, some of the descriptions can match one of the characters. Of course, if one of the characters happened to feed in the bathroom earlier, then he will definitely be described to the police. Still, Brennon will eventually convince the police the murder had nothing to do with the club except for its location, and Stephens is smart enough not to mention his Vampire theory to the Chief. He will, however, become more attentive to the goings on at the Succubus Club and this will disturb Brennon to no end.

After a report is filed and the body hauled away, the police will leave and the Club will be closed for the rest of the night. Brennon will pull some strings downtown and the Club will be open the next evening, advertising a "Death-Dance Special — No Cover Charge!!" However, Brennon is extremely aggravated by the trouble caused by this death on his property, especially if he is aware of the possibility that it is Kindred related. Brennon will ask all Kindred who frequent the Club to be on the lookout for the murderer and to apprehend him if possible. He promises a sizeable reward (\$5,000) to anybody who brings the criminal to justice.

---

## No New Tale to Tell

The next evening, if the characters failed to ferret out Saul Osiecki from the crowd around the bathroom, the Vampire

hunter will approach the characters in the Succubus Club and offer them an uneasy alliance. In order to guarantee his safety, he will inform the characters that their safety hinges upon him staying alive. He says that his story will tell them all they need to know, including why their own safety is in jeopardy. But he will still wait for the characters to give their word before he proceeds with his story.

## Saul's Story

Saul Osiecki was a young and promising microbiologist in pre-World War II Poland. At age 20, he was already acknowledged by his peers as one of the brightest and the best. Then the war hit. Hitler invaded Poland. Jewish ghettos, relocation centers, the concentration camps — the death camps. Saul, like most Jews in Poland, was sent to these "relocation centers." For five years, Saul survived the horrors of Treblinka. He watched his fellow Jews die by the thousands, the millions. Amidst all this death, Saul noticed something. During the dark days of the Second World War, the Nazi death camps were like beacons to some of the more deranged Kindred. What would one more death mean in a camp exterminating thousands every day? It was nirvana for these bestial Kindred, they could feast without fear. But Saul could see them despite their disguises, uniforms and the darkness in which they cloaked themselves. He was selected to be one of their victims and witnessed a Gestapo Colonel gorging himself on other prisoners. Only the confusion caused by an allied bombing run saved him. He was sent back to his barracks, and soon they forgot about him. But he did not forget. In Saul's mind, these Vampires became the cause of the entire Holocaust. It was the Vampires who caused the devastating war, who led the blitzkrieg, who slaughtered millions of Jews. It was the Vampires who were responsible and Saul vowed that, should he survive, he would become the avenging angel for the Jewish race. He would avenge those who died in Treblinka, Auschwitz, Dachau and all the other Nazi death camps. The Lord's will would be done and vengeance would be his.

Somehow, Saul was one of the very few who survived the horrors of Treblinka. When the war ended, he immigrated to America, to the land of the free. There he met and married another Polish immigrant and together they had a son and two daughters. Saul worked as a biochemist for Dow Chemicals and was later appointed manager of the biochemistry division of a Des Moines plant. On the surface, Saul had a pretty normal life. But under the surface, he was driven. For he found Vampires in America too and he clung to his vow with the desperation of one who had been through horrors too terrible to recall. Saul spent his spare time learning the ways of the Kindred. But he did nothing with his knowledge, waiting instead until he could perfect his master plan.

Saul wanted to destroy the entire race of Vampires. The best way he knew to do this was by disease — more

specifically, a disease targeted solely at the Kindred. To this end, Saul developed a strain of the mononucleosis virus which would kill Vampires while leaving human hosts sick, but alive.

Arthur Gonzales was Saul's guinea pig, and it was from his blood that Saul first developed the virus. When the Lick moved into the Des Moines area, Saul managed to trap him when he was weak and extract a quantity of blood, whereupon he released him again. After finding out that Arthur fed mostly among the homeless, Saul introduced his virus into the residents of a local shelter, watched and waited. Eventually, Arthur drank the blood of an infected host. Saul was ecstatic, and like a good scientist he continued to observe his subject. To his horror, Arthur started acting irrationally, killing at the slightest whim — he was far more violent than he was before. Then Arthur left Des Moines and headed towards Wisconsin and the city of Chicago. Saul took his son Isaac with him and the two of them tailed Arthur as he left a trail of carnage behind him on his way to Chicago.

By this time, Saul realized that his experiment had gone completely awry. He had not anticipated the aggressive and bloody behavior that Arthur was exhibiting, nor did he think the disease would take so long to kill him. When Arthur reached Chicago, Saul and Isaac decided to put an end to it and to exterminate the Vampire immediately. That night, they tailed Arthur as he entered the Succubus Club. Inside, the two split up to find him. Little did the two know that

VAMPIRE™		
Saul Osiecki		
<b>Attributes</b>		
<b>Physical</b>	<b>Social</b>	<b>Mental</b>
Strength.....●●●●●	Charisma.....●●●●●	Perception.....●●●●●
Dexterity.....●●●●●	Manipulation.....●●●●●	Intelligence.....●●●●●
Stamina.....●●●●●	Appearance.....●●●●●	Wits.....●●●●●
<b>Abilities</b>		
<b>Talents</b>	<b>Skills</b>	<b>Knowledge</b>
Acting.....●●●●●	Animal Ken.....●●●●●	Bureaucracy.....●●●●●
Alertness.....●●●●●	Drive.....●●●●●	Computer.....●●●●●
Athletics.....●●●●●	Disguise.....●●●●●	Finance.....●●●●●
Brawl.....●●●●●	Firearms.....●●●●●	Investigation.....●●●●●
Dodge.....●●●●●	Melee.....●●●●●	Law.....●●●●●
Empathy.....●●●●●	Music.....●●●●●	Linguistics.....●●●●●
Intimidation.....●●●●●	Repair.....●●●●●	Medicine.....●●●●●
Leadership.....●●●●●	Security.....●●●●●	Occult.....●●●●●
Streetwise.....●●●●●	Stealth.....●●●●●	Politics.....●●●●●
Subterfuge.....●●●●●	Survival.....●●●●●	Science.....●●●●●
<b>Advantages</b>		
<b>Disciplines</b>	<b>Resources</b>	<b>Virtues</b>
.....●●●●●	.....●●●●●	Conscience.....●●●●●
.....●●●●●	.....●●●●●	Self-Control.....●●●●●
.....●●●●●	.....●●●●●	Courage.....●●●●●
.....●●●●●	.....●●●●●	
<b>Other Traits</b>		
.....●●●●●	<b>Humanity</b>	<b>Health</b>
.....●●●●●	.....●●●●●●●●●●	Bruised..... <input type="checkbox"/>
.....●●●●●	<b>Willpower</b>	Hurt.....-1 <input type="checkbox"/>
.....●●●●●	.....●●●●●●●●●●	Injured.....-2 <input type="checkbox"/>
.....●●●●●	..... <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Wounded.....-3 <input type="checkbox"/>
<b>Combat</b>	<b>Blood Pool</b>	Mauled.....-4 <input type="checkbox"/>
Weapon.....Difficulty.....Damage.....	.....●●●●●●●●●●	Crippled.....-5 <input type="checkbox"/>
		Incapacitated..... <input type="checkbox"/>
		<b>Experience</b>
		..... <input type="checkbox"/>

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/21)



Arthur had spotted their tail. He followed Isaac into the bathroom where he ripped his throat open and drained the man's blood. Arthur then made his escape.

Saul realizes he requires the help of the Kindred to have any hope of stopping Arthur before the disease is spread. Saul's nightmares are filled with visions of armies of rabid Vampires thoughtlessly killing millions of innocent people — a second Holocaust. Thus he is willing to put aside his feelings toward the Vampires in order to prevent a grave injustice from occurring. He needs them and the Kindred certainly need him. However, Saul does not trust the Kindred at all. He will only tell them enough of the true story above to get their help. If he can possibly avoid it, Saul will not tell the Kindred about the disease, but rather will mention that he had been stalking this particular Vampire when the Kindred went rabid and now he needs help to bring him to justice. He will tell of the carnage that Arthur has left from Des Moines to Madison to Milwaukee and now in Chicago. He will offer his help in identifying Arthur and will tell the Kindred what he knows Arthur's habits.

Saul will also hint that there may be more to Arthur's actions than he is telling, but will only say that the Kindred better keep him alive or they will never learn the full truth about what happened to Arthur. If seriously threatened, Saul will also let the fact slip that the characters themselves are in danger and, in fact, the entire society of Kindred could well be destroyed. If the characters somehow learn of the virus, Saul will use his knowledge of the disease as a bargaining piece and will, as a last resort, mention that there are vials of the disease in the hands of certain confederates who will release the disease into the population of various major population centers if Saul does not report back to them within a certain time frame. This last threat is a lie Saul had invented on the spur of the moment, hoping to diminish the danger to his own life.

This alliance with Saul is sure to be an uneasy one. Saul does not trust the characters and it is doubtful they will trust the Witch-hunter. But desperate times can make for some strange bedfellows and this alliance of Vampire and Vampire hunter is pretty strange. Play up on the suspicions of Saul and the characters, but keep hammering in how much the characters need Saul. It will make his presence even more unnerving and frustrating. Saul is a smart man, and he will most often be one step ahead of the Kindred. Saul will suggest that he and the Kindred stake out the Succubus Club for Arthur's probable return. It is the best lead they have and Saul thinks they should act upon it.

**Saul Osiecki** — Saul Osiecki is an old man with a bitter grudge. He has much in common with the Nazi hunters who will go to any length to bring justice on the killers of World War II, only Saul's grudge is with Vampires. This makes him extremely dangerous to any Kindred that cross him. Luckily for most Kindred, Saul does not know as much as he thinks he does about Vampires and stills believes a lot of the

old myths, such as those dealing with crosses, garlic and wooden stakes, mostly because his first subject believed in such. For Saul's motivations, see *Saul's Story* above.

**Nature:** Survivor

**Demeanor:** Fanatic

**Born:** 1920

**Image:** Saul is an old man who looks younger than his age may suggest, though his face looks tired and old whenever he is not energized by his quest to destroy the Kindred. Saul keeps himself in good shape for a man of his years and has the look of sharp reason in his eyes. He usually wears cardigan sweaters in earthy tones with corduroy trousers and brown wing-tip shoes. He also wears bifocal glasses and is mostly bald on the top of his head.

**Roleplaying Hints:** You don't trust or believe anyone, especially Vampires, so always look furtive, glancing from one player to the next as if seeking some flaw or weakness in what they are saying. Make sure that a fire appears in your eyes at all times — you are on a quest for vengeance and that fire will not be quelled until vengeance has been served. Keep your body tense and ready to react to any double-cross the players might dream up.

---

---

## SCENE TWO: FREE FALLIN'

Nothing more will happen at the Succubus Club for two more evenings. Security will be tight, but the patrons will seem to have forgotten the entire incident. If the characters are trying to help Brennon out or wish to procure the reward, have them explain any precautions or other activities they wish to perform while staking out the killer. Saul will try to organize the stake-out if the players will let him, but will go along with any well-thought-out plan, though not without complaining first.

Two nights after the first death, the killer will strike again. But first, the wild goose chase. The characters notice a shady looking character, furtively glancing about the dance floor before heading into the Labyrinth (the waitress's pusher, in fact). He is dressed in black leather, and his hairy chest is covered in gold and silver medallions. If one or more of the characters follow the man down, they will find he enters the maze. If they follow him further, he will ambush them with a knife from the shadows of the maze. He has a Strength, Dexterity and Melee of three, but is merely used as a diversion while the real quarry does his work upstairs. The man is searching for a Blood Doll who bought some crack on credit. When he sees the characters following him, he freaks and attacks. He has nothing to do with the murders.

Meanwhile, on one of the hanging dance floors, Arthur Gonzales (see stats below) is in the process of draining his dancing partner. The disease has almost run its course and Arthur is hard to recognize from the small black-and-white picture Saul has. His face is much more sallow, sunken and his eyes have a wild look, while his hair is more unkempt. When Arthur is through, he spins his partner's body over the railing and onto the ground below. Then, while the patrons are looking at the fallen woman, Arthur uses his Potence to leap to one of the balconies, climb to the top floor, smash one of the warehouse windows and escape over the rooftops.

The character will first be alerted to the crime being committed by the screams of the crowd. Saul will spot Arthur immediately and shout, "That's him!" to any Kindred nearby. There will be two problems confronting the characters immediately. First, even a cursory glance at the body will show the characters that there are two small puncture wounds in the neck oozing blood. If Detective Stephens or any of the Chicago PD were to see that, the Masquerade would be in deep jeopardy. Secondly, the murderer is escaping over the rooftops. He needs to be caught before the murder spree continues and, again, the Masquerade is threatened. The characters will probably need to break up. Chasing Arthur over the rooftops is covered below (see *Cat On a Hot Tin Roof*).

Covering up the Vampiric nature of the murder is something that will need to be done immediately. The police will have stationed a police car outside the Club in case the murderer returned. It will not take long until they get word of the latest killing — perhaps two or three minutes. Bouncers are keeping the crowd from seeing the body, and Brennon has been sent for, though he will not arrive for 15 minutes. A proper diversion or maybe just impeding the arrival of the police may give another Kindred enough time to cover things up. How they handle the cover up is left to their imaginations, though they might want to just rip the throat open completely to make it look like a slasher. This will take about a minute. It will also put them in contact with the deadly virus currently ravaging the murderer. Any character who touches the body should make a self-control roll with a difficulty of seven. Failure indicates that at some point while taking care of the body they got blood on their hands and, as a natural reaction, licked it off. Naturally, do not tell them what this roll was for.

After the police make it to the scene of the crime, all chances to cover things up will be over. They will move anyone around away from the body and send for Detective Stephens and the forensics team. No one will be let near the body.

Stephens will arrive in about six minutes. He will shoot anyone nearby an appraising look before turning to search the body. If the characters do a good enough job of covering up the fang marks, Stephens will only have his hunches to go upon. He will take Brennon to the side again and inform him that the killings will have to stop and the murderer brought

to justice before he can allow the Succubus Club to reopen again.

There is no chance that Stephens might know of Saul and his being a Vampire hunter — Saul has not done anything to date and has kept his activities to himself. Stephens has had the Succubus Club under surveillance for a while now as a suspected Vampire hang-out, though he has found nothing to back up these suspicions. If the characters play their cards right, he will find nothing more to support his theories tonight either.

At 3 a.m., the investigation will be wrapped up, the police will shuttle everybody out of the club, and it will be sealed as police evidence. It will take Brennon a week to reopen the club. In the meantime, there are much more serious things afoot...

---

## SCENE THREE: CAT ON A HOT TIN ROOF

While some of the characters are trying to take care of the cops at the club, the others should be chasing Arthur Gonzales across the rooftops of Chicago. This scene is designed to be







ad-libbed. There is no particular path for Arthur to flee down or any particular way to run the chase. It can be as simple or as complicated as you like. The only thing that really matters is that eventually the chase leads the characters to Arthur's lair.

The characters will most likely see Arthur leap from the dance floor to the balcony. They will probably want to block off his escape down the stairs that lead up to the balconies on that side of the Club. Whether or not they race up the stairs after him or wait for him to come down the stairs, they will hear the crashing of the window on the balcony level of the Club. When they get to the broken window, they will just be in time to see Arthur scrambling up the building next door to the Club.

Now the chase begins. Arthur will notice the characters following him at a point of your own choosing to maximize the effectiveness of the discovery. At this point, he will try to shake the characters and the fun begins.

Chasing Arthur requires that a lot of different rolls be made. For Climbing, use the rules on page 143 of *Vampire*. For Jumping, see p. 144 of *Vampire*. The tricky part will be determining the difficulty of each jump. Since you are making the terrain up as you go, it will not be too hard for you to do this. However, you will probably want to pace the jumps so that there are a number of easier jumps before the characters face a really hard one. You can also add some interesting things, such as jumps that are not straight across, but up or down; jumps requiring the characters to land on a narrow ledge; jumps that finish off by going through a window, etc. Arthur will do what he can to shake the characters. By this time, the disease has run its course to such a point that he does not fear death anymore. Arthur will perform many feats of daring that any sane person would not even consider — but Arthur is not sane anymore. Besides, he has just fed and his Blood Pool is full, so he will use that to heal any wounds he sustains as well as to boost his Attributes.

If you like, you can use the chart in the box below to decide what kind of building the characters encounter next in their chase over the rooftops. In each case, roll once for the kind of building and once for the distance to the next building.

You do not have to use the Chase rules from *Vampire* though. The chase itself is rigged since the characters cannot catch Arthur, but they cannot lose him either. In some way or another, they will chase him to his Haven.

The chase is also a chance to get in some rather humorous roleplaying. The residents of the various buildings the characters will traipse over can interact with the Kindred, much like in the old *Batman* TV series when the Dynamic Duo used to scale the buildings and talk with the people of Gotham. This could get especially interesting if Arthur decides to take a detour through somebody's apartment. Whether the inhabitants help the characters, hinder them, or

just harass them will ultimately be up to you, but use this opportunity to make the chase scene memorable. Some possible encounters include — an overbearing wino, a couple making love, a woman bringing in her wash, a burglar trying to break into a building, a security guard, a flock of pigeons or even something more exotic such as another Vampire or maybe even a Lupine.

Two important things to keep in mind are 1) that the characters cannot catch Arthur before he makes it back to his Haven — if they look like they are going to catch him, have something show up to hinder the characters, such as police officers attracted by the commotion; and 2) the character(s) cannot lose Arthur — if they do, have him appear a little ways off or somewhere else as the characters make their way home or spread out to look for him. If the characters start shooting at the poor lunatic, he will either take minor nicks or make some incredible dodges.

Finally, when you feel that you have gotten the most out of the chase scene, Arthur will think that he has shaken the characters and he will head to his Haven. It is paramount that the characters follow him there. If they think of giving up, remind them that the Masquerade is in real jeopardy if Arthur stays at large, since one more murder like the last two will bring every government agency down on the Succubus Club. Also, you can have him taunt the characters every time it looks like they might be giving up.

Arthur's Haven is an old abandoned three-story tenement building in the Southside of Chicago. He has chased off or killed any other squatters who have lived in the place before and now has the run of the place. He has blackened out the windows with paint and boards.

After the chase, Arthur will enter through the rooftop entrance and head down to his living quarters on the second floor. When the characters follow him, they will notice a stench of corpses permeating the air in the tenement. Arthur has been bringing his victims to the tenement and leaving their bodies throughout the three stories. As the characters explore the building, looking for Arthur, they will stumble across many corpses, mostly of the poor and homeless, scattered throughout the rooms, all in various stages of



decay. The stench itself is unbearable and the characters will have to make a Stamina + Fortitude roll of 7 or spend a point of Willpower for each 15 minutes that they remain in the building. Any who attempt to use Heightened Senses to search for the diseased Kindred must make the roll with a difficulty of 9 to avoid spending the Willpower.

Arthur lairs on the second story of the building. His "pad" consists of a pile of clothing for a bed and various pieces of furniture, most of it broken and scattered about the room like a bizarre rummage sale. If the characters have not been sufficiently stealthy in their search, Arthur will have hidden himself above the door by using his claws to grab hold of the wall above the door frame. He will wait for the first character to enter the room before he jumps on her back, raking with his claws and forcing her to the ground. He will jump about the room like an animal, using the furniture for cover and attacking any characters coming within his reach. The room is pitch dark (Arthur is using his Gleam of Red Eyes to see in the dark) and Arthur makes the best use of this ability to see in the dark to trap the characters and rake him with his claws before taking off back into the darkness. Build up the paranoia and tension in this scene for its maximum effect.

<b>Rooftop Chase Chart</b>			
<u>roll</u>	<u>The next rooftop is</u>	<u>roll</u>	<u>Distance to next rooftop</u>
1	empty lot	1-2	10 feet
2-4	10 or more feet below current one	3-4	20 feet
5-7	on the same level as current one	5-6	30 feet
8-9	10-20 feet higher than current one	7-8	40 feet
10	30 or more feet higher	9-10	50 or more feet





Just when it seems Arthur has the upper hand, he screams loudly, and starts thrashing about, throwing himself violently about the room. Before the characters have a chance to do much of anything, Arthur will grab one of the characters, stare them in the eyes, and die. He enters the final death, at last. The look on his face will be one of shock and immense pain. If this does not spook the characters, nothing will. An examination of the corpse will reveal the following — Arthur is very pale in certain areas of his body, including his head, while other areas seem flushed. His skin on his face and hands is very dry and flaky, there is a crust of white gunk around the edges of his eyes, and Arthur does not seem to have been grooming himself very much lately. A search of the building will only reveal corpses and nothing else of value. Arthur's corpse will decay rapidly once he is dead and it will take all the miracles of modern day science to keep it from totally decomposing within a day. If revealed to sunlight, it will go up like dry kindling.

**Arthur Gonzales:** Arthur is a Kindred to be pitied. By the time the characters finally encounter this Vampire, the disease inside of him will have advanced to such a stage that the Beast will have taken over many of his actions. Arthur was a college political science student on an athletic scholarship, travelling around the United States during summer vacation, when he was taken in Yellowstone National Park by a very old and powerful Gangrel. Abandoned like most of his Clan, Arthur learned to use his powers quickly enough to survive the Becoming. For the last five years, he has

travelled throughout the U.S., never staying in one place long enough to settle down. Recently, while coming through Des Moines, Arthur came into contact with this new strain of mononucleosis through one of his victims. The disease has progressed rapidly through his system and Arthur has left a trail of murdered victims through upper Illinois and lower Wisconsin on his way to Chicago. Now, he has come to the end of his rope and the Beast inside has consumed what is left of Arthur Gonzales.

**Sire:** Unknown Gangrel

**Nature:** Architect

**Demeanor:** Survivor

**Clan:** Gangrel

**Generation:** 7th

**Apparent Age:** 22 (Born: 1964)

**Embrace:** 1986

**Image:** Arthur's Mexican ancestry is readily apparent. He is normally well-groomed, though many of his personal habits have fallen to the wayside as the Beast has taken over. Nonetheless, Arthur is still a handsome-looking man. He will be wearing clothing appropriate to dancing in the Succubus Club when encountered — enough of his mind remains that he tries to fit in.

**Roleplaying Hints:** Hunch your back and dart your eyes around, glancing at everyone and everything like a caged

VAMPIRE™			
Arthur Gonzales			
<b>Attributes</b>			
<b>Physical</b>		<b>Social</b>	
Strength.....	Charisma.....	Perception.....	
Dexterity.....	Manipulation.....	Intelligence.....	
Stamina.....	Appearance.....	Wits.....	
<b>Abilities</b>			
<b>Talents</b>		<b>Skills</b>	
Acting.....	Animal Ken.....	Bureaucracy.....	
Alertness.....	Drive.....	Computer.....	
Athletics.....	Etiquette.....	Finance.....	
Brawl.....	Firearms.....	Investigation.....	
Dodge.....	Melee.....	Law.....	
Empathy.....	Muscle.....	Linguistics.....	
Intimidation.....	Repair.....	Medicine.....	
Leadership.....	Security.....	Occult.....	
Streetwise.....	Stealth.....	Politics.....	
Subterfuge.....	Survival.....	Science.....	
<b>Advantages</b>			
<b>Disciplines</b>		<b>Backgrounds</b>	
Dominance.....	.....	Conscience.....	
Fortitude.....	.....	Self-Control.....	
Potency.....	.....	Courage.....	
Protean.....	.....	.....	
<b>Other Traits</b>			
.....		<b>Humanity</b>	
.....		.....	
.....		<b>Willpower</b>	
.....		.....	
<b>Combat</b>		<b>Blood Pool</b>	
Weapon	Difficulty	.....	
.....	.....	.....	
.....	.....	.....	
.....	.....	.....	
.....		<b>Health</b>	
.....		Bruised.....	
.....		Hurt.....	
.....		Injured.....	
.....		Wounded.....	
.....		Mauled.....	
.....		Crippled.....	
.....		Incapacitated.....	
.....		<b>Experience</b>	
.....		.....	

