

CITIES OF DARKNESS

Volume 1

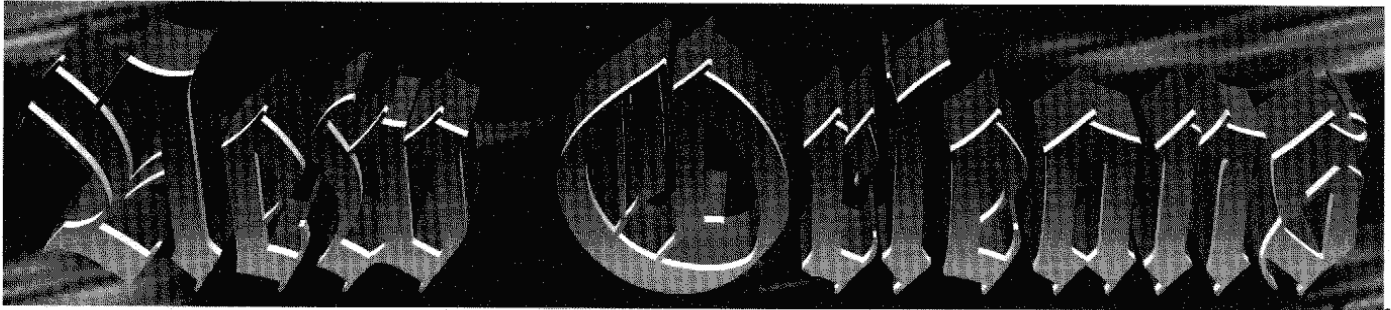


Includes:

New Orleans by Night™ and DC by Night™

A City Sourcebook for Vampire: The Masquerade®

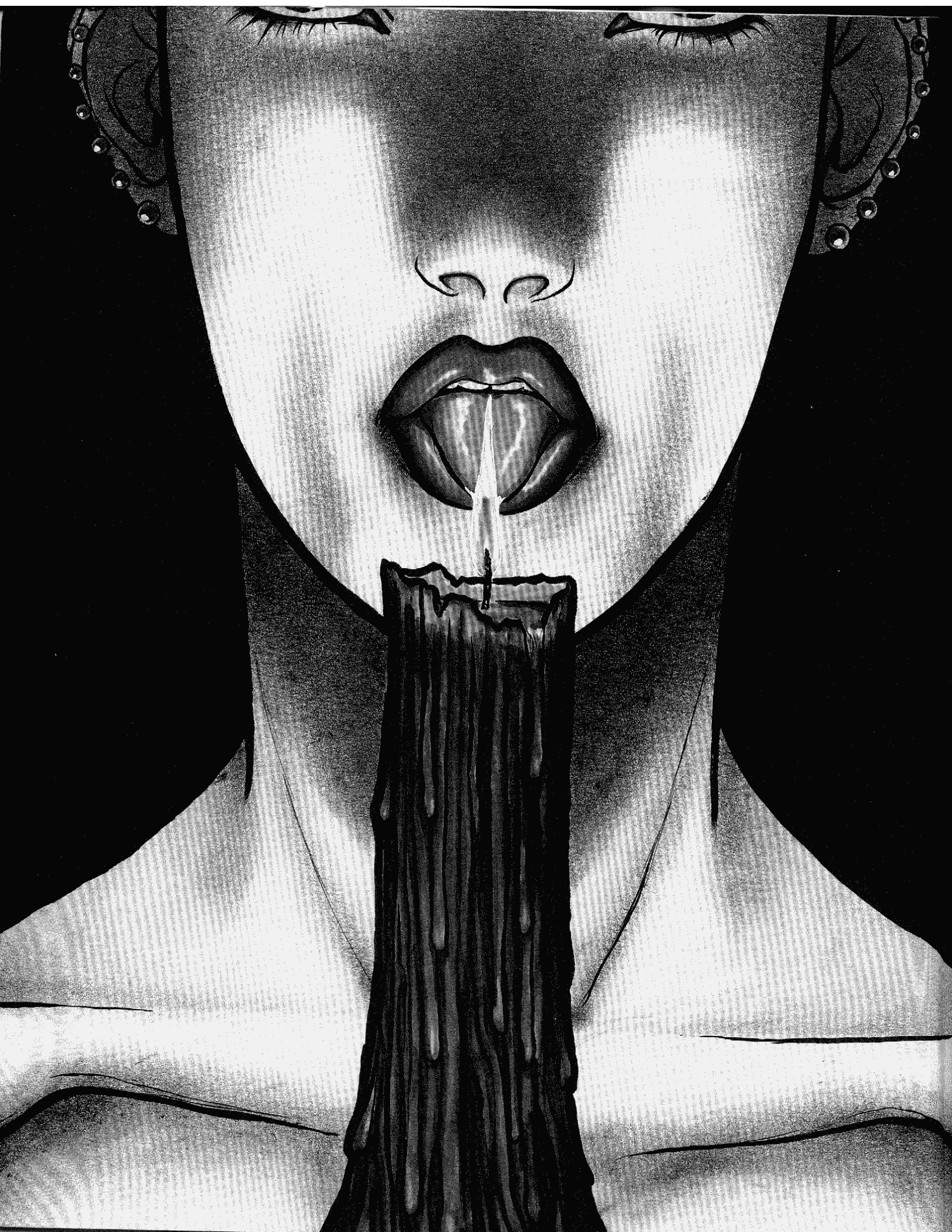




By Night

On the Brink of Eternity

By Patricia Ann Roshell



Be good and you will be lonesome

— Mark Twain, *Following the Equator*

Despite the innumerable hardships placed in its path, New Orleans always seems to rise from the very ashes of destruction — indeed, to transcend its former glory.

Despite the fires that have nearly reduced her Gothic splendor to memory, she still survives. Despite the power struggles that threaten to tear the city apart, she prospers under the almost feudal rule of her prince and his council. Despite laws that bar certain vampires from the city, still New Orleans draws refugees as a beacon in the darkness.

Despite all these obstacles and more, the city endures, as immortal as the Kindred who reside within. Perhaps, when even they have passed into memory, the city they called home will yet survive.

Credits:

Written by: Patricia Ann Roshell

Additional Characters: Kara Chappell

Ms. Roshell's Technical Advisor: Joseph Smith

Developed by: Andrew Greenberg

Edited by: Robert Hatch

Art Director: Richard Thomas

Art: Joshua Gabriel Timbrook, Drew Tucker, Lawrence Schnelli, E. Allen Smith, Tom Berg

Front Cover: Doug Alexander Gregory

Back Cover and Logo: Lawrence Schnelli

Layout and Typesetting: Aileen E. Miles

Scanned by Jam Edited by Bouba

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Pay us a visit => and don't forget on IRC

#bw-rpg@irc.nullus.net



4598 STONEGATE IND. BLVD.
STONE MTN., GA 30083
U.S.A.

Word from the White Wolf Game Studio

If you have a question about the games, feel free to call (ask for Sam), contact our BBS or save the long-distance charges and write us. Just remember to enclose a self-addressed stamped envelope. If you want to submit a proposal, send us a SASE and we'll send you our writers guidelines and a disclosure form. Make as many copies of your disclosure form as you like and send one with your proposal. Considering the amounts of correspondence we have been receiving, allow six to eight weeks for a response.

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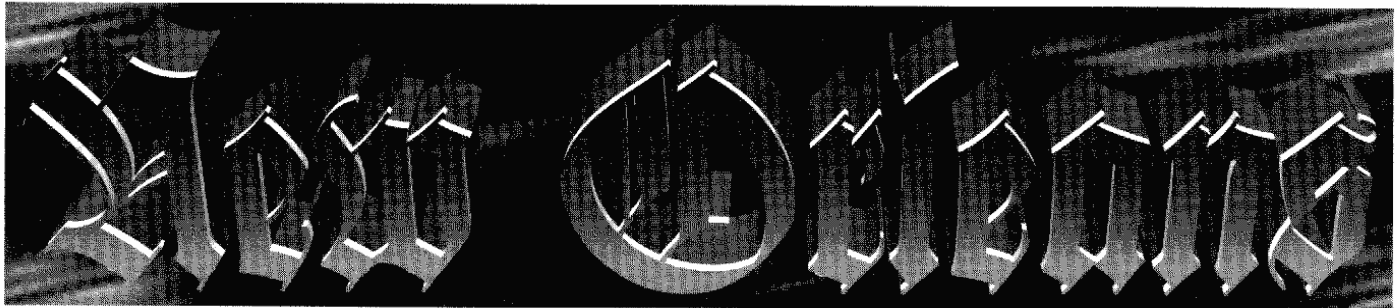
Author's Dedication

A great many people assisted me in planning and writing this book. Rather than thanking each of you individually (and risking the inadvertent omission of someone's name), I should instead like to take the opportunity and the space here to say, "Thank you." Your ideas, suggestions and support were more appreciated than I probably let you know at the time. I hope this makes up for it. Also, special thanks to the Factory Squad for playtesting *New Orleans by Night*.

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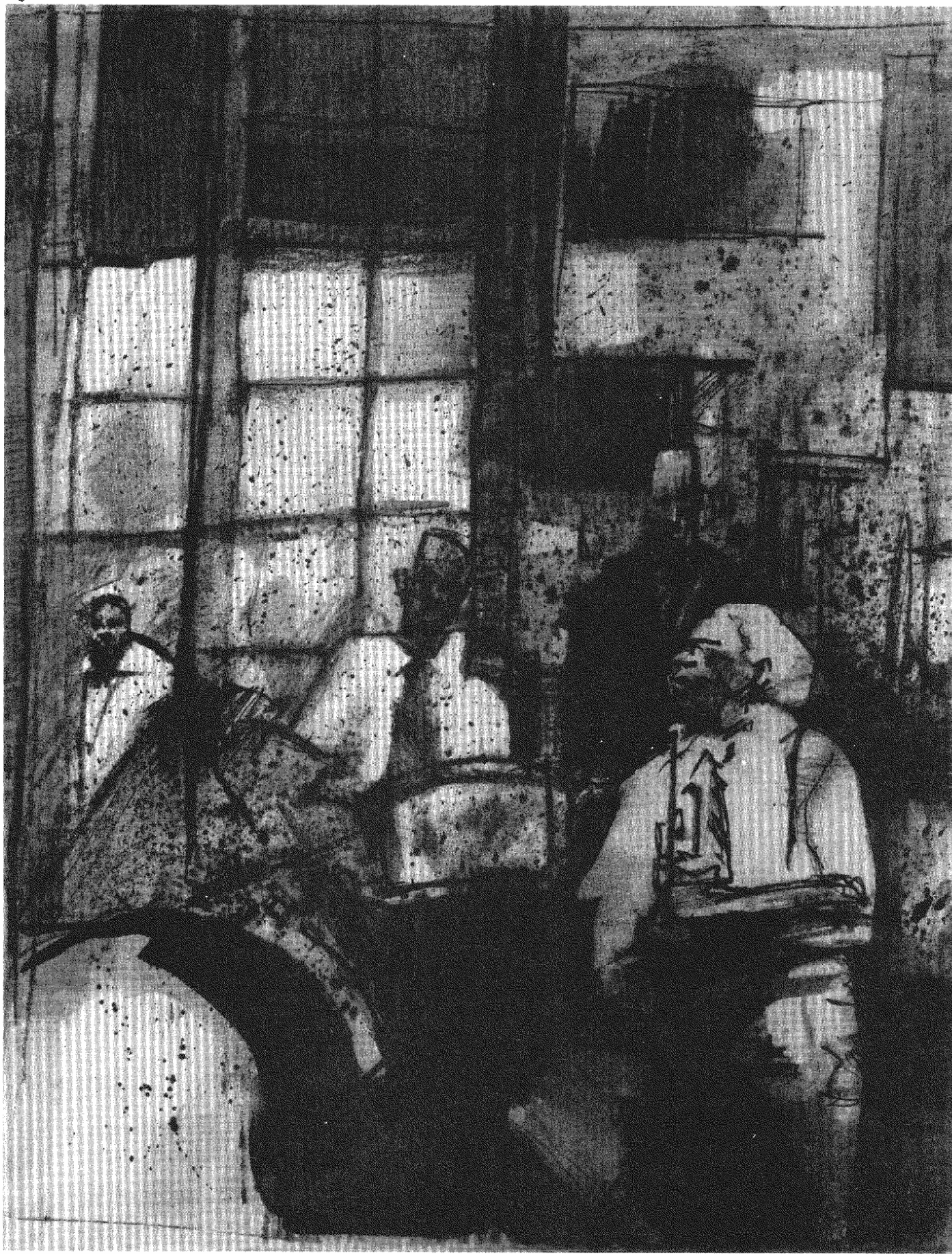
By Night

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Introduction

It is the most congenial city in America that I know of and it is due in large part, I believe, to the fact that here at last on this bleak continent the sensual pleasures assume the importance which they deserve ...

— Henry Miller, *The Air-Conditioned Nightmare*

How does one begin to sum up the experience that is New Orleans? While other cities come to life during the day and hide when the undead come out, New Orleans springs to life when the Kindred rise. As the oppressive heat of day fades, the city's inhabitants emerge from behind closed doors, and by midnight the streets fill with revelers.

The nocturnal festivities generally focus on the (in)famous French Quarter and Bourbon Street, but span the entire city. Performers line the streets, dancers weave through crowds of mortals, and music pulses from every nook and cranny. The nightlife alone attracts legions of vampires, but the city's appeal to the undead does not stop there.

With buildings dating back hundreds of years, a mortal population apparently ready to forgive almost anything and hordes of vessels pouring into the city every day, New Orleans seems designed for the Kindred. Gothic by its very nature, it is truly a vampire's city, as unchanging as the Kindred themselves.

New Orleans is also a city of contrasts. Even the Kindred social structure is split, as elders meet amid elite clubs in the French Quarter and Garden City while neonates crowd the strip clubs and street corners. Newcomers constantly flock to the city, though most of New Orleans' vampires have existed for more than 100 years. Lines divide everything but are never clear.

Underneath the city's apparent equanimity lies constant turbulence. The city has for centuries been a supernatural battleground, and unearthly beings of all types have carved niches in its environs. Kindred, Lupines, mages and others have laid claim to New Orleans. Even Pentex casts a calculating eye on the city, and the Wyrms lay siege at its gates.

In the midst of the supernatural struggle lives a mortal population both used and protected by the Kindred, existing day to day, night to night in blissful ignorance. Welcome to New Orleans.

How to Use This Book

While the information in this book may appear to be usable only with a New Orleans chronicle, it can serve a Storyteller in a variety of ways. First of all, Storytellers can set their chronicles in the city or move an existing chronicle there. They can use the information provided here *verbatim* or change it to create their own Gothic-Punk versions of New Orleans.

Storytellers also have the option to set a single story, or even a single scene, in New Orleans. Finally, they may take



the information provided for New Orleans and, with little work, adapt it to another city. The only limits are the ones the Storyteller sets.

References

Books

Fodor's New Orleans
Frommer's New Orleans
Lost Souls, Poppy Z. Brite
Fevre Dream, George R.R. Martin
Empire of Fear, Brian Stableford
Sunglasses After Dark and In the Blood, Nancy Collins
Guilty Pleasures, Laurell K. Hamilton
Almost anything by Anne Rice

Movies

A Streetcar Named Desire
Angel Heart
Pretty Baby
Hard Target
The Big Easy
No Mercy
Live and Let Die
Blaze
The Believers
J.F.K.
Undercover Blues

Music

Dirty Dozen Brass Band
Preservation Hall Brass Band
"Moon Over Bourbon Street," Sting
"Bloodletting," Concrete Blonde

Theme

Though New Orleans may seem peaceful, no city of comparable size hosts as many power struggles. Many stories can evolve from the constant intrigues among vampires, werewolves, mages, mortals and others, and from the smaller but nonetheless intense internecine battles within the groups.

Thus the extreme to which people will go for power is the theme of **New Orleans by Night**. Lines drawn between friend and foe are very thin. Someone who has been one's ally for decades may suddenly become an enemy, while an age-old enemy may be willing to put aside differences to combat an even more dangerous foe.

The most important aspect to keep in mind about life in New Orleans is that one can never have enough friends. Enemies are plentiful enough, but friends may be few and far between. It's best to make them where and when you can.

Mood

The primary mood of **New Orleans by Night** is frenzied revelry. Even outside of Mardi Gras season, the city always seems to maintain a carnival atmosphere. Mortals from around the world lose themselves to the festivities, and the Kindred find themselves tempted to do the same.

Furthermore, because of the constant power struggles going on in the city, New Orleans can be a very dangerous place for the unwary. Someone's friendship may well be as dangerous as that individual's enmity, and at any moment, one could become the other. Storytellers — do not instill a feeling of overinflated anxiety in the players, but a good dose of paranoid caution would be helpful.

The Damned

Because of New Orleans' status as a city open to almost any vampire, it is impossible to know *exactly* how many vampires reside in the city at any one time. However, Prince Marcel's sophisticated espionage network allows him to keep a *reasonably* current census of the vampire population. Almost 20 make the city their permanent home, at least that many more maintain havens there, and dozens more pass through as tourists or refugees.

Power Structure

Many outsiders have been impressed by the prince's nonchalant self-confidence. Indeed, he seems so sure of himself that he lets almost any vampires, with the exceptions of Sabbat and Setites, into the city. Others see this trait as a weakness, suggesting that Marcel cannot bar these visitors. Cainites who subscribe to this view believe Prince Marcel's days are numbered, for too many factions currently struggle for control of the city. The most obvious ones are the Prince's Council, the anarchists, the mages, the Brujah and the Setites; there are undoubtedly many others.

Several groups of werereatures exist outside the city, amid the bayous and cypress forests. More knowledgeable Kindred are aware that at least two of these groups are at war, but few know any particulars. These vampires know that Lupines contest the city's boundaries and fight vampiric control of outlying areas. The fact that Black Spiral Dancers control much of the land outside the city means nothing to them.

Mortal Society

Prince Marcel has always dominated as much of mortal society as he could. His hand touches nearly every aspect of mortal life in the city. Kindred, usually Ventrue, manipulate government, business, most forms of entertainment and the arts.

It is ironic that the one agency still resisting Marcel's attempts at control is the one for which he has tried the

The Swamp Festival Conclave

One of the most well-known events of New Orleans Kindred society is the Conclave held in the city every three years. Called by Xaviar, Justicar of Clan Gangrel for the past century, the Conclave takes place concurrently with the city's annual Swamp Festival in early October. Xaviar also ostensibly takes this time to review the land treaty with the Lupines, which the Gangrel helped arrange.

But neither the Conclave nor the Festival actually motivates Xaviar's triannual exodus to New Orleans, though both serve as excellent covers. The aforementioned land treaty gave possession of the Bayou St. Johns (and its caern) to the Lupines. Over the years, however, the city has engulfed the bayou, and the caern has come under the control of the Kindred.

Prince Doran knew mages were tapping the site for power, and Xaviar also discovered this. While investigating the situation, he uncovered another, abandoned caern near the main one. Indications point to this second caern having been used by werereatures other than Lupines. Xaviar has begun sucking power from the site.

Though Xaviar draws power from this caern as often as he can, he realizes that his presence in the city too many times during the year would draw suspicion. Xaviar needs to siphon much more power from the site before he can proceed with his plans, and has accordingly established a spy in the city merely to watch the caern. The spy and his allies call themselves Tabula Rasa (see Coteries).

hardest, the New Orleans Police Department (N.O.P.D.). This has been almost wholly because of the influence of another agency that operates within the police department, the New Orleans Special Task Force, or N.O.S.T.F.

N.O.S.T.F.

Though the Kindred exert influence over different parts of the N.O.P.D. and over individual members, they have never been able to gain total dominance. The group most responsible for this state of affairs is the N.O.S.T.F., a group of 16 specially trained agents who work within the police department but are not actually connected with it. Few officers on the N.O.P.D., in fact, even know of the agents' existence. Most New Orleans Kindred know of the N.O.S.T.F., and vice versa. Indeed, the head of the Task Force, Detective Robert Carter, and Prince Marcel have often confronted each other in matters that involve both the city's mortals and Kindred.

Carter began the N.O.S.T.F. in the early 1900s. The ghoul of the city's former prince, Carter broke his Blood Bond and began hunting vampires, seeking revenge for the life he felt was stolen from him. Using the knowledge he had gained



serving the prince, and covertly supported by a Chantry of mages, Carter made war on the undead. The war raged for several decades before then-Prince Doran and Carter struck a bargain.

Carter could continue to hunt and kill vampires in the city, but only so long as he did so in the service of the prince. Though neither party was particularly pleased with the terms of the truce, it did afford a brief respite while each considered other options. Before Carter could change the agreement, however, the prince himself was killed.

Unlike his predecessor, Marcel did not see Carter as a problem. The new prince, in fact, felt that the vampire hunter could actually be manipulated into working for him. Marcel struck a deal similar to the one Doran had with Carter, but to keep the sometimes overly ambitious vampire hunter in line, Marcel also made it plain that he would give Carter no special protection from other New Orleans Kindred. Thus, Carter began secretly working to gain control of the police.

His actions took Marcel completely by surprise. Carter's slow takeover culminated in the 1930s, when he managed to place in positions of power a number of people under his (or no one's) control.

Today, while N.O.S.T.F. still hunts renegade vampires, it has expanded its operations. It also deals with Lupines and other supernatural forces that threaten the balance of power in the area. Though Carter would someday like to see New Orleans completely purged of the Kindred, he now has his hands full just keeping the police department independent.

Kindred Influence

The Kindred presence in New Orleans is reflected almost everywhere one looks. Its most obvious effect has been the preservation of the city's historical districts and landmarks. The Kindred are very proud of their history and seek to maintain all links to their past. Some of the elders have dwelt in the city for centuries.

The Kindred support mortals who share these goals. Most of the historical and preservation societies exist with the backing of a wealthy, generous and unseen patron.

The Kindred also contribute to the tourist industry, which is so important to New Orleans' economy. Tourists also provide an endless wellspring of vitae, and Marcel and the elders do everything in their power to keep them coming. Injuring or robbing tourists is greatly disapproved of, though it happens more and more frequently. Perpetrators, should they be caught, are punished through Blood Bonds, banishment and other, less genteel ways.

Voodoo

*So if you're ever down in New Orleans
You might meet an old lady
She might have a doll
It might look like you.
Don't ask about the Voodoo.*

— Body Count, "Voodoo"

No vampire clan has had more trouble in New Orleans than the Setites. Thanks to Prince Doran's uncompromising hatred and distrust for the clan, Setites have never been welcome in the city, and the Followers' earliest influxes, in the 1700s, were met with violence. A century later, however, the Setites found access to New Orleans not only possible but relatively easy, thanks to a seemingly unlikely source — Voodoo.

Voodoo first came to Louisiana through the slave trade from Africa and the Caribbean Islands, most notably Haiti. The Setites seized control of Haiti during the early 1800s and began spreading to the mainland. Many of the immigrant Setites soon broke contact with their leaders in Haiti and began their own small cults.

In the 18th century, black ivory was one of New Orleans' most lucrative imports. Voodoo had a strong following among the slaves, and they comprised the vast majority of the followers of the cults. The most powerful and outstanding figures in the cults were the Voodoo Queens. From the late 1700s to the Civil War, they often wielded more power among the slaves than even the white masters. These Queens, if not Kindred, were most often mulattos, quadroons or other free people of color — usually those whom the Setites could easily dominate.

Second in power, but no less feared within the cults, were the Witch Doctors. The position of Witch Doctor, if not occupied by a mortal the Setites could easily control, was filled by either one of the vampiric Queen's neonates or a ghoul bonded to her.

Prince Doran was not totally ignorant of the Setites' influence with the slaves, only the extent of it. His spies told him of Followers of Set seen at Voodoo rituals and warned him of their growing power. Though the city banned Voodoo in 1782, it had taken a firm root within New Orleans society.

Two factors prevented Doran from losing his city to the Setites. One was the factionalization within the Voodoo cults of New Orleans, a problem the Setites could not resolve. Numerous schisms splintered the city's Voodoo cults; eventually they resembled each other only in the most basic precepts. Thus, the Setites had a great deal of trouble consolidating their power, and the attacks they did manage to orchestrate against Doran were always repelled.

The other factor came from a most unlikely source — a young, free mulatto woman named Marie Laveau. Born in 1796, Marie became Queen of one of the larger Voodoo cults early in her life, deposing the former queen, Sanite Dede. Sensing easy prey in the new Queen, a Haitian Setite quickly



attempted to dominate Laveau and take control of the cult. Laveau proved herself to be a more formidable opponent than the Setite anticipated.

With her force of will she resisted the Setite's mesmerizing gaze, and with her charismatic hold over her followers, Laveau managed to turn them against the clan. Laveau exposed the Setite as a demon in her followers' midst and warned them that such demons would lead them to ruin. This strategy served Laveau well during her reign, for it was a simple matter for her to "expose" any opponent as such a demon.

During her more than 40 years in power, Marie Laveau never stopped fighting the Setites. Yet the Setites had one great advantage on their side that Marie Laveau could not counter — time. Marie Laveau grew old, and the Setites began striking at her by way of those around her, whom they could dominate and control. Eventually she was removed and a successor chosen.

As soon as the change of power took place, the Setites moved quickly to destroy the power of the new Queen, Malvina Latour. Though Laveau had warned Latour about the Setites, the young Queen had neither her predecessor's power nor her charisma, and the Setites again began to gain power within the Voodoo cults. Slowly the stability Marie Laveau had begun to build within the cult fell apart, and the cult again began to factionalize. By 1890 almost all of what Marie Laveau had tried to do for her people had been destroyed.

Today Voodoo still exists in New Orleans, practiced by smaller groups. Mortal followers are often under the direct control of a Setite, who usually poses as the cult's leader. Though they do not have much power at present, the Setites are always gaining more, and Marcel keeps as close a watch on them as he can. Only recently has he begun to realize that mages are also involved with the voodoo cults.

Mardi Gras

To many people, Mardi Gras is New Orleans. The highlight of Carnival, Mardi Gras caps off almost two months of wild parties and complete abandon. Carnival refers to an entire season that begins on January 6 and ends on Mardi Gras with raucous parties throughout the city and parades organized by private clubs (krewes).

Both the mortal and Kindred populations swell to incredible numbers during this time. Vampires from around the world flood the city, adding their own unique touches to the manic celebrations that grip New Orleans. This is the only time Prince Marcel looks the other way when vampires fail to Present themselves, but his spy network does overtime keeping track of the newcomers. None are allowed to stay after Mardi Gras is over.

Still, there are few parties in the world like Mardi Gras, and the Kindred take full advantage of this time. Marcel himself hosts several parties, some open to any vampire. Elders and anarchs alike roam the streets, mingling freely with the multitudes of kine and feeling more alive than they do at any other time.

Kindred Krewes

The Krewe u Katalkana is one of three Kindred krewes in New Orleans. Started in the late 1800s by Southern Ventrue, it tries not to be overly flamboyant, thus keeping within the rules of the Masquerade. However, this still provides a great deal of leeway for its members. At Mardi Gras, even the Kindred can be drab in comparison to their mortal counterparts. The Krewe u Katalkana includes a number of ghouls and mortal servants, but it inspired two all-Kindred Krewes, the Krewe of NOAMA and the Krewe of 5.

The Krewe of NOAMA (the New Orleans Association of Musicians and Artists) is made up exclusively of Toreador. Despite its name, none of its members lives in New Orleans. The krewe appears in town at the beginning of Carnival, throws grand balls, plays exceptional jazz, and leaves the night after Mardi Gras.

The Krewe of 5 is the final krewe. Run by a Brujah and a Malkavian, the Krewe of 5 is well known to the Mardi Gras crowd for two reasons. One, it is the smallest Mardi Gras krewe, with only five members at any given time. Second, it is the rowdiest of the Mardi Gras krewes.

Other Festivals

New Orleans is best known for Mardi Gras, but every month hosts a festival. The following is a list of other popular festival dates in New Orleans.

Early March: Black Heritage Festival
Mid-March: St. Patrick's Day Parade
Early to Mid-March: Spring Fiesta
Early April: French Quarter Festival
Late April: New Orleans Jazz and Heritage Festival
Late May: Riverfront Festival
June: Celebration Crescent City
August: Celebration Crescent City — Latino Festival
Early September: Fiesta Latina
Early October: Festa d'Italia
Early October: Swamp Festival
Late October: Halloween
December: A Creole Christmas
December 31: Countdown



Traveling to New Orleans

*On the road to New Orleans
A spray of stars hit the screen
As the 10th impact shimmered
The forbidden candles beamed.*

— Siouxsie & the Banshees, “Kiss Them for Me”

Having the characters begin the chronicle as New Orleans residents will simplify a number of things. It lets the characters know something about the city, including what territory belongs to whom. If they do enter the city as newcomers, unlife can get quite complicated.

While there are many ways to get to New Orleans, its ease of access is dangerously deceptive. Lupines control much of the area outside the city, and the smart traveler will spend a little time investigating the safest route. Because of New Orleans' popularity and notoriety, this information is readily available, but discovering which areas are controlled by Lupines and which are under Kindred control is more difficult.

Originally the boundaries between Kindred and Lupine territories were very simple, decided on during a meeting between the two groups in the 18th century. The bayous and swamplands belonged to the Lupines, while the city belonged to the Kindred. However, mortal boundaries have changed over the years, and the borders are no longer so clear.

The original city limits have expanded since the time the two sides made their agreement. Today, much of the territory that originally belonged to the Lupines has been overtaken by the expanding city. For instance, the Bayou St. John was once part of the Lupines' territory. Today it is one of the last remaining bayous inside the city limits.

This area has been under dispute for several reasons. First, and most importantly, a caern is located on the property. Second, the Lupines have claimed it because all bayous were given to them under the land treaty. The vampires claim it simply because it is within city limits.

Today the boundaries are observed as follows:

Lupine territory covers everything east of the Inner Harbor Navigation Canal on the north bank of the Mississippi River and everything east of the Intercoastal Waterway on the south bank. These areas include the Lakefront Airport on Lake Pontchartrain, and the neighborhoods of Arabi, Algiers and Gretna.

Everything within the area bordered by the Mississippi River and Lake Pontchartrain and from the Inner Harbor Navigation Canal west to Williams Boulevard is considered vampire territory. These boundaries include the New Orleans International Airport and the neighborhoods of Metairie, Harahan and Kenner.

One area in dispute is Bayou St. John. Others are the neighborhoods of Westwego and Bridge City, both on the south side of the Mississippi River and stretching west from the Intercoastal Waterway. Kindred should avoid these areas if possible.



Road Travel

Vampires almost always find road travel precarious, mostly because of the problems in finding a safe haven each day and feeding each night.

The best-known, but not necessarily safest, route to take to New Orleans is I-10. The highway runs from Florida to California, making its way directly through the center of New Orleans. Travel from the west is relatively safe, but coming into the city from the east takes one through Lupine territory. Passage can be made if the characters are very careful, for the Lupines do not actively patrol the road. Trouble could arise, however, should the characters lose control of the car, run out of gas or have mechanical difficulties.

I-10 is also the fastest route into the French Quarter. This is the favorite gathering place of the New Orleans Kindred and the best place to obtain quick information about the city. Both I-55 and I-59 connect with I-10 near New Orleans, and Kindred coming from the north can take these routes.

Air Travel

Two airports serve New Orleans, and characters must be careful not to arrive at the wrong one. While the Lupines do not make a habit of patrolling the highway, they carefully watch the Lakefront Airport located on Lake Pontchartrain, next to the U.S. Naval Reserve Training Center.

The New Orleans International Airport (Moisant International Airport) is located 15 miles west of New Orleans in

the neighborhood of Kenner. The airport is serviced by most major airlines and is controlled by the Kindred.

Private flight arrangements can be made (for a substantial fee) if a character has a contact in the city. A number of refugees and tourists come to New Orleans by way of the airport.

Sea/River Travel

Most of the Kindred who make regular visits to the city do so by water. Indeed, the city is almost entirely surrounded by water. Because New Orleans is one of the most active ports in the world, vampires have little difficulty finding a ship to fit their needs. Additionally, numerous small docks and wharves along the river can accommodate personal boats, as can several ferries and steamboats, which still carry passengers. Most Camarilla Kindred avoid the wharves near the Public Commodity Warehouses, however, because Setites are thought to be active there.

Rail Travel

Though not the fastest mode of travel, the railroad is one of the safer and more comfortable ways for Kindred to travel from place to place. Large crates can easily be stored in baggage cars, and the other train cars are fairly accessible. One can also rent a private car and travel in a bit more luxury.

Three major Amtrak lines run to New Orleans Union Passenger Terminal on Loyola Avenue. The "Crescent" runs daily between New York and New Orleans by way of Wash-

ington D.C. The "City of New Orleans" runs daily between Chicago and New Orleans. The "Sunset Limited" makes a two-day trip between Los Angeles and New Orleans.

The Setites

Because Prince Marcel has outlawed them, the Setites tend to keep their doings clandestine. Little is known about their activities, but Prince Marcel seems sure that the Setites are running smuggling operations. These have included not only contraband, but Kindred trying to enter the city illegally. Some say vampires have paid thousands of dollars to the Setites in exchange for passage into the city.

Getting around New Orleans

Once the players have arrived in New Orleans, they need to know how to get around. The Regional Transit Authority (RTA) runs both the streetcars and the public buses. Information on schedules can be obtained by calling their offices or asking at almost any hotel.

Buses

New Orleans has a very sophisticated interconnecting bus system that runs throughout the city. The Easy Rider is a shuttle bus that runs around the Riverwalk and Convention Center Complex. Connections can be made from it to other bus routes around the city.

Streetcars

There are two major streetcar lines in the city. The first is the St. Charles Avenue Streetcar, which runs along a five-mile route down St. Charles Avenue between Canal Street and Carrollton Avenue, going through the Central Business District. Its cars run 24 hours a day, making stops every 10 minutes from 7 a.m. - 8 p.m., every half hour from 8 p.m. - midnight, and every hour from midnight - 7 a.m.

The other is the Riverfront Streetcar, which runs along a two-mile route down the Mississippi River from Esplanade Avenue to Julia Street. Two cars run 24 hours a day, passing each of the eight stops on the route every 15 minutes.

Cars and Taxis

Most major car rental agencies can be found in New Orleans and rent for the standard rate. Cheaper rates, however, can be found by calling the lesser-known companies

Vital Statistics

Population: New Orleans proper houses half a million people, and the entire metropolitan area hosts 1.2 million. The Kindred population fluctuates a great deal; during Mardi Gras 100 or even more vampires may be in the city.

Weather: Perhaps the most dominant trait of New Orleans weather is that it rains...a lot. During the hurricane season, from June to November, the city is frequently drenched by torrential rains lasting anywhere from a few minutes to several hours. Though the summer sun is usually out for as long as 11 hours a day, driving temperatures into the mid-90s Fahrenheit, it is often obscured in the afternoon by rainclouds.

The months of October to March are known for the heavy fogs that roll in from the river, lake and Gulf of Mexico. They often cover the city in a thick blanket that rarely lifts before morning.

April to October are notoriously hot and humid, while the winter months usually have the mildest climes. However, a New Orleans winter can become somewhat chilly, with temperatures approaching 45 degrees Fahrenheit or lower.

Keep in mind that the most predictable thing about New Orleans weather is that it is highly unpredictable. It can change very quickly, especially in the summer months.

that operate in the area. Most car rental agencies can be found inside or close to New Orleans International Airport. Taxis are also common, though harder to find outside the central business district and Garden City.

The city allows cars to be driven nearly everywhere, but special care should be taken when driving in the French Quarter. Roads are all one-way and often lined with tourists, who run back and forth across the streets with little regard for the traffic. At sunset Bourbon Street is closed to traffic; large steel posts are set in holes at all entrances. At dawn the posts are removed and the street is reopened.

Air

Elders with havens several miles to the west of the city prefer air travel. Oftentimes a car will be kept for their use in an inner-city parking garage with a rooftop helipad.



Chapter Two: History

What is history but a fable agreed upon?
— Napoleon Bonaparte, *Sayings*

New Orleans' history began long before Jean Baptiste le Moyne founded the city on the banks of the Mississippi River in 1718. It began in the second century B.C., when the majestic city of Carthage was destroyed by Roman legions under the control of Ventrue and Malkavian vampires. What became New Orleans started as the dream of a young tribune in the Roman army.

An Ancient Dream

This tribune, Gaius Marcellus, was 23 years old when he was fatally wounded during the assault on Carthage. He had already attracted the attention of a Ventrue leader, however, and this Ventrue did not let him die. Impressed by Gaius' ability, intelligence and abilities as an orator and writer, he Embraced the tribune, keeping the neonate by his side to record the events of the war.

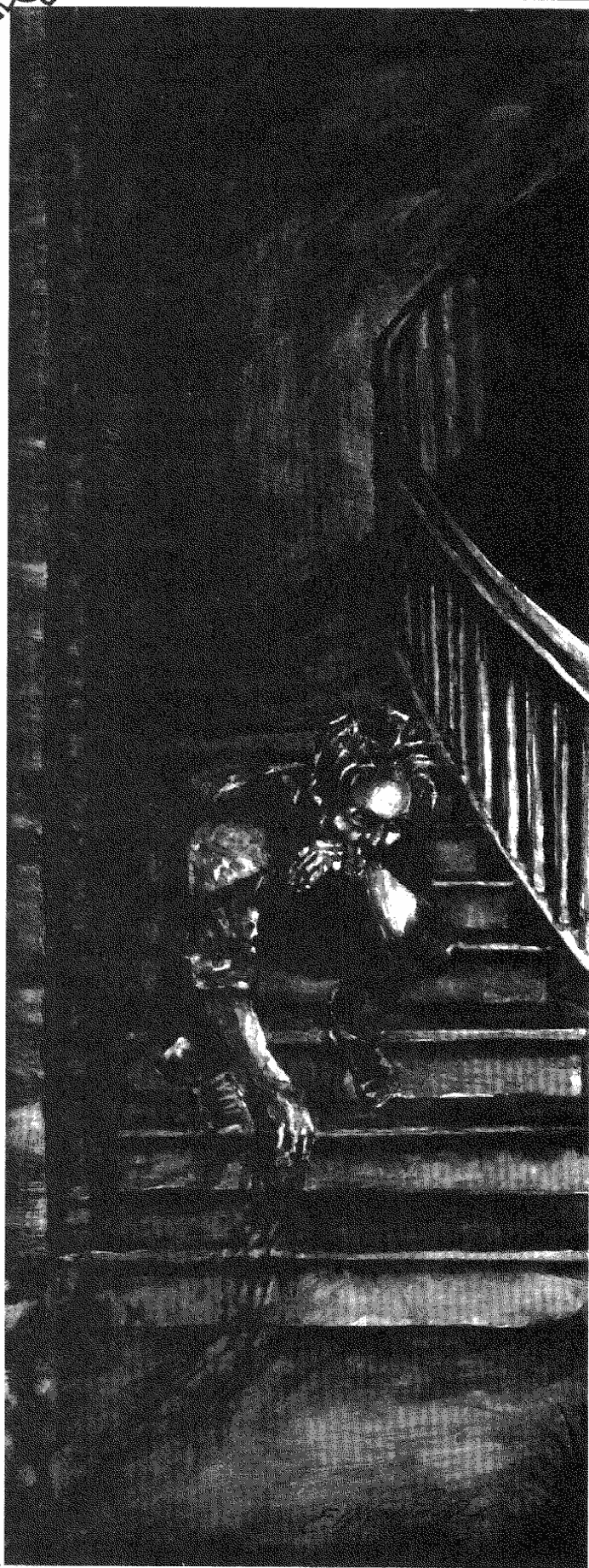
Gaius soon realized that the war involved more than mortal goals. During lulls in the battles, the Ventrue elder told his newly created child of the Jyhad fought by the Kindred. The young tribune saw the Ventrue role in the war being waged on Carthage; he did not, however, understand why Rome's Kindred waged such a senseless war on their brethren. Gaius felt that vampires who had built such a city as Carthage and established it with such noble ideals should be supported, not attacked.

For several decades the neonate stayed with his sire and served well in his post, but the senselessness of the Jyhad and his sire's role in it caused him to leave Rome. Heading north, Gaius settled finally in Gaul, which would later become France.

During the centuries Gaius lived in the French territory, he never forgot the city that he had helped to destroy. In his journals he chronicled what he could remember of Carthage: its ideals, policies, and the beliefs and dreams of those who had lived there. He kept these books with him, and when he Embraced his first childe, he showed him these books and taught him all he could recall of the noble city.

This childe was Doran, a young philosopher studying the desires and drives of mortal life. After the Embrace he turned his interests to Kindred social structures. Doran found special interest in his sire's stories of Carthage. Although the city defied his understanding of vampiric society, Doran believed the city could be reborn. Europe, however, was too corrupt to support so noble a city.

Doran had heard stories of a new world across the great ocean, where mortals had traveled to start a new civilization, free from the restrictions and laws of oppressive rulers. In the early 1600s, Doran made the dangerous journey across the Atlantic Ocean to the New World. Gaius stayed in France, though he told his childe he shared and supported the dream of resurrecting Carthage.



Arriving on the northeastern coast, Doran soon found things were not as he had been told. The laws and oppression of the old continent stretched across the waters, and the old tyrants still held the new land within their grasp. During the early 1700s Doran migrated with the other Kindred who followed the flow of the mortal herd over the mountains, ever seeking their elusive freedoms.

Most went north to Canada, but Doran journeyed south. He settled in the northern Louisiana territory, having heard tales of strange and dangerous creatures that inhabited the swamps to the south.

The War Begins

The arrival of a second vampire in the territory caught Doran unaware, but the newcomer did not keep his presence a secret for long. Simon de Cosa, a Spanish Brujah, attacked Doran one night in 1713. Doran fought back with all the powers at his disposal and managed to escape his savage assailant. Returning to his haven, he ordered his servants into action, and for the next several years skirmishes between the vampires' mortal followers became all too common.

Early in their fighting, Doran made Jean Baptiste le Moyne, Sieur de Bienville, the young governor of the territory, his ghoul. Outraged that Doran had gained control of Bienville, Cosa began establishing his own power, gaining control over many of the town's other influential men. Manipulating his new pawns, Cosa began to exert pressure on Bienville's office. Kindred allies across the sea assisted both vampires in their feud.

Cosa finally managed to instigate enough of an outcry to have Doran's ghoul removed from office. Acting quickly, Cosa soon had his own servant, Antoine Cadillac, appointed as governor of the Louisiana Territory.

In order to rid himself completely of Bienville's threat, Cosa called into play his pawns among the American Indians, ordering them on raids of small settlements. As soon as the attacks started, Cosa had Cadillac outfit Bienville with a small army and sent the former governor to handle the Indian uprisings. It was Cosa's firm hope that Doran's ghoul would die in one of the battles, but in 1716 Bienville defeated the fiercest of Cosa's Indian tribes, the Natchez. The unexpected victory destroyed many of Cosa's plans and led to Bienville's reinstatement as governor of Louisiana.

New Orleans

In 1718, after two years had passed with no sign of Cosa, Bienville formally established the city of New Orleans. Although Cosa did attempt to regain his territory in 1720, he had little support and was defeated. Forced to retreat, Cosa and his followers escaped into the swamplands.

For the next 40 years Cosa continued his war against Doran. While trying to protect his city and simultaneously establishing what would become an extremely effective intelligence network, Doran also tried to reason with his adversary, hoping to make Cosa share his dream for New

Orleans. Doran hoped that by relating stories of the great city of Carthage, as well as his own plans for New Orleans, he could win the Brujah's support rather than his opposition.

Cosa, however, showed no interest in the Ventrue's visions and continued to try to unseat his rival. Though he came close several times, Cosa never managed to take the territory. Many of Cosa's attacks were made through Native American followers. Under Cosa's direction, native tribes raided the city and other settlements. In 1736 the Chickasaws defeated Bienville. The tribe continued to menace the area for the next quarter century, but never managed to gain much power for Cosa.

The closest Cosa came to success was in 1743, when Doran lost his hold over Bienville. The ghoul freed himself with the help of a mage and returned to Europe. Cosa, feeling that Doran would be severely handicapped without his ghoul, struck with his small band of followers. What Cosa had not anticipated, however, was exactly how many mortals Doran now had under his control. Defeated in his attempt, Cosa and his followers retreated from the area.

The Lupines

Another attempt that nearly succeeded for Cosa came in 1755 when England took possession of Acadia, which is today Nova Scotia and New Brunswick. All in the territory were required to take an oath of allegiance to England. Six thousand people refused and were deported from the territory. A small band of these displaced refugees settled in New Orleans and the surrounding area. These people became known as Cajuns.

A small tribe of Lupines followed their Cajun kinfolk to the Louisiana bayous. There they discovered the Uktena tribe, as well as a caern. Battles soon broke out between the newcomers and the Uktena. Cosa chose this time to attack Doran, believing that the Lupines would cause trouble for the Ventrue in their attempts to reestablish their territory. Again, however, Cosa underestimated Doran's forces. During the short-lived battle, Cosa learned the lengths to which Doran was willing to go to see his dream realized.

Doran could not help but see the war between the Lupine tribes as an unsolicited opportunity to further his ambitions for New Orleans. After the old Uktena chief died, Doran, with the help of a recently arrived Gangrel, arranged a meeting with the new leader, Lucius Jackson. Doran offered to help Jackson's tribe drive the newcomers from the area and to help the Uktena should they try to return. In exchange for this help, Doran asked Jackson to assist him in the fight against Cosa and to respect the city's boundaries. Jackson agreed to Doran's proposal, though he privately expressed contempt for the offer. He told other tribe members the vampires would be their next foes after the newcomers were defeated.

Much to Jackson's surprise, the tide of the battle quickly shifted when the vampires entered the fighting. The newcomers, who Jackson said were called Black Spiral Dancers, were soon driven from the territory and into the swamplands west of the city.



Cosa was not ready to deal with the Uktena as well as Doran, and the vampire-werewolf alliance forced him to the western swamps as well. With both of their enemies defeated, Doran and Jackson devised a mutually satisfactory treaty. Its tenets were simple enough, though the passing of but a few decades proved them overly vague. Essentially, the land treaty gave control of the bayous and swamplands to the Lupines, while the territory and affairs of the city and the mortal population within it were left to the Kindred. While not all were satisfied, most Kindred and Lupines agreed to abide by the treaty.

The Spanish Arrive

Despite all of his well-laid plans, however, the one thing Doran could not control was international politics. The next several decades saw the tides of the battle between Doran and Cosa shift many more times. In 1760, Cosa sent word to Spain of the trials he was suffering at the hands of the young French Ventrué. A number of Idealist elders had followed Cosa's progress in the new world with some interest, hoping that once the territory gained some stability it would prove a safer home for them than Spain. Seeing their own plans, as well as Cosa's, being altered so drastically, the elders exerted their own influence.

In 1763, at the end of the Seven Years War, the elders caused France to cede all of the Louisiana Territory to Spain as compensation for Spain's help in the war. The agreement infuriated Doran and nearly stripped him of any influence in

the mortal government of the region. Most of his servants were removed from their offices and replaced by Spanish administrators, a fact that delighted Cosa.

Once again the Brujah seized the opportunity presented to him and rose up against Doran, this time driving the Ventrué from the city. While Cosa knew the battle was far from over, the one thing neither Kindred had counted on was yet another ally, the most unlikely of all, stepping forward on the side of Doran. The French colonists who inhabited the region were less than pleased with the mandate that they were now Spanish subjects and expected to obey Spanish laws. In 1768 they revolted and ousted the new governor as well as most of the other Spanish officials.

From 1768 to 1769, the colony operated as a free territory. Doran began to reestablish his power in New Orleans. His struggle to regain his city was short-lived, however. In 1769 Count Alexander O'Reilly arrived from Spain with a fleet of 24 Spanish Man-O-Wars to quell the uprising in the colony and return it to Spanish rule.

O'Reilly slew a number of Doran's Retainers and put down the revolt, but Cosa still could not destroy the Ventrué. From his haven in the bayous, Doran exerted what control he could over the city. Trying to negate Doran's influence, Cosa made his final mistake. He curtailed trade with any country other than Spain, thus theoretically preventing Doran from obtaining outside aid.





The new governor, de Unzago, knew such an order could spell economic disaster for the colony, but felt powerless to change it. Knowing the city's plight and de Unzago's frustration, Doran came to the governor one night and suggested that perhaps between them they might be able to help the city. Doran still owned many of the wharves along the river and offered their use to de Unzago to bring in contraband.

By 1788, half of the goods imported and exported by the colony were from or to England. It did not take Cosa long to notice, or to discover who was behind the illegal trading. The Brujah exploded in a murderous rage, deciding it was time to destroy his rival once and for all. Gathering his ghouls, Cosa sent them to find Doran's haven and burn it to the ground. Doran had abandoned his haven in the French Quarter years ago, but not without leaving behind enough evidence to convince Cosa's henchmen that they had found his lair. Unfortunately, a strong wind caught the fire the ghouls set and spread it out of control throughout the French Quarter. Before the fire was brought under control, 856 houses blazed in a holocaust that destroyed 80 percent of the city.

The catastrophe nearly sealed Cosa's fate. More Kindred had come to the area over the years, supporting one or the other combatant. Now New Orleans' vampires were almost unanimous in their opposition to the Brujah. Unfortunately, Doran could not take immediate advantage of their anger.

In 1790, Doran returned to France to help his sire survive the French Revolution. Cosa hoped Doran's absence would allow him to take complete control of the city, but Doran had left a number of his Retainers to maintain his influence, which they did with surprising efficiency. Additionally, Doran did not remain in Europe as long as Cosa had anticipated he would. He returned to New Orleans within the year.

The battles between Cosa and Doran continued, while the growing Kindred population struggled to maintain some form of order. In 1794, disaster struck again as a second fire burned through the newly built neighborhoods of the city, destroying more than 200 homes. No one was sure who was responsible, and both Cosa and Doran denied any responsibility. Kindred speculation leaned toward Cosa, however, and the other Kindred felt Cosa's henchmen had set the fire in an attempt to kill Doran.

Even Cosa's allies in Spain began to see him as a loose cannon. When the French, under Napoleon's rule and influenced by Doran's sire, made their move to regain the city, Cosa's allies did nothing to prevent the Treaty of San Ildefonso. In 1801, France removed the Spanish governing body, installing Pierre Laussat as governor. Seeing which way the winds were blowing, Cosa fled the city again. Doran began preparing for renewed hostilities, but had his own plans upset once again.



The Louisiana Purchase

Doran knew that Louisiana and New Orleans had always attracted a large number of people with magical powers, but had never known why. He found out in 1803, when United States President Thomas Jefferson approved the Louisiana Purchase.

The purchase caught both Doran and his sire by surprise. What surprised Doran even more were the number of mages who flocked to the territory, and the influence they wielded over its leaders. When his Lupine allies began telling him that caerns around the territory were being raided for their power, Doran began to understand why the mages had come. A member of the Tremere later confirmed his suspicions, saying that Louisiana had an amazing number of caerns for its size, and that the power lines were also especially potent.

William C.C. Claiborne replaced Laussat as governor and quickly established his own administration in the territory, filling positions with those loyal to him. Though Doran could not prove it, he felt sure Claiborne was either an agent of the mages or a cleverly manipulated pawn. Indeed, the Prince of New Orleans had no success in trying to control the new governor, and most of the governor's assistants were equally impervious to his powers. Frustrated, Doran redoubled his efforts to control New Orleans' European community, concentrating especially on Cosa's old allies.

This new conflict bore little resemblance to the one Doran had been fighting for the last century. Indeed, most of the time Doran could not tell whom, if anyone, he fought. The only indications that things were not right lay in the difficulty of manipulating the city's leaders and in the opposition his own pawns, like Mayor Nicholas Girod, met from the Americans. There were no attacks, no fires and no assaults on himself.

The Battle of New Orleans

Then, in 1814, Doran met his first mage. Esau Grymes introduced himself at a party the governor threw — the first to which Doran had been invited. Grymes, who called himself a member of the Cult of Ecstasy, told Doran about an ancient battle among the mages. Grymes and his allies had instigated the Louisiana Purchase in hopes of taking control of the state's magical resources, but had found themselves countered by a number of different foes.

Grymes' enemies, whom he called Technomancers, pervaded the territory, but had no power in New Orleans itself. Now, however, they were trying to capture the city. Aided by British soldiers, the Technomancers planned to take the city, rape it of its magical treasures, and destroy it.

Then Grymes made his proposal. Doran had recently solidified his control over the smugglers and privateers in the bayous, and Grymes needed their help. The mages especially needed the men and cannons held by Jean Lafitte, whom Doran had only recently freed from Cosa's influence and brought into his camp. In exchange, the mages were willing to offer Doran complete control over the city's political and

cultural leadership. Both vampires and mages would pledge themselves to remain uninvolved in the other group's affairs.

Doran took several months to weigh the offer (and, some say, hear a counteroffer from the Technomancers). Finally, in the first week of December 1814, he, Grymes and several other mages met late one night in the Cabildo, the center of government in New Orleans. Doran offered the mages his assistance, and they sealed the pact with blood.

When the Technomancers and their British allies attacked, Doran and the mages were more than ready. The city's mages proved a match for the Technomancers, but Doran's mortals proved their superiority to the British regulars. Aided by some of the city's vampires, the British suffered more than 2,600 casualties while the Americans lost less than 100 soldiers.

The Calm before the Storm

During all this time, Doran found no sign of Cosa. The Prince sent some servants into the western swamps, but they either did not find Cosa or met their ends at the claws of the Lupines. Doran, however, remained vigilant, constantly fortifying New Orleans to repel any attack Cosa might mount. Cosa, however, had apparently vanished. To this night there has been no further sign of the Spanish Brujah.

Between the Battle of New Orleans and the Civil War, New Orleans' population grew at an amazing rate. By 1840 more than 100,000 people lived in the city itself, while others lived in the surrounding environs. For the first time, the area's Kindred population reached double digits. Much of the city's growth came from its commerce; the port of New Orleans was constantly filled with seagoing vessels and riverboats carrying sugar, molasses and cotton.

In the 1850s, this bloom came to a screeching halt. The growth and prosperity of the city were suddenly dealt two agonizing blows. The first took the form of disease. It seemed the city was visited almost yearly by yellow fever, cholera or typhus. Thousands of residents fell to these epidemics. During this time Doran began to realize how overpopulated with Kindred the city had become. The vampires began fighting over the remaining healthy citizens, and Doran watched his dreams of a new Carthage begin to slip away.

A second blow came from the Lupines. A new pack leader had taken over the Uktena tribe and was not nearly as satisfied with the land treaty as Jackson had been. Since the two sides had made the treaty, the mortals of New Orleans had greatly expanded the city's borders, encompassing even the Lupines' caern. Small suburbs had surrounded the city, forcing the Lupines even farther from their territory. Doran did nothing to stop this encroachment, for much of it was the work of the mages, and the prince could honestly say he had pledged himself to remain uninvolved.

The Uktena found themselves unable to defeat the mages, though the mages found themselves unable to drain the caern of its power. When the Lupines turned to Doran, he promised them he would address the matter and see that





something was done. Over the years, however, the Lupines only saw the city take firmer hold of their sacred land. The new leader blamed the vampires for the problems and began raiding the city at the same time the plagues hit.

By the time of the American Civil War, most of the city's Kindred had fled New Orleans. New Orleans was no longer a haven but a hardship, and many left to seek safety elsewhere. In 1862, the city fell to Union forces. Having seen his city survive disasters both natural and manmade, Doran believed the end of the war to be a turning point for New Orleans and was determined to make it so.

Regrowth

With help from his sire as well as his own finances, Doran began to rebuild his city. In order to renew commerce, he knew he had to create the illusion that New Orleans was past its difficulties. But simply rebuilding homes and businesses did not settle all of the city's problems.

In the 1880s and '90s, the prince saw his city go through economic booms and busts, corruption and reforms, labor unrest and racial retrenchment. By the turn of the century, the work Doran had done to reclaim New Orleans seemed to pay off. The city's population passed the 200,000 mark, and it again held status as the largest city in the South. Kindred again began to view the city with a certain admiration. Despite such episodes as the Storyville murders (see *Geography*), an air of bright optimism hung over the city until the 1930s.

The Great Depression, however, spared no city in North America. Ports which once never seemed to stand idle were abandoned. By the time World War II came, New Orleans' population was again dropping and Kindred were leaving for more promising lands.

Prince Marcel

In the 1950s, New Orleans' economy began to heal and Doran once again began to implement his designs for the city. He decided to use the occasion of the anniversary of his 250th year in Louisiana to enact his final plan for the city, harmoniously uniting mortals and vampires without the deceptive veil of the Masquerade. Doran knew he would need strong supporters behind him before he revealed his plan to the other Kindred in the city.

During the next several weeks the prince began to choose his allies, including a young Ventrue named Marcel who had worked for years as one of Doran's spies. The others he chose to share in his final plans were elders who had stayed by his side throughout the years and had seen him guide the city through some of its most difficult periods. Once he had his supporters assembled, the Prince presented the basics of his final plan to other elders in the city.

Doran showed no surprise at the reaction his idea evoked. He had anticipated that even his most staunch supporters would balk at the idea and was prepared to give them time to adjust while he continued to present its merits. Unfortu-

The Mages

During this time of regrowth, Doran began to realize what little control he had over Louisiana as a whole. Northern Louisiana had completely escaped his control, and he had only limited influence over the western part of the state. Indeed, vampiric influence over the state as a whole was minor, and was concentrated in New Orleans and Baton Rouge.

Doran soon realized that despite the victory in the Battle of New Orleans, the mages known as Technomancers had taken control of much of the state. They had pillaged caerns and other mystical sites, draining the magickal energies to fuel their creations. They still controlled the political and financial institutions in the areas they had defiled, however, and Doran often found himself at odds with their pawns.

He soon realized that there were schisms among the Technomancers. He became sure of this in the 1920s and '30s, when he began to hear about a "Syndicate" of mages operating in southern Louisiana. Doran himself had little influence over the rise of Huey Long, a politician who shook the state to its core.

Indeed, it came as a shock to the Prince of New Orleans when Huey Long, then one of Louisiana's senators, had martial law declared in New Orleans. The events were limited to matters of state politics, an area Doran knew mages controlled. The Prince of New Orleans, still in control of much of the city government, watched Long with interest, hoping to use the mortal in any way he could.

Doran was aware that the Syndicate hated Long. It came as no surprise when Long was assassinated. It did surprise him that Long had been working with other Technomancers in northern Louisiana, and that the politician had been slain by yet another group of mages called the Progenitors.

During this time, Carter established the N.O.S.T.F. Doran never ascertained just which mages made this possible but usually blames the Syndicate. Indeed, the New Orleans police have never had much success against the city's powerful organized crime rings.

nately, he never got the time he had counted on. Within weeks of his announcement, Prince Doran was dead, murdered by an unknown assailant.

Seizing the opportunity, Marcel moved quickly to establish himself as Doran's successor, securing his post through the use of Doran's spy network. Marcel had little trouble gaining the network's support and using it to seek out any who might oppose him. He found a scapegoat for the murder — the leader of the Gangrel clan, though many thought he had been Doran's ally. Marcel spread rumors that the Gangrel's





jealousy of Doran's position had fueled a growing animosity between the two and led to the assassination.

Some say the city elders declared a Blood Hunt on the Gangrel before Marcel was crowned, while others insist that Marcel himself called it to avenge the death of Doran (or cover his own part in the murder). The question of who called the Blood Hunt soon became irrelevant; it was carried out before its victim even knew his fate had been decided.

When the chaos surrounding Doran's death receded somewhat, Marcel found himself confronted by many of the problems Doran had left behind, as well as the night-to-night problems of trying to rule a city the size of New Orleans. Marcel left things much as they were in regard to the city's power and social structure. The line, however, was firmly drawn at the beginning of Doran's last great step for his city. Marcel firmly espoused the Masquerade. Thus he won the support of many of New Orleans' elders.

A New Reign

Marcel's next challenge was the area's Lupines. Shortly after Doran's death, Uktena and Black Spiral Dancers emerged from the bayous to see with whom and what they were now forced to contend. The Uktena also expressed concern that their land treaty would no longer be respected and that Marcel would not make the changes they needed to recover their caern.

The tribe's leader had only begun negotiations with Doran when the old vampire was murdered. Now the tribe's leader came before the new Prince of New Orleans to remind him of the agreement; Marcel, however, continually put him off. Today the matter is far from settled. The caern still remains in the hands of the vampires, a sacrilege to the Lupines. They have given up negotiating any changes but do not have enough strength to do more than raid the vampires' holdings. Most of their energy is devoted to battling the Black Spiral Dancers.

Marcel warns new vampires to avoid the bayous, but does little more to oppose the Lupines. Most of his energies are devoted to maintaining his control of the city. Indeed, he has discovered that every time he begins to look outside New Orleans, new crises force him to refocus on the city. For instance, while Doran might have been able to integrate the city painlessly, Marcel made no effort to stop the forces of segregation. As a result, extremely vicious race riots broke out in 1960 as whites attacked anyone they thought might favor desegregation. Marcel has publicly blamed mages for the violence, but younger Kindred blame Marcel.

There is no denying that the mages still exert a great deal of control over the state government. When Marcel began trying to exert more authority over the state legislature in the early 1980s, reform politicians took over in New Orleans and Marcel had to scramble to maintain his power.

Timeline

146 BC	Destruction of Carthage.
133 BC	Gaius goes to France.
37 BC	Gaius settles in Aquitania.
AD 1471	Doran Embraced.
Early 1600s	Doran comes to U.S.
1699	Bienville first comes to site of New Orleans.
1705	Doran comes to New Orleans.
1713	Bienville is ousted from the governorship of the Louisiana Territory; Cadillac takes over.
1716	Bienville defeats Natchez tribe and is reestablished as governor of territory.
1718	New Orleans formally established.
1736	Bienville defeats Chickasaws.
1743	Bienville returns to Europe. Cosa attacks again and is defeated.
1755	Black Spiral Dancers from Arcadia come to Louisiana Territory and settle in bayous near city.
1763	France cedes Louisiana Territory to Spain. Cosa comes into power.
1768	Colonists revolt and oust Spanish officials.
1768-69	Doran reclaims territory.
1769	Revolt put down and Cosa usurps power.
1788	First major fire destroys 80 percent of the city.
1790	Doran leaves New Orleans, but returns later in the year. Continuing battles between Cosa and Doran.
1794	Second fire destroys large part of city.
1801	Last official sighting of Cosa. Louisiana territory ceded back to France.
1803	Mages manipulate selling of territory to U.S.
1815	Battle of New Orleans. Technomancers launch assault in attempt to take city, but are defeated by Doran and his allies.
1838	First Mardi Gras.
1862	Civil War ends for New Orleans. Doran begins rebuilding city.
1866	Marcel Embraced. Depression hits New Orleans port economy.
1915-1916	Storyville murders.
1928	Huey Long elected governor of Louisiana, becomes senator in 1932 and is assassinated in 1935.
1955	Doran is murdered and Marcel takes over as prince.
1960	Riots break out in New Orleans as whites try to stop desegregation.
1993	Fire at New Orleans Fairgrounds is linked to mages.

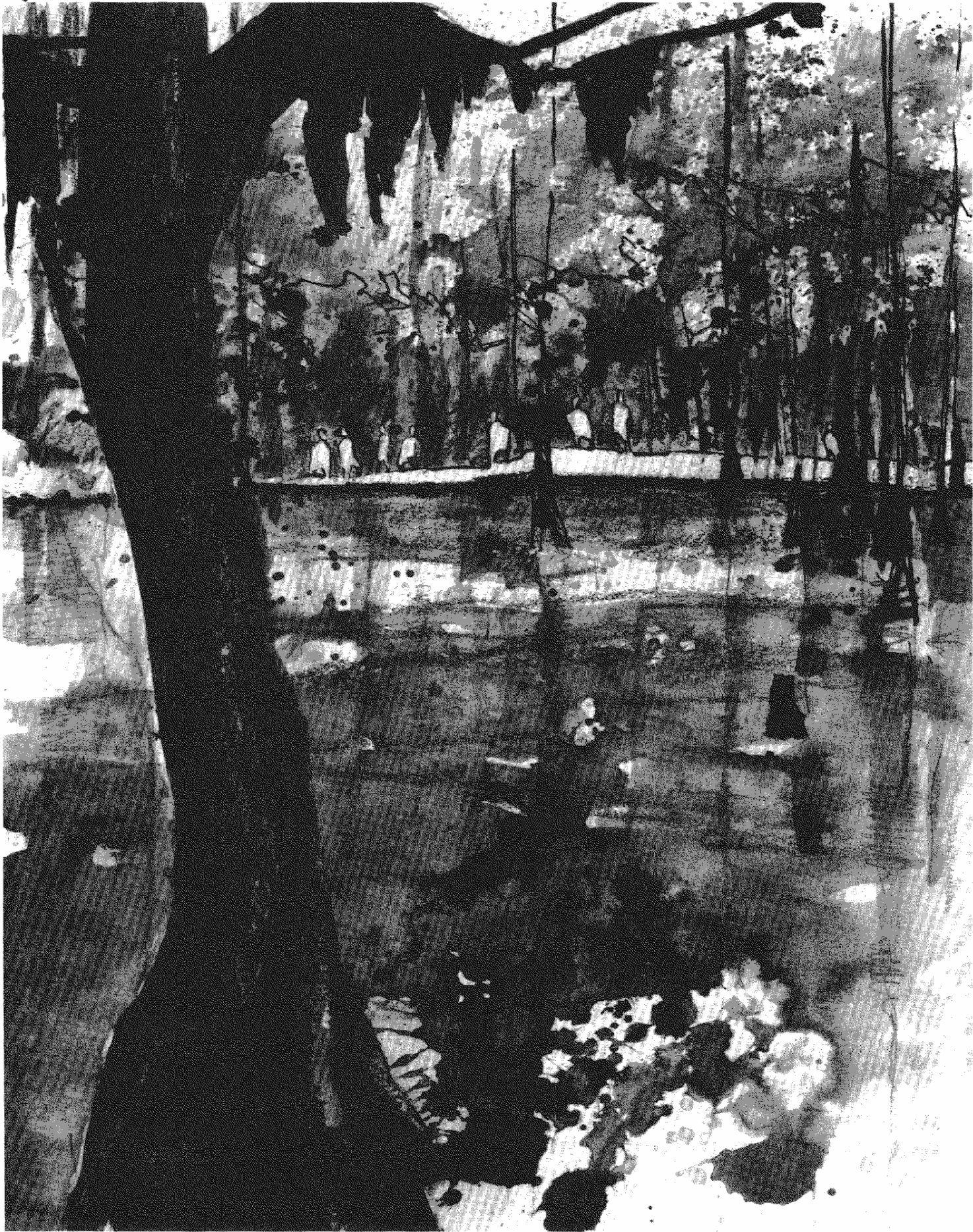
Despite the setbacks, however, most Kindred feel that for the past four decades Marcel has ruled New Orleans well and kept the peace his predecessor established. New Orleans maintains itself as a refugee city, and Kindred from around the world visit regularly.

Mage War

Marcel himself is not so certain that he can maintain the peace. Doran had little understanding of what the city's mages were up to; Marcel has even less. What he does know indicates that all is not well. Indeed, he suspects the mages may soon drag the entire city into their battles.

While signs have pointed to this for several years, Marcel became most concerned on December 17, 1993, when a fire broke out at the New Orleans Fairgrounds — considered *Elysium* by the Kindred. At first Marcel thought it might be an attack on himself, for most New Orleans vampires knew of his interest in the famous horse racetrack. Then he began receiving disturbing reports from his spies.

Several known mages were seen near the fairgrounds shortly before the fire. At least one was seen leaving the fairgrounds right after the fire started, though the spy's attempt to follow him met with the most unlucky coincidences. Finally, Marcel has heard that members of several different mage groups, including the Syndicate, have begun casting covetous glances at lands owned by New Orleans resident mages. The more Marcel sees, the more he fears.





Chapter Three: Geography

*This is where the wild dogs are
This is where the fire bombs fall
Infant angels burn the universe
Hellbent on blood suck each other.*

— James Hall, "Trouble in Paradise"

The citizens of New Orleans seem to have made a conscious effort to avoid giving their neighborhoods definite boundaries. Neighborhood characteristics can change within a few blocks. Antique colonial estates can give way to modern hotels and traffic-jammed roads; bayous can change to open waterways; a brightly lit, screaming boulevard lined with bars can, with little warning, turn into a peaceful, quiet residential area. Thus is the seemingly limitless diversity of New Orleans laid out for those who visit.

When describing New Orleans, it is perhaps best to start with the French Quarter. This is not only the best-known part of New Orleans, but it is the section most popular with Kindred. Members of almost every clan can be found in the French Quarter at night, drawn there by the easy prey found among the many bars and clubs.

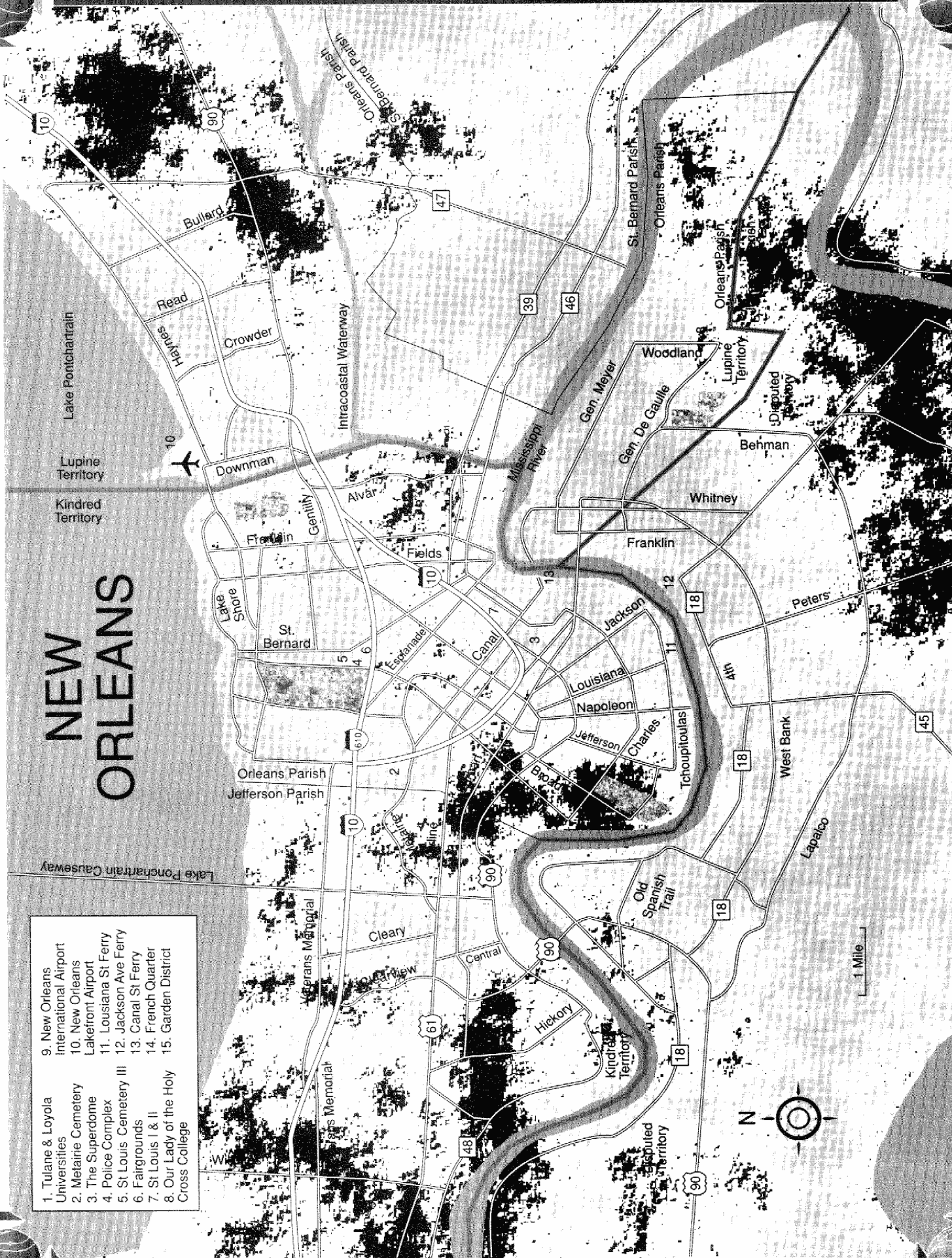
The French Quarter

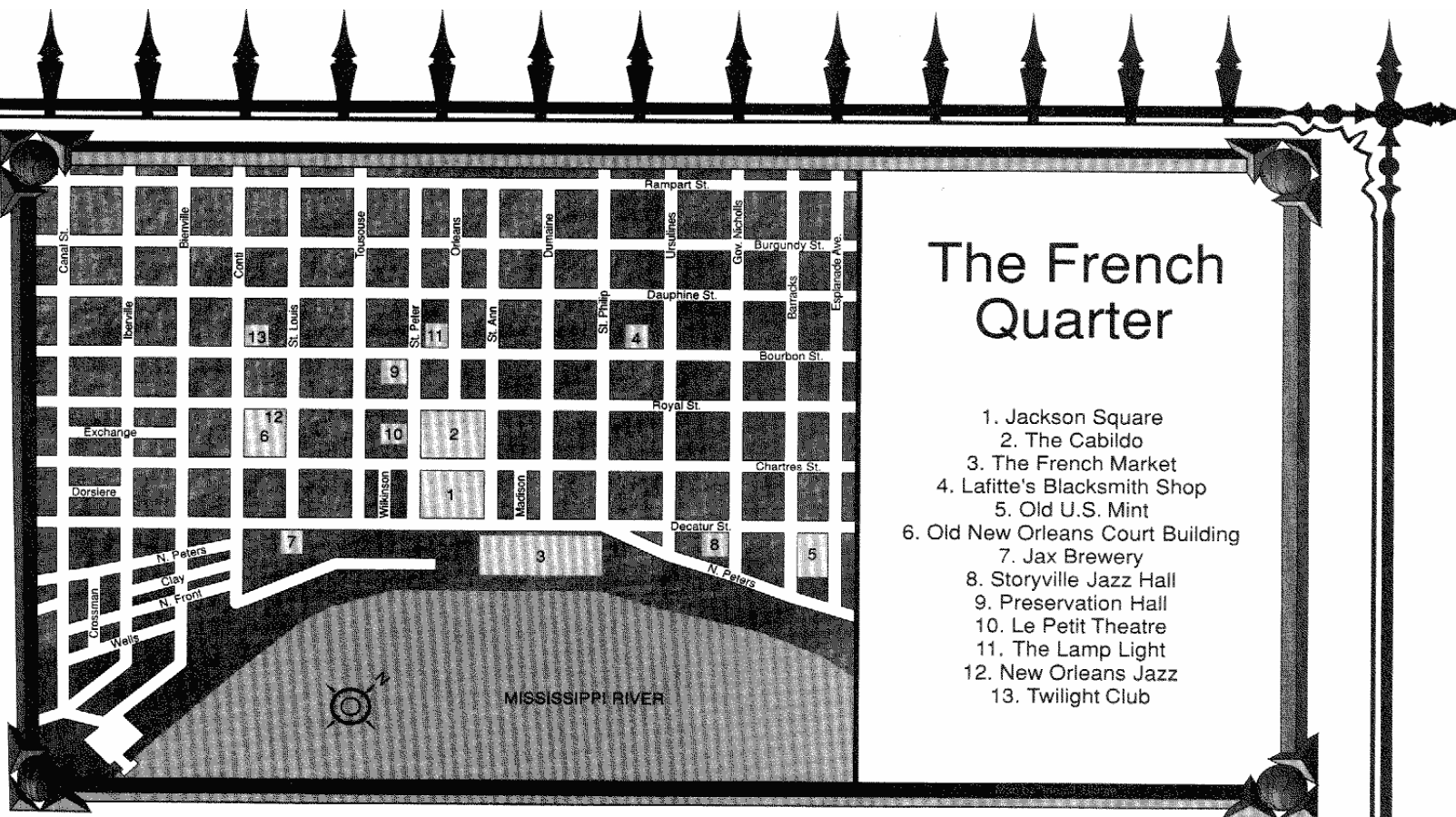
Canal Street to the south, Rampart Street to the west, Esplanade Avenue to the north and the Mississippi River to the east: these landmarks surround the section of New Orleans known to locals as the Vieux Carre and to visitors as the French Quarter.