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/3)

animal. Tense your muscles like you are ready to react to the slightest stimulus.

Notes: Arthur's Demeanor has taken over his actions and everything he does now is ultimately caused by his need to survive. The Beast has taken over and all his actions are instinctual.

---

## Interlude

The characters will probably have more questions than answers at this stage of the game, and their number one suspect is dead. Why did the Kindred die? Who was he? Where did he come from? Why did he kill those people in the Succubus Club? All these questions will probably be plaguing the characters. Of course, they will probably confront Saul for their answers. Unfortunately, they will find the answer to many of these questions first hand.

You see, during the past few days, the characters have come into contact with and become infected by the strain of mononucleosis that caused Arthur to act so irrationally. The virus is making its way into the Chicago blood supply, but the characters will be the first to display the symptoms (they got it from touching the body, battling Gonzales or from one of the infected in the Succubus Club, currently one of the places most affected by the illness. Eventually, almost every Kindred in the city will be infected, but right now the characters have a chance to save themselves and the others by finding a cure for the virus. First, however, they have to figure out that they are sick.

This should be pretty easy to do. Saul will be overjoyed at the death of Arthur, but his joy will be short lived when he notices the symptoms appearing in the characters. You see, the characters will start to behave irrationally. They will also display fatigue more readily, waking up later and later each evening and making all Stamina rolls at a -1 penalty. The Beast will also take over their actions more and more (see the *Mononucleosis — Vampirilla strain* insert for more details on how to run this). If the virus causes the characters to kill a victim in the Succubus Club, there is going to be hell to pay. Saul will put two and two together and figure out that the characters are now infected with the mononucleosis virus and that it may be too late to stop the spread of the fatal disease.

It is at this point that Saul will tell the characters the whole story, including his lie about having vials of the virus elsewhere. He will point out that the characters will die in a few weeks if a cure is not found. Saul knows that the normal cure for mononucleosis (lots of bedrest) will not work in the Vampire's case due to the changes he made in the virus and the complete lack of an immune system in Vampire (normally they have no need of one). Beyond that, though, Saul has little idea of how to stop this monster he has created. He can, of course, being the inventor of the virus, be of considerable help to any trained virologist.

Whenever humans get sick, they go to a doctor. But where does a sick Vampire go for medical help? This poses a great



dilemma. Do they risk breaking the Masquerade in order to get professional help? Or do they sacrifice themselves to save the Masquerade? Fortunately for the Kindred, if they keep an ear open to the news around the city, they will find out that other Kindred are beginning to display the same symptoms within three days of the first display of symptoms by the characters. This leaves them only one option, one which Saul will suggest if the characters do not think of it themselves — finding some professional virologist who is up on the latest techniques and would have an open enough mind to help out a group of sick Vampires. The obvious choice is a liberal arts institution — a university. And the University of Chicago is right downtown.

---

## SCENE FOUR: SEE ME, FEEL ME, TOUCH ME, HEAL ME

With a little investigative work, the characters can find out about world-renowned virologist John Phillips, Ph.D, at the University of Chicago. They can get this information from the police, from Scottie Cartwright at the "Tell It All" or any other newspaper or news magazine, or from any other virologist in the nation. There may be other sources of this information at your discretion.



This part of the story calls for the characters to completely avoid violence and arrange purely peaceful dealings with Dr. Phillips. Any carnage or other acts of violence caused by a frenzied Vampire will almost certainly destroy the characters' chances to find a cure. Therefore, they must control themselves very rigidly, spending Willpower freely and perhaps only letting those with the highest Willpower and/or Humanity deal with the good doctor. While they might threaten him to force his cooperation, this will cause the doctor to create a serum which will mask the symptoms, but still leave the Kindred susceptible to the final death stage of the disease.

Doctor Phillips, like many good researchers in the university system, can be found working late nights in his lab at the University most of the time. His lab is on the third floor of the Wilkes Research Center. The security is relatively light, consisting of regular patrols by guards and locks on all of the doors (even the stairwell). The characters will have to figure out a way to get to Doctor Phillips. Use your discretion to adjudicate the success of their plans. Saul will be willing to set up an appointment with Dr. Phillips during the daytime if the characters will let him.

Phillips has been working on viruses such as the one causing AIDS for the past seven years. His research on the AIDS virus keeps him working overtime on many occasions. If the characters approach him, obviously he will not believe that they are Vampires at first. It will not take much, however, to convince him of their authenticity! After he recovers from the shock, he will be fascinated, especially when he hears about their theory that they are sick. If Saul is with the characters, his credentials and biochemical skills will not only impress the doctor, but will be of immense help in the isolation of a vaccination. Of course, if the good doctor is going to find a cure (or even what is wrong with the characters) they are going to have to put themselves into his capable hands. This requires a certain degree of trust. Just hope that the Beast does not make an unwanted appearance at this point.

If the Kindred agree to let him help them, he will put them through a battery of tests, exclaiming all the while how fascinating the Vampires are. He will attempt to figure out how the Vampire's remain alive even though most of their tissue is obviously dead. This will elude him, though the cause of the Kindreds' problems will not. When Dr. Phillips isolates the mononucleosis viral strain, he will use it as leverage. He will tell the characters he has found the answer to their problems and that he can fix a vaccination. However, he has some conditions. He wants to study the Kindred to find out how they tick — he wants to find the source of their immortality. At first he will want to publish papers and go public with his knowledge, but he can be persuaded, through various means both intellectual and threatening, to keep the Kindred out of any findings he makes and publishes. However, he will want the Kindred to become his guinea pigs in exchange for the vaccine. On that count, he is inflexible. His intellectual curiosity will not allow him to pass up on this

opportunity, even if he is the only one to ever see the data. He will try to finagle and barter for anything he can get, though, so allow him to get all he can.

With a deal struck, Dr. Phillips will take an infected Kindred's blood, isolate the virus and concoct a vaccine. It will take him a week unless he has the help of Saul, in which case he can finish his work in three days — this might be important if the characters wasted time after they found out that they were sick. Dr. Phillips will then want to inject the vaccination into all of the Kindred (even those who may not yet be infected, as a precaution). The vaccination will take full effect in about half an hour, after which time the characters will be fine. However, there is a problem which the Kindred and the good doctor did not foresee. Vampires do not have an immune system to speak of, so the vaccination will only stay in their bodies as long as the blood that is vaccinated stays in the bodies. Once the Kindred use up the Blood that has been vaccinated, they will again be susceptible to the virus. Thus, they will need constant vaccinations — another piece of clout Dr. Phillips can use against the Kindred and to ensure his continued safety.

Once this is figured out, the Vampirilla strain of the virus should pretty much be under control. Of course, the rest of the city's Kindred will have to be vaccinated immediately. This will make the characters heroes and Lodin will grant them turf and status befitting their heroics.

VAMPIRE™			
Dr. John Phillips			
<b>Attributes</b>			
<b>Physical</b>		<b>Social</b>	
Strength.....00000	Charisma.....00000	Perception.....00000	
Dexterity.....00000	Manipulation.....00000	Intelligence.....00000	
Stamina.....00000	Appearance.....00000	Wits.....00000	
<b>Abilities</b>			
<b>Talents</b>		<b>Skills</b>	
Acting.....00000	Animal Ken.....00000	Bureaucracy.....00000	
Alertness.....00000	Drive.....00000	Computer.....00000	
Artistic.....00000	Empathy.....00000	Finance.....00000	
Brawl.....00000	Firearms.....00000	Investigation.....00000	
Dodge.....00000	Melee.....00000	Law.....00000	
Empathy.....00000	Music.....00000	Linguistics.....00000	
Intimidation.....00000	Repair.....00000	Medicine.....00000	
Leadership.....00000	Security.....00000	Occult.....00000	
Streetwise.....00000	Stealth.....00000	Politics.....00000	
Subterfuge.....00000	Survival.....00000	Science.....00000	
<b>Advantages</b>			
<b>Disciplines</b>		<b>Backgrounds</b>	
.....00000	.....00000	Virtues	
.....00000	.....00000	Conscience.....00000	
.....00000	.....00000	Self-Control.....00000	
.....00000	.....00000	Courage.....00000	
<b>Other Traits</b>		<b>Humanity</b>	
.....00000	.....00000	Devised..... <input type="checkbox"/>	
.....00000	.....00000	Hurt.....-1..... <input type="checkbox"/>	
.....00000	.....00000	Injured.....-2..... <input type="checkbox"/>	
.....00000	.....00000	Wounded.....-3..... <input type="checkbox"/>	
.....00000	.....00000	Mauled.....-4..... <input type="checkbox"/>	
.....00000	.....00000	Crippled.....-5..... <input type="checkbox"/>	
.....00000	.....00000	Incarnated..... <input type="checkbox"/>	
<b>Combat</b>		<b>Willpower</b>	
Weapon.....Difficulty.....Damage.....	.....0000000000	.....0000000000	
.....	.....	.....	
.....	.....	.....	
.....	.....	.....	
<b>Blood Pool</b>		<b>Experience</b>	
.....0000000000		.....	

Attributes: 7/53 Abilities: 13/95 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

**Dr. John Phillips** — John Phillips, Ph.D, is a world-renowned virologist. He is most well known for his research into the AIDS virus. Dr. Phillips did his undergraduate work at Duke University, with his graduate training being completed at UCLA. He has been a researcher at the University of Chicago for the past eight years. During that time, he has written numerous papers and become one of the University's most famous resident.

**Nature:** Visionary

**Demeanor:** Director

**Age:** 35 (Born: 1956)

**Image:** Dr. Phillips is a young man, wearing conservative glasses and carrying an air of confidence. Dressed in a white lab coat, with a tie visible, he is the typical good-looking doctor that Mom always wants you to bring home. His boyish good looks and good-natured grin make him instantly likeable.

**Roleplaying Hints:** Rub your chin when you are thinking and squint your eyes slightly to appear serious. When you speak, talk slowly, but with great confidence — you are used to being listened to and you know that your opinion is worth quite a lot.

---

---

## TIDYING THINGS UP

There are many loose ends to this story that may need to be tied up at some point in your Chronicle.

1. **The Succubus Club** will still be under careful scrutiny by the Chicago PD. Any killing in the next few years at the Club will be linked with the two killings from the last few weeks. Detective Stephens may be a help or a hindrance to the Kindred, depending on how he was treated by them during the investigation. He will show up at the most inopportune of times and make cryptic statements that seem to indicate that he knows all. Nothing will come of it, though, unless some Kindred or another slips up in the Club.

2. **The Vampirilla** strain will have spread to other cities sooner or later. The Chicago Kindred will have been the first to have experienced the disease and the first to come up with the cure. Lodin will want to use this for his political advantage. Other Kindred may wish to steal the vaccine, kidnap Dr. Phillips or hold some Kindred or another hostage for the vaccine. How the Chicago Kindred decide to handle this situation can lead to many more stories.

3. **Dr. Phillips** will start his studies on the Kindred. What he comes up with may change the course of your Chronicle forever. Though it is unlikely that he will ever uncover all there is to know about Vampires, some of the things he might uncover could be very valuable to the right people. Other Kindred, especially the Black Hand, might try to kill Dr. Phillips to prevent his work from continuing. Others might try to kidnap him for their own use. Still other people might try to steal the notes on his findings. The characters might be assigned by Lodin to ensure that Dr. Phillips remains

healthy and in the Chicago Kindred's hands. Of course, there is the problem if some of Dr. Phillip's findings leak into an obscure journal or something. What if Scottie Cartwright stumbles onto the whole mess? The story possibilities here are endless.

4. **Depending on how Saul** and the characters interacted during the adventure, the old Jew may or may not continue his quest for retribution. If the characters showed human compassion and feelings to Saul, he will have doubts as to his original idea that all Vampires are evil. He may actually become an ally of the Kindred, and dedicate himself to destroying those evil Vampires who break the Traditions and thus the Masquerade. However, if the characters' actions only reinforced Saul's opinions of the underlying evil nature of the Kindred, he will renew his quest with vigor and the characters will have one persistent enemy to dog their undying days.

5. **A vindictive relative** of one of the victims of the virus' rampaging Kindred, enraged by the lack of progress of the police, may stumble onto the Kindred on their own and start a campaign of retribution against every Vampire they can find — thus is another Vampire Hunter born.

6. **It is always possible** the characters may decide to kill both Saul and Dr. Phillips to ensure the sanctity of the Masquerade. Saul will have no defense other than his natural abilities, and will not be willing to release the vaccine again, even at the cost of his own life. This will not keep him from threatening its use, however. Dr. Phillips, on the other hand, will be far more willing to use whatever is at his disposal. He will deny the characters vaccinations and his threat that all his notes are in a safety deposit box to be opened in the event of his death is no lie. If he feels physically threatened, he will be more than happy to hurl a vial of isolated *Vampirilla* strain cultures in a Vampire's face.

7. **The characters may well decide** to keep the virus for themselves and not share it with any other Kindred. If this happens you as Storyteller have two options — parallel research or apocalypse. Either other Kindred in other places manage to discover the vaccine or else hundreds of Vampires start rampaging through cities around the world. Entire nations will be up in arms and warned about the scourge. Hunting parties armed with automatic weaponry and flamethrowers will roam the streets, scorching Vampires (and occasional mortals as well). Finally the only Kindred left alive will be the ones in torpor who have not fed in ages. Of course, when they arise, the whole game starts all over again.

---

---

## SPICING THINGS UP

"Death's Sweet Sting" was originally designed as a simpler, less elaborate story than it could have been. Here are some suggestions if you want to liven up the proceedings somewhat.



1. **Old Saul** has not given up on wiping out the Vampire scourge. While he feels genuine horror over the virus he has unleashed, this setback has not stopped him from continuing his experiments. In fact, the deal he strikes with the characters to help track down Arthur is merely an excuse to allow him to experiment on them! He has developed yet another strain and will ensure the characters drink from a Vessel infected by the new version. All the while they track down Arthur, Saul is watching them closely and taking notes. You have several options as to how this affects the characters. They may only be affected by the one new version, which means they do not notice the symptoms until much later; they may be affected by both strains, meaning they get sicker

twice as fast and also see the Beast let loose; or anything else your devious mind can come up with.

2. **Saul is a pawn** in the battle between Menele and Helena. The old biologist's work came to Menele's attention through correspondence between Saul and Dr. Phillips, a close ally of Critias, who is one of Menele's progeny. The ancient Brujah knows he will be safe as long as he remains in torpor, but that his ancient enemy may have arisen from her grave and may be hanging out at the Succubus Club (both suspicions garnered through his enhanced *Auspex*). Thus he has risked the survival of all the Kindred in the city on this one maneuver to kill his foe while she still recovers from her long sleep. Needless to say, he will not appreciate the characters saving Helena's life.

---

## MONONUCLEOSIS — VAMPIRILLA STRAIN

---

This special mutation of the mononucleosis virus seems to be one of the few diseases to actually have an effect on Vampires. Since the biological aspects of Vampirism are still largely unknown, the exact reason for this difference is yet to be discovered. Theory seems to indicate that the virus attaches itself to the hemoglobin molecule in the blood, causing it to swell and block the osmosis of blood through the body. The slowing of the flow of blood to a Kindred's brain causes them to lose many of their higher cerebral activities. This has the effect of freeing the Beast without the tether of the Vampire's Humanity. In human beings, the virus is inhibited from attaching to the hemoglobin by molecules that a living body produces but the Vampire's dead body does not. However, humans will still show the symptoms of mononucleosis when infected with this strain — it just does not kill them or disrupt the blood flow so completely as it does in the Vampire.

The symptoms are radical and easy to identify. Initially, the Vampire will exhibit sudden animalistic tendencies and will Frenzy more often. This is accompanied by a sluggishness between periods of Frenzy. As the course of the disease is run, the victim's eyes will grow wild looking, with a white crust developing in the corners. A very pale hue to the skin accompanies an increased hunger in the Vampire. As the disease progresses even further, the Kindred retains less and less control over his actions, tending to react on an instinctual, survival level. After a month, the Vampire will experience

the final death when the flow of blood to the brain is completely cut off.

The effect in the game is as follows. For every week, starting with the first, that the Vampire has the disease, add one to the difficulty of the Virtue roll to avoid Frenzy. Also, have the Vampire with the disease roll for Frenzy under the least of provocations. The more common state of Frenzy will cause even the most amoral of Vampires to lose more Humanity and perhaps gain a number of Derangements.

Kindred will also lose the ability to use blood freely. Increasing physical attributes or healing wounds by use of a blood point will require a Willpower roll with a difficulty depending on how long the disease has been ravaging his system. During the first week the difficulty is four and increases by two each week. Thus week two requires a six, week three an eight and in the final week the difficulty is a ten. A botch indicates the blood point is expended with no benefits gained.

One month after the Vampire first catches this new strain of mononucleosis, he will die. However, an extended Torpor can be entered, and if several centuries go by the virus may die off as a result of a lack of nutrient (i.e. lack of blood), but there is a possibility it could "kill" the Vampire first. The character must make a stamina roll every 50 years (difficulty 9). Three successes indicate the virus has been killed, while a botch indicates final death.

---

# Child's Play

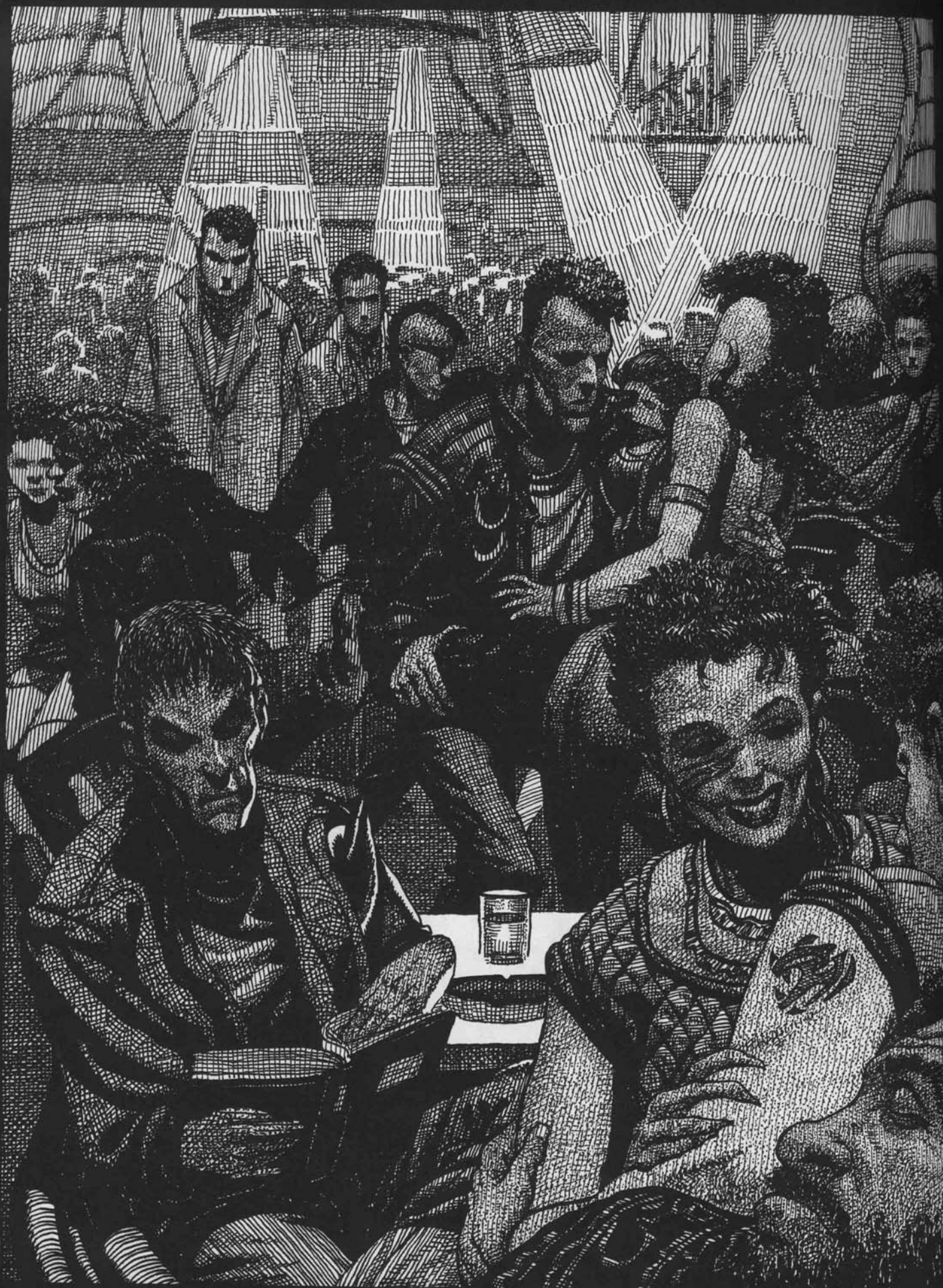
---

"Child's Play" is a two-part story for newcomers to the Windy City. In it, the characters find themselves being tested by a childish Elder and get the chance to gain their first insights into the intricacies of Chicago's Kindred community. The first part, "Paper Chase," details the characters' first encounter with the nameless, scheming Cainite who will so affect their unlives. In the second part, "Grand Elusions," they finally meet their mysterious manipulator and get to decide if they will join with him as pawns or side with his enemies as free people.

While these stories are for Vampires new to the area, they were not designed for a group starting from Day One. We assume that the characters have already met and are at least loosely affiliated with each other. We do not recommend this as a beginning adventure. If the Storyteller is using this as the players' first meeting, he or she may wish to run a short starting adventure such as "Baptism by Fire" first. This will both give the characters a reason to be together and provide them with some experience.

Finally, these two parts have been designed to be just as effective run separately as together. They also do not need to be run one after another. Feel free to insert any other story from this book between them or make up one of your own.





---

# Paper Chase

---

*"And all our Knowledge is, ourselves to know."*

Alexander Pope, *Essay on Man*

"Paper Chase" is a one chapter story for **Vampire** intended for a group of 2-5 Kindred. If you decide not to run both parts of "Child's Play," it can serve as either a stand-alone adventure or as an element of the "Forged in Steel" Chronicle (as described in **Vampire**). Storytellers can place it after the *Ashes to Ashes* series, or play it out any time after the Neonates have travelled to Chicago.

"Paper Chase" is a story of conflicting motivations and interlocking conspiracies—in other words, a classic example of intrigue. There are several "factions" involved in the story, both Kindred and kine, each with its own purpose. No faction is fully aware of the purpose of any other faction, and in one case, it is possible that one faction is even unaware of its own true motivation. The characters are caught in the middle and, depending on their actions, can come into direct conflict with one, two or all of the factions.

Unlike some stories, however, the conflict that rears its head in "Paper Chase" will not always be physical. There are foes that the characters will probably fight, that is true. But the majority of conflicts can be resolved in ways other than *mano a mano* combat.

Most of the Kindred directly involved in "Paper Chase" are outside the cast of characters described in the **Chicago by Night**. However, the odds are that the characters will

interact with these familiar individuals. They represent the best source of the information the neonates must learn, both that concerning Vampiric history and philosophy, and that related to other issues as well. As Storyteller, you can use these characters to make the Neonates' job as difficult or as easy as you see fit by providing information willingly or withholding it ... or, in some cases, even warping it beyond recognition. You should keep in mind the relationships the Neonates have with whatever older Kindred they decide to talk to. Vampires with whom they have friendly and close relationships will be much more willing to help out than will new acquaintances, or enemies (whether covert or overt foes). In general, however, no other Kindred should be willing to help out directly (for reasons that will be discussed later).

---

## HOW TO RUN THIS STORY

All the events in "Paper Chase" compose a single Chapter, allowing you and your characters to run it in only one (or perhaps two) sessions. There are four Scenes to this Chapter. The first Scene gives the Neonates an incentive to do some research, talk to what contacts they may have and learn a



little more about Vampiric history. The second Scene forces them to decide how to deal with a human who seems to know their true nature: strike a bargain with him, or destroy him out-of-hand. The nature of the third Scene will depend on what information they extracted from the human in the previous Scene. It can lead to direct conflict with some mortal hunters, or to a scrap with several Kindred who have their own agenda to follow. The fourth Scene encompasses the final confrontation between the Kindred and the hunters.

---

## THE PLOT

---

**Scene One:** The Neonates receive a letter, delivered by a Dominated human courier. It informs them that a copy of an ancient manuscript will soon be coming on the market, a manuscript that the characters should find very interesting, as the letter says, "considering your background." This manuscript is described as an Apocrypha, "an associated text, of uncertain authorship" to the Book of Nod. The writer of the letter identifies himself by name only as Dennis Herdon and promises to contact the characters again in a few days, when the manuscript is officially on the market.

The Neonates now have a chance to find out what they can about the Book of Nod, and track down this Dennis Herdon who seems to know of their Vampiric nature.

**Scene Two:** Presumably, the Kindred should be able to find out something about Dennis Herdon, a dealer in antiquities of rather shady provenance (read "a fence for items stolen from museums"), including his address. They must now decide how to deal with him.

If they choose to talk with Herdon rather than kill him, they will learn that he does not know they are Vampires, and in fact does not believe in such "scare stories" in the slightest (unless the Kindred convince him otherwise, of course). He was given their names by a frequent client of his, a gentleman whom Herdon knows only as "Dix," who described the characters as perfect potential clients for the Apocrypha. From Herdon, the Neonates can perhaps learn something about this mysterious Dix, and also about the person (or persons) who will be putting the Apocrypha up for sale.

**Scene Three:** Herdon knows little about the person selling the Apocrypha, forcing the Neonates to work their contacts again. The Neonates might discover Herdon is being watched by other Kindred, and also by some mortals. How they deal with these watchers is up to them. They may also notice that the watchers, Kindred and kine alike, have now switched their attentions to them.

**Scene Four:** In this scene, the Neonates come into direct conflict with two well-trained and very dedicated vampire hunters, ex-Jesuits named Sayles and Tomba. Whether this conflict takes place on the Neonates' terms or on the hunters' depends on how much the Kindred have learned so far.

At the conclusion, they can learn that the Apocrypha to the Book of Nod is worthless, a lure constructed by the

hunters to attract Vampires. It is doubtful that the Neonates will ever learn the true identity of Dix, or of his true interest in events.

---

## WHAT IS REALLY GOING ON

---

When the Neonates first came to Chicago, they were noticed by the Tremere Elder Nicolai. Always on the lookout for new pawns in the many games the Elders always play, he decided to find out what these newcomers were made of. Just how powerful and competent were they? Could they be depended upon to act in a predictable manner? Or were they true wild cards? Nicolai determined that he would test these Neonates at the first suitable opportunity.

The opportunity was not long in coming. For several years now, two men have been disturbingly successful at hunting and slaying Kindred in various cities across Europe, and most recently in North America. These two, Sayles and Tomba, are ex-Jesuits, and Tomba served as personal secretary to a member of the Society of Leopold (the new name for the Inquisition).

Through his many sources, Nicolai learned that Sayles and Tomba had arrived in Chicago. This represented a significant advantage for the Tremere of the city; as far as Nicolai could tell, no other group of Kindred had any warning before the two hunters had struck and, as they say, forewarned is forearmed. The day after Nicolai learned of the hunters' arrival, as he was settling himself down in his Haven for the sunlit hours, several thoughts struck him. First and foremost was a realization of the personal value of knowing about the hunters while none of his Kindred shared that knowledge. And second was the notion that this situation represented an excellent test for the Neonates in whom he had become interested.

In fact, although Nicolai does not realize it, there is a strong possibility that these thoughts are not his own, but inserted into his brain by the Methuselah Helena via her power of Extended Domination. It is up to you, as Storyteller, to decide for yourself whether or not Nicolai's mind is truly his own in this matter. (It does not make any practical difference within the bounds of this story; however, your decision might well change the atmosphere of your chronicle further down the line.)

Sayles and Tomba followed what has become their standard procedure: lure one or more Vampires out of hiding by offering something of great value. In this case, this item is the (actually worthless) Apocrypha to the Book of Nod. They have mentioned its existence to various middlemen their research has uncovered, including the unscrupulous Dennis Herdon.

As it turns out, Nicolai is a frequent customer of Herdon's, and so the fence immediately mentioned the Apocrypha to

the Elder. Nicolai recognized the offer of the Apocrypha for what it was — a machination of the hunters — and his plan finally fell into place. He told Herdon where to find the Neonates, describing them as potential customers, and suggested he contact them. Nicolai now intends to watch the Neonates and see how they react. The best possible outcome is that the Neonates show significant creativity and initiative in uncovering and defeating the hunters. Nicolai will then know them for what they are: potentially valuable pawns in his ongoing plans. On the other side of the equation, the worst that can reasonably happen is that the hunters will destroy the Neonates, which will represent no significant loss to Nicolai or to Chicago's Kindred as a whole.

Unbeknownst to Nicolai, however, Herdon has mentioned the Apocrypha to another of his regular clients, a Toreador who calls himself Edge. Edge and his Childe, Stephanie, are very interested in acquiring the Apocrypha for themselves, since such a possession will greatly raise their status in Toreador society.

---

## THEME

The major theme of this story is trust and betrayal, and how both can have immense effects on the life (or unlfe) of an individual. Virtually every character in this story is betraying someone, to some degree or another: be it clan, associates, or innocent pawns caught up in the game. Keep this in mind when roleplaying these characters. Every one of them will gladly lie to anyone to further his or her own interests.

---

## MOOD

The pervasive mood here should be paranoia. The characters should quickly realize that they know next to nothing about the motivations of any of the factions involved in this matter, and in fact, that they cannot even identify those factions. They should have serious doubts about the *bona fides* of virtually everyone they meet, and constantly be aware that powerful undercurrents run below everything that they do. By the end of the story, the characters should have the answers to most, but by no means all, of the questions that have bedeviled them. Some things should definitely remain as mysteries. In reality, you never get the answers to everything...

---

## SCENE ONE: FOR SALE

### Involving the Neonates

For this story to run smoothly, it is best that the characters have already met and are working together. This will almost

definitely be the case if you run this story after the events in *Ashes to Ashes*. If they have been in Chicago for more than a couple of days, odds are they have established one or more Havens, and have settled into some form of routine, such as going to the Succubus Club, whether as a prelude to Feeding or as a way of gathering information. It is a safe assumption that Nicolai, the head of Clan Tremere in Chicago, will have learned of this routine; after all, he has reason to be interested in any new players in the grand game and can take advantage of this knowledge.

At any time that you find convenient, preferably when the characters are feeling particularly complacent and safe, a young man walks up to them as though he knows them. The young man, named Russ, is tall and almost cadaverously thin, with bad skin and long, greasy black hair. In his late teens, he wears jeans, boots, and a black T-shirt emblazoned with the logo of the punk band Baby Chorus. Russ's eyes are slightly glazed, and his manner is such that he seems more concerned with whatever is going on inside his own head than with the real world. Russ is definitely mortal, but Kindred with the ability to read auras might be able to tell that he has been Dominated by a Vampire, and thus his will is not truly his own. In order to notice the rigid light-blue aura fixed on his head (an indication of Domination), the character needs three successes on the aura reading.

Russ will slouch up to the characters, stick out a small package wrapped in brown paper, and mumble, "Guy told





me to give you this." Depending on the setting, he will then either shamble off, or sit down and lose himself in his own thoughts. He could not care less what is in the package, or what the Kindred do with it.

---

## The Package

The package is about seven inches wide, nine long, and one thick — about the size of a small notebook. It is carefully wrapped in brown paper, and tied with string. Inside is ... a small notebook. Its binding is rich dark leather, delicately tooled into complex scrollwork. The leather is obviously old, but it has been impeccably cared for. The blank pages within are finest vellum. In its entirety, the book is probably worth a couple of hundred dollars.

As soon as the Kindred handle the book, a loose sheet of vellum slips from between the pages and falls to the floor — a note. The note is hand-written, in a very neat, almost calligraphic style, using an old-fashioned nib pen. The note reads:

*"Dear Friends,  
I will soon have an item in my possession that, considering your "shall we say" interesting background, you may well find of great value. This item is, in fact, a manuscript of great antiquity. I am as yet unable to confirm its provenance, but its creation would seem to date back to the 14th Century. Its actual contents would seem to date back even further, perhaps to the pre-Biblical period. (I apologize for being so circumspect, but you will understand my need for caution.) This manuscript is described as the Apocrypha to a work with which I understand you are familiar: the Book of Nod. It has been expressed to me that this manuscript will be of inestimable value to you in your search for Golconda. The Apocrypha will soon be available for purchase. When this transpires, I will once again make contact with you to inform you of the details. In the meantime, please accept as a gift that which carried this note. Although a mere bagatelle, I hope you will accept it as a token of the respect in which I hold you.  
Yours, etc.  
Dennis Herdon*

Although the Kindred may almost certainly assume Herdon, whoever he may be, is offering them Russ as a Vessel, in fact the gift referred to in the note is the leather-bound notebook.

---

## Research

It is almost certain the characters will immediately assume that this "Dennis Herdon" knows they are Vampires. After all, didn't he allude to their "interesting background," to their familiarity with the Book of Nod, and to their search for Golconda? (In fact, as will become apparent in the next scene, Herdon knows nothing whatsoever about the Kindred

or about Vampires in general. The note is more disinformation from Nicolai.) Before they can do anything about it, however, the Neonates will have to find out more about Dennis Herdon — who he is, where he can be found, etc. They will also probably be somewhat curious about the Apocrypha to the Book of Nod.

---

## Researching Herdon

There are various ways in which the Neonates can attempt to track down Dennis Herdon. The first is by interrogating the hapless messenger, Russ. Unfortunately for the Kindred, Russ knows nothing about any Herdon. He does not know where the package came from or what it contains. All he knows is that he had the package in his possession, and it seemed like a very good idea to take it to a particular location and give it to particular people matching the Neonates' descriptions. (This should give the Kindred some clue that the boy was Dominated.) The last thing Russ remembers before having the package in his hand and setting off across the city was visiting a music store in New Town, a cd specialty shop called Zulu which specializes in cutting-edge music. One minute he was digging through the miscellaneous bin; the next he was making his way to the place where he met the Neonates. So powerful was the Domination, and so fried is Russ's brain, that he does not consider such a discontinuity disturbing, or even unusual. The characters should quickly learn Russ is an innocent messenger.

Kindred with sufficient levels in Auspex might try to "read" the note, the book and the package using Psychometry. Each of these three will require a separate use of the Discipline. The book and the note provide the same information; the wrapping (since it was last touched by Russ) provides different data. (Although "reading" the packaging may seem irrelevant, since it was last touched by the messenger, the Neonates can still learn significant information from it.) The amount of information gained depends, of course, on the number of successes. The difficulty against which the character must roll is 5 for the note and the wrapping, and 6 for the book.

---

## The Note and the Book:

1 success Subject's aura is lavender, shot through with dark red. (The aura does not show the characteristics of a vampire...)

2 successes The subject's name is Dennis Herdon. He is male and in his mid-40s.

3 successes At the time the subject wrote the note, he was concentrating on being as circumspect as he could while still conveying the information he sought to communicate, but was also contemplating the potential for significant financial gain.

4 successes The character sees an image, apparently from the point of view of the subject. The subject is sitting at an antique roll-top desk, in a well-appointed, almost Edwardian, study. The subject has just finished writing the note, using an antique fountain pen, and is folding it and inserting it into the notebook.

5 successes The sheet of vellum on which the note was written comes from a stack of the material which the subject uses as personal stationary. The notebook has been in the subject's personal collection for years. He originally acquired it from a seller of antiquities in London.

---

### **The Wrapping Paper:**

1 success The subject's aura is mixed grey and silver, mottled with other shifting colors.

2 successes The subject is Russ Smellings. He is male, age 19.

3 successes The subject was feeling a welter of confused emotions, none of them overly strong. At the forefront was concern, not quite strong enough to be described as fear. There is also a hint of another color in the subject's aura: a touch of pale purple.

4 successes The character receives an image, through Russ's eyes, of when the messenger handed over the package to the Kindred. The character also senses that the additional tinge of pale purple in the subject's aura was enforced from without.

5 successes Again through Russ's eyes, the character visualizes the young man being greeted by a short man in a record store. The man's figure and features are vague, totally lacking in detail, but his sense of presence is incredibly strong. (Characters with the Discipline of Dominate will recognize that this "man" is probably a Vampire using the Discipline to make Smellings forget meeting him.) The shady figure hands the package to Russ, and suddenly Russ knows where he has to take it and to whom he has to give it.

Another way to track Herdon is through the Neonates' contacts throughout Chicago, both Kindred and kine. Depending on who they talk to, they can gain different pictures of Herdon.

Dennis Herdon's name is known to many members of the art world. Art dealers, collectors, museum curators, historians and such people have heard the name mentioned. He has a somewhat shady reputation as a dealer in *objets d'art*. There have been hints that his practices are something less than legal, and he has even been charged with dealing in stolen goods. The charges were dismissed, however, and no hard evidence has ever emerged to support any other rumor of his illegal activities. Despite his shady reputation, most people in the art world know someone who has dealt with him at one time or another. Unlike many other similar "traders", there

has never been even the slightest hint that he deals with forgeries, or with anything other than the best works in any given category. He is said to have *pieds à terre* around the world, including an apartment somewhere in New Town. Nobody knows exactly how to contact Herdon; it's always he who makes contact with potential buyers whenever he has something to sell.

Other "spheres" that know of Dennis Herdon are those of law enforcement and the underworld. To these people, Herdon's name has a different connotation. He is known as an international fence who deals exclusively with *objets d'art* and antiquities, often those that have been stolen from museums and eventually find their way into private collections. Although everyone familiar with Herdon knows he is guilty, nobody has ever been able to prove it to a jury's satisfaction. What makes it particularly difficult is that sometimes his buyers have enough influence to interfere with the process of justice. When in Chicago, Herdon makes his home in an apartment on North Clark in New Town. His number is known to both the police and those members of the underworld who deal in antiquities. Whenever anyone calls this number, an answering machine picks up on the first ring. The machine has no outgoing message; after five seconds of silence, it beeps and switches over to record the incoming message.

Anyone who knows of Herdon will be able to tell the Neonates some simple background: that he has a faint Welsh accent, that he always wears the best clothes (but that they never seem to really fit) and that he loves the finer things in life.

In case anyone tries to look him up in the phone book or in any other similar public directory, they have no luck. Herdon has an unlisted number. Should your characters come up with creative ways of tracking Herdon, adjudicate them on an individual basis. If you prefer, you could simply allow the characters to use their Investigate skills, but this would cheat both you and them of a great opportunity for roleplaying.

---

### **Researching the Apocrypha**

Virtually every Vampire has heard of the Book of Nod, reputed to have been written by one of the great Antediluvians. Some have read the fragments that have survived to the present day. Even those Anarchs who deny belief in its authenticity have at least heard about it. Nobody has ever heard of an Apocrypha to the Book of Nod, although that is not evidence on either side of the question. If the Book of Nod is thought of as the "Vampiric Bible," then historically there is no reason that an Apocrypha could not exist; after all, the "Books of the Apocrypha," those books that were left out of the Bible, are a solid precedent.

The Neonates should quickly realize or discover that this Apocrypha represents great value to most Kindred. If it truly provides guidance for attaining Golconda, many Vampires



will consider it quite literally the most valuable manuscript on earth. Even if it does not contain this information, it is still of inestimable value as a major part of the history of the Kindred ... presuming it is genuine. But even if it is a forgery, it represents value, only of a different nature. What does it matter if the actual owner of the manuscript knows it to be a forgery, if nobody else knows that? It would still represent an incredible bargaining chip, or even a weapon, in the infighting between the Kindred.

For these reasons, the Neonates should quickly learn that spreading around word of the Apocrypha's existence is not an overly smart idea. It is quite possible that they will find themselves on the bad side of a powerful Kindred who wants the Apocrypha for herself, to the characters' possibly terminal detriment. The Apocrypha, genuine or not, is reason enough to send any number of Kindred to their Final Death, particularly "worthless" Neonates. At the absolute worst, they could prompt a "feeding frenzy," where multiple powerful Vampires vie with each other for possession of the Apocrypha. The characters should swiftly realize that causing such a situation is not a prescription for long-term existence.

If the Neonates mention the existence of the Apocrypha, the response they receive will depend on just who they are talking to and how much information they let slip. You as Storyteller can partially manage the situation by making it more or less difficult to arrange meetings with individual Kindred. (For example, the first Vampire with whom the Neonates can arrange a meeting is their Mentor, or some other Kindred who is sympathetic to them and will explain the advantages of keeping the existence of the Apocrypha secret.)

A Vampire more or less sympathetic to the Neonates will explain the importance of the manuscript and the risks involved in bandying word of its existence about. Depending on the personality of this Vampire and his relationship to the Neonates, he might ask for the opportunity to read and perhaps copy the document before the characters do whatever else they want with it. Alternatively, he might urge the Neonates to silence, all the while planning to acquire the Apocrypha from them, either through manipulation or main force.

One of the Damned who is on the path to Golconda would probably urge them not to put their faith in written tradition; the road to Golconda is different for everyone who assays to travel it. She would explain how disruptive wide-spread knowledge of the Apocrypha could be, and suggest that the Neonates keep its existence inviolably secret.

If the Neonates have a friend among the Anarchs, that friend would probably denounce the Apocrypha, and the whole Book of Nod, as some kind of fraud. Nevertheless, he would explain that others among the Damned would probably believe in its *bona fides*, and would do anything to possess it.

Should the Neonates broach the subject with someone not sympathetic to them, they would hear much the same thing in terms of warnings: keep this between us. The motive

would be something totally other than concern for the Neonates, of course. The other Kindred will almost certainly covet the Apocrypha, and want to keep the secret so that his or her only rival for its possession would be the Neonates. In essence, then, any Vampire that the Neonates talk to would urge the characters to keep knowledge of the Apocrypha to themselves, for his or her own reasons.

Note that no Vampire, whether sympathetic or hostile to the Neonates, will willingly take an active part in retrieving the Apocrypha from Herdon. Their motive is simple: why risk their own unlife when the Neonates are going to do it anyway? Friends of the Neonates will let them take the risk, then help them protect their prize once they have acquired it. Enemies will let them expose themselves to whatever danger Herdon might represent, then swoop in and snatch the prize from the Neonates afterward.

If the characters insist on discussing the Apocrypha with too many Kindred, let them, and on their own heads be it. Other Vampires will react to the news depending on their individual personalities. If the characters spread the news widely enough to cause a "feeding frenzy," so be it. Just let them try to survive the aftermath of what they have wrought.

Scene three of this Story includes two non-player characters — Toreadors named Edge and Stephanie. In the Story as written, they have learned of the existence of the Apocrypha through their own channels. If the characters are indiscreet, you can replace these two with other Vampires: Kindred who have learned of the Apocrypha from the characters' own loose lips, and whose identities and natures will depend on the characters' actions. If the characters have been exceedingly indiscreet, there can be many more than two Vampires involved in these Scenes, belonging to different clans and factions within the society of the Damned. If necessary, and if the characters have complicated things too much, you could simplify things down again by having several of these factions take each other out of the running through rumbles and internecine squabbling. The characters would learn about this only indirectly, if, for example, if they hear police cars responding to what seems to be a gang war in a nearby alley.

---

## Characters

**Russ Smellings** — Russ is very much into sex, drugs and rock 'n' roll. Actually, only the latter two, since his social skills are abysmal, and no girl he has yet approached would sleep with him for any amount of money. He is almost always stoned on something (usually only alcohol, though he would never admit that), but not so far gone so as to impair his day-to-day functioning. He knows nothing whatsoever about Vampires other than what he hears in songs, although if pressed, he might decide that sleeping all day, partying all night, and never growing old would be fun.

He is currently Dominated by Nicolai. The Elder needed a pawn, and Russ happened to be wandering by at the time. Russ does not remember the person who Dominated him, where he got the package, or why he should hand it over to

the Kindred — it just seemed like the thing to do at the time. He has no greater connection to the events of the Story than that of unwitting messenger.

**Master:** Nicolai  
**Nature:** Conformist  
**Demeanor:** Loner  
**Willpower:** 4  
**Age:** 19

**Image:** A tall, gangly youth with matted black hair. He always wears jeans and boots, and his T-shirt usually bears the name of a band (the more extreme the better).

**Roleplaying Hints:** Answer any questions a couple of seconds after you're asked them. Mumble a lot, and never look anybody in the eyes. Only become animated if the topic of conversation turns to music or an invitation to party.

## SCENE TWO: MIDNIGHT MEETING Locating Herdon

In the preceding scene, the characters should have learned at least something about Herdon, including the fact that he lives on North Clark in New Town, north of the city center. They should not yet have learned his actual address (this datum is known to very few).

From here they have several options. They can work the streets, talking to locals and trying to find out exactly where Herdon lives. This will be quite difficult, because very few residents of Herdon's neighborhood know his name, but it does represent a great chance for role-playing. The best chance they have is to ask around about the "European gentleman." If your characters choose this route, make them work for it, but eventually give them Herdon's address.

Another approach is to contact Herdon, using the phone number they acquired in the preceding scene. The only way to talk to Herdon is to phone his answering machine, and leave a number to which he can call back. Should the Neonates choose this option, Herdon will call them back, but will hasten to explain to them that the "item in question" is not yet officially for sale, and hence is not yet in his possession. He urges them to wait.

If the characters refuse to wait, and try to press for a meeting, Herdon will only agree if he can be persuaded there is something in it for him. When roleplaying Herdon, remain quite adamant about this. He never does anything that does not benefit him, whether directly or indirectly. Whenever the characters start heading toward a "sensitive" topic, Herdon will immediately warn them that "discretion is important, and phone lines are rarely secure." This, of course, is an opening that the characters can exploit in setting up a meeting with the fence. Over the phone he will not discuss who has the Apocrypha, how he learned of it, who gave him the Neonates' names, etc. If the characters try to steer the conversation around to what Herdon knows about them, he will quickly warn them not to discuss such matters on a non-secure phone line. "One of your background should understand this, hm?" Of course, Herdon still thinks the Neonates are collectors of "hot" *objets d'art*, and hence leery of police entanglements, although the characters will almost certainly interpret this as a reference to their Vampiric nature. Herdon will not discuss sensitive topics over the phone. If the characters press him, rather than saying anything indelicate, he will simply hang up.