Culturally it is one of the best-preserved spectacles of early French colonialism remaining in America. It is a dream out of the past, framed by wrought-iron banner-rails and tall, wooden shutters over doors and windows alike. It is a link to the past, and this alone renders the French Quarter attractive to the Kindred population.

NEW ORLEANS

1. Tulane & Loyola Universities
2. Metairie Cemetery
3. The Superdome
4. Police Complex
5. St Louis Cemetery III
6. Fairgrounds
7. St Louis I & II
8. Our Lady of the Holy Cross College
9. New Orleans International Airport
10. New Orleans Lakefront Airport
11. Louisiana St Ferry
12. Jackson Ave Ferry
13. Canal St Ferry
14. French Quarter
15. Garden District





Business and residential areas juxtapose in this 6-by-12 block area. To the south, near Canal Street, one can find the nightclub district of the French Quarter, with its bars and jazz clubs. As one moves toward Esplanade Avenue to the north, however, the area becomes unmistakably residential — not so much as a liquor store is in sight. Even the most notorious avenue in the French Quarter, Bourbon Street, becomes almost disquietingly residential the farther one travels past Canal Street.

Even the residential areas feature stark contrasts. Though most of the French Quarter has been restored, some parts still remain in states of gross disrepair, mostly the areas between Decatur and Chartres Streets on the north side. Still, these areas are more the exceptions than the rule. Unlike most inner-city areas, the French Quarter is neither dirty nor unkempt. On the contrary, it is one of the cleanest areas of the entire city.

Street sweepers make their rounds on a regular schedule; shop owners, barkeepers and residents alike take great pride in preserving their storefronts and homes. This can explain the noticeable lack of vandalism in both the business and residential districts of the French Quarter, but can also lead tourists into a false sense of security. The area is far from crime-free and can be extremely dangerous for the unwary, especially at night or during Mardi Gras.

During these times, mortals are in danger not only from their own, but from the Kindred as well. Many clan leaders have their headquarters and meeting places in the French Quarter. Additionally, the bright lights and loud music lure Brujah, Malkavians, Toreador and Ravnos.

Perhaps the one thing the French Quarter lacks, most noticeably in the residential districts, is the presence of any lawns. The close proximity of the buildings make such a luxury impossible, but also gives rise to one of the better-known and most beautiful features of the French Quarter — its courtyard gardens. Nearly every house in the area boasts one of these tranquil, intimate gardens, often hidden from public view behind ornamental, wrought-iron gates.

Decatur Street

Several principal thoroughfares run through the French Quarter. Decatur Street runs near the docks by the Mississippi River. The street is one of the roughest and most dangerous areas in New Orleans. Assamites and Ravnos wander the dock areas, as do Malkavians, several of whom are even rumored to use the storage warehouses as havens. Near the south end of the street is the old Jax Brewery, now a three-section shopping and entertainment complex. In the third section of the building is the New Orleans Hard Rock Cafe.



Chartres Street

West of Decatur Street is Chartres Street, which runs by the west side of Jackson Square. At its south end is the usual assortment of bars, open-air jazz clubs and restaurants. The north end, conforming to most of the French Quarter, is residential, and New Orleans' Kindred own several houses here. Though they may not live there, the houses often serve as guest houses for acquaintances who come to town.

Royal Street

Royal Street, just above Chartres Street, is the second most famous street in the French Quarter. It is lined with some of the most beautiful houses in the city, though their histories are rarely as pleasant as their facades. One particularly infamous house is the Lalaurie house. Dr. Lalaurie and his family lived in the three-story structure from 1825 until 1834, when they were driven from the city after it was discovered that Dr. Lalaurie's wife cruelly starved and tortured many of her slaves. The ghosts of slaves who died in the house have reportedly been seen. The most common sighting is of a young girl who leaped to her death from the roof of the house to escape her mistress.

Another important location on Royal Street is the first fireproof structure in the city, constructed in the early 1800s at 318 Royal Street. Prince Doran used the basement as an alternate haven for years, but abandoned it at the beginning of the 20th century.

A final historic site is at the corner of Royal Street and St. Louis Street, where the City Exchange once stood on land that is now a parking lot. Almost immediately after the Exchange's opening in 1838, it became one of New Orleans' most fashionable meeting places, and many of the most prominent socials of the season were held. It was not unusual to find several Kindred attending these gatherings.

Some suspect it was this fact that triggered the fire that gutted the City Exchange in 1841. Several anarchists allegedly set fire to the building during a masquerade ball, hoping to trap the elders attending that night. The elders managed to escape, however, and their retributive strike eliminated a number of the South's leading anarchists. To this day, few anarchists actually live in the city, though many arrive for Mardi Gras.

After the fire, the City Exchange was remodeled and reopened as the St. Louis Hotel, one of the most luxurious hotels in New Orleans, though some Kindred claimed the ghosts of those who died in the fire haunted the hotel. It was finally razed in 1914, and no new structure was ever built on the spot.

The business district side of Royal Street is famous for its assortment of antique and book shops. Perhaps the best-known shop is at 333 Royal Street, in a building that served as the first U.S. Post Office in the New Orleans. Now it is Nez Coupé Books, specializing in rare books, documents and old

maps. Ventrue and Tremere tend to patronize it more than other Kindred and enjoy perusing these reminders of earlier days.

At 400 Royal Street is the New Orleans Court Building, housing the Supreme Court, Court of Appeals, Civil District and City Courts, and records of real-estate transactions from throughout New Orleans history.

Bourbon Street

Above Royal Street stretches what is probably the most notorious thoroughfare in the French Quarter. Indeed, its very name has become synonymous with the city of New Orleans — Bourbon Street. Despite Bourbon Street's reputation, however, the brightly lit, raucous, nightclub- and bar-filled southern district of the street fills only the first half-dozen blocks. The closer one gets to Esplanade Avenue, the more residential the area becomes, until the only lights are those on the street corners and the only sounds are the fading rhythms of the jazz bands down the street.

Of course, the first few blocks are the most famous, as well as the part where the greatest number of Kindred congregate. In the late night hours, members of almost every clan in the city can be found here. Toreador, who greatly favor the jazz clubs and sit in with the bands, appear regularly. Indeed, in the jazz world, no one questions someone who appears only after sunset, disappears in the early morning, and is never seen otherwise.

Bourbon Street's festive atmosphere lures Kindred for the easy hunting as well as the bright lights and loud music. From sundown to dawn, the strip clubs, bars and nightclubs overflow with patrons, who often spill out onto the streets. Each day at sundown, city workers close Bourbon Street to automobile traffic. They accomplish this by setting large, thick steel posts in the street, allowing the clubgoers to wander the street in safety. Most of the bars and clubs feature panels that are rolled up to expose the bar to the street.

Although a number of clubs stay open 24 hours a day, seven days a week, most close for a few hours each day, usually between dawn and late morning. They open when the tourists return to the French Quarter. In those early morning hours, the once brightly lit French Quarter assumes a tired, faded look. Many of the club and bar owners use these hours to sweep out the remnants of the previous evening's festivities. Workers hose off steps and sidewalks while the sounds of the outer city echo down the channels of empty streets. Vagrants and those too drunk to make it home can often be found in small alleyways between shops, sleeping in old blankets or rags. As twilight redescends, however, the French Quarter quickly sheds its daytime image and slips back into its carnival atmosphere.





Rampart Street

On the west side of the French Quarter is Rampart Street, also favored by the Kindred because of its easy prey. A divided, two-lane road, Rampart Street is known for the prostitutes, pushers and junkies who regularly hang out there.

Jackson Square and the French Market

Two other French Quarter landmarks hold a certain amount of fame. One of these is Jackson Square, popular among Kindred as the best-known Elysium in the city. The other is the French Market — one of the few places in New Orleans that Kindred strictly avoid. Both are located just off Decatur Street.

Jackson Square, often dubbed the heart of the French Quarter, hosted most of New Orleans' early town gatherings, and planners built the city around it. By day, musicians, jugglers and a host of other street performers roam its confines. By night it hosts tourists, locals and, of course, the Kindred. Indeed, until recently, the Gangrel Justicar Xavier held at least part of the proceedings of his regular Conclaves in Jackson Square.

The Kindred of New Orleans usually meet either in Jackson Square proper or in the nearby Cabildo, one of three large buildings in Jackson Square. The original structure, which served as the seat of Spanish rule, was destroyed in the fire that swept through the French Quarter in 1788. At the time, rumor had it that Cosa set the fire and that the target had not been Doran's haven, but the Cabildo, where Doran had planned to meet a number of Kindred allies from France.

The city rebuilt the Cabildo shortly after the fire, only to see it again burn down when another fire struck New Orleans in 1794. Rebuilt yet again, it served as the center of government for the Spanish, French and Americans before becoming a museum in 1911. Doran continued to use back rooms to conduct much of his business until 1988, when a four-alarm fire broke out in the building. Though most of the historical pieces were saved, the top floor and roof were destroyed. Although nothing was ever proved, some Kindred maintain that the fire occurred on the same night Justicar Xavier had scheduled a meeting in its upper floor.

Cafe du Monde marks the beginning of the French Market, a combination of renovated buildings and open-air markets extending several blocks along Decatur Street, French Market Place and North Peters Street. Tradition claims it to be the site of an old Choctaw Indian trading post where the natives sold wild herbs and berries to the settlers. It holds the distinction of being one of the oldest institutions in New Orleans. For more than 150 years its shops, sheds and stalls have sold the best fruits, spices and fish in New Orleans. The Kindred claim that mages regularly frequent the French Market, perhaps seeking special herbs there.

Storyville

Though now subsumed within the residential areas of Basin and Bienville Streets, where today the Iberville housing project stands, the notorious brothels of Storyville were once located in the northwest corner of the French Quarter. Brothels lined such streets as Burgundy, Bienville, Dauphine, St. Louis and Conti, though eventually the Red Light District was narrowed down to Basin, Conti and Iberville Streets.

Doran had allowed the creation of this area to permit easy feeding for the Kindred. However, most of New Orleans' resident vampires considered Storyville *déclassé* and avoided the area except when desperate, instead leaving it to newcomers and visitors.

In the early 1900s, a refugee came to New Orleans who was, unknown to Doran, also a renegade from one of the northern cities. Fleeing a Blood Hunt, the renegade came to New Orleans, where he committed a series of gruesome killings. Soon the area of the city once known only for its long list of vices began to gain notoriety for a growing number of bloodless corpses.

Though the renegade was eventually stopped, Doran felt the refugees had failed in their duty to report such a creature in their midst. Punishment for their crime was the destruction of Storyville in 1917. Though most of Storyville's residents are long gone, one still remains, an unliving testimony to the evil that once plagued the area.

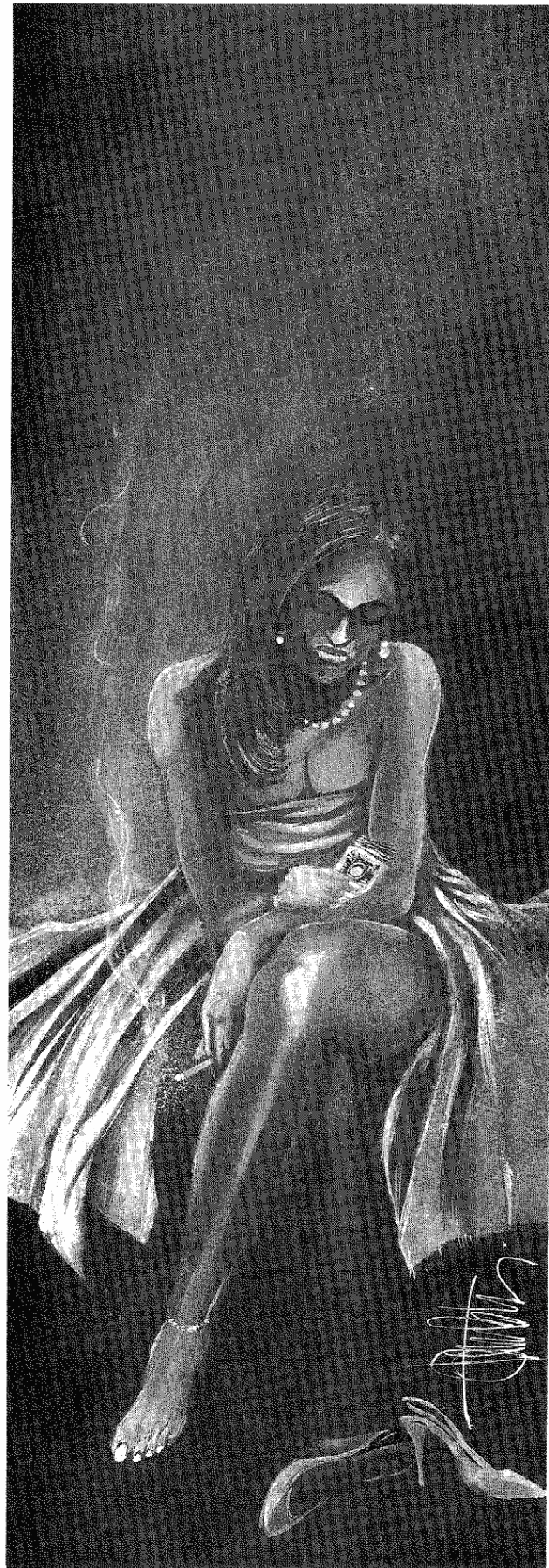
In the early 1900s, no New Orleans prostitute was better known than Mariline. Of French ancestry, she was favored by a number of the city's most powerful and influential men. She had even left the brothel from which she had once operated and began working for herself.

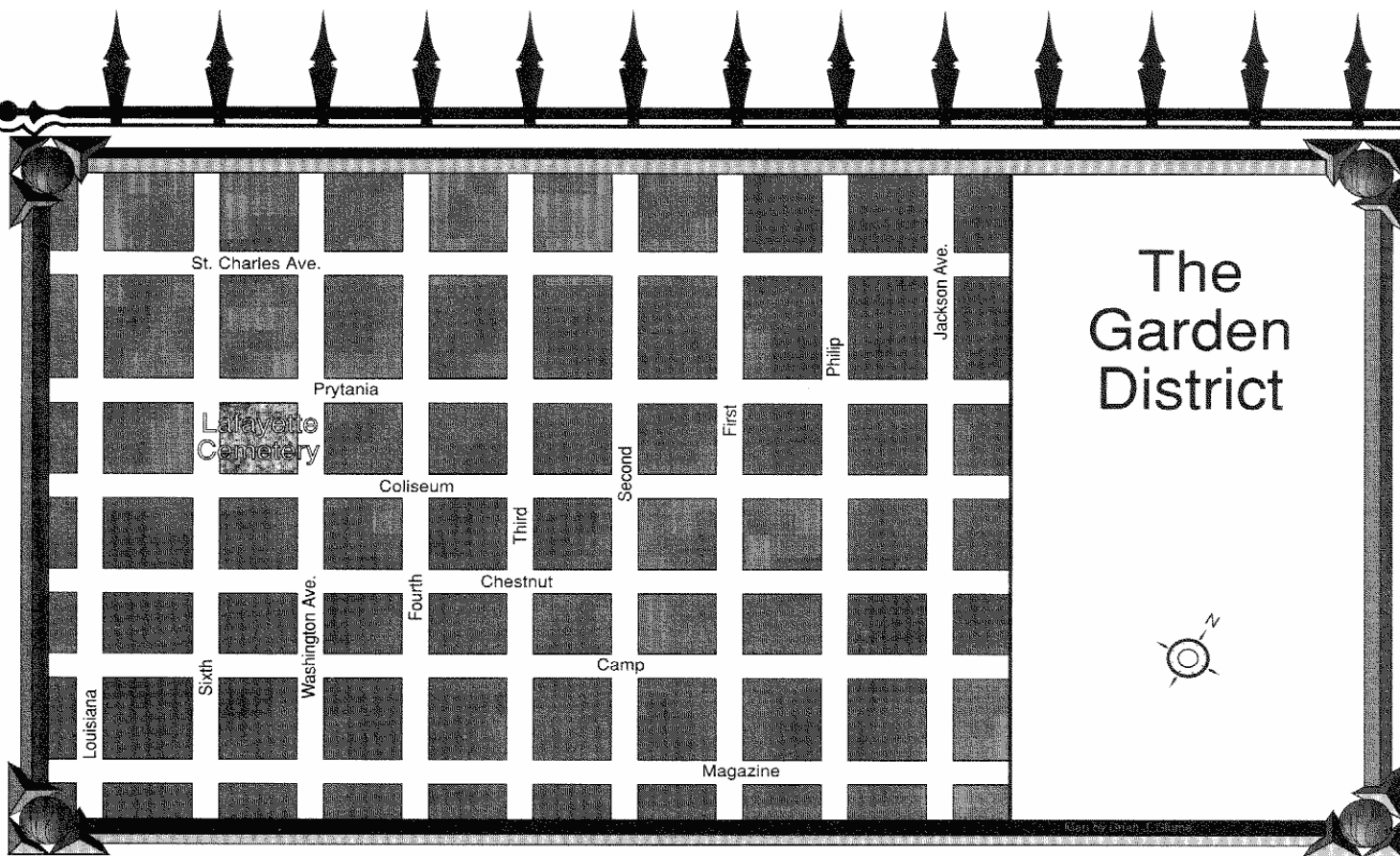
One cold winter night in 1916, as Mariline hurried home from visiting a friend in the Red Light District, she ran into a man who appeared out of nowhere. As she made some brief apology and continued on her way, the man grabbed her, dragged into a side alleyway and silently but horribly murdered her.

With the closing of Storyville, Doran thought to put horrors like this behind him. A few years later, however, stories began to circulate of a ghost seen wandering near the site of the old Red Light District. Mortals who saw her described her as resembling Mariline. Kindred had a more intense experience.

Vampires who saw the ghost said they felt compelled to follow it, lured by an overpowering smell of blood. The girl would enter a dark back street, where she would suddenly thrash as though fighting some unseen attacker. Ectoplasmic blood would spurt from a deep cut in her throat. Then the vision would vanish, disappearing soundlessly into the night.

At first Doran ignored the reports, but soon they became an annoyance and a blatant reminder of the renegade. Doran decreed that no Kindred should feed in the old Red Light District; most Kindred residents follow this rule even though





Doran is gone. Mariline, however, does not seem content to be forgotten by the species that caused her death.

Since her death, Mariline has developed new ways to lure Kindred to the forbidden area. Over the years the bloody odor Mariline exudes has grown stronger and stronger until it is all but impossible for any vampire to resist it. Doran's recurring fear is that a witch-hunter will discover Mariline and use her powers to catch and destroy the undead.

The Hive

Another important landmark for visitors is Canal Street, which runs from the Mississippi River to Lake Ponchartrain. Canal Street is one of the brightest and widest streets in the United States. A center lane for public transportation divides the road. Some of the tallest buildings in the city, including several hotels, line the street.

If one stands on Canal Street and faces away from the Mississippi, the upscale section called "Uptown" extends to the left. On the right is Downtown. This area includes the French Quarter, the Central Business District (CBD), the riverfront and many of the city's bars, jazz clubs and cultural attractions.

Uptown

New Orleans' more prominent elders tend to make their havens either in isolated plantation homes on the outskirts of the city or in the best-known section of the uptown area, the Garden District. This elegant, picturesque part of the city is bordered by St. Charles Avenue, Jackson Avenue, Louisiana Avenue, and Magazine Street.

After the United States bought New Orleans, U.S. citizens moving to the city built the Garden District after being snubbed by the older residents. The newcomers consciously rejected the city's Creole flavor and established an area decidedly their own. The towering colonial mansions with their lavish, spacious lawns contrast sharply with the cloistered patios of the French Quarter. Many of the houses still standing date back to the 1830s. This area includes many of New Orleans' parks, universities, churches and expensive residential areas, as well as havens for most of the city's elders.

One of the longest and most impressive of the Uptown thoroughfares is St. Charles Avenue. The St. Charles Avenue Streetcar runs the entire length of the avenue from Canal Street to Riverbend, where St. Charles becomes Carrollton Avenue. The first few blocks of St. Charles Avenue are strictly business areas. Once travelers cross Jackson Avenue, however, they find themselves in one of the city's most elegant residential areas.

Brujah, Toreador and Ravnos tend to avoid the Uptown area, leaving it to the Ventrue and Tremere elders. The most popular gathering places of the Kindred that live in the Uptown section are the Pontchartrain Hotel on St. Charles Avenue, LeMoynes Landing on Riverwalk, and Tipitina's on Napoleon Avenue.

Downtown

Downtown, originally the Creole section of New Orleans, has its heart in the Faubourg Marigny neighborhood. The neighborhood came into existence when a plantation owner named Marigny settled his gambling debts to then-Prince Doran by selling him plantation land by the French Quarter.

Two main thoroughfares cross the downtown area. One is Elysian Fields Avenue, the busiest street in the area. Bars and nightclubs line its southern end, and commercial buildings extend along much of its length. Elysian Fields also crosses several railroad tracks and bisects some of the roughest and poorest neighborhoods in New Orleans. Refugees and anarchists often maintain havens in these areas. Abandoned houses, storehouses, and old brick buildings offer perfect hideaways for Brujah and others.

Esplanade Avenue, the other main Downtown thoroughfare, contrasts heavily with Elysian Fields. The tree-lined roadway forms the north boundary of the French Quarter, running from the river to Bayou St. John and terminating at City Park. Unlike the thoroughfares in the French Quarter, Esplanade Avenue goes strictly through residential areas, and some of New Orleans' finer, older middle-class homes line the road. Even Dutch, the city's Brujah leader, is rumored to have a haven in one of the older houses.

City Park, at the end of the Esplanade, is one of the largest parks in the United States and was once the city's most popular dueling spot. Today, both Lupines and Kindred claim the area, though mages seem to be its most frequent visitors. Unknown to the vampires, the werewolves seek to reclaim a caern in the park, but have been blocked by both mages and Kindred.

The Bayou St. John runs the entire length of City Park's east side, leads to Lake Pontchartrain and is the only remaining bayou in New Orleans. The house from which the Voodoo Queen Marie Laveau ran her cult was rumored to be near the bayou's north end. Vampires usually use the bayou as a dumping site for the body of any Lupine caught within the city's boundaries. What they don't know, however, is that the Uktena tribe of werewolves have always considered the bayou a burial ground anyway, and claim it as land sacred to the Garou.

Downtown also has a number of nightspots favored by the Kindred. Brujah like to collect vessels at City Lights, a popular dance club on Howard Avenue and S. Peters Street. Visiting and local Gangrel often pick up their meals on Magazine Street at Michaul's Live Cajun Music Restaurant. Toreador occasionally sit in at the Storyville Jazz Hall, though they tend to prefer hunting amid the Arts District just west of the French Quarter.

The Mississippi

In its early years, New Orleans relied heavily on the Mississippi for much of its commerce. Older Kindred remember the glory days of the antebellum, when flatboats and steamships constantly plied up and down the river. The river trade peaked in the 1850s, however, and has been declining ever since, for faster and more cost-efficient ways to transport goods have been found. Still, the river remains a large source of income for New Orleans. Barges from as far away as New York City and Montreal dock at New Orleans' ports, and more than 70 barge lines, some owned by Cainites, still operate on the river.

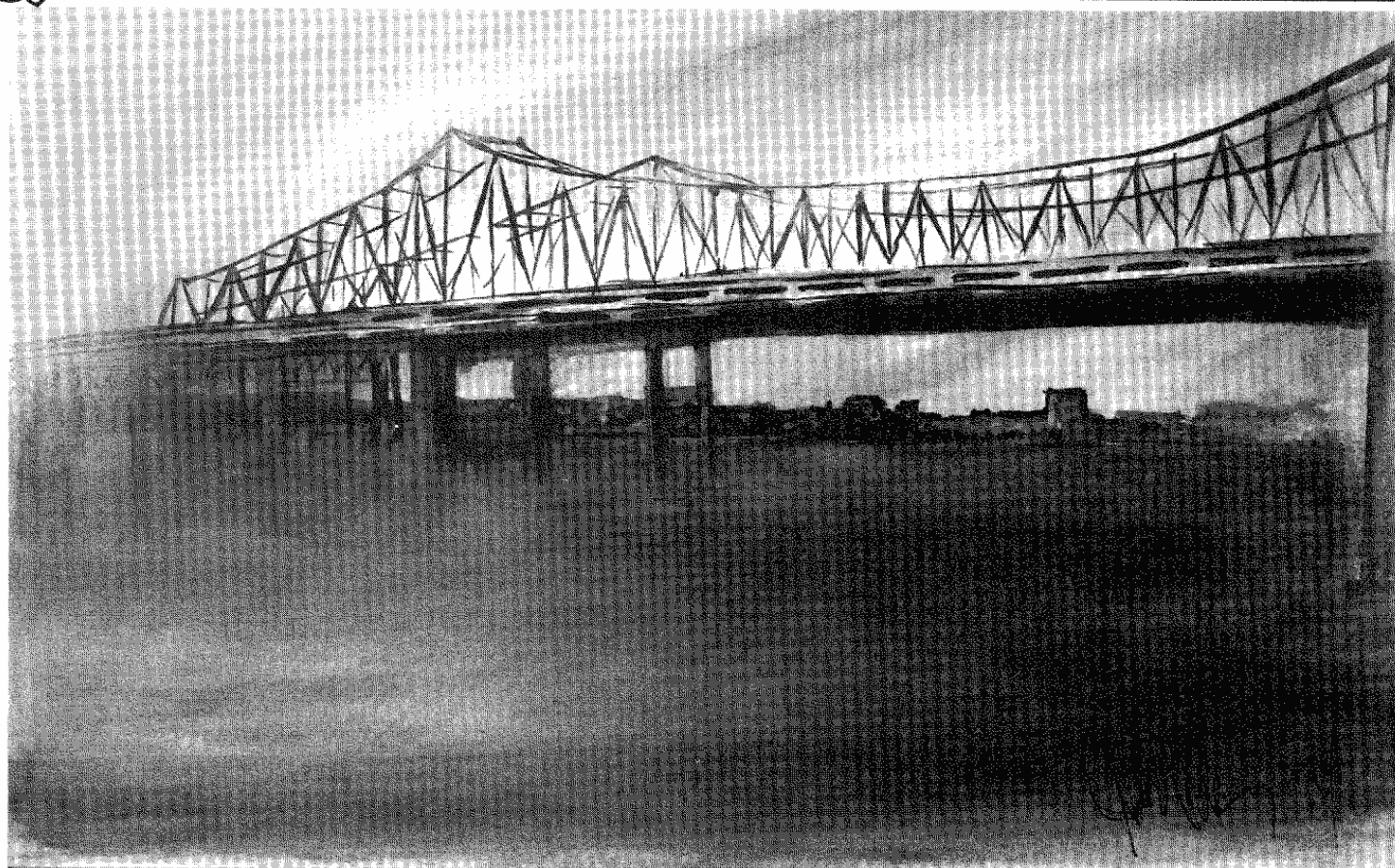
Muddy and opaque, the river stretches half a mile wide from bank to bank at New Orleans. Huey Long is often credited for having the first bridge built across the New Orleans part of the river; before 1935 travelers relied solely on the ferries to take them across. This had helped the Kindred by keeping them separate from the Lupines. Most Uktena chose to live in the bayou lands south of the river, while others tried to hold onto some of their territory on the lake, City Park and Bayou St. John. The river divided the two groups, making it very difficult for the werewolves on the lake to help their brothers across the river in times of need.

Today two major bridges cross the Mississippi River in the Greater New Orleans area. One is the Mississippi River Bridge, also known as the GNO Bridge, which opened in 1958. A little more than two miles long, it can easily be seen from Canal Street near the French Quarter. The other is the Huey P. Long Bridge, built 10 miles above the city limits; this bridge is four and a half miles long. Unlike the GNO Bridge, the Huey P. Long Bridge was built not only to accommodate traffic, but to facilitate the railroad as well. Neither bridge is much help to the Lupines, who were driven from the lakefront to the opposite side of the Inner Harbor Navigational Canal before the bridges were opened.

The Port of New Orleans

The port of New Orleans actually covers 50 miles of water frontage on the Mississippi. Within this vast network of river docks and wharves are dozens of public warehouses and several cold-storage plants. Of the docks, 43 are state controlled. Prince Marcel and other Ventrue own many of the remainder. A few belong to the Setites, but are fronted for them by mortals. It is from these docks that the Setites run their smuggling operations, bringing in not only other American Kindred, but members of their own clan from Haiti.

To the east of the city is the Industrial Canal, which divides into two separate waterways two miles north of the city. One branch heads east, becoming the Mississippi River Gulf Outlet Canal. The other continues north as the Inner Harbor Navigation Canal and is approximately three miles long.



No other part of New Orleans is so dangerous at night as the docks. Kindred, however, find the docks a good place to seek out information. Some of the Kindred who hang out at the docks are newcomers awaiting a decision as to whether or not they can stay. Others have been denied that right but have chosen to stay in the city anyway. Of course, the prince, Ventrué, Setites, mages and other forces have their spies in the area.

Newcomers do not have an easy time gaining acceptance or trust from those already there. Kindred in these areas are extremely cautious. Prince Marcel punishes any association with refugee or fugitive members of the Kindred dock society, exiling the offender from New Orleans.

Lake Pontchartrain

Pierre le Moyne, Sieur d'Iberville, discovered Lake Pontchartrain and named it for the French Minister of Marine. Despite its size — 600 square miles (40 miles long and 24 miles wide) — the lake is more trouble than help to shipping, for it is only 16 feet at its deepest point. Traders and shippers once did as best they could with the lake; it was a more direct route to the Gulf of Mexico than was the Mississippi River.

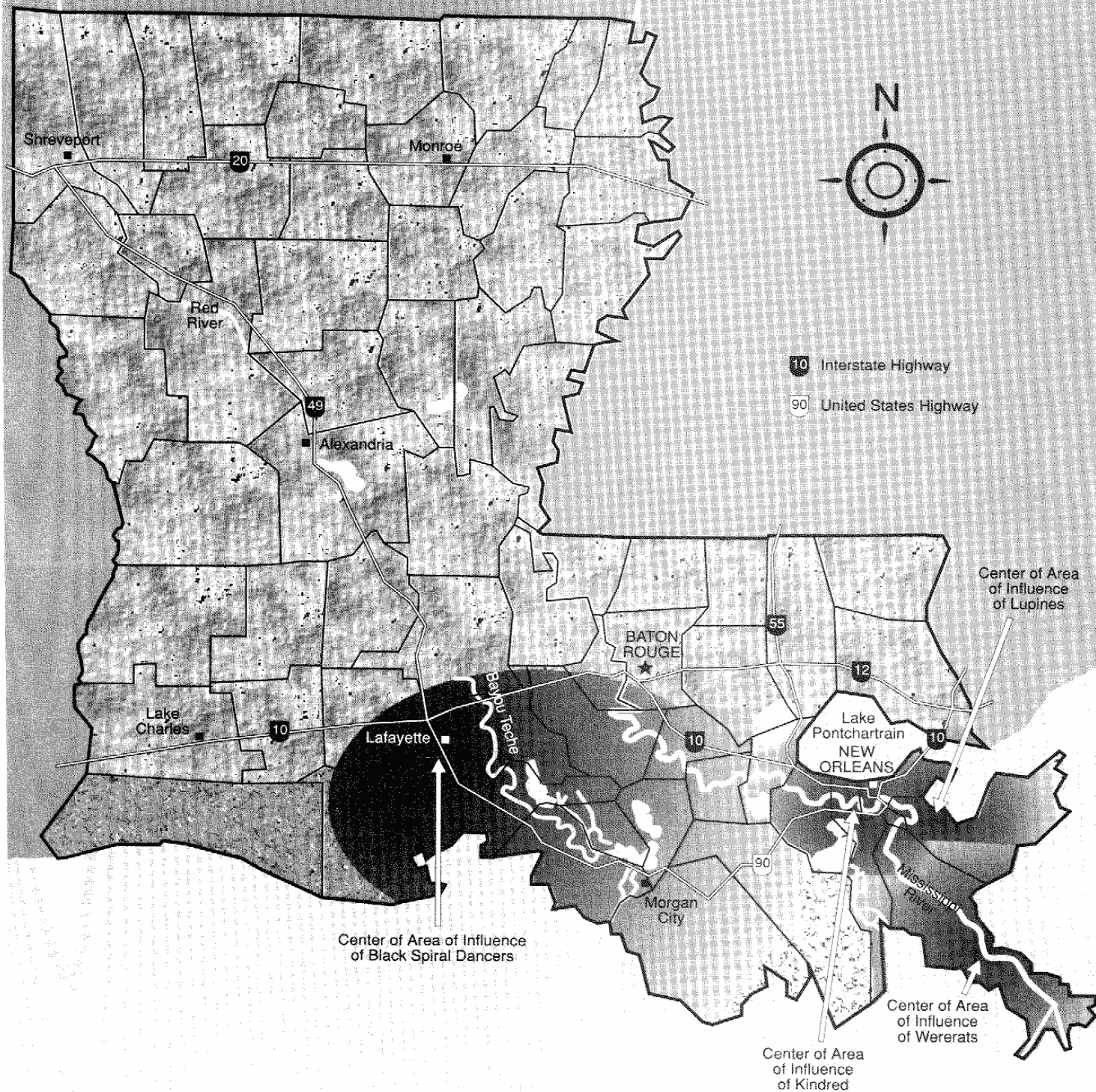
This ended when Prince Doran managed to get the Inner Harbor Navigation Canal and the Intercoastal Canal built, thus making New Orleans more easily accessible to Gulf of Mexico shipping. Smugglers quickly found the two canals extremely useful.

Until the mid-1950s, there was no way to cross the lake, and travelers were forced to contend with the long drive around it to get to the other side. One of Doran's last acts before his assassination was to have a causeway constructed to link New Orleans with Mandeville across the lake.

Mandeville, on higher land north of the city, came into existence during the epidemics that swept New Orleans during the 1800s. The north shore became viewed as a healthy area where the fever epidemics were nearly unknown. Those able moved to the towns on the north shore and stayed there until the fever outbreak subsided. This somewhat seasonal migration of a large portion of the population did not improve the living situation for many of the city's Kindred.

While the north end of Lake Pontchartrain is somewhat residential, the southern part has become more recreational. The west end and coastal areas support some of the finer resort areas in southern Louisiana; Marcel controls at least one of these.

LOUISIANA



1cm = 30 km

The Cemeteries

Another of New Orleans' most famous attractions contrasts heavily with its brightly lit boulevards and night-clubs—its cemeteries. Nothing in all of North America can compare with the macabre, yet haunting beauty of New Orleans' cemeteries. Even those in disrepair or decaying into ruin still have a charm uniquely their own.

All graves in New Orleans are aboveground; attempts to dig six feet down end with the grave filling with water (this is the same reason the city lacks a subway or sewer system). Instead, bodies are laid to rest in mausoleums, crypts or other aboveground containers. In many cases, bodies are disinterred after a few years and new ones put in their places.

These cities-within-a-city of whitewashed rectangular stone monuments can be found throughout New Orleans. Many of the older cemeteries have long-neglected areas, open vaults and graves that make perfect havens for desperate vampires. Kindred seeking refuge in New Orleans can find temporary havens in these necropoli, so long as they follow the prince's rules.

Many cemeteries have become unlikely battlegrounds between Kindred and mages. Mages visit them for their own reasons and have objected to Kindred emptying old tombs for their needs. Doran managed to keep the conflict to a minimum, but Marcel has had no such luck. Refugees

continue to flock to the area and find cemeteries easy, if morbid, havens. The following are the ones most used by mages.

The St. Louis Cemeteries (I, II and III) are among the best known in the city. St. Louis I was the first to be built. Located on Basin and St. Louis Streets, it is now surrounded by buildings and roads. A high, thick wall separates the cemetery from a housing project built behind it. Inside the walls are some of the oldest tombs in New Orleans, many dating back to the mid-1700s.

The tombs are arranged in no great order, and most of the paths are shells with a few grassy aisles. There are very few shrubs or trees and very little grass left. Many of the society tombs (multiple vaults built by mutual benefit groups for their members) rise far above the enclosing wall, though individual tombs are often quite small. There are, however, exceptions. The tomb of New Orleans' Voodoo Queen, Marie Laveau (in St. Louis I), is a monolith of white plaster brick. All surfaces of Laveau's tomb are marked with X's and littered with pennies left by visitors seeking good luck.

St. Louis II, established in 1823, is located down the road from St. Louis I, on Claiborne Street between Canal and St. Louis Streets. Originally the cemetery was constructed far from the city, because people then believed that some of the diseases plaguing the city, such as yellow fever and cholera, were spread by "miasmas," or marsh vapors,





that emanated from the cemeteries. By the present day, however, the city has enveloped the cemetery.

St. Louis III is on Esplanade Avenue near Bayou St. John. Vampires generally avoid making the place a haven, fearing the cemetery's proximity to the bayou and Lupine territory. Additionally, the city's main police complex is just to the west of the cemetery, and the N.O.S.T.F. makes its headquarters there.

Both cemeteries feature wider aisles than the first. Both are moderately well kept now, though the occasional abandoned or decaying tomb can be found.

The St. Patrick Cemeteries (I, II and III) are located near the Cypress Grove Cemetery on Metairie Road (City Park Avenue). The burial grounds are divided by Canal Street and Metairie Road.

St. Roch Cemeteries Nos. 1 and 2 are located on St. Roch Avenue; each features a small chapel.

St. Joseph Cemeteries also feature a small chapel, which has the distinction of being the oldest building in uptown New Orleans.

St. Vincent Cemetery is located on Soniat Street.

Girod Street Cemetery found more notoriety in its absence than when it existed. At one time it lay between Perilliat and Cypress Streets, covering more than three acres. Its walls had 2,319 vaults with another 526 vaults on the cemetery grounds. It also had 1,000 privately owned

tombs of between one and three vaults each and more than 100 society tombs with 12 to 20 vaults each.

Two factors sealed the fate of the Girod Street Cemetery. One was the belief of the people that the purchaser and family heirs would maintain the tombs. The second was that no provisions were made for the continued maintenance of the cemetery after all the ground was sold.

In 1957 the cemetery was deconsecrated, the bodies were moved to other cemeteries, and the tombs were destroyed. After 135 years of service, the Girod Street Cemetery is no more — though this does not stop visits by the mages.

The following is a list of cemeteries in New Orleans and the surrounding neighborhoods that are open to any refugee seeking shelter, temporary or otherwise. Some of the cemeteries listed below are in Algiers, an area claimed by Lupines. However, should a chronicle take the players in that direction, it is always convenient to know where possible sanctuary can be found.

Metairie Cemetery not only has the distinction of being one of the larger New Orleans cemeteries, but is among the best kept. Its 150 acres are covered with palms, shade trees, shrubs, bushes, a lagoon and a lake. At one time two lakes graced this peaceful, scenic burial ground — Lakes Horseshoe and Prospect. Over the years, however, Lake Horseshoe was filled in. Cutting through the manicured landscape are broad avenues and paths wide enough to accommodate cars.



One characteristic people tend to notice first about the cemetery is that unlike others in the city, which are built with clean-cut lines formed by streets and neighborhoods, Metairie Cemetery is oval in shape, surrounded by a circular road. This fact is a striking testimony to the cemetery's unusual past.

Many legends are told of how Metairie Cemetery came to be as it is. The most frequently told one is of Charles T. Howard, one of the founders of the cemetery, who made his fortune in the Louisiana State Lottery Company. When seeking admittance to the exclusive Metairie Jockey Club, Howard found himself blackballed. To avenge the club's slight, Howard swore he would make a cemetery out of the club's racetrack. However Howard accomplished his threat, accomplish it he did. The racetrack was eventually converted into Metairie Cemetery in 1873, and the remains of the old racetrack can be seen in the circular drive about the cemetery.

Greenwood Cemetery was opened in 1852 and has 20,500 lots. It is located on Metairie Road (City Park Avenue) next to Metairie Cemetery.

Cypress Grove Cemetery I (1840) is located at the north end of Canal Street. Cypress Grove Cemetery II is on the rear side of Greenwood Cemetery and was used to bury the indigent dead. Most of it was destroyed when Canal Street was built in 1911. The final section was in use until 1920. Back areas of the cemetery are in disrepair while other areas are better kept.

Carrollton Cemetery, on Adams Street between Spruce and Brick, is also known as the Green Street Cemetery. Few Kindred use it because a number of the tombs are copings, or ground interments, which also makes Carrollton somewhat unique among New Orleans cemeteries.

Holt Cemetery is on Metairie Road (City Park Avenue) with a plot on St. Louis Street. Holt Cemetery is another burial ground not favored by refugee Kindred coming to the city; it also has a large number of copings.

Located near Carrollton Cemetery, St. Mary Cemetery used to be so severely overgrown that people would not enter it. The city took it over in 1921; today it is fairly well kept.

Sitting between Cypress Grove and St. Patrick Cemeteries on Canal Street, Charity Hospital Cemetery is the burial place for the indigent dead from Charity Hospital.

Lafayette Cemetery No. 1 on Washington Avenue is not very well kept. Though some of the tombs are in a presentable state, a great many more are neglected, decaying or already in ruins, making the graveyard perfect for refugees.

Also on Washington Avenue, Lafayette Cemetery No. 2 is slightly better kept than Lafayette Cemetery No. 1, but also has its share of decaying tombs.

The Mt. Olivet Cemetery is located on Norman Mayer Avenue. The cemetery roads are in bad shape, but the plots are well kept.

Located on Valance Street between Daneel and Saratoga, the Valance Street Cemetery has a number of decaying society tombs as well as private vaults.

St. John Cemetery is located on Canal Street.

St. Bartholomew Cemetery is bordered by Newton, Diana and Nunez Streets in Algiers.

An extension of St. Bartholomew Cemetery, St. Mary Cemetery is also located in Algiers.

Located on Canal Street, Odd Fellows Rest is fairly well kept.

Divided into two sections between St. Louis Street and Metairie Road (City Park Avenue), the Masonic Cemetery has a number of Lodge Tombs, though most are for copings.

Gates of Prayer Cemetery No. 1 is located on Canal Street.

Gates of Prayer Cemetery No. 2 is located on Joseph Street, between Pitt and Garfield.

Hebrew Rest is located on Pelopidas Street.

St. Vincent de Paul Cemeteries I, II and III are located on Louisa Street.

Dispersed of Judah is located on Canal Street.

Ahavas Sholem is bordered by Elysian Fields, Stephen Girard, Frenchmen and Mandolin Streets.

Anshe Sfarid is bordered by Elysian Fields, Frenchmen, Stephen Girard and Mandolin Streets.

Elysian Fields, Frenchmen, Stephen Girard and Mandolin Streets also border Jewish Burial Rites.

Beth Israel is also bordered by Elysian Fields, Frenchmen, Stephen Girard and Mandolin Streets.

Chivra Thilim, formerly Temmeme Derech, is located on South Anthony Street, near Canal Street.

Many of the older cemeteries are surrounded by walls that are often 10 to 15 feet high and eight to 12 feet thick. These walls are often used as private vaults for burials.

Night Life

The contrast between night and day in New Orleans is like...well, night and day. The city absolutely comes alive with a carnival atmosphere nearly every night of the year. Most of the parties and celebrations in the many bars and clubs often seem more like bacchanalian festivals. In fact, clubgoers can get a drink in New Orleans regardless of the day or the time. The only time things slow down at all is on Ash Wednesday following the Mardi Gras celebration.

Nor is drinking the only activity among the night life scene of New Orleans. Eating is also highly regarded by those in the city, and New Orleans houses some of the finest restaurants in the world.

But it is neither the liquor nor the food that attracts many of the Kindred who nightly descend upon the French Quarter. The Kindred come for the music — and for the utter simplicity of hunting in an area that is jam-packed

with people almost every night. Both elders and neonates can be found in the French Quarter on most nights, though they tend to gather in very different places. Most of the elders who venture into the French Quarter tend toward the older, slightly rundown clubs that offer authentic, traditional jazz. The younger vampires, however, prefer the modern clubs, which play more contemporary music.

The French Quarter has an abundance of both types of clubs. The following are some of the more popular night spots in New Orleans, particularly highlighting the French Quarter. The dress in clubs in the French Quarter is almost always casual, and few clubs have a cover charge. Clubs outside that area, however, usually do.

The Mint — Extremely popular with Kindred of all clans, vampires come here as audience and performers. Even Nosferatu have been known to use their Obfuscate to get just the right Judy Garland look. While elders don't come here very often, their childer do.

Old Absinthe House Bar — A favorite late-night haunt on Bourbon Street that rocks with hard-driving blues.

City Lights — A bit less centrally located, City Lights is down by the warehouse district near the river on Howard Avenue at St. Peters Street. It plays dance music and is popular with the Brujah.

544 Club — Bourbon Street club that plays a variety of traditional jazz nightly. It is very popular with the city's Toreador.

Preservation Hall — This cultural landmark on St. Peter Street is often frequented by Malkavians and Toreador. Its rustic environment has played host to such distinguished New Orleans musicians as Harold Dejan, Wendell Brunious and the Olympia Brass Band.

Storyville Jazz Hall — This part of New Orleans' Elysium blends traditional jazz with late-night R&B. Toreador, Tremere, Ventrue and others mix here.

Pat O'Brien's — The archetypal tourist hangout, Kindred find extremely easy feeding at this St. Peter Street bar. Pat O'Brien's features a patio bar as well as a piano bar. Though not exceptionally popular with Brujah, members of that clan can be found frequenting the bar from time to time.

Jax Fest — Located in the old Jackson Brewery, Jax Fest has four theme bars. These are the Toucan Liquor Stand (a tropical bar), the Hurricane Dance Club (Top 40 music), Singalong Sam's Piano Bar, and the Locker Room Sports Bar with 24 television screens broadcasting satellite and cable sports events. Most Kindred avoid this spot, but rumor has it that Marcel once owned the site and might still have an interest in it.



Kindred Sites

The Lamp Light

Located on Bourbon Street, the Lamp Light is a small strip club with a twist. Run by a Toreador, the club is open to both Kindred and kine until the wee morning hours. Certain nights, however, the club is closed to its mortal customers, and an entertainment of a different sort is served to titillate the Kindred who come to watch.

The show, which usually features a mortal and a Kindred, offers the usual fare from its mortal participant, but adds a unique touch at the end for the voyeuristic pleasure of its audience. Performers almost always conclude each show with a Kiss, though blood is taken sparingly, to guarantee the performer does not lose consciousness on stage.

The club manager carefully chooses the mortals for the shows, but this does not keep the immortal clientele from holding them in low regard. These mortals, known among the Kindred as "vampire whores," willingly submit to the Kiss for the chance to experience the euphoria that accompanies it.

New Orleans Jazz

Toreador also own New Orleans Jazz, located on Royal Street. Open from sunset to dawn, the club features the

city's more popular jazz bands, and Toreador from around the world have visited.

The Dock

This traveling club is run by mortal followers of the local Setite temple. Unable to keep a fixed location for more than a week, they usually set up in the warehouse district. Setites stop here on their way through town, though they have told anarchs around the country about its location. Both groups use the Dock to exchange information and coordinate smuggling operations. Most mortals who come to the Dock think it is merely a more vibrant and hyperactive rave.

The Delta Night

The Delta Night only exists as a club for a few weeks every year. Originally an abandoned riverboat, Prince Marcel had it refurbished into a luxurious nightclub staffed by his most capable servants. Entry is by invitation only, and guests are treated to the finest music, performances and gambling to be found anywhere in the world. The Delta Night is located in a secluded bayou just past Destrehan Plantation, though it is only active during Carnival, the prince's (mortal) birthday and other important times.

The Arts

The New Orleans art scene is extremely active and responsible for more than just excellent jazz. The arts and artists receive substantial financial support from several corporate and private sources, many of which are under vampiric control. Indeed, Kindred appear at every major opening in the city, be it a gallery, the opera season or a new play.

The following New Orleans theatres are also part of the Elysium.

The Saenger Theatre — Canal at Rampart Street. Once Prince Doran's favorite theatre and place to conduct Kindred business, Marcel had no interest in it, and it has only recently reopened. The Saenger hosts some of the best traveling troupes in the country.

The Contemporary Arts Center — 900 Camp Street. This is a public art gallery where some Kindred like to display parts of their collections.

Le Petit Theatre Du Vieux Carre — St. Peter Street. One of the oldest theatre troupes in the country, Le Petit Theatre stages excellent plays, occasionally including vampires among the actors. Two other theatres and troupes under the protection of Elysium are:

Actor's Warehouse Theatre — 200 Julia Street.

Theatre Marigny — Frenchmen Street.

Concert houses within the city include the Louisiana Superdome, the Theater for the Performing Arts, the Municipal Auditorium, and the Kiefer UNO Lakefront Arena, part of the University of New Orleans. The home of the New Orleans Symphony, the Orpheum Theater on University Place, was only recently restored to its original magnificence. While supported and favored by the elders, these places are not within the Elysium.

The French Opera House, which opened in 1919, was at one time part of the Elysium. It soon became a favorite gathering place of many of New Orleans' elders. It was this very fact, many believe, that led the Phoenix Society (see Coteries) to burn the Opera House to the ground in a mysterious fire.

Though the accusation against the Phoenix Society has never been proved, most vampires nonetheless turned against the group. Those within the Phoenix Society maintained their innocence in the act. They claimed the fire was more likely the work of elders trying to discredit the Phoenix Society. In any event, the New Orleans Opera Association today performs mainly at the Theater for the Performing Arts on St. Claude Street.

The Arts District

While most of the city's street artists and performers work during the day, even at night strollers are likely to come across artists, canvases or sketch boards in hand,

The Elysium

The following is a list of all Elysium sites within the city of New Orleans.

Jackson Square (this includes St. Louis Cathedral, the Presbytere and the Cabildo) — bordered by Chartres, St. Ann, Decatur and St. Peter Streets.

Storyville Jazz Hall — 1104 Decatur Street.

Old New Orleans Court Building (Wildlife and Fisheries Building) — the city block between St. Louis, Conti, Royal and Chartres Streets.

Lafitte's Blacksmith Shop — 941 Bourbon Street.

Preservation Hall — 726 St. Peter Street.

Jax Brewery — Decatur Street.

Le Petit Theatre — 616 St. Peter Street.

Old Mint (Louisiana State Museum) — between Decatur, Barracks and Esplanade Streets.

Superdome and New Orleans Centre — between Poydras and Girod Streets.

Theatre of the Performing Arts — St. Claude Street.

World Trade Center — off Canal Street.

Fair Grounds Racetrack — 1751 Gentilly Blvd.

sitting on chairs and park benches as they depict the scenes around them. It is little wonder that in recent years New Orleans has become known as a major art center.

The heart of New Orleans' art community is known as the Warehouse District and stretches between Julia Street, St. Charles Avenue and the river. Toreador not hanging out in the French Quarter can usually be found here.

Of the numerous art galleries in New Orleans, elders mostly patronize the Academy Gallery, the David Gallery and the Tilden-Foley Gallery, all on Magazine Street. A small but elegant gallery on Magazine Street called the Midnight Hour is solely supported by Prince Marcel. Open only from 8 p.m. to 1 a.m., Marcel established the gallery to display the work of Josua Cambridge, an enigmatic artist who lives at his estate. Though most of Josua's work is shown in the gallery, only a few, select pieces are ever sold. The gallery never displays any pieces depicting mortals, vampires or any New Orleans location. Other galleries, such as Gallery 630B on Baronne Street and the Rhino Gallery on St. Charles Avenue, usually receive at least tacit support by one elder or another.

Elysium

Because most of New Orleans' history is in its architecture, and because the city's elders desperately seek to preserve their heritage, most of the buildings that constitute Elysium are of some historic significance.

Though Elysium sites can be found throughout the city, the majority of the buildings are located in the French

Quarter. Indeed, in the 1940s Prince Doran tried to make the entire French Quarter Elysium, but could not enforce his decision. The Garden District, though not a part of Elysium, is far safer because the elders who live there make it so.

The most popular and well-known of the Elysium sites in the French Quarter is Jackson Square. This Elysium includes not only the Square itself, but the surrounding buildings of St. Louis Cathedral, the Presbytere and the Cabildo.

Aside from Jackson Square there are eight other Elysium sites in the French Quarter. They are: the Storyville Jazz Hall on Decatur Street; the French Market off Decatur Street; the Old New Orleans Court Building (now known as the Wildlife and Fisheries Building) off Royal Street; Lafitte's Blacksmith Shop (a small bar) on Bourbon Street; Preservation Hall on St. Peter Street; the Jax Brewery on Decatur Street; Le Petit Theatre on St. Peter Street; the Old Mint (now the Louisiana State Museum) between Decatur, Barracks, and Esplanade Streets.

Outside of the French Quarter, Elysium can be found at the New Orleans Centre adjacent to the Superdome, the Theatre of the Performing Arts on St. Claude Street, the World Trade Center off Canal Street by the river, and the Fair Grounds Racetrack off Gentilly Boulevard.

All of these places are theoretically safe from Kindred violence, but the rules are not enforced with equal fervor in all places. A violation in the Jax Brewery would not be met with the same reaction as an outburst in the Louisiana State Museum. Characters may learn this to their surprise — and dismay.

The Barrens

Large tracts of bayou-covered land stretch to the south, east and west of New Orleans. A variety of beings make their homes in these open swamplands and prairies.

The mysteries within the bayous could themselves fill volumes. The Kindred, however, know little about these areas. Most of what they know is available to any mortal, and much of the rest is speculation.

What they know for sure is that sites of mystical importance are scattered through the bayous, especially in the section to the west of the city, known as Cajun Country. This area, also called Acadiana, is dotted with tiny towns and villages, including Franklin, Crowley, Rayne, Abbeville and Henderson. It also includes Lafayette, one of the largest cities in Cajun Country.

New Orleans' Kindred do not go into Cajun Country. Vile entities are rumored to prowl there. When

The Universities

A number of leading colleges and universities have sprung up in New Orleans, mostly of Catholic background. The Kindred keep a close eye on them for this reason, and Prince Doran felt sure the Inquisition would try to enter the city through Tulane, Loyola or Xavier.

The Inquisition, however, does not maintain offices in any of these universities or in New Orleans' many churches. Instead, it has confined its efforts to a small school to the southwest of New Orleans — Our Lady of Holy Cross.

Right at the top of Uktena country, this coed school has been the center of one of the more unusual factions of the Inquisition. Sister Louise DeChambeau of the Order of St. Joan brought the Inquisition to Holy Cross when she first became aware of what she terms the "Werewolf Threat."


While investigations into the Garou take up most of her and her assistants' time, she has long been sure that vampires must also be in New Orleans. She hopes to turn her attention to them soon.

Prince Doran met with the werewolves, they told him that the area was controlled by a powerful "worm" and its agents, and that only the truly insane would dare venture there. Monsters they called Vhujunkas, Thunderworms, Banes and Worm Elementals were but a few of the dangers awaiting those foolish enough to enter the area.

The vampires do know that a Hive of Black Spiral Dancers lives in Cajun Country. The Hive was driven from its home in the French colony of Acadia to the southern swamplands of Louisiana in 1755. When the Dancers arrived, they met fierce resistance from the Uktena, who forced them into the bayous to the west. In this inhospitable environment, however, the Hive perverted several existing caerns to the Dancers' own needs.

During the decades that followed, the area became a breeding ground for the Wyrms and its agents. As the corruption of the area grew, so did the Dancers' vindictiveness. They never forgot the Uktena and their Kindred allies who drove them from their new home. With the help of Sabbat Gangrel, the Black Spiral Dancers have managed to keep their ears in the city and cause considerable trouble for both the Kindred and the Uktena.

When the Pentex Corporation's Endron International (then Premium Oil) began to move into Louisiana during the 1920s, the Black Spiral Dancers were quick to direct their attention to New Orleans. They told the



corporate executives of the city's potential as well as its ideal placement to spread corruption and pollution via the Mississippi River.

Pentex moved quickly, but Doran blocked many of the corporation's early business dealings. Slowed, but not stopped, Pentex settled upriver from New Orleans and just to the south of Baton Rouge. From there it spread north along the Mississippi River and is now a major source of pollution in the river.

Over the years, Pentex has managed to befoul large tracts of the bayou lands, decimating or completely forcing out several other groups that once lived there. The Mokole (werealligators) who once lived in the Atchafalaya Basin, an 800,000-acre wilderness swamp 15 miles east of Lafayette, have moved to the Teche, the last of the larger Louisiana bayous in the area still untouched by the Wyrms. The Gurahl (werebears), however, could not protect their territory from the Wyrms and were eventually forced out of the bayous.

The only non-Wyrm agent who has withstood the plague creeping through the bayous has been Uriah Travers. Travers claims to be both Malkavian and Black Spiral Dancer; anyone who has met him knows he is powerful — and completely insane. Some, however, have come to realize that the old Kook is not as crazy as most believe, and for knowledge of the secrets of Cajun Country, few can compete with Travers.

Travers hates the tribe he says was once his, and few agents of the Wyrms have wandered into his territory. Even fewer have come out. Though a few Malkavians are said to be able to contact him, he mostly socializes with the wererats from the city and bayous to the south of New Orleans.

Today no Kindred or Uktena in her right mind would venture into Cajun Country. Aside from the threats presented by the Wyrms and its agents, rumors from the area tell of Doran's old nemesis, Cosa, having been sighted in the bayous — in the company of the Black Spiral Dancers.



Chapter Four: Characters

*Take me in your arms
Forgetting all you couldn't do today
Black celebration
I'll drink to that
Black celebration
Tonight.*
— Depeche Mode, "Black Celebration"

New Orleans' Kindred population is never stable. At any given time, members of any clan or bloodline may be in the city; vampires journey from around the world to enjoy "The City That Care Forgot." While the city normally does not suffer from overpopulation, there is some question as to the exact number of vampires who exist there. Because New Orleans is known as a refugee city, vampires regularly come and go. Some stay no more than a night or two; others stay for months without Presenting themselves to Prince Marcel.

The number depends entirely on whom one asks and can range anywhere from 20 to 200 during Mardi Gras. The vast majority of the Kindred population are "short-timers," stay-

ing in the city for a week or so to a few months at most before moving on. As in any society, however, New Orleans has its mainstays. In New Orleans these are mostly elders or clan leaders, though there are a few others who seem to have gone out of their way to make their presence known.

Another reason the Kindred population fluctuates so much is the regular disappearances of newcomers. Most vampires do not speak of these disappearances, whether from ignorance, good taste or fear. Still, the disappearances continue to haunt the community. Some blame witch-hunters; others blame anarchists. The true answer includes both of these and more.

Secrets

New Orleans is full of secrets. Kindred conceal information from Kindred, and clans struggle for intelligence to give them an edge in their constant competition. Characters may eventually uncover some of New Orleans' secrets; when they do, the Storyteller should know how much, and what, to give them. The Secrets Trait detailed here provides some idea of just how much a given vampire knows.

There are five grades of secrets, rated from A to F like the school grading system. Each grade shows how much information the character possesses about the region's politics and events. A plus or minus rating indicates a greater or lesser degree of knowledge within a given grade. A character knows everything listed for her rating, plus everything listed for all lower ratings.

A+ Only Uriah Travers knows more than the character.

A The character knows of the presence of mages in the city. Though not certain of their goals, she has suspicions.

A- The character knows the true motive and target of the Phoenix Society. The character is also aware that the Phoenix Society's influence extends far beyond New Orleans.

B+ The character is aware of the power behind Marcel's throne and the fact that Marcel may not truly rule the city.

B The character is aware that the primogen does not support the prince as much as it claims to, and that the potential for power struggle exists within its ranks.

B- The character is aware of various power struggles, past and present, in the area. These include those between the former prince and Cosa, Marcel and the Council, and the Uktena and Black Spiral Dancers.

C+ The character is aware of the various coteries and certain high-ranking members, as well as their connection to the city or its inhabitants.

C The character knows many of the coteries and how they influence certain events in the city.

C- The character has heard of various influential groups in the city, but knows of no specific organizations or members.

D+ The character knows that some werewolves and Gangrel seem to be allies.

D The character is aware of the potential danger of the werewolves.

D- The character is aware of the boundaries of Kindred territory.

F The character knows a few Kindred in New Orleans.

BRUJAH

New Orleans' Brujah follow a far more rigid hierarchy than do members of the clan in other cities. In the early 1950s, Dutch came to the city and established himself as the leading Brujah in New Orleans. While few other Brujah have established themselves in the city, there are always at least a few transients. Indeed, only Clan Toreador sends more visitors to New Orleans.

Dutch

When Dutch arrived in New Orleans in 1951, then-Prince Doran welcomed him with open arms. Dutch was an Idealist Brujah from California who had immigrated to New Orleans in search of the second coming of Carthage. Here, he hoped, he could ally with the Ventrue leader to create such a city.

Dutch found that things were not as he had heard. The Brujah who visited or lived in New Orleans had little interest in such lofty ideals. Indeed, their interests often conflicted with Doran's. Dutch found the erstwhile head of the clan nothing more than a rabble-rouser, interested more in inciting visiting Brujah than in doing anything constructive. Dutch immediately confronted him and proved himself the more capable Cainite. Those Brujah who would not follow his lead either left town or were destroyed.

With the clan now moving in a direction he liked, Dutch turned his attention to other matters. The more familiar he became with New Orleans' social structure, the more a very different picture of this "new Carthage" emerged—a picture of a city created for the benefit of the Ventrue and the Tremere.

Before Dutch could address this problem, however, an assassin slew Doran. Sensing an opportunity to make the city what he dreamed it could be, Dutch became a contender for the throne. His support among members of his own clan immediately began to slip, and he saw that other Kindred had aligned themselves before the assassination ever occurred. Finding himself forced to choose between clan leadership or the princeship, a position he might never achieve, Dutch repealed his claim to the throne.

Today Dutch is still clan leader, but he is more interested in Marcel's plans for the city. Dutch has lost any hope that the city might become a new Carthage. He dreads the day when the elders cease offering hospitality to any Kindred who comes in peace.

While Dutch can do little now, he has begun to bolster his position. He has started casting about for other Brujah who feel as he does. He hopes to make the Brujah presence strong while members of the clan are still allowed into the city. If Dutch succeeds, he may eventually renew his quest to create a utopia.

Sire: MacNeil

Nature: Conniver

Demeanor: Bravo

Generation: 9th

Embrace: 1853

Apparent Age: 35

Physical: Strength 5, Dexterity 4, Stamina 4

Social: Charisma 3, Manipulation 4, Appearance 2

Mental: Perception 3, Intelligence 4, Wits 4

Talents: Alertness 4, Athletics 3, Brawl 4, Dodge 4, Intimidation 4, Leadership 4, Streetwise 4

Skills: Drive 2, Firearms 4, Melee 4, Repair 3, Stealth 4, Survival 4

Knowledges: Electronics 3, New Orleans Knowledge 3, Occult 1, Politics 3

Disciplines: Celerity 4, Dominate 2, Fortitude 1, Obfuscate 2, Potence 3, Presence 3, Protean 2

Backgrounds: Allies 2, Contacts 3, Herd 3, Resources 1, Retainers 2, Status 2



Virtues: Conscience 1, Self-Control 4, Courage 5

Humanity: 6

Willpower: 8

Image: Dutch still carries the bulky, muscular frame of his mortal days. He is 5'10", with long, brown hair, brown eyes and a cleanly shaven face. He dresses in faded, torn blue jeans and a jacket sans shirt.

Roleplaying Hints: You are not a typical Brujah. Being an Idealist, you do not really feel that what you plan conforms to the term "revolution." You are merely taking back your clan's own (Carthage) from the clan that took it in the first place. Thus you speak calmly, concisely and rationally, and do not act without planning.

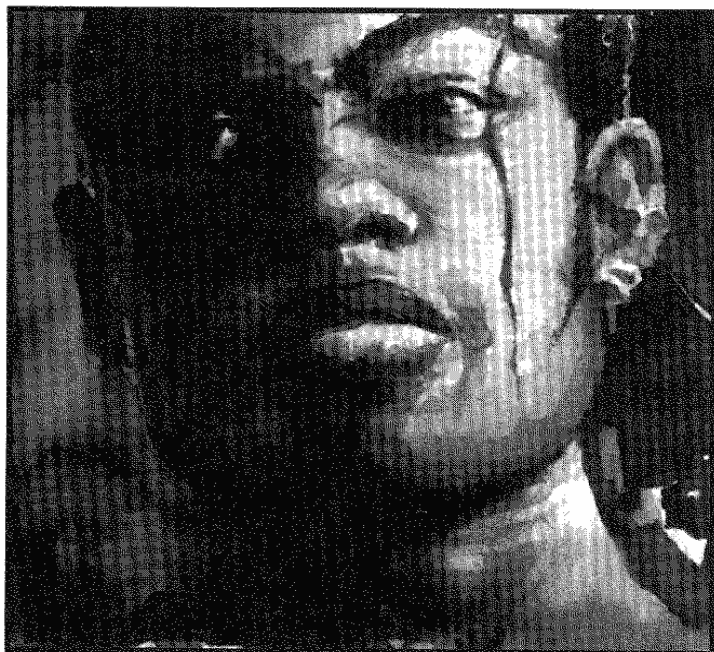
Haven: Several throughout the lower dock areas of the city.

Secrets: B+

Influence: As leader of New Orleans' Brujah, Dutch naturally has some influence in the city. Additionally, he can usually convince visiting Brujah to support him; the number of these fluctuates, but can range from two to 20 or more. As a general rule, the Brujah usually make up the most numerous clan, but most Brujah do not stay in New Orleans for more than a year at time. Others come and go regularly.

Jake Almerson

Jake lived most of his life in New Orleans. He was a dock worker and sometime union organizer — not a popular vocation in New Orleans. Embraced in 1922, he stayed in the city with his sire until the 1940s, when word came that the Brujah in Los Angeles were revolting. Jake's sire went to their aid, leaving Jake to head the clan in New Orleans.



When Dutch appeared, Jake realized at once that the newcomer outmatched him, and backed down immediately. Indeed, for all intents and purposes he has supported the new clan leader ever since. Jake opposed the new clan leader's ideas of unification, but felt there was little he could do about it. Rather than fight the changes from the outside, Jake decided it was better to try striking at Dutch from within.

Jake has thus made himself virtually indispensable to Dutch, and the Brujah leader rarely makes a move without Jake's knowledge. Jake has also taken every opportunity to sabotage Dutch's plans. For instance, when Dutch began his attempts to take the princship in 1955, Jake immediately discredited him to the city's elders and incited trouble among the Brujah then in the city. Dutch, however, quickly stopped his efforts.

Today Jake is still Dutch's lieutenant, as well as one of the rabble-rousers in the clan. He is extremely discreet in the trouble he causes, ensuring that it cannot be traced to him.

Jake firmly believes that Brujah should be free to do what they want, when they want, without the restrictive ties of a formal clan structure. Thus, he generally disagrees with all of Dutch's policies for running the clan — except one. He agrees that the princship of New Orleans should be in the hands of a Brujah.

Sire: Martiné

Nature: Rebel

Demeanor: Conformist

Generation: 10th

Embrace: 1922

Apparent Age: 27

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 2, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Acting 3, Alertness 3, Athletics 3, Brawl 2, Dodge 3, Intimidation 2, Scan 3, Scrounging 3, Streetwise 3, Subterfuge 4

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

Knowledges: Investigation 3, Linguistics 1, New Orleans Knowledge 4, Occult 2, Politics 2

Disciplines: Auspex 2, Celerity 2, Dominate 1, Potence 3, Presence 3

Backgrounds: Allies 2, Contacts 5, Herd 2, Influence 1, Mentor 2, Resources 3, Retainers 2

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

Humanity: 5

Willpower: 7

Image: A small, lean-looking man with ebony skin and black hair cut close to the scalp. He is clean-shaven and usually dresses in black pants and a vest.

Roleplaying Hints: You are not the friendliest person in New Orleans. If someone tries to engage you in conversation, you generally ignore the person or tell him to go away. If the conversation has to do with the Brujah, however, you are extremely vocal about how you feel — unless Dutch is around.

Haven: An office at the end of Esplanade Avenue near the river.

Secrets: B

Influence: Jake has some influence among the other rabble-rousers of the Brujah clan, but because these rabble-rousers don't agree on anything anyway, such influence doesn't amount to much.



Caitiff

Innumerable Caitiff come to New Orleans, but few make the city their home. Most Caitiff soon realize that the city suffers under an even more rigid hierarchy than most cities do, and they seek greener pastures elsewhere.

Raymond

Those who know of Raymond believe he is an 11th- or 12th-generation Tremere, mostly because he associates himself with the clan as much as he is allowed. There is speculation, however, that he may be a Ventrue or even a Giovanni. Even Raymond is unsure of his heritage — but anyone who calls him Caitiff has made a determined enemy.

Raymond's first memory is of the home of a mage in New York City. This mage introduced himself to the young vampire as Aaron Carson. Carson informed Raymond that he had found him wandering aimlessly through back alleyways near the harbor, uncertain of anything save his name. Carson, who had helped Kindred before, took Raymond to his house. There, the vampire spent several nights recovering from injuries.

The only further clue the mage could give Raymond was a battered map of New Orleans, which Carson had found in Raymond's pocket. Though the vampire questioned Carson for hours, Carson could tell him no more. He finally suggested that Raymond journey to New Orleans to seek his past.

Faced with no other prospects, Raymond agreed and, with the mage's help, traveled to New Orleans. Gaining admittance to the city, however, proved no easy task. Uncertain of his clan, Raymond did not know how to Present himself, or to whom. Nor could he verify his sire, for he could not even recall his true name. Karen Chartry, a Ventrue leader, took an interest in him and took him to Prince Marcel. Raymond told Marcel his story, omitting only his rescue by the mage.

After listening to Raymond, Marcel considered denying him admittance, seeing the clanless vampire as potential trouble. Raymond, however, ardently begged to be admitted to the city. He told Prince Marcel of the stories he had heard of New Orleans and of his hope to find some part of his past in New Orleans. Marcel allowed Raymond to stay temporarily in the city, but insisted that he leave should he prove unable to find some clue to his past or his clan.

For the next several months Raymond scoured the city, questioning every Kindred he could find as to whether

or not they knew him. Most had already heard of him, however, and many avoided him as best they could. Others refused to talk at all, simply turning their backs on him.

After months of this, Marcel finally summoned Raymond and told the neonate that he must claim his clan or leave the city. With no solid proof to offer, Raymond accepted the prince's decree as he had agreed.

With nowhere else to go, Raymond returned to New York City, where Carson willingly took the neonate back into his home. Hearing of Raymond's experiences in New Orleans, Carson suggested that Raymond's search had not been a failure; rather, it had never really been given a chance to succeed. Aaron immediately suggested that Raymond court the favor of the Tremere, for that clan would likely prove the greatest help in finding his past.

Raymond agreed to Aaron's suggestions, and the mage taught him a number of basic occult powers. When Raymond returned to New Orleans and again sought admittance to the city, he claimed affiliation to the Tremere clan, stating that he had manifested certain magical abilities since he had left the city and felt the Tremere of New Orleans might be able to help him in his search.

The prince considered Raymond's request and finally allowed him to stay in the city, but again only for a limited time. Raymond found that nothing else had changed since his last visit to New Orleans. His claim to be a Tremere did little to help his search; indeed, it only caused him further problems. Kindred who had merely avoided him now ostracized him altogether. No Kindred in the city would say so much as a word to him.

After several frustrating nights, Raymond saw no point in waiting to be told to leave. Despite his efforts to assimilate himself into a clan within the city, it was clear that the Kindred of New Orleans wanted nothing to do with him.

Raymond returned to Carson's home, more angry than disheartened. He now wanted some sort of revenge against New Orleans' Kindred, who had so coldly turned their backs on him and refused to help in his search.

Aaron patiently listened to Raymond's story and agreed with the vampire's feelings. The mage claimed that he had been similarly hurt once, denied something of great importance to him. Because of that, Aaron said, he would do what he could to help Raymond search for his past and avenge himself against the Kindred of New Orleans. The mage, however, gave the young vampire's wrath more focus. The other Kindred, he explained, likely only did as Prince Marcel

commanded. Therefore, though the others were not blameless, his anger should be centered on the prince.

The search for his past, Carson explained to Raymond, would begin by tracing his bloodline. Such a process would not only discover Raymond's clan, but his sire as well. Still, Aaron warned, it would take time to accomplish such a difficult spell. In the meantime they could plot revenge on Marcel and the others in the city who had treated him so badly.

Carson then outlined a plan — one that shocked Raymond to his core. Carson told him that vampiric elders often found themselves unable to drink mortal blood, but instead required Kindred vitæ. With Carson's help, Raymond would be able to provide such a supply.

Once over the initial shock of the suggestion, Raymond agreed to return to New Orleans and implement the mage's plan. Carson said he would have to remain in New York City for a short time longer, but that he would send two other Kindred with Raymond to New Orleans. Both were Tremere who had worked with the mage for some time and who were seeking revenge against Kindred in New Orleans.

When Raymond and the other two Kindred arrived in New Orleans, they immediately went to ground. Within the first few nights they created ghouls to work for them and set about gathering stock for their auction. They kidnapped three refugee Kindred coming into the city and used one of them as a "breeder" to create other vampires to be sold at the auction.

Raymond never discovered how word of the auction spread, but it obviously did. Representatives sent by elders from around the continent packed the pump house where the auction took place. By the time the auction was over, Raymond was amazed at the amount of money they had made in such a short time.

Raymond still runs the auction for Carson, though the two Tremere assistants have long since returned to New York City. During the year the auction has run, Raymond has tried to be selective in the Kindred he kidnaps, choosing those whose blood is not tainted in some way but who are not likely to be missed. Carson also sends captives from New York for him to sell.

Sire: Unknown

Nature: Autist

Demeanor: Bon Vivant

Generation: 10th

Embrace: Unknown

Apparent Age: 35

Physical: Strength 3, Dexterity 2, Stamina 2

Social: Charisma 3, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Acting 4, Alertness 3, Brawl 2, Diplomacy 2, Dodge 1, Leadership 2, Streetwise 1, Subterfuge 4

Skills: Bribery 4, Drive 2, Etiquette 4, Fast Talk 3, Firearms 3, Hagglng 3, Stealth 3, Style 1, Traps 2

Knowledges: Finance 3, Kindred Lore 1, Law 2, New

Orleans Knowledge 1, Occult 2, Politics 2

Disciplines: Auspex 2, Celerity 1, Dominate 3, Fortitude 1, Potence 1, Presence 3, Thaumaturgy 3 (Lure of Flames 3, Movement of the Mind 2, Weather Control 1)

Rituals: Summon Guardian Spirit, Suppression of the Undead Mind

Backgrounds: Contacts 3, Herd 1, Resources 4, Retainers 2

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

Humanity: 5

Willpower: 7

Notes: The first of Raymond's two rituals gives him warnings of danger; the second adds one to the difficulties of opponents' Discipline use (to a maximum of 10).