If the characters handle it right, they might be able to arrange a meeting with Herdon. He will definitely arrange such a meeting somewhere other than his apartment. His preference will be at a cozy (and private) Italian restaurant on North Clark called Settebello, where Herdon knows the management and can depend on them for privacy (and for two burly waiters to help him out should things turn uncivilized).

This is the only opportunity the characters will have to meet with Herdon. If they wait for him to arrange the meeting at his own convenience, the Witch-hunters will make their move. Even if the characters somehow survive, there will be no more Apocrypha available, and Herdon will not contact them again.

### VAMPIRE™ Russ Smellings

#### Attributes

Physical	Social	Mental
Strength ●●●●●	Charisma ●●●●●	Perception ●●●●●
Dexterity ●●●●●	Manipulation ●●●●●	Intelligence ●●●●●
Stamina ●●●●●	Appearance ●●●●●	Wits ●●●●●

#### Abilities

Talents	Skills	Knowledge
Acting ●●●●●	Animal Ken ●●●●●	Bureaucracy ●●●●●
Alertness ●●●●●	Drive ●●●●●	Computer ●●●●●
Athletics ●●●●●	Etiquette ●●●●●	Finance ●●●●●
Brawl ●●●●●	Firearms ●●●●●	Investigation ●●●●●
Dodge ●●●●●	Melee ●●●●●	Law ●●●●●
Empathy ●●●●●	Music ●●●●●	Languages ●●●●●
Intimidation ●●●●●	Repair ●●●●●	Medicine ●●●●●
Leadership ●●●●●	Security ●●●●●	Occult ●●●●●
Streetwise ●●●●●	Stealth ●●●●●	Politics ●●●●●
Subterfuge ●●●●●	Survival ●●●●●	Science ●●●●●

#### Advantages

Disciplines	Backgrounds	Virtues
●●●●●	●●●●●	Conscience ●●●●●
●●●●●	●●●●●	Self Control ●●●●●
●●●●●	●●●●●	Courage ●●●●●
●●●●●	●●●●●	

#### Other Traits

Music ●●●●●
●●●●●
●●●●●
●●●●●
●●●●●

#### Humanity

●●●●●●●●●●

#### Willpower

●●●●●●●●●●

□□□□□□□□□□

#### Blood Pool

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

#### Health

Brained	□
Hurt	1 □
Injured	2 □
Wounded	3 □
Mauled	4 □
Crippled	5 □
Incapacitated	□

#### Experience

□

#### Combat

Weapon	Difficulty	Damage

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2)



---

## Location

Depending on how the characters decide to handle it, the actual meeting with Herdon can occur in several places. They might decide to "beard the lion in his den" (in other words, penetrate his apartment). For information on Herdon's Chicago home, refer to the following section. Alternatively, they might stake out his apartment and wait for him to leave the building. Herdon rarely leaves home after dark, but it can happen. Or, finally, they might have arranged a meeting with him at Settebello or elsewhere.

---

## Herdon's Apartment

Herdon's apartment takes up the entire upper floor of a two-story brick building on North Clark. The ground floor is devoted to stores, a used-book store and an antique store. In fact, Herdon owns most of both businesses. Between the two stores is a locked door giving access to Herdon's private staircase.

At the top of the stairs is another door, locked and barred. The locks are the finest quality. This second door opens onto an entrance hall. Straight ahead is the large living room, while to the right is the apartment's second bedroom, which Herdon has converted into an office. Down the hall and to the left is the kitchen, while directly to the left is the large master bedroom. All the windows are barred, and the entire apartment is protected by a very sophisticated perimeter alarm system that automatically dials the police if anyone triggers it. Herdon personally loves this little bit of irony; since the police have not been able to jail him, they have to provide him with the same level of security as anyone else or face a lawsuit.

The apartment is high-ceilinged, and has perfectly cared-for hardwood floors. All the furniture and artwork is from the Edwardian era, and is all authentic; Herdon would not have a copy in his house. (The bedroom/office sports an antique roll-top desk, and is the scene that a character who "read" the note using Auspex might have glimpsed.) Even though he is a man of peace, and prefers talking to conflict, Herdon recognizes Chicago is a tough town. As a concession to this fact, he has a sawed-off semi-automatic shotgun concealed in a cabinet in his office. (To simulate the effects of the sawed-off barrel, decrease the weapon's range to 10 yards, but also decrease Herdon's difficulty to hit by 1.) When he leaves his apartment, he always carries a knife, with which he is proficient.

---

## Settebello

This is a cozy, intimate little Italian restaurant. Its food is worthy of a write-up in Chicago's gastronomic press, but its owner, a 65-year-old Italian known only as Giuseppe, does not want any publicity. It is a family-run business, and everyone there knows Herdon. When he comes here, he

always eats in the private room in the back. Sometimes he meets with other people; sometimes he comes alone simply to enjoy the food. This private back room has two doors, one leading to the kitchen, the other leading to the main dining room. The door that leads from the kitchen to the back alley is latched from within.

---

## On the Street

Herdon usually travels by taxi, and he always waits until the cab has arrived before emerging from his apartment. The only exception is when he walks the two blocks to Settebello. If the Neonates try to snatch him on the street, he will try to talk his way out of trouble, only using his knife if he thinks his life is truly being threatened.

---

## The Meeting

There are a number of important topics that the characters will probably want to discuss with Dennis Herdon. Each of the major areas of conversation is dealt with below.

## The Characters

To stress again, Herdon does not know that the characters are Vampires, and certainly does not believe in the Undead. He was given the Neonates' names by an old customer of his, a man Herdon knows only as Dix, and was told that they are collectors of stolen antiquities (hence Herdon's cautious language in the note, and his veiled references to their "background"). Dix also told Herdon that the characters are interested in determining the historicity of a mythical country called "Golconda." Herdon imagines this to be something like the mythographic search for Atlantis.

From Dix's description, Herdon has come to assume that the characters are rich "otherwise how could you afford items such as the Apocrypha" and somewhat eccentric. If the characters do not fit this mental picture, Herdon will become suspicious that they are not who they claim to be.

Following Dix's instructions, Herdon sent the original note to the characters via a courier supplied by Dix. This courier was actually a young teen-aged boy, perhaps 13 or so. Herdon paid little attention to the boy's appearance and so cannot give a good description. Obviously, this courier was not Russ. In fact, the "courier" was Nicolai himself. After taking the note and book, he Dominated Russ to make the delivery.

**Dix** — One of Herdon's regular customers is someone the fence knows only as Dix. He has never met Dix. All their dealings have been over the telephone or through intermediaries. Herdon knows virtually nothing about Dix other than that his taste is impeccable, and that he always pays a gratuity of one or two percent on top of everything he buys from the fence. Herdon certainly has the resources and

contacts to find out more about Dix should he want to, but he is simply not interested, and anyway would consider such curiosity as intrusive and unprofessional. Dix has proven his *bona fides* as a customer in the past, and that is quite good enough for Herdon. The one thing that Herdon knows about Dix is that he has a fairly high-pitched voice and speaks with a pronounced Eastern European accent. In fact, of course, "Dix" is the Vampire Nicolai. The Elder has actually met with the fence on several occasions, but Herdon always thought the Tremere leader was a messenger boy.

---

## The Apocrypha

---

Although the Apocrypha is not officially on the market yet, Herdon has seen it and satisfied himself as to its authenticity. The piece's authenticity was confirmed by a "Certificate of Provenance" issued by the central library of the Society of Jesus (the Jesuits). Herdon has seen such certificates before, and accepts this one as authentic. The final price for the Apocrypha has not yet been set, but Herdon suspects it will be in the region of \$750,000. His standard broker's fee is 15 percent. In fact, both the Apocrypha and the Certificate of Provenance are forgeries, although Herdon does not know this.

---

## The Sellers

---

Predictably, Herdon will be unwilling to tell anyone about the people selling the Apocrypha or how to contact them. If he did, an interested party could contact the sellers directly, cutting Herdon out of the loop and eliminating his brokerage fee.

The sellers are two men named Sayles and Tomba. Sayles is North American; Herdon suspects that Tomba is European, but is not sure since he has never heard the man say a single word. For physical descriptions of the two, refer to Scene Four. Herdon has met the men just once, at Settebello. He knows nothing about their background, other than that Sayles seems incredibly well-educated and erudite. He does not know where they are staying in Chicago. He contacts them by phoning a local number they gave him and leaving a message.

As with Dix, Herdon probably could have found out more about the two, but could not care less. All that matters to him is that the item for sale is authentic (to the best of his knowledge, of course).

The true details about Sayles and Tomba are given in Scene Four.

---

## Loose Ends

---

It is quite likely that the Neonates will say something to clue Herdon in to the fact that they are Vampires. (After all, they probably think he already knows...) They will have to



decide how to deal with Herdon afterward. Leaving him alive is a significant risk, but killing him carries with it the danger of Humanity loss since Herdon is a (relatively) innocent bystander in all of this.

---

## Characters

---

**Dennis Herdon** — Herdon is the consummate professional when dealing with matters with which he is familiar. He has an expert's knowledge about antiques, art objects, and antiquities. He is well-connected with the underworld throughout North America and around the world, and has a reputation as one who can be depended upon to follow through on what he promises.

His personal manner and appearance belie this professionalism, however. He always looks rumpled, as though he has just woken after a night of sleeping in his clothes. His stringy grey hair is impossible to control, and his expensive suits never seem to fit right. He has a faint Welsh accent, which he plays up when he is dealing with people who do not know him. He can act the dolt perfectly, concealing his true intelligence and his calculating mind behind the facade of a true dunderhead.

Herdon likes the best things in life, and is quite glad to pay for them. He will never engage in anything that does not promise a very good return on his time and effort.





This can give you, as storyteller, some very interesting options. If the characters have been very indiscreet, then there can be several factions watching their movements. One group of watchers could spot another faction, leading to conflict not directly affecting the Neonates. Alternately, several groups could even join forces. Feel free to use these kinds of intrigues to maximize the sense of paranoia the characters should be feeling.

Even if the Neonates have kept their own counsel, there are two Kindred who know about the Apocrypha. These are two Toreadors, Edge and Stephanie. Edge is a regular customer of Herdon's, and so the fence mentioned the Apocrypha to Edge shortly after contacting the characters. Edge and Stephanie entered into the same sort of investigation as the characters, and quickly discovered the Neonates. Unsure of just who the Neonates are and how powerful they are, Edge and Stephanie decided to follow them and learn more about them.

If at any time you feel the momentum of the story diminishing, tell one of your characters that he or she has spotted Edge and Stephanie shadowing them. As with the situation described above, the resolution will depend on the characters' actions.

---

## ...And More Watchers

---

There are also some mortals very interested in the Neonates' actions: the hunters, Sayles and Tomba, and the "assistants" they have hired. Starting on the night after they first told Herdon about the Apocrypha, the hunters have kept the fence's home and his usual haunts under surveillance. To aid them in this, they have hired members of Chicago's underworld. These are simple street thugs who know nothing about Vampires or about the hunters' plans.

The hunters learned about the characters' existence shortly after Herdon contacted them. They will concentrate their attentions on the Neonates and have them followed. At all times, the characters will have one or more thugs shadowing them (or trying to do so).

As will be explained later, the two ex-Jesuit hunters are seeking proof that the characters are actually the Undead. Proof in this case means some manifestation of Vampiric powers. Any such manifestation will reassure the hunters that the characters are of the Damned, and free them to follow through with the rest of their plan.

As with the Kindred who are shadowing the Neonates, there is a chance the characters will spot one or more of the street thugs following them. The thugs have been hired to do a simple job, and have no loyalty to the hunters. Unfortunately for the Neonates, the thugs know next to nothing about the people who hired them. Apart from physical descriptions, all they can say is that they were told to follow the characters, and phone a certain number if they saw



anything unusual happen. They were also supposed to find the characters' "base of operation" (i.e., their Haven). The number the thugs were given is to the answering machine in the rented house.

---

## Characters

---

**Street Thug** — These are typical street operators — small-time thieves, maybe dabbling in the drug trade. They know the city, and they know how to survive on the streets. They are tough, and difficult to intimidate. Their only loyalty is to themselves. In general, they are not too bright ... but then they do not really have to be.

Sayles and Tomba have hired eight of these guys. They usually operate alone, or in pairs. Most are armed with knives, but are capable of using guns should they somehow acquire one. A particularly militant individual might pack a light pistol (probably more for intimidation value than from an honest intention to use it).

**Master:** None

**Nature:** Bravo

**Demeanor:** Bravo

**Age:** 18-30

**Image:** A standard street tough: young, hard and dangerous. Can be black, white, Hispanic, Oriental, etc.



## VAMPIRE™

### Street Thugs

Attributes		
Physical	Social	Mental
Strength.....●●●●●	Charisma.....●●●●●	Perception.....●●●●●
Dexterity.....●●●●●	Manipulation.....●●●●●	Intelligence.....●●●●●
Stamina.....●●●●●	Appearance.....●●●●●	Wits.....●●●●●

Abilities		
Talents	Skills	Knowledge
Acting.....●●●●●	Animal Ken.....●●●●●	Bureaucracy.....●●●●●
Alertness.....●●●●●	Drive.....●●●●●	Computer.....●●●●●
Athletics.....●●●●●	Elusiveness.....●●●●●	Finance.....●●●●●
Brawl.....●●●●●	Piercings.....●●●●●	Investigation.....●●●●●
Dodge.....●●●●●	Melee.....●●●●●	Law.....●●●●●
Empathy.....●●●●●	Muscle.....●●●●●	Linguistics.....●●●●●
Intimidation.....●●●●●	Repair.....●●●●●	Medicine.....●●●●●
Leadership.....●●●●●	Security.....●●●●●	Occult.....●●●●●
Streetwise.....●●●●●	Stealth.....●●●●●	Politics.....●●●●●
Subterfuge.....●●●●●	Survival.....●●●●●	Science.....●●●●●

Advantages		
Disciplines	Backgrounds	Virtues
.....●●●●●	Contact.....●●●●●	Conscience.....●●●●●
.....●●●●●	Resources.....●●●●●	Self-Control.....●●●●●
.....●●●●●	.....●●●●●	Courage.....●●●●●
.....●●●●●	.....●●●●●	

Other Traits	Humanity	Health
Underworld.....●●●●●	.....●●●●●●●●●●	Bruised..... <input type="checkbox"/>
.....●●●●●		Hurt.....-1 <input type="checkbox"/>
.....●●●●●		Injured.....-2 <input type="checkbox"/>
.....●●●●●		Wounded.....-3 <input type="checkbox"/>
.....●●●●●		Mauled.....-4 <input type="checkbox"/>
.....●●●●●		Crippled.....-5 <input type="checkbox"/>
.....●●●●●		Incapacitated..... <input type="checkbox"/>

Combat	Experience
Weapon.....Difficulty.....Damage.....	.....
.....	.....
.....	.....

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

**Roleplaying Hints:** You're cool and you're hard (or you'd like to think so), so always try to tough things out. If your bluff is called, do whatever it takes to stay alive, while still trying to cling to some shred of dignity.

**Edge**—In life, the Vampire who calls himself Edge was the same kind of electric, self-destructive musical genius as the great Charlie Parker himself. There are some, in fact, who claim that on a good night Edge was even hotter than Bird.

Edge's Sire, a Toreador named Ted Zyncan, discovered this talent when he found the young man sitting in a downtown Chicago alley at four in the morning, drunk out of his mind, and wailing away on his saxophone. Zyncan was enraptured, and listened from the shadows until Edge finally passed out.

Zyncan became the young man's patron, but was unable to change to trajectory of Edge's life. Edge drank, and used any other mindbender that came his way. To make it worse, he was an obnoxious drunk who loved to fight, but was downright lousy at it. Zyncan found himself spending more and more time following a drunk Edge to make sure he did not take a swing at the wrong person.

On the last night of Edge's mortal life, Zyncan was a little slow. Edge decided he did not like a burly longshoreman he met in a bar, and told the big man so in no uncertain terms. Words were exchanged, punches were thrown. A barroom

brawl ensued, and Edge ended up with a knife in his belly. Zyncan arrived just in time to find the young genius coughing out his last breaths in bright blood. It was a decision of the moment to Embrace the musician.

Edge still plays his sax, and his technique has improved immeasurably. He rarely plays in public any more, preferring impromptu jam sessions. His addictive personality survived his death, and he prefers to feed from Vessels under the influence of alcohol or narcotics.

As a mortal he was poor, and always considered himself inferior to those with money. Even now, he considers himself inferior to most other Toreadors, and is obsessed with increasing his status in the clan. He is no longer poor, of course, and is even more consumed than most of his clan by the acquisition of material goods. (This is a manifestation of his quest for status and self-worth.) He believes that if he acquires the Apocrypha, he will finally gain the status he's always wanted.

He is madly in love with his Childe Stephanie, and will give his unlfe to protect her.

**Sire:** Ted Zyncan

**Nature:** Child

**Demeanor:** Bon Vivant

**Generation:** 12th

## VAMPIRE™

### Edge

Attributes		
Physical	Social	Mental
Strength.....●●●●●	Charisma.....●●●●●	Perception.....●●●●●
Dexterity.....●●●●●	Manipulation.....●●●●●	Intelligence.....●●●●●
Stamina.....●●●●●	Appearance.....●●●●●	Wits.....●●●●●

Abilities		
Talents	Skills	Knowledge
Acting.....●●●●●	Animal Ken.....●●●●●	Bureaucracy.....●●●●●
Alertness.....●●●●●	Drive.....●●●●●	Computer.....●●●●●
Athletics.....●●●●●	Elusiveness.....●●●●●	Finance.....●●●●●
Brawl.....●●●●●	Piercings.....●●●●●	Investigation.....●●●●●
Dodge.....●●●●●	Melee.....●●●●●	Law.....●●●●●
Empathy.....●●●●●	Muscle.....●●●●●	Linguistics.....●●●●●
Intimidation.....●●●●●	Repair.....●●●●●	Medicine.....●●●●●
Leadership.....●●●●●	Security.....●●●●●	Occult.....●●●●●
Streetwise.....●●●●●	Stealth.....●●●●●	Politics.....●●●●●
Subterfuge.....●●●●●	Survival.....●●●●●	Science.....●●●●●

Advantages		
Disciplines	Backgrounds	Virtues
Auspex.....●●●●●	Contact.....●●●●●	Conscience.....●●●●●
Celestity.....●●●●●	.....●●●●●	Self-Control.....●●●●●
Presence.....●●●●●	.....●●●●●	Courage.....●●●●●
.....●●●●●	.....●●●●●	

Other Traits	Humanity	Health
Jazz History.....●●●●●	.....●●●●●●●●●●	Bruised..... <input type="checkbox"/>
.....●●●●●		Hurt.....-1 <input type="checkbox"/>
.....●●●●●		Injured.....-2 <input type="checkbox"/>
.....●●●●●		Wounded.....-3 <input type="checkbox"/>
.....●●●●●		Mauled.....-4 <input type="checkbox"/>
.....●●●●●		Crippled.....-5 <input type="checkbox"/>
.....●●●●●		Incapacitated..... <input type="checkbox"/>

Combat	Experience
Weapon.....Difficulty.....Damage.....	.....
.....	.....
.....	.....

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

Embrace: 1938 (Born 1915)

Apparent Age: Middle 20s

**Image:** A thin, malnourished-looking black youth, with wild eyes. He always dresses in black and white. His clothes are expensive, and always over-accessorized with jewelry of silver or platinum.

**Roleplaying Hints:** Be cool. You do jazz, and jazz is the epitome of cool. Don't do anything to let on that you've got a fragile self-image.

**Haven:** Several, including a loft apartment and the basement of an old jazz club.

**Stephanie** — By the time she was 20, Stephanie Bayliss had the body of a model and the voice of an angel. Born and raised in Seattle, Washington, she sang her first jazz gig when she was just 16. She worked her way through a prelaw program at the University of Washington before quitting to devote herself full-time to her music.

Her voice is a smokey contralto, just made for jazz. Edge heard it while passing through Seattle, and was enraptured. He followed her career, never missing a chance to hear her sing. They became close friends, although he never revealed his true nature.

Stephanie was 25 when she was diagnosed as having pancreatic and lymphatic cancer, and given six months to



VAMPIRE™		
Stephanie		
<b>Attributes</b>		
<b>Physical</b>	<b>Social</b>	<b>Mental</b>
Strength.....●●●●●	Charisma.....●●●●●	Perception.....●●●●●
Dexterity.....●●●●●	Manipulation.....●●●●●	Intelligence.....●●●●●
Stamina.....●●●●●	Appearance.....●●●●●	Wits.....●●●●●
<b>Abilities</b>		
<b>Talents</b>	<b>Skills</b>	<b>Knowledge</b>
Acting.....●●●●●	Animal Ken.....●●●●●	Bureaucracy.....●●●●●
Alertness.....●●●●●	Drive.....●●●●●	Computer.....●●●●●
Athletics.....●●●●●	Eligette.....●●●●●	Finance.....●●●●●
Brawl.....●●●●●	Piercing.....●●●●●	Investigation.....●●●●●
Dodge.....●●●●●	Melee.....●●●●●	Law.....●●●●●
Empathy.....●●●●●	Music.....●●●●●	Linguistics.....●●●●●
Intimidation.....●●●●●	Repair.....●●●●●	Medicine.....●●●●●
Leadership.....●●●●●	Security.....●●●●●	Occult.....●●●●●
Streetwise.....●●●●●	Stealth.....●●●●●	Politics.....●●●●●
Subterfuge.....●●●●●	Survival.....●●●●●	Science.....●●●●●
<b>Advantages</b>		
<b>Disciplines</b>	<b>Backgrounds</b>	<b>Virtues</b>
Asper.....●●●●●	Fame.....●●●●●	Conscience.....●●●●●
Celerity.....●●●●●	.....●●●●●	Self-Control.....●●●●●
Presence.....●●●●●	.....●●●●●	Courage.....●●●●●
.....●●●●●	.....●●●●●	
.....●●●●●	.....●●●●●	
<b>Other Traits</b>		
.....●●●●●	<b>Humility</b> .....●●●●●	<b>Health</b>
.....●●●●●	.....●●●●●	Bruised..... <input type="checkbox"/>
.....●●●●●	.....●●●●●	Hurt.....-1
.....●●●●●	.....●●●●●	Injured.....-2
.....●●●●●	.....●●●●●	Wounded.....-3
.....●●●●●	.....●●●●●	Mauled.....-4
.....●●●●●	.....●●●●●	Crippled.....-5
.....●●●●●	.....●●●●●	Incapacitated..... <input type="checkbox"/>
<b>Combat</b>		
Weapon.....	Difficulty.....	Damage.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
.....	.....	.....
<b>Blood Pool</b> .....●●●●●		
<b>Experience</b> .....		
Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/1)		

live. When he learned, Edge was horrified ... and personally offended at a Providence that would create such a voice and then destroy it so soon. Finally the saxophonist explained to the singer what he was, and offered her the Embrace. She took almost a week to think over her decision, but finally she accepted.

She and Edge have been inseparable ever since. When he moved to Illinois, she came with him. Although they are not Blood Bound, the love and respect they have for each other is so strong that a complete Blood Bond would be almost redundant.

Stephanie has no interest in the Apocrypha for herself, but she realizes what it represents to Edge and so will go to any lengths to help him acquire it.

Sire: Edge

Nature: Survivor

Demeanor: Caregiver

Generation: 13th

Embrace: 1988 (Born 1963)

Apparent Age: Middle 20s

**Image:** A slender young woman with blonde hair and freckles, Stephanie looks like a surfer girl.





**Roleplaying Hints:** You know that lots of people automatically tag cute blondes as airheads. When it might benefit you, you can play the ditzzy role to the hilt. Giggle a lot, and fail to get jokes. Occasionally slip up, and show that you're a hell of a lot brighter than you seem.

**Haven:** With Edge.

---

## SCENE FOUR: HUNTERS AND HUNTED

---

The way this last Scene plays out will depend in great part on how the characters have handled the preceding Scenes. Either the hunters will come after the Neonates, or the Neonates will go after the hunters. One way or the other, there will almost certainly be a final confrontation.

### The Hunters' Plans

As mentioned earlier, Sayles and Tomba intend to use word of the Apocrypha to draw out Vampires. Once they and their hirelings have identified prospective prey (in this case, the Neonates), the hunters will follow them, looking for some manifestation of Vampiric ability. If the Neonates do display any kind of superhuman abilities, the hunters will move on to the next step.

Sayles and Tomba are very knowledgeable about Vampiric strengths and weaknesses. Unlike many would-be hunters, they know the techniques that actually do destroy Vampires. As soon as they know that the characters really are Vampires, the hunters will plan and execute a day-time raid on the Neonates' Haven(s), and do their best to destroy them.

The nature of this raid will, of course, depend on the Haven(s) the characters have chosen. Remember that Sayles and Tomba are very intelligent and very determined opponents. If the characters have made any mistakes, or been sloppy in protecting their Haven(s), then the hunters will take advantage of every weakness. When the hunters make their raid, they will take along as many of their eight street thugs as survive as bodyguards. On the raid, the hunters will be armed with stakes, mallets and heavy revolvers. Each ex-Jesuit will also carry a Bible, a silver crucifix, and his medal of St. Ignatius.

---

## Hunting the Hunters

---

If the characters have not tracked down the two hunters, and are not very careful in protecting themselves, there is a very real chance that the two ex-Jesuits might be able to destroy several of them ... or maybe all. The characters' best chance of survival is to take the battle to the hunters and to confront them on the characters' terms.

Most of the time, the two hunters stay in a condo they have rented in New Town. The Neonates might have acquired the address from the rental agent, Marsha Loudette, in Scene Three. They rarely go out at night, leaving all surveillance duties to their hirelings since there is always a chance their prey will come after them. They sleep during the day; after dark they are always watchful. The condominium is locked up tight after sunset. The doors are secured with deadbolts and bars; the windows are barred. In addition, the condo is protected by a sophisticated perimeter alarm system.

If the two hunters have some reason to suspect that the Neonates have learned of their existence, they will hire four more armed street thugs to stay in the house and guard them while they make preparations to leave. The next morning, the two hunters leave town, having decided that discretion is the better part of valor.

---

### Characters

---

**Warren Sayles** — Born in Boston, Sayles came from a very devout family, and it was always expected that he would enter the priesthood. As things turned out, his teachers at the seminary quickly recognized his considerable mental gifts, and subtly steered him toward the Society of Jesus. The Jesuits in turn saw his strengths when he approached them as an applicant, and expected great things of him.

Something that none of his early teachers noticed, however, was that Warren Sayles could be an obsessive person, sometimes to the point of pathology. Strong-mindedness and determination were considered admirable traits for a Jesuit, but the young Sayles carried them to extremes. Once his mind was set on a course of action, it proved almost impossible to sway him from it.

Sayles showed an incredible aptitude for the intricacies of linguistic analysis. It was this that gained him entry to a special meeting between a group calling itself the Society of Leopold and a group of Jesuit scholars. The purpose of the meeting was to wring all the syntactic and contextual information from a newly-discovered fragment of a manuscript known as the Book of Nod.

Discovering in this way that Vampires walked the earth, Sayles then and there decided that his life's purpose would be the destruction of these creatures of the devil. He was angered and disgusted by the attitude shown by most of his superiors: slow movement and study was the course of choice, not swift and determined attack.

At the meeting, Sayles met someone who shared his opinion. This was Alberto Tomba, personal secretary to a member of the Society of Leopold delegation. Finding a kindred spirit so emboldened both men that they left their respective orders, forswearing themselves in the process, and went out into the world.

Since their meeting in 1983, Sayles and Tomba have travelled North America and Europe, seeking out and destroying Vampires whenever they could. They are both smart and cautious men, Sayles even more so than Tomba. The technique they use always involves close surveillance of their prospective targets to ensure that the targets truly are of the Damned.

Sayles is patient, despite his obsession, and wants to be sure of his target's "guilt" before making his final move. Once he is sure, however, he is an implacable and very competent foe.

**Master:** Ngne

**Nature:** Fanatic

**Demeanor:** Judge

**Age: 38**

**Image:** A handsome, very reserved man with short black hair and quick black eyes. He always dresses conservatively. He can seem friendly and outgoing, but anyone with any empathy at all will peg this as an act.

# VAMPIRE™

## Sayles

---

### Attributes

Physical	Social	Mental
Strength ●●●●●	Charisma ●●●●●	Perception ●●●●●
Dexterity ●●●●●	Manipulation ●●●●●	Intelligence ●●●●●
Stamina ●●●●●	Appearance ●●●●●	Wits ●●●●●

---

### Abilities

Talents	Skills	Knowledge
Acting ●●●●●	Animal Ken ●●●●●	Bureaucracy ●●●●●
Alertness ●●●●●	Drive ●●●●●	Computer ●●●●●
Athletics ●●●●●	Elusiveness ●●●●●	Finance ●●●●●
Brawl ●●●●●	Firearms ●●●●●	Investigation ●●●●●
Dodge ●●●●●	Melee ●●●●●	Law ●●●●●
Empathy ●●●●●	Misc. ●●●●●	Linguistics ●●●●●
Intimidation ●●●●●	Repair ●●●●●	Medicine ●●●●●
Leadership ●●●●●	Security ●●●●●	Occult ●●●●●
Streetwise ●●●●●	Stealth ●●●●●	Politics ●●●●●
Subterfuge ●●●●●	Survival ●●●●●	Science ●●●●●

---

### Advantages

Disciplines	Backgrounds	Virtues
_____ ●●●●●	<u>Contacts</u> ●●●●●	Conscience ●●●●●
_____ ●●●●●	_____ ●●●●●	Self-Control ●●●●●
_____ ●●●●●	_____ ●●●●●	Courage ●●●●●
_____ ●●●●●	_____ ●●●●●	

---

### Other Traits

_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●
_____	●●●●●

---

### Humanity

●●●●●○○○

---

### Willpower

●●●●●○○○

□□□□□□□□

---

### Blood Pool

○○○○○○○○○○

---

### Health

Bruised	<input type="checkbox"/>
Hurt	-1 <input type="checkbox"/>
Injured	-2 <input type="checkbox"/>
Wounded	-3 <input type="checkbox"/>
Mauled	-4 <input type="checkbox"/>
Crippled	-5 <input type="checkbox"/>
Incapacitated	<input type="checkbox"/>

---

### Experience

---

Weapon	Difficulty	Damage

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/3)





**Alberto Tomba** — Tomba's background was remarkably similar to Sayles', except that he was born in Palermo, and became an applicant to the Society of Jesus in Rome. In terms of personality, however, the men are very different. While Sayles is cold and controlled, Tomba is a man of strong emotions, impatience and temper. Although his Jesuit training helped him suppress these tendencies, they are still with him and come out when he is under pressure.

This life pleased the young Tomba. Unfortunately, his years of peace were ended in 1981, when he was attacked in his chambers by a Malkavian. So great was the young man's faith, however, that he was able to drive the monster away.

## Tomba

### Attributes

Physical		Social		Mental	
Strength	●●●●○	Charisma	●●○○○	Perception	●●●●○
Dexterity	●●●●○	Manipulation	●●○○○	Intelligence	●●●●○
Stamina	●●●●○	Appearance	●●○○○	Wits	●●●●○

## Abilities

Talents		Skills		Knowledge	
Acting	0.0000	Animal Ken	0.0000	Bureaucracy	0.0000
Alertness	0.0000	Drive	0.0000	Computer	0.0000
Athletics	0.0000	Eligibility	0.0000	Finance	0.0000
Brawl	0.0000	Firearms	0.0000	Investigation	0.0000
Dodge	0.0000	Melee	0.0000	Law	0.0000
Empathy	0.0000	Money	0.0000	Linguistics	0.0000
Intimidation	0.0000	Repair	0.0000	Medicine	0.0000
Leadership	0.0000	Security	0.0000	Oxide	0.0000
Streetwise	0.0000	Stealth	0.0000	Politics	0.0000
Subterfuge	0.0000	Survival	0.0000	Science	0.0000

### Advantages

Disciplines		Backgrounds		Virtues	
_____	00000	<u>Contacts</u>	00000	Conscience	00000
_____	00000	<u>Resources</u>	00000	Self-Control	00000
_____	00000	_____	00000	Courage	00000
_____	00000	_____	00000		
_____	00000	_____	00000		

~~†--Other Traits.--†~~

Art \_\_\_\_\_ ●●●●●  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## — Combat —

Weapon	Difficulty	Damage

~~For~~ Humanity ~~and~~

● ● ● ● ● ● ● ● ● ●

**Willpower**

● ● ● ● ● ○ ○ ○ ○ ○  
□ □ □ □ □ □ □ □ □ □

~~+~~Blood Pool~~+~~

0 0 0 0 0 0 0 0 0 0

—Health—

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-2	<input type="checkbox"/>
Wounded	-3	<input type="checkbox"/>
Mauled	-4	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incubinated		<input type="checkbox"/>

### ✦ Experience ✦

10—Zapfen et al.

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

selecting only those who had survived an encounter with Vampires. (This controversial policy was short-lived, for many bureaucratic reasons.) An invitation was issued to join the Society, and a shaken Tomba accepted. For several years he served the Society well, although like Sayles he was angered by the group's unwillingness to take decisive action.

He came to the United States in 1983, and here he met Warren Sayles. Even though he left the Society of Leopold immediately thereafter, he has many contacts within the organization — mostly younger members like himself — some of whom can occasionally funnel him money and provide logistical support.

While most of the pair's plans and procedures were devised by Sayles, it was Tomba who thought up the Apocrypha, created it, and forged the Certificate of Provenance. Tomba is still a man of fiery emotions and short patience, although Sayles is a moderating influence. Like Sayles, he is a determined foe, and will gladly give his life if he thinks it is

**Master:** None

**Nature:** Survivor

**Demeanor:** Cavalier

**Age:** 42

**Image:** A big, bull-necked man with a shock of curly black hair. He usually dresses in such a way as to conceal his true size and robustness.

**Roleplaying Hints:** Don't say much. You're a man of action rather than words, even though you are very intelligent. When you do speak, you have a hint of an Italian

accent. Let your impatience and anger come out in your voice, then struggle (unsuccessfully) to suppress it.

---

## Aftermath

---

The forged Apocrypha, along with the false Certificate of Provenance, is in Tomba's suitcase. If the characters succeed in defeating the hunters, they might well end up possessing it. What they do with it is up to them.

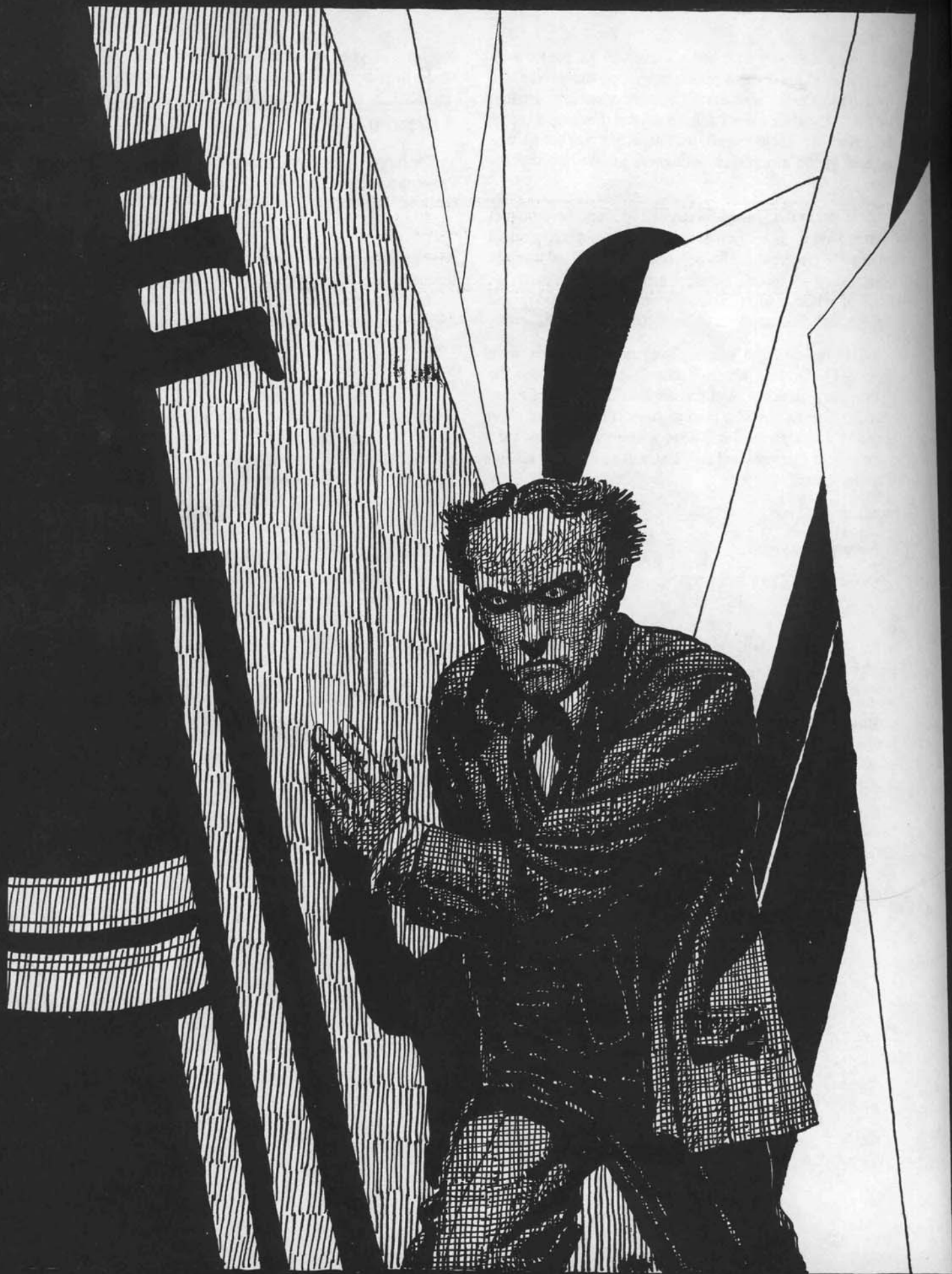
If they still believe its authenticity, they might want to read it for its comments on Golconda. Although the language of the Apocrypha feels right, and although it uses the appropriate terminology, there is nothing of any value whatsoever to be gleaned from the manuscript. (In fact, if the characters decide to depend on what they have learned from it, you might rule they move further from Golconda.)

Instead, they may try to sell it, or use it as a bargaining chip. Within a day or two, however, word will spread through Kindred society that the Apocrypha is a worthless forgery. It is Nicolai who is spreading the word, in an attempt to minimize the upheaval that the Neonates could possibly cause.

If the Neonates succeeded in vanquishing the hunters, Nicolai will take notice. They have passed his test, and thus have proven themselves to be worthy of further attention. The nature and consequences of this attention are up to you or can follow the pattern set up in "Grand Elusions," to follow. Conversely, if the Neonates leave one or both of the hunters alive, the ex-Jesuits can return later as ongoing nemeses.

Depending on their actions, the Neonates might have alienated any number of other Kindred. Such consequences should continue to haunt them for some time to come.





---

# Grand Elusion

---

Written by Steve Crow, Illustrated by Dave Miller

*"It's night,  
They might not see us,  
Cause if they catch us out there,  
They'll bleed us,  
Shoot us, kill us,  
Dump us in a dark ditch."*

Ice-T, "Escape from the Killing Field"

"Grand Elusion" serves as the second part of the Child's Play story. In it, the characters finally meet the sinister force which has been setting them up and discover it to be a seemingly young boy. He sends them on a mission to put an end to a constant thorn in the side of the Tremere, a thorn which is none too easy to find.

This thorn is special, however. Characters may well decide they would be better off joining with it than trying to kill it. Of course, doing so will bring them into combat with at least two groups of Kindred, their mortal retainers and a mortal Magus.

---

## HOW TO RUN THIS STORY

---

The story of "Grand Elusion" is roughly linear. The players begin at point A, progress to point B, and so on to the final Scene. To some degree it is a "guided" story. However, if the players decide to do something else, let them. You will simply have to improvise.

"Grand Elusion" revolves around the exploits of the showman/magician/escape artist known as Harry Houdini.

During a single evening the players must follow his trail through Chicago.

---

## THE PLOT

---

**Scene One:** the players have a chance to get into character. They meet at the Succubus Club and can feed, interact with the mortals socially or just get in a few steps on the dance floor. Two human agents of Nicolai, one of Chicago's Primogen, will interrupt their activities. The kine request their attendance for an important meeting.

**Scene Two:** the characters meet Nicolai. Ehrich's elimination will give Nicolai prestige with his Clan Elders. As the characters are relatively new to the Kindred scene, Nicolai intends to get them under his control. He will offer the players several rewards in return for their eliminating Ehrich. Unfortunately, most of the compensation will involve their eventually being Blood Bound to him.

It will be clear that Nicolai means to have their services. The best the players can do is at least pretend to accept the assignment. Nicolai will inform them that Ehrich frequents The Cave, a working-class bar.



**Scene Three:** the characters check out the bar. Ehrich is absent, but no one will be willing to tell them that. They will have to deal with the owner Horace Turnbull, a Malkavian, and his patrons, including cycle gangs and steelworkers. With any luck they can find out where Ehrich went.

The trail leads them to Ye Olde Magic Shoppe. The characters will have to deal with the owner, a friend of Ehrich's. They also may have to cope with a reporter, hot on the trail of an occult story.

Ehrich's trail leads back to the Succubus Club. The characters finally come face-to-face with Ehrich. He is the company of his friend, a slightly senile Magus named Gibson. Before the characters can act one way or another, a pupil of the Magi arrives with a score to settle. The characters will find themselves in the midst of a mystical battle. The pupil has discovered a magical means of binding Blood Dolls to him, and has turned them into a psychotic assassination squad.

Ehrich will try to flee with Gibson. However, enemy forces have blocked off the club exits. Nicolai has assigned one of his lackeys to track down Ehrich independently of the characters. Ehrich's enemies among Chicago's Anarchs have also caught up to him. With nowhere else to go, Ehrich and Gibson flee into the basement labyrinth of the nightclub.

In the last scene, the characters will either have to flee with Ehrich and Gibson (if they have joined forces with Ehrich), or pursue them into the labyrinth with the others. In either case, they will be caught in a crossfire between Nicolai's lackey and Hinds' agents. Orloff and his Blood Dolls are also willing to kill anyone who gets in their way.

With luck the characters can escape the forces opposing them. If they teamed with Ehrich, they will have him and Erichtho as future allies in the struggle to unite Chicago's Kindred factions.

---

## EHRICH'S STORY

---

As much of "Grand Elusion" revolves around Ehrich, the Storyteller should be aware of his background. Although the escape artist chooses to remain uninvolved in Kindred affairs, his activities involve him with several factions.

The mysteries of the afterlife had always fascinated Houdini. His interest became even stronger after his mother died and he tried to contact her spirit. Despite his own intense desire to bridge the void to the spirit world, Houdini took a skeptical view of those who claimed they could contact ghosts.

A common practice of "mediums" in the 1920s and 30s was to use fake seances to bilk patrons of thousands of dollars. Houdini went to many of these seances and proved that the mediums used trickery to perform their "spiritual experiments." He also corresponded with people who shared his interest in the occult. One of the persons he

corresponded with was a Tracy Graves. Unknown to Houdini, Tracy was actually one of the Kindred, a Tremere calling herself Erichtho.

The human world (and much of the Kindred) are unaware that an unidentified Tremere (not Graves) approached Harry Houdini at the height of the latter's career, in 1926. Houdini's apparently mystic ability intrigued the Vampire. The Tremere's offer of a true glimpse of life-after-death fascinated Houdini. Bored with the ease of his success, the magician gladly accepted the Vampire's offer, and the Tremere Embraced him. During a European tour, Houdini was brought before the Council in Vienna and Blood Bound. They were not particularly happy with the situation, as Houdini had been Embraced without their permission. However, they resolved that Houdini would serve them. They commanded him to continue his career as best he could in his new state.

Refusing to be bound by anyone or anything, Houdini threw himself into occult research. It is unclear exactly how, but he managed to break the Blood Bond. Those few who know him well have speculated that, since he was active in New York City, he obtained help from the Sabbat. As with all of his escapes, Houdini never revealed the secret. It apparently cannot be repeated, as he has not been able to break Erichtho's own Blood Bond to Nicolai (see below).

It took four years for Houdini to find a "cure." During this time he limited his few performances to evenings, and claimed he was devoting most of his time to "spiritual research." He then faked his own death in 1930. He informed no one, even his brother and wife, of his situation. Hunted by the Tremere, he decided to wander the world, investigating what he could of the afterlife that was now part of his existence.

Unfortunately, Ehrich (Harry's real name, and the one he used when necessary) found that the afterlife was not all it was cracked up to be. Rules bound his existence as strict as if he were a mortal. After death, only a relative few became Vampires. Ghosts were thought to exist, but Ehrich was no closer to contacting them as a Vampire than he had been as a human.

Ehrich travelled the world, never staying long in one place. Using different aliases, he continued to correspond with those who shared his occult interests. While in Chicago, he discovered that Tracy Graves, or Erichtho, was both a Vampire and a Tremere. Unlike him, however, she had been Blood Bound to Nicolai, not the Clan Elders.

Erichtho informed him of the power struggles in Chicago, but Ehrich believed he was above such matters. Still, he kept returning to Chicago. The city was as much his home and Haven as anywhere in the world. At least, it was a home until Maldavis tried to become Prince.

At Erichtho's bequest, Ehrich involved himself for the first time. He acted as Erichtho's contact with the Anarchs, never revealing that Erichtho was their unseen patron. However, when push came to shove, he chose to remain above it

all. This earned him the enmity of the Ventrue Tommy Hinds and his Anarchs, who saw him as a traitor to their kind.

Disillusioned, Ehrich took to travelling once more. Unfortunately, his activities during the Maldavis uprising had brought him to the attention of the Tremere clan. The city's primary Tremere, Nicolai, realized Houdini was active in the Chicago area. The boy Kindred knew that if he dealt with the renegade, he could gain much power in the Clan. He informed his Elders, who told him to take whatever steps were necessary to eliminate the renegade.

Nicolai, always desperate to prove his worth to his Elders, laid traps at several occult shops he believed Ehrich frequents. However, he has never been able to capture the renegade. Nicolai now views Ehrich's existence as a personal challenge.

Ehrich visits Chicago approximately twice a year. He still corresponds and occasionally meets with Erichtho. Nicolai is suspicious of her, but she carries a small amulet forged for her by a Magus friend of Ehrich's. The amulet blocks her memories of Ehrich when Nicolai asks about him.

In his years of travelling Ehrich has met a number of Magi. Most of them are aware of his nature, but respect him for staying out of the petty bickering of the Kindred. They also find his collected knowledge of the occult impressive. While Ehrich is loath to involve them in his own situation, he will occasionally come to their aid.