Image: A tall, thin man with thick, blond hair and bright blue eyes. He prefers casual dress, but when mixing with "proper" society he dresses much more formally.

Roleplaying Hints: In your role as auctioneer you are very friendly, but you also play your hand fairly close to your vest. At other times, you are all business. You are very tough and very unforgiving if your instructions are not precisely carried out, for no one but you knows just how important they are.

Haven: Raymond has no permanent haven and prefers to move constantly. He has a number of auxiliary havens in warehouses, apartments and little-used public buildings.

Secrets: C+

Influence: Raymond would be surprised at the amount of influence he has, especially since it isn't nearly so much as he thinks. Carson has led the young vampire into believing that should trouble arise, his clients will back him. He neglected to mention how fickle elders can be.



Gangrel

Once one of the most powerful clans in the city, the Gangrel have been out of favor for 40 years, and no new Gangrel has made her home in or near the city since 1955, when Doran was slain and a Gangrel named as the assassin. Indeed, even the clan's most significant accomplishment — the treaty with the Lupines — now seems suspect.

While Gangrel still visit the city, many do not Present themselves to Marcel, and others leave shortly after arriving. Only Xaviar, the Gangrel Justicar, seems free from the associated guilt, but he has done little for the clan in New Orleans.

Roxy

Though Roxy came from an upper-class family that traced its lineage all the way back to New Orleans' second great fire, she spent more time in bayous than in mansions. It was this love of the swamplands that gained her the attention of Jared, the leader of New Orleans' Gangrel. For years Jared watched Roxy in the bayous, finding himself more and more attracted to the woman. Finally, he decided to Embrace her.

With little interest in the world of mortals and a great interest in the world of nature, Roxy had few reservations about becoming a vampire. Her sire (who also became her lover) taught her everything he could. He also revealed to her the friendships he had formed with Uriah Travers and the Uktena tribe. Jared did his best to teach Roxy the benefits of good politics, explaining that his relationship with the Lupines ensured his favor with Prince Doran. Still, while Jared spent much of his time trying to resolve the constant conflicts between Kindred and Lupines, Roxy spent her time in the bayous.

Roxy existed for many happy years with her sire until the year the prince was murdered. Her sire, accused of the deed, was executed in a Blood Hunt. Roxy fled into the bayous in fear of her unlife. For several weeks Roxy stayed in the bayous, protected by Travers.

When no further threats appeared, Roxy returned to the city. Using what Jared had taught her of political intrigue as well as the additional lessons Travers gave her, Roxy became leader of New Orleans' Gangrel. Then, despite her clan's (and her own) revulsion of politics, Roxy immersed herself in the city's intrigue.

Roxy felt certain her sire had not slain the prince; the two had been allied for decades. Some Kindred claimed the assassination had sprung out of growing jealousy on Jared's

part; others said Jared had sought to usurp the principedom himself. Roxy knew both stories to be outright lies.

Today very few Kindred know as much about the internal politics of New Orleans as Roxy does. She uses her knowledge as a weapon, and other Kindred fear her for the secrets she knows. Though she does not blackmail for money, she uses her information to her advantage. Over the years she has managed to maneuver herself ever closer to Marcel, hoping to find the evidence she needs to link him to Doran's murder.

Sire: Jared

Nature: Fanatic

Demeanor: Traditionalist

Generation: 9th

Embrace: 1895

Apparent Age: 25

Physical: Strength 3, Dexterity 5, Stamina 5

Social: Charisma 4, Manipulation 3, Appearance 3

Mental: Perception 5, Intelligence 3, Wits 3

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



Skills: Animal Ken 5, Melee 3, Security 2, Stealth 2, Survival 4, Tracking 5

Knowledges: Bayou Knowledge 4, Investigation 2, Naturalist 4, Occult 2, Politics 2

Disciplines: Animalism 3, Auspex 2, Celerity 3, Fortitude 2, Obfuscate 1, Protean 5

Backgrounds: Allies 2, Influence 2, Resources 3, Retainers 1, Status 2

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

Humanity: 8

Willpower: 8

Image: Though in her early 30s when she was Embraced, Roxy certainly does not look it. With her long, straight, black hair and loose, casual style of dress, she could easily pass for a woman in her early 20s. The only signs of her Gangrel heritage are her large, luminous eyes, which shine redly in the dark (in a fashion similar to the eyes of alligators).

Roleplaying Hints: Though you know a great deal of what goes on in the city, you do not part with that information readily. Be very vague when answering a question. When someone tries to obtain information from you, try to get more in return. Try to find out if the questioner knows anything that could link Marcel to Doran's murder.

Haven: City Park.

Secrets: A

Influence: Because she knows many secrets of New Orleans' Kindred, Roxy herself has considerable influence in Kindred society. Roxy also has a good deal of power in mortal society, a fact that Marcel is aware of and seeks to end.

Laura

Driven from her native Canada by the Sabbat, Laura fled south — south to New Orleans. Here, Jared offered her sanctuary, and Laura gladly accepted his offer, becoming one of his staunchest supporters in the city. While she still traveled regularly, New Orleans became her home and haven, and she became an accepted part of Kindred life.

When Jared was slain and Roxy became the city's leading Gangrel, Laura quickly became known for opposing most of her decisions, feeling they were not made in the best interests of the clan. Laura knew Roxy believed Jared had not committed the murder, a belief Laura shared. She did not, however, support Roxy's conclusion that Marcel was responsible for the murder. The two butted heads more and more as Laura saw Roxy using the clan in her vendetta against Marcel.

Marcel has cultivated Laura's friendship ever since learning of her feelings, and Laura often relays information to the prince. While she does not consider herself a spy, Marcel considers her one of his most valuable informants.



Sire: Benoit

Nature: Cavalier

Demeanor: Survivor

Generation: 11th

Embrace: 1903

Apparent Age: 25

Physical: Strength 4, Dexterity 3, Stamina 3

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 4, Intelligence 3, Wits 2

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

Skills: Animal Ken 4, Herbalism 2, Leatherworking 3, Masquerade 2, Melee 3, Stealth 4, Survival 4, Tracking 4

Knowledges: Kindred Lore 1, Linguistics 2, Medicine 2, Naturalist 4, New Orleans Knowledge 3, Politics 2, Sabbat Lore 1

Disciplines: Animalism 4, Auspex 3, Celerity 3, Dominate 2, Presence 1, Protean 4

Backgrounds: Contacts 2, Herd 1, Status 1

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

Humanity: 7

Willpower: 5

Image: A short girl with blond hair and blue eyes. She dresses mostly in T-shirts and shorts.

Roleplaying Hints: You are evasive in everything you do, especially when talking to others. If people start to get too suspicious of your act, you immediately become the very embodiment of the ditzy blonde. You dislike strangers, especially those who ask a lot of questions.

Haven: Audubon Park.

Secrets: B

Influence: None.

Malkaviah

Malkavians rarely stay in New Orleans for more than a few years. One was known to joke that New Orleans was already crazy enough, so why stay there? Still, New Orleans attracts a good number of transient Malkavians, who stay for a little while until they tire of the city.

Father Iago (James, Lazarus)

Iago's life as personal priest to Countess Matilde of Tuscany was governed by unending ritual. Every day he got up before dawn and prepared morning vestments for the Italian countess, a devout follower of Pope Gregory VII. She became extremely piqued if anything was amiss and demanded that Iago be as rigid and devout as she.

Iago rarely agreed with the countess or the pope, especially regarding the church's position in the state. He kept his mouth shut, however, until the pope arrived at Matilde's in the midst of controversy, having just excommunicated Henry IV, the Holy Roman Emperor. Then, reports arrived that the emperor was making his way to the castle.

When Iago arrived to consult with the countess and the pope, he found Henry barefoot in the snow before the castle. Iago was moved by the scene and felt only pity for an emperor begging forgiveness. Gregory was not so compassionate. For the next three days Henry remained in the snow, suffering through one of Italy's worst winters. Inside, the pope met with his advisors, and Father Iago began to see what kind of man this pope was.

To Gregory, Henry's tears were but a sham. Once he forgave Henry, the emperor would once more be able to muster his armies against the pope, armies which had deserted him during the excommunication. A second excommunication would not have the power of the first.

Iago was particularly disturbed by an advisor who came into the room as the sun set. This pale advisor seemed especially upset by Henry's stratagem. His counsel — to let Henry stay outside until he died of pneumonia — shook Iago to his core. Iago knew he had gained an enemy when he rose to denounce this advice. It may well have been Iago's speech on Christian charity and mercy that moved the pope. In any event, three days after Henry arrived, Gregory allowed him in and rescinded his excommunication.

After Henry debased himself before the pope, he was taken to his chambers. Iago stopped by to wish him well and quietly told the emperor of what had transpired during those three days. Less than a second after he had kissed the emperor's

ring and departed the chamber, he saw a swirl of fabric out of the corner of his eye, and then everything went black.

Iago awoke several hours later, with the Countess Matilde towering over him. She screamed that he was a disgrace to the church and coldly told him that the pope had removed him from his post. She continued her tirade, but Iago barely listened. He felt a pain in his stomach and mouth — a gnawing ache that swiftly became excruciating. Feeling as though he were watching from afar, he rose from his bed and headed for the countess. Her eyes widened when she saw the change that had overtaken him. His eyes shone with an ethereal glow, and his teeth seemed whiter and far sharper. She began to scream when he grabbed her, but ceased as he sucked the blood from her body.

Somehow Iago managed to wrench himself from the grip of madness before he slew his patron. All his years he had espoused the sanctity of life — now he had almost killed, and in such a horrid fashion. He left the castle and fled to the farthest reaches of the Earth. He tried to remain the man that he had been, but the suffering grew extreme. He found himself losing control again and again. His sanity diminished with each feeding, and his faith went with it. Somewhere along the way he changed his name from Iago to Lazarus.

Lazarus has never stopped traveling, preaching his blasphemous creed. Now his sermons are almost purely heretical. He has shocked many in the religious community; it is rumored that he had a public confrontation with Jerry Falwell. Usually, he shows up in New Orleans for Mardi Gras. Some don't appreciate his presence, but others think his histrionics are hilarious. Indeed, there are those — the socially dysfunctional among Kindred and kine — who wait for him to arrive, anticipating each year's spectacle.

For example, last year Lazarus showed up, preaching continually on a float covered with black roses. Three crosses formed a triangle on the float, all facing the pulpit at the opposite end. On both sides of the pulpit were two scantily clad women. Instead of the usual beads, they threw rosaries to the crowd. The most disturbing thing about the entire episode were the people nailed to the crosses. Some swore they were mannequins, but others said that one could occasionally hear them moan or see a trickle of blood run from their wounds.

Marcel tries to keep Lazarus from attracting too big of a crowd or too blatantly violating the Masquerade. Still, his popularity rises with each festival, and if he wanted to stay in one place long enough, he could set up a church of his own — a place where his insanity could rule.



Roleplaying Hints: It takes almost no effort to get you talking, and when you get going, rant. It doesn't matter if what you're saying makes sense. Of course, while you're speaking, you're looking over your shoulder.

Haven: Monasteries around the world.

Secrets: B+

Influence: Little in New Orleans, but no one wants to mess with an elder Malkavian.

Uriah Travers

When a Gangrel Embraced Jared Tompson in the 1800s, Jared found that Uriah, his childhood friend, was the one part of his mortal life he could not leave behind. Uriah stayed by Jared's side during his worst nights as a vampire, and their relationship remained far beyond that of master and servant.

Jared did his best to protect Uriah, but his friend had already been marked. Neither had any idea what "Kinfolk" were, much less what Black Spiral Kinfolk were. Nevertheless, Uriah was a member of this warped and twisted lineage. Uriah was later Embraced by a Malkavian who hoped to use him to infiltrate the Lupines. This stratagem failed miserably; Black Spiral Dancers slew Uriah's sire, though they left the neonate alive.

Devastated by what had happened to his friend, Jared did what he could to help Uriah, though there was little he could do. Uriah spent most of his time with Jared and began forming closer ties with the Gangrel than with his own clan. Then his delusion began to manifest. Uriah began to identify more with the Lupines than with the Damned, and now sees himself as an Abomination — both vampire and werewolf.

Today, shunned by his own clan and rejected by the Lupines, Uriah lives alone in a small cabin set in the northern lands of the Teche. Despite his fractured mind, Uriah knows more about the city and the Kindred than most of New Orleans' vampires do.

Sire: Restewin

Nature: Autist

Demeanor: Loner

Generation: 8th

Embrace: 1809

Apparent Age: 40

Physical: Strength 5, Dexterity 5, Stamina 5

Social: Charisma 2, Manipulation 3, Appearance 1

Mental: Perception 5, Intelligence 2, Wits 4

Talents: Acting 3, Alertness 5, Brawl 5, Dodge 4, Intrigue 3, Mimicry 5, Scan 4

Skills: Animal Ken 3, Camouflage 4, Fishing 4, Herbalism 5, Security 3, Stealth 4, Survival 4, Tracking 5, Traps 5

Knowledges: Engineering 3, Geology 3, History 3, Investigation 3, Kindred Lore 4, Lupine Lore 4, Medicine 2, Naturalist 5, New Orleans Knowledge 3, Spirit Lore 2, Wyrm Lore 3

Sire: Le Fanu

Nature: Deviant

Demeanor: Fanatic

Generation: 6th

Embrace: 1077

Apparent Age: 35

Physical: Strength 4, Dexterity 6, Stamina 5

Social: Charisma 7, Manipulation 5, Appearance 4

Mental: Perception 4, Intelligence 5, Wits 5

Talents: Acting 5, Alertness 4, Brawl 3, Dodge 3, Empathy 2, Intimidation 4, Leadership 2

Skills: Drive 2, Etiquette 4, Melee 2, Music 2, Security 2

Knowledges: Bureaucracy 3, Camarilla Lore 4, Investigation 4, Law 3, Linguistics 6, Malkavian Time 3, Occult 4, Politics 3, Theology 5

Disciplines: Auspex 5, Celerity 2, Chimerstry 2, Dominate 5, Necromancy 2, Obfuscate 3, Presence 6, Thaumaturgy 3 (Weather Control 3, Elemental Mastery 2)

Backgrounds: Allies 2, Contacts 7, Resources 2, Retainers 2, Status 3

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

Humanity: 6

Willpower: 9

Notes: Lazarus's sixth level of Presence allows him to convince people of things they would not normally believe — their friends are their enemies, their children hate them, etc. He uses this and all his powers sparingly, for he fears he is being followed by those who would keep him from doing God's will.

Image: Lazarus is a tall and angular man with shaggy blond hair and blue eyes. Like many older vampires, he is skinny and pale, but not disgustingly so. He dresses predominantly in black and adorns himself with silver jewelry, rings and earrings.

Disciplines: Auspex 2, Celerity 4, Fortitude 3, Obfuscate 2, Potence 2, Protean 4

Backgrounds: Allies 3, Contacts 3, Status 2

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

Humanity: 8

Willpower: 7

Notes: Most of the madness associated with his clan is confined to his delusion of being an Abomination. Additionally, Uriah has never used his Protean Discipline to take a bat form. He has instead manifested a man-wolf form, similar to what werewolves call their Crinos form.

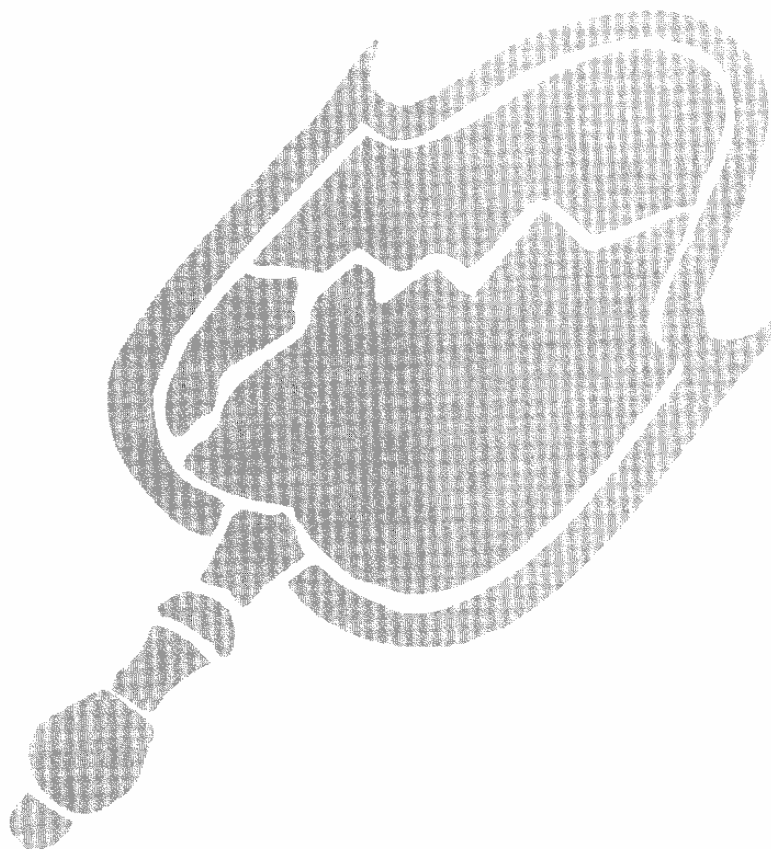
Image: A tall, burly man who wears long-sleeved shirts with white cotton T-shirts underneath. Usually he either wears boots or goes barefoot.

Roleplaying Hints: You don't act so crazy as most of your clan unless you begin talking about being an Abomination. Then your conversation becomes erratic and neurotically determined, especially if you are contradicted in your delusion.

Haven: A small cabin in the northern Teche.

Secrets: A+

Influence: Uriah could wield great influence in New Orleans if he so chose, but the city's intrigues do not interest him. He prefers his solitude, letting those who seek his counsel come to him.



NOSFERATU



Nosferatu do not find New Orleans the most inviting of cities. It lacks subways, sewers and all the other dank and moldy places clan members find most accommodating. Those who have stayed in the city for any length of time have found it in their best interests to side with Prince Marcel, serving him as spies and lookouts. Even newcomers quickly discover the advantages of so doing.

Lawrence Meeks

Lawrence no longer resides in New Orleans, but was and is the most influential Nosferatu the city has ever known. He came to the city in 1805, joined Prince Doran's spy network in the same year, and headed it from 1830 to 1885. Shortly after Lawrence took charge of the network's activities, he decided that there were far too few Nosferatu doing the job he felt only they were truly suited to do. The network relied too much on information from other clans, and Lawrence felt only Nosferatu could keep it running effectively.

To solve the problem, he created three children — Avery, Roger and Martin — and brought them into the network. He taught them his techniques and molded them into his perfect spies. While the first two lived up to Lawrence's expectations, the third far exceeded them. Martin learned everything he could from his sire; when Lawrence retired from the prince's service, he turned over his position to his third child.

After retiring, Lawrence lived in the French Quarter for several years but, during World War II, he moved to Baton Rouge and assumed that city's princeliness. While this would seem to be the base of his power, barely a handful of vampires reside in Baton Rouge. Because of the secrets he learned during his years in the network, however, most of Louisiana's Kindred fear and respect him. His advice is often sought out, and some Kindred gossip about what role he might have played in Marcel's climb to power.

Sire: Warwick

Nature: Caretaker

Demeanor: Autocrat

Generation: 8th

Embrace: 1769

Apparent Age: 50s

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 4, Manipulation 5, Appearance 0

Mental: Perception 5, Intelligence 4, Wits 4

Talents: Acting 4, Alertness 5, Brawl 2, Diplomacy 3, Dodge 3, Intimidation 2, Intrigue 3, Leadership 5, Mimicry 3, Scan 4, Search 4, Sense Deception 4, Subterfuge 5

Skills: Bribery 4, Camouflage 4, Fast Talk 3, Interrogation 5, Lockpicking 4, Melee 3, Pickpocket 3, Research 5, Security 4, Stealth 4, Tracking 5

Knowledges: Bureaucracy 2, Cryptography 5, Faerie Lore 2, Investigation 4, Kindred Lore 5, Linguistics 3, Lupine Lore 3, Mage Lore 2, New Orleans Knowledge 5, Psychology 4, Spirit Lore 2

Disciplines: Animalism 4, Auspex 4, Dominate 3, Fortitude 2, Obfuscate 5, Potence 3

Backgrounds: Allies 3, Contacts 3, Herd 2, Resources 4, Retainers 3, Status 4

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

Humanity: 6

Willpower: 9

Notes: Very little goes on in New Orleans that Lawrence does not know about, but getting such information out of him is not easy. He does not readily reveal information, nor can it be bought or traded. He does, however, like to talk, and if a conversationalist is willing to stay long enough, he often lets little bits of information slip to keep a conversation interesting.

Image: A very tall, gaunt Nosferatu.

Roleplaying Hints: Unlike many in your clan, you are unusually talkative. There is nothing you like better than good conversation, little you won't do to get some, and even less you won't do to keep it once you have gotten it. If you feel the other conversationalist is getting bored or ready to leave, you will use your vast store of intriguing little city secrets to keep them interested so they will stay and talk to you longer.

Haven: The Old State Capitol in Baton Rouge.

City Secrets: A

Influence: The influence Lawrence wields has earned him the one thing few Nosferatu ever receive from their fellow Kindred — respect. Most also fear him, however, for nobody knows what his real goal is. Additionally, there are rumors that he deals with Black Spiral Dancers. Finally, unknown to any vampires in the city, Lawrence used to be a member of an international group of Nosferatu called the Web. He can call on this group's resources in times of need.



Avery

Avery, Lawrence's first childe, was actually more of an experiment than the Nosferatu's other two childer. Lawrence was uncertain whether his childe could ever measure up to his expectations. Perhaps, he initially reasoned, he would do better to seek new members for the network among outsider Nosferatu.

Despite his doubts, Lawrence finally decided to make his own childe. He chose an orphan he found in the city streets. He reasoned that the girl would not be missed, and that she must have natural talents to have survived on her own. Life on the streets had taught her everything from the best hiding places and short cuts to where information could be bought and sold.

To Lawrence's delight, the young woman readily adapted to unlife in the spy network, loving the excitement. Today Avery still works within the network. Though she knows her sire's other two childer feud, she does her best not to interfere in the situation, letting Lawrence handle it as he sees fit. Avery also styles herself a protector of the weaker elements in the city, going out of her way to aid runaways — both mortal and immortal.

Avery is a most unlikely spy. Though a loner at heart, she is a competent actress in a crowd and can mix and mingle well to obtain needed information. Whereas her two "brothers" concentrate their efforts on Kindred affairs, Avery spends most of her time delving into mortal affairs.

Sire: Lawrence Meeks

Nature: Loner

Demeanor: Cavalier

Generation: 9th

Embrace: 1851

Apparent Age: 16

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 2, Manipulation 3, Appearance 0

Mental: Perception 4, Intelligence 4, Wits 5

Talents: Acting 3, Alertness 4, Brawl 4, Dodge 4, Intimidation 2, Mimicry 2, Scan 4, Search 4, Sense Deception 3

Skills: Animal Ken 3, Bribery 4, Lockpicking 3, Melee 3, Research 4, Security 3, Stealth 4, Tracking 4

Knowledges: Bureaucracy 1, Cryptography 3, Faerie Lore 1, Investigation 4, Kindred Lore 4, Linguistics 2, Lupine Lore 2, Mage Lore 1, New Orleans Knowledge 3, Psychology 3

Disciplines: Auspex 3, Celerity 2, Dominate 2, Fortitude 1, Obfuscate 3, Potence 4, Presence 3, Protean 2

Backgrounds: Allies 2, Contacts 3, Mentor 4, Resources 1, Status 2

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

Humanity: 7

Willpower: 7

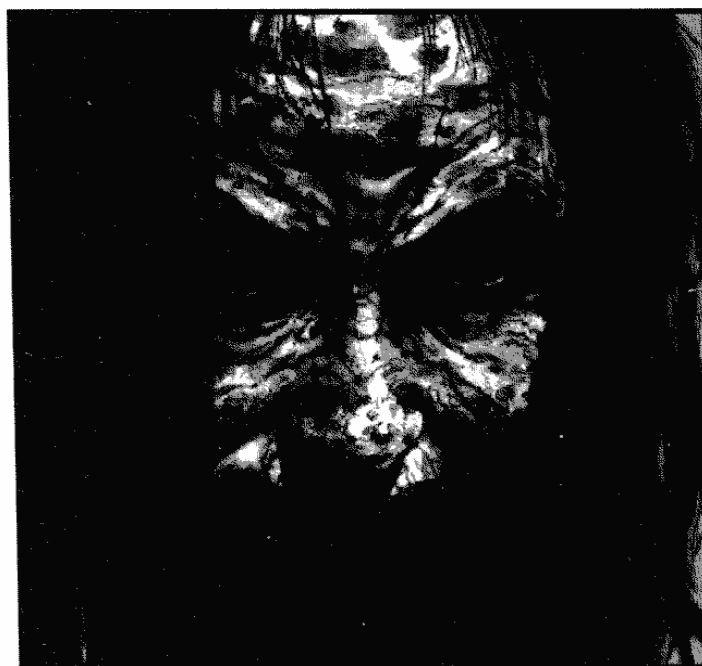
Image: Avery was a quadroon, with a mulatto mother and a white father. She is not very tall, and her extreme slenderness makes her seem especially waiflike. What hair she has left is greasy black.

Roleplaying Hints: You are not antisocial, but you avoid contact with others unless you have to. Then you are capable of being quite pleasant.

Haven: A small apartment near the docks.

Secrets: B+

Influence: Avery is most influential in mortal affairs, though because she is Lawrence's first childe she does have some small influence in Kindred society.



Roger

Roger is Lawrence Meeks' second childe. Though he knew he would likely never enjoy the prestige that Lawrence's first childe had, he hoped he would at least be held in slightly higher esteem than Lawrence's third childe, Martin. Unfortunately for Roger, that was not to be the case.

Lawrence Embraced Roger, a spy for the Confederacy before and after the Battle of New Orleans, in 1865. At first Roger had grave misgivings about the occupation for which Lawrence had chosen him, having felt himself a less than talented spy.

Still, for the next several years Roger did his best to please Lawrence, following closely in his sire's footsteps and successfully completing nearly every task Lawrence gave him. Then Lawrence created his third childe.

Roger felt insulted by Lawrence's creation of another childe, as though somehow Lawrence did not find in him all he desired. Lawrence saw a certain benefit to the competitiveness between Roger and Martin; indeed, he encouraged it, showing a bit more attention to the one who performed a given task better than the other.

When Lawrence announced he was leaving the network, Roger had few doubts that he would be chosen as its head. When Martin took control, Roger was infuriated. Roger vowed to himself that he would never again strive so hard for something only to be denied.

Only a few short weeks later, Roger began finding other rewards for his work. Other Kindred, he found, were willing to pay considerably for his information. His best customer — Roxy — came to him soon after the death of Doran. This business, however, has not been his most profitable sideline.

While searching for information about disappearances in the city, Roger inadvertently stumbled across an auction where young neonates were sold to elders for their blood. Not thinking it very wise to kill a Nosferatu in Prince Marcel's service, those running the auction figured it would be easier to buy Roger's silence, which they managed to do for a sizable sum. In order to fulfill his part of the agreement, Roger continues to "search for clues" and report his findings to Martin, steering him away from the auction.

Roger still sells information to Roxy and other Kindred whenever he can. He is also still "investigating the kidnappings" and does what he can to divert suspicion from those involved. Between his two sources of income, Roger exists very comfortably and plots his revenge against Martin.

Sire: Lawrence Meeks

Nature: Autist

Demeanor: Cavalier

Generation: 9th

Embrace: 1865

Apparent Age: 30s

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 1, Manipulation 4, Appearance 0



Mental: Perception 4, Intelligence 3, Wits 4

Talents: Acting 3, Alertness 4, Brawl 2, Dodge 2, Intimidation 3, Intrigue 3, Leadership 2, Mimicry 3, Scan 4, Search 3, Sense Deception 3, Subterfuge 4

Skills: Animal Ken 2, Bribery 3, Camouflage 3, Fast Talk 3, Interrogation 4, Lockpicking 3, Melee 2, Pickpocket 3, Research 3, Security 3, Stealth 3, Tracking 3

Knowledges: Bureaucracy 1, City Secrets 4, Cryptography 3, Faerie Lore 1, Investigation 3, Kindred Lore 4, Linguistics 2, Lupine Lore 2, Mage Lore 1, New Orleans Knowledge 4, Psychology 3, Spirit Lore 1

Disciplines: Animalism 2, Celerity 2, Dominate 3, Obfuscate 4, Potence 1, Presence 1, Serpents 2

Backgrounds: Contacts 2, Herd 1, Resources 3, Retainers 1

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

Humanity: 4

Willpower: 9

Notes: If Lawrence and Martin are aware that Roger is selling information, they either do not know what Roger is selling or do not consider it important. However, there is no evidence that either is aware of Roger's activities, for he is very good at concealing them, even from the best spies.

Image: A tall, slim Nosferatu with short brown hair and brown eyes. He almost always dresses in current fashions.

Roleplaying Hints: You speak very quietly and do not like contact with others but tolerate it for the sake of your business.

Haven: An apartment in the French Quarter.

Secrets: A -

Influence: Through those who pay him for his silence Roger has some influence, but not much.

Martin

While most Nosferatu find it extremely difficult to gain acceptance among the Kindred, Martin's experience was quite the opposite. Embraced by a respected elder to serve Prince Doran, he found himself welcomed almost at once — something he found extremely unsettling. Martin has never felt worthy of his accolades and has only worked harder because of this. Now his grotesque appearance makes him feel even more unworthy.

Martin was Meeks' third child. The other two were a young woman named Avery and a man in his early 20s named Roger. Both had done well in their positions; Martin, being the youngest of the three, was determined not to disappoint his sire. Nor did he.

In the years he worked for his sire, Martin learned all he could from him, becoming nearly Lawrence's equal in the art of espionage. In 1885, when Lawrence retired, Martin was the natural choice to replace him and so became the unofficial head of the network. For the next 30 years he served in his post very well, adhering to Lawrence's methods. In 1915, however, Doran dealt Martin a harsh blow to his career when, without warning or explanation, Doran appointed Marcel the official head of the network. Martin could find no justification for Marcel's appointment to his post, but also knew that there was little he could do but accept it.

For the next 40 years things went fairly well for New Orleans. A great deal of the turmoil that had plagued the city since its founding seemed to subside. Doran continued his plans to shape New Orleans into his utopian dream. In 1955, however, Marcel reported that word had come from Lafayette of an assassination plot aimed at Doran. Marcel claimed that the Black Spiral Dancers were planning the assassination as part of their war against the Uktena. Marcel then chose Martin and two others from the network to go to Lafayette and attempt to learn more of the plot.

During the few nights that Martin and his group were gone, disaster struck in New Orleans. By the time Martin and the others returned to the city, Doran had been destroyed.

Over the next several weeks the struggle for power reached its crescendo, during which time Martin stayed with his sire. When the chaos subsided, Marcel had been crowned Prince of New Orleans, and Martin found himself reappointed to his former post as head of the spy network.

Today Martin still serves as head of the network. Whereas he may not necessarily like Marcel, he does acknowledge Marcel's position and feels it is his duty to serve him. Martin harbors suspicions against the young Ventrue and his place in the events that led to Doran's death, though to date he has never been able to prove anything. Indeed, he often feels that his first obligation is to his sire.

Sire: Lawrence Meeks

Nature: Conformist

Demeanor: Loner

Generation: 9th

Embrace: 1871

Apparent Age: 40s

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 2, Manipulation 3, Appearance 0

Mental: Perception 4, Intelligence 4, Wits 4

Talents: Acting 4, Alertness 4, Diplomacy 2, Dodge 2, Intimidation 2, Intrigue 3, Leadership 3, Mimicry 3, Scan 4, Search 3, Sense Deception 4

Skills: Bribery 3, Camouflage 3, Fast Talk 3, Hypnotism 4, Interrogation 4, Lockpicking 3, Melee 2, Pickpocket 3, Research 3, Security 3, Stealth 3, Tracking 4

Knowledges: Bureaucracy 1, Cryptography 4, Faerie Lore 1, Investigation 3, Kindred Lore 4, Linguistics 2, Lupine Lore 2, Mage Lore 1, New Orleans Knowledge 5, Psychology 3, Spirit Lore 1

Disciplines: Animalism 3, Auspex 3, Celerity 3, Obfuscate 3, Potence 3, Thaumaturgy 1

Backgrounds: Allies 2, Contacts 2, Mentor 4, Resources 1, Status 2

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

Humanity: 6

Willpower: 9

Image: Martin is gaunt and rather tall, with dark brown eyes. He dresses almost solely in black, occasionally opting for dark blue, brown or gray when he wants a change.

Roleplaying Hints: You are usually on some business for Prince Marcel and really don't have time to sit and chat with anyone. If others care to try to keep up with you, you are very short and direct in your answers. Unlike your sire, you are not very talkative, preferring to stay away from others. You have never had your sire's ability to see who was manipulating things behind the scenes, and this leaves you constantly on edge.

Haven: An abandoned warehouse near the docks of the Inner Harbor Navigation Canal.

Secrets: A-

Influence: Like his sire, Martin has little influence in the mortal affairs of the city, but that is of little consequence to him. Any business he needs accomplished can be handled by someone with the proper connections in exchange for a few business secrets.



TOREADOR



To outside observers, New Orleans is Toreador heaven, and this accounts for the large number of Toreador who come to the city for a short time. While few seek permanent havens in the city, Toreador often visit it, if only for a few nights at a time. Many Toreador can be found sitting in with the jazz bands or among the crowds in the French Quarter. The clan is loosely organized in the city, but newcomers always seem to have a fairly good idea of where other clan members can be found.

Morgaine

It has been so long; very few remember her real name. She calls herself Morgaine, and does her best to live up to the name. The most prominent Toreador in New Orleans, she takes every opportunity to meet newcomers and goes out of her way to seduce the most attractive ones.

Despite the fact that her past is cloaked in mystery, those who have spent any time with her realize she has a great deal of power. Some say that she used to practice with Wiccans, but no one knows to what extent or how long. In fact, some say she even studied with the ancient Druids. She can terrify people with but a look.

Artistically, Morgaine is known as a proficient musician, but her favorite medium is clay. She has created magnificent and bizarre sculptures; some of her creations are displayed in museums (under various pseudonyms). When she is not working in her studio, she usually carries some Play-Doh™ with her. She tells everyone that it is for stress management, but other Kindred know that if she doesn't have something to do with her hands, she tends to become violent and irrational.

Morgaine found out early in her unlife that she gets easily lost in the throes of the Beast. Quite often, she loses all control. She has assumed her position as leader of New Orleans' Toreador more through intimidation than anything else. Some members of the Toreador clan are not very happy with this arrangement, but have been very quiet about their displeasure.

Sire: Jacques

Nature: Bravo

Demeanor: Director

Generation: 8th

Embrace: 1649

Apparent Age: 30

Physical: Strength 4, Dexterity 5, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 5

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Acting 4, Artistic Expression 3, Alertness 2, Brawl 3, Dodge 1, Intimidation 5, Leadership 2

Skills: Drive 1, Etiquette 4, Firearms 2, Melee 1, Music 4, Sculpture 5, Stealth 1

Knowledges: Camarilla Lore 3, Finance 1, Linguistics 4, New Orleans Knowledge 3, Occult 4, Politics 3

Disciplines: Auspex 4, Celerity 3, Dominate 4, Necromancy 1, Obfuscate 1, Presence 5, Protean 4, Thaumaturgy 2 (Lure of Flames 1, Movement of the Mind 1, Weather Control 1, Path of Conjuring 1, Path of Corruption 1)

Rituals: Defense of the Sacred Haven, Wake with Morning's Freshness, Deflection of Wooden Doom, Rebirth of Mortal Vanity, Ward versus Ghouls

Backgrounds: Allies 1, Contacts 2, Herd 1, Resources 4, Retainers 1, Status 3

Virtues: Conscience 2, Self-Control 1, Courage 5

Humanity: 4

Willpower: 8

Image: Morgaine is a petite woman of striking beauty. Her hair reaches her waist and is a deep, velvety brown. She has penetrating, jade-green eyes and brilliantly white, sharp teeth. She dresses in flowing clothing, mostly white.

Roleplaying Hints: You are extremely outgoing and love to talk about everything — everything inconsequential. You never talk about things of great import unless you must. Then you become exceptionally serious, and sparks seem to fly from your eyes.

Haven: While Morgaine owns the Lamp Light, she makes her home in the Garden District.

Secrets: B

Influence: Morgaine makes regular, substantial donations to almost every cause in town, and as a result has access to some of the city's most influential mortals. Additionally, because of the (albeit exaggerated) rumors of her might, no Kindred would dare challenge her.



Josua Cambridge

Raised in New Orleans, Josua always dreamed of being an artist. He entered the University of New Orleans to begin his art studies, but teachers told him early on that his talent was marginal. When he managed to get a few pieces in a show at a local gallery, Josua's hopes were raised, only to be dashed by an unflattering review of his work.

Devastated by the review, Josua locked himself in a basement studio on Royal Street, determined not to leave it except for art supplies and food until he had produced a work that would bring praise from those who had ridiculed his work before. It was in those months, however, that Josua found his toughest critic to be himself. Nothing satisfied him; nothing was good enough, he felt, to stun the critics.

One night, too frustrated to paint anymore, Josua decided to go for a walk along Bourbon Street, hoping the bright lights, loud music and crowds would somehow revive his spirit. Returning to his studio in the wee hours of the morning, he was stunned to find a tall, thin woman there, flipping through the many paintings lining the walls and cluttering the floor.

At first the woman took no notice of the young painter except to command him to be still, but eventually she turned to him. The stranger told Josua that she had seen his work on exhibit at the gallery and that she was pleased he had not let the words of a few foolish critics dissuade him. She introduced herself only as J. C., an art patron. She promised Josua that if he would consent to paint her portrait, she would reward him beyond his dreams — if the final work met with her approval. Her conditions for the work — that it only be worked on at night and that he tell no one of it or show the painting to anyone but her — struck Josua as a bit odd. Happy at the prospect of making some much-needed money, however, Josua accepted the project.

The portrait took three weeks to complete, and when it was done, Josua had to admit it was one of his finest works. His glowing self-appraisal bolstered his hopes that his client would like it just as much and pay well for it. When the woman returned that night to pick up the finished portrait, however, Josua found himself grabbed and pinned to the wall. The woman then dug into his neck with her teeth.

When he woke the next night, Josua found himself stuffed into a closet but, so far as he could tell, not seriously harmed otherwise. The passing of a few nights taught him better.

Coming to terms with his new existence left the young artist on the brink of madness, with art his only ally. Josua spent many of those first nights painting. His new vampiric nature gave his art an edge it had never before possessed, while his madness gave it a quality so disturbing that few could look upon it and not be affected.

The pictures, landscapes and portraits had a haunting beauty to them. Colors mixed together as though there were no real borders, only varying shades of one color within the entire work. Josua only used darker and lunar hues, mixing them to form frightening portraits of a reality that only he could portray — the vampire's world into which he had been thrust. Though Josua painted many different portraits, the ones on which he spent the most time were those of the young woman who had so horribly altered his existence. He painted two exquisite portraits of her, but kept them both locked in a large trunk.

It did not take long for the neonate to gain the attention of other Kindred, especially when he began standing on street corners in the French Quarter, loudly hawking his paintings as though he were a carnival barker. To the mortal population he became a colorful addition to the street performers and vendors of the area. The Kindred, however, took a slightly dimmer view of the young artist.

Two other persons took an interest in Josua and his paintings. The first was a petty thief named Michael Zyers who occasionally dabbled in art. The other was a vampire hunter who took notice of Josua's unusual portraits. Josua did not always paint portraits of other Kindred he saw on the streets, but they were among his favorite subjects. Sometimes they were done as standard portraits. Other times they would appear in a landscape, standing on a street corner or in the doorway of a local bar. When the subjects of these paintings suddenly started turning up dead, the Kindred became even more concerned over the activities of the young artist.

A week after Josua first appeared on the streets of the French Quarter, Prince Marcel sent two of his personal ghouls to bring Josua to his home. Questioning the young artist, Marcel obtained what answers the tortured mind could give. When asked who his sire was, Josua could give no name other than the woman's initials, which he found amusing because they matched his own. He also produced her likeness in a pencil drawing that he showed to Marcel.

It was in that small work that Marcel could not help but see a certain genius. Despite the disease that gripped Josua's mind, he still had his talent. Marcel decided to grant Josua sanctuary at his mansion while he considered the painter's fate.

Marcel had Josua's paintings, along with the painter's few other belongings, brought to the house. Josua flew into a rage when he discovered that several of his paintings were missing. When Marcel questioned his Retainers on the matter, they confirmed that the door to the studio had been unlocked. It took Josua only a few moments to identify the missing paintings — among them the portraits he had done of his sire.

The matter of the missing portraits soon became of great concern to Prince Marcel. The portraits, Marcel reasoned, might eventually end up anywhere in or out of the city, possibly even in the hands of a vampire hunter.

To this night the portraits have not been recovered. The Kindred keep a constant watch for them in the city's museums and galleries. Marcel has also quietly enlisted the aid of Kindred in other cities to watch for the portraits or their subject, who is wanted in New Orleans.

Josua now lives in a small but comfortable room in Marcel's house, where he is allowed to pursue his painting. While not all of the Kindred are satisfied with the solution, they have not complained and instead wait for the sire to be captured. Josua has begun to gain friends and allies among New Orleans' Kindred and may be granted permanent residency in the city.

Backed by a natural charisma and greatly enhanced by his vampirism, Josua has an ability to seduce that is almost beyond his control. The only offsetting factor to this ability is the fact that most view the young artist as a lunatic. Josua, however, is far from crazy. In the back of his mind he constantly plots revenge against the woman who stole his life.

Sire: Julia Cammeron

Nature: Survivor

Demeanor: Deviant

Generation: 12th

Embrace: 1993

Apparent Age: Early 20s

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 5, Manipulation 3, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 2

Talents: Alertness 3, Artistic Expression 4, Empathy 1, Seduction 4, Streetwise 3

Skills: Drive 3, Etiquette 1, Fast Talk 1, Hypnotism 2, Photography 3, Survival 3

Knowledge: Art History 2, New Orleans Knowledge 3, Politics 1

Disciplines: Auspex 2, Celerity 2, Presence 2

Backgrounds: Contacts 2, Mentor 4, Status 1

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

Humanity: 7



Willpower: 6

Notes: Josua is usually low on blood, for he spends a great deal when he paints. In addition to the normal expenditure on Dexterity, Josua has developed a unique ability to spend it on Perception as well, though a side effect of this power evokes images Josua can only consider hallucinatory.

Image: A tall, thin man with a boyish face, charming smile, shoulder-length sandy-blond hair and bright green eyes. He usually wears jeans and T-shirts.

Roleplaying Hints: When you were still mortal you had a type of charisma that people envy in others. When you were Embraced, everything about you was enhanced, including your already powerful charisma. You can captivate with as little as a passing glance. You speak eloquently and quietly, with a soft purr that only serves to further your charismatic influence over people.

Haven: Marcel's home.

Secrets: C

Influence: None.

Julia Cammeron

Julia left her upper-middle-class home in Boston when she was 15 and headed for New Orleans, escaping what she felt were uncaring parents. She began her adventure as a mortal, but ended it among the undead, for she was Embraced in a fit of passion by a Toreador.

Adjusting with remarkable ease to her new existence, Julia saw no reason to alter her plans. She continued on to New Orleans without her sire. Once in the city, Julia found herself somewhat ostracized by other Kindred, who perceived her shy and quiet manner as aloofness. After several weeks of living on the fringes of vampiric society, snubbed by Morgaine and Marcel alike, Julia was naturally flattered when an elder of Marcel's own clan took an interest in her.

The Ventrue elder, Karen Chartry, offered the young vampiress shelter in her home for as long as she needed it.

Having just grown accustomed to life on the streets, Julia suddenly found herself returned to the lap of luxury. Everything she wanted was handed to her by a patron who asked for very little in return — only that Julia follow a few simple rules, most of which seemed designed to keep Julia's presence at the house a secret. She was neither to go out without her patron's permission nor to speak to anyone outside the house. She was to tell no one where she lived or to associate with anyone from her past. Despite these restrictions, Julia was satisfied with her new existence.

Nothing seemed capable of destroying Julia's contentment until her patron came home one night talking endlessly about a young artist she had met at the University of New Orleans. For nights it seemed Karen talked of nothing else but this Josua Cambridge, and Julia soon developed a deep resentment for her unseen rival. The relationship, however, seemed to burn itself out before it even got started. Before long Karen's talk of love and devotion turned to talk of revenge for a spurned love.

Already hating the young artist, first for stealing Karen's attention away from her and then for hurting her patron, Julia was all too happy to be included in Karen's plans for revenge. Karen decided to let some time pass, however, before she put those plans into action. Several months went by before Julia could savor her own revenge against the artist.

Karen's instructions were simple enough. One night Julia was to journey to the artist's studio in the French Quarter pretending to be an art patron who greatly admired his work. She would flatter him into agreeing to paint her portrait, partly by her feigned admiration and partly by the promise of a large sum of money. In the end, of course, she was to reject the work as that of an incompetent, destroying his confidence and, later, his life.

For three weeks Julia came each night to sit for Josua. Though during these sessions she said very little to him, she began to find herself captivated by the artist. Karen had neglected to warn the young girl of the artist's natural charisma and charm, for which she herself had fallen so easily. Each time Josua tried to engage Julia in conversation, she could feel his natural allure, so strong that it seemed it had the power to turn her from her path.

When the portrait was completed, Julia could not finish her task. She Embraced the young artist and then shoved him into a small closet, leaving with the portrait.

She did not expect Josua to survive this change, and was amazed when she found out what had happened to the painter in the aftermath. She was especially horrified to discover that more paintings of her existed, and were missing. Today Julia lives a sequestered existence, never leaving Karen's house for fear of her unlife.

Sire: Pat Pushnig
Nature: Sycophant
Demeanor: Loner
Generation: 11th
Embrace: 1985

Apparent Age: 15

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 3, Manipulation 3, Appearance 4

Mental: Perception 4, Intelligence 2, Wits 2

Talents: Acting 2, Empathy 1, Seduction 2, Singing 3, Streetwise 2

Skills: Carousing 2, Dance 3, Etiquette 1, Fast Talk 1, Masquerade 1, Music 3

Knowledges: Computer 2, New Orleans Knowledge 1

Disciplines: Auspex 3, Presence 2, Celerity 1

Backgrounds: Mentor 2, Resources 2

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

Humanity: 7

Willpower: 5

Image: A tall, thin girl who with the right makeup can look older than her 15 mortal years. She has green eyes and is always well dressed.

Roleplaying Hints: You try your best to imitate your Mentor in all things, and your shyness has turned to aloofness. You are a loner, but at heart you desperately want to fit in. Toward that end you will do almost anything to please the person who seems to be able to give that to you.

Haven: Karen Chartry's house in the Garden District.

Secrets: C-

Influence: None. She has done everything she can to make the Kindred forget she exists, and is thinking of leaving New Orleans soon, though as yet she cannot bring herself to leave her Mentor.



TREMERE

The Tremere of New Orleans make up one of the most powerful, yet least respected chantries in the United States. An odd collection of misfits have settled here, and Kindred in the city debate their effectiveness. Indeed, the clan is unwilling to send anyone valuable to New Orleans, for its elders know the mages in the city consider the Tremere enemies.

Antonio Calbullarshi

Still considered a child by the Tremere clan, Antonio Calbullarshi causes the Tremere elders more trouble than they are certain he is worth. His Mentor, however, sits on the Council of Seven in Vienna, and so for the time Antonio is forgiven many of his rash acts.

Embraced in the early 1700s, Antonio readily adapted to his new existence as a vampire but did not fit in among the Tremere. He created progeny on a whim, without the council's permission. Two such childer were Antonio's greatest triumphs as well as his worst defeats. They brought him acclaim for what they accomplished and castigation for having created them without permission.

The first of Antonio's childer was Nigel Porter, an English alchemist who had traveled the world seeking immortality. Porter's search brought him to Vienna, where he petitioned the Council of Seven for eternal life. Rather than grant him immortality, however, the Seven Elders ordered the alchemist killed. Defying the council's order, Antonio helped Nigel escape.

Feeling that Porter could be a great asset to his clan, Antonio Embraced him, thinking of the status he would gain when the Seven reconsidered their decision. Instead, sire and childer found themselves fleeing the city when the Seven discovered what Antonio had done. Even Antonio's Mentor could not succor him this time, and so Antonio and Nigel fled to England.

In the late 1700s Antonio began to consider traveling to the New World. Other hunted Kindred had gone there to escape punishment or persecution. When Nigel finally agreed, Antonio traveled ahead of his childer to make sure they would be safe there. Arriving at the docks in Massachusetts, Antonio found others of his clan unwilling to associate with him openly. Within a few nights, the area's Tremere had heard of his arrival and begun to search for him.

Unwilling to return to England, Antonio headed into the western wilderness, hoping to find a peaceful, safe home for himself and his childer. Such a place constantly eluded

him. No sooner would he settle in an area than the Tremere would find him, forcing him to move once more. This constant danger kept Antonio from contacting his childer when Nigel finally arrived in Massachusetts. Antonio decided Nigel would have a better unlife without him, and so Antonio again crossed the mountains and headed west.

For decades Antonio lived in the wilderness until the cities began to overtake the open spaces. Following the Anarch Revolt in California, Antonio decided he might be safer back east and returned to New England. It was there that the fugitive Tremere made his second great mistake, performed in hopes of atoning for his first.

While out hunting one night, Antonio became aware of a strong magical presence near him. Fearing a member of his clan (for he was still hunted by the Council of Seven), Antonio found a safe hiding place in the shadows of a side alleyway. His curiosity, however, did not let him run very far. From the alleyway he watched, feeling the presence come closer. He was surprised, however, to see a beautiful young woman walking down the street toward him.

Having never felt such power in a mortal, Antonio could think only of the perfect addition such a person would make to his clan. What Antonio did not know was that the young woman, Marie D'Richet, was the daughter of a very powerful mage and had plans of her own.

After Antonio Embraced the young woman and presented her to the chantry in Hartford, Connecticut, he found himself once again on the run for his life. The chantry leader recognized the young woman and realized that her father was not likely to bother singling out the specific vampire responsible when he came seeking his revenge. Antonio sought to take his childer with him when he fled Hartford, but she refused to leave with him and instead fled to New Orleans.

With no other plan of his own, Antonio followed his childer to the city, where he discovered that the woman, Marie, had used him. She had lured him into Embracing her so that she could share in the unlife of her lover, Marcel, the Prince of New Orleans.

Still hunted by his clan, Antonio has chosen to remain in New Orleans, hiding among the outcast Kindred who make the city home. Although he is aware of Nigel's presence in the city, he feels it is better for his childer if he stays apart from him.



Sire: Astio Giavetti

Nature: Child

Demeanor: Bon Vivant

Generation: 7th

Embrace: 1723

Apparent Age: Early 20s

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 4, Manipulation 3, Appearance 3

Mental: Perception 5, Intelligence 3, Wits 5

Talents: Acting 4, Alertness 6, Brawl 2, Dodge 2, Empathy 1, Scrounging 3, Sense Deception 2, Streetwise 3, Subterfuge 4

Skills: Animal Ken 1, Disguise 4, Drive 1, Etiquette 2, Stealth 2, Survival 4

Knowledges: Computer 2, Investigation 2, Linguistics 6, Mage Lore 2, New Orleans Knowledge 3, Occult 3, Research 5, Spirit Lore 2, Toxicology 2

Disciplines: Animalism 2, Auspex 5, Celerity 1, Dominate 4, Fortitude 1, Obfuscate 2, Presence 1, Thaumaturgy 5 (Weather Control 4, Path of Conjuring 4, Movement of the Mind 3, Lure of Flames 2, Spirit Thaumaturgy 2)

Rituals: Defense of the Sacred Haven, Wake with Morning's Freshness, Communicate with Kindred Sire,

Deflection of Wooden Doom, Devil's Touch, Engaging the Vessel of Transference, Incantation of the Shepherd, Ward versus Ghouls, Donning the Mask of Shadows, Principal Focus of Vitæ Infusion, Sense of the Soul, Pavis of Foul Presence, Flesh of Fiery Touch, Incorporeal Passage, Taste of the Bitter Touch, The Impenetrable Gloom, Ward versus Kindred, Blood Contract

Backgrounds: Contacts 4

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

Humanity: 7

Willpower: 6

Notes: Originally a member of Astio Giavetti's Herd, Antonio showed a great talent with magic, especially rituals. He has developed three of his own. One, Sense of the Soul, allows him to determine whether an individual has ever used magical energies. Another, The Impenetrable Gloom, creates a thick black fog that no Auspex or Protean power of less than sixth level can penetrate. The last, Taste of the Bitter Touch, causes those who touch Antonio to make Willpower rolls (difficulty 6) to remain near him.

Antonio's actions have led a number of Tremere to ask why he was never Blood Bound to the Council. In fact, such a Bond exists.

Image: A short, dark-haired young man with strong Italian features. Antonio dresses very casually, mostly in shorts, jeans, and T-shirts.

Roleplaying Hints: "Hyperactive" best describes you. While you enjoy unlife, you have trouble conforming to the rules of Kindred society. Having enough problems of your own, you have little time to be bothered with other people's troubles. If someone is willing to trade favors with you, however, and you feel that the person may be able to help you in some way, you are willing to listen.

Haven: Various abandoned buildings and houses outside the city limits.

Secrets: C+

Influence: Antonio's Mentor makes a point of calling Antonio the clan's lightning rod, pointing out that whatever dangers strike the clan will probably start with him. Other Tremere do not argue the point, but hope New Orleans will put an end to Antonio's immaturity one way or another.

Nigel Porter

Nigel Porter was born in England in 1712 to an upper-middle-class family. Though provided with a very liberal education, the sciences drew most of his attention. Rather than turn his studies to more credible sciences like astronomy or medicine, Nigel found his interest captivated by alchemy and the search for immortality. Though he managed to become a formidable alchemist, immortality continued to elude him.

As Nigel aged, he devoted more and more of his time to the search for eternal life. He traveled across Europe, listening to charlatans and fools of all types. He heard stories of ancient sorcerers who had discovered the secret of immortality, tales of demons who granted it to mortals for a price, and the ever-recurring legends of vampires. Over and over Nigel heard tales of vampires. While other legends were strictly regional, those involving vampires were ubiquitous. So Nigel began to seek out the Damned, hunting for them across the continent. Finally, his journeys brought him to Vienna.

There, he found himself dragged from his bed and brought before the Council of Seven. Stating his case to the Council, Nigel told the Tremere of his travels and inquiries into the legends of immortality. He told them of his research, of the journals he had kept, and of the seemingly ever-present stories of vampires.

The council patiently listened to the mortal, letting him reveal all that he knew of them. When he was finished, Nigel offered to share all of his skills and knowledge with the Tremere in exchange for immortality. The Seven Elders merely laughed at the alchemist. They told him that they had heard nothing of value in his monologue. Rather than having found immortality, they mockingly whispered, he had in fact found his death.

Before any of the Seven Elders could act, however, a thick black smoke filled the room. Nigel felt himself grabbed from behind, hurled out of the building and pulled into the street. Scrambling to his feet, he tried to run but found himself grabbed and dragged into a side alley. A hand clamped over his mouth and another held him pinned to the wall.

His attacker told Nigel that he was a Tremere, a member of the clan whose elders now sought to kill him. He said he had listened to what Nigel had told the Seven Elders, and that they were fools not to see the benefits of Embracing Nigel. Realizing the council members meant to kill Nigel, Antonio Calbularshi had worked a simple spell to give himself some cover and had pulled Nigel from the council chambers and out of the building.

The two spent the rest of the night in a small cave outside the city. The following night the young Tremere Embraced Nigel. The pair headed for England, fearing the Council of Seven's wrath. For the next several decades the two traveled about England. Despite being the child, Nigel soon became the pair's guardian. He made most of

their decisions, including when and where they would go and for how long they would settle in one place.

In the late 1700s, Nigel and his sire temporarily parted company. Antonio went to North America to make arrangements for them to settle there, while Nigel made arrangements for their finances and belongings. In the course of his preparations, Nigel Embraced his nephew, Sebastian Walcott, who also studied the occult and showed signs of promise.

When Nigel and Sebastian arrived in Massachusetts, Nigel quickly began to search for his sire. He managed to follow his path as far south as Virginia, but there lost all trace of Antonio. Not knowing what else to do, Nigel returned with Sebastian to Massachusetts, hoping Antonio would come there looking for him. For several decades they remained in Boston, taking part in the Tremere wars in New England, but headed west in the early 19th century.

Nigel himself is still not accepted by the clan. He has tried to win its acceptance, without success. Indeed, younger Tremere have tried to make their names by destroying him, and he has barely survived several attempts on his unlife.

In the 1940s Nigel became aware that no official Tremere chantry existed in New Orleans and saw his chance to make his mark. He and Sebastian headed to the city, where they immediately encountered mages intent on their destruction. Only the most desperate actions on their part, as well as a surprise Lupine attack against the mages they were fighting, left them victorious.

Since then Nigel has spent almost all his time trying to placate the city's mage population, and has remained in the background while Sebastian has established the city's chantry. Now Nigel lives just down the street from his nephew, in an apartment on Royal Street in the French Quarter.



Over the decades Nigel has seen his nephew suffer from dark and sinister moods. During these moods Sebastian's behavior becomes erratic and dangerous, threatening not just himself but those around him. Their present arrangement allows for Nigel to take custody of Sebastian during these times and restrain him in the chantry until the spell has ended.

In trying to offset the occurrences of these moods, Nigel does what he can to engage Sebastian in activities he seems to enjoy, especially cribbage. Sebastian has often told his caretaker that their games are more a reckoning than a game. When a certain point spread is reached, Sebastian claims, he intends to kill himself. Not knowing whether Sebastian is truly serious, but being an excellent manipulator of cards, Nigel has seen to it that Sebastian never reaches that spread.

Sire: Antonio Calbullarshi

Nature: Caregiver

Demeanor: Traditionalist

Generation: 8th

Embrace: 1776

Apparent Age: Mid-60s

Physical: Strength 2, Dexterity 4, Stamina 2

Social: Charisma 2, Manipulation 3, Appearance 3

Mental: Perception 3, Intelligence 5, Wits 3

Talents: Alertness 2, Diplomacy 2, Dodge 2, Empathy 3, Intrigue 2, Sense Deception 2, Subterfuge 3

Skills: Drive 1, Etiquette 3, Gambling 3, Game Playing 3, Hypnotism 4, Music 2, Research 5, Survival 1

Knowledges: Alchemy 5, Astrology 1, Bureaucracy 3, Camarilla Lore 2, Computer 2, Faerie Lore 1, Investigation 4, Linguistics 4, Lupine Lore 1, Mage Lore 3, Medicine 4, Occult 3, Spirit Lore 1, Toxicology 1

Disciplines: Auspex 5, Dominate 4, Fortitude 1, Obfuscate 4, Presence 3, Thaumaturgy 4 (Lure of Flames 4, Movement of the Mind 3, Weather Control 3, Elemental Mastery 1)

Rituals: Defense of the Sacred Haven, Wake with Morning's Freshness, Deflection of Wooden Doom, The Rite of Introduction, Engaging the Vessel of Transference, Incantation of the Shepherd, Blood Walk, Ward versus Ghouls, Donning the Mask of Shadows, Principal Focus of Vitæ Infusion, Ward versus Lupines, Pavis of Foul Presence, Incorporeal Passage, The Impenetrable Gloom, Bone of Lies

Backgrounds: Allies 1, Contacts 3, Influence 2, Resources 3, Mentor 2

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

Humanity: 9

Willpower: 8

Notes: Nigel was an extremely gifted alchemist as a mortal and has access to powers other Tremere do not. Storytellers should feel free to invent these as needed, but they can include anything from poison gases that affect Kindred to paths of study that can return lost Humanity.

Image: Of average build, though a bit tall, Nigel has graying black hair, a mustache and trimmed beard. He has light brown eyes and tends to dress a bit conservatively.

Roleplaying Hints: Answer all questions directly, but offer no more information than is requested. You tend to refuse any request for help beyond the answering of a few simple questions; most of your time is spent looking after your child.

Haven: A fairly large apartment on Royal Street.

Secrets: A

Influence: Nigel does have some contacts in the mortal business world, but only so far as his own interests there reach. He has very little influence, however, in Kindred politics. While he used to be attacked by Tremere, he has suffered no such indignity in New Orleans. Indeed, he believes the clan watches every move he makes here; he is determined to let nothing spoil this attempt at recognition.

Sebastian Walcott

As a boy, Sebastian worshipped his Uncle Nigel and, after the old man disappeared, became the keeper of his journals and books. Here Sebastian found a wealth of fascinating information. Determined to equal or exceed his uncle's knowledge, Sebastian plunged into alchemical studies with a vengeance, soon learning everything his uncle had written down.

Unfortunately, his uncle had never written down his most important secrets, and Sebastian's experiments were doomed from the moment he began. While most of these failures were harmless, his attempts at finding immortality were not. Concoctions his uncle had documented but knew better than to try, Sebastian prepared and drank. Skin ointments his uncle had written down as a joke, Sebastian mixed and applied. After imbibing one particularly bizarre hallucinogenic concoction, Sebastian was never quite the same. Whenever Nigel tries to fathom a cause for Sebastian's insanity, he looks at his own journals and cries tears of blood.

Sebastian, while a gifted Thaumaturgist, has had special problems adjusting to vampirism. He has been especially hurt by the Tremere's rejection of his efforts to become established within the clan, and would do almost anything to gain the clan's approval. Thus, Sebastian has made every effort to reconcile himself and his uncle with the Tremere — with no success. He is the *de facto* chantry master of New Orleans, but the Tremere do not recognize his position. The combination of his quest for acceptance and his drug-induced psychosis has led to bouts of depression and unhappiness. His threats to his uncle are quite serious, and his death would be spectacular.

Sire: Nigel Porter

Nature: Conformist

Demeanor: Penitent

Generation: 9th

Embrace: 1783

Apparent Age: Mid-20s

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 4, Manipulation 2, Appearance 4

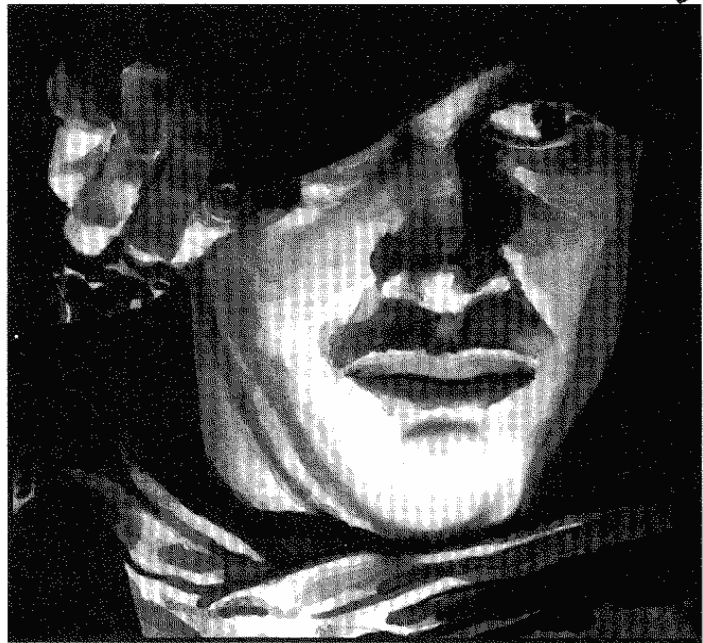
Mental: Perception 3, Intelligence 5, Wits 2

Talents: Brawl 2, Dodge 2, Empathy 4, Masquerade 3

Skills: Etiquette 2, Gambling 1, Game Playing 1, Hypnotism 4, Music 3, Repair 2, Research 4, Security 3, Stealth 2

Knowledges: Alchemy 5, Astrology 2, Camarilla Lore 1, Faerie Lore 1, Investigation 4, Linguistics 2, Lupine Lore 1, Mage Lore 1, Medicine 5, Occult 2, Politics 2, Spirit Lore 1

Disciplines: Auspex 5, Dominate 3, Obfuscate 3, Presence 2, Thaumaturgy 4 (Lure of Flames 3, Movement of the Mind 3, Weather Control 2, Spirit Thaumaturgy 2)



Rituals: Defense of the Sacred Haven, Wake with Morning's Freshness, Deflection of Wooden Doom, The Rite of Introduction, Engaging the Vessel of Transference, Incantation of the Shepherd, Blood Walk, Ward versus Ghouls, Donning the Mask of Shadows, Principal Focus of Vitæ Infusion, Ward versus Lupines, Pavis of Foul Presence, Incorporeal Passage, Bone of Lies

Backgrounds: Contacts 1, Influence 1, Mentor 2, Resources 4, Status 3

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

Humanity: 8

Willpower: 6

Image: A robust young man, Sebastian appears flushed whenever he has more than three Blood Points in his system. He has reddish-blond hair, green eyes, and is clean-shaven.

Roleplaying Hints: Avoid conversations; when you must talk, always make sure those with whom you speak know you are the head of the Tremere in New Orleans. Speak authoritatively and precisely.

Haven: An apartment on Royal Street, though he maintains a large house in the Garden District to act as the chantry.

Secrets: B+

Influence: As a good Tremere, Sebastian has accumulated some influence among mortals and is known as a rich man who will back leading candidates from any party.

Marie D'Richet

The daughter of a powerful mage, Marie evinced a strong aptitude for and interest in magick. Her father sent her on a tour of the United States as a precursor to her formal magickal education, but never expected her to fall in love with a vampire.

Marie met and fell in love with Prince Marcel while vacationing in New Orleans. Though attracted to her as he had never been attracted to anyone else, Marcel refused to Embrace her. In his conceit, he could conceive of such a relationship only in the context of sire and childe, not as one between lovers. Nor did he wish her Embraced by any other Kindred. He also insisted that any relationship between mortal and immortal was doomed from the start.

Unwilling to accept Marcel's rationales, Marie left the city and continued to New England, the next stop on her travels. Here she sought out vampires in hopes of attracting a Ventrue to Embrace her. Marie instead found herself attacked by a Tremere named Antonio Calbullarshi. She did not discover the error until her sire presented her to the Hartford Chantry. To make matters worse for the aspiring mage, the chantry passed a sentence of Final Death on both her and her sire, forcing them to flee the city.

Marie decided her only option was to return to New Orleans. There she hoped her lover would take her in and protect her not only from the Tremere who sought to kill her, but from her father's wrath when he learned what she had done.

Though less than pleased with Marie's actions, Marcel could not turn her away. She did what she could to keep her father from discovering the truth, but simultaneously attracted unwanted attention from another quarter. The city's Setites, acting on their clan oath to destroy anything of value to Prince Marcel, attacked Marie one night while she was out hunting with Anthony, one of Marcel's childer.

The attack was vicious and well planned, designed to kill both vampires and destroy the bodies. That night, however, Christopher, Marcel's other childe, happened to be down near the docks, hanging out with renegade Brujah. Christopher arrived on the scene with the Brujah just in time to save the two and drive off the Setites.

Though Anthony eventually recovered from his injuries, Marie fell into torpor and has not yet recovered. Today her body is still kept under guard in Marcel's home.

Sire: Antonio Calbullarshi

Nature: Optimist

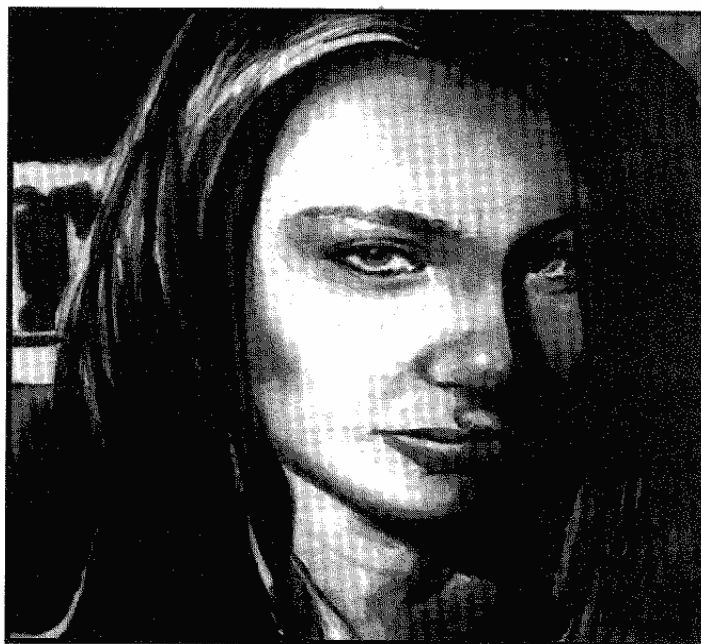
Demeanor: Thrill-Seeker

Generation: 8th

Embrace: 1991

Apparent Age: Late teens

Physical: Strength 2, Dexterity 3, Stamina 4



Social: Charisma 4, Manipulation 2, Appearance 4

Mental: Perception 2, Intelligence 4, Wits 3

Talents: Acting 1, Alertness 2, Dodge 1, Empathy 3, Poetic Expression 2

Skills: Drive 2, Etiquette 4, Research 2, Ride 3, Stealth 2, Style 3

Knowledges: Computer 4, Kindred Lore 2, Linguistics 3, Lupine Lore 1, Mage Lore 2, Occult 4, Spirit Lore 1

Disciplines: Auspex 2, Dominate 1, Thaumaturgy 2 (Movement of the Mind 1)

Rituals: Defense of the Sacred Haven, Communicate with Kindred Sire

Backgrounds: Allies 2, Mentor 4

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

Humanity: 8

Willpower: 7

Notes: Marie has been in torpor for far longer than Marcel anticipated. He believes the Setites used some power or ritual to prolong it, and has been hunting for those responsible ever since.

Image: An exceptionally beautiful woman with raven-black hair and deep green eyes. She is 5'6" tall and fairly thin.

Roleplaying Hints: You are likely still in torpor. If you have awoken, you are still trying to adjust to unlife. You are by nature shy and overly trusting, but try to mask these traits by acting bold and impulsive.

Haven: The home of the Prince of New Orleans.

Secrets: B

Influence: None.

Ventrue

Clan Ventrue has dominated New Orleans since the city's foundation. It is not so numerous as some clans, and fewer Ventrue come to visit than do members of most other clans. Nonetheless, its members rule the city. Despite the clan's power, internecine feuds have weakened the clan's rule and will continue to do so.

Marcel Guilbeau

Many New Orleans Kindred wonder who actually rules the city. Though none disputes that Marcel is the prince, many suspect a shadow behind the throne. The shadow, some believe, belongs to Marcel's rarely mentioned and unseen brother, Jereaux.

Many doubt Jereaux exists at all. Some believe the prince is but a figurehead controlled by his older brother. Others feel that the two rule the city jointly, with neither exercising absolute power. Few know the whole story of the two brothers.

Marcel and his older brother Jereaux lived on their family's plantation south of Baton Rouge. As he grew older, Marcel came to idolize Jereaux. When the Civil War broke out, Marcel enlisted along with his brother, hoping they would serve in the same unit. Illness kept Marcel from joining Jereaux when he was sent to Tennessee. When he recovered, Marcel was sent east, where he eventually joined Jeb Stuart's cavalry.

Though Marcel tried to remain in contact with his brother, they lost touch several months before the war ended. When he returned home, hoping to find his brother, he was instead told by his parents that they had heard nothing from Jereaux for several months.

For nearly a year, while Marcel worked to rebuild his family's plantation, he also spent a great deal of time seeking his brother's whereabouts. Army records told him little, however, and as his search yielded less and less useful information, Marcel's hopes began to fade. Finally, exactly one year after he had returned home, Marcel was awakened by the excited cries of his parents. Two men were riding up to the house, and one of the men was his brother Jereaux.

In his excitement, Marcel failed to notice anything different about his brother or anything strange about his older traveling companion. He did not question when the two retired for the day to a room they had requested be completely shielded from the sunlight, claiming fatigue from their journey. Both remained in their room for the entire day, coming out only after the sun had set.

The routine continued for the next three days and might have continued much longer had Jereaux, impatient to get on with his plans, not intervened. On the third night, Jereaux went to his brother and told him what had happened to him during the war. Shortly before the war ended, he had been mortally wounded in a skirmish in eastern Georgia. He had managed to pull himself away from the fighting and find safety in a small grove of trees. When he awoke that night, he found that the battle, and his unit, had moved on. He staggered after them, only to fall unconscious after traveling a few miles.

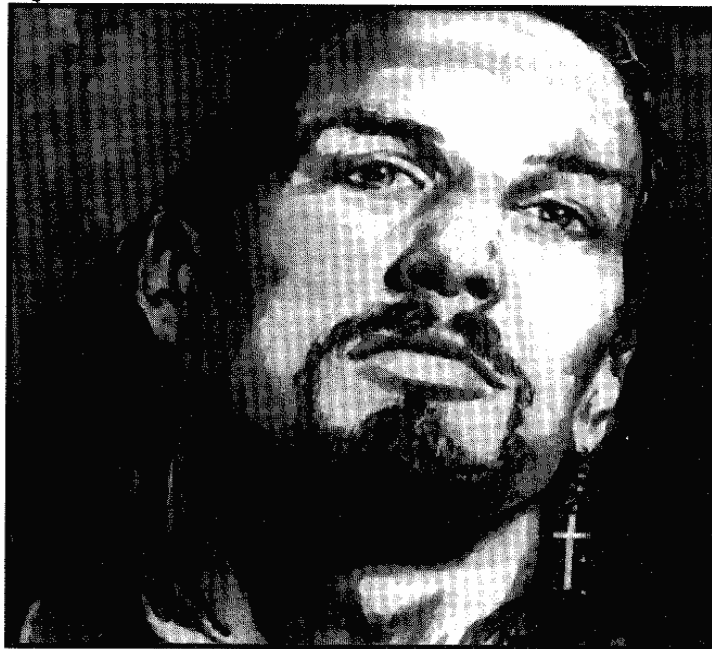
When he next awakened, he found himself in the home of an old man calling himself Lothar Constantine. Constantine explained that he was a vampire, a member of the Ventrue clan, who had been watching the young man the night before as he struggled to save his own life. Only in the last moments, when it became clear to him that the young man would not survive if something was not done, had Constantine intervened.

The changes caused by the Embrace shocked Jereaux, who struggled to adapt to the demands of his vampiric nature. Returning home seemed impossible at first, but the ever-growing need to know his brother's fate soon brought him to the plantation.

Jereaux told his brother that he had feared him dead, and that he never again wanted to fear such a thing. During the trip to the plantation, Jereaux had already broached the idea of Embracing Marcel, and Constantine had agreed to it. Marcel's initial horror at the suggestion crumbled as Jereaux used what influence he had over his brother, finally coaxing Marcel into allowing Constantine to Embrace him.

The very next night Jereaux watched as his sire Embraced his younger brother. After the change, Jereaux's attitude toward the old man darkened. He separated himself and his brother from their sire as much as possible, giving Constantine a room in a different part of the house. He allowed Constantine as little time as he could with Marcel, taking it upon himself to train his younger brother in the ways of the Kindred and their clan. Jereaux did all he could to make Constantine's existence on the plantation as unpleasant as possible. On the rare occasions that they did talk, Jereaux would refer to his sire as an old fool and abuse him as much as possible.

When Constantine announced his departure, however, Jereaux appeared apologetic, and the two rode out



into the night. When Jereaux returned the next night, he had changed clothes and announced that Constantine would not be returning. Their sire has never been seen again.

Jereaux and Marcel then moved to New Orleans. There Jereaux posed as Marcel's sire and began making political connections with other prominent Kindred. Meanwhile, Marcel earned a position in Prince Doran's spy network, where he utilized many of the talents he had learned during the war. Jereaux, who dealt regularly with Lawrence, the city's leading Nosferatu, saw that Marcel was appointed head of the network.

When Doran was murdered, Jereaux convinced Marcel that he could sway enough of the elders to support Marcel for the principship. Those who did not support Marcel could be persuaded through blackmail, using the various bits of information Marcel had accumulated in his years in the spy network. Mere nights after the death of New Orleans' old prince, Marcel became her new one.

Shortly thereafter, Jereaux all but disappeared from Kindred society, soon becoming but a distant memory. Marcel himself almost never speaks his brother's name. To those more aware of the subtle changes in the city, however, Jereaux's influence never left New Orleans. Marcel rarely takes advice from the city's elders; indeed, he occasionally acts in opposition to their suggestions. He often puts off problems for several nights and spends that time at the family plantation before returning with a decision.

Jereaux exists contentedly on the family plantation. He still helps his brother rule the city, while keeping himself at arm's length from the dangers such a position brings with it. But Jereaux has not abandoned his brother. He is, in fact, his brother's shield. Should Marcel become suspicious of anyone, or should his spy network inform him of a plot against him, Marcel reports the information to

Jereaux. If Jereaux feels that the threat is legitimate, he deals with it, leaving Marcel's hands clean of any ensuing incidents.

Sire: Lothar Constantine

Nature: Architect

Demeanor: Conniver

Generation: 8th

Embrace: 1866

Apparent Age: 31

Physical: Strength 4, Dexterity 3, Stamina 4

Social: Charisma 5, Manipulation 4, Appearance 5

Mental: Perception 5, Intelligence 3, Wits 4

Talents: Acting 2, Alertness 3, Brawl 3, Diplomacy 3, Dodge 4, Intimidation 4, Leadership 3, Subterfuge 5

Skills: Drive 1, Etiquette 4, Firearms 4, Melee 3, Ride 3, Security 2, Stealth 3, Style 2, Survival 2

Knowledges: Bureaucracy 3, Camarilla Lore 3, Finance 3, Kindred Lore 3, Law 3, Linguistics 2, Literature 2, Lupine Lore 3, Mage Lore 2, New Orleans Knowledge 5, Occult 3, Politics 5

Disciplines: Auspex 4, Celerity 2, Dominate 4, Fortitude 5, Obfuscate 4, Potence 2, Presence 5

Backgrounds: Allies 4, Contacts 4, Herd 4, Influence 3, Resources 5, Retainers 5, Status 5

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

Humanity: 5

Willpower: 8

Notes: Marcel feeds only on young men — the more attractive, the better.

Image: A tall, attractive man with dark brown hair and blue eyes, at 6'2" he cuts a very impressive figure. He usually dresses in tailored suits or whatever is presently fashionable.

Roleplaying Hints: Despite all the pressure you are under, you do not allow it to show. You smile a great deal and always speak in an even, refined tone. You tend to treat those who cross you as though they were disobedient children, trying to coax them to see your point of view.

Haven: Rubis d'le Nuit, a plantation several miles to the west of New Orleans.

Secrets: A+

Influence: Despite Marcel's political problems, he still wields most of the power in New Orleans. He manipulates local politics and business to suit his needs, and has something of a stranglehold on both, though his state-wide influence is limited. Though he does not control the police department, he has negotiated some influence within it by making concessions with Detective Carter. Marcel also has some influence with the Uktena via the land treaty, though this influence is shaky at best.

Christopher

Christopher is Marcel's prime example of the dictum, "The qualities of our clan are not inherent in our blood." Marcel Embraced the young man in hopes of grooming him to help run the city and perhaps rule it one night. On the advice of Ventrue in other cities, he sought to Embrace someone from within his own family. With no mortal children of his own, however, Marcel could only seek such a person from among his distant cousins. After months of searching, he found Christopher, related to Marcel on his father's side of the family.

From the night he was Embraced, Christopher's goal in unlife seemed to be determining just how much abuse his distant cousin could endure before completely losing all patience. His family sent him to Marcel after Christopher had run away to New York. In the street-smart young runaway, Marcel believed he saw the determination and stubbornness he was seeking. What he got was a "rebellious, ungrateful little hellion" whose greatest show of gratitude or affection was simple obedience, and then usually only when he wanted something from Marcel.

The very night Marcel Embraced him, Christopher disappeared and began running wild in the streets of New Orleans, draining three mortals of blood before the exasperated Marcel managed to retrieve him. Believing the episode a one-time event (as Christopher swore to him it was), Marcel accepted him back, hoping to proceed with molding the boy into what he wanted him to be. Two weeks later, however, Christopher disappeared again, this time for two nights, coming back just in time to fall asleep in the room Marcel had given him.

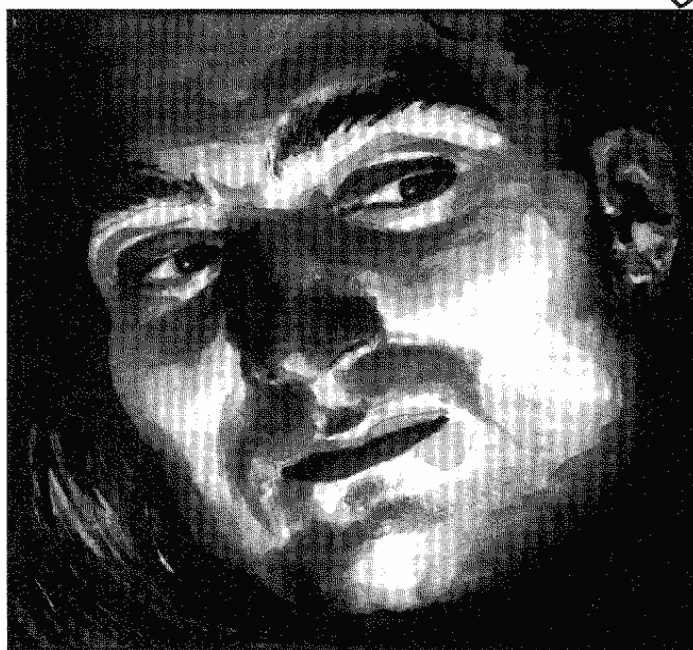
This pattern continued for almost a year, and Marcel began to wonder which would cost more face — Christopher's continuous disobedience or destroying his own child. He and Christopher argued bitterly, and Marcel threatened to do away with the boy and replace him with another.

Late one night, Christopher returned from a two-week disappearance to find a boy of about his own age sitting on the sofa in the front room of the house. When Christopher asked, the boy told him that his name was Anthony and that Marcel had Embraced him several nights ago.

Going to Marcel in a rage, Christopher demanded to know if his sire had decided to replace him. Marcel's only answer was that the boy, Anthony, was there should Christopher give him *reason* to carry out his threat.

Rather than curbing his behavior, Christopher renewed his old activities with a vengeance. He hoped to call Marcel on the bluff he felt sure his sire was making. Marcel, however, seemed unimpressed with the boy's activities. Instead of gaining Marcel's attention, Christopher saw his sire spending more and more of his time with Anthony.

Infuriated that his ploy did not work, Christopher again ran off into the city, disappearing for several nights.



He spent much of his time with the city's Brujah until Dutch, the clan's leader, convinced him to return to his sire. When he did so, he found Marcel even less interested in him. With nowhere else to go, however, Christopher deemed it better to accept the luxury offered him rather than sleep in the streets. He has modified his behavior somewhat but still irritates Marcel at every opportunity.

Christopher does not realize the power of the life boon he has over Anthony, Marie D'Richet and, through them, Marcel. In saving their unives from the Setites, he has gained a mighty weapon...which he does not understand how to use.

Sire: Marcel

Nature: Child

Demeanor: Rebel

Generation: 9th

Embrace: 1985

Apparent Age: 18

Physical: Strength 5, Dexterity 4, Stamina 3

Social: Charisma 2, Manipulation 3, Appearance 5

Mental: Perception 3, Intelligence 2, Wits 3

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

Skills: Drive 2, Firearms 2, Melee 3, Security 1, Stealth 2, Survival 3

Knowledges: Camarilla Lore 1, Kindred Lore 1, New Orleans Knowledge 2, Politics 2

Disciplines: Dominate 1, Celerity 1, Fortitude 2, Potence 1, Presence 3

Backgrounds: Contacts 3, Herd 2, Mentor 4, Resources 1, Status 1

Virtues: Conscience 1, Self-Control 2, Courage 4

Humanity: 6

Willpower: 8

Notes: Christopher will not feed on anyone over 20 years old.

Image: Christopher is nearly six feet tall, with long, sandy-blond hair that hangs past his shoulders. He is clean-shaven and has light blue eyes. He prefers to dress in jeans and T-shirts, wearing a blue denim jacket and black boots when he goes out.

Roleplaying Hints: Speak very little, revealing as little of yourself as possible. When you do speak, use an authoritative tone and be as menacing as you can.

Haven: Several different ones, mostly located in the French Quarter. He also maintains a room in Marcel's house.

Secrets: B

Influence: Despite the fact that he is Marcel's child and technically has substantial influence in the city, Christopher does not use his position. He wishes to be as little indebted to Marcel as possible and prefers to earn power and influence on his own. What he does not know is that Dutch watches out for him and is his main protector. He also does not know that a Ventrue antitribu of the Sabbat has an eye on him.

Anthony

Anthony left an abusive home when he was 15. He had lived on the streets of New Orleans for nearly two years before Marcel found him sleeping in an alley in the French Quarter. Taking him back to his house, Marcel found himself pleasantly surprised by the boy's ready wit, good humor and apparent intelligence. He also learned that the boy was infected with AIDS. The disease advanced quickly in the boy. Soon it was a question of Embracing him or letting him die a torturously slow death.

The illness has affected Anthony's features and appearance, which had been as fine as Christopher's when Marcel first found him. He is unusually gaunt even for a vampire, with bony hands, arms and legs, hollow cheeks and dark discoloration about his eyes. Anthony immediately noted the stark difference between him and Marcel's other child, Christopher. While Anthony was only five-and-one-half feet tall and had thinning brown hair, Christopher was six feet tall and well muscled, with a full mane of sandy-blond hair and bright blue eyes.

The contrast in their appearances alone could have caused Anthony to resent the other boy; as the weeks progressed, he found others. Christopher took an immediate dislike to Anthony, feeling the newcomer was to be his replacement. Christopher never seemed to miss an opportunity to abuse Anthony whenever Marcel was absent. Knowing he lacked the physical ability to defend himself adequately, Anthony began monopolizing as much of his sire's time as he could. He stayed close to Marcel under the pretext of learning as much about the life and duties of his position as he could.

Today Anthony could probably run New Orleans as well as, if not better than, his sire. He does so whenever business calls Marcel away from the city. Anthony is fiercely loyal to Marcel and has warned him on many occasions to keep a closer eye on Christopher, feeling his brother's reckless behavior could one day begin to affect Marcel's reputation. Now he owes Christopher his unlife, however, and he realizes the weight of this debt.

Anthony clearly sees himself as the next Prince of New Orleans, though he does not wish any harm to come to his Mentor. He is totally devoted to Marcel, seeing him as the affectionate parent that he never had. Nothing could make Anthony betray Marcel, not even a threat to his own unlife.

Sire: Marcel

Nature: Survivor

Demeanor: Child

Generation: 9th

Embrace: 1986

Apparent Age: 17

Physical: Strength 2, Dexterity 4, Stamina 2

Social: Charisma 3, Manipulation 4, Appearance 2

Mental: Perception 2, Intelligence 4, Wits 5

Talents: Acting 2, Alertness 2, Athletics 1, Brawl 1, Dodge 2, Empathy 2, Leadership 3, Streetwise 2, Subterfuge 1

Skills: Drive 1, Etiquette 2, Firearms 1, Music 3, Stealth 1, Style 2

Knowledges: Bureaucracy 3, Computer 2, Finance 3, Law 2, Lupine Lore 1, Mage Lore 1, New Orleans Knowledge 2, Occult 1, Politics 3

Disciplines: Auspex 2, Dominate 2, Fortitude 1, Presence 2

Backgrounds: Contacts 3, Herd 3, Mentor 4, Resources 2, Retainers 2



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

Humanity: 8

Willpower: 6

Notes: Anthony feeds upon those he believes allow themselves to be victimized.

Image: Because his illness was at its height when he was Embraced, Anthony appears emaciated. He is even thinner and paler than most Kindred and has only a thin covering of shoulder-length brown hair. He prefers stylish fashions, but keeps to the loose-fitting styles that hide his body's skeletal appearance.

Roleplaying Hints: Everything you do is the perfect imitation of your sire. Toward that end, you always present yourself with style and grace.

Haven: Marcel's home.

Secrets: B+

Influence: As Marcel's childe, Anthony wields a great deal of power in the city. What's more, he knows how to use it. Anthony acts as Marcel's lieutenant, relaying the prince's orders to others and seeing that they are obeyed. Anthony is also largely in charge of Marcel's spy network, reporting their findings back to the prince.

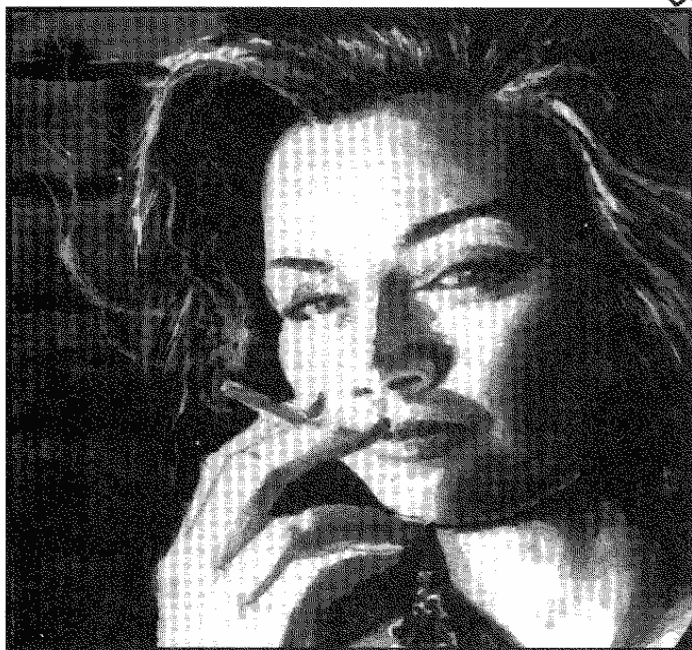
Karen Chartry

Embraced in Italy in the mid-1700s, Karen has since traveled the world, allying herself with the Ventrue of a number of cities before moving on. Arriving in New Orleans in the 1940s, she purchased a comfortable home in the most affluent section of Uptown. She has established herself as one of the city's leading Kindred, and more than a few believe she hopes to replace Marcel.

In gaining influence, Karen has targeted the city's intelligentsia, one of the few groups Marcel has ignored. Indeed, it was while visiting the University of New Orleans that she spotted Josua Cambridge in one of the campus art studios. Immediately taken with the young art student, she tried to get his attention. Nothing she did or could do, however, diverted Josua's attention from his art for very long.

The hold the young man's Muse had on him was tight, and Karen's failure to arouse Josua infuriated the vampiress. After her failed attempts to seduce Josua, Karen decided that if art enthralled him to the exclusion of life's other pleasures, then this pleasure should be taken away. Obviously, she failed (see *Josua Cambridge*, above). Horrified at how badly her plans went awry, she has sought a way to turn the situation to her advantage and believes that she has found one.

Karen has visited Josua several times at the prince's home and has even sat for him a few times while he painted her portrait. She has never given the slightest indication, however, that she had anything to do with the events that so drastically altered his life. Instead, she has begun to imply



that it may well have been a friend of the Toreador leader Morgaine who Embraced Josua.

Sire: Contillio

Nature: Conniver

Demeanor: Traditionalist

Generation: 9th

Embrace: 1762

Apparent Age: 33

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 4, Manipulation 5, Appearance 4

Mental: Perception 4, Intelligence 5, Wits 4

Talents: Acting 4, Alertness 2, Athletics 2, Brawl 3, Dodge 2, Intimidation 4, Intrigue 2, Leadership 2, Sense Deception 2, Subterfuge 3

Skills: Dancing 3, Drive 1, Etiquette 4, Melee 3, Music 3, Stealth 2

Knowledges: Camarilla Lore 4, Finance 3, Investigation 4, Kindred Lore 3, Law 2, Linguistics 5, New Orleans Knowledge 3, Occult 2, Politics 4

Disciplines: Auspex 2, Celerity 4, Dominate 5, Fortitude 4, Obfuscate 1, Potence 2, Presence 4, Protean 3, Quietude 2, Thaumaturgy 2 (Lure of Flames 2)

Rituals: Defense of the Sacred Haven, Wake with Morning's Freshness, Deflection of Wooden Doom

Backgrounds: Allies 2, Contacts 4, Herd 3, Influence 2, Resources 4, Retainers 2, Status 3

Virtues: Conscience 1, Self-Control 5, Courage 3

Humanity: 3

Willpower: 9

Notes: Karen only feeds on men with demonstrated artistic talents.

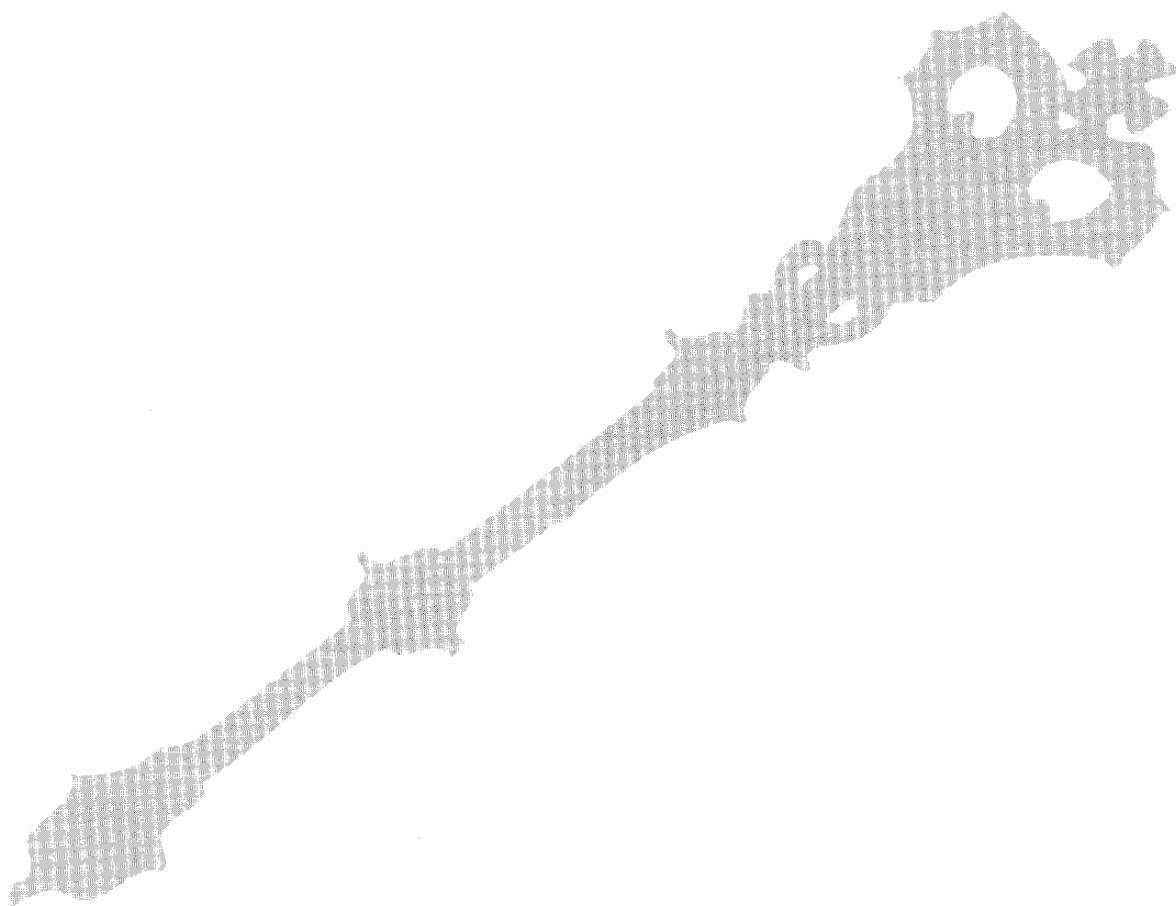
Image: Karen is a tall, thin, dark-haired woman. Her facial features are decidedly Italian, with dark-brown eyes and high cheekbones. She always dresses in the height of fashion.

Roleplaying Hints: You always do your best to maintain a certain aloofness, even with your own clan members.

Haven: A three-story home in the Garden District of the city.

Secrets: A-

Influence: Through her business contacts, Karen has gained a certain amount of influence in the mortal affairs of the city. Furthermore, in the relatively short time Karen has resided in New Orleans, she has become the unelected leader of the Prince's Council (see Chapter Five). It is not unheard of for members of the Prince's Council to convene without informing Marcel. It is very unlikely, however, that such a meeting would be called without informing Karen of it.



Others

Marcel has welcomed members of almost every non-Sabbat clan and bloodline to New Orleans at one point or another. Giovanni, Ravnos, Daughters of Cacophony and even Assamites have been accepted into the city. On the other hand, those who are not welcome in the city — the Followers of Set — seem to be the most common.

Manon

Most Followers of Set believe Ezuli, worshipped as the loa of love and sex, was the first of their kind in Haiti. In fact, one preceded her — her sire, Ghede, who has waited almost two centuries to wreak his vengeance upon Ezuli for her lack of loyalty. Ghede has waited and watched, lurking by her temples and plotting.

When Manon joined Ezuli's cult, Ghede noticed almost at once. The woman quickly gained favor in the temple, and often headed its late-night ceremonies. When she went into a voodoo frenzy, believing herself possessed by Ezuli herself, Ghede felt sure Manon was the most beautiful woman alive. Her skin was a lighter color than the milkiest chocolate, and her eyes were the palest blue he had ever seen. Her grace and style suggested that she could walk on eggshells without breaking them.

Ghede began to watch Ezuli's ceremonies as much to see Manon, who had become the *manbo* (priestess), as to plot his revenge. He told himself she would play a role in his retribution, but he had also become fascinated by her. He began lurking around her home, and it was on one of these occasions that Manon noticed him.

Actually, one of her spirits warned her of the evil presence near her. Realizing that he had been discovered, Ghede appeared before her. His hopes to control her, a rising member of Ezuli's temple, were tempered by his growing attraction for her. As he attempted to put Manon at ease, Ezuli appeared, summoned by the same spirit that had warned Manon. The "goddess of love" began to rant and rave, shrieking of the atrocities Ghede had committed, his corruption, and insisting that he leave her *manbo* at once.

Ezuli's sire, lost in a fit of rage, grabbed Manon and screamed at Ezuli:

"You, who have no allegiance, should be shown none! You, who could not stay in your rightful place by my side, should have no one at yours. I made you everything that you are, gave you all the renown that you have. You would have been nothing more than some man's plaything had I not stepped in, and this is how you repay me. Well, this time you shall have nothing. I will make this one mine and bind her to me, so that you will never enjoy her again. This time, my blood Ezuli, you lose!"

With that, he took Manon to his mouth and drained her of her life's blood. As he prepared to give her his own vitae, he saw Ezuli's hand dart to Manon's mouth, and a drop of Ezuli's blood trickle between her lips. He also felt, rather than saw, the coming of other Setites. Staring past him, Ezuli emotionlessly said, *"She may not be mine, but she is not yours either. Either send her from this island or expect her to be destroyed within the week. I shall kill her at the very first chance I get!"*

With Manon still in his arms, Ghede took Manon to his own temple and prepared her for her unlife. Within a night she had boarded a ship and set sail for New Orleans.

Manon has begun to adapt to her new existence. Under the tutelage of others, she has developed her powers and is now recognized as one of the most powerful Setites in the southeastern United States. Once enraptured by the passion of Ezuli's cult, she has begun to form her own — and to revel in the corruption that goes with it.

Sire: Ezuli

Nature: Manipulator

Demeanor: Conniver

Generation: 7th

Embrace: 1953

Apparent Age: late teens

Physical: Strength 2, Dexterity 5, Stamina 4

Social: Charisma 4, Manipulation 4, Appearance 5

Mental: Perception 3, Intelligence 2, Wits 4

Talents: Acting 4, Dodge 2, Empathy 2, Intimidation 3, Seduction 4, Streetwise 2, Subterfuge 4

Skills: Animal Ken 2, Etiquette 2, Stealth 3, Survival 1

Knowledges: Kindred Lore 1, Linguistics 2, Medicine 3, New Orleans Knowledge 3, Occult 4, Politics 2, Spirit Lore 3

Disciplines: Animalism 2, Auspex 3, Dominate 2, Obfuscate 3, Presence 3, Serpents 4

Backgrounds: Allies 1, Contacts 4, Herd 2, Influence 1, Mentor 5, Resources 3, Retainers 5

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

Humanity: 4

Willpower: 9

Image: The product of generations of interbreeding, Manon tends to use her Obfuscate to make her darker. She is exceptionally beautiful, and even the robes she wears cannot hide that.

Roleplaying Hints: You are extremely determined. While you will do nothing to reveal your vampirism,

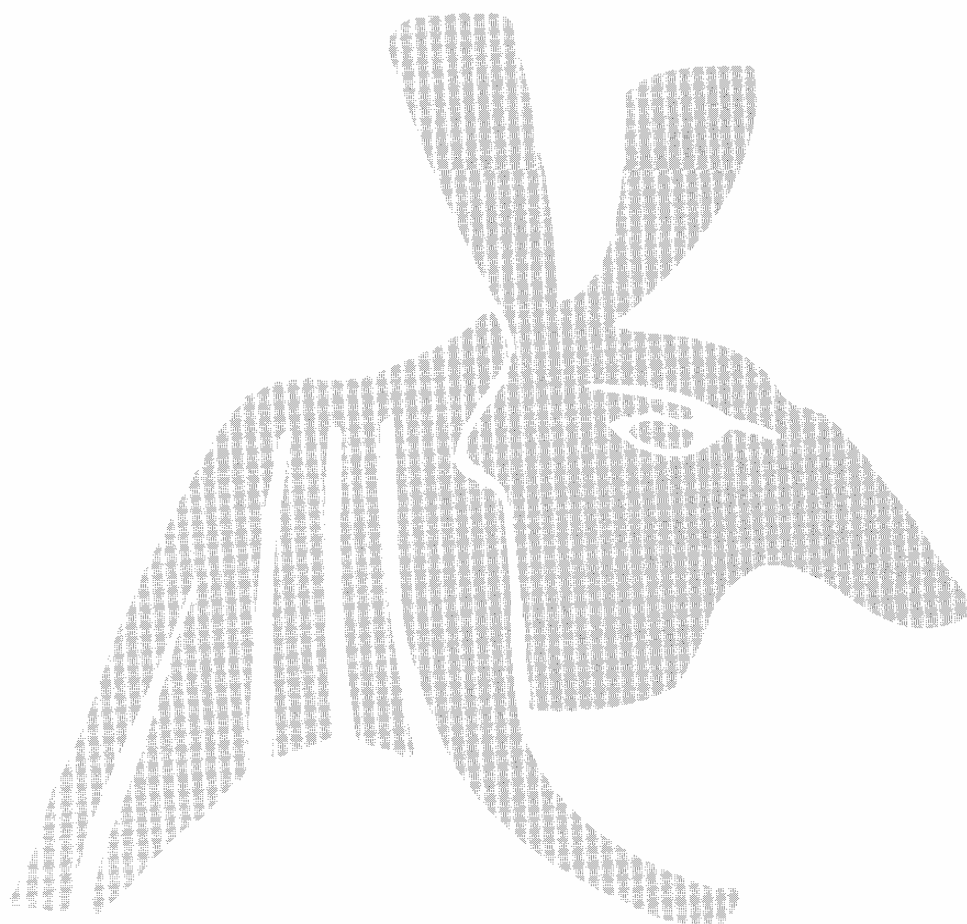


most mortals feel uncomfortable around you, and you have begun to take pleasure in that. Once an extremely passionate woman, you are beginning to transfer that passion to the joy of corruption.

Haven: A warehouse by the docks.

Secrets: A-

Influence: The members of Manon's temple have some influence in society, generally among the underworld. Additionally, while Ghede remains attracted to her, he still has plans to use her to hurt Ezuli further. To this end he assists her on occasion.



Mortals

Vampires are not the only sentients attracted to New Orleans; a number of mortals have played prominent roles in the city. Unfortunately for the Kindred, many of these have been either witch-hunters or mages.

Lanee Andrin

Born to a military family in Texas, Lanee grew up more attracted to firearms than to people. After serving four unfulfilling years in the Army, Lanee left the service and, using the only real skills she had, became a bounty hunter. After several years of hunting "the most dangerous game," Lanee found the challenge of her employment less than satisfying. Then Lanee encountered Sullivan Dane. Learning of her dissatisfaction, Dane suggested that perhaps she start hunting new game.

Lanee worked with Dane for two years, learning the ropes of hunting vampires. She then set out on her own, crossing the country from coast to coast and back again. Vampires provided Lanee the thrill bounty hunting had lost, but her targets were few and far between. In 1985, however, Lanee heard from another vampire hunter that hundreds of the undead lived in New Orleans. The numbers may have been exaggerated, but Lanee packed her weapons and headed for New Orleans.

Arriving in New Orleans, Lanee discovered that if the city was crawling with vampires, they were crawling awfully low to the ground. One night, however, she had an unusual stroke of good luck.

While prowling through the French Quarter, Lanee happened upon a young artist standing on a street corner trying to sell his paintings with an unusually high-pressure sales method. It took the vampire hunter mere minutes to recognize her prey and mark the artist as her next victim. Before she decided where and when to make her kill, however, the paintings he was hawking caught her attention.

Most of them had hauntingly macabre themes, while others were incredibly detailed portrayals of beings Lanee felt sure were undead. She approached the artist, feigning interest in his work, and bought two of the portraits. During the next few nights Lanee hunted in the French Quarter, using the portraits as a guide. On the fifth night she came across one of the vampires in her paintings and, the next morning, made him the first in her series of portrait prey.

A few nights later, after discovering and destroying the second vampire, Lanee returned to the French Quarter in search of the young artist. The painter had no idea that his art had won him a reprieve from the vampire hunter. Lanee has been surprised to find no sign of him, and while many in the Quarter remember him, none can tell her where he has gone.

She still hunts the undead, but would do anything to uncover more of the paintings.

Nature: Competitor

Demeanor: Loner

Born: 1963

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 3, Intelligence 3, Wits 4

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

Skills: Archery 4, Drive 3, Firearms 5, Melee 3, Repair 2, Security 2, Stealth 3, Tracking 3

Knowledges: Computer 2, Investigation 3, Linguistics 1, Occult 1

Backgrounds: Allies 1, Contacts 3, Resources 3

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

Humanity: 6

Willpower: 9

Notes: So far as Lanee knows, none of New Orleans' Kindred are aware of her. Still, there are rumors that an especially effective witch-hunter has come to town.

Image: A small, petite woman with long, black hair and green eyes. She dresses mostly in loose-fitting jumpsuits and flat-soled boots.

Haven: A small home outside of New Orleans to the west of Kenner.

Secrets: F



Detective Robert Carter

Robert Carter first came to Prince Doran's attention in 1890, after members of the Sabbat slew the city's chief of police, then one of Doran's Retainers. Carter, a recent addition to the N.O.P.D., showed a great desire to hunt down the perpetrators of this crime, and Doran followed him closely.

While Doran resolved the difficulties with the Sabbat on his own, Carter's ability impressed him, and he began grooming the young man to take the chief of police's place. Finding the young man an unwilling pawn, Doran made him a ghoul, Blood Bonding him in the process.

For several decades Carter served Doran ably, but then Doran had another run-in with New Orleans' mages. As part of the mages' retaliation, a mage calling himself a member of the Cult of Ecstasy suppressed the effects of the Blood Bond, freeing the detective from Doran's control.

Bent on revenge for the life he felt had been taken from him, Carter set out on a one-man war against New Orleans' vampires. He quickly proved to be very good at his work — too good, in fact. Were it not for mages' continuous protection, he would have been slain out of hand, and even they could not have protected him forever.

Still, Doran realized the probable costliness of slaying Carter, and he arranged a truce with the detective. He gave Carter permission to destroy the "problem" Kindred and agreed to turn a blind eye to his hunting in other cities.

Carter agreed to Doran's proposal for the time being, for it allowed him to take the vitae he needed. As time passed, however, Carter became less and less picky about what constituted a renegade vampire. Indeed, Doran was beginning to reconsider killing his former ghoul when he was murdered.

Carter felt that his agreement should have died with Doran, but he knew Marcel and feared Jercaux. Carter and Marcel came to an agreement similar to the one with Doran, but with the stipulation that Carter could also hunt any vampires who did not Present themselves or were denied entrance to the city.

This is the foundation on which N.O.S.T.F. was formed. Its purpose is not to eliminate all New Orleans' vampires, though Carter would do that if he thought it possible. Instead, it works to keep the Damned under some control.

Nature: Fanatic

Demeanor: Director

Born: 1865

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 3, Manipulation 4, Appearance 2

Mental: Perception 4, Intelligence 4, Wits 4

Talents: Acting 2, Alertness 4, Athletics 4, Brawl 4, Dodge 4, Intimidation 5, Leadership 4, Scan 4, Search 4, Streetwise 4

Skills: Disguise 4, Drive 3, Firearms 5, Melee 3, Security 5, Stealth 3, Survival 2



Knowledges: Bureaucracy 2, Computer 3, Investigation 4, Law 3, Linguistics 2, New Orleans Knowledge 4, Occult 3, Politics 2

Disciplines: Celerity 1, Fortitude 1, Potence 1

Backgrounds: Allies 2, Contacts 4, Influence 1, Resources 3, Status 2

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

Humanity: 6

Willpower: 9

Notes: Carter knows almost all the tricks of the witch-hunter, and also has a few special tricks up his sleeve. One of these is a talisman in the form of a silver necklace; this item warns him when he is in danger.

Image: Carter is a large, stocky man with strong Nordic features. He has short, blond hair and bright blue eyes.

Haven: A comfortable home near Lake Pontchartrain.

Secrets: A

Lance Pertkin

Pertkin began hunting vampires as a member of N.O.S.T.F. in 1985. Carter chose the man mainly because of his remarkable ability on the shooting range. Surprisingly, no one on the regular force put up much of a fuss at Pertkin's transfer. Even his supervisors knew that while the man had the most deadly aim in the department, he also had an itchy trigger finger. Such a trait was bound to lead to trouble sooner or later.

Pertkin took some convincing, but his skepticism vanished after his first successful hunt. It involved a young Malkavian whose sire had abandoned him in the city and who was now causing a great deal of trouble for everyone. At first, Pertkin was horrified as he watched the other members of the team capture and kill the vampire, but found himself

intrigued when he realized he was being offered the proverbial license to kill.

For the next five years Pertkin did his job very well, successfully completing every case he was assigned. Problems began to arise, however, when Pertkin began overstepping his bounds. Pertkin began eliminating not only the vampires after whom he was sent, but any others he happened to encounter.

Marcel gave Carter one warning to resolve the problem. Seeing no other solution, Carter fired Pertkin, warning his overly ambitious protégé that he had made a great many enemies among the Kindred. Carter also told him that without the protection of the rest of the team, he would do well to consider leaving New Orleans. Not only did Pertkin not follow this advice, but he has opened an office in the city as a private investigator, advertising himself as a man willing to take the cases no one else wants.

Pertkin has been in the private investigator business for the last three years. He has toned down his activities somewhat, but still looks for any chance to destroy the undead. He has also recently discovered what a ghoul is, and plans to begin drinking vampire blood. Pertkin now suspects that Carter formed the N.O.S.T.F. merely to ensure a continuous blood supply.

Nature: Gallant

Demeanor: Autocrat

Born: 1962

Physical: Strength 4, Dexterity 4, Stamina 3

Social: Charisma 1, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Alertness 3, Athletics 3, Brawl 3, Dodge 3, Streetwise 3, Subterfuge 3, Search 3

Skills: Drive 3, Firearms 5, Melee 3, Repair 2, Security 3, Stealth 3

Knowledges: Computer 1, Investigation 3, Law 2, New Orleans Knowledge 3, Occult 4

Backgrounds: Allies 1, Contacts 3, Resources 2

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

Humanity: 6

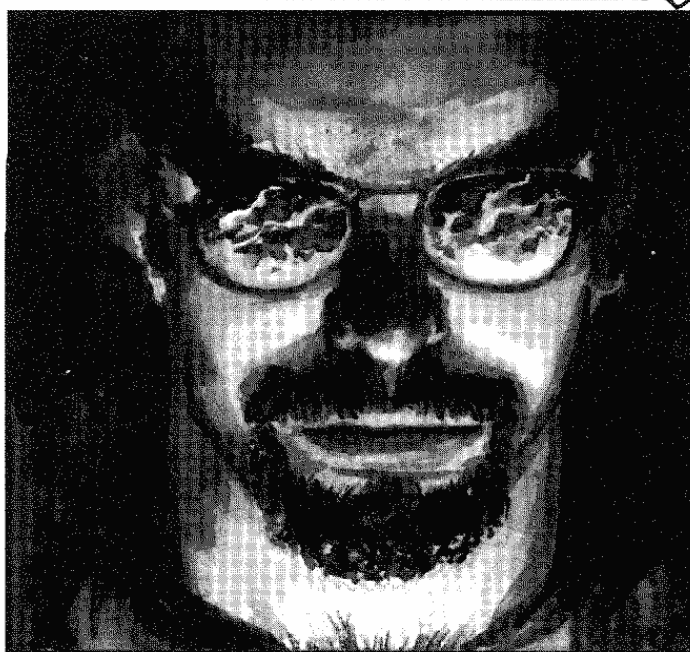
Willpower: 5

Notes: New Orleans' Kindred are aware of Pertkin, but none has done him in yet. Indeed, a number have discovered that he is a very useful tool for annoying their own foes.

Image: Pertkin is of average height but powerful build, with brown hair and hazel eyes. He dresses mostly in black, casual clothing.

Roleplaying Hints: The foremost drive in your life is to kill vampires, though you may postpone their destruction if they identify other vampires or havens in the city. If they provide you with such information, you may give them a slight headstart before you begin tracking them again.

Haven: A house in the New Orleans suburbs.



Martin D'Richet

Martin D'Richet, a mage of the Sons of Ether, has lived in the United States since the 1800s. Unlike most mages, Martin is something of a loner and refuses to join any Chantry.

Martin has had companions, however, and out of one of these unions came Marie, his daughter and the light of his life. He was especially pleased when she showed magical potential, but before taking her as his apprentice he sent her on a tour of the country, giving her the chance to decide if she wanted to dedicate her life to becoming a mage.

He did not expect that she would fall in love with a vampire in New Orleans. Rather than returning from her vacation relaxed and happy, Martin found his daughter moody and irritable. When he asked about her trip she evaded the subject, and the more he questioned her about it the less she said.

Martin felt some small amount of relief a few weeks later when Marie expressed an interest in going east for a few days. In New England, however, she suddenly disappeared, only to resurface when he got a letter from New Orleans in which she told him she had returned to the city, was staying with friends and for him not to worry. When no more letters arrived, Martin went to New Orleans to find out what had happened, only to discover the horrifying truth.

Martin's sole wish was to see those responsible pay. As he retraced the events that had led to his daughter's Embrace, he decided the one person most responsible was Prince Marcel. All of the misfortune that had befallen Marie could be laid at his feet.

Returning home, Martin began to plot his revenge, wanting it to equal the pain he suffered over his daughter. He sought to take something Marcel loved just as he had taken Martin's daughter. Thus Martin swore to destroy not only the prince, but all the vampires of the city.



During his travels, Martin had learned enough about the undead to realize that there were at least two factions, the Sabbat and the Camarilla. It did not take him long to determine that Marcel worked with the Camarilla, and so he went to New York City to deal with the Sabbat.

The sect gave him a young Caitiff upon whom he worked his magick. When the vampire awakened, he found himself lost and amnesiac. Martin did his best to calm the young vampire, introduced himself as Aaron Carson and told the vampire that he had found him wandering the streets, apparently lost and confused. Martin, as Aaron, told the neonate that he often helped vampires in the area and that he would do whatever he could for the neonate, but that at the moment all he knew was a name — Raymond.

Though Martin knew he could likely easily force Raymond to do what he wanted, he knew such crude measures could be easily detected. Instead, he manipulated the Caitiff. Knowing something of how matters with refugees were handled in New Orleans, Martin began telling Raymond about the city. As the months passed and Raymond met with no success in New Orleans, the mage felt his hopes rise as the neonate's fell.

After Raymond had been rejected for the second time, Martin began convincing Raymond that a lust for revenge was his own idea. Then he told Raymond his plan. The idea horrified Raymond at first. The more he thought about it, however, the less revolting he found it, especially as Martin continued to remind him that New Orleans' Kindred were the vampires who had refused him his past and possibly locked it away from him forever. Eventually Raymond agreed to Martin's plan, and the mage sent him back to New Orleans with two Tremere *antitribu* from the Sabbat. The two helped Raymond set up the first of many auctions where elders could come and buy the blood they needed from a fresh, untainted stock.

Meanwhile, Martin continues to hold Raymond in check with a promise to trace Raymond's bloodline so that the

vampire might finally know his past. Already knowing much of the neonate's missing history, Martin figures to use it from time to time to keep Raymond under his control, feeding him bits of it to keep him pacified. Before he runs out of information, the city should be in upheaval over the missing vampires and, if everything goes according to plan, Martin will be ready to mix his own concoctions into the blood of those sold at the auction.

Nature: Fanatic

Demeanor: Caregiver

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 5, Appearance 3

Mental: Perception 4, Intelligence 4, Wits 4

Talents: Acting 3, Alertness 2, Empathy 3, Subterfuge 3

Skills: Animal Ken 2, Drive 1, Etiquette 4, Repair 4, Research 2, Security 2

Knowledges: Alchemy 5, Anthropology 3, Archaeology 2, Astrology 4, Chemistry 3, Computer 2, Faerie Lore 2, History 2, Investigation 3, Kindred Lore 2, Linguistics 2, Lupine Lore 2, Mage Lore 3, Medicine 3, Occult 5, Science 5

Disciplines: Animalism 3, Auspex 4, Celerity 1, Dominate 5, Fortitude 2, Obfuscate 3, Presence 4, Thaumaturgy 5

Backgrounds: Allies 3, Contacts 2, Influence 1, Resources 5

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

Humanity: 7

Willpower: 10

Notes: If you are using **Mage: The Ascension**, Martin has the following Traits:

Essence: Questing

Tradition: Sons of Ether

Backgrounds: Arcane 3, Avatar 4, Destiny 2

Spheres: Correspondence 1, Entropy 3, Forces 4, Life 4, Mind 5, Matter 5, Prime 4, Spirit 3

Arete: 6

Quintessence: 7

Paradox: 6

Image: Approximately 6'2", Martin weighs a little over 200 pounds. He has dark hair streaked with bits of gray, a beard and mustache, and gray eyes. He dresses mostly in casual clothing or in the occasional suit and tie. When anticipating magickal conflict, he wears phosphorescent green goggles.

Roleplaying Hints: The underlying motivation for your actions is your hatred for the Prince of New Orleans. There is nothing you will not do to see him suffer for what happened to your daughter. Your hatred also applies to anyone helping Marcel for any reason in any matter, and you will go out of your way to destroy such an assistant.

Haven: For the present, a penthouse apartment in New York City. Martin's permanent home is in southern Oregon.

Michael Zyers

A petty thief who often worked the French Quarter, Zyers picked pockets as his main trade. One night, while wandering the streets of the French Quarter, he came across a young man trying to sell paintings to passersby. Most of the paintings were cityscapes or portraits, but all of them had the same unusual style — a mixture of dark colors that ran so closely together that they seemed not to make a discernible image at all.

Drawn to the young artist's works and certain they would be worth something in the right market, Zyers followed him back to Royal Street. For the next three days Zyers watched the studio to see when the painter came and went. The routine seemed fairly regular. Early each evening, just after sunset, the painter would come and gather a few paintings, which he would then take to hawk on the street corner for several hours. By 3 a.m. he would return and remain at the studio until perhaps an hour before sunrise. Then he would leave again, this time usually empty-handed, and not return until the following night.

Figuring the artist had a regular apartment somewhere else in the city, Zyers felt that early morning would be the best time to make his move. The morning Zyers planned to break into the artist's studio, however, he arrived to find two large, dark-skinned men knocking on the door. The young artist answered, but immediately ran back inside the building. He was pursued by the two men.

Zyers watched the building until sunrise, but never saw anyone emerge. By noon Zyers cautiously approached the still-open ground-floor door and pushed it slowly open. Stepping into the darkness, he carefully climbed the stairs to the second floor. There he found the door to the studio standing open but could find no sign of the artist or the other two men. The studio itself, however, was littered with canvases. Most were the same type of landscapes and portraits that had caught his eye originally, all done in exactly the same hauntingly beautiful style.

Zyers quickly selected the best of the paintings and prepared to leave when he suddenly spotted a large trunk propped against a side wall. Thinking that the artist might keep something of value in the trunk, Zyers quickly picked the lock and opened it.

The spacious trunk was empty save for two rolled canvases. Zyers was surprised to find the two paintings were both portraits of the same woman. Both were, in Zyers' opinion, the finest works in the studio. Quickly rolling up the paintings and packing them into a large duffel bag, Zyers slipped out of the studio and hurried away with his prizes.

For more than a month Zyers kept the paintings under wraps, hoping any publicity of the theft would subside. As time went by, Zyers saw no mention in the local papers of the missing paintings and decided it would be safe to try and sell them. His fences' interest, however, proved to be far from what he had hoped. Only the two portraits of the woman captured their attention, but the prices offered were far lower than what Zyers had hoped to make.

His attempts to sell the paintings, however, drew him unwanted attention as he took them from one prospective buyer to the next. Only a few days after his first attempts to sell the paintings, Zyers found himself grabbed by two men who de-

manded to know where the paintings were. Before Zyers could even deny knowing what they were talking about, one of the men suddenly fell to the pavement with a brief, muffled cry. A short, thin arrow protruded from his chest. The other man quickly released Zyers, grabbed his fallen companion and disappeared into the night. Turning to face his rescuers, Zyers found himself facing six men in dark trenchcoats, one brandishing a small, hand-held crossbow and the others aiming automatic weapons at him.

Today Zyers is in the protective custody of N.O.S.T.F. but is pushing the limits of their willingness to continue to protect him. He absolutely refuses to tell them where the paintings have been hidden and denies knowing anything about them.

Nature: Masochist

Demeanor: Bravo

Born: 1958

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 1, Manipulation 2, Appearance 1

Mental: Perception 2, Intelligence 2, Wits 2

Talents: Alertness 2, Artistic Expression 1, Athletics 1, Brawl 1, Dodge 2, Streetwise 3, Subterfuge 1, Search 1

Skills: Drive 2, Security 2, Stealth 2

Knowledges: Art History 1, Finance 1, Investigation 1, Law 1, New Orleans Knowledge 2

Backgrounds: Contacts 3, Resources 1

Virtues: Conscience 1, Self-Control 4, Courage 2

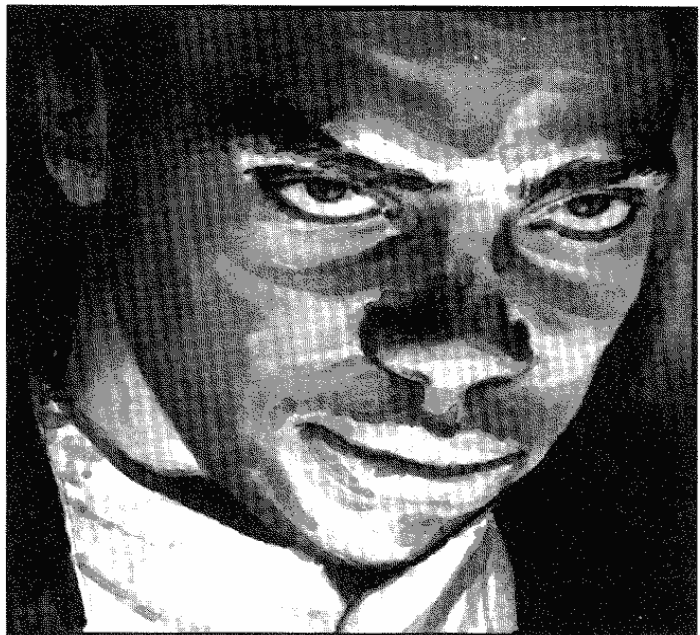
Humanity: 7

Willpower: 3

Image: Zyers is a short, weasely man with pale skin and gray eyes.

Roleplaying Hints: You connive, whine and beg to get what you want, and become more annoying the more violent your opponents get. You secretly enjoy being beaten up and abused.

Haven: N.O.S.T.F. protective custody.







Chapter Five: Coteries

Therefore if thine enemy hunger, feed him; if he thirst, give him drink; for in doing so thou shalt heap coals of fire on his head.

— The King James Bible, Romans 12: 20

Some Kindred believe New Orleans to be an oasis in the Jyhad, a respite from the constant conflict that occurs elsewhere. These Kindred are unobservant, naive or short-lived. The Jyhad rages in New Orleans as it does everywhere, but the combatants hide behind words of peace and acts of gentility.

Acts of kindness are not unheard of, but one can be sure that the recipient of such an act will hear about it for a long time to come. Newcomers are welcomed and made at ease, but whoever welcomes them makes sure the newcomers remember this hospitality. “Friends” are easy to find here, but allies are a different story.

New Orleans’ vampires take their games of prestaton very seriously, not realizing the power this has given them over vampires from around the world. Because so many vampires flock to New Orleans, and because the resident Kindred have provided what they laughingly call “Southern hospitality,” their guests are now obligated to provide at least a similar level of favors.

Within New Orleans, the most minute changes in a vampire’s status are avidly noted, and everyone knows where he stands in relationship to everyone else. These ties bind the city’s coteries even more strongly than blood, common interests, friendship or anything else.

The Prince’s Household

Members: Marcel, Christopher, Anthony, Josua Cambridge, Marie D’Richet

Perceived Goal: Supporting Marcel’s reign.

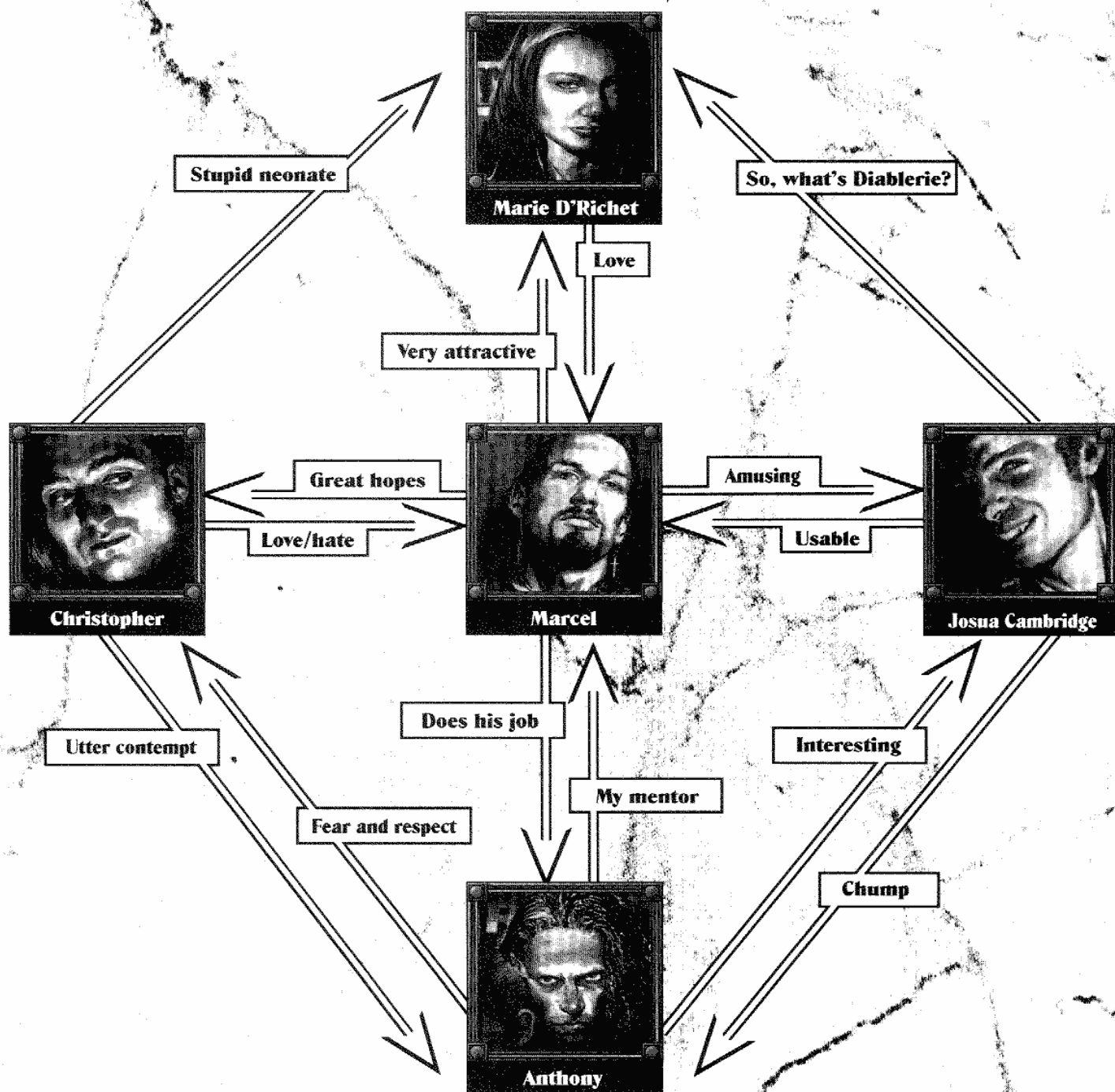
Real Goal: Ensuring that the other members of the household are in their debt.

Throughout his reign, Prince Marcel has always kept his home open to other Kindred. While this usually means visitors of some importance stay in his mansion, it also means a number of vampires reside there on a permanent basis. Some say Marcel does this out of common decency, but others ascribe ulterior reasons.

For instance, so long as guests are part of Marcel’s household, he can keep a close eye on them: watching their actions, monitoring their conversations and so on. Additionally, just letting guests stay at his spacious haven puts them in debt to him. Finally, knowing where they sleep during the day gives him and his ghouls a great deal of power.

Those who stay at the mansion on a permanent basis are considered among the social leaders of New Orleans Kindred society. For instance, just by living with Marcel, Josua Cambridge has managed to make himself popular among the city’s vampires. Using the influence he has thus gained, he works to ensure he will be allowed to remain in the city once his sire is discovered.

THE PRINCE'S HOUSEHOLD



Newcomers to the city find that the Prince's Household coterie is a good barometer of politics in the city. Everyone who lives there stays constantly on edge, looking for any opportunity to gain the slightest advantage over the others and constantly worrying about making the slightest mistake.

The Prince's Council

Members: Karen Chartry, Dutch, Sebastian Walcott and Avery

Perceived Goal: To advise Prince Marcel in ruling the city.

Real Goal: To usurp more and more of the duties of ruling the city.

In 1841, just days after a fire at the City Exchange, Doran received reports from his spy network that the fire had been the work of anarchists hoping to destroy the elders and seize the city. In retaliation, Doran convened a number of the city's elders and sought to eliminate the city's anarchists. Those anarchists not destroyed by the elders either fled the city or went into hiding.

As a reward, Doran formed the five remaining elders into a Council and promised to listen to their advice on running the city. Additionally, though Doran issued no formal decree, he made sure anarchists knew they were not welcome in the city.

In 1852, however, an explosion in Bayou St. John struck down a member of the Council. Soon after, another elder disappeared from his home in the Garden District. Indeed, during the first century after the Council's formation, a number of its members were destroyed or disappeared. These actions were attributed to the Phoenix Society, a group of anarchists from outside the city.

No such losses have occurred in the past 40 years, and the Council members have begun worrying more about their own power than about anarchists. Its members do not consider Marcel a worthy successor to Doran, and each believes she could do as good a job as Marcel.

As a result, the elders on the Council undermine any decrees Marcel makes without consulting them. They also intimidate other vampires into following "suggestions" which they make but which Marcel does not condone. The Council has a great deal of influence over most of the city's undead. Still, the Toreador Morgaine is not a member and the Nosferatu Avery works with it only occasionally; both of these facts weaken the Council's position.

In no way ignorant of the Council's actions, Marcel watches it very closely. Though not blatant in their opposition, the members of the Prince's Council are Marcel's greatest adversaries.

The Phoenix Society

All seven and we'll watch them fall ...

— Prince and The New Power Generation, "7"

Members: Unknown, though Marcel is aware of two members — the General and B.

Perceived Goal: Destroying elders around the country and especially in New Orleans, apparently in revenge for the repression following the City Exchange fire.

Real Goal: Though the Phoenix Society is not above doing away with an elder who gets in its path, its true goal is the elimination of the Justicars, who the Phoenix Society feels are responsible for the persecution of the anarchists.

Prince's song "7" is obviously out of place when it plays on the small easy-listening/contemporary radio station serving the western areas of New Orleans. But then, its purpose is to get noticed. "7" is the calling card of one of the most feared anarchist organizations: the Phoenix Society. Its members use the popular song as a battle anthem. By playing it, the Society informs Camarilla leaders that they are planning a strike within a city and challenges them to stop it.

No one in New Orleans knows how long the Phoenix Society has been in existence, but Marcel is sure it first targeted the city after the City Exchange fire. In fact, it was responsible for that fire — and more.

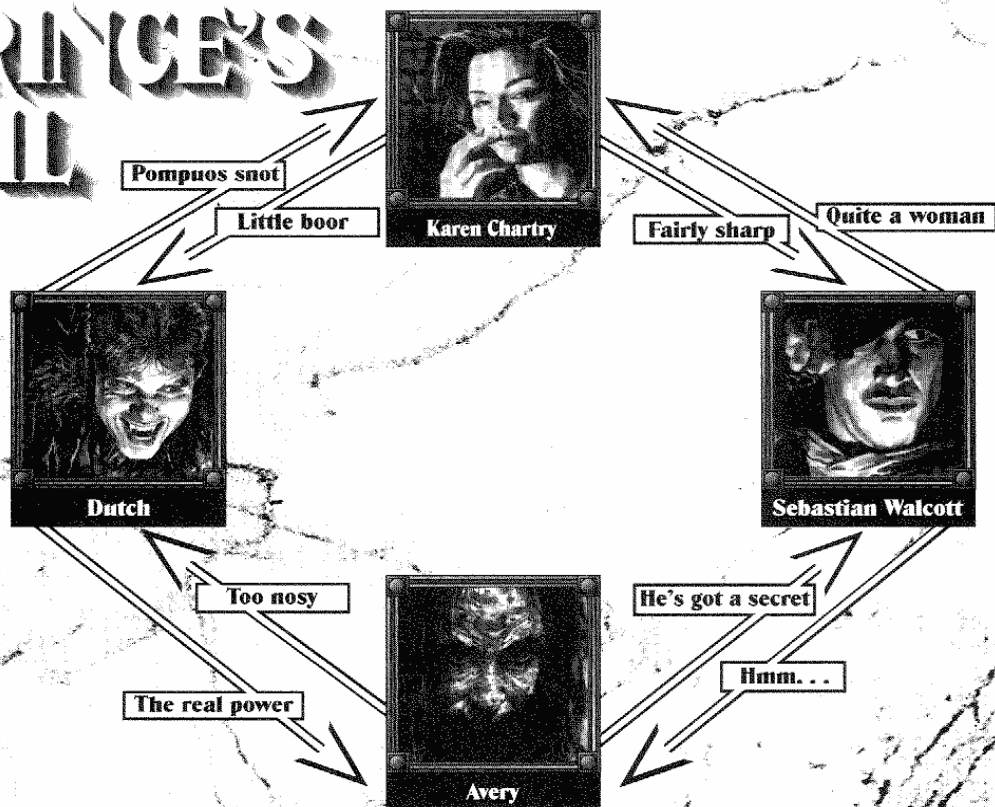
During one of Justicar Xavier's Conclaves, it set off two explosions, killing a member of the Prince's Council but missing the primary target: the Justicar himself. The Society has also been responsible for sending several members of the Prince's Council to their Final Deaths, though the actual number of such slayings is exaggerated.

The killing of elders and assassination attempts on Justicars, though more than enough to keep its members permanently on the Camarilla's Most Wanted list, are not the only activities in which the Phoenix Society engages. Because its members view the Camarilla's decrees against them as attempts to protect their persecutors, members of the Phoenix Society do whatever they can to disrupt a prince's power in a city. The seriousness of these activities ranges from disabling his car to causing city-wide blackouts or explosions at major business areas.

The Camarilla does not seem to know for sure who is behind the Society, alternately blaming anarchists, Sabbat, Setites and anyone else with whom it presently conflicts. In fact, anarchists from California make up the majority of the group, though it finds support in the most unlikely areas.

Certain Tradition mages, such as Martin D'Richet, support it clandestinely. Setites also back its activities in a strange sort of alliance. Both favor corruption of Camarilla cities and try to avoid interfering in the other's affairs. Finally, though no Sabbat claims to be a member of the Society, the sect keeps a close eye on it and may well have spies among its members.

THE PRINCE'S COUNCIL



The Underground Society

Members: Dutch, Christopher, many of the Kindred who travel to New Orleans

Perceived Goal: Helping the city's refugee population.

Real Goal: Bringing Dutch or Christopher to power in the city.

The Underground Society formed in the 1960s as a response to Prince Marcel's ruling that not all refugees would be allowed to stay once they arrived in New Orleans. Before that decree, almost any vampire who came to the city could stay for at least a short time. Marcel, however, said that this lenient policy had led to serious overcrowding and could jeopardize the Masquerade. Soon Kindred busy establishing new unives suddenly found themselves evicted.

Dutch, the only member of the Prince's Council to disagree with Marcel's decision, found himself about to lose his main base of support. Rather than risk this, he began organizing the refugees, preparing them to fight their extraditions. This group has since become the Underground Society, and to all appearances its main goal is to help refugees and newcomers become used to the city and find places to stay.

Dutch has always used it to further his own ambitions. Christopher has also become an important member. As Marcel's childe, many of the refugees do not trust him, but

others seek him out in hopes that he will use his influence with his sire on their behalf. Of course, such favors do not come cheap.

Even though the Underground Society would appear to have little use for prestation, its members follow the intricacies of this social convention as devoutly as any Harpy. All of them seek some kind of acceptance and are terrified of what might happen to them if they don't follow such restrictions. Additionally, they all hope to come out ahead in the prestation game, thereby being allowed to remain in New Orleans. If they do not follow the rules, this will do them no good.

The Tabula Rasa

Members: James "Teddy" Lugo, Kendrick McKenin, Lane Nassam, Miguel Salmararez and Elzra Taliano

Perceived Goals/Real Goals: The Perceived Goals and the Real Goals of the Tabula Rasa are the same, for its members have no hidden agenda. Their sole purpose is to serve Justicar Xaviar, a task they perform with deadly efficiency.

In order to keep an eye on the caern in New Orleans (and events in general), Xaviar has established a group of spies in the city, painstakingly chosen for unique talents that make them singularly dangerous. Two of the members, Lugo and Taliano, are ghouls; the others are mortals.

All the members of Tabula Rasa were police officers, and all but Taliano were "gypsy cops," officers who traveled from job to job to escape an unsavory employment record, usually for too-frequent use of "excessive force."

James "Teddy" Lugor leads the group in Xaviar's absence. Lugor is an explosives expert who often worked on the bomb squad of the police departments that employed him.

Lane Nassam is a former Green Beret and the group's second-in-command. He also worked for N.O.S.T.F. for several years. Xaviar has tried to use N.O.S.T.F. for his own ends, and Nassam is his liaison with the department. Nassam also knows more about vampires than any other member of the group does, and expects Xaviar to Embrace him one day.

Kendrick McKenin is a black belt and a survivalist with a special proficiency in trapping. He has worked with rural police forces, been a military police officer and led a Pentex First Team.

Miguel Salmararez is the team's information gatherer. A former military intelligence officer, he has also worked in the surveillance branches of a number of police departments and specializes in collecting dirt on political figures.

Elzra Taliano is the team member Xaviar watches the closest. Once a member of the N.O.P.D., her beauty attracted one of the vampiric refugees in the city, who sought to feed from her. Unaware that he was being stalked by members from N.O.S.T.F., the vampire's "interlude" with the girl was

interrupted by a group of men who broke down the door to her apartment.

When the vampire attempted to flee out a window, he found his way blocked by his one-time victim, now holding a stake of her own. Trapped between a rock and a hard place, the vampire chose to face the girl, thinking that he could both make his escape and take his intended prey with him. Instead he again found himself with more trouble than he could handle. When the members of N.O.S.T.F. finally entered the room, they found the vampire already staked.

Impressed with the girl's skill, Detective Carter recruited her for his department. This task proved amazingly easy, for Taliano was immediately attracted to the N.O.S.T.F. leader. Carter's interests, however, lay solely in her abilities as a vampire hunter.

Elzra remained with N.O.S.T.F. for two years, but left when Carter's indifference to her overtures turned her unrequited love into a burning hatred for the man. Elzra returned to her position with the N.O.P.D., but resigned soon after when Xaviar, through Lugor, asked her to join the Tabula Rasa. Seeing the offer as a method of doling out some portion of revenge on the man who spurned her, Elzra accepted. Knowing the girl's past, Xaviar immediately Blood Bound her.





The Children of Osiris

Members: Varies constantly

Perceived Goal: To battle the Followers of Set.

Real Goal: The same?

None of the members of this mysterious sect resides in New Orleans, nor do any stay in the city. Instead the sect maintains a small house in Arabi, to the east of the city. Here, members of the sect stay while they work against the Setites.

The Children of Osiris are only partly aware of the Serites' activities in the dock areas, and do not know about all of the smuggling operations, though they know about many. They prefer to concentrate their efforts on stopping the Kindred cargo the Setites attempt to smuggle into the city.

Other Groups

The Mages

The mages are indeed a force to fear. In New Orleans, only the Kindred are more powerful and organized, and the mages are gaining ground. Strengthened by the ley lines and caerns in the area, mages constantly work to undermine the Kindred hold on the city and surrounding territory.

Most of the mages in New Orleans are members of the Euthanatos, Cult of Ecstasy or Celestial Chorus Traditions, though there are Hollow Ones as well. There are two competing Chantries in the city, and while they rarely wage overt war, they struggle for control of the city's Quintessence.

The only reason their differences have not escalated into open conflict is the overwhelming presence of the Technocracy in Louisiana. Iteration X and the Syndicate comprise the majority of its adherents, but members of all the Conventions can be found in the state. They battle for control of the state's government, and neither Marcel nor New Orleans' mages can do much against them.

Setites

The Followers of Set seem to feel that New Orleans, the cradle of Voodoo in North America, is destined to be theirs. Knowing that Prince Marcel is aware of their activities, the Setites are not only cautious, but extremely inventive as well. One method they employ to avoid being caught is making their entire operation completely mobile. In this manner the Setites can set up their business in a new location each night.

Shifts are given a schedule, either verbally or in writing, of the proper wharf at which to dock on a given nights. Possession of such a schedule can be both valuable and deadly for its owner. Prince Marcel would pay nearly any price for the information, while the Setites would kill any outsider in possession of such a schedule.

While Manon is the most powerful Setite in the city, she is not always in charge, and often must defer to powerful

members of the clan from outside New Orleans. She usually has a number of younger, less powerful Setites working with her, learning the ropes and preparing to set up their own temples elsewhere. Other Setites have made their homes to the west of the city, where they have managed to create a truce with the resident Black Spiral Dancers.

In New Orleans, the Setites' temple is very unassuming. Located on the southern shores of Lake Pontchartrain, it is well secluded in a back room of the old Lakeside Hotel. Once a popular resort on the lake, the Lakeside fell on hard times as the city grew and larger, more elegant resorts opened. Unable to compete, the Lakeside nearly closed down before it was saved by an unknown benefactor. Shortly thereafter, the hotel's owner became a Retainer to the leader of the Setite clan. Ever since, the hotel has been at the disposal of the Setites.

Today the Lakeside Hotel stays open more from profits from the Setites' smuggling operations than from any guests that come and stay. Guests are, in fact, discouraged — not only by the hotel's outwardly rundown appearance, but by Setites and their Retainers, who hang out around the lobby. The verbal and sometimes physical abuse hurled at any mortal who comes seeking a room for the night is usually enough to drive the potential guest away. The hotel serves as the perfect front for the Setite temple, presenting the appearance of a struggling but legitimate small business.

The Sabbat

New Orleans would seem to be a prime target for the Sabbat, but so far the sect has had little luck gaining a foothold in the city. While the constant flood of refugees makes it extremely easy for the sect to place spies, these rarely survive for long, for the Nosferatu have become particularly adept at ferreting them out.

Additionally, the lack of a stable anarch population means the Sabbat has no pool of malcontents from which to draw new recruits. Dutch and Christopher's influence in the Underground Society allows them to monitor any anarchs who come to the city, and neither desires a Sabbat incursion.

Finally, Justicar Xaviar holds regular Conclaves in New Orleans. Thus, he keeps a close watch on the city, and the Sabbat would have to build up a great deal of power before having a chance against him. For now, the Sabbat vampires merely sit and watch, biding their time until an opportunity comes their way.

The Triad

One final group has displayed an interest in the city, though it has little chance to make its move any time soon. This group is the Triad, a threesome of powerful elders who have seized power in New England. One of its members sired Lawrence, former head of New Orleans' spy network and now Prince of Baton Rouge. Lawrence was also a member of a greater Nosferatu intelligence network called the Web, which was headed by his grandsire.

The fact that one of its members has progeny in New Orleans automatically means the other two have at least a passing interest in the city. In fact, their interest is much stronger, though the members themselves do not realize it.

Each of these elders serves a more powerful Methuselah, and these Methuselaha have become concerned about New Orleans. They know Xaviar must have some ulterior motive to go to the city every three years, and they plan to deploy their pawns to find out what it is. Additionally, Xaviar has done more than any other vampire to thwart their plans, and now the Methuselaha will do what they can to combat his.





Book Two: D'Jabbic

*It's the middle scene that excites us,
the carnal indifference,
the exotic sport of catch-as-catch-can.*

— Julie Suk, “In the Garden of Earthly Delights”

“D’Jabbic” is designed to keep the players forever guessing who is and who is not on their side. This story will take them from the brightest lights of Bourbon Street to the darkest corners of the city, bringing them face to face with some of the city’s most notorious residents.

Storytellers should familiarize themselves with New Orleans’ geography and resident Kindred before playing “D’Jabbic.” The more she knows about the city and the Kindred who live there, the better she will be able to bring New Orleans to life for the players. Not all of the characters listed in Chapter Four appear in “D’Jabbic,” but they can be included to add spice to the story.

The players can use characters from almost any clan. It will be easiest for them if they are already residents of the city and affiliated with some of the local leaders or groups. The choice of clans or affiliations can partly determine the characters’ roles in the story.

Keep in mind that the story builds up to a very disturbing conclusion, and the Storyteller can handle this in one of two ways. She can either keep the horror at a constant level throughout the story and then hit her players with an even more horrific ending, or she can slowly feed their growing anxiety and paranoia before springing the ending. Either way, one cannot make the ending disturbing enough for the players. By the end of the story, the answers they receive should be the last ones they expect.

Theme

Nothing can be so fleeting as a friendship or so enduring as an age-old hatred. This is true in both the mortal and Kindred worlds. Keep the players guessing throughout the story as to who is a true friend and who is not. By the end of the story, characters should seriously question the fragile foundations on which friendships and alliances often rest. They may well subsequently refuse to trust anyone.

Mood

The mood for this story is closely tied to the overall mood for New Orleans: rampant paranoia. The opening scene helps establish this mood; the characters are attacked for no apparent reason, by assailants they have never before seen. From that point on they should never be certain who is and who is not a friend. Those aware of the situation may befriend the characters for their own reasons, only to lead them into the clutches of the assailants, while enemies may try to steer them away from danger.

This story is set during the week of Carnival preceding Mardi Gras, and that alone should disorient the characters. Unless the story specifically says a given scene takes place in some out-of-the-way or private setting such as a bayou or a



house, the characters will always be surrounded by people, especially if they are in the French Quarter.

While in the city the characters should have few opportunities to be alone. Certain scenes have been specifically designed to give the players a moment to stop and think, but not too often or for too long. Always strive to create a crowd scene. Even if the characters are out on the docks at night, there should be mortals, members of the city's Underground Society and others all around. Instill paranoia via such settings; any type of danger, from petty thief to mage to vampire hunter, can hide in a crowd...

Do not let crowds be the only tool for distracting the players. Music can be a very useful device as well, especially if the music provides a contrast to the mood rather than reflecting it. Mardi Gras is best described simply as a citywide party, with people going crazy, drinking, and running about screaming. Everybody is your friend. Let the music reflect this. Keep it upbeat and LOUD. Force the players to scream at each other to be heard, just like their characters must.

A flashing light used in conjunction with low lighting can greatly enhance the setting, adding to the inherent feeling of danger by preventing the characters from getting a constant fix on their surroundings. Be careful not to overdo it, however; this strobe effect can become more annoying than helpful.

Plot

The plot outline given here is not necessarily the one your story will follow, for any number of factors could alter its course. One such alteration could be the residence status of the characters. "D'Jabbic" is designed to be played with characters who live in New Orleans. Storytellers can, of course, change that, but doing so will make the story much more difficult for the players, for they will have to spend some time familiarizing themselves with the city and the area around it. How to run such a story is detailed in the "Refugees" section below.

If the characters live in the city, however, give them some idea of the rules and respective territories. These are things any resident vampire would know unless he's been in torpor for the past century.

There should rarely be any need to force the story or to try to channel the characters in one direction. Players are an unpredictable lot. Part of the fun inherent to storytelling is never knowing exactly what the players will do. Sometimes they can surprise you, heading off in a direction contrary to the story. Gentle restraint may be needed from time to time to keep things from going too far off track, but never use a cattle prod.

Do not become overly concerned if a scene does not proceed according to the notes in the story, if two scenes switch places, or even if one is missed altogether. Should things get too far off track, direct the story to Scene 14, which is designed to pull things together. This scene will provide the

players with all the information they need to continue the story.

Clues can be blatant or hidden, but do not become too concerned should one be missed, for they are also numerous. However, they are usually discovered through conversations with other Kindred, so encourage interaction between the players and the other Kindred of New Orleans.

Also keep in mind that New Orleans is a refugee city and vampires come and go constantly — especially during Mardi Gras. Do not be afraid to introduce characters of your own design that you feel would enhance the story. The presence of strangers in the city is common.

Finally, though this story is presented in a linear fashion, there is no reason it must be played that way. “D’Jabbic” provides innumerable opportunities for characters to explore a myriad of directions. If the Storyteller is comfortable with that eventuality, he should encourage it. Indeed, thanks to the large numbers of undead pouring into the city, a Storyteller can add any sort of twist to the story he desires.