Ehrich is essentially happy with his life as a Vampire. He has used his increased lifespan to further his research into the occult. A Visionary at heart, he believes that if the various factions of Kindred, Magus, and Lycanthrope put aside their differences, they can explore all the possibilities of the afterlife.

As "Grand Elusion" begins, Ehrich has returned to Chicago. If Lodin died in Ashes to Ashes, he has just received word of the prince's death. He believes that, with the Prince dead, the Anarchs might finally triumph this time. And perhaps somewhere in the struggle he might find the chance to eliminate Nicolai and free Erichtho once and for all ...

If Prince Lodin did not die in Ashes to Ashes, or you have no run that story, then Ehrich has come to the Windy City on one of his semi-annual visits. On these visits he stops at old haunts, meets with old friends and talks to Erichtho about what progress he has made in breaking her bond.

---

## THEME

The theme is a fairly basic one—that of good vs. evil, and how evil can be appealing. The easiest option is for the characters to shrug their shoulders, accept Nicolai's deal, and hunt Ehrich down. This may seem easier, but in the long run they will pay for having taken the simple route. Anything they gain will become ashes in their hands.

---

## MOOD

"Grand Elusion" is a "pursuit" plot. The characters are after someone for the first few scenes, then someone is after them! The mood should be less investigation than chase. The characters have a limited time and will have to move through several different locales while pursuing Ehrich. The chase focuses more on the odd characters and locales they travel to than painstaking detective work to track down their quarry.

Ideally, the characters should take a good, hard look at the situation, finding out everything they can about Ehrich. If they go ahead and try to kill him anyway, hack-n-slash style, they may exist to regret it. Although teaming up with Ehrich is, in the short term, dangerous, in the long run they will come out ahead. They will have made an enemy among the Elders of Chicago, but gained several invaluable allies.

---

## SCENE ONE: A NIGHT ON THE TOWN

The adventure, and this episode, begin with the characters at the Succubus Club. It is about 9 p.m. on a busy night (Friday or Saturday). Patrons have packed the Club, and the characters have decided to check out the night life.

When you are ready to involve the characters in the adventure proper, read the following:

After an hour of music blaring away, the band finally comes to the end of the set. They finish on a loud flourish, take a bow, and come off the stage to take a break.

(Direct specifically at one character) Suddenly, out of the crowd, two figures step towards you. They look you over, then the tall one moves directly to you and says, "*You. Come with us. You're to bring your friends. All of them.*" He pauses for about three seconds, then snaps, "*Now, if you don't mind!*" The weaselly one sneers and adds, "*Yeah, right now!*"

The two men are Dave and Doug. Nicolai has sent them to pick up the characters and deliver them to him. A Perception + Alertness Check (vs. a Difficulty of 6) will spot the pistols they are wearing in shoulder holsters.

The two thugs are not particularly subtle, but their orders are to avoid violence in the Club at all costs. If asked for more information, the tall one (Dave) will shrug and say, "*I wouldn't argue if I were you. The kid wants to see you, my orders are to take you to him. He said you'd realize it was a matter of extreme importance. Got a problem, take it up with him.*"



If anyone asks where they're going, he'll reply, "Just a few blocks over. We're walking, not driving. If you've got cars, leave 'em. A little exercise won't hurt you."

This should probably pique the characters' curiosity. If necessary, Dave and Doug will get on either side of the character and, under the concealment of their jackets, thrust their guns into his/her ribs. Dave will add, "You want to do this the hard way, we'll do it the hard way. Our orders were to make sure you get there unharmed. If you want it different, we'll play it that way."

In the interests of maintaining the Masquerade, the characters should move outside and a few hundred feet away before dispatching these poor fools. The best bet is for the characters to play along. The two thugs are not much of a threat, and obviously their boss has something important in mind.

If the characters choose to start a brawl inside the Club, resolve it normally. There will be several Kindred in the night club as well. None of them will be happy with having one of their favorite feedings spots disrupted. If the characters win, have the club management kick them out. At least one Kindred will drop a hint as they leave about "Childer cretins violating the Masquerade." Nicolai will meet them down the street.

The characters can choose to attack Dave and Doug outside the Succubus Club. They will probably win. How-

ever, interrogation will only reveal that their orders were to take the characters to a playground several blocks west. They will be more than glad to provide directions. If the characters ignore the directions and go their own way, Nicolai will meet them down the street. If interrogated or Dominated about their employer, they will tell what they can, which is not much. They know Nicolai as "Nicky Anton."

## Characters

**Dave and Doug** — have basically identical statistics and abilities.

**Equipment:** Heavy Pistol, Switchblade, \$150 ea.

**Image:** Doug is medium-height, kind of weaselly looking, with greasy black hair and a long stringy mustache. He either wears leather jacket and jeans, or tie-dyed hippy-type shirts and pants when "off-duty." Dave is tall, skinny, with wavy brown hair, brown almost black eyes, and a large Roman nose. He wears either leather jacket and jeans, or solid black "Miami Vice" style clothing.

Both thugs work for Nicolai. They believe that he is some rich eccentric's son, and that the boy's father is paying them to fulfill the boy's every wish. In fact, their orders come straight from Nicolai, a fact which they are unaware of. They are cheap hired help, but paid for their loyalty. They know almost nothing of any interest.

Dave is arrogant beyond belief. He sneers constantly down his nose at anyone and anything he believes is weaker than he is. Doug is as weaselly as he looks, sneering constantly and making overblown threats at the drop of his hat. If they survive this adventure, you can use them as comic relief in future Chapters.

## SCENE TWO: AN OFFER YOU SHOULDN'T REFUSE

This Scene takes place in a deserted playground just east of Cabrini Green. The park is a barren place where mothers are reluctant to send their children any time of the day, much less after sunset. The winds whistles through the monkey bars and moves the swings, making them appear as if invisible children are still playing on them.

This is where Nicolai makes his offer, involving the characters in the Ehrich situation. If the characters do not come to the playground (see previous Scene), Nicolai tracks them down after they leave The Succubus Club. At that time

VAMPIRE™			
Dave/Doug			
<b>Attributes</b>			
<b>Physical</b>		<b>Social</b>	
Strength.....●●●●	Charisma.....●●●●	Perception.....●●●●	
Dexterity.....●●●●	Manipulation.....●●●●	Intelligence.....●●●●	
Stamina.....●●●●	Appearance.....●●●●	Wits.....●●●●	
<b>Abilities</b>			
<b>Talents</b>		<b>Skills</b>	
Acting.....●●●●	Animal Ken.....●●●●	Bureaucracy.....●●●●	
Alertness.....●●●●	Drive.....●●●●	Computer.....●●●●	
Athletics.....●●●●	Etiquette.....●●●●	Finance.....●●●●	
Brawl.....●●●●	Firearms.....●●●●	Investigation.....●●●●	
Dodge.....●●●●	Melee.....●●●●	Law.....●●●●	
Empathy.....●●●●	Music.....●●●●	Linguistics.....●●●●	
Intimidation.....●●●●	Repair.....●●●●	Medicine.....●●●●	
Leadership.....●●●●	Security.....●●●●	Occult.....●●●●	
Streetwise.....●●●●	Stealth.....●●●●	Politics.....●●●●	
Subterfuge.....●●●●	Survival.....●●●●	Science.....●●●●	
<b>Advantages</b>			
<b>Disciplines</b>		<b>Backgrounds</b>	
.....●●●●	Contact.....●●●●	Conscience.....●●●●	
.....●●●●	Resources.....●●●●	Self-Control.....●●●●	
.....●●●●	.....●●●●	Cunning.....●●●●	
.....●●●●	.....●●●●		
.....●●●●	.....●●●●		
<b>Other Traits</b>			
.....●●●●		<b>Humanity</b>	
.....●●●●		●●●●●●●●●●	
.....●●●●		<b>Willpower</b>	
.....●●●●		●●●●●●●●●●	
.....●●●●		□□□□□□□□	
<b>Combat</b>		<b>Health</b>	
Weapon	Difficulty	Bruised <input type="checkbox"/>	
		Hurt -1 <input type="checkbox"/>	
		Injured -2 <input type="checkbox"/>	
		Wounded -3 <input type="checkbox"/>	
		Mauled -4 <input type="checkbox"/>	
		Crippled -5 <input type="checkbox"/>	
		Incappeditated <input type="checkbox"/>	
<b>Blood Pool</b>		<b>Experience</b>	
○○○○○○○○○○		□	
Attributes: 7/53 Abilities: 13/95 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/52/1)			

give the characters the pertinent dialogue from the following:

You step over the gate that leads into the playground. The area is deserted. Swings sway in the wind, while the moon glints dully off a slide. You suddenly blink as you realize a boy is sitting on one of the previously empty swings. For a moment you think the child might be a ghost, but realize he is wearing a rather inappropriate blue business suit. There is a sense of power about him that you have rarely, if ever, felt. This is obvious a Power among the Kindred.

If Dave and/or Doug are still here, add: Somehow, the two dimwits with you appear unaware of the power before you. The tall one, looking subservient, says, *"Here they are, Nicky. We'll be right outside. Call us if you need us."* He and his partner back out through the gate. If anyone in the group is of Tremere clan, inform her secretly if possible: You realize that this can only be the Chicago leader of your clan, the one known as Nicolai. Despite his appearance of youth, he is a Thaumaturgist of vast power, and an Elder with centuries of experience.

Then continue for the rest of the group: The boy brings the swing to a halt. He looks your group over rather disdainfully, then says, *"You will have to do. You are here by command, and it is wise you chose to come. Perhaps we may all benefit from this. You are relative newcomers to the Kindred of this city. As such, you can be of use to me. I am Nicolai. I lead the clan known as Tremere in this metropolis. Also, I am one of the true rulers of Chicago. Look upon me, for it is not often you will see my ilk."*

These words sound rather disingenuous coming from the mouth of a 9-year-old boy. However, you do not doubt them for a minute. Nicolai straightens up a bit on the swing, tugs at his suit and then continues. *"To business. Believe it or not, there is a traitor to the Camarilla in Chicago. Once a member of my very own clan, he has fallen under the influence of the Sabbat and is now a danger to us all. He is aware of many of the Kindred in Chicago, and they are incapable of stopping him. But you are unknown to him."*

*"It is my hope that you can take him unawares. Surprise him and kill him. If you do this for me, you will have my personal gratitude. More importantly, you will have the gratitude of one of the Primogen of this city, and the thanks of the leader of Clan Tremere."*

Nicolai will let it go at that for the time being. If the characters choose to accept his offer, he will continue with directions (see below). He will not tell them who the target is until they have agreed. If the characters press for information as to the identity or the crimes of this traitor, the Tremere Elder will speak in vague generalities about the Sabbat and their evil nature.

If Nicolai's gratitude does not impress the characters, they may haggle for more of a reward. At first, Nicolai will



be reluctant to offer anything substantial. He will rather vaguely add, *"For those of you who seek training in the arts of magic, I can arrange something. We are always looking for those of other clans that are willing to learn our ways."* Of course, such training usually involves the consumption of Nicolai's blood on three separate occasions. The Tremere clan leader will neglect to mention that.

If pushed, Nicolai will make his final offer: *"You speak as if you have a choice. Very well, then. Within the treasures of our clan are several vials of Elder blood. I believe I could be convinced to yield a dose worth...five swallows. Of course, this will be after your successful completion of my request."* Nicolai will neglect to mention that the Vitæ is his own, and will bring the characters closer to being Blood Bound to him.

If the characters simply refuse to accept anything, Nicolai will shrug and say, *"Again, you speak as if you have a choice. Consider this, then. If you choose not to accept my gratitude, or the other items of which I have spoken, do you wish my hostility instead?"* As a Storyteller, you might want to suggest to the characters that having one of the Primogen angry at them is a very bad idea.

When the characters and Nicolai come to a suitable arrangement, the latter will say:

*"Your target is a Kindred known as Ehrich. He is only in Chicago for a brief period, so you will have to kill him*



tonight. I know that he commonly visits a bar in The Rack, a place known as 'The Cave'. You should seek him there. If you arrive early, an ambush might be in order. As to how you will know him..."

Nicolai will produce an old, bent photo from his breast pocket and toss it to the nearest character. It is in fact an old publicity photo from Ehrich/Houdini's last tour before his Embrace. Nicolai has cropped the photo so only the head and shoulders are visible.

Then Nicolai will settle back in the swing and add, "To those of the Tremere, know that you will have done us a great service. You will have the gratitude of the Clan Elders as well." He will say this even if there are not any Tremere Kindred in the party. If any character asks him who he is talking to, he will only smile sinisterly.

It is possible the characters may have met Ehrich in *Ashes to Ashes*. Although it is unlikely they became friendly with him, they may object to the assignment. If they do so, Nicolai will shrug and say, "We are not kine, to have kine friendships. But you may choose whose friendship you value more: his or mine."

Nicolai will then pause briefly. He will use his Telepathy ability to send the following messages:

To any Tremere in the group: "I speak truly when I speak of the gratitude of the Clan Elders. However beware. This Ehrich has been trained in our clan's secrets, and has powers of his own as well. Use these other fools to the best advantage, but do not endanger yourself unnecessarily."

To any one other character (preferably a Caitiff if one is available, otherwise a Ventrue or Toreador): "Return alone, and you may have power beyond your dreams. We will make you one of our own, and teach you all the secrets of the magic of the Vitæ, and more."

We suggest you distribute these messages as notes. You might also pass out blank notes to the other characters. Let them look the notes over, then take them back without the players showing them to each other.

If the characters feel like practicing some diablerie, they can try to take out Nicolai. If they ask you what their characters think the chances of their success are, you will want to dissuade them gently. Point out their relative neophyte status and Nicolai's centuries of experience. A Tremere character will normally not be able to attack Nicolai regardless of the player's wishes. The only exception to this is if circumstances in your campaign have led to that character not being Blood Bound to the Tremere Elders

If the characters choose to attack Nicolai anyway, he will simply laugh and use his Obfuscate to fade away. If somehow the characters can circumvent this, Nicolai has a full Bloodpool (30 points!). He will do what he can to knock them unconscious without killing them. He might end one

character's life as an example to the others. He will then inform them, "Now you realize the cost of refusing my offer," reiterate his instructions and leave.

If a fight begins, Dave and Doug, if they are still alive, will stay out of it. Nicolai has given them strict orders to stay out of the playground.

If the characters try to attack Nicolai, start and end the battle quickly. Tell them, "Within seconds, the Elder overwhelms your entire group." If you wish to play out the battle, Nicolai's statistics are in *Chicago by Night*.

---

## SCENE THREE: PAWNS TO QUEEN FOUR

---

This episode takes place in The Cave, a working-class bar in The Rack, Chicago's night club district. For more details on this bar, see *Ashes to Ashes* or *Chicago by Night*.

The Cave is owned by Horace Turnbull, a Malkavian who sides with the Anarchs, who often use the bar as a meeting place. Among the kine, the club is popular with macho male types. Motorcycle gangs often frequent the bar, but blue collar workers come in after a hard day's work.

The interior of the club does resemble a cave. It is in the basement of an old building and can only be reached by a walk-down stairway leading into a corridor decorated with antique door knockers. The main room of the bar (which is as far as the characters will get in this adventure) is roughly circular, brick-lined, and rather damp. There are a few booths, but seating is mostly at tables. The place is quiet as the patrons resent any noisy interruptions.

If the characters were in the story *Ashes to Ashes*, then they will have been to The Cave on at least one previous occasion. Their knowledge of the bar will depend on what happened in that adventure. Depending on what they did in *Ashes to Ashes*, the characters may be welcome, or *persona non grata*. However, this adventure assumes that they have never been here before.

As the Scene begins, it is about 10:00 p.m. Read the following:

The Cave is easy enough to find. You have heard of the place, and know that Anarchs frequent the bar. You find the walkdown entrance, which has nine choppers parked in front of it. They are state-of-the-art street machines, all in black. (If the characters search the bikes they find nothing of value.)

You walk down the street-level stairway to a basement corridor. You pass through a corridor lined with door knockers in the shape of mermaids and lion heads. Coming to a swinging door, you enter the main room of The Cave.

There are at least a dozen men seated in the room. Eight of them are wearing the road colors of the Outlaws, a biker gang you have heard about. The others look to be working class-types. None look like the photograph of Ehrich that Nicolai gave you.

The cycle gang looks up as you come in, giving your group the once over. Then they go back to watching the match. There are two other men hunched over a chessboard at one end of the bar. One is a hulking figure, at least 6 ft 5 and 250 lbs., and wearing Outlaw colors. The other is a tall man with a narrow, pinched face. He is wearing casual clothing: a sport shirt and jeans.

As you enter, the thin man moves a piece on the chessboard. The biker growls ominously, but then shrugs, reaches forward, and topples his king. *"You win again, Horace,"* he growls. More reluctantly, he adds, *"Good game."* He gets up, turns around, glares briefly at you, and snaps, *"So what do you want, road kills?"*

This Scene is primarily dialogue-oriented. Ehrich is not here. The characters will have to get Horace or Big Jim (the head biker) to tell them when he was here, and where he was going.

In general, the men in The Cave will treat physically imposing characters with what passes for respect, physically unprepossessing types with contempt, and women with overblown courtesy. Very few females come into The Cave, and these gentlemen want to make sure they stay.

The characters should probably respond to "Big Jim" Slade. Although he likes Horace, he is in a bad mood after losing the chess game. They should try to get on his good side. This will require a Manipulation + Etiquette roll against a Difficulty of 6. Depending on the specialty that the character(s) have chosen, modify the number of dice rolled. Someone with "Aristocratic" or "Foreign" will probably lose a die or two. "Lowlife," "Slang," or even "Motorcycle Gangs" could gain two or three extra dice.

If the character dealing with Big Jim has Skill/Repair, let them make a Perception + Repair roll (vs. Difficulty 6) if they choose to "talk shop" about the bikes mentioned above. Each success after the first one will give them an extra die on the Etiquette roll above.

If the characters end up with two or more successes, Big Jim (and the other Outlaws) will be civil regardless of the characters' appearance. If the characters get one or no successes, Big Jim and the boys will have nothing to do with the group. The characters will have to deal with Horace. If a botch happens, a fight breaks out (see below).

If two or more successes occurred, read the following: Big Jim looks you over once more, then frowns furiously and thrusts both fists towards you. Then he grins and says, *"You're all right. Care for a game?"* He opens his fists to reveal two pawns, one white and one black.



Big Jim will be glad to talk shop, but will not answer any questions about Ehrich until they play a game against him. If pressed, he will simply shrug and say, *"The man's an associate. Him, I know. You, I don't. And there's nothing like a game of chess to learn about a guy."*

Playing a game of chess involves the use of Intelligence plus a new Knowledge: Chess. It is an Extended & Resisted action. Both sides accumulate points versus a Difficulty of the other's Intelligence plus three. A botch negates one accumulated success. The first person who gets to 12 wins the game. Players alternate die rolls. If both players reach 12 (or higher) at the end of a turn (after both players have rolled), the game ends in a stalemate.

The character who plays against Big Jim will have to get at least six successes to impress him. If she does less than that, Big Jim will shrug and offer another character a chance. If the second character does not get at least six, he will ignore the entire group for the rest of the night.

The loser buys drinks on the house, a custom Big Jim will inform his opponent of. If Big Jim actually loses (unlikely, as he has the Chess skill and the characters probably do not), there will be a boisterous round of backslapping and cheering. Big Jim will gladly stand everyone for a drink. Unfortunately, this means he will be watching his new-found buddy closely. That character only will have to spend a



Willpower point to keep his beer down. During the drinking, Big Jim will tell what he knows about Ehrich.

Big Jim will have absolutely no desire to go anywhere private with one or more characters so that they can Dominate him. If the characters attempt to Dominate Big Jim in public, Horace will make every effort to prevent this blatant disregard for the Masquerade by distracting Big Jim and keeping the characters from making direct eye contact.

If the characters end up dealing with Horace, they will have to play him. Rules are the same as above, but they will need to get at least eight successes to impress Horace. If they win, they will not have to worry about spending a Willpower point to spend a beer. They may choose to do so if they are trying to keep their true natures a secret from Horace.

If the characters have met Horace before, either from *Ashes to Ashes* or any story you used involving The Cave, role-play the situation out accordingly. Ehrich is an old friend of Horace's, so the barkeep will be unwilling to pass out information on him even if he knows the characters well.

Modify the situation further if Horace is aware that at least one character is Tremere. He knows enough about Ehrich that he realizes that the Tremere hunt his friend, although he does not know why.

In short, you will have to improvise the situation based on what has occurred in your own campaign. If the characters are on good terms with Horace, they probably will not have much difficulty finding out where Ehrich went. If they are not, Horace will prove a veritable clam, and they will have to deal with Big Jim.

If a character or characters have impressed Horace or Big Jim, they will say the following:

"Yeah, Ehrich was in here earlier this evening. Sprang for a few drinks, did a few tricks, shot the wind for a while." Then he took off. Said he had to meet an old friend of his down in the Loop (Horace will call it "The Hive") around 11:30."

Big Jim will add:

"Then he did that 'Regurgitating Razors' trick. Damn, the guy is good. I never have figured out how he gets all those razors on that barbed wire! How about another drink?"

Horace will add:

"If you've really got to find him tonight, try Ye Olde Magic Shoppe, on the 300 block of South Michigan."

If the characters get the information from Big Jim, they will not know the location of the magic shop. Have them make a Wits + Investigation/Occult/Chicago (the latter a new skill from *Chicago by Night*), whichever is the higher of the three, to realize Ehrich is interested in magic. They will also know that Ye Olde Magic Shoppe is in The Hive.

If they get three or more successes, inform the character that they have heard stories of strange occult activities in the area. The owner, one Walter Dent, may be affiliated with the mysterious "Magi."

If the characters lose the chess game without getting even six successes, or refuse to play, they can choose to duke it out if they so want. If they really want to impress Big Jim, one of them can challenge him to a fight *mano a mano*. This will keep the rest of the Outlaws out of it. Big Jim has no interest in killing the character, or having them kill him, so he will fight hand-to-hand.

At an opportune moment, if Horace is aware the character is Kindred, he will whisper to the challenging character, "Let's remember the Masquerade." If he is unaware of the characters' nature, he will interrupt the battle momentarily at the first signs of Kindred ability and tell the character the same thing.

This means that the use of any Discipline is out. This includes using Strength or Dexterity of 4 or higher. If, in the Storyteller's opinion, the character looks particularly strong or fast, he might allow the use of an attribute with a value of four. If the character uses Kindred ability anyway, the rest of the Outlaws will notice something strange is going on and leap into the battle.