Chapter One

The characters are attacked one night, possibly on their way to the Twilight Club, a nightclub popular among the city’s Kindred. Driving off these unknown assailants, the characters continue to the Twilight Club.

At the club a messenger from Prince Marcel summons the players to an audience with Marcel, held in a nearby house. Here, Marcel tells the players that a number of Kindred in the city have been reported missing; indeed, another disappearance was just recently reported. Because the characters have apparently managed to survive an abduction, Marcel desires to know about their attackers.

No matter what the characters say, Marcel acts suspicious of them. He accuses them of collaboration with the N.O.S.T.F. and demands that they find whoever is responsible for the abductions. He assigns one of his childer to assist them and sends them off with a warning that should they fail, they will be exiled from the city.

Timeline

Because this story is rather open-ended, the characters may take more or less time than expected to complete it. The last scene is set during Mardi Gras, the Tuesday before Ash Wednesday. No other times are set. The Storyteller may want to keep the early dates vague, becoming more definite as the characters near the conclusion.

If events exactly follow the scenes below, the story should take three to four nights. However, do not expect it to go as planned.





Chapter Two

Following Prince Marcel's suggestion, the players proceed to N.O.S.T.F. headquarters. There, they rifle through papers belonging to Detective Robert Carter.

Next, the characters hack their way into Carter's computer files, where they discover that the N.O.S.T.F. has a witness being kept at a safe house. Just as the players find that information, however, the door to the office suddenly opens and several N.O.S.T.F. officers open fire on the group.

Escaping the attack, the players must now try to find the safe house. Rehacking into Carter's computer files will yield nothing. Trying to force the address out of one of the members of N.O.S.T.F. will also get a player nowhere unless her Manipulation or Dominate Trait is very high. Another option would be to try following one of the N.O.S.T.F. members to the safe house. This will prove far easier said than done.

Getting to the safe house requires the players to traverse Lupine territory. Near the safe house a group of Lupines attacks the players. If this incident is the first time the characters have trespassed in Uktena territory, they will do best to take whatever the Garou feel is adequate punishment.

Having lost their lead to the safe house, the characters must either wait for another chance or try to coax the Lupines to take them there. If they make it to the safe house and can pass the N.O.S.T.F. personnel guarding the area, they will be able to question the witness. The information they gain postulates that the people involved in the kidnappings are ghouls.

Chapter Three

Once out of Lupine territory, the players are ambushed again, this time by the Phoenix Society. They are captured and taken to see General, one of the Society's leaders. He tells the characters that the kidnappings reported to Prince Marcel are but a small fraction of those actually occurring. Many of the missing are from the Underground Society and thus cannot be reported.

General knows other witnesses to the kidnappings, and these witnesses give the players much the same information as the witness at the safe house. One, however, will claim to have seen a mortal kidnapped by the same two ghouls the others have seen kidnapping Kindred. General will then suggest that the characters go see the wererats or the Nosferatu if they want more information.

Characters who approach the Nosferatu will have trouble getting information from them. The wererats will prove much easier if the players come with something to trade for the information. The Nosferatu or the wererats will tell the players that something very sinister is going on in the city, but that they are not sure what. They will also tell them that they recently discovered a group of elder representatives coming to the city, staying for only a few days and then leaving again.

Chapter Four

Leaving the wererats, the characters can head back to the Twilight Club to question the other Kindred and thereby find out who does and does not have ghouls. Wherever they go, they will be stopped on the way by Roxy. She suggests that if they want information, they should visit Uriah, an old vampire/werewolf who lives in the bayous west of the city.

Following Roxy's advice, the characters head into the bayous. On the way, however, they are ambushed by a group of werealligators. Escaping from the attack, the players continue to Uriah's home.

Once there, Uriah tells them that he has heard of leaders in other cities who are engaging in diablerie. The supply for their needs, he confides, comes from a New Orleans vampire. While he does not know just who this is, he can point them to someone who does — Samuel Haight. As the characters leave, Uriah will propose a safer path out of the bayou to avoid the werealligators.

Chapter Five

Once back in the city, the characters can locate Haight through any number of schemes, and he can help them. He tells them all he knows about the auction, but only if the characters can convince Haight not to become a vampire. If they do that, he sends them to the meeting with Raymond that he was supposed to attend.

Following Raymond leads the characters to a warehouse down by the docks. There, Raymond meets with a ghoul. In the process, any of the pieces the players are lacking in the puzzle of the kidnappings are laid out.

The ghoul explains to Raymond that though the next auction is in a few days, the stock is still too low. Raymond replies that any additional stock must be taken from Kindred new to the city, as those in New Orleans are already getting too suspicious. Raymond and the ghoul then leave to prepare for the upcoming auction.

After Raymond and the ghoul leave, Marcel's childe, if still with the characters, tells them he is leaving to report to his sire. The players are left to decide for themselves what they will do now. They have no way of knowing what, if any, help Marcel will send. The auction is the following night; something must be done quickly if the characters hope to stop it.

Realizing they may not be a match for their foes, the players go to seek out allies and plan their attack. How the story ends depends on the characters' own skills and abilities.

Note that the only two events that absolutely must happen are the initial assault on the characters and the auction at the end. The players' decisions determine everything in between. Indeed, they do not necessarily have to oppose Raymond, though if they fail to stop the auction, they should appear staked and for sale at the next one.

New to New Orleans

If the characters start the story as newcomers (or refugees), perhaps visiting for Mardi Gras, then they must be introduced to New Orleans. It may seem like a city one can just walk into, but that is certainly not the case. New Orleans is losing its previous reputation for taking in refugees and earning a new one for being one of the hardest cities in North America to enter and stay.

When the characters get to the city, keep the following questions in mind: Are they traveling together or separately? Do they know each other? Do they know anyone in the city? Do they know anything about New Orleans?

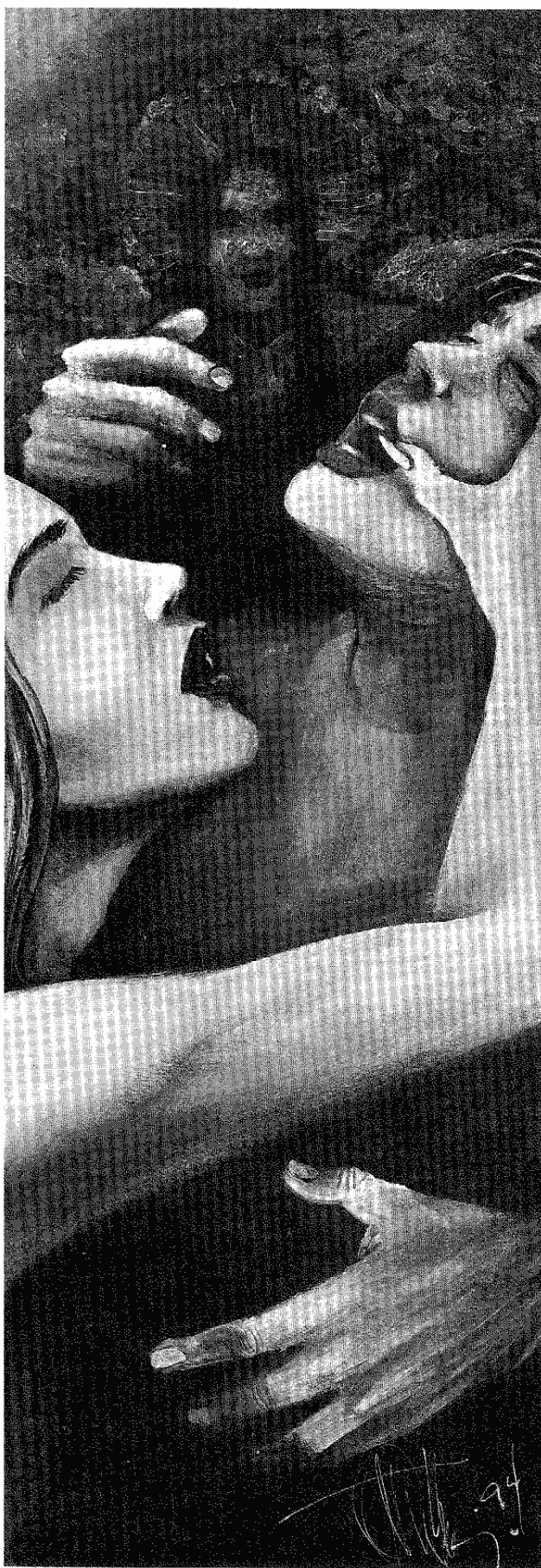
If they arrive by plane, they have two airports from which to choose. If they select New Orleans International Airport in Kenner, they should be fairly safe. If the characters have not done any investigation and enter via private plane, they may find themselves at Lakefront Airport — in Lupine territory. This could make for a short story. Should the characters not resist the Lupines, they will find themselves released with a strict warning to stay out of werewolf territory.

Arriving by car provides a similar situation. If the players arrive from the north or south they are fairly safe. If they come from the west they are safe so long as they do not drive through Cajun Country, which is inhabited by Black Spiral Dancers and other Wyrms agents. If they attempt to drive in from the east, they will likely have some trouble from the Uktena.

If they come in via the wharves, they will find themselves immediately dumped in the worst part of town. Within seconds, Brujah, Ravnos, Caitiff and others will surround them and demand to know what they are doing in that part of town.

Once the characters do arrive, their entrance into the city's Kindred society can be facilitated by having one of Prince Marcel's many spies spot them and recognize the characters as newcomers. The spy will introduce himself, ask them their intentions in coming and point out some of the rules if they intend to stay rather than just pass through. He will inform them of the Elysium sites, Prince Marcel's rules for feeding, the various territories, and most importantly, that they must Present themselves to their respective clan leaders within three nights or risk being driven from the city.

Once accepted into New Orleans, the story may proceed as it would were the players residents. Keep in mind throughout the story, however, that if the characters are not residents, they will not know certain things taken for granted by others. Such a lack of information may include places, Kindred, people and organizations.



Live-Action “D’Jabbic”

Several scenes from this story would work very well in a **Mind’s Eye Theatre** setting. **The Masquerade** allows you to play your character in a live-action format, thereby giving the story new depth. Though many scenes in this story are suitable for live-action storytelling, only one — Scene Two — has been fleshed out in detail.

Those scenes involving a lot of action do not generally work so well in a **Mind’s Eye Theatre** setting. The following scenes are the ones most suitable for use with the **Mind’s Eye Theatre** rules.

Scene Two: This scene, which takes place in the Twilight Club, is ideal for live-action roleplaying. Playing this scene in a **Mind’s Eye Theatre** setting is discussed later.

Scene Three: This scene involves the characters meeting the prince. Having Narrators play the parts of the prince’s childer could make this scene much more interesting.

Scene Four: Use of props for the clues discovered could make this scene very evocative for the players.



Chapter One

The first chapter introduces most of the story's major characters and immediately thrusts the characters into the intrigue.

Scene One

Plot

It is Mardi Gras, and the players have been invited down to the Twilight Club in the French Quarter to enjoy the festivities with the other Kindred. Before they reach the French Quarter, however, they are attacked. At first the incident seems like nothing more than a mugging, and the characters may think they are going to have a little fun and a quick meal. Their opinion likely changes quickly, however, when they discover that the "muggers" (who are actually two ghouls) are stronger than expected. Nor do they seem so much interested in the characters' personal belongings as in their bodies.

The characters' success here will depend on their Traits. If they succeed, they may go on to the next scene. If they do not, they will be staked and taken to a small, one-room brick building outside the city limits. There they will be kept with other captives until the auction.

Setting

If the players live in the French Quarter and begin their nightly excursions from there, they will immediately be immersed in a crowd of people. It is, after all, Mardi Gras.

Remember, it will be impossible for them to be driving, because cars are not allowed in the French Quarter at night.

Mardi Gras is best described to the players as a citywide party. It features bright neon lights, loud jazz music and people everywhere. There is little room to maneuver through the crowd. Colorful streamers, confetti, plastic cups and liquor bottles litter the street and sidewalks. The air is laden with the smells of liquor and food. For the characters, of course, the most noticeable aroma is that of blood — the alluring scent of prey.

If the players live in an area other than the French Quarter or choose to start from some location outside that area, the setting will be much the same, just a little more subdued. There will be a little less light, a little less music, and fewer people. Most kine will be down in the French Quarter.

At some point the characters will turn onto a less traveled side street, where they will suddenly notice a surprising lack of kine. At that point, the ghouls attack, grabbing their victims and trying to drag them into an alleyway. A character with a high enough Alertness or Scan will notice a large, black four-door sedan parked at the curb.

New Orleans' alleys are generally no more than three to five feet wide. Additionally, garbage cans and debris generally fill them, rendering fighting and escaping more difficult.

Drama

As the characters walk down the street, set them up for what is ahead. Make it seem normal for people to bump into them. Drunken partygoers stumble past them, momentarily grabbing onto the characters' arms for support as they go by. Groups of people walk up to them, inviting them to a party.



Any assortment of street people may approach them, from prostitutes to beggars. Do whatever you can in the first few moments of the story to make being approached or touched seem commonplace. When the ghouls grab them, they will not be aware of the danger until they are being dragged into the alley.

The ghouls, knowing that they do not have enough vampires for the next auction, are grabbing any who come along. They do not expect to face a group of the undead, and will act surprised should they have to face more than two.

The ghouls are well trained, but should be no match for a group of vampires. The characters have the option of fleeing or fighting. If a character is captured, the ghouls will take him from the alley and throw him into the back of the sedan. He will then be taken to a small, one-room concrete building far outside of the city. The character(s) will be kept here until the auction.

If the characters are beating the ghouls, the ghouls will throw smoke grenades and try to escape. If they are captured anyway, the characters will be unable to extract any information from them (the ghouls are both Blood Bound and Dominated). Should the characters find a way to force them to talk or take them to Prince Marcel, the ghouls will bite down on the cyanide capsules in their mouths, just as they have been Dominated to do.

Dialogue

There is no formal dialogue in this scene. The ghouls are well versed in their plan and have no need to talk.

Characters

The two ghouls, Albert Niezer and Kate Kasper, have served the Sabbat for years. The sect assigned them to help Raymond, and they are very good at capturing members of the Camarilla.

Nature: Conformist

Demeanor: Bravo

Born: 1930

Apparent Age: 30s

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 3, Athletics 3, Brawl 3, Dodge 3, Streetwise 2, Subterfuge 2

Skills: Drive 2, Firearms 2, Melee 4, Security 2, Stealth 3

Knowledges: Investigation 2, Law 1, New Orleans Knowledge 1, Occult 2

Disciplines: Celerity 1, Potence 2

Backgrounds: Allies 1, Contacts 3, Resources 2

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

Humanity: 4

Willpower: 6

Equipment: Stake, Heavy Pistol, Smoke Grenade, Cyanide Capsule

Scene Two

Plot

After the attack, the characters will likely head for some safe haven. The most logical choice will be the Twilight Club, where all the city's vampires are welcome during Mardi Gras. As soon as they get there, Jake Almerson (or another vampire of the Storyteller's choosing) tells them that a recently arrived acquaintance of his is missing and has not been heard from for several nights. The characters may or may not choose to tell the other Kindred what happened to them, but that is inconsequential. Prince Marcel's spies have already found out. Before the conversation goes much further, one of Marcel's Retainers enters the club.

Setting

The Twilight Club is a small but functional meeting room, not only for New Orleans' Kindred but for wanderers and refugees as well. The club serves as an informal gathering place where information can be gathered and exchanged or where vampires can find refuge for a few hours. The club enforces a strict "no confrontation" rule; no act of aggression or violence is tolerated. Those who break this rule are banned from the club, either permanently or for a period of months or years.

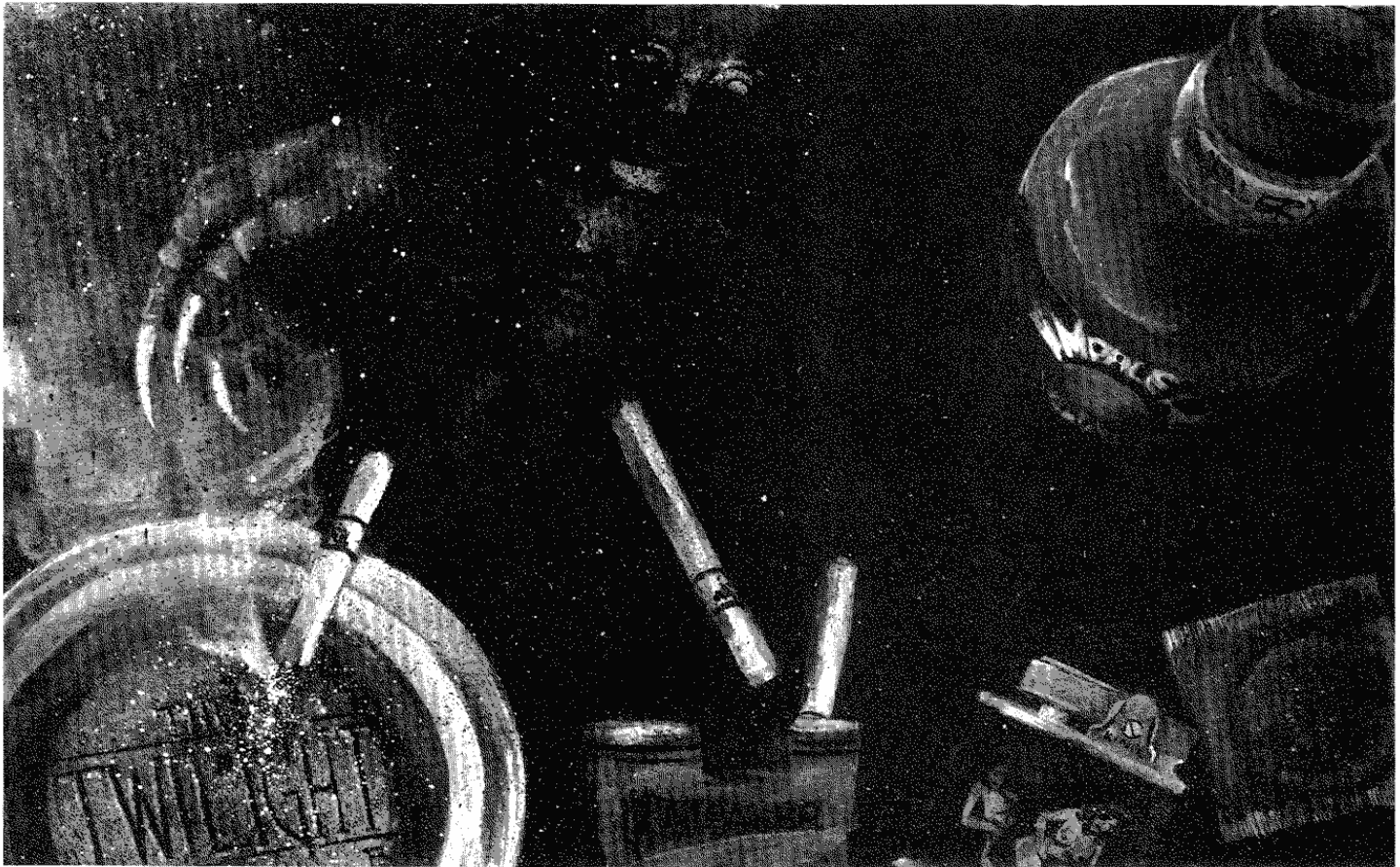
The Twilight Club is located on the upper floor of a set of shops next to a popular Bourbon Street nightclub. Entrance to

the club is obtained via a flight of stairs in the middle of the building that leads up into a hollowed alcove. At the top of the stairs is a solid white door that opens into the club. Because the club is not advertised and has no signs to attract attention, almost no mortals try to go there, and those who do are told it is a private room.

The club is divided into two sections to accommodate the stairwell. One side serves as a game area, featuring a pool table surrounded by several barstools and with a light hanging overhead. The other side of the area has a 26" color television in one corner. Set in front of it are several lounge tables and chairs.

In describing the other side of the club to the players, imagine a gentlemen's club from the 1920s. This area is more of a reading and social area; it is furnished in a very elegant style. In the center of the room sits a large, plush leather couch with cherry-wood end tables on either side and a glass-topped coffee table before it. On the table are current copies of various magazines and newspapers, including *Forbes*, *Time*, *Fortune*, *The New York Times*, *USA Today* and *The Wall Street Journal*.

On opposite sides facing the couch are two wing-backed chairs with tan upholstery. Between the chairs is a small tripod table with a fern adorning it. Beside the chairs are two matching end tables similar to those by the couch. Sitting on each table is a lamp with a low wattage bulb. Dark brown carpeting covers the floor from wall to wall. Large, oak-stained bookcases reaching nearly to the ceiling line two walls, and the wall facing the



road has two large French windows that open onto a balcony overlooking Bourbon Street.

Despite the decor's attempt at sophistication, jazz music always wafts into it from the street and from nearby buildings. During Mardi Gras, even that music is drowned out by the numerous bands participating in the parades.

Although the club is open to all clans on all nights, there are certain nights when one clan seems to dominate the club. On Wednesdays and Thursdays, for instance, the club hosts Tremere, Ventrue, Giovanni and Toreador. On Friday and Saturday nights, however, Brujah, Ravnos, Malkavians and occasional Gangrel take over. Pool tables, barstools, chairs and tables get shoved aside, boom boxes are set up, and a ceiling-rattling, paint-peeling party begins that lasts till near dawn. Occasionally a few Toreador can be found at these parties, as can the odd Caitiff. Most Nosferatu avoid the club altogether, and Prince Marcel is also a rare visitor.

The Brujah Dutch and the Nosferatu Roger run the club jointly, and they have Retainers on hand to take care of anyone's needs. The club keeps a limited supply of vitae on hand, but it primarily serves as a meeting place. Indeed, most vampires who have heard anything about the city know about this hole-in-the-wall.

Tonight several Kindred are at the club, but most, including the Gangrel leader Roxy, are on the balcony watching the events below. The only ones inside are the Tremere Nigel and Sebastian, engaged in a game of cribbage, and Jake Almeron, who watches them intently.

Drama

There should be more talk than action in this scene. Because it takes place at the Twilight Club, no confrontation should be allowed. Should anyone try to start any trouble for any reason, she will be thrown out of the club and barred from returning for a long period of time.

Dialogue

The dialogue in this scene will start as soon as the characters arrive. If the characters look as though they have been in a fight, others may ask them what has happened. At some point Jake will come up to them and ask if they have seen Kautin, an African Brujah who arrived in town at the start of Carnival several weeks ago. If the characters are evasive or don't want to talk, Jake will become suspicious. This conversation can continue for as long as the Storyteller likes, but definitely ends when Prince Marcel's messenger arrives and summons the characters to Marcel's office.

Characters

Any of the characters from Chapter Four can appear in this scene. On the other hand, the Storyteller might find this to be a prime opportunity to introduce characters of his own devising, especially those from out of town. The messenger is a standard mortal.

Live Action

In this scene, the characters interact with other Kindred in the story, and it may in fact be their first interaction with each other if they were not all involved in Scene One. The club setting makes it ideal for *Mind's Eye Theatre*.

The first thing to take into consideration is the setting. The club's ambience varies depending upon the night. The Storyteller must choose which of these motifs is appropriate for the story and plan the set accordingly. Try to approximate the feel of the club as best you can. Many of the objects described in the text are easily obtainable. You might wish to emphasize props that would lend to the feel of a particular theme. Many ideas for props can be obtained from the setting section of this scene.

If it is a Wednesday or Thursday night (nights when the Tremere and Ventrue hold sway), issues of *Forbes*, *Fortune* and *The Wall Street Journal* on the coffee table are appropriate, with subdued, possibly even classical music playing in the background. Friday and Saturday nights, however, are quite different. If the story takes place on one of these nights, the furniture should be pushed aside, and loud raucous music should be playing. You may even wish to invite a few friends who are not involved in the game, under the pretext of a party. This would lend a great deal of atmosphere to the story. You should make sure that those invited are aware of what is going on; some may even wish to participate, if only in a minor way.

Scene Three

Plot

At his office, Marcel tells the characters that a number of residents of the city, both mortals and Kindred, have disappeared. He is not overly concerned about the mortal disappearances, for that is a matter for the police. The disappearance of Kindred, however, is a Kindred affair. Because the characters were the only ones whose assault was witnessed, or who escaped the assault, he asks them for details. No matter what they say, Marcel becomes more and more suspicious. He demands to know if the characters are working with the New Orleans Special Task Force. Then he insists that they prove their innocence on pain of exile from the city. Of course, Marcel knows the characters have nothing to do with the disappearances, but hopes to use them to cover his own investigations.

Setting

Marcel's home is located on River Road, several miles west of Destrehan Plantation, one of the oldest existing plantations in Louisiana. Built in 1787, Destrehan is a popular tourist attraction, which affords Marcel perfect privacy, for he has no permanent neighbors to question his odd habits.



The building Marcel now inhabits, Rubis d'le Nuit, was built in 1805 by Marcel's grandfather, who created a large tobacco and sugar cane plantation amid the Louisiana bayou. During the years before the Civil War, the plantation provided the family with an extremely comfortable lifestyle. After the war, however, the family sold portions of the land. Now, while the grounds and gardens are well kept, the fields are poorly tended and little grows in them anymore.

The main house lies at the end of a dirt road that winds through a dense tangle of moss-hung cypress and oak trees. Oyster shells cover the road, which twice crosses a stream that runs through the property. Near the house the trees thin out, finally opening like a curtain to reveal the splendor of the grounds about the house. The lawn and gardens are perfectly kept by a team of hired landscapers who see that the house and grounds never appear abandoned or uncared for.

To the side of the house, a few hundred yards away, stands a small, elegant gazebo. It is painted white and trimmed in dark blue, with hanging plants added for decoration. Behind the house is a three-car garage, currently occupied by a black Lincoln Town Car, a silver Mercedes and a red Ferrari — a classic 1968 Daytona.

The house is a three-and-a-half story, 32-room, pink stucco mansion with a distinctive French Colonial flavor. It has large Gothic windows flanked by brown, wooden storm shutters, a style typical of houses in southern Louisiana.

Two sweeping staircases lead up to double French doors that grace the front of the house. Twelve Corinthian columns

support a second-floor balcony, and a large outdoor chandelier hangs over the front doors. Were it not for the car that brought them here, the characters could easily believe they had stepped back in time 150 years.

The interior of the house is a testimony to extravagant luxury, and it is important that the players fully realize the opulence and wealth of Rubis d'le Nuit. The bottom floor of the mansion blends antebellum Southern culture and French Provincial. Aubusson rugs and French Colonial carpets in various patterns cover the floors. Queen Anne sofas decorate several parlors, while in other rooms the sofas are of stained cherrywood, upholstered with crushed velvet. Chippendale end tables sit next to Louis XVI armchairs, and crystal chandeliers illuminate every room.

The bottom floor consists of a living room, study, den, formal dining room, reading room, library, kitchen and three parlors. Various works of art hang in all the rooms except the kitchen. Marcel's tastes seem mainly to turn toward French Impressionism, though a number of pieces by leading Toreador also fill the house. Crystal and porcelain vases, including one vase from the Sung Dynasty, sit on tables and mantles, as do small statues and other works of art.

Over the fireplace in the main parlor hangs a life-sized portrait of Marcel in the parade uniform of a Confederate Army officer. On the mantle below the painting is a faded photograph depicting Marcel, similarly attired and holding a rifle, in front of a small tent. The only difference between his appearance



then and now is that in the portrait and photograph he sported a full beard.

The books in the library are very old, mostly first editions of various popular works published over the last 100 years. All of the books are in very good condition, kept on shelves behind right-fitting glass doors. The drapery over all the windows is of crushed velvet. When closed during the daylight hours, the bottom floor of the house can be plunged into near-total darkness.

The dining-room table, of long, solid teak with an intricately carved, glass-overlaid top, can comfortably seat 30. The cabinets on either side of the room are filled with fine porcelain china and Waterford crystal glasses.

In keeping with the period setting, there are no electric devices downstairs save those in the kitchen and for lighting. Nor are there televisions, radios or phones. Those things are reserved for the second and third floors.

The second floor is decorated in a more modern manner. The rooms are furnished with leather sofas and easy chairs. One room contains an elaborate stereo system, another a wide-screen television and VCR. The floors, if not covered in wall-to-wall carpeting, are covered with Oriental rugs. The most curious feature of this floor is the lack of lighting. Marcel is particularly fond of low lighting.

On the third floor are the bedrooms. Each of the 10 rooms has a four-poster bed, night table, desk, chairs, lamps and dresser. All are kept as though company were expected to arrive at any moment. The baths are as elegant as the rest of the rooms, with sunken tubs, large, full-wall mirrors, decorative faucet handles and etched sliding glass doors on the showers.

Marcel's own room is the attic space, which he has converted into a comfortable living area. Access to the room may only be gained through a solid steel door covered with wood paneling (there are no windows). The space between the floors is lined with a double layer of lead shielding. The attic, as well as the rest of the house, is wired with an extremely sophisticated security system designed not only to warn of unauthorized entry, but also to provide warning of fires.

The most interesting room of the house, however, is downstairs behind two oak doors. Here, Marcel keeps his private collection of very finely preserved Civil War memorabilia. Many items displayed herein are artifacts Marcel has kept from the time he himself fought in the war.

Drama

Again, this scene involves more talk than action. Marcel makes no grand entrance to meet the characters. Two Retainers, who act as his housekeeper and his butler, lead the characters into the main parlor and leave them there for a few moments.

Dialogue

After greeting the characters warmly and making sure they are comfortable, Marcel will ask to hear their version of what happened. No matter what they say, he will appear to become more and more suspicious the more they talk. He will begin questioning their actions and will especially want to know why they did not capture their attackers alive.

Marcel will then begin to make veiled suggestions that the characters, realizing they were being watched by his spies, arranged the assault to ensure they would not be suspected in the recent disappearances. Nothing the characters can say will dissuade him, and his two childer, Anthony and Christopher, will enter the room as he becomes more agitated. Anthony will attempt to calm him, and then Marcel will make his ultimatum.

If the characters are not responsible for the kidnappings, they must find out who is. Marcel admits he used to suspect Detective Robert Carter and his group of vampire hunters (N.O.S.T.F.), but now he is not so sure. Should the characters choose to refuse him, they will be immediately exiled from the city.

If the players are not aware of Marcel's arrangement with Carter, a likely circumstance since there is no reason they should know, Marcel will explain very little about it to them. He will tell them that Carter is known to hunt renegades within the city, usually those who would threaten the Masquerade. For this reason he has been allowed to live. Marcel believes, however, that N.O.S.T.F. has recently begun hunting New Orleans Kindred indiscriminately. Marcel believes it would be a good idea for the players to begin their search with N.O.S.T.F.

This, in fact, has been Marcel's goal all along. He knows the characters had nothing to do with the disappearances, but needs someone not directly connected to him to investigate. Anthony and Christopher know this, and know that their role with the characters is to watch, not become actively involved. What they do not know is that Marcel actually suspects the elders who have been sending representatives to the city, but is afraid to do anything against them until he uncovers more information.

Characters

Marcel's Retainers are standard mortals. Descriptions of Marcel and his childer can be found in Chapter Four. If there is trouble, Marcel's two ghoul guards will come to his aid.





Chapter Two

Scene Four

Plot

If the character follow Marcel's suggestion, they should head for N.O.S.T.F. Headquarters, to which either child can direct them. With a little effort they will find Carter's office and begin searching it for clues. In his filing cabinet they find a file that N.O.S.T.F. is keeping on the kidnappings, but nothing specific on any victim. By breaking into Carter's computer files, however, the characters will find a general file on the mortal kidnapping victims, but individual files on the Kindred who are missing. One additional file is marked "Witness.loc," but lists only that there is a witness and that this person is being kept at an undisclosed location.

As the players are perusing the files, however, Carter and two of his men will come in. He will open fire on the players and either capture them or chase them from the building.

Setting

The N.O.P.D. building where N.O.S.T.F. has its headquarters is located just off Loyola Avenue in the CBD. N.O.S.T.F.'s offices are located in the basement area of the N.O.P.D. It can be accessed via a flight of stairs in one of the back corridors of the building.

Drama

This scene requires the players to make decisions and, based on those decisions, can proceed in many different directions. Once in the police building, characters will have

a hard time getting into the basement. While the building is not particularly busy at night, most doors are kept locked. The Storyteller can have fun with police asking the characters what they are doing. Still, it should not be ridiculously hard to get into the basement. The characters can Dominate an officer or a janitor to let them in, follow one while Obfuscated, or just pick locks until they get where they want to go.

The players should try to find Carter's office as quickly as possible. When they reach it, they will find it empty except for a desk and chair, a computer and several filing cabinets.

Investigating the filing cabinets, characters will find general files detailing all of the disappearances in New Orleans, both mortal and Kindred. No specific details are listed aside from whether or not the disappearance is suspected of being a kidnapping. This file, and other files on specific crimes, are written in plain English. However, there are numerous coded files. These files detail most of what the N.O.S.T.F. knows about specific vampires. Interestingly enough, there is no file on Marcel. Carter has memorized that information. Decoding the files requires accumulating 15 successes on an Intelligence + Linguistics roll (difficulty 9). Each roll requires two hours.

If one of the characters is proficient with computers, the group can try to hack its way into Carter's computer files. Cracking his security requires two successes on a Wits + Computer roll (difficulty 8). If none of the characters has any computer ability, they will not obtain this information, and must continue with the investigation as best they can.

However, if the Storyteller wants to thrust the characters back into the story, he can let the players deduce Carter's system of passwords from information in the office. This would require either good player reasoning or a Wits + Investigation roll (difficulty 9). While Carter is good with computers, he has not created an impenetrable system since he keeps his most important information in his head.

Once they have accessed Carter's files, the characters find a list of the suspected kidnapping victims. Individual files exist for each of the Kindred victims. These files contain an exceptional amount of information, including the vampires' names, lengths of residency, whom they may have known, known mortal relatives, friends, enemies and clan.

This should give the players a hint of just how well informed and dangerous N.O.S.T.F. is. The files also list where the victim was last seen, where the kidnapping was believed to have taken place, and what evidence was found at the scene. Nothing listed will be of much help to the characters, for very little evidence was ever found.

There is one general file for the mortal victims, listing similar personal information to that given in the other file. The only additional information given will be, as in the Kindred files, where the victim was last seen, where the kidnapping is thought to have taken place, and what evidence was found. Again, as with the Kindred files, very little evidence is listed.

If the characters continue to search the computer files, they will find a file listed "witness." This file will prove much more difficult to access than the others. Once the characters do so, the file states only that there was a mortal witness to one of the Kindred kidnappings and that the witness is now in protective custody at an undisclosed location.

As the players scan the file, the door to the office suddenly opens. A tall, solidly built man blocks the doorway. He holds a small, multi-fire crossbow loaded with its maximum six shots. He opens fire on the characters, but shoots to capture rather than kill. In the next turn, two more guns — silenced heavy pistols — poke into the room and open fire as well.

The characters' best hope for escape is a small window in the back of the office. It sits on ground level and opens onto the street. It cannot be opened and must be broken. Any character crawling through it (this takes one turn) will emerge on the ground of an alley.

Should Carter and his two assistants capture the characters, they will put the vampires in a cell and question them with regard to the Kindred kidnappings. Once N.O.S.T.F. is done with them, the Storyteller must decide what becomes of the players. They may try to exchange what information they have for their freedom, or try to escape.

After questioning them, however, Carter may decide to let them go, using them to find other Kindred. This ploy, which he has used many times before, is one way he manages to obtain so much information on members of Kindred society.



If the players opt to fight Carter, more police will arrive in 10 turns, or fewer if the characters make a lot of noise (unsilenced weapons, breaking furniture, screaming and yelling). If the characters manage to escape, they should make for the open street as fast as they can. Because it is Mardi Gras, they should have little problem escaping.

If the characters somehow defeat and interrogate Carter and his assistants before more police arrive, they find that the three had returned to the office to record information about the attempt on the characters themselves. Carter and his men will not submit easily to interrogation or Dominate, and the Storyteller might want to bring more police to speed things along.

If the players do not manage to access the computer files, they must either utilize what little information they could obtain from the files in Carter's filing cabinets, or discover N.O.S.T.F.'s information via other means. Questioning other officers in the police department will get them nowhere; very few of them even know of N.O.S.T.F. They will not be able to get any information out of other N.O.S.T.F. members unless they follow them around the city. Although this will be very time-consuming, it will eventually lead them to the safe house where the witness is being held.

Dialogue

There is not much dialogue in this scene. When Carter discovers the characters, he opens fire at once. If characters are captured, Carter will question them about other vampires in the city and the locations of any vampire havens they may know of — including their own.

Characters

Detective Carter is described in the Characters chapter. His two assistants have the following Traits.

Nature: Martyr

Demeanor: Caregiver

Born: 1960

Apparent Age: 30s

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 2, Manipulation 3, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 3, Athletics 2, Brawl 3, Dodge 2, Streetwise 2, Subterfuge 2

Skills: Drive 2, Firearms 3, Melee 2, Police Procedure 2, Security 2, Stealth 2

Knowledges: Investigation 3, Kindred Lore 1, Law 2, New Orleans Knowledge 1

Backgrounds: Allies 5, Contacts 3, Resources 2

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

Humanity: 8

Willpower: 7

Equipment: Stake, Heavy Pistol w/Silencer, Tonfa, Handcuffs, Class Two Body Armor

Scene Five

Plot

The players discover that contacting the witness requires them to make a perilous journey into Lupine territory. There, they encounter members of the Uktena tribe. Though the Lupines have a treaty with the Kindred, they are not restricted from dealing harshly with trespassers.

Setting

This scene takes the characters into Lupine territory — the neighborhood of Arabi, past the Inner Harbor Navigation Canal. This should inspire foreboding among knowledgeable characters; the Inner Harbor Navigation Canal is one of the landmarks used to mark the border between Kindred and Lupine lands.

Drama

It is no coincidence that N.O.S.T.F. has its safe house in Lupine territory. Carter knew that so doing would reduce possible Kindred interference. This scene may proceed in one of several directions. The characters may encounter no Lupines at all (extremely lucky and equally unlikely). If the characters know beforehand that they are venturing into Lupine territory, they may seek allies from among the Gangrel clan. Almost any Gangrel (even one of the characters) can act as a mediator, learning what the Lupines may accept in exchange for safe passage in and out of the territory. If the characters recruit an outside mediator, that individual will grudgingly oblige, but the characters will now owe her a prestation debt.

The most important aspect in dealing with any confrontation between the characters and the Lupines is how many times the vampires have previously trespassed. If this is their first time, the Lupines will rough them up but not destroy them. If this is the second time for all or even only some members of the group, the werewolves will try to kill them.

Dialogue

There will not be much dialogue in this scene. If the players do run into any Lupines, and they have a mediator with them, there will be some brief discussion concerning the possibility of trading for safe passage. In exchange for letting the characters through, the Lupines insist that the characters find a werewolf by the name of Samuel Haight, who they believe is in New Orleans. They describe him as a big, hard-looking, middle-aged man with hazel eyes and brownish-gray hair. They have heard that he is looking for a vampire to Embrace him, and thus the characters might be able to find him.

If the characters encounter Lupines without a mediator, the dialogue will be much briefer. The Lupines are not likely even to inquire what the vampires are doing in their territory. If it is the characters' first offense, they will be subdued and beaten. Then the werewolves will take them back to New Orleans and warn them not to come back.

Characters

Unless the characters are an especially tough coterie, one werewolf per vampire should be enough. Their statistics are found below. The characters may also seek out Roxy, Laura or another Gangrel to help them deal with the werewolves.

Nature: Cavalier

Demeanor: Bravo

Born: 1960s and '70s

Apparent Age: Mid-20s

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 2, Manipulation 2, Appearance 2

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Alertness 3, Athletics 3, Brawl 4, Dodge 3, Intimidation 4

Skills: Animal Ken 4, Stealth 4, Survival 5

Knowledges: Kindred Lore 1, Linguistics 1, New Orleans Knowledge 1, Occult 3

Disciplines: Animalism 1, Celerity 4

Backgrounds: Allies 5

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

Humanity: 8

Willpower: 7

Notes: Remember that in wolf or half-wolf form, these characters double their Physical Attributes, cause aggravated wounds, heal one Health Level per turn and use Celerity without spending blood.

Scene Six

Plot

Once the characters reach the safe house, they find it guarded by N.O.S.T.F. members. If they manage to get past the agents and question the witness, they will find out a great deal more about the kidnapping.

Setting

The safe house is on the eastern edge of Arabi. It is set away from any other house, located on several acres of open field and surrounded by a six-foot tall fence with barbed wire on top. It is a simple one-story white brick house with bars on the windows and doors.

Drama

Though he does not expect any Kindred to get this far, Carter is prepared for the possibility. He has assigned four N.O.S.T.F. agents to guard the witness. One of the guards prowls the grounds, another stays in the room with the witness, and two sit in the living room, alternately watching security monitors and the television.

Keep in mind that members of N.O.S.T.F. will not be so easy to bypass as the average guard. They keep in constant





radio communication, know how to recognize vampires and know better than to look in their eyes. These guards have light amplification goggles and silenced submachine guns in addition to the equipment listed in Scene Four.

Getting past the guards, the players must now question the witness. The cooperation they receive from the witness depends a great deal upon how the players present themselves. If they threaten or frighten the witness, it will take them that much longer to get the information. Also, a character with artistic ability will be able to reproduce a fairly accurate drawing of the ghouls from the witness's description.

Dialogue

The questions the characters ask are very important. If they do not ask the right questions, they are not going to get the right answers.

The witness, Charlie Grisham, will describe how he was attacked one night on the street. Someone grabbed him from behind and pulled him into the alleyway. He felt the attacker biting at his neck, and then suddenly felt the attacker pull away. Grisham says he heard voices and turned to see what was happening while he made his own getaway. The witness will claim to have seen very little of the subsequent scene. If one of the characters Dominates or hypnotizes Grisham, he will remember seeing two people, a man and a woman, forcing a third person (presumably the witness's attacker) into the back of a black, four-door sedan. He also remembers that the car had New York license plates.

Characters

N.O.S.T.F. members have been detailed above, and Grisham is purely average.

Chapter Three

Scene Seven

Plot

Leaving the safe house (and probably returning to their havens for the day), the characters are ambushed as they enter the city. The group of attackers outnumbers them and soon overpowers the characters. The attackers then drag the characters to a warehouse in the dock area near the end of the Inner Harbor Navigation Canal.

Setting

The characters must traverse the docks no matter how they come back to New Orleans. While there, the Phoenix Society attacks them and drags them to a rundown, abandoned warehouse located near the end of the Inner Harbor Navigation Canal. The warehouse is surrounded by several others and is not visible from the canal.

Drama

En route to this scene, the players must recross the Lupines' territory. What trouble they may encounter as they return to New Orleans is up to the Storyteller. No matter where they cross the Inner Harbor Navigation Canal, however, they will find themselves in the dimly lit dock areas of the city.

As soon as they cross, the characters are ambushed by a group outnumbering them two to one. The attackers will fight to subdue the characters and will not inflict serious injury unless the players give them no other choice.

Once they are under control, the characters will be taken to the warehouse. They will be taken inside and brought before a tall, dark-haired man who will introduce himself to them as General, the leader of the Phoenix Society.

Dialogue

There will be very little dialogue in this scene. The members of the Phoenix Society who attacked the players will not answer any questions put to them. They will simply capture the players and take them to see General.

Characters

There will be two attackers for every character.

Nature: Rebel

Demeanor: Fanatic

Born: 1940s

Apparent Age: 20s

Physical: Strength 3, Dexterity 5, Stamina 4

Social: Charisma 4, Manipulation 4, Appearance 4

Mental: Perception 4, Intelligence 3, Wits 4

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

Skills: Drive 3, Firearms 3, Melee 3, Security 3, Stealth 3
Knowledges: Computer 1, Investigation 2, Law 1, New Orleans Knowledge 1, Occult 2
Disciplines: Auspex 1, Celerity 2, Fortitude 2, Obfuscate 1, Potence 3, Presence 2
Backgrounds: Allies 5, Contacts 3, Resources 1, Status 1
Virtues: Conscience 1, Self-Control 2, Courage 5
Humanity: 5
Willpower: 7
Equipment: Stakes, Clubs, Chains, Knives, Firearms (though they won't use guns unless they must).

Scene Eight

Plot

The players will learn a great deal from General if they have the presence of mind just to sit and listen. General will tell the characters that Prince Marcel has lied to them. Marcel has, in fact, informed them about only a small fraction of the actual number of missing Kindred. Most of the abducted vampires were members of the Underground Society; indeed, no one in "proper" Kindred society even knows of those disappearances except for Marcel and his spies.

General suggests that if the players want to uncover more information about the kidnappings, they should question New Orleans' Nosferatu or the wererats south of the city.

Drama

There will not be much drama in this scene unless the players force it. If they try to escape or fight their way out of the situation, they will be immediately restrained and likely roughed up a bit to deter any further attempts.

Dialogue

General has a great deal to say to the characters. Hopefully they sit still and listen to him. He starts by introducing himself, saying only that his name is General and that he is the leader of the Phoenix Society. Though he already knows much of what the characters seek to accomplish (thanks to Christopher), he feigns ignorance and asks them about what they are doing.

Why were they in Lupine territory? What were they trying to find? If the characters refuse to answer, General will accommodate them at first, answering the questions for them (he already knows the answers anyway). If the characters remain close-mouthed, General eventually allows others in the room to "persuade" them to answer. If this doesn't work, he Dominates the answers out of them.

Once General gets the characters' side of the story, he tells them that Prince Marcel has lied to them. The number of missing Kindred is actually much higher than the "few" Marcel has led them to believe. Most of those taken had only

come to the city to visit. Additionally, vampires from around the country have been disappearing, and General has reason to believe they are being held in New Orleans.

At this point, one of the other members of the Phoenix Society, a short, heavyset vampire named Carl, interjects that the kidnappers are taking mortals as well. He announces that last night he watched from a side street as a large black car pulled up to a man walking alone. Two people jumped out of the car, grabbed the man and dragged him into the car. Carl insists that the man he saw kidnapped was not a vampire, but a mortal — a vagrant who has not been seen since.

When Carl concludes his story, General asks the characters what they think of the situation now. It should be evident to them, he says, that those responsible for the kidnapping are not very discriminating. They take Kindred from every stratum of society and now seem to be kidnapping mortals as well. It would seem, General continues, that those responsible require a great many victims. What is left to discover, he tells them, is the reason.

General tells the characters that his own investigations have not turned up much more than he has told them. He suggests that further information might be obtained by questioning the city's Nosferatu or the wererats who live to the south.

Characters

The members of the Phoenix Society are described above, but General is described here.

Clan: Brujah

Sire: Robin Leeland

Generation: 7th

Nature: Architect

Demeanor: Rebel

Embrace: 1794

Apparent Age: 40s

Physical: Strength 5, Dexterity 4, Stamina 6

Social: Charisma 6, Manipulation 4, Appearance 4

Mental: Perception 4, Intelligence 4, Wits 3

Talents: Acting 3, Alertness 3, Brawl 2, Dodge 4, Intimidation 5, Streetwise 1, Subterfuge 4

Skills: Animal Ken 2, Etiquette 3, Firearms 2, Melee 6, Riding 3

Knowledges: Camarilla Lore 4, History 3, Investigation 4, Kindred Lore 3, Linguistics 4, Military Science 4, New Orleans Knowledge 1, Occult 4, Sabbat Lore 2

Disciplines: Animalism 1, Auspex 3, Celerity 4, Dominate 3, Fortitude 5, Obfuscate 3, Potence 4, Presence 5, Quietus 3

Backgrounds: Allies 5, Contacts 4, Influence 3, Mentor 5, Resources 4, Status 2

Virtues: Conscience 3, Self-Control 5, Courage 4

Humanity: 6

Willpower: 9

Notes: Though General introduces himself as the Phoenix Society's leader, he isn't. He also lied to the characters when he told them he knew nothing more about the kidnappings. He, like Prince Marcel, believes a group of elders are responsible, and hopes to use this information against them. He plans to use the characters to get this information.

Image: General has used his Obfuscate to change his appearance. He currently looks like a short man of Mediterranean origin, with dark hair and eyes.

Roleplaying Hints: You always try to take your opponents off guard, and hope to surprise the characters with the amount of information you know. Try to make the characters like you, but do not be afraid to hurt them to get what you want.

Equipment: Wooden Sword, Shotgun

Scene Nine

Plot

The characters, should they follow General's advice, seek out and question either the Nosferatu or the wererats. Either group can tell the characters that Kindred elder representatives from other cities have been making monthly pilgrimages to New Orleans, staying for a few nights, and then leaving.

Setting

This scene's setting depends on the characters. The Nosferatu will be harder to find, but if the characters ask around the Twilight Club, someone should be able to arrange a meeting. If the characters try to locate the wererats, they will have a slightly easier time of it. The wererats dwell on land south of the city, down past Westwego — something General can tell the characters.

Drama

Seeking out the Nosferatu will not necessarily entail a great deal of drama. A meeting can best be arranged through Roxy or one of the other Kindred. Remember, whoever sets up the meeting will gain a small prestation debt from the characters. The ease, or lack thereof, of the characters' search is left to the Storyteller's discretion.

If the characters decide to seek information from the wererats, the situation will be quite different. Getting to the wererats' territory is problematic, for the direct route passes through land claimed by both Kindred and Lupines. This territory is even more dangerous than regular Lupine territory; anyone, vampire or werewolf, caught there is fair game.

To avoid the war zones, the characters may choose to go by the long route, which means going completely around the disputed area to get to the wererats' territory. Though this takes considerably longer, it may save the characters a great deal of trouble.





The wererats themselves are not looking for any fights, but they will not hesitate to retaliate if the characters threaten them.

Dialogue

It matters little to whom the players go for information, for both groups can provide the same information. The only difference lies in how characters approach the separate groups. The Nosferatu are naturally suspicious, and the characters must work hard to obtain any information from them. The wererats are willing to talk, but only if the characters bring something in exchange for their cooperation. If the characters do not bring anything to trade, the wererats give them nothing but tantalizing hints that they know something special.

If properly mollified, both the Nosferatu and the wererats tell the characters that they have heard and seen unusual things. Furthermore, the more deeply they investigate the events, the more sinister they seem. Both know that agents representing many of the continent's most powerful elders come to New Orleans once a month, stay a night or two and then leave. Neither group admits to knowing the purpose behind the visits, nor does either speculate on the matter.

If the players think to ask the Nosferatu about Samuel Haight, they are aware he has come to town, but believe him to be a mage. They have not seen him since he arrived a few nights ago.

Characters

Among the Nosferatu, Avery or Martin can provide the information the characters seek. If by some misfortune the characters deal with Roger, he will provide misinformation and probably bait a trap for the characters.

The wererats call themselves Ratkin and are similar to the werewolves described above. While they can still use Celerity without spending blood and heal wounds each turn, only their bites cause aggravated wounds. Only their Dexterity changes in their man-rat form, but it triples. They also have two levels of Obfuscate and prefer knives and guns to hand-to-hand combat.

Chapter Four

Scene Ten

Plot

Returning to the city, the characters must decide what to do now. Very soon after they return to New Orleans, the Gangrel Roxy approaches them, expressing an interest in their investigation. She suggests that if they still seek information, there is no better source than the old vampire/werewolf, Uriah Travers. The only problem lies in finding him.

Setting

The meeting can take place anywhere in the city. It most likely occurs in an isolated area, possibly in a city park or one of the cemeteries.

Drama

As the characters return from their information-gathering expedition, Roxy or her Retainer, a strikingly handsome game warden, approaches them. Fighting occurs only if the characters instigate something. Otherwise Roxy inquires about the search for the missing vampires.

If the players are rude to Roxy in any way, she will immediately leave. The characters will have lost the chance to gain some valuable information. If the characters try to pick a fight, Roxy will quickly retaliate.

Dialogue

Roxy either approaches the characters herself or sends her Retainer to arrange a meeting with them. Once they meet, Roxy asks the players how their investigation is going. The players may tell her as much as or as little as they please. She will not try to extract information from them, for that is not the real reason she wanted to meet with them. She wishes to help them and to plant suspicions about Marcel in the process.

Roxy suggests that the characters seek out Uriah Travers, who lives to the west of New Orleans on the north side of the Teche. Very few beings in the area, Roxy claims, know as much as the old vampire/werewolf, whose knowledge easily rivals that of Marcel's spy network. Uriah is no friend to Marcel, so he does not share his information with Marcel. He may be willing to share what he knows of the kidnapping — if they can locate him.

Roxy gives the characters directions to Uriah's home as best she can. To get there, she says, one must leave the city and travel east toward Lafayette. Travers' home is located in the northern area of the Teche, approximately 10 miles northeast of Lafayette on the bayou.

Characters

The characters should have already met Roxy; her description is given in Chapter Four. Her Retainer has the same Traits as a SWAT officer, but he has a Survival Skill of 3 and an Appearance Attribute of 4. Because he is a ghoul, he also has Potence 1.

Scene Eleven

Plot

Following Roxy's directions, the characters set out to find Uriah Travers. As they wade through the swamplands of the Teche, however, they are ambushed by werealligators who live in the area.

Setting

The area where Roxy has sent the characters is little more than swampland. Very little light of any kind passes through the canopy of trees. Even a vampire or Garou finds the area dark. Characters without a light source will be severely handicapped.

Drama

By now the players should have learned the benefit of staying within Kindred territory. If the characters travel to Uriah Travers' home by any route other than the one Roxy gave them, they will find themselves either in Lupine territory or in a disputed area. If they adhere to Roxy's directions, however, they should encounter no serious obstacles in getting to the Teche.

The characters' initial foray into the swamp should also be fairly uneventful, for the werealligators want to give them as little chance to escape as they can. Once the characters have proceeded deep enough into the swamplands (anything greater than one mile in), the werealligators launch their attack.

If the characters do not escape the attack, the Storyteller can decide their final fate. If the Storyteller does not want to kill them, she can have Uriah Travers show up at the last moment to rescue them.

Dialogue

There is very little dialogue in this scene.

Characters

Raymond has made a deal with two werealligators. They are to capture any vampires they can. In exchange, Raymond has promised to help recover some eggs the Uktena have stolen. If the werealligators capture the characters, they will take them to Raymond, who will auction them off. The werealligators will not attack Uriah because they respect his madness. Of course, if he really were a Garou, they would slay him out of hand.

The werealligators, who call themselves Mokolé, are similar to the werewolves in Scene Five. In their wereform, they triple their Strength and Stamina, but halve their Dexterity (round up). They also have Fortitude 2 and Protean 2 to represent their tough hides and long teeth and claws.

Scene Twelve

Plot

If they manage to escape the werealligator attack, the characters make it to Uriah Travers' home. There, if they play their cards right, the Malkavian will prove to be a most valuable source of information. Travers is already well aware of the regular visits by the elder representatives. Moreover, he is also partially aware of the reason why. From his own sources around the country, Travers has learned that a growing number of elders are engaging in diablerie. He has also been told that the elders' vampiric vitæ supply originates in New Orleans.

Setting

Travers' home is a conservative but well-planned structure. Seemingly little more than a one-room shack, it rises approximately 16 feet out of the water and rests on eight solidly placed, foot-wide, heavy wooden pillars. Visitors must enter the cabin by way of a rope ladder hanging down from underneath the center of the cabin. The ladder can be pulled up in case of attack. A six-foot-high fence of sharpened spikes hangs at a slightly tilted angle around the cabin and the roof. This make entrance from the sides nearly impossible.

Drama

There is very little drama in this scene unless the players instigate it.

Dialogue

Upon first encountering the characters, Travers asks them what they are doing in his territory. He is suspicious by nature and does not trust the characters or their motives for coming to see him. At the mention of the disappearances in the city, however, he quickly drops his suspicious nature and talks much more freely.

Travers lets the characters tell him everything they know before admitting that he is already aware of the elder representatives who come to the city each month. Travers tells the characters that many of these elders have begun regularly engaging in diablerie. Travers has also learned that the supply of victims originates in New Orleans. The question is: Who is providing the supply for the elders?

If the characters think to ask about Haight, Travers says he has just become aware that the Skin Stealer recently arrived in town. Travers does not know what to do about it, but believes the Garou/mage/ghoul is staying at the Jackson Inn, a rundown flea-trap of a motel near the docks.

When the players are ready to return to New Orleans, Travers suggests a safer route out of the swamp, one that will allow them to avoid the werealligators. He says he has never heard of them attacking Kindred before. As far as he knows, they reserve their bitterness for werewolves.

Characters

The only new character in this scene is Uriah Travers, whose Traits can be found in Chapter Four.



Chapter Five

Scene Thirteen

Plot

Now the characters must find Haight. He is indeed staying at the Jackson Inn, but under an assumed name. Because it is Carnival time, every room at the Inn is taken, and the characters have their work cut out for them trying to find him. Once they do, they discover that he has arrived to attend the auction, which is scheduled to take place on Mardi Gras. He hopes to buy a vampire to make him immortal. After the characters talk him out of this plan, he will reveal who is running the auction — in exchange for the characters' blood.

Setting

Most of this scene takes place at the Jackson Inn near the docks. Characters will immediately get the impression that it usually rents out rooms by the hour. The furniture is old and moldy, and no one has cleaned any part of it in months. Haight has a small room with a bed, a table and a lamp.

Drama

Most of the action in this scene involves trying to find Haight. He is registered under an assumed name, rarely leaves his room and only goes out to get food. If the characters give his description to the clerk, he tries to hit them up for a bribe before admitting that too many people have registered for him to remember any one. He does, however, let the characters hang out in the hotel. If the characters Dominate him, he claims that the description fits several guests. If characters

track him down and use Aura Perception on him, they see myriad sparkles in his aura, which is usually dominated by a deep red color.

After the characters find Haight, he will talk with them willingly. If they attack him, however, they are in for some real trouble.

Dialogue

After the characters have found Haight, he invites them to a nearby restaurant to talk. He asks most of the initial questions, mainly regarding the basics of vampiric existence. The more he learns, the more concerned he seems to become. If the characters have been helpful, he admits that he came to New Orleans to buy a vampire at the auction. He had hoped to obtain the vampiric Embrace, but no longer wants immortality at that price.

Indeed, Haight has been having second thoughts since arriving in the city, especially since he has decided he cannot trust Raymond. He offers to reveal who runs the auction if each character will give him enough of her blood to fill five plasma bags apiece. After they do so, he describes Raymond and says that they were to meet that night in a parking garage near the French Quarter. There, Raymond was supposed to tell him where to meet for tomorrow's auction.

Characters

Other than the desk clerk, the only character of note in this scene is Samuel Haight.

Nature: Deviant

Demeanor: Architect

Physical: Strength 5, Dexterity 3, Stamina 5
Social: Charisma 5, Manipulation 5, Appearance 2
Mental: Perception 4, Intelligence 4, Wits 4
Talents: Alertness 4, Athletics 4, Brawl 3, Dodge 4, Intimidation 5, Leadership 5, Primal-Urge 3, Streetwise 3, Subterfuge 4
Skills: Animal Ken 3, Drive 2, Firearms 5, Melee 4, Stealth 4, Survival 5
Knowledges: Computer 2, Enigmas 4, Investigation 4, Linguistics 3, Occult 5, Politics 4, Rituals 5
Disciplines: Thaumaturgy 3 (Movement of Mind 3, Lure of Flames 2, Weather Control 2, Spirit Thaumaturgy 1)
Rituals: Ritual of Sacred Rebirth, Donning the Mask of Shadows, Puissant Shield, Ward versus Lupines
Backgrounds: Allies 5, Resources 5
Virtues: Conscience 0, Self-Control 4, Courage 5
Humanity: 2
Willpower: 9
Equipment: Shotgun, Staff of the World Tree, Shedding the Spirit Skin Necklace
Notes: If you have **Werewolf: The Apocalypse**, Haight has the following Traits:

Gifts: Bane Protector, Wyrn Hide, Unseelie Faerie Kin, Blood Omen, Heightened Senses, Curse of Aeolus, Visceral Agony, Razor Claws, Thieving Talons of the Magpie, Inspiration

Rage: 8

Gnosis: 8

If you have **Mage: The Ascension**, Haight has the following Traits:

Essence: Dynamic

Arete: 4

Quintessence: 8

Paradox: 2

Spheres: Correspondence 3, Entropy 3, Forces 3, Life 2, Matter 3, Prime 2, Spirit 4

If you do not have these games, give Haight **Auspex** 1, **Celerity** 5, **Dominate** 3, **Fortitude** 2, **Presence** 2, **Potence** 2 and any other powers you desire.

The Staff of the World Tree does Strength + 3 Health Levels of aggravated damage and makes Haight invisible to supernatural forms of detection. It also allows him to draw on almost limitless amounts of Willpower during a scene. His necklace lets him travel at will into another dimension called the Umbra. He can use both of these in his man-wolf form.

Image: Samuel Haight is a middle-aged man with hazel eyes and brown, slightly graying hair. Haight is in excellent physical condition. In all of his forms, Haight will maintain a brown coat shot with gray.

Roleplaying Notes: As you have become more powerful, you have become aware that your time on Earth is limited. You have begun to seek immortality, and to that end you have sought out the vampires. You have discovered that their immortality comes with a price — a price you are unwilling

to pay. You found out about Raymond through a mage friend but took an immediate dislike to him. If the characters prove intelligent, you will tell them almost anything they want to know. After all — like you, all Leeches are enemies of the Garou. Anyway, they can provide you with blood.

Scene Fourteen

Plot

Now the characters head to the parking garage and find Raymond. They can either confront him there or follow him.

Setting

A parking garage just south of the French Quarter.

Drama

Again, what kind of drama occurs in this scene depends on the players. If they arrive at the parking lot at the time Raymond has scheduled to meet Haight (4 a.m.), they see the vampire waiting in a black Corvette with the engine running. He will wait half an hour for Haight before driving off. If the characters confront him here, he will drive off immediately, probably hitting one or more of the characters on his way out. If the characters opt to follow him, go to the next scene.

Despite the fact that this is Mardi Gras morning, following him will not be difficult. However, if he has reason to suspect he is being followed, he will use the Corvette's speed to best effect. See the Stunt Driving rules in the **Vampire** rulebook, pgs. 215-216.

Dialogue

There is not much dialogue in this scene except among the players as they decide what they want to do. Raymond will not talk to them.

Characters

Raymond is the only new character in this scene. He is described in the Characters Chapter.

Scene Fifteen

Plot

Raymond will leave the parking garage and drive toward the river to the docks. There, he will park his car on a side street and enter one of the warehouses. Inside, Raymond meets with a ghoul to discuss the problems with the Mardi Gras auction. Stock is getting harder and harder to obtain without attracting attention.

Setting

A large, abandoned warehouse. All its windows have been broken and the doors are no longer locked.

Drama

Raymond reaches the warehouse at 5 a.m. Sunrise is usually between 6 and 7 a.m. He parks on a side street in front of a black Lincoln Town Car. If the characters have any way of comparing, they discover that this is not Marcel's car. Inside the warehouse, Raymond meets with a ghoul. If they managed a sketch from the witness in Scene Eight or got a good look during Scene One, they will recognize the ghoul as the attacker.

The characters can try to interfere with Raymond, but he and his ghoul know where the back door is and will probably escape, though they must abandon their cars. Raymond's is registered in New Orleans, but the Town Car is registered in New York City.

If followed, Raymond goes to his haven and the ghoul goes to a boarding house. Both will relax until dark. If the characters try to find out the precise pump house referred to by Raymond, they discover that New Orleans has a number of pump houses. Investigating all of them is out of the question.

Dialogue

In their brief conversation, the ghoul tells Raymond that everything is ready for tomorrow night's auction, but that he is growing concerned over the difficulties in getting stock. It was hard enough to obtain victims for the last three auctions without being noticed, but things are getting very dangerous now. The police have a witness who can identify them, and at least one attack (that on the characters) failed. The ghoul will strongly suggest that perhaps they should stop the auction until things cool down.

Raymond will dismiss the ghoul's suggestion, stating that nothing will go wrong so long as they continue to carry on with the auction as Martin has told them to do. He will suggest that the ghoul take advantage of the height of Mardi Gras to seize some more victims. The ghoul will begin to get very nervous over Raymond's refusal to listen to him and will begin to suggest that he wants nothing more to do with the auction after tonight.

Raymond tells the ghoul that he is too deep in the matter to walk away from it now. The ghoul responds that he is not under Raymond's control and will do as he pleases, to which Raymond suggests with a smile that perhaps he should discuss his plans with Martin. After this the ghoul falls silent and becomes much more compliant and agreeable with Raymond for the rest of the conversation. Raymond instructs him to return to the pump house and make sure that everything is ready for the auction that night at 9 p.m. That is his responsibility, and Martin will not be pleased if things do not go as smoothly as before.

Characters

The characters have already encountered both Raymond and the ghoul.

Scene Sixteen

Plot

This scene occurs only if the characters seek to enlist other Kindred's help in stopping the auction. At this point they have only themselves to rely on and are facing unknown adversaries. Hopefully the characters have befriended one or more of the clan leaders.

Drama

Any drama in this scene occurs as the characters try to recruit others to help stop the auction. They don't have much time to recruit help. After Raymond leaves the warehouse, they have only one hour until morning. The sun sets at 7 p.m., so they have only two hours until the auction, though it will run until midnight. Hopefully at least one of the characters is following Raymond or the ghoul. If not, then they will have to spend all this time trying to find the pump house, and will fail if they do not have a good plan.

Dialogue

Perhaps to the characters' surprise, Marcel will not meet with them before the auction. His spy network has already garnered the same information the characters have uncovered, and he will not act against powerful elders without more information — the kind he can use for blackmail. His associates all feel the same way.

Both Roxy and Dutch would help break up the auction, but finding them poses a problem. The Twilight Club might be a good place for this; in any case, neither offers immediate help. They make no promises, but go to round up their own forces (the Underground Society in the case of Dutch, the Lupines for Roxy). If they show up at all, the Storyteller might want to use them as the cavalry, coming at the last minute to rescue the characters — if the characters deserve it.

Scene Seventeen

Plot

The characters, with whatever allies they have managed to gather, approach the pump house where the auction is being held. They must bypass several guards to get into the pump house, and once inside, they find the room crowded with 15 elder representatives bidding on neonates paraded before the group.

Setting

New Orleans maintains a number of pump houses to pump away the excess rain water and thus avoid flooding. These unstaffed pump houses are old, rundown buildings, each approximately the size of a small fire station. The sound



of the pumps alone, however, makes them fairly unlikely places to hold the auction.

Raymond, however, has managed to find an abandoned pump house that suits his needs perfectly. It is located a short distance to the west of the city limits in an unused field, hidden from view by a thin grove of trees and high bushes. The pump house is a large, whitewashed cement-block building. It has two doors, one in the front and one in the back. A number of windows, each approximately 30" tall, are high in its walls.

The building is essentially empty except for a large mechanical pump, which sits in the center of the room. The pump, however, has long been stripped of most of its parts and now, like the building in which it sits, is little more than a shell.

The auction takes place at the back of the pump house. The building is approximately one-and-one-half stories tall. A small metal catwalk winds all the way around the room; this is accessible by a ladder near the front door.

Drama

The characters can locate the correct pump house in a number of ways. They can go to New Orleans' Sewerage and Water Department and find out where all the pump houses are located. If their search is thorough enough, they will discover old papers authorizing the stripping of the old pump and the closing of the pump house. If they locate the pump houses in use and decide to search each one, the auction will be over by the time they finish.

Another option is the perusal of real estate sales. Records indicate that the land on which the old pump house sits was sold to Raymond five months ago. It is one of two pieces of property he owns. The other is an old house within the city limits near the French Quarter.

Once the characters arrive at the pump house, they must neutralize Raymond's security. This includes a number of ghouls who are armed with automatic rifles, wear light intensification goggles and flak vests, and sport odd body mutilations. These are Sabbat ghouls who have been disfigured by the Vicissitude Discipline.

If the characters manage to bypass the guards around the pump house, they must still get inside. It would not be wise to go in either door. A more discreet method of entry can be found by way of the windows, provided the characters can reach them.

Once inside, the characters have only a matter of minutes to assess the situation before being forced into action. There is no way to predict the outcome of this final scene; it depends on the players' skill and raw power.

However, several points might tip the scales in the players' favor. For instance, did they manage to find any allies? Did they bring any weapons? Are they good fighters? Do not forget that Detective Carter and N.O.S.T.F. are also investigating the cases. How close are they? Have they also located the auction? If they arrive on the scene they will find

a building full of vampires and lacking in escape routes. Will Carter put an end to the auction or destroy as many renegades as he can?

If things were not bad enough for the players, keep in mind the real power behind Raymond's auction. Martin D'Richet is not a mage to be trifled with. He may see the situation in the same light as N.O.S.T.F. There is also the possibility of a fairly bloodless ending should the players be discovered and caught before they do anything. In this case, they may find themselves being auctioned off to the highest bidder.

Dialogue

The nature of the scene leaves little time for dialogue.

Characters

There are 15 representatives here. Though most of them are ghouls, there should be one vampire for each character. The vampires have Traits identical to those of the Phoenix Society members; the ghouls' Traits are identical to those of the ghouls in Scene One. Six ghouls guard the grounds, while the two who took part in the kidnapping are inside with Raymond. There are also six staked neonates being auctioned off. While the characters might free them, they are under close watch and are likely to enter frenzy when unstaked.

Epilogue

In the end, little evidence of what happened will remain. If no one else attempts to torch the old pump house, Raymond sets off explosives he has hidden there for just such an eventuality.

The characters have made a number of powerful enemies here, including the mage Martin D'Richet and some powerful vampires. While most of these engaged in diablerie did so for fun, a number are so old and powerful that they must drink vampiric vitae. They will not be pleased to have lost this source.

Because the characters fulfilled Prince Marcel's request, he will owe them a prestation debt, albeit grudgingly. He had hoped to use the information to blackmail more powerful Kindred. If the characters do find out about D'Richet, Marcel will gladly be in their debt.

Also, the Sabbat is now aware of the characters, though not necessarily antagonistic. Indeed, if the characters enjoyed exceptional success, the sect might try to recruit them.

Finally, if the characters found out about the auction and do nothing, warn them with a Humanity roll. If that does not motivate them, Raymond summons a Sabbat pack to kidnap them. He then sells them at the next auction.



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Garou, a werewolf torn between the ways of human and wolf. Garou, spirit made flesh.

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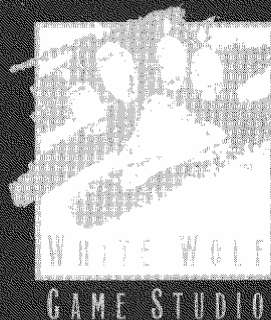


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Don't run home to Mama.



WHITE WOLF

BLOOD PIT

Hero of the Pit

Wins: 58
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 Team: Blanco Lobo
 Height: 4'0"
 Weight: 159
 Weapons: two warhammers
 Preferred Fighting Style: Wall of Steel
 Most Hated Opponent: Dampier (killed by Gangrene)
 Fondest Blood Pit Memory: Back-to-back kills of two warriors of the Colonial Marines. Nord lost badly to R. Frost so challenged and killed a teammate of Frost's the next time. Frost then issued a Blood Challenge and Nord responded by killing Frost too.
 Quote: "Your bones shatter like ice!"



Nord

Commentary: Though known not to be a very smart warrior, Nord succeeded based on his outstanding physical prowess. Despite the lack of intelligence, Nord is known to have mastered the warhammer. Many feel that Nord retired at the height of his abilities, and he had just achieved the pinnacle of dwarven strength through his arduous training program, but Nord felt it was time for younger warriors to take over the Pit. He had suggested that he might return, but that is doubtful following his traumatic retirement fight against Gangrene of Virulence. It was the first time in Blood Pit history that two retiring warriors faced one another and the fight resulted in the death of Gangrene, the opponent Nord respected most.

Blood Pit is the Play-by-Electronic-Mail game of gladiatorial combat. Each turn you manage five warriors who enter into individual or team fights against the warriors of other managers. You choose strategies for your warriors and direct their training program so they'll get better and avoid permanent injuries.

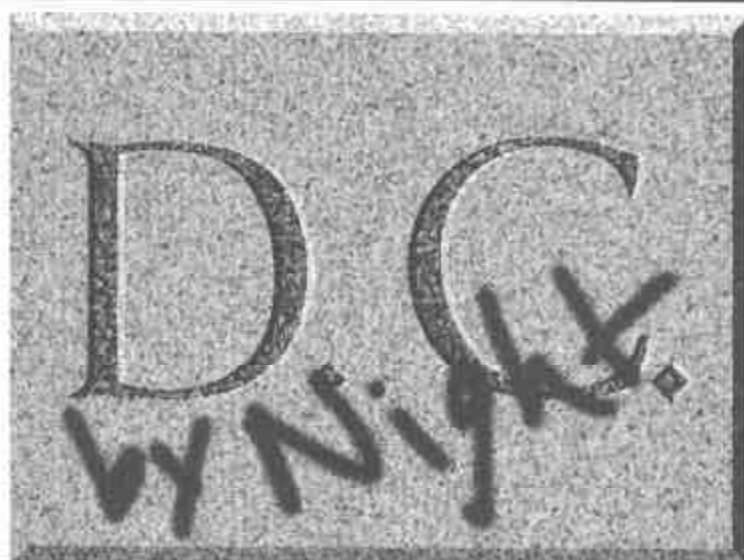
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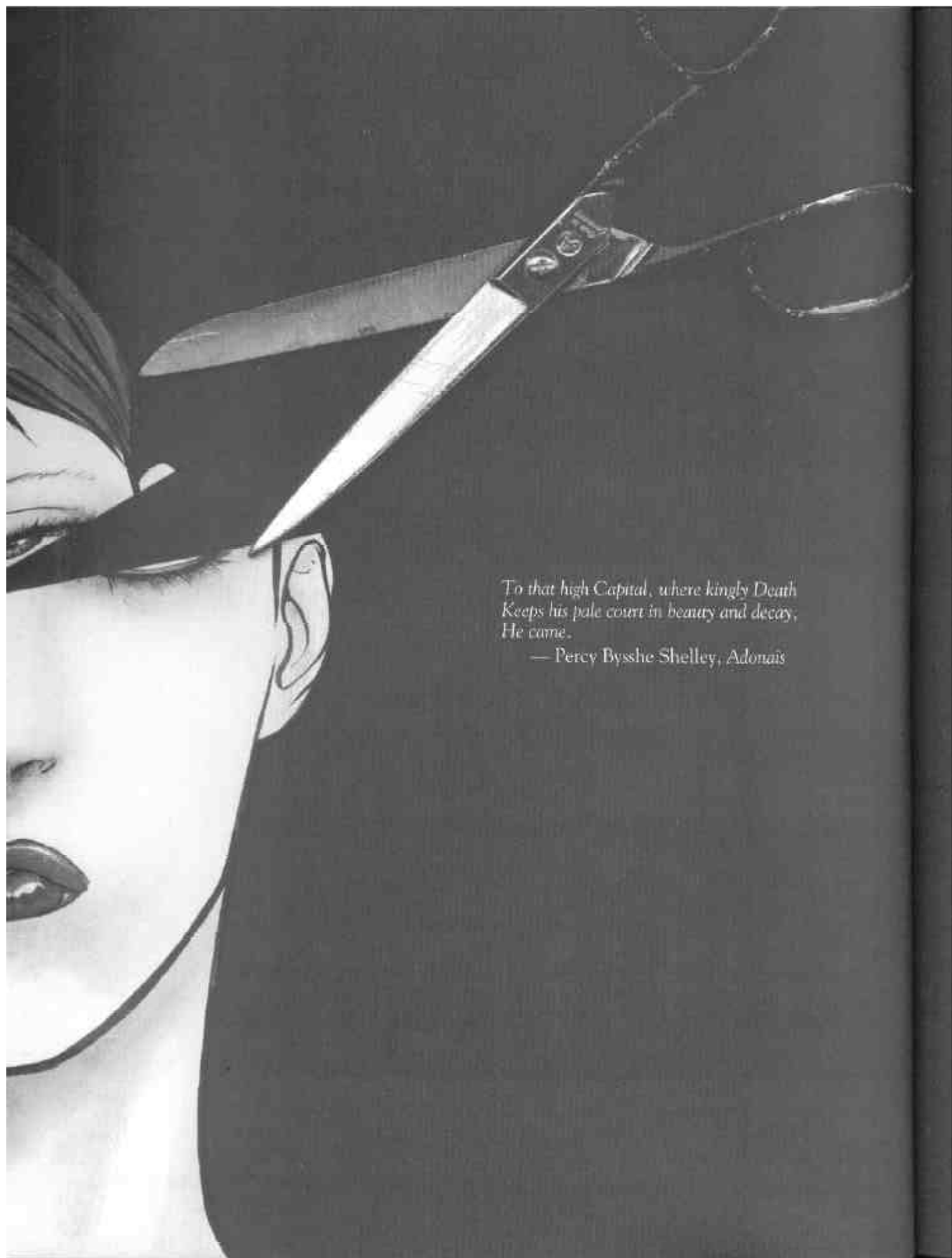
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Monument to Blood

by Harry L. Heckel IV



*To that high Capital, where kingly Death
Keeps his pale court in beauty and decay,
He came.*

— Percy Bysshe Shelley, *Adonais*

As flames draw the moth, so does Washington draw the Damned, as they flock to a place where their plots and games are the norm, not the exception. Here, playing with people's lives becomes an art, and manipulating pawns a cherished moment.

But it is not a game. Those who play it like a game find themselves trumped and checkmated. They die, taking the innocent with them. Those who understand that such power is not to be toyed with succeed, for they give it the respect it deserves ... and the fear.

Credits:

Written By: Harry L. Heckel IV

Additional Material By: Heather Curatola, Alan Fisher, Charles Beegly and Amelia G.

Edited By: Laura Perkinson

Developed By: Andrew Greenberg

Art Director: Richard Thomas

Layout and Typesetting: Aileen E. Miles

Art: Thomas Berg, Jason Felix, Nick Ruskin, Joshua Gabriel Timbrook

Front Cover Art: William O'Connor

Cover and Logo Design: Aileen E. Miles

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Wes "Champagne" Harris, for celebrating all his victories.

Rob "Take Me Back" Hatch, for discovering just how many books the fiction department plans to put out.

Ben "Great Plains" Monk, for showing everyone how it's done.

Michelle "Are You a Natural Purple?" Prahler, for her latest hair dye.

Mike "Not Enough Stress" Krause, for trying to bring in that fictional money.

Staley "He Looked Lonely" Krause, for bringing that dog to work.

Special thanks for quotes to: Justin Achilli and Caleb Garner

Author's Dedication:

To Daniel Greenberg, the best mentor anyone could ask for, and Pieter, Steve, Tobi, Wayland, Derek and Ciara for starting it all, and everyone who kept me writing.

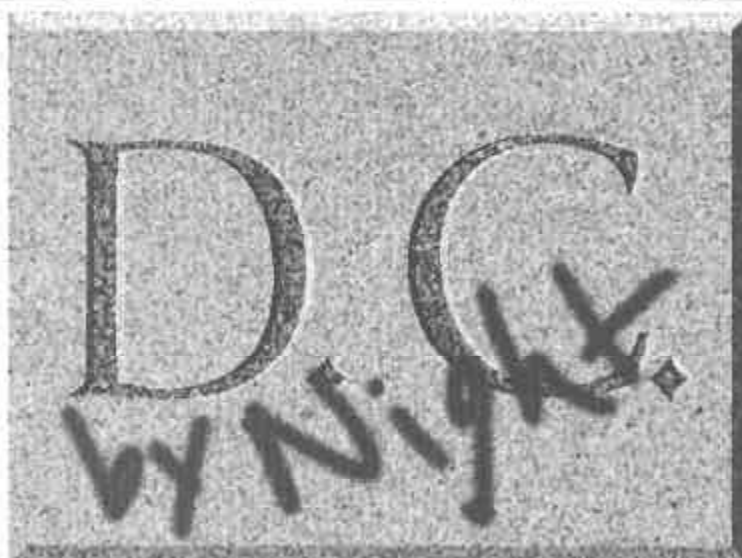


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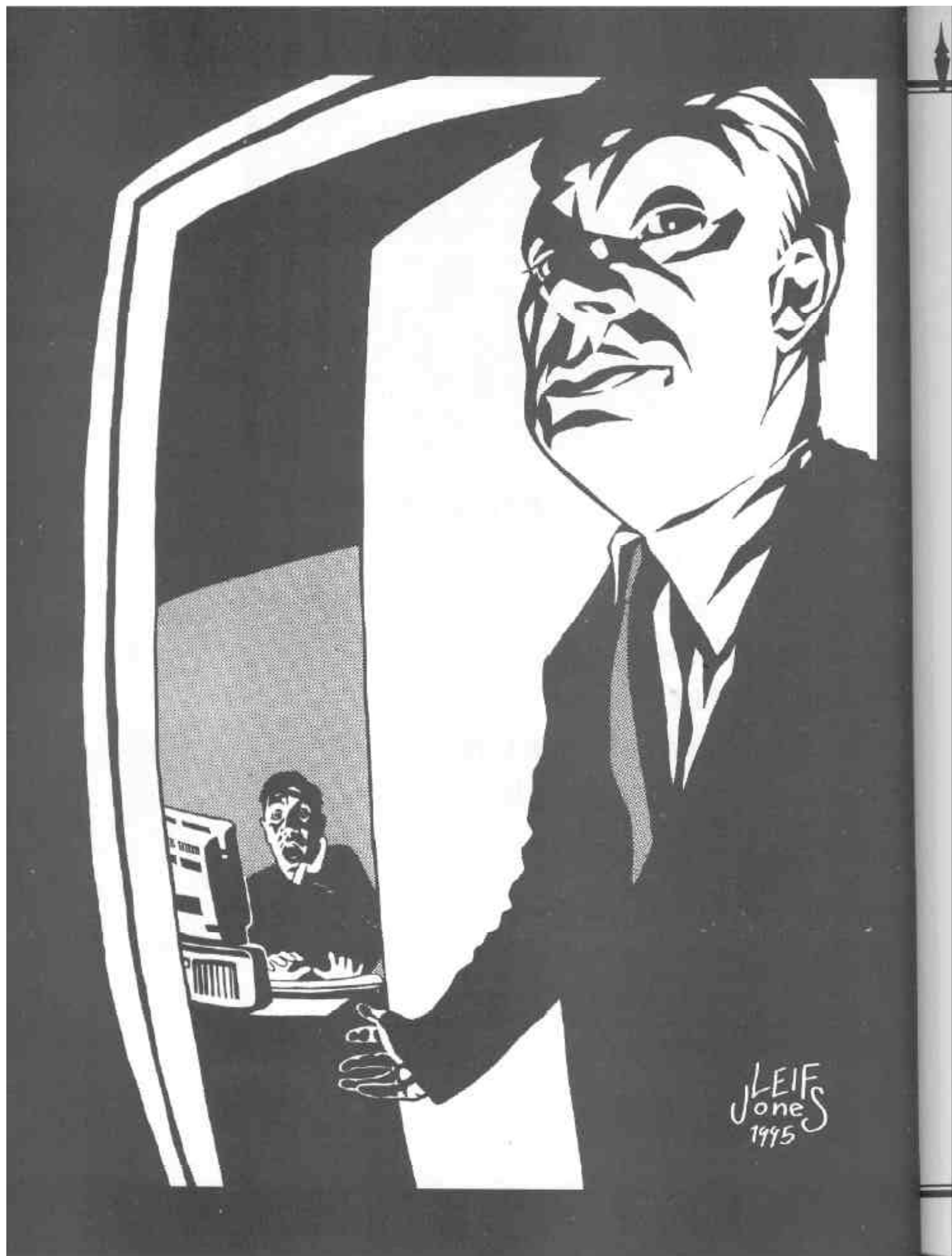
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Because of the mature themes involved, reader discretion is advised.



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Chapter One: Introduction

*oh I miss the kiss of treachery the shameless
kiss of vanity the soft and the black and the
velvety up tight against the side of me and
mouth and eyes and heart all bleed and run in
thickening streams of greed as bit by bit it
starts the need to just let go my parry piece*
—The Cure, "Disintegration"

Power Games

I shook as sudden thunder boomed across the Mall. The flashing lightning outside lit the monuments, and I wondered again who really wielded the power in Washington, D.C. The Beast inside was squirming already, so I lay back into the soft couch, looked over at the impeccably dressed blonde and smiled.

She smiled back, showing just a hint of her fangs. A faint predatory gleam flickered in her eyes. "Don't be so worried," she said softly. "The prince will see you in a moment."

"Of course," I replied. For just that moment, I wished that Vienna hadn't sent me here. I realized that Washington was important, perhaps crucial in our plans, and I was sure that the Pontifex held enough power to deal with any so-called prince, but I couldn't shake this sensation of dread. The storm outside wasn't natural. A warning from the Pontifex to remind this prince of his place? For some reason, I didn't think so. And looking at Gloria Diamond, my fellow chantry member, heightened my suspicions. She seemed

more entrenched with this prince than the clan. I was liking this less and less.

"Any trouble getting in from the airport?" she asked, as she raised a goblet filled with crimson blood to her ruby lips.

I watched her sip. I felt my hand clench into a fist, a fact which didn't escape her attention.

"Yes," I replied, meeting her pale blue eyes and feeling like a neocate.

"Good. You should have. D.C. doesn't appreciate real visitors, only the tourists."

A burst of lightning cascaded across the sky outside, followed by an explosion of thunder. The lights inside flickered.

I looked at Gloria. "The Pontifex's doing?" I asked. She mouthed no and quickly looked down.

I felt his presence behind me. I turned and stood. For a moment, our eyes met. His dark gaze burned coldly, and in its depths, raging passions far more frightening than the violent storm. Before I knew what had happened, I had fallen to my knees, and was sweating blood.

The Prince of Washington, D.C., Marcus Vitel, stood before me, dressed in an exquisite tailored suit. He towered above, tall, impressive — everything you'd expect from a vampire prince. The image of true Ventrue power. But something was wrong. Not a flaw in his appearance or the power of his Presence; it was something else ... the Beast began to struggle within me, tugging at the corners of my mind. I could almost hear it, whispering to me: run, get away ... I spoke quickly.

"Prince Marcus Vitel of Washington, D.C., I am Michael Phelps, Clan Tremere. My sire was Alexander Chisholm of London. I present myself to you, and request your permission to reside in your city."

Silence followed, broken at long last by the crash of lightning.

"Why have you come to my city?"

His voice was deep and strong, resounding with authority.

"I was sent by my clan elders to attend the Pontifex."

Another silence. I was still kneeling and unable to rise. The wolf padded up behind me.

"Michael Phelps ... you did not answer my question. Why have you come to my city? Why did your elders send you?"

"It was an honor, Prince Vitel. They believe I have potential. They believe that serving the Pontifex will train me to become a leader in our clan."

The Prince took a few measured steps over to the window. With extreme effort, I tore my eyes from the floor.

He stood in front of the window, with the Washington Monument visible behind him. The shadows fell across his face, and his eyes fixed on mine. I felt my blood freeze. His eyes flashed faintly as the lightning flickered outside.

"Understand this, Michael Phelps of Clan Tremere. I am Prince of Washington, D.C. Unlike many princes, I do not tolerate threats — veiled or otherwise — to my rule. The Masquerade is too fragile here. The actions of one foolish neonate — or elder — in my city could make all Kindred suffer. If you have any needs or difficulties, you come to me. Obey the Traditions and cause me no trouble, and you will reap the benefits of power that only Washington, D.C. can offer."

He gazed deeply into my eyes. I heard myself whisper: "Yes, my Prince."

Another explosion of thunder sounded.

"You have my permission to remain, Michael Phelps. You may go to your Pontifex."

Before I was even aware of my actions, I was on my feet and outside the door. Gloria's pale arm entwined around my own. I looked at her. She gave me that predatory smile.

"You're lucky. He liked you."

How to Use this Book

Although some say that Washington, D.C. has more blood suckers per capita than any other city in the world (and these are people who don't believe in vampires), this book takes the worst elements of the nation's capital and transforms them into an environment for storytelling in the World of Darkness. If you are looking for an accurate portrayal of D.C., go purchase a travel guide. If you want to see how Kindred could exist in the most important city in the World of Darkness, you've come to the right place.

There are three basic ways to use this sourcebook. First, you could set a chronicle in Washington, D.C. and use this book and its NPCs as material. Second, Washington, D.C. makes a great place to visit, and with the headquarters of the U.S. government and several other hunter groups located in the city, there are many storylines that could take Kindred to the nation's capital. Finally, you could never have any Kindred visit Washington, D.C. itself, but many of the characters in this book can be transplanted, and the history here can be used as background for events and settings in your own chronicle.

More information on Washington, D.C. and its role in the World of Darkness can be found in *Caerns: Places of Power*, the hunters books, and many of the clanbooks.

Threats

While the Damned have left their mark on almost every city in the world, some stand out in their immortal memories. Rome, Alexandria, London, Baghdad — at their heights, these places drew the undead like carrion draws vultures. Now the capital of the United States must be added to this list, for while fewer than 50 vampires live in and around the capital, Kindred across the globe have a stake in what goes on there.

The greatest dangers come from the resident Kindred of Washington, D.C. While they will defend their allies, a simple call to any of the hunters will eliminate their enemies and keep their hands clean. Threats, even veiled ones, are not taken lightly in Washington, D.C. New Kindred will discover that older vampires assume that everyone is an enemy. Here is only a partial list of the dangers of D.C.

- Kindred from around the globe closely monitor events in the city. Should a neonate block their plans, even by accident, they will wreak vengeance.

- Followers of Set have moved into the Northeast and Southeast sections of the city along with the drug trade.

- The Sabbat and Camarilla struggle for control of Baltimore to the north. Should Baltimore fall, Washington, D.C. is next on the Sabbat's path to conquest.

- A number of mages operate in and around Washington, D.C., including branches of the Technocracy. These



scientific mages believe that vampires are an aberration, an abomination against the natural laws of reality.

- The Arcanum has several clearinghouses for its scholars, where nightly debates rage about the existence of the undead.

- The Inquisition has a base of operations located around Georgetown University. Several vampires who chose to walk the streets near Georgetown discovered that they were prey as well as predators.

- FBI Special Affairs and the NSA both have their headquarters in the Washington, D.C. metro area.

- The Prince, along with his daughters, who appeared only a few short decades ago, has moved fast to consolidate his power. He has allies in the strangest places, and crossing them is tantamount to signing one's own death warrant.

Theme

The theme of *Washington, D.C. by Night* is the nature of control. Who controls whom? Where does the true power in the city lie? How does a Kindred control her surroundings when she can't control the Beast inside herself? Individuals without influence have nothing in Washington, D.C., no matter how much personal power they wield.

Mood

The mood of Washington D.C. is best described as high anxiety. A misspoken word uttered among the upper crust of the vampiric community could lead to destruction, both social and physical. Everyone watches everyone else, waiting for that one fatal misstep. Everyone is expendable when the stakes are high — and here the stakes are always high.

The Damned

There are two centers of power in Washington, D.C.: the Prince, Marcus Vitel; and the Tremere, led by Pontifex Peter Dorfman. The Nosferatu, Gangrel, and Malkavian clans have an alliance which builds daily and could pose a threat to all the others. The Brujah are concerned with the Anarch Movement, and the Toreador, the architects of the Washington, D.C. plan, are a tattered wreck of a clan, though one strong voice could turn them around.

Prince Marcus Vitel rules with an iron hand. He does not forgive. Instead, he creates examples. Nonetheless, the Prince does not pay attention to things that do not directly harm him. The Nosferatu say that if you avoid the Prince's gaze, you can do anything. That is ... if you can also avoid the Pontifex's attention.

Pontifex Dorfman has his ghouls involved in almost every aspect of Washington society. They work as lobbyists,

serve in important government offices, and run clubs. If an individual seems useful in the short term, then Dorfman Dominates her into obedience. He is the only individual with the courage (or stupidity) to challenge the Prince on issues. However, none of his indirect attempts to bring down Prince Vitel's reign have met with any measure of success.

Some wonder why the Prince hasn't destroyed the Pontifex—socially, at least, if not physically. There are two prominent theories on the subject. First, a few Kindred, especially among the Toreador, believe that the Prince likes to maintain the illusion of having some kind of real opposition. The second idea is that the Prince prefers letting all of the Kindred see their alternative to his rule: Prince Dorfman. A few (mostly Tremere) say that the Prince fears the wrath of Clan Tremere if he were to disturb their network. Few others believe that Vitel fears anyone.

Controlling the Government

A statesman is only a dead politician. I never want to be a statesman.

— Harry Truman

Why doesn't an intelligent elder, such as the Prince of Washington, D.C., manipulate the federal government more than he does? Presidents and political appointees may change every four (or eight) years, but there are enough Washington insiders and career bureaucrats who don't change for a vampire to establish tremendous sway.

First, if a vampire gained enough power to control American policies, the entire Camarilla would work to destroy her. Elders and Methuselahs alike would aid Justicars in eliminating such a potential threat. Many believe this was the fate of Marcus Vitel's predecessor, Prince Marissa. When she acquired more political influence than needed to have control of her city, the Camarilla covertly slew her.

The city's most powerful players, Prince Vitel and Pontifex Dorfman, know that there is a limit to how much influence they may attain. If they take more than their share, destruction will come swiftly. This is one reason why none of the powerful elders inside Washington support the idea of D.C. statehood. Despite the fact that such a change could give them senators to control, they know statehood would make it difficult to legitimize any other federal authority. In other words, the Camarilla would do its best to stamp out all of their national influence.

Second, a number of other dangerous groups, such as the Arcanum, the F.B.I. Special Affairs Division and the mages of the Technocracy watch the mortal world for signs of vampiric control. The further a vampire spins her webs of influence, the greater the chance that her latticework of pawns will draw the notice of unwanted hunters and bring her minions crashing down. She'll be lucky to escape with her unlife.

Finally, many different groups have influence in the federal government. Vampires across the globe, and espe-



cially across the United States, have their pawns in the system. For instance, before Ronald Reagan became President of the United States, he was Governor of California and an important tool in the Camarilla's battles against the Anarch Free States. A number of West Coast Kindred had Retainers amongst his aides, and when Reagan came into the national spotlight, they were able to exert more influence across the country. This type of manipulation occurs at many levels. When a politician makes it to Washington, he listens to the subtle whispers of many masters — masters who won't take kindly to the lords of Washington trying to control their pawn.

In addition, mortal companies and special interests work constantly to try to manipulate politicians. Organizations such as Pentex and the National Rifle Association (NRA) spend millions to keep congressmen in their pockets. Other supernatural beings — wraiths, mages, werewolves, changelings, etc. — have their own goals, which they push government officials to help them achieve. With so many different forces pulling on politicians in the World of Darkness, the chances of any one gaining supremacy over the others for any length of time is virtually nil.

In any case, D.C.'s convoluted politics occupies the time of Washington's Kindred. Such events as Mayor Marion Barry's arrest and return to power are the work of numerous players exerting their influence. When the vampires inside the beltway decide to affect a national decision, they play a number of cards at once, using all of their influence to change a single vote or implement a policy, then stepping back to avoid the appearance of too much power, which may bring on the wrath of the Camarilla or their local enemies.

The Prince of D.C. does require that all outsiders who manipulate pawns in his domain receive his permission. While this request has not always been heeded, Prince Vitel almost always grants permission to those who request it. Over the last two decades, he has also started to request small favors in exchange for this permission. Prince Vitel never requests favors of any vampire who might have the ear of a Justicar, but slowly, Vitel has created a precedent to the benefit of himself and future Washington princes.

Mortal Society

Washington, D.C. is a strange place, divided between the haves and have-nots; between city dwellers and commuters, between visitors and residents, between blacks and whites. Most of the affluent population of the District itself lives in Northwest D.C. This is also where most white Washington residents live.

For the politically important and influential, Washington is a city of parties and power lunches. It is a place where decisions that shake the world are made, where lobbyists decide how to control congressmen, where campaign analysts and political advisors debate how to manipulate the

public. It is a place where whom you know is more important than what you know, and where pretension is a reality for mortals as well as Kindred.

For the rest of its citizens, Washington, is a beautiful place of monuments and symbols which seems to have forgotten that its also supposed to be a city. For many years Washingtonians didn't even get to vote for president, and the D.C. budget must still be approved by Congress. It is a city of drugs and violent crime, where the Gothic and Punk elements clash openly. Here people struggle to improve their lots in life amid poverty, abuse, poor education and constant insecurity.

Many of the people who work in the District live outside it. They make the morning commute from as far south as Fredericksburg, Virginia or as far north as Frederick, Maryland. Alexandria, Rockville, Silver Spring, and Greenbelt all form a ring of cities around the District, each one adding to the District's metro area. Much to the dismay of both Baltimore and Washington, D.C. residents, the 1990 Census found the two metro areas indistinguishable.

Many Washingtonians are distrustful, all too well aware of the jaded political mechanisms that dictate government policy. Though they welcome tourists, they will go to lengths to make sure that they are not mistaken for one themselves.

Mortal Politics

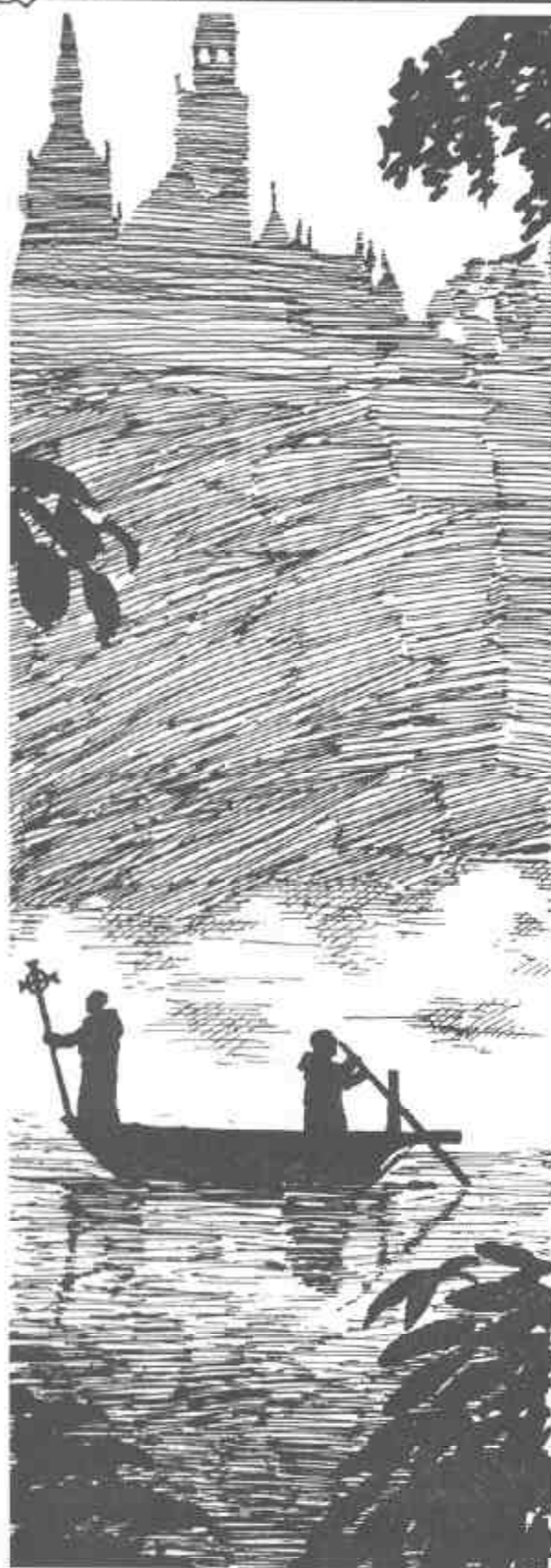
Encyclopedias could be written about Washington politics. The city itself has a mayor, elected by D.C.'s citizens. There is also a city council. Several wards divide the District, and each of these areas has a representative. The duties of the mayor involve managing the enormous city bureaucracy and trying to stand between the District and Congress. The mayor has the unenviable task of caring for the capital city, while trying to avoid stepping on the toes of national organizations. While D.C. statehood would make this less of an issue, the movement has few supporters outside the Beltway.

Organizations

Washington serves as the headquarters for hundreds of organizations, ranging from one-person offices to massive operations. The tremendous resources available in the city make it very appealing to many private groups, especially those with a need to lobby Congress. Listening to conversations in Washington coffee shops, a visitor might hear a bureaucrat or government contractor rattle off half-a-dozen abbreviations and numbers.

Here are a few examples:

- AARP — American Association for Retired Persons, which has a powerful seniors' rights lobby. Its members have been known to throw themselves at the cars of congresspeople who have offended the organization.



- ATF — The Bureau of Alcohol, Tobacco, and Firearms, part of the Justice Department, involved with the attack on the Branch Davidians in Waco, Texas.

- AMA — The American Medical Association, which fights health care reform with the same intensity it once fought the Medicare program, which its members now take full advantage of.

- DOD — Department of Defense, whose branches have a far larger budget than do most countries.

- The Fed — The Federal Reserve Board, which sets the country's economic policies.

- NRA — National Rifle Association, the powerful gun rights lobby in Washington, D.C.

- NRC — Nuclear Regulatory Commission, the group that keeps track of all nuclear regulations.

- OSHA — Occupational Safety and Health Administration, a government organization that monitors workplace safety.

- POTUS — The President of the United States.

- SecDef — The Secretary of Defense, a cabinet member.

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Movies and Television

All the President's Men (The story of Watergate, demonstrating the relationship between the press and politicians in Washington, D.C.)

Clear and Present Danger (A fun action-adventure film about the CIA and its operations in conjunction with the President of the United States.)

Dave (An amusing film, also about the Presidency, with nice background shots of the nation's capital.)

Murphy Brown (This popular sitcom is set in Washington, D.C., and sometimes provides commentary on current political issues.)

No Way Out (Another thriller involving conspiracy and the military, showing off the Pentagon.)

Traveling to Washington, D.C.

Our approach to the city was accompanied with sensations not easily described.

— John Cotton Smith

There are many ways to enter Washington, D.C., but like many cities in the World of Darkness, each has its dangers. For a nation's capital, Washington, D.C. can be surprisingly unfriendly and unforgiving.

Road Travel

Several roads lead directly into Washington, D.C. — I-70 from the northwest, I-95 from the north or south, US 50 from the Annapolis-Eastern Shore, I-66 from the west, or the Baltimore-Washington Parkway which parallels I-95 north to the Baltimore metro area. All of these routes have one thing in common: they all connect to the Capital Beltway, one of the most inhospitable environments ever constructed for motorists.

The Capital Beltway circles Washington D.C. It changes from I-495 to become part of I-95 as it travels north-south alongside the eastern part of the city. The Capital Beltway is perpetually under construction, usually at night or in the early morning hours, and has unusual surges of traffic. During rush hours, the entire loop becomes clogged with cars. Rush-hour traffic jams can easily last until after dark. Sunday nights are also atrocious.

Accidents, ranging from a truck jackknifing to medical waste spilling across the roads to a normal multi-car collision, occur with frightening regularity on the Beltway. When this happens, traffic comes to a grinding halt for miles, clogging entrance and exit ramps across the city.

However, the road networks of Washington are the hardest for Kindred to watch for intruders. Virtually any vampire can drive into the city, especially from the south. For this reason, the Prince of Washington takes considerable interest in events in Fredericksburg and the rest of Virginia.

Air Travel

Three airports — Dulles International Airport, Washington National Airport, and Baltimore-Washington International Airport — serve the D.C. area. Residents refer to them as Dulles, National, and BWI.

For domestic travelers, Washington National Airport, located across the Potomac from the Mall, is by far the most convenient. The Washington Metro System allows travelers to National easy access to most of the city. For this reason, the Prince has ghouls constantly checking baggage from flights entering National, especially those from major anarchy and Sabbat cities. This activity goes on perpetually.



day and night. The Nosferatu always keep at least a few competent rats watching the National Metro Station.

Dulles International is the least well protected of the airports. It lies to the west of the city in Virginia, about 40 minutes or more away from downtown D.C. and connected by the Dulles Access Road to I-66. The Tremere try to keep watch on the Dulles Access Road, but sometimes things slip by their guard.

Baltimore-Washington International Airport is a suicidal route for an unwanted Kindred to take into the city. The Prince of Baltimore and the Prince of Washington, D.C. both protect this airport. At least one Kindred is always watching BWI, along with a strike team of ghoul security. Visitors had better have high Manipulation scores.

Rail Travel

Union Station is one of the most impressive train stations in the country. It contains a Metro Station, and a line of taxis and limousines waits outside, day or night. Shops and restaurants fill Union Station, and it has a multi-screen movie theatre on the lower level. Trains leave for destinations across the country, including popular hourly metroliners to New York. Another train of note is the Crescent, which runs from New York to New Orleans via Washington, D.C.

Union Station contains agents of the Prince and the Nosferatu. For Kindred fleeing the city to the south by rail,

all southbound trains leaving Union Station travel through a darkened tunnel on their way out of the city. On more than a few occasions, a train has broken down while Nosferatu grab a few victims.

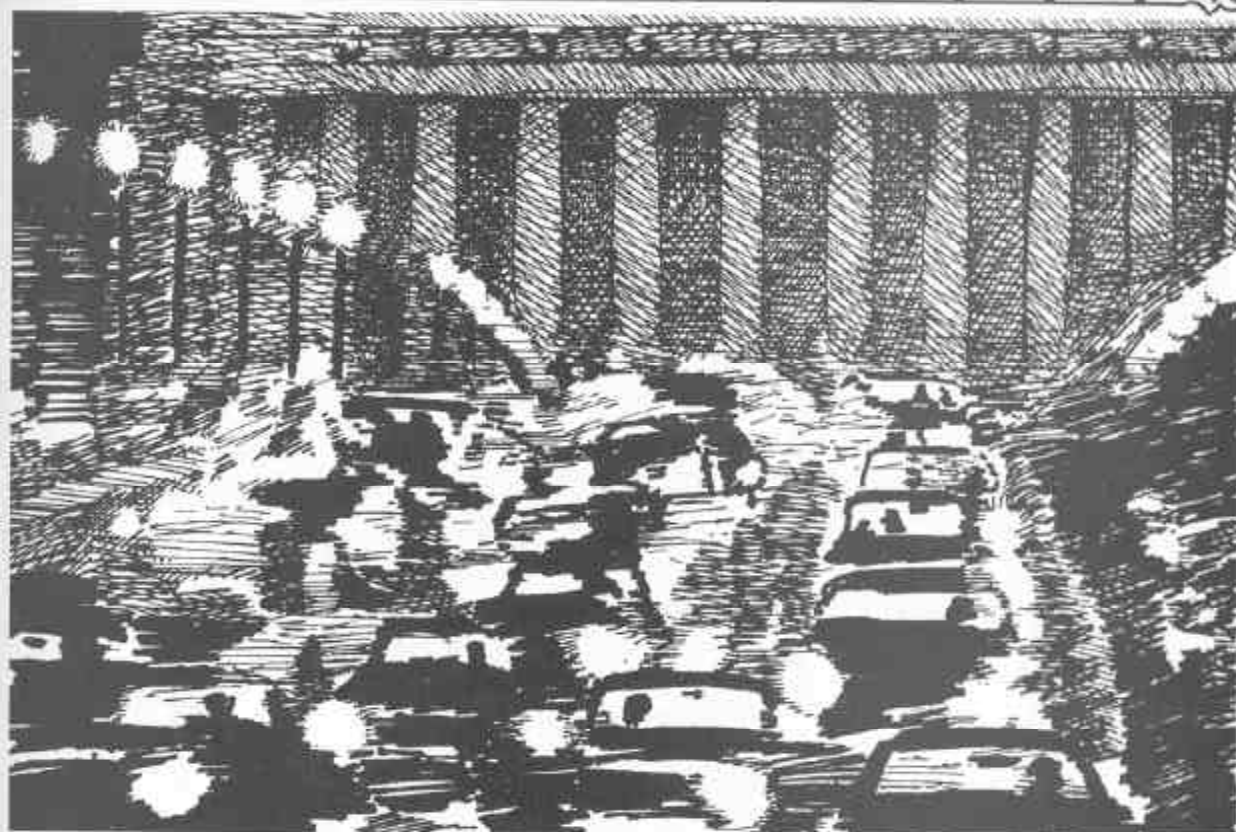
Water Travel

Most Kindred avoid water travel, although a marina exists on the Potomac Canal. The waterfront falls on the border of the Bawn of the Sept of the Awakening, a group of Garou. These werewolves have a fragile, unspoken truce with the Kindred of D.C. They avoid the Elysium areas of the Mall, and have made a spoken deal with the Nosferatu. This doesn't stop the Bone Gnawers from dealing harshly with unwary vampires of any clan who visit the Waterfront.

C&O Canal

A favored way to sneak into Washington, D.C. is to follow the old C&O Canal down into Georgetown. The Chesapeake and Ohio Canal has a long history, but Washington was never positioned to take economic advantage of it. Now it serves primarily as a bike trail, although mules still pull barges along the canal for the history buffs. Rumors of the predations of a Lupine pack called the Shadow Lords cause most vampires to shun this route.





Getting Around Washington D.C.

Metrorail and Metrobus

Washington D.C. has an extensive subway network — the Metro System — which opened in 1976 and makes travel through the city and to the outlying suburbs fairly simple. The system is remarkably clean and safe. The Metro has its own security with the authority to make arrests. The stations are well labeled. Large maps decorate the walls, showing off the different lines, all designated by color. There are five lines: the Red, the Orange, the Blue, the Yellow, and the Green.

Each Metro station has maps of the surrounding area and bus stops for Metro System buses, which connect everything that the subway doesn't reach. The train system shuts down around midnight, though the buses run throughout the night. The Nosferatu and their ghouls maintain a constant watch on the Metro. Little occurs on the trains without their knowledge.

Taxis

Washington D.C. has an abundance of cabs running around the clock, but all of them operate on the same bizarre

rate structure. Taxis charge fares according to the number of zones crossed during a ride rather than by mileage. Thus, a two-block ride may cost more than traveling several miles. The fares inside the city are reasonable, but in the Washington suburbs, taxi fares increase dramatically.

Cars

For an individual who isn't intimately familiar with Washington, city driving can be a nightmare. Streets change names suddenly, shift over a few blocks, become one way, etc. Even an accomplished map reader is in for a time trying to make his way through some of the side streets of D.C. The streets are almost always crammed with cars, and natives enjoy scaring visitors with lightning-fast lane changes and high-speed maneuvers.

Washington has a number of circles where several streets intersect with inner and outer loops. These can cause navigational difficulties even for those who are used to them. Another thing to watch are the number of diplomatic cars with red, white, and blue license plates. The drivers of these vehicles have diplomatic immunity and a well-earned reputation for dangerous driving.

The organization of the streets, however, makes some sense. If a traveler ignores the roads named after states, then she will see that the north-south streets parallel one another in numerical order. The lettered streets, such as K Street and Q Street, travel east-west and follow a logical sequence.



Chapter Two: History

One of these days this will be a very great city if nothing happens to it.

—Henry Adams

The history of Washington, D.C., is by its very nature a history of the country. As the United States has grown in influence and power, so has its capital grown in glory and magnificence.

In 1790, Secretary of the Treasury Alexander Hamilton selected a new site for a national capital on the banks of the Potomac, resolving disputes over voting and taxes between the northern and the southern states. After Congress approved the site with the Resident Act of 1790, President George Washington appointed French-American engineer Pierre Charles L'Enfant to design the city. Secretary of State Thomas Jefferson named Andrew Ellicott as chief surveyor, and Benjamin Banneker aided Ellicott in his duties.

Unknown to the mortal world, many powerful Kindred tried to influence the choice of a national capital. The Toreador lords and ladies of France saw the United States as an opportunity to regain prestige in the New World, lost when the Ventrue-dominated British claimed Canada. They wanted a new city founded as the capital of the 13 colonies. It would be fresh and malleable, a place with no traditions. These artists hungered for the opportunity to design a national capital, one that would bear the mark of their plan for all eternity. The Ventrue desired a central location with access to trade, so that even with the westward expansion, they would still hold a powerful prize.

When L'Enfant saw the location on the Potomac, his imagination soared. Some Kindred believe Toreador Methuselahs sent him visions at night. Others thought his plans came from the Malkavians. Ellicott thought L'Enfant was more than a bit deranged with his grandiose plans. Many of his ideas were so innovative that the surveyors could not understand them. He wanted a city that would surpass all others in beauty and grandeur.

By 1791, the surveyors confirmed the site. The President appointed three commissioners to buy land from the 19 farmers who owned property between Alexandria, Virginia and George Town, Maryland. These commissioners were landowners themselves, among them Daniel Carroll of Maryland.

Unfortunately, L'Enfant's ambitions for the city didn't meet with the commissioners' approval. They could not understand why he insisted upon building on such a grand scale. They didn't share his vision of the next great world capital. The Toreador were already losing influence over the capital.

L'Enfant's plan was dismissed in favor of a more moderate design presented by Andrew Ellicott. In 1792, Congress approved Ellicott's plan, and construction began, though Ellicott lasted only a year on the project before resigning.

The Early Years

Sabotage, work stoppages and miscommunications hampered the efforts to build the nation's capital. Days were spent in arguments over how to tame the land, where to put the roads, and where the boundaries of the city would be. More than a few of these problems were due to the influence of powerful Toreadors who were angered by the dismissal of the L'Enfant plan. These elder vampires subtly attempted to design the capital themselves from far away in Europe. Their arrogant attempts to sculpt the capital amounted to nothing but delays.

Finally, during the administration of John Adams in 1800, the government moved into the new capital. At that time, Washington, D.C. had a population of only 3,000. There were about 400 houses, of which only the Octagon House and the White House still remain today. History does not tell whether there were any Kindred living in the city. More likely a vampire would have dwelled across the Potomac in Alexandria, with its bustling population of 5,000.

The first session of Congress held in Washington, D.C. was not a happy one. Pigs waddled along Pennsylvania Avenue between the White House and the Capitol. Stumps littered the ground, and corn grew in the former fields. Construction went on constantly, and during hard rains the Tiber Creek flooded, making Pennsylvania Avenue impassable. The one completed wing of the Capitol building housed the entire Congress and the Supreme Court.

During winter, Washington, D.C. became a ghost town. Government officials would return to their home districts and states, and the city, with the exception of a handful of workers, and the president and his staff, would be deserted.

For this reason, the Kindred didn't see fit to move into early Washington. A Brujah Prince, Arthur Carroll, a relative of commissioner Daniel Carroll, rose up in Georgetown and declared himself lord of the new capital. Most New World Kindred took his claims lightly. Many believed that this union of the thirteen colonies would end as time passed, so the powerful vampires of the New World spent their time fighting over state capitals such as Richmond and Annapolis, and large cities, such as Philadelphia, New York and Boston.

The Sabbat presence in the New World was already strong, and the Camarilla spent its resources attempting to catch up. In most of the former colonies, the efforts of the Camarilla were in vain.

Only one clan concerned itself with the nation's capital — the Ventrue. They considered Washington, D.C. part of their domain, but as rumors abounded in Europe and in the colonies of one group or another wresting control of the small capital village on the Potomac, the Ventrue decided to assert themselves. During the War of 1812, 3,000 British

regulars defeated 7,000 U.S. militiamen at the Battle of Bladensburg. After the victory, the British advanced on the city, with Ventrue ghouls among them. When the British burned Washington, D.C., they not only destroyed several public buildings, including the White House and the Library of Congress; Ventrue minions wrecked private homes that were suspected havens for other Kindred's Remainers.

The British ended up losing more men in Washington, D.C. than the Americans, however. British ammunition exploded during the fire, killing many soldiers. A sudden thunderstorm began after the city was aflame and blew bricks down upon the soldiers. These deaths remain a mystery, though many blame the Tremere, who, they say, were either seeking revenge for the razing of the Library of Congress, or aiming to demonstrate that they, too, had designs on the city.

In the aftermath, the residents of D.C. were demoralized. Debates raged over whether to give up on the site and move the nation's capital to a better location, such as Lancaster, Pennsylvania, or even back to Philadelphia. Two factors turned the tide of the movement toward staying in the District: news of the American victory at the Battle of New Orleans, which helped to restore the pride of Congress and the people; and the efforts of the residents of the city, who pooled their resources in order to build a temporary brick Capitol across from the gutted shell of the old building.

If Kindred had asserted themselves in Washington, D.C. before the burning, they didn't afterward. Aside from Arthur Carroll, most vampires assumed from that time on that Washington was the province of the Ventrue, and they chose not to struggle for it.

Furthermore, in the early years of the United States' history, the city wasn't very important. Congress made some momentous decisions, but most citizens put more stock in state governors than presidents. The population was inconsistent, dropping radically every winter. Efforts to make the capital grow with industry failed as projects such as the Chesapeake and Ohio Canal were outdone by Baltimore's B&O Railroad. Furthermore, unlike most cities, Washington couldn't tax its businesses, because its only business was the federal government.

Washington had little growth until the government began building more monuments. In the 1830s through the 1850s, work started and stopped on a number of buildings, including the Washington Monument. Five hundred people a year emigrated to the capital during this time.

The Civil War

Washington, D.C. came into its own during the Civil War. For the first four days of the war, the city's 60,000 residents were isolated, as mobs afraid of a southern invasion tore up railroad tracks in Baltimore and the Confederate flag went up over Alexandria. Soon, however, reinforcements from the North reached the city and the Confederates abandoned Alexandria.



As a result of the war, Washington, D.C. grew faster than any other city in the world. More than 500 new residents a day came into the capital. When President Lincoln called for volunteers, Washington was besieged by 30,000 green Union soldiers. Suddenly, Washington, D.C. was a city worthy of a Kindred prince, and rapidly becoming more and more important. As it was situated on the front lines of the war, D.C. became the main camp, hospital and supply depot for the Union army. National decisions now affected the lives of thousands of Americans. Business leaders sent representatives to win contracts from Congress. Lobbyists were created. The presence of the military led to an increased demand for doctors, animal handlers and cooks. A police force became necessary to handle the sudden surge in crime.

The Brujah rallied to Washington, D.C., calling other Kindred to join with them to break pro-slavery Ventrue influence over the capital. The Toreador quickly joined forces with the Ventrue, supporting the rights of states against the nation. Neither of these aristocratic clans had any desire to watch one city become more important than their southern strongholds.

Despite the desires of the Ventrue and the Toreador, the Brujah Prince of Georgetown, Arthur Carroll, declared himself Prince of Washington, D.C. As long as he had the support of anarchs and his clan, he managed to control the city. Unfortunately, his reign didn't last long after the

Confederate victory during the First Battle of Bull Run, as his allies fled, fearing for the safety of the Union capital.

During the war, the center of the Mall, Washington's city green, held dozens of open-air triages to care for casualties. The smell of rotting flesh fought with the smell of the raw sewage which flooded the banks of the Tiber during the war's humid summers. Flies buzzed continuously, and screams from dying soldiers echoed over the landscape.

Many Nosterratu found the fetid atmosphere to their liking. Several enjoyed stealing Union uniforms and wandering the streets of Washington without bothering to disguise themselves further with Obfuscate. The city could not handle its sudden growth. Over 30,000 horses fouled up the area known as Foggy Bottom. Dysentery, typhoid and scarlet fever ravaged the population. Before the war, Washington D.C. had one hospital. By its end, 36 hospitals held 50,000 patients.

The Rise of Marissa

An Assamite assassinated Arthur Carroll midway through the war, shocking the Kindred of Washington, D.C. Word spread that James Harrison, an elder Ventrue living in Richmond, had hired the assassin in order to



ensure that when Washington fell to the Confederates, there would be little resistance to a new prince. Most of D.C.'s vampires went cowering into their havens out of fear that the Ventrue and Toreador would soon send Stonewall Jackson's or Robert E. Lee's armies to capture the capital. Many assumed that a French or British fleet would come sailing up the Potomac to repeat the lessons of 1812.

A Tremere mystic named Marissa, who had been embraced shortly before the War of 1812, seized the moment. She claimed the principedom of Washington, and the Tremere clan gave her the title of Pontifex in the hopes that somehow this woman would prove worthy as a leader. The Tremere were disappointed that she was their best candidate for Prince inside the city. If travel had been easier in war-torn America, then the Tremere would never have left the city in her hands.

Marissa proved remarkably competent as a leader. She realized that if the war ended and she did not have a strong grip on the reins of Washington, then her time as prince would end. Her first action was to make a firm alliance with the most numerous residents of the city, the Nosferatu. Then she had messengers send out letters to Toreador and Ventrue princes discussing the Brujah threat in Washington. Although none of these letters remain extant, it is said that Marissa's tactics included strong use of racism as well as the standard antianarch invectives. The number of freed slaves living in the nation's capital was a growing concern for many of the residents, and she insisted that this "problem" would haunt other Union cities if she did not have the authority to take immediate measures.

Marissa then had her ghouls raid the most important treasure troves of D.C. — the Library of Congress and the Smithsonian Institution. Finding several documents of mystical importance and magical items, Marissa set about increasing her own personal power.

Marissa proved to be more than able as a politician. She used her sex to her advantage, currying favors from male ghouls and Kindred, then playing them off against one another in the style of Queen Victoria. In fact, her politics were so much like those of Queen Victoria that rumors surfaced that she had been a lover of Dr. John Dee and/or a member of the Technocracy. Most of her manipulations took place on the local level, however, and she took a hands-off approach to national government. This policy allowed her reign to go almost unopposed in Europe and in the north.

When the war ended, Ventrue and Toreador domains in the South were ruined. The clans set themselves to the chore of rebuilding their own cities rather than contesting Marissa's control of Washington, D.C. Marissa's rule had pleased the Nosferatu and the Malkavians, who had watched the number of asylums and hospitals grow rapidly in the city. The Brujah had a difficult time accepting the new Prince, but a few took some solace in the fact that she was a Tremere woman, which they knew must grate on the male-dominated clan. The Gangrel, for their part, didn't care.

By the end of the Civil War, Marissa controlled a city with a population of 1,000,000. The mortal population quickly fell to about 130,000, but the Kindred population did not decline from its wartime numbers.

The Nosferatu and Malkavians were loyal to Marissa, and the Ventrue and Toreador in the South soon owed her enough boons to neutralize any challenge from them. Marissa's only real threat came from her own clan. The chantry in Washington, set up in the Octagon House, was primarily loyal to her. She had weeded out those who might pose threats to her reign during the war. However, Clan Tremere decided that a woman could not run a chantry or lead one of their most important cities in the New World. They sent a replacement, Alexander Hanson.

Hanson never arrived in Washington. Although many rumors surfaced about his fate, most believe D.C.'s Nosferatu had swarms of rats devour him, fearing that Hanson would not give them the privileges and liberties they enjoyed under Marissa. In any event, Clan Tremere decided to let Marissa's rule continue, for it soon became apparent that Sabbat-controlled New York would become the real seat of power in the United States, as robber barons gained more wealth following the war. The clan preferred to spend their efforts in several attempts to retake the Sabbat stronghold.

The tragic assassination of Abraham Lincoln at Ford's Theater stunned the city and the country. Mobs threatened to burn down the theatre after Lincoln died. John Wilkes Booth, the assassin, was shot against orders when Union soldiers trapped him in a barn. His supposed fellow conspirators were arrested and four of the six were hung for their crimes.

The change from strong leadership in the White House to the weak administrations of Andrew Johnson and Ulysses Grant allowed Marissa to expand her influence. As the Legislative Branch took on more authority, Prince Marissa started taking more control of national politics. She found that manipulating Congressmen drew less attention from the Camarilla than did trying to influence the President or his advisors. This was partially because several Old World vampires discounted the United States completely and half-expected the Americans to move their capital from Washington to the center of the country.

Washington, D.C. flourished after the end of the war, once the few cries to move the capital died down. High society started to come to Washington, and with it came the Toreador and Ventrue. Marissa accepted the new clans, though she required several pledges of loyalty.

Congress refused money to improve the roads or to fill in the Tiber Creek, so Marissa transformed a young politician, Alexander Shepard, into a ghoul to help fix the city. Shepard cleaned up Washington, paved roads and planted trees. He built sewers, and thus was able to fill in the Tiber Creek. Several monuments were completed under his direction, although the costs of these improvements bankrupted the city, and as a result, Shepard was thrown out of town. His work paid

off in the long run, however, helping to draw more people to the capital and to win the investments of foreign governments.

The main difficulties were the ongoing racial conflicts. Many liberated slaves went to the nation's capital, seeking opportunities and the chance to enjoy the fruits of freedom. Soon, fighting and rioting broke out between whites and blacks, and wealthy white residents convinced Congress to strip residents of the District of the right to vote. They preferred no vote to a black one.

Workers completed the Washington Monument, filled in the marsh where East Potomac Park is located, and built the Library of Congress. Land values rose as multimillionaires made purchases of land and houses in the capital. The power of vampire clans shifted as well. The Nosferatu and Malkavian support that Marissa had used to gain the domain of Washington, D.C. was not going to work any longer. Toreador and Ventrue had power once more, and disaffected Brujah were raising the banners of anarchy.

Showing off her political skills, Marissa offered the French Toreador a boon in return for the support of their clan members in Washington, D.C. Marissa restored the L'Enfant plan to its rightful place as a guide for the development of the city. The Toreador agreed, and with their support, it was not difficult for Marissa to forge an alliance that would ensure her position against Brujah (who wanted to overthrow her for the racial problems and her defeat of Arthur Carroll) and Ventrue enemies (who saw Washington, D.C. as their property, dating back to its first days). In the meantime, the actual influence of Washington waned, as business leaders bought more and more politicians.

The 20th Century

By the early 20th Century, Washington, D.C. had become one of the most beautiful cities in the world, a capital blossoming just as the nation expanded its influence. Despite attempts on her life, anarchy revolutionaries, and Sabbat attacks, Marissa's grip on Washington, D.C. grew tighter. A few called her the Queen of the United States; others called her much worse things. Marissa had many enemies, both at home and across the globe, but she learned to manipulate Washington's growing importance into prestige and prelation across the country and around the world.

When President McKinley was killed by an anarchist's bullet, Theodore Roosevelt became President of the United States. A few Kindred historians see Marissa's hand in the assassination, as both she and Washington benefited from the rise of Theodore Roosevelt. Teddy Roosevelt took on J.P. Morgan and several of the most powerful businessmen in America, using his authority to break up their trusts. By doing so, Roosevelt took power away from business and gave it to the government.

After United States victories in the Spanish-American War and World War I, Washington became a symbol for the

growing sense of national pride. Several beautification projects served to help clean up the city. The Mall, then covered in train tracks, was restored to greenery. Union Station was constructed north of the Capitol Building, and all trains coming to the city stopped here.

Marissa ruled with a velvet glove and a grip of iron. By the time of the Great Depression, even outside Tremere could not find a way inside the political machinations of the city. Marissa tied everything to herself and her aides. Nothing could remove her without allowing anarchs or Sabbat to seize control in the ensuing conflict. Camarilla elders became slightly concerned about how much influence the Prince of Washington, D.C. might have over world events.

When Prohibition started, organized crime reached an apex in Washington, D.C. Many of those who bought alcohol were the rich and politically powerful, possibly including President Harding. Marissa gave Ventrue shippers no trouble entering her city; however, she had difficulties with Giovanni pawns. The strange necromantic abilities of the Giovanni, coupled with their business acumen, bothered Marissa. She saw them as a potential threat, so she blamed rising crime and dangers to the Masquerade on the Giovanni, all but banning the clan from her domain. In the process, she granted the Ventrue some boons and used pretension with the Ventrue to help maintain her position.

During World War II, the population of Washington, D.C. swelled again. Marissa extracted pledges of loyalty in exchange for granting all of the clans rights to create progeny. However, by the end of World War II, the United States had established itself as a superpower and the Camarilla felt it could not afford to allow one Cainite to control all of Washington, D.C. Marissa held the lords of Europe and America in her palm, and the Camarilla did not like it. Plots to eliminate the well-established Prince began to blossom.

The Times of Change

During the 1960s, Marissa's paradise began to crumble around her, set off by the entrance of Marcus Vitel of Clan Ventrue. Most Tremere agree that Marissa was a fool to allow Vitel to enter her city. Some believe Marissa craved an opponent, that she wanted the excitement a powerful rival like Vitel would generate. A few say that Marissa was lonely after so many years of power and conflict, and that she desired the strength and passion of an immortal like Vitel.

Today, many believe that Vitel somehow dominated or manipulated Marissa, perhaps even managed to Blood Bound the Tremere Pontifex. This seems unlikely in the extreme, and if it was the case, the Tremere seem to have taken it lying down. No one knows for sure how Vitel accomplished this feat, though many would give anything to find out.

Prince Marissa started her relationship with Marcus Vitel in an attempt to gain influence over the Ventrue. She found the ancient warrior fascinating, and he was impressed by her



boldness and her fire. Their relationship was turbulent; they would be lovers one night, and opponents the next.

Brujah uprisings in Washington, D.C. marked the 1960s. Marissa's political acumen seemed to vanish after she met Vitel. She spent more time away from other Kindred, working on pet projects or passing night after night at the Arlington National Cemetery. The city progressively grew more out of control.

In 1968, following the death of Martin Luther King, Jr., the Brujah and Nosferatu rose up in riot alongside the African-American community. The Brujah wanted to shatter the power of the Kindred elders. Many of the Nosferatu participated in the rioting for their own moral reasons: Most of downtown D.C. and the African-American community's night spots went up in flames during the riots. Taking advantage of this night of terror and confusion, the Sabbat attacked several Kindred havens. That same night, Marcus Vitel betrayed Marissa to agents of the Camarilla. Archons destroyed her, impressing upon Marcus Vitel the danger of a similar fate if he ever grasped for too much influence in the city.

The next evening, Marcus Vitel declared himself Prince of Washington, D.C. Marissa was gone. Vitel's ghouls were everywhere. The Tremere were outraged, and one member of the Tremere, Vadim Ivanov, rashly challenged Marcus Vitel to a duel. Vitel accepted. Using Thaumaturgy, he sent the Tremere screaming into Final Death. He warned all other challengers that death would be the fate of those who opposed him.

Vitel immediately called a Blood Hunt against the "slayers" of Marissa, who he said were Giovanni. Since there were no Giovanni near Washington, D.C., Prince Vitel felt safe that no one would step up and dispute his claim. If he had blamed the Sabbat, word would have traveled to Baltimore and beyond, and the truth might have returned to Washington.

The Glory that was Washington

Marcus Vitel wasted no time in establishing himself as the power in Washington, D.C. Those who supported the new Prince were rewarded with blood, ghouls and hunting grounds. Vitel called a meeting of a primogen council to advise him on issues. A new Tremere Pontifex entered the city, Peter Dorfman, who immediately assumed a position of friendly (for vampire politics) opposition to the Prince.

Vitel's reign has been harsh, but most say it has also been fair. He spent most of his time suppressing anarch influence, and by the time of the Bicentennial celebration, few anarchs had the courage to enter D.C. Vitel also proved his power against world players who tried to challenge his influence over Washington. The new Prince declared several areas of the city to be part of an expanded Elysium. He

also protected members of the Senate, Cabinet and officials in the House of Representatives from direct "tampering."

Washington expanded and the Camarilla was pleased with Vitel's reign. The Inner Circle of the Tremere were glad that Marissa would no longer be a challenge to their power. They assigned one of its members, Meerlinda, to keep a careful eye on Peter Dorfman, so that he wouldn't seize too much authority. Vitel kept the anarchs and Sabbat out, and although a caern of werewolves established itself in the city, Marcus kept a tight leash on their activities.

Many elders began spending time in Washington, D.C., widely regarded as a secure bastion against the Sabbat. Vitel's reputation for running a city grew, but unlike many Kindred, he never spent much time associating with his clan leaders in Europe or spreading his influence over international circles. Instead, the Prince of Washington, D.C. kept his activities centered around the city itself.

The Times of Darkness

About the time Reagan moved into the White House, Washington, D.C. began to change. Crime rates rose and drugs became more popular. Southeast D.C. didn't just collapse — it went into free fall. Sabbat problems began to plague the Prince. Slowly, chunks were growing in Vitel's armor. Some Kindred even claimed to have seen the ghost of Marissa, or caught a glimpse of Vitel staring at a locker remarkably similar to one Marissa had worn.

Vitel declared Southeast a free hunting ground, and he fostered the tides of crime instead of resisting them. This way, when a victim vanished, he was just another statistic rather than a violation of the Masquerade. The Prince let a few anarchs enter the city. Rumors of Setite influence in the drug markets surfaced.

Sabbat attacks wiped out many of the Toreador elders inside Washington, D.C. (Marissa's old allies). A number of the victims of the onslaught were enemies of the Prince, although more than a few of his allies also fell. Many Camarilla members quietly fear that the Prince may have some connection to the Sabbat, or that he had arranged a deal with them.

Now, with the fall of Chicago's Prince Lodin, Prince Vitel stands as one of the few strong Camarilla princes left in the United States. Camarilla leaders worry about Vitel's ethics, and the debate rages over whether he should be supported as a bastion against the tide of Sabbat attacks or purged for his suspected corruption.





Chapter Three: Geography

*In fancy now beneath the twilight gloom,
Come let me lead thee o'er this second Rome*
— Thomas Moore

Washington, D.C. lies at the very south end of the East Coast urban sprawl which extends all the way north to Boston. The District of Columbia has a population of about 650,000, but this is a bit misleading. The nation's capitol is surrounded on all sides by smaller cities. Both Alexandria and Rockville are major population centers in their own rights, the latter being the second largest city in Maryland. The entire metro area, excluding Baltimore, has a population of almost four million. The Baltimore area adds 2.3 million more.

Still, it is D.C. itself which makes up the heart and soul of this area. Mortals with far more power than most Kindred ever achieve have lived in Washington; there are monuments to many of them in the District. A sourcebook twice this size couldn't go into detail on every aspect of any city, and Washington has more important locations than most. What follows are some of the more important locations in the World of Darkness, though Storytellers should feel free to add or subtract as they so desire.

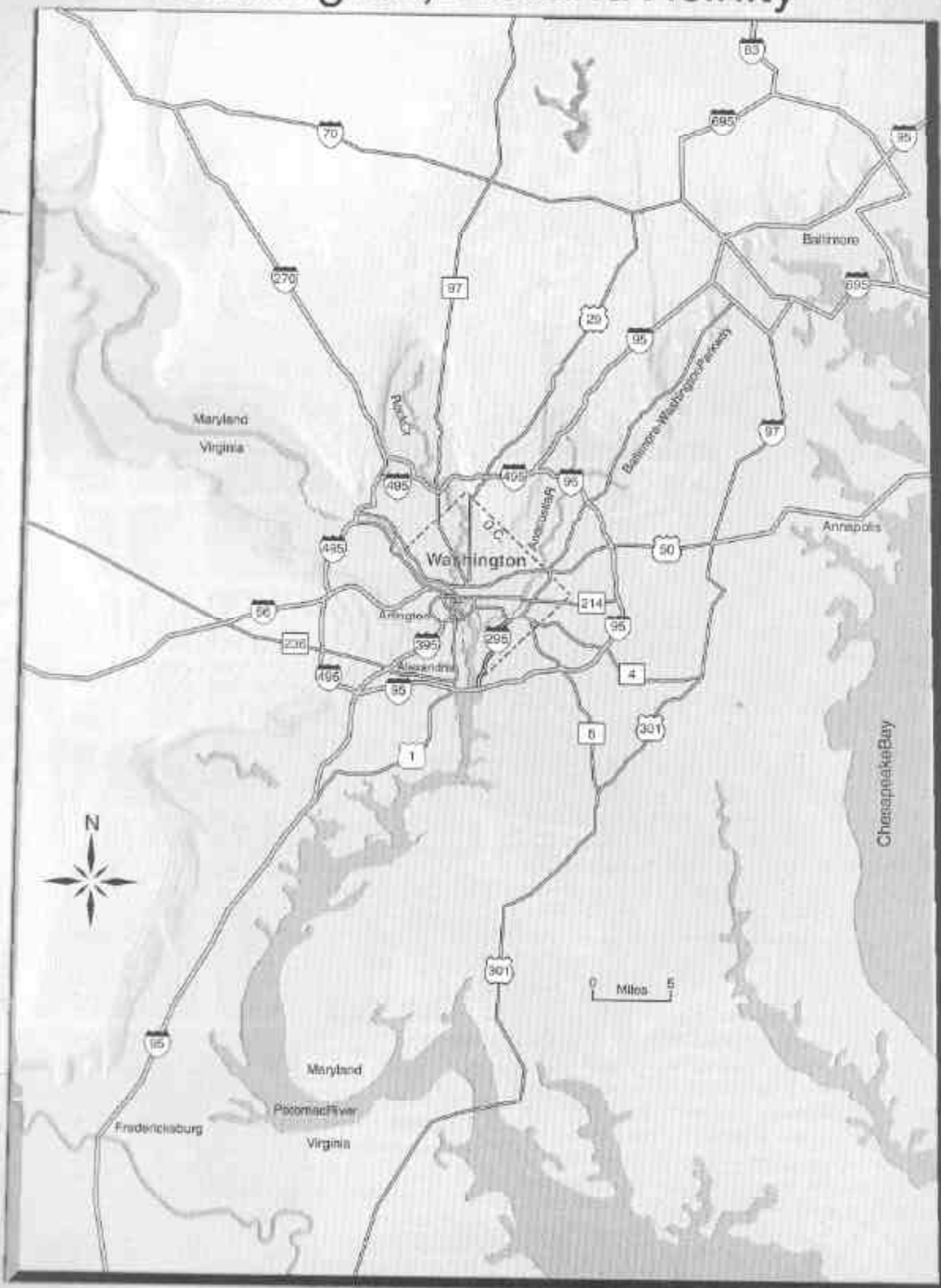
The District of Columbia

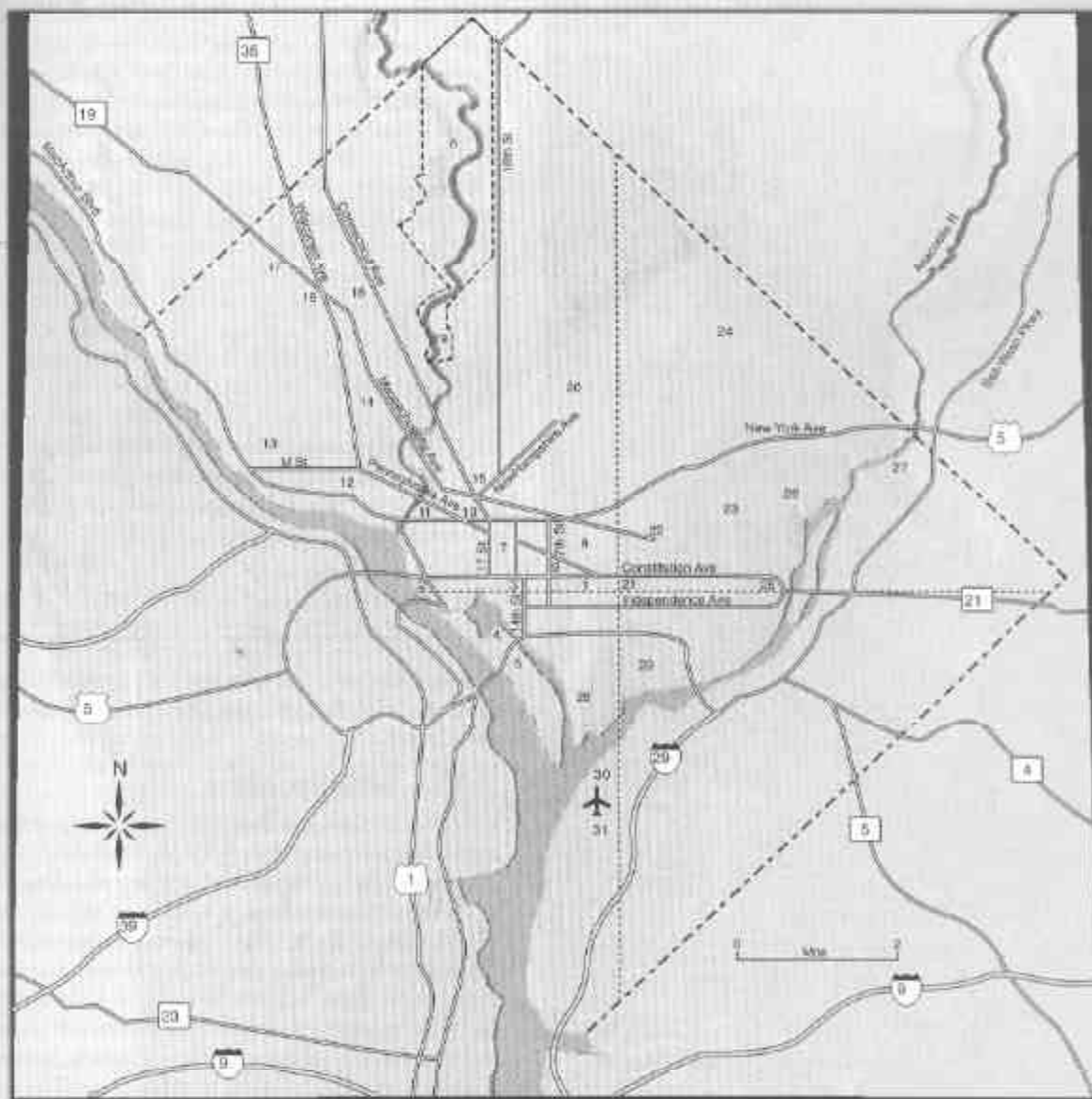
The District of Columbia is a semi-diamond shaped area between Virginia and Maryland. The city is divided into four sections—Northwest, Northeast, Southwest and Southeast—all of which meet at the U.S. Capitol building.

The Mall

When most people think of Washington, D.C., the Mall and the surrounding buildings and monuments are what come to mind. This grassy area stretches between the Washington Monument and the U.S. Capitol Building and lies along the border of Northwest and Southwest Washington. The Lincoln Memorial stands near the Potomac to the west of the Mall, beyond the Washington Monument. Slightly south of the Mall, in East Potomac Park, is the Jefferson Memorial. Numerous other sites, such as the

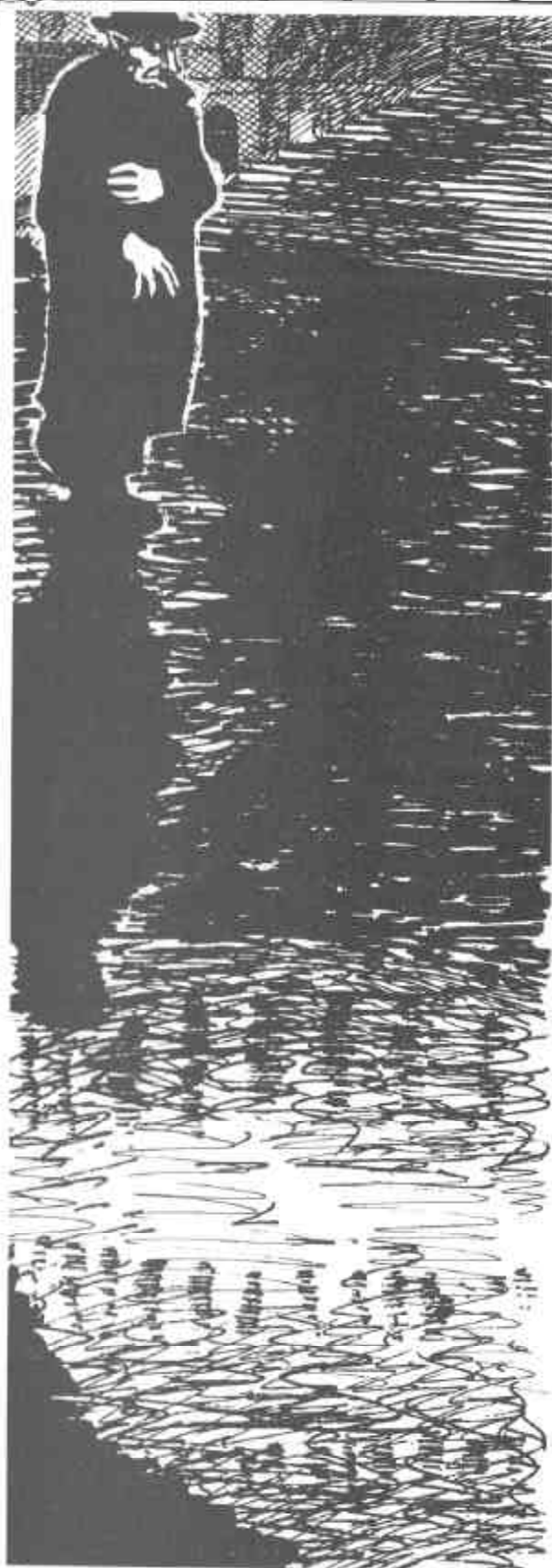
Washington, D.C. and Vicinity





Washington, D.C.

- | | | |
|------------------------|-----------------------------------|--------------------------------|
| 1. The Mall | 12. Georgetown | 23. Galludet University |
| 2. Lincoln Memorial | 13. Georgetown University | 24. Catholic University |
| 3. Washington Monument | 14. Dumbarton Oaks | 25. RFK Stadium |
| 4. Jefferson Memorial | 15. Dupont Circle | 26. National Arboretum |
| 5. East Potomac Park | 16. Washington National Cathedral | 27. Kenilworth Aquatic Gardens |
| 6. Rock Creek Park | 17. American University | 28. Fort McNair |
| 7. White House | 18. Adams-Morgan | 29. Washington Navy Yard |
| 8. Old Downtown | 19. National Zoo | 30. Naval Air Base |
| 9. Federal Triangle | 20. Howard University | 31. Bollings AFB |
| 10. Octagon House | 21. Capitol Hill | |
| 11. Foggy Bottom | 22. Union Station | |



Elysium

Prince Vitel and his Primogen Council have declared several buildings in Washington, D.C. to be Elysium. If a major violation of the Masquerade occurs at a place not considered Elysium, the Prince will add that location temporarily to the list of Elysium locations in order to prevent further damage to the Masquerade.

Here is a list of current sites considered part of Elysium:

- The Smithsonian Institution and all of its museums
- The White House
- The Old Executive Building
- The Capitol
- The Supreme Court Building
- The Kennedy Center for the Performing Arts
- Arlington National Cemetery
- The Lincoln Memorial
- The Washington Monument
- Hotel Washington
- National Archives

National Archives, the Library of Congress, the Supreme Court Building, and, of course, the White House, sit within a few blocks.

The Smithsonian

The Smithsonian Institution holds more than 135 million objects, only about one percent of which are on display at any time. The rest of the objects are kept in storage at scattered locations throughout the city and suburbs. The Kindred, especially the Tremere, draw on the resources of the Smithsonian when they seek mystical items or elements to perform rituals. Several elders have located different storage areas and have ghouls with access to them.

The Smithsonian Institution surrounds most of the Mall and the Smithsonian Institution Building, or the Castle, stands near its center. This red sandstone, Norman-style edifice was originally built in 1855 to hold all of the Smithsonian's operations. James Smithson's body was brought to America in 1904 and lies entombed next to the Mall entrance of the Castle.

The Institution is one of the most widely-visited places on Earth. What follows is a list of the most popular attractions. Kindred needing any sort of odd artifacts and willing to risk one of the most advanced security systems in the world need only look here.

- The Arts and Industries Museum, the second building the Smithsonian museum constructed, contains collections of Americana. The most interesting elements of

this museum are the experimental displays, where curators give their imaginations free reign. One exhibit that remains open in the World of Darkness is a homeless display requiring visitors to enter by sliding through a morgue drawer.

- More than 12 million people visit the National Air and Space Museum each year, quite possibly making it the most widely-visited attraction on the planet. Missiles, spacecraft and airplanes are featured in this museum. The most valuable item on display is a four-billion-year-old moon rock. After some attempts had been made to steal the moon rock, museum curators had a state-of-the-art security system installed to protect it. The city's primogeni have long argued over the relative safety of the moon rock, in light of its proximity to the Garou caern in East Potomac Park. They believe the werewolves want to use the spiritual power of the moon rock in their mystic ceremonies. A few suggest that the Garou might wish to forge a weapon from the stone.

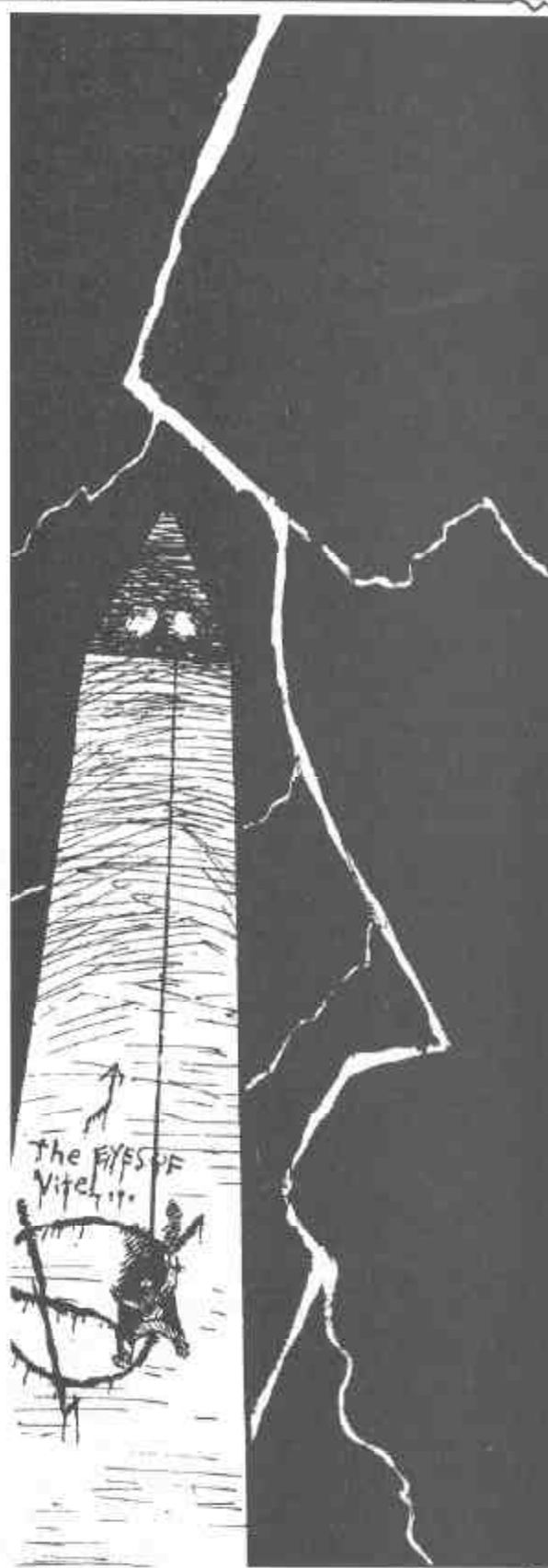
- A favorite elder night spot is the National Gallery of Art. Some vampires use their favorite painting as a backdrop when they make announcements or speeches. Paintings that are no longer displayed, may wind up hanging in the haven of an elder.