VAMPIRE™			
Big Jim			
<b>Attributes</b>			
Physical		Mental	
Strength	●●●●●	Charisma	●●●●●
Dexterity	●●●●●	Manipulation	●●●●●
Stamina	●●●●●	Appearance	●●●●●
		Perception	
		Intelligence	
		Wits	
<b>Abilities</b>			
Talents		Skills	
Acting	●●●●●	Animal Ken	●●●●●
Alertness	●●●●●	Drive	●●●●●
Athletics	●●●●●	Etiquette	●●●●●
Brawl	●●●●●	Firearms	●●●●●
Dodge	●●●●●	Melee	●●●●●
Empathy	●●●●●	Music	●●●●●
Intimidation	●●●●●	Repair	●●●●●
Leadership	●●●●●	Security	●●●●●
Streetwise	●●●●●	Stealth	●●●●●
Subterfuge	●●●●●	Survival	●●●●●
		Knowledge	
		Bureaucracy	
		Computer	
		Finance	
		Investigation	
		Law	
		Linguistics	
		Medicine	
		Occult	
		Politics	
		Science	
<b>Advantages</b>			
Disciplines		Backgrounds	
●●●●●		Contacts	
●●●●●		Fame	
●●●●●		Influence	
●●●●●		Resources	
●●●●●		Virtues	
		Conscience	
		Self-Control	
		Courage	
<b>Other Traits</b>			
Chess		Humanity	
●●●●●		●●●●●○○○○	
●●●●●			
●●●●●			
●●●●●			
●●●●●			
<b>Combat</b>		<b>Willpower</b>	
●●●●●●●●●●		●●●●●●●●●●	
○○○○○○○○○○		○○○○○○○○○○	
●●●●●		<b>Blood Pool</b>	
○○○○○○○○○○		●●●●●	
		<b>Health</b>	
		Bruised	
		Hurt	
		Injured	
		Wounded	
		Mauled	
		Crippled	
		Incubated	
		<b>Experience</b>	
		○○○○○○○○○○	

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

The characters could always attack all the cyclists. This will make them persona non grata at The Cave in the future.

The cyclists will attack the characters if the characters botch the initial Etiquette roll, or if they pull a knife or gun on Big Jim during a personal duel. If an all-out melee breaks out, run the battle like a typical barroom brawl. No map of The Cave appears here. If you feel it necessary, map out a roughly circular room with booths, tables, and a bar on one side.

## Characters

**James "Big Jim" Slade** — leader of the local Outlaws chapter, likes the open road and has no desire to be anything other than what he is. His expertise has made him a leader among men. The Outlaws are a national motorcycle gang with a great deal of strength in the Midwest.

When in Chicago, Big Jim stops off at The Cave. He and Horace are old friends. The Cave is also the only place where he can indulge in his one vice: a good game of chess. His followers tolerate this eccentricity: mostly because he beats them to a pulp if they make fun of it.

Age: 36

**Description:** Big Jim stands 6'2", weighs 240 lbs., and has a slight paunch. He always wears Outlaw leathers.

Looks a little like Meat Loaf in Rocky Horror, only handsomer.

**Demeanor:** Director

**Nature:** Loner

**Equipment:** Motorcycle, switchblade in pocket, Light Pistol, \$800 dollars, toolkit (on bike), pocket chess set

**Typical Outlaw** — Loyal followers of Big Jim, the typical Outlaw likes nothing better than to roar into town, shoot the place up, and leave. They do not make a fuss at The Cave because their boss likes it and they can unwind on those rare occasions when they want some quiet.

**Description:** Typical biker gang. Wears black leather and chains.

**Equipment:** Sawed-off pool cues (treat as club), knives, light pistols

## SCENE FOUR: LITTLE SHOP OF MAGIC

Ye Olde Magic Shoppe is located in The Loop, or The Hive as the Kindred call it. It is in the 300 block of South Michigan, across the river from The Cave. It is a battered old storefront building, with antique woodwork decorating the outside. Looking upon it, the characters might think it was a shop out of the late 1800s, or an "antique" building such as one sees on the Main Streets of amusement parks like Disney World.

Oddly, for this time of night (it is now about 11:30 p.m.) the shop is open. There are dim lights on inside, and the characters can see someone moving around.

In this Scene, the characters miss Ehrich again. They do get the information they need to track him back to the Succubus Club. The reason Ehrich left early is because a reporter, Lowell Carlson, is checking out the shop. The characters may have to deal with Carlson as well.

As the characters enter the shop, read the following:

The inside of Ye Olde Magic Shoppe is a dust-filled relic of a bygone age. All kinds of magical props sit on shelves, their colorful paint just penetrating the hue of time. The interior is a maze of head-high shelves and bins, filled with close-up tricks and old books of magic. There is a counter towards the back, with an antique cash register on it. There is a curtained doorway behind it.

As you enter, a man looks up from where he has apparently been browsing through a book bin. He is wearing a rumpled white suit, blue shirt, and, oddly enough, a battered pair of tennis shoes. He has a straw fedora perched on his

VAMPIRE™			
Outlaw			
<b>Attributes</b>			
<b>Physical</b>	<b>Social</b>	<b>Mental</b>	
Strength ●●●●●	Charisma ●●●●●	Perception ●●●●●	
Dexterity ●●●●●	Manipulation ●●●●●	Intelligence ●●●●●	
Stamina ●●●●●	Appearance ●●●●●	Wits ●●●●●	
<b>Abilities</b>			
<b>Talents</b>	<b>Skills</b>	<b>Knowledge</b>	
Acting ●●●●●	Animal Ken ●●●●●	Bureaucracy ●●●●●	
Alertness ●●●●●	Drive ●●●●●	Computer ●●●●●	
Athletics ●●●●●	Etiquette ●●●●●	Finance ●●●●●	
Brawl ●●●●●	Firearms ●●●●●	Investigation ●●●●●	
Dodge ●●●●●	Melee ●●●●●	Law ●●●●●	
Empathy ●●●●●	Muscle ●●●●●	Linguistics ●●●●●	
Intimidation ●●●●●	Repair ●●●●●	Medicine ●●●●●	
Leadership ●●●●●	Security ●●●●●	Occult ●●●●●	
Streetwise ●●●●●	Sleight ●●●●●	Politics ●●●●●	
Subterfuge ●●●●●	Survival ●●●●●	Science ●●●●●	
<b>Advantages</b>			
<b>Disciplines</b>	<b>Backgrounds</b>	<b>Virtues</b>	
●●●●●	Resources ●●●●●	Conscience ●●●●●	
●●●●●	●●●●●	Self-Control ●●●●●	
●●●●●	●●●●●	Courage ●●●●●	
●●●●●	●●●●●		
<b>Other Traits</b>			
●●●●●	<b>Humanity</b> ●●●●●	<b>Health</b>	
●●●●●	●●●●●	Bruised <input type="checkbox"/>	
●●●●●	●●●●●	Hurt -1 <input type="checkbox"/>	
●●●●●	●●●●●	Injured -2 <input type="checkbox"/>	
●●●●●	●●●●●	Wounded -3 <input type="checkbox"/>	
●●●●●	●●●●●	Mauled -4 <input type="checkbox"/>	
●●●●●	●●●●●	Crippled -5 <input type="checkbox"/>	
●●●●●	●●●●●	Incubated <input type="checkbox"/>	
<b>Combat</b>			
Weapon	Difficulty	Damage	
<b>Blood Pool</b> ●●●●●			
<b>Experience</b> ●●●●●			

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)





head, and a camera and a tape recorder slung around his neck.

The man begins to give you the once over. Before either you or he can do anything, there is a muffled "Whump!" from behind the curtain. A thick billow of smoke pours out, then you hear coughing and wheezing. A withered old man staggers out, thumping his chest. He looks up, sees you and smiles sheepishly.

*"Sorry for the noise and smoke, folks," he wheezes. "At my age you tend to forget things. I'll have to remember to use a little less flash powder. But I'm the proprietor, Walter Dent, Esquire. What can I do for you folks?"*

The guy in the white suit mumbles something and goes back to pawing through the book bin. The old man, Dent, looks at you inquiringly. The best bet for the characters is to ask about Ehrich and be on their way. The first problem is that the man in the white suit is Lowell Carlson, a reporter for a local wire service. Investigating rumors of the occult, and on the advice of his friend and fellow reporter, Scottie Cartwright (see *Ashes to Ashes*), Carlson has come here.

While trying to look inconspicuous, Carlson will attempt to hear the conversation between the characters and Dent. Their best bet is to move into the back room. Dent will be initially reluctant to do so. He will eventually look at Carlson (the reporter's been in the shop for three hours now, "browsing for books") and agree.

As the characters pass through the curtain, read the following:

You pass through the curtain and find yourself in a small hallway with two doors. A low haze of smoke still fills the corridor. The old man, Dent, takes out a key, unlocks the door on the left, and ushers you in.

You are in a large back room. It is empty except for two items: a circle inscribed on the floor, and a brazier in the middle of it.

*"So, in any case, gentlemen (and/or) ladies. To business," the old man, Dent, says. "Let's be honest with each other. I'm no novice, and I know you for what you are. You're creatures of the night, and I'm an expert in magic. Doesn't matter what's the nature of my clientele. Maybe you've heard of me and want some research done, maybe you're curious gawkers. What's the story?"*

At this point, Carlson has sneaked up to the curtained doorway and is trying to tape the entire conversation. The characters hear a squealing noise (Carlson hit "Rewind" on his machine by mistake). The reporter will duck back. However, any characters looking out within about ten seconds will see him fumbling with his tape recorder, trying to shut it off.

Let the characters do what they want for a few minutes. Carlson will make up some ludicrous explanation for who he actually is (a private detective investigating the occult, or a rich millionaire looking for a rare illusion). Unfortunately for him, even a casual search will discover his business card,

The old man really does not have anything more to say at that point. If the characters ask him why Ehrich was here, Dent will shrug and say, "*Personal business. Can't two old friends get together and talk?*"

**Description:** Dent looks like a shopkeeper from another era. He wears thread-bare pants, a long-sleeved white shirt, an apron, and a shopkeeper's visor. He is thin and shrunken.



## Lowell Carlson

<hr/>		
Physical	Social	Mental
Strength.....●○○○○○	Charisma.....●●○○○●	Perception.....●●○○○○
Dexterity.....●●○○○○	Manipulation...●●○○○●	Intelligence....●●○○○○
Stamina.....●●○○○○	Appearance....●●○○○○	Wits.....●●○○○○
<hr/>		
Abilities		
<hr/>		
<u>Talents</u>	<u>Skills</u>	<u>Knowledge</u>
Acting.....●○○○○○	Animal Ken.....●○○○○○	Bureaucracy.....●○○○○○
Alertness.....●○○○○○	Drive.....●○○○○○	Computer.....●○○○○○
Athletics.....●○○○○○	Etiquette.....●●○○○●	Finance.....●○○○○○
Brawl.....●○○○○○	Piercing.....●○○○○○	Investigation...●●○○○●
Dodge.....●○○○○○	Meloe.....●○○○○○	Law.....●○○○○○
Empathy.....●○○○○○	Muscle.....●○○○○○	Linguistics.....●○○○○○
Intimidation..●○○○○○	Repair.....●○○○○○	Medicine.....●○○○○○
Leadership.....●○○○○○	Security.....●○○○○○	Occult.....●○○○○○
Sneaky.....●●○○○○	Stealth.....●○○○○○	Nitics.....●○○○○○
Subterfuge.....●○○○○○	Survival.....●○○○○○	Science.....●○○○○○
<hr/>		
Advantages		
<hr/>		
<u>Disciplines</u>	<u>Backgrounds</u>	<u>Virtues</u>
_____ ●○○○○○	<u>Contacts</u> .....●●●●●●	Conscience.....●●●●●●
_____ ●○○○○○	<u>Cave</u> .....●○○○○○	
_____ ●○○○○○	<u>Influence</u> .....●○○○○○	Self-Control.....●●●●●●
_____ ●○○○○○	<u>Resources</u> .....●○○○○○	Courage.....●●●●●●
_____ ●○○○○○	_____ ●○○○○○	
<hr/>		
<u>Other Traits</u>	<u>Humanity</u>	<u>Health</u>
<u>Chicago</u> .....●●○○○○	● ○ ● ○ ● ○ ● ○ ● ○ ● ○ ● ○	Bruised..... <input type="checkbox"/>
_____ ●○○○○○		Hurt.....1 <input type="checkbox"/>
_____ ●○○○○○		Injured.....3 <input type="checkbox"/>
_____ ●○○○○○		Wounded.....3 <input type="checkbox"/>
_____ ●○○○○○		Mauled.....4 <input type="checkbox"/>
		Crippled.....5 <input type="checkbox"/>
		Incapacitated.. <input type="checkbox"/>
<hr/>		
<u>Combat</u>	<u>Willpower</u>	
Weapon     Difficulty    Damage	● ● ● ● ● ● ● ○ ○ ○	
[ ] [ ] [ ]	□ □ □ □ □ □ □ □ □ □	
[ ] [ ] [ ]		
[ ] [ ] [ ]		
[ ] [ ] [ ]		
<hr/>		
<u>Blood Pool</u>	<u>Experience</u>	
○ ○ ○ ○ ○ ○ ○ ○ ○ ○	[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]	
<hr/>		

Attributes: 7(5) Abilities: 13(9) Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7(5)/2)

As the characters approach Ehrich, read them the following:

As you get closer to the elusive Tremere, he suddenly perks up. Turning from his conversation from the old man, he looks directly at your group (or the largest group of characters). He studies you intently for a moment. Then he gestures for you to sit at the table with him.

There is no reason for the characters to refuse the invitation. They might even be able to get the drop on him, if they intend to kill him.

When Ehrich has the characters' attention, read the following:

The Kindred known as Ehrich casually reaches into the air and produces a half dollar. Idly twirling it through his fingers, he looks you over for a minute. His elderly friend has sunken back into his chair, muttering quietly to himself.

Eventually Ehrich says, *"Greetings, fellow Kindred. A friend of mine called from a business you visited earlier this evening. He said you were looking for me, and gave me your description."*

*"Well, you have found me. Perhaps you seek me at the request of the boy-mage, Nicolai. If so, realize you will be ill-used. He seeks to see me destroyed for the threat he believes I pose to the Tremere clan. As tools, he will discard you after you have served your purpose. However, you have no doubt chosen your own fate. What is it that you wish of me?"*

At this point the characters will have to decide (if they have not already) whether they intend to fulfill their "deal" with Nicolai. If they do not, and tell Ehrich of the situation they are in, he will reply:

*"I sympathize with your dilemma. The one you call Nicolai is a powerful one. A friend of mine is Bound to him, and there are other...personal reasons. Throw in your lot with me, and those of this city that stand against Nicolai. We are not without power ourselves. In any case, I promise you that once you have made a deal with that devil, Nicolai, you will find yourselves ensnared in his web of evil."*

The characters should realize that Ehrich is speaking correctly. Most of them should be naturally suspicious of the Tremere clan in any case, and understand the truth of what he is saying. If they accept his offer to join forces, he will say:

*"Very well. My friend Gibson here has told me what I need to know. I was to meet one more person here, but she has not arrived. She may not have been able to slip away without suspicion. I respect her caution, and so my business in Chicago is done. I must escort Gibson home, and then we can discuss our mutual desires."*

If the characters decide to kill Ehrich read the following:

Ehrich nods his head sadly. *"So be it, then. I trust you place little value on your souls, for they shall be forfeit if you carry out this evil deed. However, shall we go outside? I*



*have no reason to endanger the Masquerade by which we live by. This place is far too crowded to resolve the business which lies between us."*

Ehrich will make as if to rise, but before he can do so, there is commotion.

At this point two young women come to the table. They are entranced Blood Dolls (see Characters below). Have the characters make a Perception + Alertness roll versus Difficulty 8. If they succeed, they remember the girls were talking with a young man (Orloff) just before they came over to the table.

If the characters do not approach Ehrich, read the following:

You see two women step out of the crowd. Without warning they draw knives and throw themselves at the old man. Before you can move, Ehrich reacts with superhuman speed, grabbing both of them by the wrist and deflecting the attacks away. He tosses them back into the crowd, then grabs the old man and gets him to his feet.

If the characters are at the table with Ehrich and Gibson, read the following:

Suddenly two girls step out of the crowd. They are smiling slightly, but there is a glassy, unfocussed look to them. Before you can do anything, they whip out knives





from beneath their jackets. Without a sound, they throw themselves at the old man, Gibson.

Orloff has commanded them to kill Gibson. Have the characters make a Wits + Alertness roll to react. Any that succeed may roll for initiative against the Blood Dolls. If Ehrich has been talking to the characters, he is surprised: do not bother rolling for him.

The Blood Dolls will strike out wildly at anyone who gets in their way. They will make their attacks in utmost silence. In fact, most of the club members will be unaware of the attack (and the rest will not care).

If it looks like the two girls are going to be defeated on the first round, Orloff will project a knife at Gibson. An Athletics + Dexterity roll against Difficulty of eight will allow a character to deflect it. Three successes will allow the character to grab it.

The girls probably will not last more than two melee rounds. If it looks like any characters are coming for Orloff, he will duck back into the crowd. If the characters actually get to him, have two more Blood Dolls distract them while he makes his escape.

When the characters have thwarted the attack, go to Scene Six.

## Characters

**Ehrich Weiss (Harry Houdini)**

**Embraced:** 1926

**Apparent Age:** 52

**Generation:** Eleventh

**Clan:** Tremere

**Description:** Short and stocky, muscularly built. Has a high forehead with receding black hair just turning grey. Piercing eyes. Usually wears casual clothing.

**Demeanor:** Survivor

**Nature:** Trickster

**Jackson Orloff**—Orloff is a resident of Chicago. At an early age he realized his mystical potential. He was contacted by Gibson, who decided to initiate him into the ranks of his own magical order. Orloff trained with the old Magus, but was impatient for more power than Gibson would give him. The mystical order he belonged with have given him minor punishments for his violation of their vows of public spellcasting, but he believes they are simply jealous of him. Orloff believes that by killing his mentor, he will prove his worth to the Magi and they will have to accept

# VAMPIRE™

## Erich Weiss

Attributes		
Physical	Social	Mental
Strength ●●●●●	Charisma ●●●●●	Perception ●●●●●
Dexterity ●●●●●	Manipulation ●●●●●	Intelligence ●●●●●
Stamina ●●●●●	Appearance ●●●●●	Wits ●●●●●

Abilities		
Talents	Skills	Knowledge
Acting ●●●●●	Animal Ken ●●●●●	Bureaucracy ●●●●●
Alertness ●●●●●	Drive ●●●●●	Computer ●●●●●
Athletics ●●●●●	Etiquette ●●●●●	Finance ●●●●●
Brawl ●●●●●	Firearms ●●●●●	Investigation ●●●●●
Dodge ●●●●●	Melee ●●●●●	Law ●●●●●
Empathy ●●●●●	Muscle ●●●●●	Linguistics ●●●●●
Intimidation ●●●●●	Repair ●●●●●	Medicine ●●●●●
Leadership ●●●●●	Security ●●●●●	Occult ●●●●●
Streetwise ●●●●●	Stealth ●●●●●	Politics ●●●●●
Subterfuge ●●●●●	Survival ●●●●●	Science ●●●●●

Advantages		
Disciplines	Backgrounds	Virtues
Awakened ●●●●●	Ally ●●●●●	Conscience ●●●●●
Dominance ●●●●●	Contacts ●●●●●	Self-Control ●●●●●
Thaumaturgy ●●●●●	Master ●●●●●	Courage ●●●●●
Mind ●●●●●	Status ●●●●●	
Flames ●●●●●		

Other Traits		
Humanity ●●●●●	Health ●●●●●	
Willpower ●●●●●	Combat ●●●●●	
Blood Pool ●●●●●	Experience ●●●●●	

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

**Special:** Using his Movement of Mind Discipline (his Primary Form), Orloff can throw knives by making a Thaumaturgy + Perception roll. He knows whatever rituals you want to give him.

**Gibson** — Gibson has been a Magus since the age of 14. Although he was quite powerful in his day, his abilities have faded with time. He is still respected by his fellow Magi, many of whom believe his eccentric absent-mindedness is an act. Unfortunately, such is not the case. Overestimating his waning powers, they allowed him to train Orloff. Despite his advancing senility, Gibson has given the boy enough knowledge to be extremely dangerous.

Gibson and Ehrich are old friends. Ehrich's visit to him is more a courtesy call than anything else, and he has just discovered the extent of Gibson's fading powers. Gibson himself is unaware of Orloff's hate for him, and has not mentioned his pupil to Ehrich.

**Age:** 82

**Description:** Looks every day of his 82 years. Is balding, with a long white beard. Usually dresses in rumpled old suits.

**Demeanor:** Curmudgeon

**Nature:** Traditionalist

him as an equal. They will not, but Gibson will be dead by then.

Orloff is rude and impatient. He grows irritable when matters are not going his way. He believes himself invulnerable and acts accordingly in combat. Despite his youth and arrogance, Orloff is a skilled magician. Among his mystical developments has been a ritual similar to that of the Blood Bond, or the sharing of blood that the Blood Dolls perform. The ritual appears identical to the normal Blood Doll exchange of blood, but when performed Orloff's partner ends up in a state similar to that of a Blood Bounding. Orloff has used this ritual to enchant a number of young women.

**Age:** 26

**Description:** Jackson is of medium height, with wavy (and somewhat greasy) black hair. He has ankh earrings and silver finger rings. He dresses like a Blood Doll, with black leather jacket and jeans, and a silk shirt.

**Demeanor:** Bravo

**Nature:** Child

**Equipment:** Six braces of throwing knives underneath his jacket (used with his telekinesis abilities), one switchblade knife he uses in hand-to-hand combat.

# VAMPIRE™

## Jackson Orloff

Attributes		
Physical	Social	Mental
Strength ●●●●●	Charisma ●●●●●	Perception ●●●●●
Dexterity ●●●●●	Manipulation ●●●●●	Intelligence ●●●●●
Stamina ●●●●●	Appearance ●●●●●	Wits ●●●●●

Abilities		
Talents	Skills	Knowledge
Acting ●●●●●	Animal Ken ●●●●●	Bureaucracy ●●●●●
Alertness ●●●●●	Drive ●●●●●	Computer ●●●●●
Athletics ●●●●●	Etiquette ●●●●●	Finance ●●●●●
Brawl ●●●●●	Firearms ●●●●●	Investigation ●●●●●
Dodge ●●●●●	Melee ●●●●●	Law ●●●●●
Empathy ●●●●●	Muscle ●●●●●	Linguistics ●●●●●
Intimidation ●●●●●	Repair ●●●●●	Medicine ●●●●●
Leadership ●●●●●	Security ●●●●●	Occult ●●●●●
Streetwise ●●●●●	Stealth ●●●●●	Politics ●●●●●
Subterfuge ●●●●●	Survival ●●●●●	Science ●●●●●

Advantages		
Disciplines	Backgrounds	Virtues
Animalism ●●●●●	Master ●●●●●	Conscience ●●●●●
Awakened ●●●●●	Resources ●●●●●	Self-Control ●●●●●
Thaumaturgy ●●●●●		Courage ●●●●●
Mind ●●●●●		

Other Traits		
Humanity ●●●●●	Health ●●●●●	
Willpower ●●●●●	Combat ●●●●●	
Blood Pool ●●●●●	Experience ●●●●●	

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)



**Blood Dolls** — Orloff's Blood Bound Blood Dolls, Janet Hickes and Allicia Frazer, have the typical Attributes of their type from the first chapter, though their Appearances are threes. They also have a Melee and Stealth of one. Their knives, given to them by Orloff, are bigger than the usual Blood Doll blades, and have a difficulty of four to hit. They are attractive young women, ages 16 and 22. They are dressed in typical Blood Doll style, with tight black dresses and silver jewelry.

These Blood Dolls have been entranced by Orloff's pseudo-Binding ceremony. He is using them as mindless berserkers in his attack on Gibson.

---

## SCENE SIX: INTO THE MAZE

---

This Scene takes place in the labyrinth in the basement area of the Club. Maps of this area are in the earlier sections of this book.

In this Scene, the characters either accompany or pursue Ehrich and Gibson into the labyrinth. Hinds' men have blocked the exits and prevented Ehrich's (and possibly the characters') escape. The only place to go is down. Meanwhile, Orloff and his Blood Dolls will pursue Gibson and try to kill him and anyone with him.

If the characters have already joined forces with Ehrich, read the following:

Ehrich glances towards the exit, then mutters another curse. "*Hinds' Anarchs. Curse me for a novice, I didn't see them. They guard the doors.*" Looking towards one exit, you can see several burly men lounging by each exit. They are casually leaning on baseball bats as if the weapons were walking sticks.

"Hinds must still believe me a traitor for my activities those years ago. And perhaps he was right. However, we must get out of here now. The basement is our only chance. Are you game?"

A quick appraisal of the situation will assure the characters the only escape route is through the basement. Ehrich will help Gibson, who has sat dazed through everything, to his feet and guide him to the basement entrance.

If the characters did not approach Ehrich, read the following:

Ehrich and the old man head for the basement door. Your target glances towards the outer entrances. Following his gaze, you see several burly men with bats lounging nearby.

The characters will have no problem leaving the Club, but will have failed their assignment. If they choose to head after

Ehrich, they will be unable to prevent him from getting into the downstairs area due to the crowd on the dance floor.

If the characters did make contact with Ehrich, then Hinds' men will assume they are his friends. The teamsters will attack any character who tries to leave. There are three teamsters at each door, and three more will come over if the characters try to go through a door *en masse*.

Once the characters are in the basement, read the following:

You step into the area beneath the Club. A haze of smoke enshrouds the entire chamber. Individuals from all walks of life mingle here. Yuppies rub shoulders with street punks.

Behind you on the stairs, the sound of rushing footsteps suddenly echoes down to you. The people after Ehrich have not given up their pursuit.

Quickly glancing around, you see a door to your side. It is open, as if someone has just passed through. Those of you familiar with the Club know that a deliberately created labyrinth of corridors and cul-de-sacs runs through the basement area.

The characters at this point have little choice but to enter the Succubus Club's labyrinth. If they did not approach Ehrich above, and choose to mingle with the crowd, they succeed in evading their pursuers. However, they will have no chance of catching Ehrich before Keaton or Hinds' men do. Since Keaton is one of the people behind them, word will get back to Nicolai that they did not fulfill his orders. Nicolai will react accordingly (see Wrap-Up).

When the characters enter the labyrinth, read the following:

You enter a dimly lit corridor. Passages branch off in all directions. The sounds of the main floor are cut off. However, you can hear muffled sighs and groans from deep within the winding corridors.

If the characters are with Ehrich and Gibson, they only have two options: try to get to one of the other exits in the labyrinth, or set an ambush.

1) The characters could try to get to another exit. Have them checking for encounters every five minutes as they move through the labyrinth. If they are unfamiliar with the maze layout, you can role-play out the entire procedure. Alternately, simply give each character a Wits + Alertness roll. Because of the pressure situation, the Difficulty is 9 for them to find an exit. A botch automatically puts them in an encounter from the chart below (reroll rolls of 1-4).

When they do escape the maze, they will have to deal with four teamsters. Two are guarding the door leading up, the other two are guarding the door to the labyrinth that the characters passed through. Due to the restrictions of the Masquerade, and the need to avoid noisy violence (such as gunshots), firearms are not recommended.

Patrons will ignore any conflict that goes on as long as it is hand-to-hand with nothing more dangerous than a knife. A few might cheer the combatants on. However, characters will have to be careful when using vampiric abilities such as Potence. However, biting with their teeth would not be out of place in the Club.

Every other round while fighting the teamster guards, roll on the random encounter table below. Reroll on a 1-4. If one of these results come up, the appropriate characters have found their way out of the labyrinth and enter the fight.

If the characters fight their way past the teamsters and anyone else, they can exit the club and make it to safety. Go to "Wrap-Up."

2) The characters could set an ambush. There are several places where they might work. Once the characters have prepared an ambush, roll for a random encounter to see who stumbles into their trap. If it is one of the pursuers, give him a Perception + Alertness roll to detect the trap. When somebody wanders into the ambush, roll a die and divide by five (round up). That is the number of rounds until you should roll another random encounter, as the noise draws some of the other individuals who hunt the party. After that, roll another die divided by 5.

The characters will still have to escape the maze. The four men guarding the initial labyrinth entrance and the stairs up (see #1 above) will have to be dealt with. If Orloff or Keaton was eliminated in the maze but you roll for them to enter the battle during every other round, ignore the result and do not roll over.

You also have to consider all of the chasers present. Their actions are as follow:

**Ehrich:** If the characters are on his side, he will stay with them, helping whenever he can. If they are hunting him, he will never stumble into an ambush. Eventually the characters will have to fight the other pursuing forces. He will use the opportunity to make his escape with Gibson.

**Gibson:** Is basically a drooling wreck. He will chip in with occasionally senile ramblings that may actually make some sense (your option). Although he still has several mystical abilities, characters will have to persuade him to use them (Manipulation + Empathy, Difficulty 8, at least two successes necessary). Even then, an attempt could malfunction in some peculiar way. Play this as a hindrance (but not a critical one) for the characters.

**Karl and Teamsters:** Will hunt the characters and attack without mercy. Karl will be unimpressed by any claims of innocence on the characters. He will rant hysterically about how Ehrich "betrayed the Anarchs to those thrice-cursed Ventrues."



The teamsters are loyal to Karl and the Anarch cause, but are not stupid. If they begin to lose, or the characters defeat Karl, they will flee.

**Orloff and Blood Dolls:** Orloff is intent on killing Gibson, but views the characters as obstacles in his path. If the ranged knife attack encounter is rolled, Orloff's first strike will be at the old Magus. Orloff has commanded the entranced Blood Dolls to attack Gibson, Ehrich, and the characters and to continue until they have succeeded.

**Keaton and his Thugs:** Keaton is here at Nicolai's orders, primarily to make sure the characters kill Ehrich. Keaton is willing to let the characters do the dirty work. Then he will step in, eliminate them and take the credit himself. However, he does not wish to endanger his standing with the Anarchs. If he comes upon a battle or ambush already in progress involving Karl and/or the teamsters, he will pitch in on their side. This way, he can still get credit for killing Ehrich. The thugs will follow his orders, but flee if the situation goes against them.

## Random Encounters

Use this chart in conjunction with the random labyrinth encounter chart in the earlier part of this supplement when rolling for the characters. Roll a single die to use.





## Random Encounters Chart

- 1-4 Normal encounter from the Labyrinth encounter chart
- 5 Karl and two teamsters
- 6 Three teamsters
- 7 Orloff and two Blood Dolls
- 8 Two Blood Dolls
- 9 A single telekinetic knife attack from Orloff. Check to see if he surprises the characters, then have him attack from a distance. He will duck back into the labyrinth. Disregard any future rolls that show Orloff walks into an ambush at the current location. His first attack will be against Gibson. Use the rules listed in Scene Five for the characters to deflect a throwing knife. If the characters do not bother to deflect the attack on Gibson, Ehrich will try to deflect it.
- 10 Keaton and the two thugs (Dave and Doug, or Fischbaker and Horn if the first two are out of commission)

## Characters

### Keaton's Thugs

Dave and Doug's statistics are in Scene One. If they were killed, Keaton has two other thugs, Fischbaker and Horn, with the same statistics.

### Teamsters

**Equipment:** Baseball bats (treat as club), Light Pistol, \$20 ea.

**Description:** Burly men, wearing workers' clothing.

These men are retainers of various members of Hinds' Anarchs. They are aware of the true nature of those they serve, but do not care. They figure they are helping the union and indulging their own penchant for violence at the same time.

## EPILOGUE

This is not a Scene per se, but wraps up the loose ends of "Grand Elusion."

Note that many of these conditions are not exclusive.

VAMPIRE™			
Teamsters			
<b>Attributes</b>			
<b>Physical</b>		<b>Social</b>	
Strength.....●●●●●	Charisma.....●●●●●	Perception.....●●●●●	
Dexterity.....●●●●●	Manipulation.....●●●●●	Intelligence.....●●●●●	
Stamina.....●●●●●	Appearance.....●●●●●	Wits.....●●●●●	
<b>Abilities</b>			
<b>Talents</b>		<b>Skills</b>	
Acting.....●●●●●	Animal Ken.....●●●●●	Bureaucracy.....●●●●●	
Alertness.....●●●●●	Drive.....●●●●●	Computer.....●●●●●	
Athletics.....●●●●●	Etiquette.....●●●●●	Finance.....●●●●●	
Brawl.....●●●●●	Firearms.....●●●●●	Investigation.....●●●●●	
Dodge.....●●●●●	Melee.....●●●●●	Law.....●●●●●	
Empathy.....●●●●●	Musical.....●●●●●	Linguistics.....●●●●●	
Intimidation.....●●●●●	Repair.....●●●●●	Medicine.....●●●●●	
Leadership.....●●●●●	Security.....●●●●●	Occult.....●●●●●	
Streetwise.....●●●●●	Stealth.....●●●●●	Politics.....●●●●●	
Subterfuge.....●●●●●	Survival.....●●●●●	Science.....●●●●●	
<b>Advantages</b>			
<b>Disciplines</b>		<b>Resources</b>	
.....●●●●●	.....●●●●●	.....●●●●●	
.....●●●●●	.....●●●●●	.....●●●●●	
.....●●●●●	.....●●●●●	.....●●●●●	
.....●●●●●	.....●●●●●	.....●●●●●	
<b>Other Traits</b>		<b>Humanity</b>	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
<b>Combat</b>		<b>Willpower</b>	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
<b>Weapons</b>		<b>Blood Pool</b>	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
<b>Difficulty</b>		<b>Experience</b>	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
<b>Damage</b>		<b>Health</b>	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
<b>Brained</b>		<b>Injured</b>	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
<b>Wounded</b>		<b>Mutilated</b>	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
<b>Crippled</b>		<b>Incappeditated</b>	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	
.....●●●●●	.....●●●●●●●●●●	.....●●●●●●●●●●	

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 3 Virtues: 7 Freebie Points: 15 (7/5/2)

**If the characters killed Ehrich:** Impossible as this adventure makes it, the characters could in fact manage to kill him. Nicolai will reward them with everything he promised, and take steps to promote any Tremere that were in the

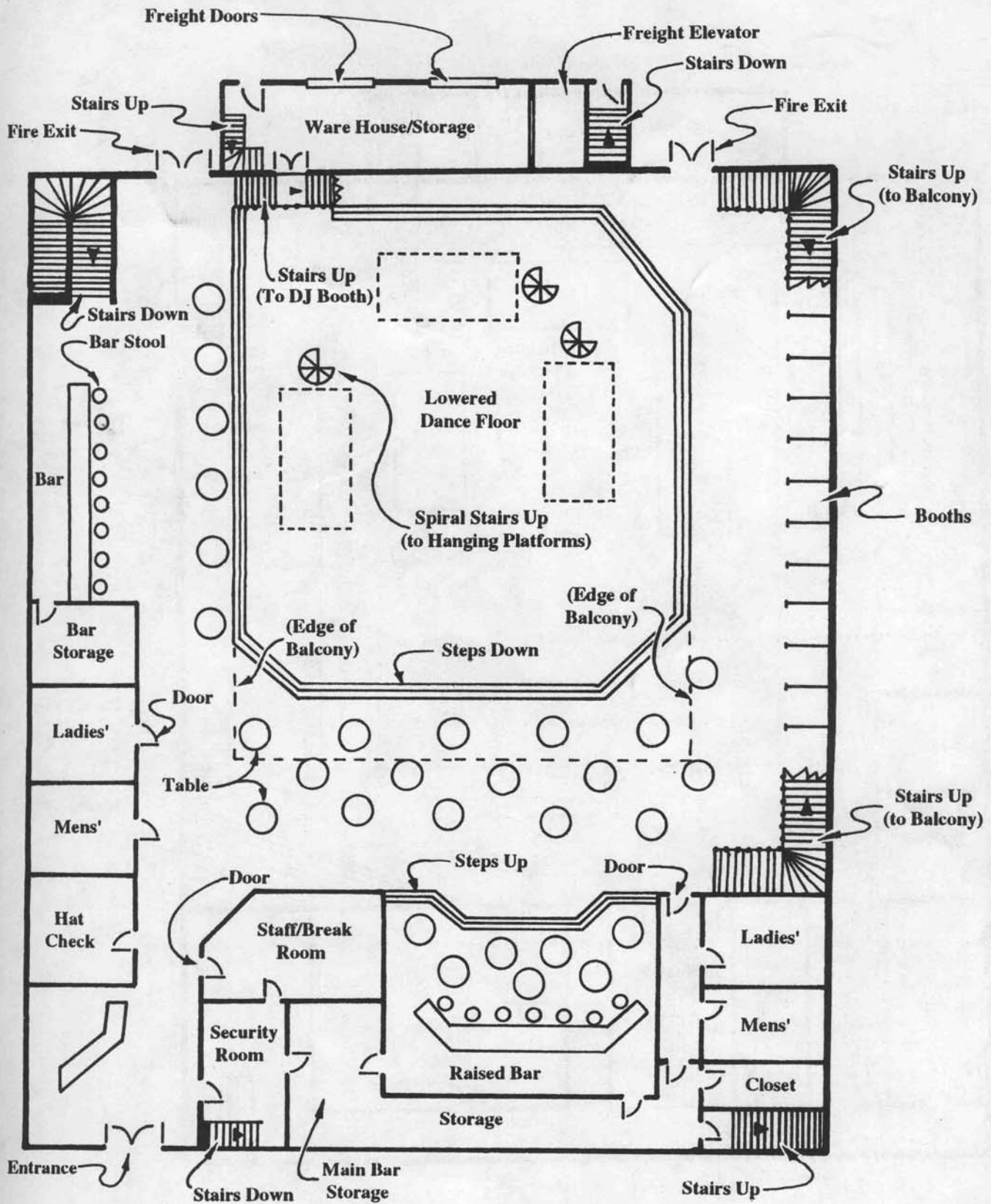
**If Orloff was killed:** If the characters can somehow get in contact with the Magi, they will get nothing. The Magi are glad to get the little twerp out of the way, but do not want the Kindred to think they can casually kill their members. As such they will neither reward or penalize the characters.





**Scale: 1 inch = 35 feet**

### *Succubus Club Maps*



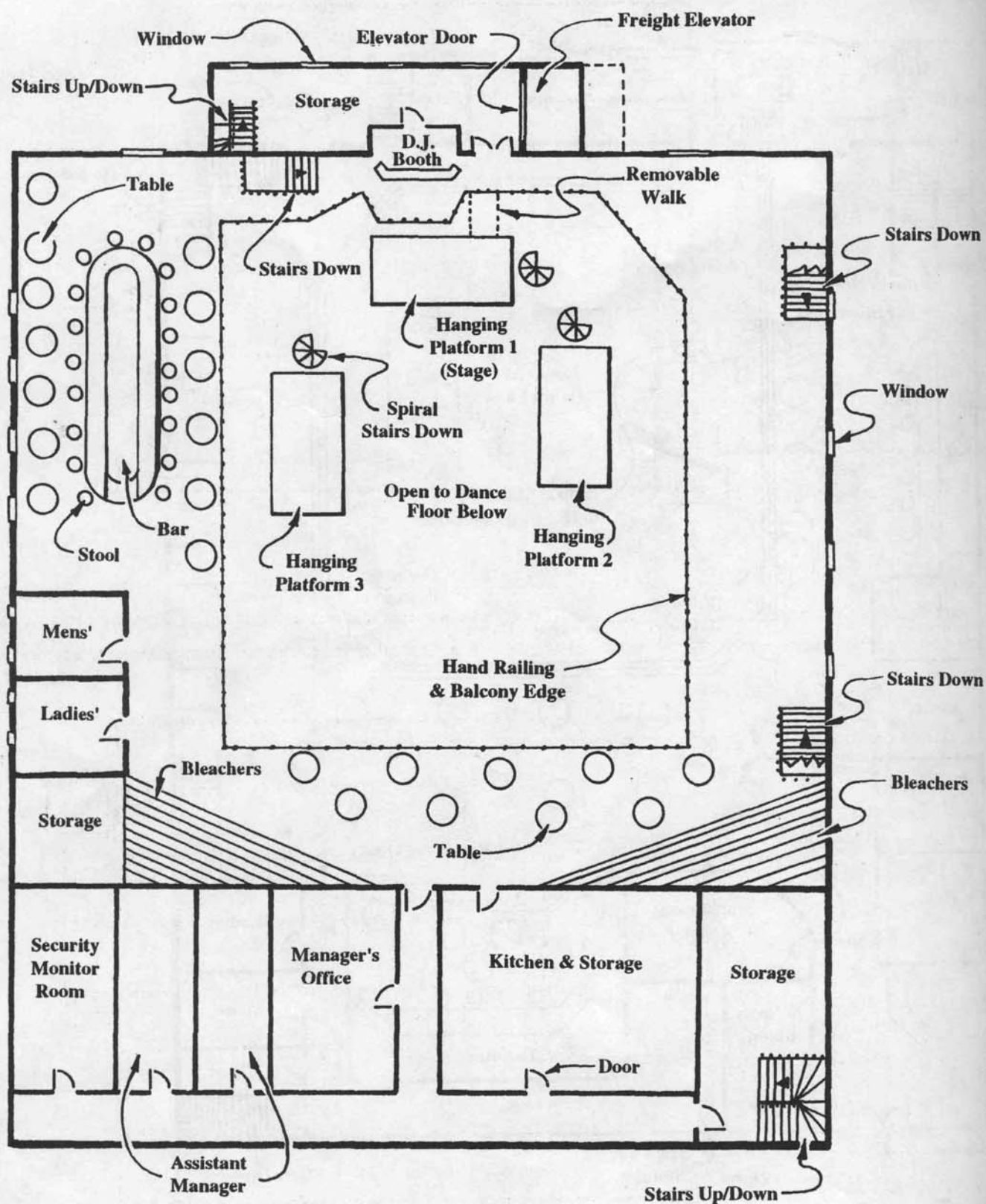
## Level One: The Dance Floor

Scale: 1 inch = 35 feet

Permission granted to photocopy this page for personal use only.

• 1/0/2 •





## Level Two: The Balcony

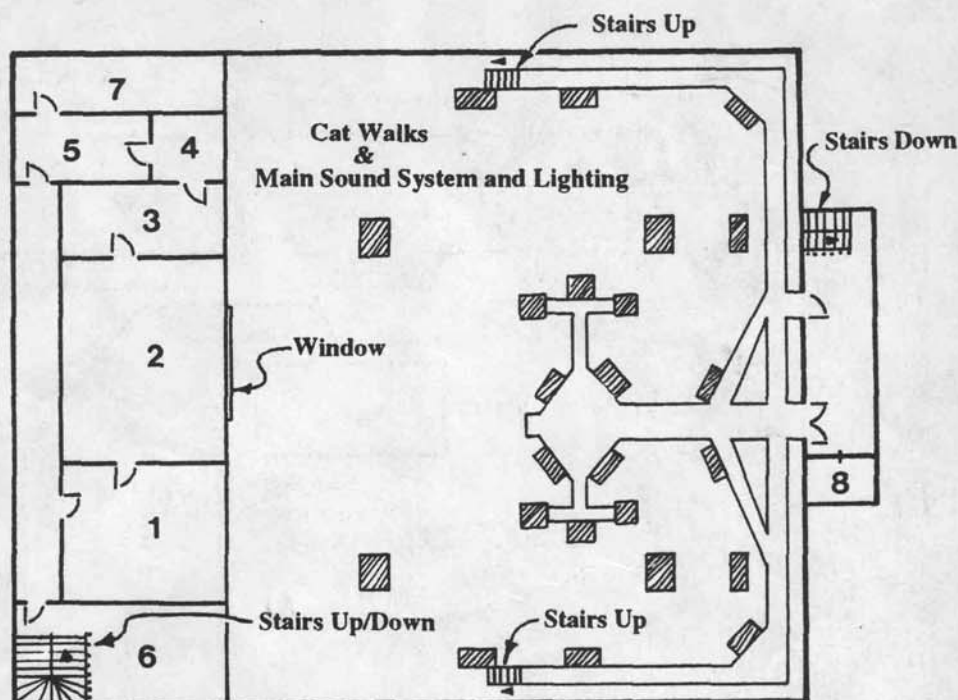
Scale: 1 inch = 35 feet

Permission granted to photocopy this page for personal use only.

### Floor Plan Key

- 1 Brennon's Office
- 2 Private Lounge
- 3 Bedroom
- 4 Full Bath
- 5 Annex Room
- 6 Storage (unused)
- 7 Cell
- 8 Freight Elevator
- 9 Storage

Scale: 1 inch = 70 feet



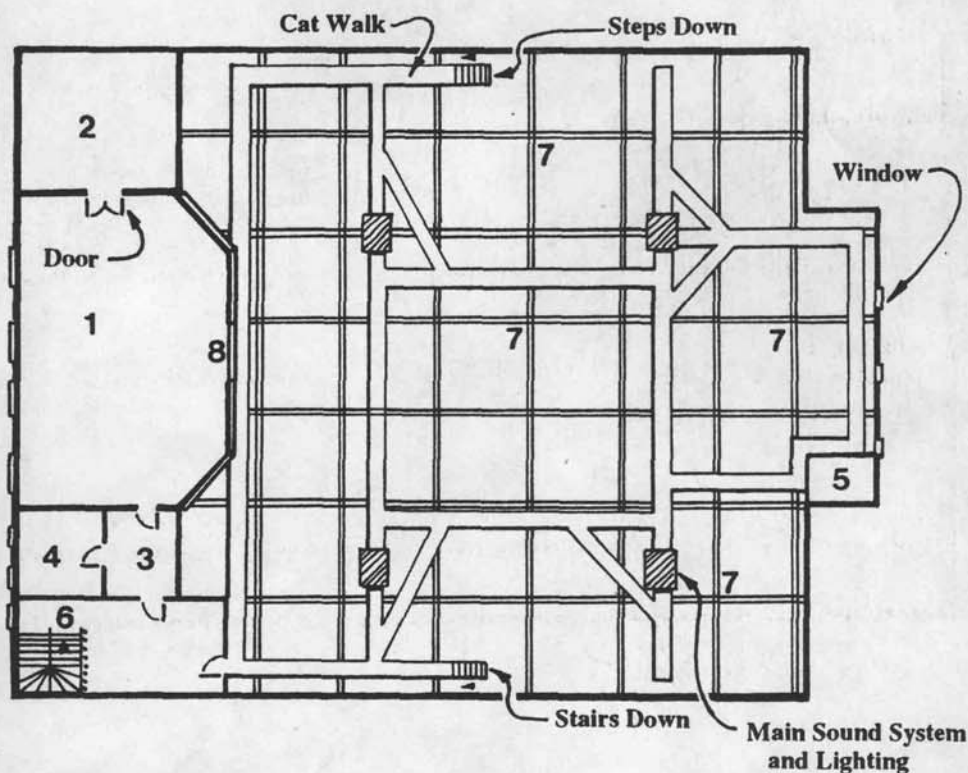
N ▷

## Level Three: Brennon's Rooms

### Floor Plan Key

- 1 VIP Observation Lounge & Bar
- 2 Art Gallery
- 3 Annex Room
- 4 Full Bath
- 5 Elevator Motor
- 6 Up/Down Stairs to Roof
- 7 Support Beams Lattice (above)
- 8 Sliding Glass Doors

Scale: 1 inch = 70 feet



N ▷

## Level Four: The VIP Lounge

Permission granted to photocopy this page for personal use only.

*Succubus Club Maps*