- The National Museum of Natural History is a favorite of many Kindred, especially those in need of rare elements for rituals. At the entrance stands a stuffed 13-foot-tall African Elephant. To the right, the Dinosaur Hall has several sets of fossils wired together. On the second level, the gem and mineral display is among the richest in the world, second only to the Crown Jewels of England. Among notable stones are the Logan Sapphire (423 carats), the Oppenheimer Diamond (253.7 carats) and the legendary Hope Diamond. Among the guards are ghouls who have special orders to protect these gems from all potential thieves.

- The National Museum of American History contains a great deal of American cultural memorabilia, including a steam locomotive. Foreign Toreador enjoy visiting the permanent display of the dresses worn by America's First Ladies and comment on American style — or lack thereof.

- The Freer Gallery of Art contains many Oriental pieces. The Smithsonian can neither loan out objects from the Freer Gallery, nor display any other art alongside the Freer collection. The Smithsonian Metro stands in front of the Freer. Nosferatu set their ghouls to keep a continuous watch on the station.

- Beside the Freer Gallery stands the Enid Haupt Memorial Garden. Beneath the garden are two underground museums: the Sackler Gallery and the National Museum of African Art. The Sackler contains other Oriental pieces, while the National Museum of African Art has items from hundreds of cultures. The Nosferatu have a tunnel that leads from the sewers and metro into the National Museum of African Art. This gives the Sewer Rats



easy access into Elysium. The Nosferatu enjoy and protect the underground museums.

- The Hirshhorn Museum, established in 1974, was funded by a Latvian immigrant who made his fortune with uranium mines. Some refer to the Hirshhorn as the "doughnut on the Mall." The museum displays an impressive collection of modern art, and a sunken sculpture garden fills the building's central courtyard.

In and Around the Mall

- The Bureau of Engraving and Printing stands next to the Mall. The Bureau prints out currency worth 22.5 million dollars every day. Washington's vampire population avoids this building, because a group of Technocracy mages have a headquarters here.

- The United States Holocaust Museum is also avoided by most Kindred. The disturbing atmosphere of the museum can cause Derangements among the more unstable vampires.

The Monuments

The Lincoln Memorial

Prince Vitel enjoys visiting the Lincoln Memorial, and he sometimes holds audiences there. The anarchists cringe at the mere thought of Marcus Vitel receiving guests where Martin Luther King, Jr. gave his "I have a Dream" speech.

From the west side of the Lincoln Memorial, a person can look out across the Potomac River and see the Eternal Flame flickering in front of John F. Kennedy's grave. The Prince's favorite haven, the Lee House, is also visible. The lower level of the Lincoln Memorial provides an entrance to a series of catacombs that run beneath the Mall. Nosferatu have connected these catacombs to the Metro and sewer systems.

Lit by floodlights, the white marble structure seems to glow at night. Thirty-six columns circle the outside of the building, one for each state in the union when Lincoln was president. Inside is a massive white marble statue of Abraham Lincoln, 19 feet tall and wide. His second Inaugural Address and the Gettysburg Address are carved into the walls of the chamber.

The Washington Monument

Prince Vitel also spends some nights alone or with one of his "daughters" atop the Washington Monument, surveying his city. The anarchists refer to the two red airplane lights on top of the obelisk as the Eyes of Vitel. The Washington Monument stands 555 feet tall — the tallest piece of masonry in the world. Discolorations are visible where the construction of the monument had stopped and then restarted. An impressive circle of American flags surrounds the base.



The Sept of the Awakening

On the southern tip of East Potomac Park lies a sculpture called the Awakening. This figure represents a spiritual force rising from the earth, revered by the werewolves who protect the area. The Lupines of Washington, D.C. are primarily members of the Bone Gnawer tribe. The sept of wolves makes decisions through debate and voting. Because of their precarious situation inside the Wyrm-infested city of Washington, they will accept any Garou who wishes to obey their laws, regardless of any former crimes she may have committed against other septs or tribes. These "Bone-Gnawers" maintain contacts with the Nosferatu and Gangrel clans. The Lupines currently have a precarious truce with the Kindred of the city.

East Potomac Park and the Jefferson Memorial

Lupine attacks sometimes shatter the Elysium. The Prince knows that a sept of wolves has established itself in East Potomac Park, and they have control over the Jefferson Memorial and the entire tidal basin. Vitel has made a few attempts to destroy the Garou, but the werewolves have apparently enacted a rite of protection which wards off magical (and magickal) attacks. The Garou claim that they are protected by the spirit of the caern, which grows more powerful with every year (see **Caerns: Places of Power** for more details).

The Jefferson Memorial is a round pantheon-style building next to the Potomac Tidal Basin. Inside stands a bronze statue of the former president, his quotes printed on the surrounding walls. Around the monument are Washington, D.C.'s famous cherry blossoms.

Northwest D.C.

This is the largest and richest section of Washington, D.C., as well as the area of the city with the lowest crime rate. It is also the most expensive place to live. A two-bedroom apartment may run \$1400 dollars a month or more in rent. Sirens are a constant part of the background noise of Northwest, as police quickly respond to incidents in these neighborhoods. Most of the white residents of the District live in Northwest D.C., and 16th Street along with Rock Creek Park mark a strange color boundary between the black and white populations.

Federal Triangle and Old Downtown

The area along Pennsylvania Avenue was long considered a national disaster, with pawn shops and dilapidated

buildings lining the thoroughfare from the Capitol to the White House. When the 1968 riots wrecked downtown D.C. between the diamond formed by New York, Pennsylvania, Louisiana, and Massachusetts Avenues, many businesses shut down and moved away. In recent years, however, rebuilding has begun. Developers have rediscovered this section of the city. Additionally, the Federal Triangle in this section houses a large number of government offices. Neonates who spend too much time near Federal Triangle tend to earn the displeasure of the city's elders.

Pension Building

Located on F Street between 4th and 5th Streets, this red brick building has hosted Inaugural balls for more than a century. The interior Corinthian columns (which are painted to resemble Siena marble) support a roof 75 feet above the floor. The room inside is vast. All of the city's elders enjoy using the Pension Building to throw parties and balls for visitors. The Pension Building also holds the National Building Museum.

National Archives

The National Archives building stands between Pennsylvania Avenue and Constitution Avenue and 7th and 9th Streets. During the day, the Archives display the Declaration of Independence, the Constitution and the Bill of Rights, but these are locked away in a vault before the Kindred rise. Many government records are stored away in the National Archives, and several Kindred have ties to the building's staff. However, most of the National Archives' records are in storage in Suitland, Maryland, one of the suburbs.

Old Post Office

One of the great secrets of Washington, D.C. is the Old Post Office located on 12th Street and Pennsylvania Avenue. Relatively few tourists visit the building or know about the extraordinary view from its clock tower. In 1899, when it was built, it was the largest government building in the city, and the first to have a power plant and a clock tower. The view of Washington, D.C. from the Old Post Office's clock tower is almost as impressive as the view from the Washington Monument. The spacious courtyard interior of the Old Post Office was renovated in the 1980s and transformed into the Old Post Office Pavilion surrounded by shops and restaurants. The Old Post Office is another site that serves as a gathering place when the need arises to assemble all Kindred for proclamations by the Prince.



Government Hunters

All contact with government hunters, including the FBI, the CIA, the NSA, the IRS and the ATF (Bureau of Alcohol, Tobacco, and Firearms) is prohibited without the direct permission of the Prince. Due to the threats that these agencies pose, few D.C. Kindred will tolerate neorates tampering with them. Only established Ventrue and Tremere may deal with anyone associated with these organizations. The FBI has a headquarters in the J. Edgar Hoover Building on Pennsylvania Avenue, across from the headquarters of the Department of Justice. The J. Edgar Hoover Building has very high security. The CIA bases itself out of nearby Langley, Virginia, and the NSA has several locations in the Maryland suburbs.

The White House and surrounding areas

The eyes of the world continually remain focused on the residents of 1600 Pennsylvania Avenue. The White House, the home of the President of the United States and its grounds are Elysium. Likewise, the Blair House and the Old Executive Building (formerly the State-War-Navy

Building) are also Elysium. Younger Kindred are subtly discouraged from visiting any of these buildings.

The area around the Chief Executive's mansion is one of the centers of vampiric activity inside the District because it contains the Octagon House, the long-time location of the Tremere Chantry, and the Hotel Washington, where the Prince holds most of his audiences.

The Octagon House

The only original structure, aside from the White House, remaining in the city is the Octagon House, located on New York Avenue and 18th Street, NW. This house of Georgian design actually has only six sides and a rounded front tower. It was built by William Thornton, the designer of the Capitol and the man who saved the U.S. Patent Office from British torches in 1814.

Colonel John Tayloe was its first resident. His daughter died in the house after falling down its flight of stairs. Her ghost is said to linger here, but the Tremere have not noticed such a spirit moving through the halls. The house gained fame in 1814 when President Madison took up residence here while the White House was being rebuilt. The Treaty of Ghent, which ended the War of 1812, was signed inside the Octagon House.

The Tremere use the house as their chantry in the World of Darkness. The clan controls and protects the

house using the American Institute of Architects, which is officially responsible for it, as a front organization. Tunnels beneath the house lead to the Potomac River. Other tunnels leading to the White House constructed in the Octagon House's early history are sealed. Most Tremere rituals are conducted in the basement and the tunnels beneath the structure. The Tremere have a labyrinth beneath the house, which can only be navigated with the aid of a candle—one follows the direction in which the candleflame points.

The Hotel Washington

Marcus Vitel receives most of his visitors here, providing them a spectacular view of the monuments at night, as well as and a powerful reminder of how much Marcus Vitel controls. These audiences are always staged with other elders present, impressing upon visitors or neonates the importance of making a good impression with the Prince.

The suite Prince Vitel shows his guests is elegantly decorated, with just a hint of the classical Roman style he favors. The far wall consists mainly of the large windows that afford the view of the city. In the center of another wall is a fireplace which is always blazing in the cool fall and winter months. A bedroom beside the main suite has no windows and provides an adequate haven for the day.

Foggy Bottom

North of the White House area, beyond Lafayette Park and south of Georgetown, is Foggy Bottom. This area contains some prime hunting grounds, including George Washington University. Many societies and agencies have headquarters in Foggy Bottom, including the National Academy of Sciences. A metro station serves this area.

The Watergate

Situated on the edge of the Potomac River, the Watergate is an impressive complex of offices and apartments, well known for the break-ins which resulted in scandal and the removal of President Nixon from office. Visiting vampires have traditionally made the Watergate a base of operations for activities in the city.

The Kennedy Center

The John F. Kennedy Center for the Performing Arts is one of Washington D.C.'s cultural jewels and part of Elysium. The outside of the center, covered in white marble, has a cakebox look to it. The Grand Foyer inside is 630 feet long, its ceiling graced with 18 chandeliers. There are five theaters within the center, which are used for dance, plays, concerts, opera, etc. The American Film Institute also has a theatre inside. The flags of the Hall of States and Hall of Nations inside have flags hanging from the walls, and on the roof terrace level, Congress maintains a Library of Performing Arts.

Georgetown

In the District's early years, while the nation's capital languished, George Town was a bustling port for tobacco merchants. A few years after being annexed by Washington, D.C., George Town asked to be returned to Maryland, but instead remained part of the city. The area's economy collapsed for a number of years afterward but was successfully revived and restored in the 1950s.

Now the wealthy neighborhood is home to club owners, lawyers, politicians and bureaucrats galore. The historic preservation movements in Georgetown managed to prevent a metro station from going up in the area, despite the fact that after dark, the restaurants, night clubs and shops attract people from throughout the D.C. metro area. M Street and Wisconsin Avenue can offer almost everything except a parking space. Included among these clubs is the Black Magic Club, which is continually filled with Blood Dolls and other Goths.

During Halloween Georgetown takes on a Mardi-Gras style atmosphere. The city government has tried to stop these celebrations, but in the World of Darkness, their attempts have only made matters worse. On these wild occasions, people in costume fill the streets and let themselves go completely. Both elders and anarchs join in the festivities.

Georgetown University

Another area of the city forbidden to Kindred is Georgetown University. This school, the oldest Jesuit school in America, is one of the centers for the Inquisition. The university was built in the Gothic style, with several spires and gargoyles decorating the campus. Several careless undead residents of Washington, D.C. have met their ends at the hands of the hunters from Georgetown.

The C&O Canal

This canal, originally meant to keep George Town's port open and turn Washington, D.C. into an industrial giant, is now a tourist attraction. In the summers, mules pull barges along the canal. There are many tunnels leading to the canal from across the city, and many unwelcome guests, including werewolves, enter the city by following the canal from Cumberland, Maryland.

K Street

At the end of Georgetown, Wisconsin Avenue intersects K Street, which runs beneath the Whitehurst Freeway. The bridge over K Street lends it an eerie feel. At night, the street beneath the Whitehurst gets very dark, and it has become a favorite site for resolving disputes between vampires.



Dumbarton Oaks

On 32nd Street, north of R Street, sits Dumbarton Oaks. This house contains a collection of rare Byzantine and South American artwork. It once served as a haven for the Tremere Prince, Marissa, but has stayed deserted since her disappearance in 1968. Behind the building are 10 acres of the most beautiful gardens in the city. Fountains, brick walls, terraces, and benches make it a scenic place to visit.

Beyond the gardens are two parks, Montrose Park on the east side and Dumbarton Oaks Park on the north and west. Past Montrose Park lies the Oak Hill Cemetery which overlooks Rock Creek. A Gothic chapel stands sentinel over the cemetery's obelisks, crosses and other statuary and tombstones. Some vampires believe that on the certain nights, the ghost of former Prince Marissa still wanders the gardens and haunts the Oak Hill Cemetery. Another rumor is that Marissa is not dead, just lying hidden in torpor somewhere near Dumbarton Oaks.

Dupont Circle

Three of the most important streets in Washington — Massachusetts, Connecticut and New Hampshire Avenues — come together at Dupont Circle. In the center of the green circle stands a fountain decorated with the figures of Sea, Stars and Wind. In the 1960s, Dupont Circle became a rallying point for counterculture movements. In D.C. today, its cultural and ethnic bookstores and restaurants make it home to many members of the young intelligentsia. The District's gay community has a strong presence around Dupont Circle. A metro station lies beneath Circle. Other entrances to the underground are locked and chained. These lead down to the old subway system, primarily the province of D.C.'s Nosferatu.

The Washington National Cathedral

Located at the intersection of two of Northwest's major streets, Wisconsin and Massachusetts Avenue, the Gothic towers of the cathedral dominate the surrounding landscape. The Washington National Cathedral is the sixth largest cathedral in the world. The National Cathedral and its grounds are off limits to the Kindred of D.C. Some Tremere suspect Celestial Chorus mages of operating around the cathedral and most others suspect that hunters use it as a base.

Embassy Row

Starting at Dupont Circle and heading north along Massachusetts Avenue is Embassy Row, which includes clusters of embassies and legations. The largest embassy in Washington is the British Embassy, which resembles a manor house. A statue of Winston Churchill stands in front.

Also along Embassy Row are many of Washington's most exclusive social clubs, such as the Cosmos Club. The city's male elders have memberships in several of the clubs.

Upper Northwest

The rest of Northwestern D.C. is primarily residential, with the exception of the shops lining Wisconsin Avenue. The American University, chartered by Congress and best known for its international and political science departments, lies next to Ward Circle, where Nebraska Avenue meets Massachusetts Avenue.

Much of this area was used as military barracks and for weapons testing during the World Wars. Several unexploded shells have been found in gardens and beneath streets in the area. A few of the Nosferatu believe undiscovered armories and hidden bunkers lie between the houses of Northwest.

Adams-Morgan

Adams-Morgan, located south of Cleveland Park in the heart of the city, is Washington's melting pot of ethnic groups. Its excellent restaurants, Bohemian atmosphere and wild night life draw almost as many visitors as Georgetown. Most of the apartments near Adams-Morgan were built in the 19th century and have an ornate feel to them. Several of the city's Kindred frequent Adams-Morgan.

Rock Creek Park

Cutting through the northern half of the District is the 160-acre Rock Creek Park, home to the National Zoo, one of the largest zoos in America. Numerous stretches of trees, broken only by streams, the occasional bike trails, and various picnic areas, fill the park, and groups of wild deer live in the woods. The Gangrel like to hold meetings here. Several Kindred in the city believe the Garou have a caern in Rock Creek Park. It is also said that a coven of witches work magick somewhere within the park and often hold rituals deep in the wood.

A New Age group called the Verbena has developed a following in the District and the suburbs, especially among the young. The reasons for this vary, but many people are fed up with the politics and society of Washington, D.C. and seek new religious experiences.

Howard University

One of the country's largest traditionally black universities, the area around Howard has its own night life targeted at the student body. In contrast to this wild scene, Howard University also has a memorial chapel which radiates true faith.

Capitol Hill

Referred to only as "The Hill" by residents, this area of the city consists of sections of all four parts of the District. The Capitol is the centerpiece, located where all of the boundaries intersect. Numerous governmental and political organizations have offices nearby, and several aides live in neighboring Victorian-style homes. Despite suggestions that he would forbid Kindred activity around the Hill, the Prince has only proscribed the Supreme Court Building and the Capitol as Elysium.

The Capitol

The Capitol was designed in a Roman style reminiscent of the Pantheon, and its enormous 285-foot-high dome is one of Washington's most famous sights. A statue of Freedom stands atop the dome. Because the Capitol building is always active with reporters and congressmen, Storytellers should take special care not to allow players to interfere with the workings of government. Something, be it Technomancers, elder vampires, or FBI Special Affairs, will stop a group of Kindred from killing dozens of Congressmen or wrecking the Capitol dome — unless the Storyteller wants his players to have that much of an impact on the world.

The grounds outside the Capitol were landscaped by the Garou kinfolk Frederick Law Olmstead. The 63 acres of Capitol park add to the beauty of the legislative building.

Union Station

In the early 1900s, Congress decided to beautify the city. In order to remove the large number of train tracks crossing the Mall, it decreed that all trains would use a single depot, Union Station, north of the Capitol. Built with white marble, columns, and statuary, Union Station was a great success during its early years, reaching a peak of handling 200,000 or more passengers a day during World War II. During the '60s, the train station fell on hard times. Now a restoration project has returned the station to its former grandeur, adding also a number of shops, a food court, and even a movie theater. Union Station also has a metro station, and the Nosferatu in Washington use this as a meeting place. Some clans suspect that the Nosferatu also have ghouls in Amtrak, and take advantage of its national headquarters in Washington to control many North American trains.

The Library of Congress

Three main buildings house the Library of Congress: the Jefferson Building at Independence Avenue and 1st Street, SE; the Adams Building at 2nd Street, SE; and the James Madison Building between Independence Avenue

and C Street. The Capitol building originally contained the Library, but as Congress and the nation grew during the expansion of the late 1800s, it expanded to the Jefferson Building.

The octagonal Main Reading Room, often shown in pictures of the Library, is located in the Jefferson Building. In 1939, the Library's collection of resources and reference materials had increased enough to add the Adams Building, and the Library opened the James Madison Building in 1980. The Library of Congress contains more than 30 million books and at least 60 million other items. Although only Congressmen may check out books, many Kindred have access to the stacks. Using this access, however, means owing a minor boon to the Tremere.

Ever since Prince Marissa's reign, Clan Tremere has watched over the Library, and control of the Library is one of the few issues that the Tremere will not concede under any circumstances. A number of mages also have ties to the Library of Congress, although the Tremere go to great lengths to avoid them.

The Supreme Court

The Supreme Court did not have a building of its own until 1935. The Court is in session from the first Monday in October until it has heard all of its cases, usually sometime in June. Another white marble temple (a few anarchists say Marcus Vitell only came to D.C. because he was homesick for ancient Rome), the Supreme Court building is also off limits to vampires in the city, but sessions of the Court rarely last into the night anyway. George Lawrence of the Nosferatu sometimes sneaks a few friends inside the building at night, and they go upstairs to the basketball court. George likes to boast that he shoots hoops at the highest court in the land. As long as the mortals remain undisturbed, the Prince will ignore the trespassing — unless he wants something from George Lawrence.

Northeast

Northeast D.C. is the second largest part of the District. It contains some of the best and worst that Washington can offer. Gallaudet University, one of the finest universities in the country, is a well-known school for the deaf. Catholic University, unlike Georgetown, remains fairly free of witch hunters (at least to the best knowledge of the Kindred community) and includes the National Shrine of the Immaculate Conception, one of the largest Roman Catholic churches in the world. What no vampire knows is that the head of the Society of Leopold in the United States lives near Catholic University in the Brookland neighborhood.

RFK Stadium

For many residents of Washington, D.C., the events that occur on certain Sundays at Robert F. Kennedy Sta-

dium are far more important than anything going on in the White House. Washington Redskins fans are rabid, and some reporters claim that covering the football team in D.C. is more important to the local newspapers than covering such institutions as the Supreme Court. The triumphs and struggles of the football team affect the mood of mortals across the city.

The stadium also holds concerts, and when a crowd gets excited the entire building will shake. Located next to RFK is the D.C. Armory, which is used for indoor events like boxing, wrestling, conventions, and circuses.

National Arboretum

The Department of Agriculture uses this strange 415-acre area for the study of trees. Thirty-two different types of soil cover the Arboretum, supporting a variety of trees not typically native to the Washington area. The Arboretum is closed at night, but this doesn't prevent Kindred from getting inside. The foot trails are mazelike, however, and the unusual shape of the Arboretum makes it quite possible to get lost at nighttime. The Arboretum borders on Anacostia Park, which surrounds the Anacostia River and follows it into Maryland. Anacostia park includes golf courses and a marina.

Kenilworth Aquatic Gardens

North of the Arboretum, bordering Anacostia Park, are the Kenilworth Aquatic Gardens — 14 acres of ponds filled with subaquatic plants. This unique collection of pools and plants is one of the most bizarre settings in Washington, D.C.

Southeast and Southwest

Southeast D.C. has a reputation among residents of the city for being the most violent part of town. Numerous open air drug markets exist in Southeast and many of the people live in perpetual poverty. However, not all of Southeast is an urban jungle — just most of it.

Southwest D.C. is the smallest part of Washington, tucked between the monuments on the Mall, the Potomac river, and Southeast D.C. It includes Fort McNair and a waterfront with a marina. East Potomac Park is also located in Southwest. Crime is not as much of a problem in Southwest, because it is patrolled by police protecting the Mall and has the nearby military bases.

Fort McNair

The troops at Fort McNair protect the President and guard the city. The fort looks nicer than most army bases, and it contains two military colleges for training officers as

well as one of the finest military libraries in the world. Across the Potomac Canal from Fort McNair is East Potomac Park, where the Bone Gnawer Sept of the Awakening lies.

Other Military Installations

North and east from Fort McNair along the banks of the Anacostia River sits the Washington Navy Yard, which contains the U.S. Naval Museum. A recent explosion at the Yard destroyed much of the facility, but this would not have interested the Kindred so much were it not for the fact that Vitel immediately forbade any Kindred to enter the site. Additionally, a number of Archons appeared in town just after the incident, and some Brujah claim the Archons and Vitel's daughters were seen examining the wreckage. Vitel has never explained his actions, though the Yard has reopened.

On the opposite bank of the Anacostia and down along the Potomac, the Navy also has an air base. Beside the naval air base is Bollings Air Force Base. Other military installations are positioned along the rivers in order to protect the nation's capital.

Purgatory

Located on the border of Southeast and Southwest and close to the waterfront, Purgatory is the Brujah's very own pit-stop on the way to Hell. The club serves as the unofficial Elysium of the underclass of Kindred society. Loud music and pervasive smoke overwhelm new visitors to Purgatory. A large portion of the patrons on any given night are either Kindred or ghouls. The Purgatory regulars tend to stay near the back of the club, occupying one or several tables, depending on the mood of the night.

The rear of the club consists of the haven of Bjorn Garinson (the local Brujah leader), an office and some small, private meeting rooms. The heat and excitement that pervades the atmosphere often stirs the passions of the patrons, for good or ill; in consequence, fights have become a regular part of the night's activities.

Beyond The District

Washington is several miles square and about as tall, say, as the Washington Monument, give or take a little. It is surrounded on all four sides by reality.

— Arthur Hoppe

The Washington, D.C. metro area extends far beyond the District. Most people who work inside the nation's capital have homes elsewhere. Additionally, many political and governmental functions overflow from the nation's

capital into the surrounding suburbs and satellite cities. Because the Prince and the other elders focus so much on trying to control the important sites inside Washington, neonates have plenty of opportunities to seize power or carve their own niches in the surrounding areas.

Virginia

Many visitors to D.C. fail to realize the number of groups or sites associated with Washington that are actually located in Virginia. The Pentagon, Arlington Cemetery, National Airport and Dulles Airport, and the U.S. Marine Corps Memorial are all in Virginia. Two Virginia cities border Washington, D.C.: Alexandria and Arlington. Alexandria is the larger of the two, and in the first few years of the District's history, large sections of this city were considered to be part of Washington, D.C. Virginia took this area back, however, and Alexandria grew to be its own city, separate from the capital.

Alexandria

Alexandria, Virginia was founded in 1749. Before the American Revolution, Alexandria was a busy tobacco port, trading primarily with ships from the East and West Indies. Plantation owners came for miles to shop in Alexandria, and the city thrived. George Washington, and, years later, Robert E. Lee, grew up here. Today Alexandria is the headquarters for a number of companies, including the Gannett media conglomerate, the publishers of USA Today and other newspapers. Kindred interested in manipulating the media create Retainers in this company. Many high-tech firms have started in northern Virginia, keeping themselves close to the nation's capital in order to lobby for government grants and contracts.

Old Town Alexandria

Much of the colonial charm of Alexandria has been preserved. Homes and shops dating back to the 18th century line cobblestone streets in Old Town Alexandria, and clipper ships still dock at the waterfront. The atmosphere, festivals and art displayed in the Old Town, designed to draw tourists, also attract some elders, who experience a sense of nostalgia as they reminisce about nights long gone.

Arlington

Numerous bridges connect Arlington to Washington, D.C., and the city's heights command impressive views of the capital. Arlington was part of D.C. until 1845, when Virginia reclaimed all of the land it had donated to the District. Like much of northern Virginia, Arlington is a residential area. The rich and powerful own some very beautiful homes here.

Arlington National Cemetery

*Here rests in honored glory an American soldier known
but to God*

— inscription on the Tomb of the Unknowns

There are more than 200,000 graves at Arlington National Cemetery, and most Kindred avoid the site for fear that the area is some sort of gathering place for wraiths. Giovanni are not welcome among the Washington Kindred primarily for fear that they might tamper with this or one of the other cemeteries in the area. Fifteen funerals a day go on at Arlington National, and by the year 2020, the cemetery should be full.

The most often-visited grave is that of John F. Kennedy, where the eternal flame continues to burn steadily. Jacqueline Kennedy is buried beside him, and two of their children rest nearby. Robert Kennedy's grave, marked by a white cross, also lies close by. Much to the annoyance of the anarchists, Marcus Vitel enjoys spending time near the eternal flame and viewing the Kennedy graves. This ironic penchant of the Prince's, coupled with his audiences at the Lincoln Memorial, gives rise to caustic comments like "the dictator enjoys seeing another protector of democracy in his grave."

South of the Kennedy graves stands the Tomb of the Unknowns. In front of the white marble sarcophagus, soldiers from the U.S. 3rd Infantry stand watch 24 hours a day, regardless of weather. The Prince forbids any interactions with these guards, claiming that as an ex-soldier himself, he respects the tomb and what it symbolizes.

The large building at the front of the cemetery is the Netherlands Carillon. From the Carillon, one can look out across the Potomac and see the monuments, illuminated at night by floodlights.

The United States Marine Corps War Memorial

Uncommon valor was a common virtue.

— Admiral Nimitz's tribute to the men of Iwo Jima

This bronze statue reproduces the raising of the American flag atop Mount Suribachi on Iwo Jima. The sculpture was taken from a photograph of the event taken by Joe Rosenthal. Each of the six soldiers is 32 feet high, and the

Discarded headstones

Every year, headstones at Arlington National Cemetery are replaced to maintain the beauty of the grounds. Many of these discarded stones have been used across the city in parts of foundations, sidewalks, or even walls, especially in older buildings. At least once a year, a resident of the city discovers a gravestone somewhere on his property. Whether these displaced markers have any significance in the World of Darkness is left to the Storyteller. Many of them could be fetters for wraiths, or contain tass for a Euthynatos to tap, or perhaps their placement is all part of a large ritual....

flagpole is 60 feet long. The sculpture is reputedly dangerous at night, and the Prince and his minions like to meet with important visitors here before moving to a more secure location. Like most of the areas around Arlington Cemetery, the Lincoln Memorial, the Washington Monument, and the Capitol dome are easily visible from here.

The Pentagon

The world's second largest building stands just southeast of Arlington National Cemetery. It does have five sides, each one measuring 691 feet, which has caused the more mystically inclined to wonder what lies trapped within. The interior courtyard alone contains five acres of land. During the day more than 23,000 people work inside this massive structure. Seventeen and a half miles of corridors stretch on and on throughout the building. The Prince keeps the Pentagon as part of his personal domain, but even he would not know if a dozen other Kindred had havens inside.

Stephen Norton's Mansion

This mansion belongs to Dr. Stephen Norton, one of Washington's Malkavians. It sits atop a bluff overlooking the Potomac River. The interior of the mansion is both opulent and extravagant, and falls somewhere between the extremes of tasteful and gaudy. Dr. Norton purchased the house with monies that came from fencing stolen jewels. The mansion also has the most elaborate security system that Dr. Norton and his underworld contacts could devise. The location of the house is not public knowledge.

McLean

McLean is one of Washington's wealthiest suburbs and contains very little that interests tourists, which is how residents there prefer things. Several elders have homes in McLean, and the suburb is well guarded.

Mount Vernon

About half an hour south of the city along the Potomac sits Mount Vernon, the plantation home of George Washington. This mansion contains many of the First President's personal items and is surrounded by beautiful lawns with dogwood and plum trees. The main house has a red roof and a "rusticated" look, achieved by painting white over sand, thus making the wood resemble stone. When ships pass the plantation on the Potomac, they salute. The home remains undisturbed by Kindred, although the Prince has twice removed foolish vampires who decided to take up residence in the mansion, posing a threat to the Masquerade in their failure to realize how secure Mount Vernon's hidden high-tech security system is.

Vienna

A large Virtual Adepts Chantry makes its home in Vienna, another wealthy suburb. These mages have created

a national online network, through many people have successfully been linked into computers. Vienna is also close to George Mason University, one of Washington's continuously growing institutions.

Fairfax

Fairfax County includes many of the suburbs around Washington, and it is clear that the city of Fairfax is growing steadily. Although few Kindred presently have influence in Fairfax, this is sure to change.

Reston

This planned community is close to Dulles Airport in Virginia. During the 1960s, tourists would visit Reston in order to see how a planned city is developed. Although Reston certainly has its own unique atmosphere, it shares many of the characteristics of the other Virginia suburbs. This community is a Ventree stronghold.

Tyson's Corner

Another booming suburb of Washington, Tyson's Corner is home to many think tanks and government contractors. Its two major malls contain a wide variety of shops and businesses.

Maryland

Two Maryland counties, Montgomery and Prince George's, border on the District. Many of Maryland's sub-

urbs contain large cities, which could have their own princes if they weren't satellites of Washington and thus claimed by Prince Virel. The Maryland border serves both as a staging ground for Sabbat incursions and a rallying point for anach movements. Nonetheless, most elders of Washington, D.C. maintain havens for themselves in Maryland as a precaution against trouble in the District or as a temporary escape from its constant intrigues and politics.

Bethesda

A residential and business area north of the city, Bethesda is known for both its Naval Hospital and the National Institute of Health. Wisconsin Avenue, which makes a straight shot south into Georgetown, connects Bethesda to Washington, D.C. Wisconsin also continues north into Rockville, Maryland's second most populous city, where it changes its name to Rockville Pike. The Bethesda Institute of Mental Health hides the work of the Malkavian Dr. Jeffrey Granger, who manipulates the entire facility. The red line of the Metro system has a stop in Bethesda.

Cheverly

A suburb on the northeastern D.C. border, Cheverly sits next to the Baltimore-Washington Parkway. Sabbat packs have used Cheverly as a base to stage attacks against D.C.'s Kindred population. Quick access to the parkway makes escape to Baltimore simple.



Chevy Chase

A few of the homes in this affluent suburb border parks which give access to sewer tunnels leading into Washington, D.C. Some of the younger Nosferatu like to travel into Chevy Chase through these tunnels, questing for excitement and adventure. Chevy Chase is not the place to find either.

College Park

This community surrounds the University of Maryland, home to the Maryland Terrapins and a source of tremendous pride for many Maryland residents. The reputation of the University of Maryland as an academic institution continues to rise; many Kindred make use of its resources when in need of information. The college campus makes an excellent hunting ground.

Greenbelt

The home of NASA's Goddard Space Flight Center, this Maryland suburb is located on the D.C. metro system. The Technocracy controls Greenbelt, and most Kindred avoid the area. The suburb contains a Void Engineers' Chantry. A lot of work involving the Hubble Space Telescope goes on in Greenbelt, as the Void Engineers do their best to map out the universe.

Hyattsville

Hyattsville, Maryland has been free of Kindred influence for most of its existence. This small suburban community is located about seven miles northeast of downtown Washington, and currently, its hunting grounds are vacant.

Laurel

Located between Baltimore and Washington, Laurel boasts a well-known horse-racing track. A small cluster of anarchs claim to control Laurel, but none of the Kindred of Washington believe this band will last more than a few months.

New Carrollton

New Carrollton is located near Landover, Maryland, the site of the U.S. Air Arena. Formerly the Capital Centre, this Arena hosts the Washington Bullets basketball and the Washington Capitals hockey games. The Arena is also one of D.C.'s main concert venues. New Carrollton's train station which has become a favorite resource for vampires who want to sneak into the nation's capital, as Union Station, inside Washington, is much too closely guarded.

Rockville

Rockville, the second largest city in Maryland, has become a dilemma for the elders of the District. Connected to Washington, D.C., by the red line Metro, Interstate 270, and

Rockville Pike, this young city's supernatural population and the problems which have arisen have raised a debate about whether Rockville should have its own prince. Vitel isn't completely opposed to the idea; however, he has no trustworthy candidates to take the position. In the meantime, Rockville remains under the Prince's domain, but is relatively uncontrolled. A refuge for D.C. undesirables in Rockville is developing here and beginning to adopt anarchy philosophies.

Silver Spring

This suburb, located on Georgia Avenue north of the District, has one of the largest populations of anarchs in the area. The Brujah anarch Velvet spends much of her time in Silver Spring, and the area has become the site of battles between various groups of anarchs. Prince Vitel plans to clean out Silver Spring shortly.

Suitland

This suburb lies to the southeast of Washington, D.C., next to Andrews Air Force Base, by which the President and foreign leaders enter and leave the city. The main storage facilities for the National Archives are in Suitland.

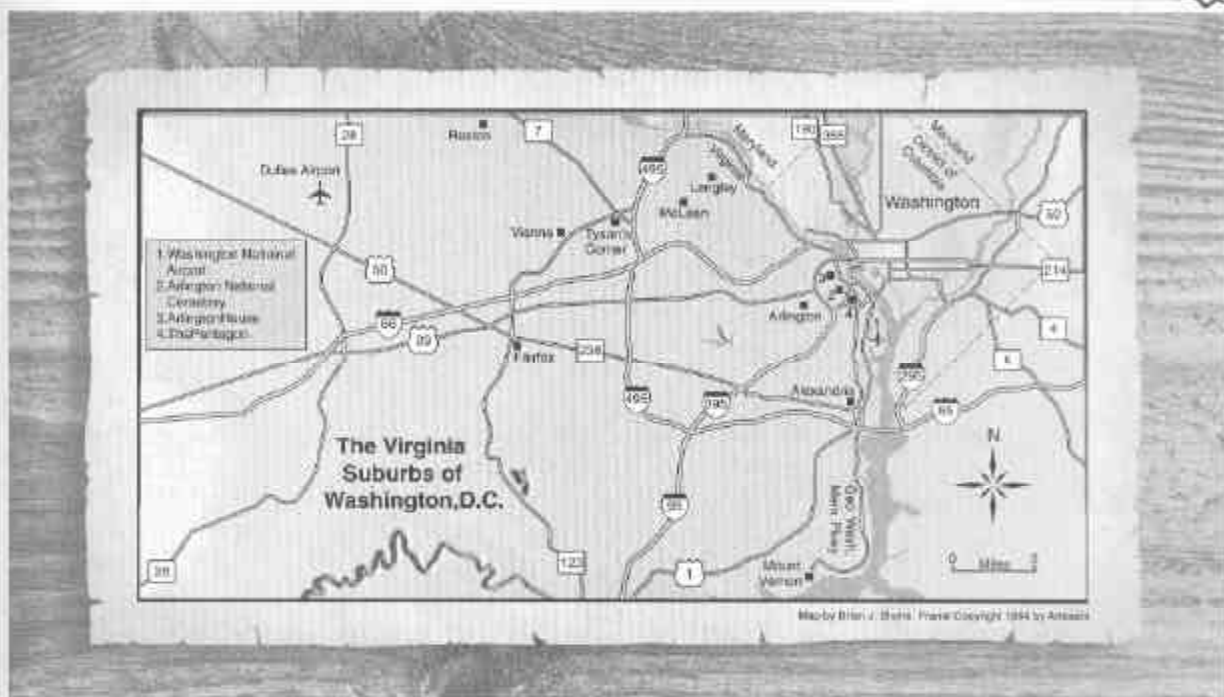
Wheaton

Located on one end of the metro line, Wheaton is a solid part of Prince Vitel's domain. A few miles north of Silver Spring along Georgia Avenue, the town is home to a number of the D.C. elder Kindred's Remainers. Until the anarchy movement in Silver Spring started growing, Wheaton was a favorite hunting ground for the Prince to dole out to young, loyal vampires.

Nearby cities

As the East Coast megalopolis continues to grow, distances between cities shrink. During the last census, Washington and Baltimore were grouped together as part of the same metro area. Travel between these cities takes less than an hour by car, and in many ways, these domains are becoming more closely tied. Unfortunately for the Camarilla, this aids the spread of Sabbat and anarchy influence. Once the flames of revolution catch in one city, they spread quickly to their neighbors.

The war for Baltimore will have a drastic effect on Washington, D.C. and her other neighbors. If either the Camarilla triumphs or the anarchs manage to take the city, then the Prince will lose many of his assets, and the District will be less of a threat in the eyes of the Camarilla elders. A Justicar on his way to help establish a strong domain in Baltimore might even stop off to scrutinize the situation in the nation's capital. If the Sabbat triumphs, then an actual Sabbat threat to Vitel's power may arise, as opposed to the managed attacks that currently go on.



Annapolis

Annapolis is the capital of Maryland, although for more than 300 years Baltimore has surpassed the city in both fame and industry. This picturesque Maryland city is set near the Chesapeake Bay, only an hour from D.C. by car. Many pre-Revolutionary War buildings still stand in Annapolis, lending the city an atmosphere of a quieter time. The most well-known feature here is the United States Naval Academy. The Kindred population of Annapolis remains Camarilla, although Sabbat packs threaten the city every few years.

Baltimore

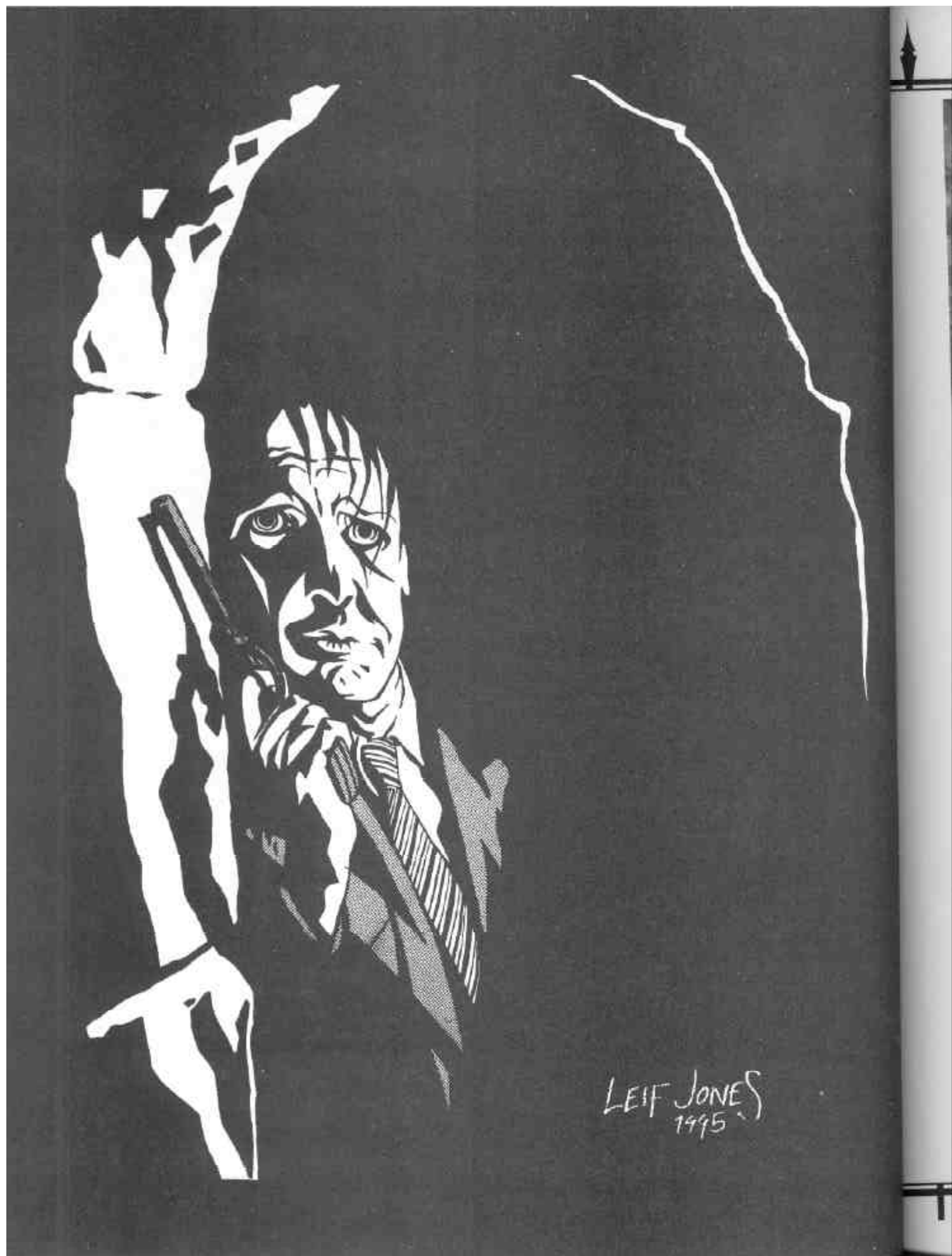
The largest city near Washington, D.C., Baltimore's suburbs overlap with the D.C. metro area, and it shares an airport (Baltimore-Washington International) with the nation's capital. The two cities also share a football and a baseball team, to few of the residents' delight. For most of its history, Baltimore was a much larger and more important city than its southern neighbor, but as time passes, the Washington metro area continues to expand and now threatens to overshadow Baltimore.

While Washington considers itself the stronghold of the Camarilla in the war with the Sabbat, Baltimore is the front line. Both Sabbat bishops and Camarilla "princes" claim to control Baltimore; thus there are bloody battles every night in the city. Prince Vitel would like to see the Camarilla retreat from Baltimore: the more Camarilla-Sabbat interaction that occurs in the region, the greater the danger to his own position.

Among mortals, Baltimore is known for its scenic Inner Harbor. At night, the fog comes off the Bay and shrouds the city in mist, enhancing the foreboding atmosphere of the war zones. A train called the MARC travels regularly between Baltimore and Washington.

Fredericksburg

Fifty miles south of Washington, D.C. on Interstate 95 is Fredericksburg, Virginia. This small city was very important during the Revolutionary and Civil Wars and served as a Confederate bastion during the Civil War to protect Richmond. Several major battlefields, such as Chancellorsville and the Wilderness, are near Fredericksburg. A few vampires have havens there, but most find it dull and tawdry.



LEIF JONES
1995



Chapter Four: The Damned

*Where do bad folks go when they die?
They don't go to heaven where the angels fly.
Go to a lake of fire and fry.
See them again on the Fourth of July.*

—Meat Puppets, "Lake of Fire"

With the recent demise of Prince Lodin of Chicago, Marcus Vitel is unquestionably the most powerful prince in the United States. Nonetheless, even he cannot handle all the powers and influences at work in the capital. Elders from around the globe spin their webs through their pawns in the embassies, corporations, lobbyist groups and anywhere else powerful mortals exert influence. The Kindred have no doubts as to the reasons for the inconsistencies in the policies of American leaders, in light of the number of master manipulators casually seeking to achieve their own ends.

Most vampires know mortals of national importance, and a few elders, such as Helena Taylor, a Tremere lobbyist, rely on these relationships for protection. If something happens to the friend of a government official, whether the Sabbat, the Camarilla or anarchists are to blame, the Masquerade itself is placed in danger. Kindred call this type of socializing, "keeping one's finger on the button".

On the other hand, the Kindred of Washington, D.C., are generally xenophobic, a sentiment attributed to a great degree to Vitel's penchant for fanning the flames of anti-

Sabbat paranoia. Unannounced visitors are almost always dragged before Prince Vitel or simply removed from the city. Even those D.C. Kindred who don't believe all of the Prince's claims about the Sabbat threat have a siege mentality. Hunters, including mages, government agencies, the Inquisition, and packs of werewolves, prowl the streets of Washington.

Additionally, the vampires of Washington play more intense political games than the Kindred in almost any other North American city. Nearly every vampire supports as many ghoulis as possible. Those with Dominate cleverly plant long-term suggestions in mortals so they can spread their influence in unseen ways. Perception is everything to the Kindred of Washington, and those who don't believe in prestidigitation shouldn't bother entering Elysium. Word of any breach of etiquette will spread swiftly, as communication between D.C.'s resident undead is remarkably good. Those who don't keep cellular phones, like the Brujah, carry beepers.

This listing of the city's Kindred is not complete; Washington's vampiric community remains in a constant

state of flux. Many of the city's elders, especially among the Toreador, met their Final Death in 1968 and the years following — the victims of well-planned Sabbat strikes. A good number of the city's leading vampires would be dismissed as neonates elsewhere. Immigrants flow in to serve the interests of their masters, and the Prince quietly exiles undesirables. The vampires included here are some of the more important or longer-lasting Kindred within Marcus Vitell's domain.

Secrets

All of the vampires in this book have a rating in Secrets, ranging from A to F like the United States grading scale. This gives a Storyteller a general idea of how much any particular vampire knows about the other Kindred, locations and intrigues in Washington, D.C.

A+ You know the truth about the Prince.

A The character knows all but the greatest of secrets. The character has dangerous knowledge which she could use to blackmail others — or which may give someone reason to slay her. She even knows the locations of most havens.

A- The character knows all of the main secrets of the city. He can see through many intrigues and keep an accurate scorecard of alliances. If a character has this level of Knowledge, it is easy for him to get into situations well over his head.

B+ A vampire with this level of Secrets knows which vampires manipulate which groups and have influence in

which agencies. A character with this level of Knowledge knows enough to play games in society, but he also knows enough to realize that he has just hit the tip of iceberg.

B A Kindred with this level of Secrets has a bit of knowledge that could surprise many vampires, but most of them concern her clan or associates. She manages to keep abreast of shifting alliances and who favors whom.

B- This character knows a great deal about alliances, but he has difficulties keeping track of sudden shifts. He also may not know some of the Kindred who keep themselves out of the "public" eye.

C+ This character has just enough Knowledge to keep from falling into dangerous prestation traps. He's not quite good enough to play the games of power except as a minor piece.

C This character knows all the information which can be gleaned from casual conversation, and she can recognize all of the major elders of the city.

C- A vampire with this level of Knowledge knows all the names of the powerful players, but he doesn't understand the games or have the ability to put faces with the names. Most less important Kindred are unknown to the character.

D The *fox* *pat* is a way of life for a character with this level of secrets. She knows who the Prince of Washington is, but she would be hard-pressed to identify other elders.

F The character may have been introduced to the Prince, but he knows little else about the city.



BRUJAH

The Brujah have the potential to wield tremendous influence over events in Washington, D.C., yet they refuse to organize as a clan to exert their power. In certain sections of the city, especially Northeast, the Brujah have hunting grounds where almost anything goes. The Prince actually promotes violence and havoc in these areas in order to maintain feeding grounds where the possibility of violating the Masquerade is very slight. A few younger Brujah frequent the nicer clubs of Georgetown, and the Brujah-Toreador influence in Adams-Morgan has combined with the vibrancy of young residents to create an exciting environment.

Bjorn Garinson

Bjorn remembers his flight from Norway, with Ventrue and Toreador ghoul on his heels. He remembers the battles which destroyed the Brujah Vikings and their Gangrel allies, and turned Scandinavia over to the Blue Bloods. Most of all he remembers the desperate hunger that assailed him as he and his crew of hand-picked warriors sailed for the Vineland of legend, intent only on survival. He was the sole survivor, for his shield mates died to slake his desperate thirst.

His Viking longship reached land just in time for Bjorn to plunge into the forest and dig himself a grave. There he lay in torpor, waiting for any signs of civilization.

He woke centuries later, his first contact with the outside world the spade of a settler slamming into his ribs. Bjorn tore through the startled homesteader and his family before he had time to determine who they were. He wandered for nearly a week before he found more people.

The population he discovered were not Vikings but English, French and Dutch colonists. He could not speak their language, and many of the colonists treated the giant warrior as a monster of the woods. Over the years, he kept moving across the country, sometimes stopping in one place for a few decades at a time. Slowly, he learned English. Time and bitter loneliness has changed Bjorn, and often times, he has trouble caring about anything.

Bjorn's only remaining hope is that someday the Brujah will ally to throw off the Camarilla's yoke. He remembers how the clan's internal strife contributed to their defeat in Scandinavia long ago, and will not willingly come into conflict with the other clans until his own can unite. He has come to D.C. hoping to create a Brujah force in the very heart of the Camarilla empire. His lack of success, however, now leads him to despair of ever gaining his revenge. He

could claim a seat on the D.C. primogen should he so desire, but he fears the conflict that would bring.

Bjorn now loses himself in hedonistic excess at his club, Purgatory, in Adams-Morgan. Though he rarely offers his friendship, when he does choose a friend, his loyalty knows few bounds. Bjorn leads the Brujah in the city by default, although many of the younger and more anarchistic of the clan have grown tired of waiting for the Viking to lead a revolution against the Prince, and now look to Velvet.

For his part, Bjorn recognizes the sheer power and evil burning inside Marcus Vitel. The Prince scares him. Bjorn has begun to doubt that Vitel is a Ventrue or even a Kindred. Still, he knows that one day, Ragnarok will come. An ax in the back room of Purgatory has Vitel's name on it.

Sire: Dark Raven

Nature: Judge

Demeanor: Bon Vivant

Generation: 6th

Embrace: A.D. 621

Apparent Age: 32

Physical: Strength 6, Dexterity 5, Stamina 7

Social: Charisma 5, Manipulation 3, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 5

Talents: Alertness 4, Athletics 5, Brawl 6, Dodge 2, Empathy 1, Intimidation 4, Leadership 3, Streetwise 2



Skills: Animal Ken 2, Boat Handling 4, Drive 3, Etiquette 2, Firearms 2, Melee 6, Stealth 1, Survival 4

Knowledge: Linguistics 3, Medicine 1, Occult 2, Politics 1

Disciplines: Animalism 2, Auspex 4, Celerity 4, Fortitude 3, Obfuscate 1, Potence 5, Presence 3, Protean 2

Backgrounds: Allies 3, Contacts 4, Influence 1, Resources 3, Retainers 5

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

Humanity: 3

Willpower: 8

Images: Bjorn is a giant of a man, about 6'6" tall and broad-shouldered. He has long red hair and a beard and mustache. Bjorn likes to wear leather jackets and generally dresses like a biker, often covering various parts of his body with tattoos. Occasionally he carries a battle ax on his belt.

Roleplaying Hints: It would be easy to play Bjorn as stereotypical Viking — loud, boisterous and given to roaring — but there is more to him than this. He has suffered the wrath of his Kindred, and is unwilling to endure it again. Party to avoid dealing with reality, but don't take crap from anyone except the Prince. Never underestimate an opponent, and stay the bloody hell away from political situations.

Haven: Purgatory.

Secrets: B

Influence: While he ostensibly leads the city's Brujah, in reality Bjorn has influence only over Purgatory and the Purgatory Crew. Among mortals he has the most power over the police stationed near Purgatory, having Blood Bound the precinct commander.

Philip Freeman

Philip grew up on the streets of Southeast D.C. His earliest memory is of the rioting that followed the death of Martin Luther King, Jr. After this, a young Philip watched his neighborhood slowly begin to decay, his older brother get shot in a random drive-by and his family plunge deeper and deeper into the well of poverty. The frustration and helplessness of his early years was almost too much. Philip was smart enough to get into college, but he just didn't have the scholarship money, and he was needed to help out at home when his father was injured at the construction site where he worked.

Finally, Philip saw no other choice. He had to start selling drugs. It was the only way for him to make things work. He wasn't going to push anything bad, just some grass or pills. Philip didn't want to kill anyone; he just needed to make some money, and then he'd quit selling the stuff and that'd be the end of it. When crack got into the city, he didn't want to believe that he had partly been responsible for spreading the deadly, addictive substance. All those poor people so desperate for another rock disgusted him. He tried to tell himself they would have messed themselves up some other way if he hadn't been around.



Then his little sister got into a bunch of his pills. Just some tranqs and uppers. She died. Just like that.

Something inside Philip snapped. He got his gun, loaded it up and went after his supplier. In a furious frenzy he shot up the place, but he damn guy just wouldn't die. As Philip sprayed him with his AK, he returned a continuous barrage of fire, not stopping until he had shot Philip about a dozen times with his .357.

Somehow, Philip staggered back out into the streets, blood pouring from multiple wounds all over his body. A figure grabbed him from the shadows. "Boy," whispered a sultry voice, "you've got balls of steel, torporing a Setite like that." She kissed him, and he died.

Now Philip's a Brujah. He moves from place to place, taking apartments in the housing projects when he can find them or else convincing people to put up with him for a day or two. He knows what kind of shit's going on in Northeast, and he does whatever he can to combat it. Recently, he stole a flamethrower from one of the many hidden armories around D.C. and embarked upon a crusade to destroy abandoned drug houses. It's only a matter of time before Philip torches the wrong house.

He often carries an AK-47, and few are stupid enough to mess with him. His humanity keeps falling as the body count rises, but Philip's willing to sacrifice his soul to stop this stuff. He doesn't care if the kid is just holding a bag or if someone's trying it for the first time. It's war.

Sire: Unknown

Nature: Fanatic

Demeanor: Loner

Generation: 11th

Embrace: 1984

Apparent Age: 22

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 4, Manipulation 3, Appearance 3
Mental: Perception 3, Intelligence 3, Wits 4
Talents: Acting 2, Alertness 3, Athletics 3, Brawl 4, Dodge 3, Empathy 2, Intimidation 3, Leadership 2, Streetwise 5, Subterfuge 4
Skills: Drive 3, Firearms 3, Melee 3, Security 2, Stealth 3
Knowledge: Bureaucracy 1, Investigation 3, Law 1, Linguistics 2, Medicine 1, Politics 2
Disciplines: Celerity 3, Potence 2, Presence 3
Backgrounds: Allies 3, Contacts 2, Retainers 1
Virtues: Conscience 5, Self-Control 4, Courage 5
Humanity: 3
Willpower: 9

Image: Philip's the type of guy who doesn't have to look hard for women. He's dark skinned, clean shaven, and good looking, and his glasses give him the look of an intellectual. With a simple clothes change, Philip can blend in with almost any surrounding, whether it be the streets of Southeast or the most expensive nightclubs in Georgetown.

Roleplaying Hints: You see pain everywhere. You believe a man's got to take action and keep his own counsel. Your involvement with the drug scene only brought more pain and loss into your life. You scorn the filthy rich and spend your time working to clean up the bleaker areas of D.C. You pay lip service to the Man, but all you really want from the Prince is some backup in case you uncover a nest of serpents.

Haven: Mobile

Secrets: B+

Influence: None.

Velvet

Life on the streets was never easy, but there's one good thing about Washington — the Congressmen tip well. Velvet used to be a lady of the night. Her greatest moment of glory was managing to get into an Inaugural Ball with a somewhat drunk representative. She always tried to stay clean and keep herself free of drugs and disease — a difficult task in this day and age. But one night her lifestyle caught up with her.

She recalls the multiple rapes in graphic detail, including the way they carved their names into her thighs and breasts before they slit her throat. And as she choked on her own blood, she glimpsed the whirlwind of anger and passion that smashed through her attackers. Bitterly she thought that Mr. Hero deserved a free one ... then everything went black. Velvet thought it was over.

When she woke up, the man stood over her, tears of blood streaking his brown cheeks. "I'm sorry ... we need you." Suddenly, Velvet's life became much more involved.

Velvet didn't stay a child for long. She knew what she wanted and how to get it. She even considered trying to seduce the Prince, but he set off far too many warning signals. Furthermore, Velvet couldn't stand anyone trying



to tell her what to do, nor could she tolerate someone willing to sit by as the heart of the city burned, just for the sake of his precious Masquerade. Velvet has started working on an anarch movement. She believes that if she and the city are going to last, then Vitel has to go. She never wants to control be controlled by anyone again.

Sire: Philip Freeman

Nature: Survivor

Demeanor: Ben Vivant

Generation: 11th

Embrace: 1986

Apparent Age: 20s

Physical: Strength 3, Dexterity 4, Stamina 4

Social: Charisma 4, Manipulation 3, Appearance 4

Mental: Perception 4, Intelligence 3, Wits 3

Talents: Acting 3, Alertness 2, Brawl 3, Dodge 1, Empathy 3, Streetwise 3, Subterfuge 4

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

Knowledge: Law 1, Linguistics 1, Medicine 1, Occult 2

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

Backgrounds: Contacts 3, Resources 2, Mentor 1

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

Humanity: 6

Willpower: 7

Image: Velvet is a very pale African-American woman, 5'10" tall and remarkably fit. She has long, curly, dark hair and black eyes. Her clothes vary with her environment, but she looks good in or out of anything in her wardrobe.

Roleplaying Hints: You are crafty and careful, and never forget names or faces. You enjoy flirting and often use your body to get your way, although you find men who fall in love with you bothersome. Currently, you're scouring out potential progeny; for some reason, Prince Vitel gave you permission to

create a new Brujah. Perhaps he suspects that you're behind the anarch movement and he wants you to be indebted to him. Too bad, because you don't play prestation games unless you want to.

Haven: House on 16th Street.

Secrets: C-

Influence: Some among anarchs. Velvet is also trying to develop contacts in the city and national government — her old ones just got voted out of office.

Emilio Gonzalez

You were the man in your neighborhood. The other guys looked up to you, the ladies wanted you, and no one, but no one, was foolish enough to mess with you. You sold the drugs, although you personally avoided the stuff. An occasional drink or two was all you needed.

Then, there was a little problem with that stupid chick Consuela, who didn't understand that having a kid would slow you down. You remember flying into a rage that night and getting smashed out of your mind. You wanted to prove your manhood and found a bitch willing to let you. The only problem was that when it came time to do the wild thing, she was sucking your life outta your throat. The next evening you woke up with an upside-down Anarchy symbol drawn on your mirror with your own blood, and a note: "Go to Purgatory." You did and Bjorn Garrison explained every-



thing to you in those deep tones of his, except who the fuck your sire was....

Well, before you were enough of a man. Now you're a whole lot more.

Sire: Velvet

Nature: Bravo

Demeanor: Bravo

Generation: 12th

Embrace: 1991

Apparent Age: 22

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 2, Manipulation 3, Appearance 4

Mental: Perception 3, Intelligence 2, Wits 3

Talents: Acting 2, Alertness 1, Brawl 3, Dodge 2, Streetwise 4, Subterfuge 2

Skills: Drive 3, Firearms 2, Melee 3, Repair 2, Stealth 2

Knowledges: Law 2, Linguistics 1

Disciplines: Celerity 1, Potence 1, Presence 1

Backgrounds: Allies 2, Contacts 1, Resources 1

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

Humanity: 6

Willpower: 7

Imager: Emilio's a good-looking Hispanic guy who seems to live on the back of a motorcycle (usually one missing from a local dealer). He wears expensive leather jackets. He's about 5'8" but pretends to be taller, and swaggers a bit when he walks.

Roleplaying Hints: You know you're great, but you've always been persecuted. No one listens to you. You hate the Prince and everything he stands for, and you aim to cause as much trouble as possible without going over the line. The time's going to come when old man Marcus realizes that the Brujah have a real man among them. And everybody who wants to avoid trouble had better realize it sooner.

Haven: Basement of an old abandoned house near Silver Spring.

Secrets: C

Influence: Almost none.

Gangrel

Clan Gangrel has the least involvement in the politics of Washington, D.C. They see Washington as a major focal point for too many supernatural entities. Of all the clans, the Gangrel are the most puzzling to Marcus Vitel and Peter Dorfman. No one knows exactly how the Gangrel might react to a situation, and no one knows what the limits this clan are.

Art Morgan

As Art tells it, he was born a long time ago in a land that was the leek as its symbol, and he was taught to respect authority and seek out justice. His life and death have been one long strange trip. He never put down roots, but he has made many friends over the course of a long lifetime.

Art Morgan is connected to the mortal world through his job with *Deviant* magazine, a small rag that reports on slug worshippers, ritual skin grafting, and the dangers of grass seed. This tabloid-style periodical worships their best reporter and will finance him to travel anywhere, as long as the result is a good story.

Art Morgan happens to be one of the few beings in the World of Darkness who is welcomed in almost any circle. The anarchists believe that he's a fellow spirit. A faction of Gangrel lobby for Morgan to become Justicar Gangrel. Even the Garou respect him—he is one of the only vampires to have visited the Sept of the Awakening. Men in Black have followed Art around, and more than a few mages—both Technocracy and Tradition—consider Morgan to be a friend.

Art Morgan is an enigma, a deluded elder who believes he can be a Justicar with his own guard of Archons, whom he refuses to Blood Bond. This Cainite is the best friend that a young vampire can make in Washington, D.C. Some say that Art's soul was reborn during the 1960s, because despite his age, he seems rather in touch with the modern world, or at least that particular era. Art Morgan gives a great deal of credit to Dr. Timothy Leary's consciousness-expanding philosophy.

Sire: Rhun of Tintagel

Nature: Cavalier

Demeanor: Cavalier

Generation: 7th

Embrace: 550 A.D.

Apparent Age: 30s

Physical: Strength 5, Dexterity 4, Stamina 6

Social: Charisma 5, Manipulation 4, Appearance 3



Mental: Perception 3, Intelligence 3, Wits 5

Talents: Acting 5, Alertness 4, Athletics 4, Brawl 4, Dodge 3, Empathy 5, Intimidation 3, Leadership 2, Streetwise 3, Subterfuge 4

Skills: Animal Ken 5, Drive 2, Etiquette 2, Melee 6, Music 3, Repair 2, Stealth 3, Survival 4

Knowledges: Bureaucracy 1, Computer 2, Finance 1, Investigation 4, Law 4, Linguistics 5, Occult 5, Politics 4, Science 1

Disciplines: Auspex 3, Animalism 6, Celerity 3, Dominate 3, Fortitude 5, Obfuscate 3, Potence 4, Presence 1, Protean 5

Backgrounds: Allies 5, Contacts 5, Influence 2, Resources 2

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

Humanity: 8

Willpower: 10

Image: Art has a scraggly look: his long blond hair, beard, and mustache all are desperately in need of trimming. His yellow eyes are haunting, wolflike. He's fond of claiming that he sees the world only in black and white. Morgan wears a black wool trench coat, tie-dyed T-shirts, ripped blue jeans, dirty boots, and Lennon glasses everywhere he goes. Beneath his clothes, the vampire's body is covered with thick brown fur, which, along with his long whiskers, he shaves constantly. His van, a pale green magic bus, can be heard from anywhere in the near vicinity.

Roleplaying Hints: Most people should not realize just how deranged you are. Be unthinkably mellow. Act like a dude back from a recent Grateful Dead concert. Let everyone say

their piece and respect the hell out of other people. See to it that everybody in the world underestimates you. There's no reason for others to realize that you are the way you are because you can't focus on any one thing for more than a few seconds.

Haven: Mobile

Secrets: A-

Influence: Art Morgan has pull with the Bone Gnawers of Washington, D.C., and all of Clan Gangrel. Additionally, people are quick to confide in him, which means that he knows far more than he thinks he does. Finally, he has friends in a number of governmental agencies, including the EPA and the Department of the Interior.

Joseph Fuller

Joseph was a minor occultist with an avid interest in Egyptian mythology. Indeed, he traveled from the midwest to Washington, D.C., in order to make use of its occult libraries.

Finding a number of like-minded individuals, Joseph established a cult of pseudo-Egyptian god worshippers, with himself at the head as pharaoh and high priest. He attracted a lot of the young, the jaded, and the wealthy among Washington's residents. Drugs and promises of enlightenment kept his cultists loyal. Group sex, ritual scarring and ritual sacrifice became part of the cult's sacrament.

Adrienne Connor, a wandering Gangrel, was passing through Washington, D.C. when she stumbled across the cult. She was intrigued, and after a time, she became Joseph's lover. During a particularly exciting private ritual, the Beast overcame Adrienne and she frenzied, tearing Joseph's throat open. When she calmed down, she was wracked with guilt, and, unwilling to let Joseph expire, she Embraced him. When she realized fully the implications of what she had done, Adrienne fled the city in order to avoid the Blood Hunt, leaving Joseph alone with his unlfe. After



a short time, other members of clan Gangrel discovered him, and Prince Vitel tentatively accepted the child.

Setites contacted Joseph after he entered Kindred society, enticing him with the story of their clan and its ancient connection to Set. Joseph found much more in common with the Setites than with Clan Gangrel, and he fears that either Art Morgan or Marcus Vitel will discover his contacts with the Setite clan. He realizes that he's not a typical Gangrel, and he's started to dream about establishing his own bloodline. He would like to manipulate his child, Tabitha Prester, to gain more influence in the city, but Art Morgan has too much of a hold over her.

Sire: Adrienne Connor

Nature: Director

Demeanor: Deviant

Generation: 11th

Embrace: 1984

Apparent Age: 27

Physical: Strength 2, Dexterity 2, Stamina 3

Social: Charisma 3, Manipulation 4, Appearance 4

Mental: Perception 4, Intelligence 3, Wits 3

Talents: Acting 2, Empathy 2, Intimidation 2, Leadership 3, Subterfuge 4

Skills: Animal Ken 3, Drive 1, Melee 1, Music 1, Repair 2, Stealth 1, Survival 3

Knowledges: Investigation 1, Linguistics 2, Medicine 2, Occult 3

Disciplines: Animalism 2, Fortitude 2, Protean 2, Presence 1, Serpents 1

Backgrounds: Allies 1, Herd 5, Influence 1, Resources 3, Retainers 2

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

Humanity: 4

Willpower: 6

Image: Joseph is tall and lanky. He is tan-skinned and has curly brown hair which reaches past his shoulders. He likes to show off his body, especially his chest, and usually wears black silk robes. He has red welts on his arms and back from where he plucks feathers to hide his animal features.

Roleplaying Hints: You hate confrontations. You wish the world would just shut up and pay homage to you. The Followers of Set fascinate you, especially their mysterious leader, though you don't know her name, she walks in your dreams. You are friendly to others, but, even so, you choose your words carefully.

Haven: An apartment near the Farragut North metro station, close to George Washington University.

Secrets: C-

Influence: Joseph has a cult of 20 to 30 followers, many of whom would do almost anything for him. While few of his followers have much power, a number are from influential and wealthy families.

Tabitha Prester

Tabitha was abused as a child, and the emotional scars of her early life are woven through the poetry she writes. Her darkly suicidal verse strikes a chord with others who have suffered as she has, and those who feel alienated from the world. For most of her life, Tabitha isolated herself and spent her days immersed in the philosophy and theology upon which she draws to create her poetry. Her human existence was nearly intolerable. But all this came to an end when she was Embraced.

Terrified by her new condition and fearful of her crazy sire who sought to bring her into his cult, she found a sympathetic friend in Art Morgan. Art taught her about the Traditions and the system of Kindred society. Tabitha has become one of Art's "Archons." She is quite protective of her friend and mentor. Though Tabitha is still too vulnerable to admit it, and neither chooses to recognize the fact, Tabitha is in love with Art.

Art has helped Tabitha to realize the degree to which she had squandered her life. Before her death, and before she met Morgan, she had never made the effort to discover all that life could offer. Since her Embrace, Tabitha has found new faith and reconciled herself with God.

The vampire is currently researching Kindred history, specifically the history of her own clan and how each of the different clans evolved. One of the few benefits to being Blood Bound to the Prince is the easy access she has to his library, which contains the ancient Latin parchments upon which much Kindred Lore has been recorded. Prince Vitel enjoys conversing in his long-dead native tongue, and the two often discuss Kindred and mortal history in Latin.

Tabitha is good friends with Chas Voyager, the local head of the Toreador, and Bjorn Garinson, head of the Brujah. She also feels a certain kinship with Washington's Nosferatu population. She serves as protector to Melissa, giving her clothes, food for her cats and a place to stay whenever Melissa needs it. Tabitha remembers her own childhood, and wants to be sure that Melissa is taken care of. Her best friends, besides Art, are Art's other "Archons": Pieter van Dorn and Dr. Stephen Norton.

Sire: Joe Fuller

Nature: Architect

Demeanor: Survivor

Generation: 12th

Embrace: 1988

Apparent Age: 25

Physical: Strength 2, Dexterity 3, Stamina 4

Social: Charisma 3, Manipulation 1, Appearance 2

Mental: Perception 3, Intelligence 5, Wits 3

Talents: Acting 2, Alertness 1, Athletics 1, Brawl 3, Dodge 1, Empathy 4, Intimidation 1, Leadership, Streetwise 1, Subterfuge 2

Skills: Animal Ken 2, Drive 2, Firearms 1, Melee 1, Music 2, Repair 2, Security 1, Stealth 1, Survival 3



Knowledges: Bureaucracy, Computer 1, Finance, Investigation, Law, Linguistics 3, Occult 4, History 4, Philosophy 3, Theology 5

Disciplines: Animalism 1, Fortitude 2, Potence 1, Protean 3

Backgrounds: Fame 3, Mentor 3, Resources 2, Status 3

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

Humanity: 9

Willpower: 10

Image: Tabitha is an average-looking woman, 5'8", with long red hair and bright blue eyes. She is usually found wearing black jeans, black boots, a T-shirt or sweater, and a black leather jacket, given to her by Bjorn Garinson.

Roleplaying Hints: Smile and be friendly. Be forgiving and understanding of others' problems. Demonstrate courage and loyalty to your friends. You do not realize just how tangled your web of allegiances has become, and if your "friends" start pulling in different directions, there is no telling how you will react. Your priorities are: your Prince's commands (though you are well aware that this is not by choice), Art, your friends, and then yourself. Do everything possible to avoid going into frenzy.

Haven: A townhouse in Maryland near the D.C. border.
Secrets: B

Influence: Everyone listens to Tabitha, but the elders realize that she is getting herself into an awkward position.

Melissa

Melissa knows that she's a little girl who has lived in Washington, D.C. all of her life. She knows that it's the nation's capital, and she'll be glad to tell you that. Melissa's a good girl. The Prince looks out for her, and so does her mommy, Tabitha Prester, though Melissa knows that Tabitha is not her real mommy. One day, she hopes that one day

Uncle Art and Tabitha will fall in love and get married. Then she can be their little girl.

Melissa doesn't remember much of her life before she was a vampire. All she knows is that one day a stranger came to visit. Then, she woke up in the middle of the night, and the house was on fire and the stranger was fighting with a bunch of men. The stranger beat them all up, but then he attacked Melissa. Bad stranger. After that he bit her and carried her outside. Melissa doesn't know what happened to mommy and daddy. She thinks they're dead. The stranger made Melissa into a vampire, just like he was. Then, he left her all alone.

Melissa cried for a long time. No one was around to love her, because this was before Tabitha came to the city. Then Melissa met the first of her kitties. Her kitties came when she called and they bunched up on her and covered her during the day. Melissa loves her kitties, especially Dumppling, because he's the biggest and most cuddly, although he does meow a little funny.

After the Prince, Mr. Vitel, found her, she was happy. If only Art and Tabitha would stop being so serious and fall in love, then Melissa and her kitties would have a family.

Size: Richard Dahl

Nature: Child

Demeanor: Child

Generation: 10th

Embrace: 1914

Apparent Age: 7

Physical: Strength 1, Dexterity 3, Stamina 4

Social: Charisma 4, Manipulation 4, Appearance 3

Mental: Perception 3, Intelligence 1, Wits 2

Talents: Acting 3, Alertness 2, Athletics 1, Brawl 1, Dodge 3, Empathy 3, Streetwise 1, Subterfuge 5

Skills: Animal Ken 5, Melee 1, Stealth 3, Survival 2

Knowledge: Occult 1

Disciplines: Animalism 5, Fortitude 4, Protean 3

Backgrounds: Contacts 2, Herd 5, Mentor 2

Virtues: Conscience 5, Self-Control 4, Courage 3

Humanity: 8

Willpower: 6



Image: Melissa is a rather dirty-looking little girl with blond curls and blue eyes. She wears nice clothes, provided for her by Art and his "Archons". She almost always has a kitty in her arms. Melissa has short whiskers which stick out from her cheeks and a small cat tail, which she tries to hide under long dresses.

Roleplaying Hints: You enjoy hiding under tables and talking with your kitties. Most people don't understand you, because they're too grown up. You like Art, Tabitha, and the Malkavians because they don't act so grown up. You would like the Nosferatu, except they're too disgusting looking. You enjoy playing games with people, and making people who think they're too important look silly, but you're careful not to anger the wrong vampires.

Haven: You follow Tabitha around, but you usually live in the basement of a house in Alexandria.

Secrets: C+

Influence: Melissa uses her cuteness and childish mannerisms to get anything she can out of people.

Malkavian

As might be expected, clan Malkavian is the big x-factor in Washington, D.C. Though none of the other clans give the Malkavians much consideration in the grand scheme of things, they are possibly the most dangerous clan in Washington. Scott Levin, its clan leader, operates as effectively on the information superhighway as he does in the Malkavian Madness Network. Then there's Dr. Stephen Norton, the world's greatest jewel thief—at least according to his own modest self-estimation. Dr. Jeffrey Granger controls the Bethesda Institute of Mental Health, an asylum filled with ex-CIA agents and criminals. Razor manages to openly defy all efforts to apprehend him in either Baltimore or D.C. If the Malkavians had any type of clan structure, they would be a threat to both the Ventrue and Tremere, but their strength may come from not having any structure. With the Malkavians, nothing is certain.

Scott Levin

One of the greatest enigmas in Washington, D.C. is Scott Levin, leader of clan Malkavian. This handicapped elder heads a clan that appears to be unaware of his existence. No one is certain of Scott Levin's origins, but the most common theory is that he was an inventor during the late 1800s, who had the misfortune to run afoul of the wrong type of creature. What is known is that he has been the senior Malkavian in D.C. since the turn of the century.



Scott lives in his haven near Chevy Chase, and he spends most of his time alone, with only his computer to keep him company. His neighbors assume that he is simply a reclusive professor with some connection to the local universities. His only regular visitor is Malcolm Dobbs, a gifted teenager undergoing an extended "internship" as Scott's ghoul.

Scott never carries a conversation without losing his train of thought in the middle of a sentence. He often hears voices and sees things that others don't. Social interaction with Scott requires extreme patience. Most Kindred humor him and many of the other elders have pity for him. Little do they realize how dangerous he can potentially be.

Computers are Scott Levin's world. When he is working on his computer, he becomes alarmingly intelligent and lucid. Most users who meet him on-line are intimidated after the first few moments of an exchange. Levin has six phone lines in his house, all of which connect to difference on-line services and BBS's, including the CIA's boards. His screen name differs depending on the month, but usually it's a variant of Golconda. Levin designs viruses, regularly cracks passwords and keeps tabs on dozens of computer systems. He also exchanges e-mail with Drs. Norton and Granger each night.

Sire: Dr. Harry Hirsch

Nature: Plotter

Demeanor: Confidant

Generation: 9th

Embrace: 1881

Apparent Age: 34

Physical: Strength 1, Dexterity 1, Stamina 5

Social: Charisma 5, Manipulation 2, Appearance 2

Mental: Perception 4, Intelligence 4, Wits 4

Talents: Acting 5, Alertness 2, Empathy 3, Leadership 2, Subterfuge 3

Skills: Drive 1, Etiquette 1, Firearms 1, Repair 5, Security 4, Stealth 4

Knowledges: Bureaucracy 3, Computer 4, Finance 2, Investigation 4, Law 2, Linguistics 1, Medicine 3, Occult 3, Politics 3, Science 5

Disciplines: Auspex 5, Dominate 4, Fortitude 1, Obfuscate 4

Backgrounds: Contacts 5, Influence 4, Retainers 2, Status 4

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

Humanity: 7

Willpower: 8

Image: Scott exerts himself as little as possible. He wears only one color; all of his clothes are subtle shades of gray. He has straight, shoulder-length dirty-blond hair which almost never stays in place. When he has to get up, he stands about 5'9". Though his body is emaciated, his pale blue eyes stand out strikingly.

Roleplaying Hints: You always wear a friendly smile. In your world, it seems that strange things are perpetually going on, and there are dozens of matters requiring your attention. You can't keep your mind from roving. Only one thing thinks near your speed — your computer. It still doesn't process fast enough, but it works better than people do. Unlife amuses you, as do the minor politics of the players in Washington. If only they knew how to play the real games. Someday you'll show them.

Haven: A house near Chevy Chase.

Secrets: A

Influence: Levin virtually controls the computer networks of Washington, D.C. He can access information on just about any subject. He has contacts within almost every D.C. and national agency.

Cassie (Olivia Debray)

Cassie is one of the few Malkavians considered decent company in Elysium. A flapper-wannabe of the 20s named Olivia Debray, she has always had a gift for guessing the future. The upper-crust male friends who listened to her predictions were well protected when the stock market crashed. A few even profited. Her ability to foretell future events was an oft-discussed subject among her friends, and eventually word got to Scott Levin, who became fascinated by the young woman. Determining that her abilities might be extremely useful, Scott embraced Olivia and renamed her Cassandra, which she shortened to Cassie.

Cassie adjusted well to unlife, and after she overcame her initial shock, she worked her way into the good graces of Prince Marissa. About the time that Marcus Vitel first appeared, Cassandra began to have daymares about a dark lord of the Sabbat destroying Washington, D.C. Her warnings to Marissa pushed the Prince into allying herself more closely with the powerful new elder.

After Marissa fell, Cassie began to suspect that there was more to Vitel than she had initially believed. The idea that she may have been responsible for the Final Death of her beloved Prince was just too much for her to handle, and her sense of identity shattered. Now she has three distinct major, and at least 10 minor, personalities, three of whom are male.

Her first major personality is that of Cassie. Cassie is a little girl who is able to see the future. She's very kind and caring. She loves to skip and play hide and seek.



She's met Melissa of Clan Gangrel and enjoys playing with her. Cassie wants kitties of her own and a big dog that can chase Melissa's kitties when Cassie gets mad at her.

Her second personality calls herself Cassandra. She's an elder vampire, a member of the primogen and a powerful player in the city's political games. Cassandra believes that she is the real power behind Clan Malkavian. This personality is very strong willed, and she plays the political games well. She likes to wear flowing expensive dresses and enjoys flirting with both the Prince and the Pontifex. Cassandra seems so powerful that most of the harpies of Elysium suspect that her transformation into Cassie is only an act, especially since Cassandra remembers what happens to Cassie, but Cassie doesn't remember what happens to Cassandra. Cassandra almost always surfaces if a powerful vampire appears on the scene.

Her third personality is Olivia, a young woman from the 1920s who's trapped in a nightmare. Olivia doesn't believe that she's a vampire. She thinks that Cassandra dominates her. Olivia has tried to break the Masquerade and has attempted to kill Cassandra. This is a pathetic character who desperately wants release from the horrors of unlife, but who ultimately lacks the courage to end it all herself. Olivia takes over whenever Cassandra or Cassie fail a Willpower check of any sort.

All of her personalities experience visions of the future. When this happens, Cassie's eyes glaze over and she begins to shake. The visions are another Derangement and have no bearing on reality; however, many Kindred in D.C. believe that they have relevance.

Sire: Scott Levin

Nature: Varies, but usually Child (Cassie), Plotter (Cassandra), or Martyr (Olivia)

Demeanor: Varies

Generation: 10th

Embrace: 1929

Apparent Age: 20

Physical: Strength 2, Dexterity 2, Stamina 3

Social: Charisma 4, Manipulation 3, Appearance 3

Mental: Perception 5, Intelligence 3, Wits 3

Talents: Aiding 3, Alertness 5, Dodge 1, Empathy 5, Intimidation 2, Subterfuge 2

Skills: Animal Ken 2, Drive 1, Etiquette 3, Firearms 1, Music 1, Stealth 1

Knowledges: Medicine 2, Occult 3, Politics 1

Disciplines: Auspex 5, Celerity 1, Dominate 3, Fortitude 1, Obfuscate 3, Presence 3

Backgrounds: Allies 2, Influence 3, Mentor 3, Resources 5, Status 3

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

Humanity: 8

Willpower: 5

Notes: She always loses a Blood Point when she has a vision.

Image: A thin, gaunt woman with black hair and hazel eyes. She's about 5'4" and usually dresses in styles reminiscent of the 1920s. She almost always wears a hat.

Roleplaying Hints: (as Cassie) You are a little girl who wants to have fun. You love to play with anyone and everyone, and you don't let adults tell you what to do. (as Cassandra) You are a commanding presence in the Kindred community. You expect respect from your peers and groveling from your lessors. You keep careful track of prestaton and never miss an opportunity to put another neonate in your debt. (as Olivia) You can't believe what's happening! Someone has to wake you up. You're caught in a sick fantasy and there's no escape!

Haven: Cassandra has a house in Falls Church, Virginia, southeast of the District. The decor is true 1920s. A first edition copy of *The Great Gatsby* sits on her coffee table.

Secrets: B -

Influence: Cassandra has agents scattered throughout Washington, D.C. Her greatest influence lies in the local historical societies and civic clubs.

Razor

This anarch Malkavian is one of the best Kindred politicians in Washington, D.C. He manages to manipulate his image and reputation enough to be given credit for activities in which he has no involvement. Razor has a network of ghouls who spread information through the streets, and also uses massive amounts of graffiti to get his word out.

Razor had been a regular bureaucrat named Gary Stapleton. He was a normal guy with a normal life, or about as close as anyone can get to it. One afternoon his car broke down on the capital beltway, and a passing motorist offered to drive Gary to the nearest gas station. Gary accepted. Unbeknownst to him, his benefactor, Rolf Trask, was a Malkavian vampire with a homicidal Derangement.

Rolf Trask missed a few exits, and then turned onto a road that the bureaucrat didn't recognize. Though Gary protested, but Trask Dominated him into silence, and then took him to a hotel. Having thoroughly Dominated his victim, then Trask skinned him.

The expressions of agony on Stapleton's face amused Trask so much that after Gary expired, Trask Embraced him to start all over. Rolf kept Gary locked in the hotel room, bound and gagged, with a "Do Not Disturb" sign perpetually hanging on the door to keep away the Conditioned maids. Finally, enough torture was enough. Gary snapped free of the Domination. He managed to get his hands on a razor blade, and as Trask was returning from a hunt, ambushed his sire. The razor sinking into the dead flesh gave Gary a feeling of empowerment. Finally, when nothing was left of Trask but sacks of meat, Gary collected himself and fled.

Everything was different now. Gary couldn't go back to his life as a bureaucrat. Anyway, he had no power, no freedom in that life. Nothing had ever moved him like butchering Trask. He had conquered the most powerful of enemies, and he vowed that he would never be helpless or subservient again. Changing his name to Razor, he swore he would tear down the institutions that enslaved others and reduced them to helplessness. Razor intended to awaken the masses of undead, who he



assumed went through their lives as he did, in a gray zone, failing to question or to think for themselves.

It is Razor's homicidal mania, combined with his sense of megalomania and paranoia, that has led him down his current path. He believes that he is the only one who can save the vampires of Washington. He wants to give them control over their unives, and until they do rise up, he will continue to point out to them just how little control they have. His attacks are meant to be psychologically disturbing rather than to condemn his targets to Final Death. When he hunts, he enjoys mutilating his victims, but tries to avoid murder.

Graffiti across the city taunts the Camarilla about Razor. If an anarchy action takes place in Washington, he takes the credit. It is said that a night doesn't go by that the Prince's minions do not discover a new message. Most Kindred who encounter Razor never see him, and those who do see him, aren't at all sure that he is who he claims to be. Razor impersonators are always popping up in the Baltimore-Washington area. The current Razor might not even be the original but a child of the original.

Sire: Rolf Trask

Nature: Deviant

Demeanor: Rebel

Generation: 11th

Embrace: 1980

Apparent Age: 25

Physical: Strength 2, Dexterity 5, Stamina 5

Social: Charisma 4, Manipulation 3, Appearance 3

Mental: Perception 3, Intelligence 4, Wits 4

Talents: Acting 5, Alertness 4, Athletics 2, Brawl 3, Dodge 4, Empathy 2, Intimidation 3, Leadership 1, Streetwise 3, Subterfuge 4

Skills: Drive 3, Firearms 3, Melee 4, Security 3, Stealth 5, Survival 1

Knowledges: Bureaucracy 3, Computer 3, Investigation 4, Law 2, Linguistics 1, Medicine 1, Occult 1

Disciplines: Auspex 3, Celerity 1, Dominate 4, Obfuscate 5

Backgrounds: Allies 1, Contacts 5, Status 2

Virtues: Conscience 3, Self-Control 4, Courage 5

Humanity: 3

Willpower: 10

Notes: Since Razor has almost no skin left on his body, he has the option of healing it each night (at a cost of four Blood Points) or leaving it as is—which is what he usually does.

Image: Razor's real form is horrendous, but no vampire has ever seen it. He uses Obfuscate to change his appearance, usually into a fairly average-looking guy, about 5'8", with brown hair and brown eyes. He sometimes wears a black leather jacket, but his wardrobe varies

tremendously. When Razor speaks to people, he likes to do it from a distance, preferably with a microphone and hidden speakers.

Roleplaying Hints: You are on a mission. You have to make sure that all vampires give careful consideration to their undead existence. No one should waste their eternity like you wasted your own life. You take incredible chances, but you always have a backup plan. You're not brash or stupid, but you do love life on the edge. You always take the time to stalk and study your prey, whether they are a target for a firebomb or a practical joke. Remember that image is everything and you have a badass reputation to uphold.

Haven: Mobile. Razor has havens almost everywhere.

Secrets: A -

Influence: The entire non-Sabbat anarchy movement.

Dr. Stephen Norton

Steve Norton was the type of person who blends into the backdrop of life. He dutifully went to his job every day, and though he worked hard, he was never assigned a project that allowed him to demonstrate his talents. In a crowd, he was the face that no one would remember. He was always part of the audience, never up on stage. However, unlike other people who live quiet, unassuming lives, Steve Norton realized just how boring his life was, and refused to accept that he would be known for nothing better than having the best-growing E. Coli cultures in his lab at NIH (the National Institute of Health). So, Dr. Norton spent his downtime becoming the world's greatest jewel thief.

As long as Steve could remember, he wanted to be an internationally feared jewel thief. He wanted to do something cool with his life, to be able to look in the



mirror and see someone who wasn't a geek. He imagined that when he assumed the wealth and romance of the jewel thief persona he would have the last laugh on everyone. He'd be able to go wherever he wanted and buy anything he desired.

Most kids give up on their fantasies, but not Steve — he committed himself. He pursued his goal with such single-minded devotion that he became alienated from the social world. Steve Norton had no friends until he reached college. His freshman year roommate, Jeffrey Granger, was a psych major who got invited to all the parties and generally got along with everyone, even Steve. The two developed a strong friendship, which amazed them both. It was Jeff who taught Steve the intricacies of dealing with people.

Eventually Steve got his doctorate in biochemistry, and pulled off a few heists along the way. He secured an extremely boring job at NIH, researching microorganisms. The only bright spot of NIH was Dr. Susan Williams, a fellow employee, who saw something more than the quiet image Steve cultivated.

In light of Steve's knowledge of electronics and chemistry, his incredible agility and his formidable research abilities, no security system was wholly safe. Steve would drive to distant cities without telling anyone, just to try a new vault or repository. All of these were practice efforts for what he planned to be his biggest job: the theft of the Hope Diamond from the Smithsonian Institute.

But fate had other plans for Steve Norton. After he broke into the residence of a woman whose beautiful emerald necklace had caught his eye, Steve's car was spotted by a policeman cruising the neighborhood. Two detectives came to his home the next evening, one of whom was the Malkavian Jasper Creed, a crazed member of the Bethesda police. Jasper demanded to know where the jewels were hidden, but Steve proved uncooperative. Luckily for him, Jasper had never learned the Dominate Discipline. After Steve lied to him about the location of his stash, Creed shot him twice at close range. Steve lost consciousness lying in a pool of his own blood, bitterly cursing fate. He was going to die, but he hadn't lost the game. This nutcase detective had cheated.

When Creed failed to find the jewels, he came back to Norton and Embraced him before interrogating him again. Steve gave Creed a new location, this time a few miles away instead of inside his house. Jasper left Steve to rot in near torpor in a bathroom, confident that the fledgling wouldn't escape during the day. Steve Norton proved him wrong. By the next evening Steve had escaped, and the next he managed to contact Prince Vitel. Norton's resourcefulness impressed Vitel, and while the Prince "dealt" with Jasper Creed, he made sure that Steve was spared.

While Steve might not have been the world's greatest jewel thief before his Embrace, he has improved since. Steve Norton resigned from his job at NIH and joined up with Art Morgan's coterie. He also grabbed a cat named Spots from Melissa to be his sidekick.

Steve spends his nights driving through the city in a motorcycle with Spots, loot and possibly another vampire in a sidecar. If Marcus Vitel regrets anything about his reign, it is sparing Stephen Norton. Since Steve's Embrace, Vitel has rarely glimpsed the thief, but the Prince knows that the Malkavian has shared blood with his "daughter" Monica. He worries about what else this crazed Malkavian has discovered.

The Prince also knows that Steve Norton has a weakness — the mortal Susan Williams. If anything can derail this Malkavian's quest for knowledge, then it may be a threat to the woman.

Sire: Jasper Creed

Nature: Perfectionist

Demeanor: Thrill-Seeker

Generation: 11th

Embrace: 1965

Apparent Age: 33

Physical: Strength 3, Dexterity 5, Stamina 4

Social: Charisma 4, Manipulation 3, Appearance 3

Mental: Perception 5, Intelligence 5, Wits 5

Talents: Alertness 4, Athletics 4, Dodge 1

Skills: Animal Ken 2, Drive 4, Etiquette 2, Firearms 3, Melee 2, Repair 2, Security 5, Stealth 5

Knowledges: Bureaucracy 2, Computer 4, Investigation 2, Medicine 3, Occult 2, Science 4

Disciplines: Animalism 1, Auspex 2, Celerity 1, Obfuscate 4

Backgrounds: Allies 2, Contacts 2, Mentor 4, Reminer 1, Resources 5

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

Humanity: 7

Willpower: 8

Notes: Steve suffers from delusions. He sees his life as part of series of novels about a great jewel thief. Everything has some sort of melodramatic symbolism to Steve. See that bum on the street corner? He's an FBI agent planning to capture Steve — at least that's how Dr. Norton sees things. The woman who accidentally meets his eyes is his fence, or a romantic fling from years past.

Image: Steve is a nondescript fellow who prefers black clothing with spandex bodysuits beneath. He's about 5'10" with brown hair and brown eyes that scan carefully any room he enters.

Roleplaying Hints: Anal retentive and obsessive doesn't begin to describe you. You plan everything out in precise detail, leaving nothing to chance. You are part of Art's Archons, and always have numerous projects going on at

once. You want to see Vitel fall screaming into the Abyss for what he's put Monica through. You've seen a ghostly image of Marissa on your rides, and you want to find her.

Haven: A mansion on the Virginia side of the Potomac, situated on a bluff overlooking D.C. Members of Clan Gangrel may often be found at his haven.

Secrets: A+

Influence: Steve is well respected by the Malkavians, Nosferatu and Gangrel. In addition, he still has some ties to the NIH and other health organizations.

Dr. Jeffrey Granger

When a young Jeffrey Granger attended American University, his roommate was Stephen Norton. Unlike many college roommates, they developed a lasting friendship and stayed together all four years. While Steve Norton went on to get his doctorate in biochemistry, Jeff Granger devoted himself to psychiatry.

After graduation he got a job at the Bethesda Institute of Mental Health, where he received security clearance to treat a number of special cases, including ex-CIA agents, former bureaucrats and politicians. The rat-race of Washington produces quite a few psychiatric cases.

His talent for healing minds came to the attention of government agents. Top men decided that Dr. Granger's abilities would also work for breaking minds. They approached Granger with pretty speeches about patriotism, and he bought the rhetoric. Soon, he was spending his days healing the unstable and his nights breaking the iron-willed. The military even consulted Granger on psychological warfare, and he advised them during the Vietnam War.

Then his old roommate Steve Norton called, babbling on about needing to talk to him. Sick of his work for the government and hoping that he might be able to help a friend, Jeff arranged to meet with him. However, all his work with the government had not prepared him for meeting a vampire. He wasn't sure how to handle it, and when Steve realized that Jeff posed a threat to the Masquerade, he frenzied and wound up Embracing his old friend.

Jeff forgave Steve a long time ago, and the two still stay in touch. Dr. Granger transformed Dr. Joshua Lyons, the director of the Bethesda Institute of Mental Health, into a ghoul several years ago, and he uses Dominate to keep Dr. Lyons in the dark about his current condition. Jeff lives at the Institute and spends most of his nights treating patients. He has amassed a number of ghouls in the asylum and plays the political games of the Washington Kindred fairly well.

Jeff is also strongly empathic, and often picks up the Derangements and idiosyncrasies of those around him. A few Kindred have discovered their own Derangements by conversing with Dr. Granger and watching his transformation. This derangement of his has earned him several enemies, as he imitates the worst traits of those he meets. In the world of Washingtonian vampires, imitation is not seen as flattery.

Sire: Stephen Norton

Nature: Masochist

Demeanor: Caregiver

Generation: 12th

Embracer: 1970

Apparent Age: 34

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 4, Manipulation 4, Appearance 2

Mental: Perception 3, Intelligence 4, Wits 3

Talents: Acting 4, Alertness 3, Empathy 5, Intimidation 3, Leadership 3, Subterfuge 3

Skills: Animal Ken 1, Drive 2, Etiquette 2, Security 1, Stealth 1

Knowledge: Bureaucracy 4, Computer 1, Finance 1, Law 1, Medicine 4, Politics 1, Science 4

Disciplines: Auspex 3, Dominate 5, Obfuscate 3

Backgrounds: Contacts 1, Fame 1, Herald 5, Influence 1, Retainers 3

Virtues: Conscience 4, Self-Control 5, Courage 3

Humanity: 7

Willpower: 5



Image: Dr. Granger has sandy brown hair and dark brown eyes. He wears glasses and has a beard and mustache with red highlights. He usually dresses his 5'7" frame in a rather ordinary suit.

Roleplaying Hints: You are a caring person, but you know that you are fated to suffer. Psychotherapy is a catharsis for you. You overanalyze yourself and work diligently for your patients. However, you've learned that there is a supernatural side to the world. You've broken minds and pieced them back together, but now you wonder, how many sane people are believed insane because they know the truth about vampires and

werewolves and the like? How many healthy minds did you break in your regular duties? Also, how can a psychiatrist maintain his humanity and do the type of work that you do for the government? Guilt is your constant companion.

Haven: The Bethesda Institute of Mental Health
Secrets: C

Influence: Dr. Granger controls his asylum, and he has several government contacts. However, in recent months, Men in Black have started investigating events concerning the institute.



NOSFERATU

The Nosferatu lurk about beneath the feet of the powerful people, the movers and the shakers, the Washington insiders. Rats clamber through the vast labyrinth of sewers, old bomb shelters, and metro and ancient subway systems. For them the old trickle-down theory really works — all the shit eventually reaches the bottom. And in this bureaucratic nightmare of a pompous city, there's a helluva lot of shit.

The Nosferatu get everyone's secrets and all the dirty laundry. Want to know what happened in Iran-Contra? Ask the Nosferatu. Need to know who's really responsible for Whitewater? Ask the Nosferatu. They control the metro system. They search through the trash. They know the dark, sestet underbelly of D.C. They know which Bone Gnawers had a bit too much vampire blood to drink. They can tell you the location of the Setite temple and the latest area of Sabbat infiltration. Of course, everything has a price or requires a favor. Knowledge isn't free.

Of all the clans, the Nosferatu have the strongest grasp on the danger that threatens the city. They stick together, even if they get on each other's nerves. Their main problem is a lack of leadership.

Nathan (Arlen)

Nathan has been on the run his entire unlife. He fled his sire in Europe, came to the New World to escape European vampiric politics and immediately found himself chased across the continent by the Sabbat. He finally found refuge in D.C., which was at that time too small to attract much notice.

He remembers the first nights, when the city was barely formed. He lived in the basement of a farmhouse and later, when that was torn down, spent most of his time under the Tiber. Afterwards, he moved to the C&O Canal, and he still haunts that area today. He was quiet when the Brujah Prince took over during the war, and he was quiet for many years after Prince Marissa took over. He watched and listened, knowing that this was the safest course of action. Nathan doesn't want to deal with problems. He just wants to shut out the world and rule the tunnels beneath the streets. He hides and he listens.

Nathan has learned that Marcus Vitel was once Sabbat. He knows that Vitel's got Sabbat allies. He even suspects that Vitel's not Ventrue. But he still just watches and listens. He does not want Peter Dorfman to be prince, but has an even stronger aversion to involving himself in the city's politics. These things will work themselves out. The



Nosferatu have all eternity. He'll wait, even though his younger brethren want to rise up. Fanning the flames of anarchy only leads to Final Death. Nathan knows. After everything blows up, he'll still be around.

Sire: Francis Broderick

Nature: Poltroon

Demeanor: Autist

Generation: 8th

Embrace: 1697

Apparent Age: Indeterminable

Physical: Strength 4, Dexterity 2, Stamina 4

Social: Charisma 3, Manipulation 2, Appearance 0

Mental: Perception 3, Intelligence 3, Wits 4

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

Skills: Animal Ken 4, Melee 2, Music 1, Repair 1, Stealth 5, Survival 4

Knowledges: Computer 2, Investigation 3, Law 2, Linguistics 3, Medicine 2, Occult 4, Politics 3

Disciplines: Animalism 5, Auspex 4, Dominate 1, Obfuscate 5, Potence 3, Protean 2

Backgrounds: Allies 3, Contacts 2, Herd 5, Influence 1, Status 3

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

Humanity: 6

Willpower: 7

Image: An old, pale Nosferatu with mere wisps of gray hair hanging from his head. Nathan's eyes are a milky white with runny blue pupils, but they hold a frightening depth. He carries a walking stick and leans upon it heavily. Nathan never dresses in anything more than rags. Rats clamber around in his clothing.

Roleplaying Hints: Stare at people, but do not speak unless spoken to. You answer questions tersely and cryptically. There is more to the world than most Kindred imagine ... games beyond games. You refuse to play until you can see the board.

Haven: Nathan spends his days huddled in the tunnels near the C&O Canal, surrounded by rat servants.

Secrets: A-

Influence: Nathan has tremendous influence with other clans in the city, because most Kindred fear the old Nosferatu's knowledge. Within his own clan, the younger Nosferatu have gotten a bit fed up with his inability to take action. The other clans, however, believe him to be some sort of monster of the sewers, for no neonates and few elders have ever seen him. Additionally, he has garnered some influence with the sewer workers.

Amos

Somebody's got to help the street people and protect them from sickos like Courier (see below). Amos is everybody's friend. He'll watch out for them. You can trust ol' Amos. Heck, half the city trusts him. Even Princess Cynthia likes Amos. That's why Amos learns so much. Princess-wannabe Helena listens to him and gives him presents, not that he needs them, he just likes looking at Princess-should-be Helena.

Amos lives on the street. He tests people by asking them for money. Sometimes he'll give nice people a present in return, and on occasion, it'll be something they can use. Amos knows that most people don't understand the streets, but he thinks that someone has to teach the cruel ones a few lessons. Amos keeps several ghouls among the homeless in Washington, D.C. just to watch out for the street dwellers.

Amos likes the metro system, and he spends a lot of time taking trains from one part of the District to the other. He watches the action and listens to conversations on the metro. When people refuse to get off a train going out of service, he takes the opportunity to feed. Amos has a few ghouls in the metro, and Nathan makes him run trains for the Prince and his Retainers on certain nights. Amos doesn't understand why Nathan's nice to the Prince, except perhaps because he gets to see Princess Cynthia, but he's smart enough to listen to Nathan and not make the Prince angry with him.

Sire: Nathan

Nature: Judge

Demeanor: Caregiver

Generation: 9th



Embrace: 1929

Apparent Age: 38

Physical: Strength 3, Dexterity 3, Stamina 5

Social: Charisma 3, Manipulation 3, Appearance 0

Mental: Perception 4, Intelligence 1, Wits 3

Talents: Acting 2, Alertness 4, Athletics 1, Brawl 3, Dodge 1, Empathy 4, Intimidation 3, Leadership 1, Streetwise 5, Subterfuge 3

Skills: Animal Ken 2, Drive 2, Melee 2, Music 2, Security 2, Stealth 4, Survival 2

Knowledges: Bureaucracy 2, Investigation 2, Law 2, Linguistics 1, Medicine 1, Occult 1, Politics 3

Disciplines: Animalism 3, Fortitude 2, Obfuscate 4, Potence 5

Backgrounds: Allies 5, Contacts 2, Retainers 5, Status 3

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

Humanity: 8

Willpower: 6

Image: Amos stinks of the city streets. Blisters cover his body, and he's only got one good eye. His skin is the color of charcoal. Amos always wears scraps of discarded clothes. He chews on his fingers. When he uses Obfuscate to change his appearance, he is an older black man with a gray beard and a twinkle in his eye. His voice is harsh and raspy.

Roleplaying Hints: You have more important things to worry about than Kindred: human beings. You like to talk and tell stories about people. You see something new on the streets every day. You just wish the rich would be more generous and give more to the poor.

Haven: Mobile

Secrets: B-

Influence: Amos could almost command an uprising of the homeless community. He controls the metro system in the city, although George Lawrence has taken more and more of a hand in running the trains, and the Ventrue have a few ghouls among Metro employees as well.

George Lawrence

At one time, George had the worst job of all. He was an English teacher in Southeast D.C., one of the few who cared. Hated by his students, in competition with drugs, poverty, abusive parents, broken homes and childhood pregnancies, George Lawrence struggled to turn out productive members of society and to see that at least a few kids had a chance to get out. Sure he got shot at, received hate mail, and had his car trashed, but hell, most people knew he was trying. George found that as long as he had three or four drinks during the school day, it was all right.

George's drinking destroyed his marriage, ruined his finances, and nearly wrecked his teaching career. Drink became his life. He needed the alcohol to calm his nerves, to pump him up, to make him more creative in his classes. At least, it kept him away from selling or using drugs. Finally, after getting beaten up while drunk outside a Northeast bar, George sought help and kicked his habit.

Life started looking up. He became a program volunteer and worked to help others with addiction problems. His ex-wife started calling him. Then, he got that first graduation announcement from one of his former students who made it through Howard University. Once again, life was worthwhile. George went out and partied for the first time in months, and he made the mistake of having one drink ... and then another ... and then another. After he lost track of time, he stumbled into a metro station and collapsed in a corner. When he woke up, the station was closed, and he

trapped inside. And he wasn't alone. He hasn't seen the light of day since.

Sire: Amos

Nature: Architect

Demeanor: Judge

Generation: 10th

Embrace: 1985

Apparent Age: 35

Physical: Strength 3, Dexterity 2, Stamina 4

Social: Charisma 3, Manipulation 2, Appearance 0

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Acting 3, Alertness 4, Athletics 1, Brawl 2, Dodge 2, Empathy 3, Intimidation 2, Leadership 3, Streetwise 3, Subterfuge 1

Skills: Animal Ken 3, Firearms 1, Melee 2, Stealth 3, Survival 1

Knowledges: Bureaucracy 2, Computer 1, Linguistics 1, Politics 3, Science 3

Disciplines: Animalism 2, Auspex 2, Obfuscate 3, Potence 1

Backgrounds: Allies 3, Herd 4, Influence 2, Retainers 3, Status 3

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

Humanity: 6

Willpower: 7

Image: George is a gnarled, twisted fellow who covers his body with a dirty beige trench coat and his head with a Washington Bullets cap. He has narrow eyes and numerous blisters. He's about 6'1" and at one point in his life was fairly athletic. He likes to use his Obfuscate to make himself look like a young Sidney Poitier.

Roleplaying Hints: You're a well-educated guy who switches between street slang and long words. You chain smoke continuously, which helps keep your heatless lungs warm on winter nights. You stress about all kinds of things, but you're quick to make friends, especially with younger vampires. You don't care so much about the Sabbat-Camarilla problems, but you do care about right and wrong. You wish Nathan would let you do something about the fucking Setites. You have a special ally within the Bone Gnawers, a Garou called Blood Licker.

Haven: D.C. Sewer system.

Secrets: B+

Influence: George will probably be the next leader of Clan Nosferatu and he has made a special point of garnering influence within the Metro transit system.

Glenn Courier

You know, there's nothing like the feel of a chainsaw as it cuts right through to the soft part of the bone. The way the hard noise changes just slightly to a softer squishy sound. Ahh, music to the ears. Yes, Courier was a serial killer, and one of the best. No one got close to catching him. It wasn't



really his fault; life was just boring. He was helping the world, cleaning up the gene pool. Survival of the Fittest. Fight overpopulation. He didn't discriminate — everyone was fair game.

Then, he decided to take a trip to the nation's capital to watch government in action. Maybe he would tour the FBI headquarters. Who would've thought that something had would happen if you didn't get off the train when you were supposed to?

Well, becoming a Nosferatu made Glenn realize just what a sick puppy he had been. That was what George had intended. Nonetheless, George did find a use for Courier's talents. Very few vampiric problems couldn't be resolved with the gentle application of a nice chainsaw.

Sire: George Lawrence

Nature: Jester

Demeanor: Deviant

Generation: 11th

Embrace: 1988

Apparent Age: 27

Physical: Strength 4, Dexterity 3, Stamina 4

Social: Charisma 3, Manipulation 2, Appearance 0

Mental: Perception 4, Intelligence 2, Wits 4

Talents: Acting 2, Alertness 3, Athletics 3, Brawl 2, Dodge 1, Intimidation 5, Streetwise 3, Subterfuge 1

Skills: Animal Ken 2, Drive 1, Firearms 4, Melee 4, Repair 2, Security 1, Stealth 3, Survival 3

Knowledges: Investigation 3, Law 3, Medicine 2, Occult 2

Disciplines: Animalism 1, Fortitude 1, Obfuscate 1, Potence 2

Backgrounds: Allies 2, Mentor 3, Status 2

Virtues: Conscience 2, Self-Control 4, Courage 5



Humanity: 1

Willpower: 7

Image: Courier is a bald, hunched over, shambling figure with gnarled hands. His skin ranges from a glistening deep black to sickly pale green in spots. He has several patches that look like bleeding burn scars. Courier likes to smile and show off his fangs. He wears any clothes that he can find.

Roleplaying Hints: You like to play with people and scare them. You're not really into massacres much anymore, but your chainsaw's great for black humor. You feed by pulling grates out from under people's feet at metro stations.

Haven: Sewers

Secrets: C-

Influence: Glenn is George's progeny, and his sire takes care of him. Other vampires are beginning to fear him.

Toby

This internationally famous anarchist really plays little role in the city's politics. Following the old adage about excreting where one eats, he has had no involvement with D.C.'s anarchists, preferring to help the Movement on the national level.

Few creatures, whether mortal or immortal, have a better understanding of computers and computer systems. He follows Levin's efforts with amusement, and has gone to great pains to keep the Malkavian from finding out about him.

The only vampire in the city he has any regular dealings with is Nathan, whom he believes to be extremely powerful. Nathan often has Toby run computer errands for him — which the neonate hacker is only too glad to do.

For more information on Toby, please see *The Anarch Cookbook*.

Sire: Oswald

Nature: Praise-Seeker

Demeanor: Perfectionist

Generation: 10th

Embrace: 1988

Apparent Age: 20

Physical: Strength 2, Dexterity 1, Stamina 1

Social: Charisma 1, Manipulation 2, Appearance 0

Mental: Perception 5, Intelligence 5, Wits 5

Talents: Alertness 4, Streetwise 1, Subterfuge 1

Skills: Drive 1, Repair 4, Security 5, Stealth 2

Knowledges: Bureaucracy 1, Computer 5, Finance 2, Investigation 5, Law 1, Linguistics 1, Politics 3, Science 3

Disciplines: Obfuscate 1, Potence 1

Backgrounds: Allies 2, Mentor 3, Resources 2, Status 1

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

Humanity: 8

Willpower: 6

Image: To say that Toby is chubby is an understatement — fat hangs off him like multiple balloons growing from his flesh. He cannot wear a shirt and will not get one tailored for fear of actually letting someone measure him. His face is a wasteland of acne scars and his pimples ooze continually. He wipes his face with old rags, which he then throws into the sewers, as he is unable to clean them.

Roleplaying Hints: In body you may be a pitiful creature, but your mind is sharper than many others'. You can see computer problems and solutions in an instant, and you use this to impress even Nathan. You brag proudly about your skills, desperate for a compliment. You heap scorn on those who do not recognize your amazing talent.

Haven: An abandoned warehouse near the Potomac.

Secrets: B-

Influence: Toby can accomplish a great deal; indeed, he has even broken into the Arcanum computers. He also has growing ties with anarchists across the country.



TOREADOR

The clan Toreador invented Washington, D.C. At least, that's their story. French clan members sent L'Enfant to design this young capital as a work of art and a new stronghold. Visionary Toreador elders dreamed of creating an entire country that would serve as a model for the future. But before they could solidify their claims and eliminate opposition to their plans, the French Revolution caught them up in its turmoil.

By the time the Toreador regained their footing, Clan Ventrue had staked claim to the capital of the United States. The Toreador saw fit to let the Ventrue pretend to control Washington, while they took over the important cities in the new country: the state capitals. Before the Toreador knew what had happened, the Civil War began and they were on the wrong side. When the dust settled, the Tremere ruled Washington, D.C. and the power of the states was broken.

During the reign of Prince Marissa, the Toreador made repeated attempts to reclaim the city. Each time, the Ventrue would stab them in the back and try to take advantage of the conflict, but the ultimate victor was always Marissa. Then, during the 50s, the Tremere witch purged the city of her major Toreador opposition. By the time the Toreador had recovered, they were unable to do much except glare in fury when the Ventrue leader, Marcus Vitel, seized the power they desired. His subsequent purge of their leadership, combined with devastating attacks by the Sabbat, destroyed the clan. The elders in Europe have chosen to ignore Washington, D.C., leaving it in the hands of a young Toreador named Chas Voyager and his small group of followers.

Chas Voyager

Chas Voyager always knew he was destined for greatness. He was gifted with a perfect voice, an ear for music and an innate ability to play almost any instrument, and these gifts were enhanced by his intense love for his music. He would drown in it, infusing each chord with emotion.

Chas came to the attention of a music teacher, Anne Hyatt, renowned for her ability to train talented classical musicians. She requested that Chas come to her home for tutoring, and his parents readily agreed. Anne worked with Chas for a few years, first turning him into a ghoul and dominating him, then Embracing him to serve as her successor when a rumored power vacuum in Baltimore appeared to be an opportunity. Chas missed his family, but Anne taught him how to release his artistic vision, and for

Chas, the poignant pain and beauty of being an immortal artist was a dream come true. He would have been happy to concentrate on his art for all eternity, but then the Sabbat slew Hyatt.

Chas fled to D.C., but he realized that he could no longer ignore the rest of the World of Darkness. He harbors a deep hatred of the Sabbat and believes Prince Vitel and his minions to be the worst type of evil. He feels the same about the Tremere. Chas plans to strike against the Tremere, using political and social clout to weaken Dorfman and put someone less competent as Pontifex. Once that happens, he hopes to unite the Nosferatu, Gangrel and new Tremere in opposition to Prince Vitel.

Sire: Anne Hyatt

Nature: Architect

Demeanor: Visionary

Generation: 10th

Embrace: 1952

Apparent Age: 19

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 5, Manipulation 4, Appearance 5

Mental: Perception 4, Intelligence 4, Wits 3

Talents: Acting 4, Alertness 2, Brawl 3, Dodge 3, Empathy 5, Intimidation 3, Leadership 2, Subterfuge 4

Skills: Drive 1, Etiquette 4, Firearms 1, Melee 1, Music 5, Repair 1, Stealth 1



Knowledges: Computer 1, Finance 1, Investigation 1, Linguistics 1, Occult 4, Politics 4

Disciplines: Auspex 3, Celerity 2, Presence 3

Backgrounds: Allies 4, Contacts 3, Influence 1, Mentor 5, Resources 4, Retainers 4, Status 4

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

Humanity: 7

Willpower: 8

Notes: Chas had always seen visions of a beautiful woman, his muse, when he was truly inspired. This muse taught him how to weave the music that touched the hearts of his audience. As time passes, Chas has begun to suspect that he may be a tool of the legendary Genevieve Orseau, a French Toreador with connections to Arcadia and the Fey. He isn't sure to what end she's playing him, but if it's to destroy Marcus Vitel, then Chas doesn't mind.

Image: An angelic-looking young man with long blond hair that cascades across his shoulders. Chas radiates an aura of inner strength that contrasts with his pretty-boy appearance.

Roleplaying Hints: Speak softly, and only when you know what you are saying. Play on the idea that other Toreador are snobs, but you're just one of the gang. Draw out others and try to earn their trust. Only then will you know if they can help you.

Haven: Chas maintains an apartment in Adams-Morgan and a townhouse near DuPont Circle.

Secrets: B-

Influence: Despite his neonate status, Chas is the most prominent Toreador in the city. Politically he has ignored the national government and concentrated on building a number of low-level contacts in the city bureaucracy. Chas also has numerous contacts throughout the artistic communities in Washington, D.C.

Angelique Stravinsky

Born in Russia before the Revolution, Angelique lived for the ballet. Her parents had given her a French name in hopes of inspiring her to dance, and of course to make a splash with the Tsarist society, where French was the language of court. Angelique was fond of saying that beyond dance, there was nothing. She performed at the Kirov, and then the Bolshoi.

During the Russian Revolution, she lost everything else. Her village was destroyed, her family died fighting against the Reds and she finally lost her life. A Russian Toreador found her during the fighting between the Red and White Armies, and he decided that she deserved preservation. Afterwards, they fled to Washington, D.C.

Angelique presented herself to Marissa, and the Tremere Prince, always looking for allies, immediately accepted her. Angelique developed a fondness for the Tremere, which helped to keep her alive through several purges. When



Prince Vitel took over the city, she was the first Toreador to speak in favor of his reign. She believes that he and Marissa were in love, despite all evidence to the contrary.

Then a Sabbat pack killed her sire. She went into hiding, only resurfacing when she met the Tremere Pieter Van Dorn (below). The South African expatriate's poetry softens her heart, though he often reminds her of the hated communists with his rhetoric. She and Pieter are lovers, and she wants to take him for a husband. Both clans approve of the relationship, though both Chas Voyager and Peter Dorfman watch them carefully. She still enjoys flirting with mortals and other vampires.

Angelique is one of the most influential harpies in the city, and she often spends her evenings in Elysium. The only things that prevent her from leading clan Toreador in Washington are her ties to the Tremere and the years she spent in hiding.

Sire: Dmitri Karolev

Nature: Romantic

Demeanor: Bon Vivant

Generation: 11th

Embrace: 1919

Apparent Age: 26

Physical: Strength 3, Dexterity 5, Stamina 4

Social: Charisma 4, Manipulation 3, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Acting 4, Alertness 2, Athletics 5, Brawl 2, Dodge 4, Empathy 4, Subterfuge 4

Skills: Drive 1, Etiquette 4, Melee 2, Music 4, Stealth 2, Survival 1

Knowledges: Bureaucracy 3, Finance 2, Investigation 1, Linguistics 3, Medicine 1, Occult 2, Politics 4

Disciplines: Auspex 4, Celerity 5, Dominate 3, Presence 4

Backgrounds: Allies 2, Resources 4, Status 3
Virtues: Conscience 5, Self-Control 4, Courage 4
Humanity: 8
Willpower: 5

Image: Angelique has long golden hair that cascades down her back in waves. Her eyes are sparkling emerald, and her skin has a golden complexion rather than the usual pale of undead. She walks with the grace and poise of a prima donna.

Roleplaying Hints: You like to smile and can communicate a lot without saying much. You want to trust and believe in people, but you've played this game too long to drop your guard. You love Pieter with all of your heart, but his politics sometimes scare you. You resent the Prince's daughter Cynthia Black and consider her a rival for the vampire who could share your eternal passion.

Haven: An apartment near the Kennedy Center and an apartment on Connecticut Avenue near Rock Creek Park.
Secrets: B

Influence: Angelique's voice carries the most weight of any Toreador in the city, and she's almost accepted as an equal by the Ventrue and Tremere of D.C.

Rachel Evans

One of the younger Kindred in the city, as a mortal Rachel had a promising career in music. She was a child prodigy with a talent for instruments and the voice of a nightingale. Then, she flushed it all down the toilet, or injected it into her veins, when she became involved with D.C.'s drug culture. Her family disowned her, and she ran away to join the night life of the city. Rachel became a hanger-on at bars and a part-time singer for a bunch of death metal bands. Finally, she came to the attention of Chas Voyager one night as she was about to give it all up with a mix of about 50 of her favorite pills.

For Rachel, Embrace was a salvation. Chas took her in and gave her back her spirit and her life. He helped her to remember why she loved music, treating her like an artist and a friend. She was determined to never look back on her former life of misery and depression.

However, Rachel recently visited some of her old haunts, and found an ex-lover, David Wells, who was more than happy to let her feed from him. What she didn't know was that the Setites had given David an experimental, highly addictive mix of special drugs. She could taste the potent toxins in his blood, and her forgotten cravings returned. Though she tried to sate these cravings, none of the designer drugs on D.C.'s streets will satisfy her. The Setites have contacted her through a ghoul, and after they give her what she desires, they hope to control Rachel forever. Or at least for as long as she can last.



One reason why the Setite seek her is because of the rumor that the harpies whisper in the halls of Elysium: that Rachel Evans accomplished the impossible — she brought a tear to the face of Marcus Vitel with one of her impassioned songs.

Sire: Chas Voyager

Nature: Visionary

Demeanor: Gallant

Generation: 11th

Embrace: 1983

Apparent Age: 22

Physical: Strength 2, Dexterity 2, Stamina 2

Social: Charisma 5, Manipulation 2, Appearance 3

Mental: Perception 4, Intelligence 4, Wits 2

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

Skills: Animal Ken 1, Drive 1, Etiquette 3, Firearms 1, Music 5, Repair 2, Stealth 1

Knowledge: Computer 1, Investigation 2, Law 1, Linguistics 2, Medicine 1, Occult 1

Disciplines: Auspex 1, Celerity 1, Presence 2

Backgrounds: Retainer 1, Status 3, Resources 2

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

Humanity: 8

Willpower: 5

Image: Rachel has short red hair, soft blue eyes and a slender build. She's about 5'6" and usually wears jeans, a T-shirt and a leather jacket. When she's visiting Elysium, she takes time to put on a fashionable dress and lots of makeup.

Roleplaying Hints: You miss your wild life as a mortal, but you also fear becoming a slave to drugs again. You don't know about the Setites plan to use you. You like having the

protection of the Prince, but both you and Chas fear that he'll Blood Bound you and make you into one of his daughters. You are very cautious when meeting neonates, almost to the point of paranoia, but you try to be friendly at the same time.

Haven: Like most D.C. Kindred, Rachel maintains a few different havens. She likes to spend her time in an apartment near DuPont, close to Chas. She keeps a special safe haven in northeast by the river on MacArthur Boulevard.

Secrets: C

Influence: Rachel has several friends in metal bands around Washington. She also has a number of allies among the anarchs.

Wayland Smith (Rene Adler)

Rene Adler, though born and raised in Suffolk Downs, England, grew up in New York City after his family moved there. Rene was an average student, uninspired by his various teachers. His classmates, however, fascinated him. His choice of companions were, for the most part, assorted ne'er-do-wells, would-be mafiosos, and other street rabble. His best friend was Raphael Vega, a highly talented pick-pocket. The two were inseparable, and Rene quickly learned some of Raph's tricks.

When Rene was 16, his parents took him to a local club to see a stage magician. Rene was entranced, although having some experience himself with sleight of hand, he was able to see through several of the tricks. After the show, the Adlers went backstage and Rene spent a few hours talking to the magician, Locke Grant. In the course of the conversation, Grant offered to take Rene on as an assistant. Rene's parents agreed, with the condition that his grades improved. After graduation, Rene went to work for Grant full time.

Eventually, Rene began an act of his own, with Raphael as his assistant. With the combination of his amazing Dexterity and magic skill, his English accent and his street-smarts, Rene quickly gained popularity on the local club scene. Things were going well, until one night, after a stellar performance, the pair was confronted by a trio of muggers. Whether it was the alcohol from their celebration, the unwelcome intrusion upon a night of celebration, pure outrage or some combination of all three, something caused Rene to snap. He attacked, grabbing a gun from the nearest mugger and firing repeatedly at the three men. After the dust had settled, Ralph and Rene had three dead muggers on their hands. The two fled in a panic, and Rene Adler, now known as Wayland Smith, quite suddenly left New York on an extended tour.

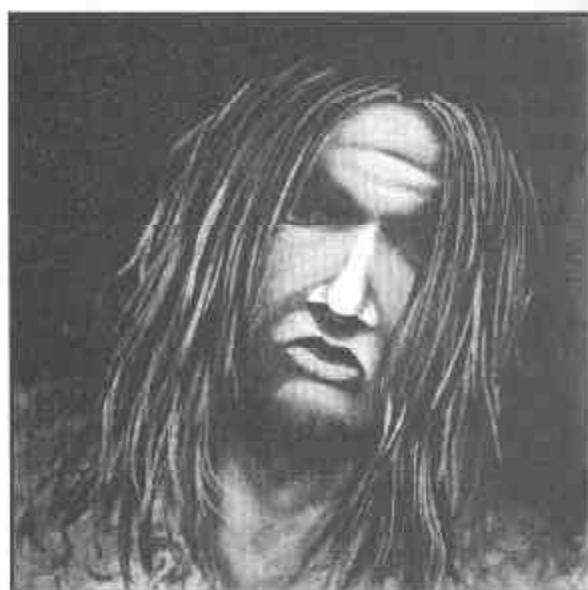
Wayland Smith eventually settled in Washington and established himself on the local club scene. He even managed to find investors to help him open his own

club, the Black Magic. Raphael stayed with him and served as a partner and bouncer. On opening night, Wayland decided to try his luck with a mysterious beauty named Angelique. He conjured a rose for her, and the evening got off to a promising start. Unfortunately, as the two left the club to chat (and feed), an anarch accosted them. Wayland tried to defend the lady. Unfortunately, his years on the streets were no match for an opponent with Potence.

The anarch broke Wayland's neck before could Angelique use Dominate to drive the attacker off. She couldn't bear to let her gallant defender die, so she Embraced the stage magician, then removed the memory of the night from his mind. Acting as though she were surprised to see a fellow Toreador in distress, Angelique took him to the Prince. A number of Kindred, including Wayland, suspect that Angelique is his sire, but the Prince chooses to ignore this violation of the Traditions. Undoubtedly, if Angelique and Pieter stay close, the Prince may decide to use his capital.

Many Toreador elders from outside the city openly disdain the Toreador stage magician, despite the fact that Wayland conducts himself with style and flair at clan meetings. Raphael, now a ghoul, remains Wayland's constant companion and bodyguard.

Wayland has a personal secret which he hides from everyone — his split personality. After he murdered the muggers, two distinct personalities emerged: Wayland, the suave, cultured stage magician with the English accent, and Rene, the rough, murderous kid from the streets of New York. Rene only emerges when Wayland rides a frenzy, but he stays in control for a while after the frenzy ends. When Angelique used her Dominate, she erased Wayland's memory, but Rene knows exactly who his sire is.



Sire: Angelique Stravinsky

Nature: Survivor

Demeanor: Bon Vivant

Generation: 12th

Embrace: 1991

Apparent Age: 29

Physical: Strength 2, Dexterity 4, Stamina 3

Social: Charisma 2, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Acting 3, Alertness 2, Athletics 1, Brawl 3, Dodge 3, Empathy 2, Intimidation 2, Leadership 3, Streetwise 3, Subterfuge 3

Skills: Drive 1, Etiquette 3, Firearms 2, Melee 3, Music 1, Repair 4, Security 5, Stealth 3

Knowledges: Bureaucracy 1, Computer 1, Finance 3, Investigation 1, Law 1, Linguistics 1, Medicine 1, Occult 2, Science 2

Disciplines: Auspex 1, Celerity 1

Backgrounds: Allies 2, Contacts 2, Influence 1, Fame 1, Herd 2, Resources 3, Retainers 1, Status 1

Virtues: Conscience 4, Self-Control 3, Courage 5

Humanity: 7

Willpower: 6

Image: Wayland has black hair which falls to his shoulders and nearly black eyes. Notoriously well-groomed, he always dresses in the latest fashions. He's a tall fellow, around 6'3", and in great physical shape.

Roleplaying Hints: You speak with a slight English accent, although mostly just for show. You know about Rene, and you hope the world never discovers your secret. You are beginning to desire power and protection in this world of vampires, but you're not quite sure where to begin. Part of you longs to aid Razor and the anarchists — but you don't know if that's Wayland or Rene.

Haven: The Black Magic Club in Georgetown.

Secrets: C

Influence: Wayland has more than a few connections with club owners in Georgetown. He also has some ins with the city bureaucracy, mainly from paying off health and safety department workers, as well as giving prominent city officials VIP treatment at the club.



TREMERE

For most of Washington D.C.'s history, Clan Tremere has dominated events. Prince Marissa outmaneuvered Ventric, Toreador and Brujah challengers to her power. Although she was a woman, the elders of the clan respected her abilities. Meerinda never fails to remind Peter Dorfman, the head of the Washington Chantry and Pontifex of the Mid-Atlantic region, that until he becomes Prince of Washington, D.C., he will never be as important as Marissa was. She doesn't have to taunt him, though. Peter Dorfman will seize power at any opportunity.

The city's Tremere are divided. Although they appear to have a unified front, most insiders know the truth. Dorfman spends more time plotting war against the Western Pontifex, Powell, than running his own Chantry. Most of the members of the clan have their own plans to replace Dorfman. Even if the Tremere Chantry had the power to overthrow the Prince (and it might), dissension in the ranks would probably doom the attempt.

Pontifex Peter Dorfman

In almost any other city, Peter Dorfman, Tremere Pontifex in charge of United States' politics, would be undisputed Prince. The ability of Marcus Vitel to retain control of his city gnaws at Dorfman. He believes in control. He believes that he should control everything.

Dorfman has one of the sharpest political minds in the entire Tremere clan, and formerly was in charge of all politics in the United States and Canada. The uncooperative nature of Powell, the Pontifex of the Western United States, and Dorfman's inability to seize power in his home city has diminished his stature, however, and he has become obsessed with gaining enough might to force others to his will.

Dorfman has several assets in Washington, including access to some of the world's best libraries on the occult and one of the largest collections of occult artifacts in the world. The Tremere in his Chantry are among the finest members of the clan, hand picked by Dorfman for their political prowess. And still other forces manage to deter him on every front.

The Technocracy, a group of powerful mages, guards the government with an organization called the New World Order. A month doesn't pass without one of their agents, the infamous Men in Black, interfering in some plan. Dorfman managed to have several of them killed a few years back with an attack on the CIA headquarters in Langley,

Virginia. Despite his efforts to shut down their Chantries, the New World Order continues to spread its influence, hampering his efforts to manipulate national politics.

Dorfman's primary political agenda is to control a strong United States government that will expand its world influence and make inroads into business. He hopes eventually to dictate world events from the Washington Chantry. Much to the Pontifex's personal annoyance, the Prince shares his agenda and often calls to compliment the Pontifex on his efforts.

Peter Dorfman carries numerous magical items at all times, and these protect him from Auspex, Dominate, Presence and other forces. He is never without retainers—usually ghouls who worked for the Secret Service. The Pontifex also has access to numerous private bank accounts, giving him nearly unlimited funds.

Nearly a third of the political action committees operating in Washington, D.C. either directly or indirectly belong to Peter Dorfman. The majority of funds they collect go to him. The rest support candidates in office, allowing them to claim that they endorse the choices of the American people. Dorfman can affect the outcome of any election either through these PACs, through other organizations that provide media handling, or through Washington's many think tanks.

Despite his frustrations with Prince Vitel, Dorfman finds the challenge of a worthwhile political foe refreshing. He strongly suspects that the Prince has Sabbat ties, but he



would not support a Justicar becoming involved in D.C. affairs, unless it was the delusional Art Morgan. Whatever the outcome of the power struggles in Washington, D.C., Peter Dorfman intends to have them settled by forces within the Capital Beltway.

Sire: Simon Augustyn

Nature: Director

Demeanor: Manipulator

Generation: 7th

Embrace: 1700

Apparent Age: 38

Physical: Strength 3, Dexterity 3, Stamina 5

Social: Charisma 4, Manipulation 6, Appearance 4

Mental: Perception 5, Intelligence 5, Wits 5

Talents: Acting 5, Alertness 5, Athletics 1, Brawl 1, Dodge 3,

Empathy 5, Intimidation 5, Leadership 5, Subterfuge 5

Skills: Animal Ken 1, Etiquette 5, Melee 4, Music 3, Security 1, Stealth 2

Knowledges: Bureaucracy 5, Computer 3, Finance 5, Investigation 5, Law 5, Linguistics 5, Medicine 2, Occult 4, Politics 6, Science 1

Disciplines: Auspex 5, Dominate 5, Fortitude 3, Presence 5, Thaumaturgy 5 (Lure of Flames 5, Movement of the Mind 4, Weather Control 4, Spirit 3)

Backgrounds: Allies 6, Contacts 6, Influence 6, Fame 1, Resources 6, Retainers 6, Status 6

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

Humanity: 5

Willpower: 10

Notes: Dorfman is part of the Traditionalist faction of the Tremere, and part of his rivalry with Powell comes from Powell's leadership among the Transitionalists. Dorfman can summon a large number of Allies from within the Traditionalist movement.

Image: Peter Dorfman dresses immaculately. Most of his suits appear to be Armani, but are made of Teflon™ (a Washington, D.C. specialty item). He's a tall man, about 6'4" and with a decent build. He has piercing gray eyes and thinning short blond hair, streaked with silver. He always carries a walking stick, enchanted with a variety of wards and rituals.

Roleplaying Hints: You are in command of every situation. Never lose the initiative, whether strategic, tactical or social. Every pawn has its use, and there is always a need for more pawns. You have no superiors and few peers beyond Prince Vitel and Councilor Meerlinda. Above all else, never take chances with unknown quantities.

Haven: He has several havens throughout the city. The most important of them is the Octagon House, which houses the Tremere Chantry.

Secrets: A

Influence: Peter Dorfman's influence spans continents. There are few Kindred with greater power to affect national events. He demonstrated the extent of his power in 1994, when he managed to remove a number of the mages' strongest allies in national government.

Regent Helena Taylor

Despite being part of Clan Tremere, Helena is one of the most well-respected members of the Kindred community in Washington, D.C. A leader of the city's harpies, Helena takes care of large sections of Elysium for the Prince. She also manages affairs of the Chantry for the Pontifex, and still maintains a polite word for the Nosferatu. A bewitching enchantress with dark hair and emerald eyes, almost everyone in the city owes Helena a boon, including Dr. Stephen Norton of the Malkavians.

Helena advocates strong ties to humanity, and many of the city's Kindred whisper that Helena would make a better prince than either Vitel or the Pontifex. A few suspect that she has anarch ties because of her progeny, Pieter Van Dorn's, views on politics and because Razor's attacks have never affected her considerable assets.

Her help is essential to in maintaining the fragile Masquerade in Washington. She has progeny who influence the NSA, and she holds a position with the Getlin Oil Company as a prominent lobbyist. Her favorite prey are senators and congressmen.

Helena has one major weakness. She was a mage in life, a member of a sect of the Order of Hermes. Now, one member of her cabal, her apprentice Trevor Barron, has come to Washington, D.C. to reclaim her. She knows that Trevor is inside Washington, but she fears what the Tremere might do to him if they discovered their connection. She's uncertain of how she feels about Trevor, and the thought of seeing him worries her.



Sire: Jack Weston
Nature: Visionary
Demeanor: Plotter
Generation: 9th
Embrace: 1938
Apparent Age: 21
Physical: Strength 2, Dexterity 3, Stamina 4
Social: Charisma 5, Manipulation 4, Appearance 4
Mental: Perception 4, Intelligence 4, Wits 4
Talents: Acting 4, Alertness 3, Athletics 1, Brawl 2, Dodge 3, Empathy 5, Intimidation 3, Leadership 5, Subterfuge 4
Skills: Drive 2, Etiquette 4, Melee 1, Music 1
Knowledges: Bureaucracy 4, Computer 2, Finance 3, Investigation 4, Law 5, Linguistics 4, Medicine 2, Occult 5, Politics 5
Disciplines: Auspex 3, Dominate 5, Presence 1, Protean 3, Thaumaturgy 4 (Paths: Movement of the Mind 5, Lure of Flames 4, Weather Control 3, Conjuring 1)
Backgrounds: Allies 5, Contacts 5, Influence 4, Resources 5, Retainers 5
Virtues: Conscience 5, Self-Control 5, Courage 5
Humanity: 8
Willpower: 8

Image: Helena is an ivory-skinned beauty with thick black hair and deep green eyes. She's 5'10" and loves to wear long flowing dresses and heels. She drives a black Jaguar and has a taste for jewels.

Roleplaying Hints: You smile at everyone and strive to make a charming first impression. Few things will ruffle your feathers, and if something does disturb you, you will pretend that it doesn't. You prefer to reason your way out of situations rather than resort to violence.

Haven: Helena owns a mansion near Ward Circle in Northeast D.C.

Secrets: A-

Influence: Helena directs many of Getlin's affairs and, through Retainers and progeny, she has considerable influence in many political organizations, including those involved in the dangerous game of watching the NSA. Her main sphere of influence is the Library of Congress. Additionally, she is a member of the Humanus League, and can call on these Tremere for aid.

Cohn Rose

On account of his natural talent for capturing attention, some Kindred have said that Cohn Rose would be a member of the Primogen if only he were a Toreador. Suave and debonair, Cohn Rose is the best public relations man of the Tremere clan. He always comes off as if he's interrupting a busy schedule just to make time to talk to whoever he happens to be meeting with. No matter what problems arise, Cohn's attitude is nonchalant. In many respects, it



seems like the world is a stage for Cohn Rose, and he landed the part of leading man.

Rose plays the piano like a virtuoso, and he has a fine appreciation for art. He spends nearly every night in Elysium, with such notables as Gloria Diamond, Angelique Stravinsky and Monica Black hanging on his arm.

Word continually flies through the city that the Tremere will send Cohn to take over as prince of a small city or establish him as regent of a chantry. Some say Cohn's long-standing rivalry with Pieter Van Dorn has kept him in D.C.; he may be the only member of the chantry who wants to see Pieter's relationship with Angelique Stravinsky fail.

Sire: Helena Taylor

Nature: Praise-Seeker

Demeanor: Gallant

Generation: 10th

Embrace: 1974

Apparent Age: 26

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 5, Manipulation 3, Appearance 5

Mental: Perception 4, Intelligence 3, Wits 5

Talents: Acting 4, Alertness 3, Athletics 1, Dodge 2, Empathy 2, Intimidation 2, Leadership 5, Subterfuge 4

Skills: Drive 2, Etiquette 4, Melee 1, Music 4

Knowledges: Bureaucracy 2, Finance 1, Investigation 3, Law 1, Linguistics 1, Occult 4, Politics 4

Disciplines: Auspex 2, Dominate 3, Presence 2, Thaumaturgy 4 (Movement of the Mind 3, Lure of Flames 3, Weather Control 2)

Backgrounds: Allies 3, Fame 1, Herd 3, Influence 1, Resources 4, Retainers 3, Status 3

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

Humanity: 7

Willpower: 6

Image: Like most Tremere, Cohn adheres to the D.C. socialite dress codes, preferring expensive suits and tuxedos. Cohn is fond driving around town in a bullet-proof limousine, courtesy of a limo service that he owns as a side business. He gets invited to all the right parties by all the right mortals, who assume that he's independently wealthy and continually ask him if he's planning to run for office somewhere. He has dark hair, bright blue eyes and a naturally pale complexion. He always wears a rose in his lapel.

Roleplaying Hints: Stay cool, calm, and collected in any situation, whether it be a restaurant serving you the wrong wine or a Garou attack. Always take the time to make every person who talks to you feel important, and never waste an opportunity to taunt or disparage Pieter Van Dorn.

Haven: Several. Cohn prefers his secluded brick house in McLean, Virginia, but spends most of his days in his condominiums on Massachusetts Avenue near the Maryland border.

Secrets: A -

Influences: Cohn has his hand in almost every part of Washington, D.C., but it takes some time for him to marshal his resources.

Pieter van Dorn

Pieter's origins have been instrumental in shaping his personality. Born in South Africa in 1945, Pieter watched his homeland slowly torn apart as *apartheid* shifted from a *de facto* condition to an official government policy. He also saw his father, a domineering racist, take out his frustrations on his cowed wife and increasingly rebellious son. So Pieter began to fight the system, both to save the land he loved and to destroy the man he hated.

During his years in college, Pieter began to write. Poetry became a weapon for his rage and a shield for his fears — his fear that he would become another white overlord, like his father. Public reaction to his first collection, *The Burring Time*, made him the darling of the growing anti-apartheid movement. As his fame grew, so did the government's hatred of him. He was invited to America to do a book tour, and he jumped at the chance; the moment he stepped onto the tarmac at Dulles in 1968, the South African government pulled his visa and passport, leaving him a stateless exile. Forbidden to return to the land he loved, he began to drift aimlessly through the bohemian culture of D.C., carrying on in the tradition of his rebellious past.

His "fame" in D.C. (such as it was) drew the attention of other autocratic groups, such as the FBI and the Tremere. In one of its dark councils, the latter, for reasons that are unfathomable, decided to Embrace Pieter van Dorn. Was it to stop a potential rebel from being Embraced by the Brujah or the anarchists? Did they recognize his interest in the occult



and his latent power? Perhaps one among the Tremere hierarchy believed in his cause; or maybe they just wanted to make his existence miserable. Pieter has never had the courage to ask. All he knows is that one day in 1975 he met Helena Taylor, and nothing was ever the same again.

When he awoke in her arms the next night, he was in love. But then he discovered what she had done to him, and he swore never to forgive her. It did not take long for Pieter to decide that the Camarilla as a whole, and the Tremere specifically, were no better than the government that had exiled him. He began to plot their destruction.

He now has contacts with the anarchists and with the Setites, whom he sees as an oppressed minority in need of his help. For their part, the Setites view Pieter as a pawn to be used for their purposes. He has become the token liberal in the Tremere, tolerated so long as he is harmless, and to be eliminated if he becomes too powerful a force. Unfortunately for him, Pieter is beginning to gain in power.

Pieter tends to be suspicious and resentful of the "establishment" (any vampire who has been in D.C. too long), but always makes friendly overtures to newcomers, both to gauge their usefulness and to protect them from other, more dangerous manipulators. He maintains a friendly rivalry with Cohn Rose: his latest coup was to steal Angelique Stravinsky from Cohn, and now he has now fallen deeply in love with her.

Pieter's only real friends are Steve Norton and Tabitha Prester, his fellow "Archons". He gives small measure of trust to Art Morgan, his "Justicar", and became an "Archon" only because it provides a modicum of protection against his own big mouth. Pieter goes to all of the right night spots of D.C., nattily dressed in an expensive suit and his omnipresent (and unnecessary) cane. After all, no one ever said a revolutionary has to dress in rags...

Sire: Helena Taylor
 Nature: Architect
 Demeanor: Rebel
 Generation: 10th
 Embrace: 1975
 Apparent Age: 30
 Physical: Strength 2, Dexterity 2, Stamina 3
 Social: Charisma 4, Manipulation 3, Appearance 3
 Mental: Perception 3, Intelligence 4, Wits 3
 Talents: Acting 4, Alertness 2, Empathy 3, Intimidation 2, Leadership 2, Subterfuge 4
 Skills: Etiquette 3, Music 2
 Knowledges: Linguistics 2, Occult 4, Politics 4
 Disciplines: Auspex 1, Dominate 2, Presence 1, Thaumaturgy 3 (Paths: Movement of the Mind 3, Lure of Flames 2, Weather 1)
 Backgrounds: Contacts 2, Fame 2, Herd 2, Influence 3, Mentor 2, Resources 3, Retainers 1, Status 3
 Virtues: Conscience 4, Self-Control 3, Courage 3
 Humanity: 8
 Willpower: 6

Image: Pieter is a tall, thin blond man with blue eyes. He dresses well and retains a slight hint of a South African accent.

Roleplaying Hints: You are a frustrated revolutionary, a man willing to fight and die for a new tomorrow. You find yourself trapped in the most stratified and controlled environment this side of Orwell: the Tremere pyramid of power. You've become a bitter, occasionally vicious, cynic. You seek to destroy the clan, and with it the whole Camarilla, because they killed you, turned you into this monster. Part of you remains a true romantic, though — a lover of beauty, poetry and women. You enjoy waxing lyrically about the grandeur of your homeland, the sunsets over Table Mountain or the stars: those fixed gemstones in the night over the Kalahari.

Secrets: B-

Influence: Pieter has some influence in political and literary circles, particularly the more liberal ones. Some anarchists also believe in Pieter and take his poetry to heart.

Hans Schmidt

Hans Schmidt is an example of one of the Kindred who visits D.C. regularly. During World War II, he was one of the greatest Nazi occultists. He searched the world for occult treasures, hoping to aid Hitler's dreams for world domination. The Tremere Embraced Dr. Schmidt during the war, and he has been of vital service to the clan ever since.

Obviously, Schmidt visits D.C. to search through the Library of Congress and the National Archives for useful items. In addition, he reports back to Meerlinda as to events in the city and carries out special clan missions involving

national and international politics. The clan sees him as both competent and expendable.

Dr. Schmidt has access to powers unknown even to his superiors. He realized that the Tremere were limiting his abilities, quite possibly out of fear. However, he managed to locate copies of the lost works of the Essenes during the time he spent working for the Nazis. These texts deal exclusively with angelology and demonology.

With the Essene books, Dr. Schmidt learned the forbidden arts of Dark Thaumaturgy. He keeps this secret carefully hidden from the other Tremere and hopes that he can gradually corrupt the D.C. Chantry, starting with Cohn Rose and Pieter Van Dorn. His demonic masters whisper many secrets to him, and they've promised to reward him with more power when the Chantry falls.

Dr. Schmidt spends little time at the Octagon House. Instead, he likes stay either outside the city, alternating between comfortable mansions in Maryland and Virginia, or inside the National Archives or the Library of Congress. Schmidt is a chauvinist and an Aryan supremacist. He discounts most women and all minorities. He especially hates the Nosferatu.

Dr. Schmidt has formed his own cult, the Followers of the Body of God, with mortal members all around the world. Several of his followers are ghouls, and many of the rest serve as sacrifices to his Dark Lords.

Sire: Marguerite Voss

Nature: Deviant

Demeanor: Loner

Generation: 11th

Embrace: 1940

Apparent Age: 38

Physical: Strength 2, Dexterity 2, Stamina 3

Social: Charisma 2, Manipulation 4, Appearance 1



Mentals: Perception 4, Intelligence 5, Wits 3

Talents: Acting 3, Alertness 3, Dodge 2, Empathy 1, Intimidation 4, Leadership 3, Subterfuge 4

Skills: Animal Ken 1, Drive 1, Etiquette 2, Firearms 1, Melee 2, Stealth 3, Survival 3

Knowledges: Bureaucracy 3, Finance 1, Investigation 5, Law 3, Linguistics 4, Medicine 3, Occult 5, Politics 4, Science 2

Disciplines: Auspex 3, Dominate 4, Obfuscate 3, Thaumaturgy 4 (Paths: Lure of Flame 3, Dark Thaumaturgy 3, Elemental Mastery 2, Movement of the Mind 1)

Backgrounds: Contacts 4, Fame 1, Herd 5, Influence 3, Resources 3, Retainers 5

Virtues: Callousness 5, Instincts 4, Morale 5

Path of Evil Revelations: 2

Willpower: 7

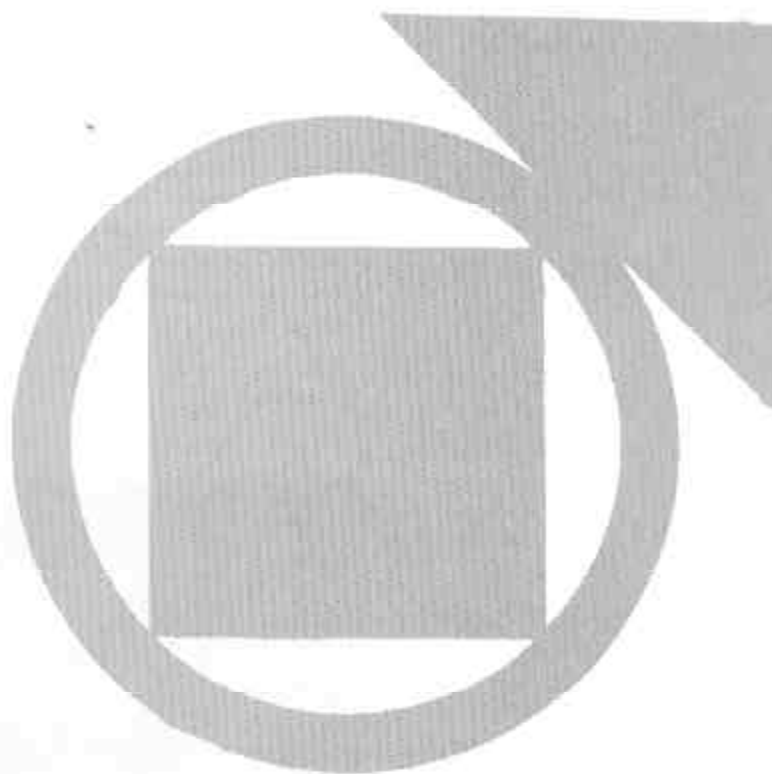
Image: Dr. Schmidt is a clean-shaven gray-haired man, about 5'4" tall. He wears glasses and a business suit except when performing rituals. He speaks with a slight German accent.

Roleplaying Hints: You don't trust anyone. Let no one near you. If someone learns something about you, kill them. All that matters are your masters. If you serve them well, then you will be rewarded in kind.

Haven: Dr. Schmidt travels extensively, but keeps his main haven in Vienna. The clan keeps two mansions for him around D.C.

Secrets: D

Influence: Schmidt's influence is weak, spread as it is throughout the world. Still, there is no telling what he has up his sleeve.



Ventrue

Clan Ventrue nominally runs Washington, D.C. Several members of the clan respect Prince Marcus Vitel and hold him as an example of the finest type of Ventrue. Other Ventrue inside and outside the city suspect that something's not quite right about this prince, who manages to keep the Sabbat in check and successfully put the Tremere in their place. However, the Ventrue rest easier during the day rationalizing away the Prince's wide range of Disciplines and ancient blood. Most don't want to think about the fact that only three members of the clan left alive in Washington, D.C. predate Marcus' reign. They would be more concerned if they knew that all but two influential members of the clan in the city are Blood Bound to the Prince.

Some older Ventrue who visit the city dislike the regular meetings of the Prince's primogen, claiming that it seems like some sort of concession to anarchs, although they appreciate the fact that the Ventrue have a seat on the Council as well as having the Prince. Vitel tries to discourage members of his clan from coming to Washington, D.C. because of the terrible savagery of Garou and Sabbat attacks.

Dorian Adams

Few Kindred play the game as well as Dorian Adams. Known to most as the "Old Bat of Washington," Dorian gracefully stepped aside as head of Clan Ventrue when Marcus Vitel came to the city. When Vitel became Prince, Dorian smoothly removed himself from city politics and retired to his castle out in the Maryland suburbs, between Washington and Annapolis.

The elders of Washington say that Dorian Adams is deranged, madder than a Malkavian. When the Prince requests his presence, Dorian Adams arrives playing the role of a cinematic vampire to the hilt. He sweeps inside with his black cape and even speaks with a bad American impression of a Romanian accent.

Dorian Adams worries the Prince more than Peter Dotman does.

Castle Adams, as it is commonly known, lies hidden beside a dirt road that winds through Maryland forestland. Its towers and gargoyles lend the place an intensely Gothic aura. The defenses of the castle are reputedly magical. A few years ago, several Sabbat packs stormed the castle and managed to break in. None were ever seen again. The elders of Washington generally refuse to visit the castle, although Dorian is quick to offer invitations whenever he appears in public. The truth about Castle Adams is that it is a maze of secret corridors, high-tech security systems and magical

traps, the creation of an incredibly paranoid vampire with years of practice in preparing defenses.

Dorian Adams fears for his very existence. He knows that Marcus Vitel is a Lasombra, although he wishes that he had discovered this in time to warn Prince Marissa. He doesn't dare to breathe of this knowledge to anyone, because he's certain that the Prince will use any excuse to destroy him. But if Prince Vitel ever drops his guard, Dorian Adams intends to take the opportunity to send the madman screaming to Final Death.

Adams has developed connections with the Inconnu, who plan to use him to dethrone Marcus Vitel. They appear to him in daymares and send messengers to Castle Adams. Recently, they've insisted that he uncover more information, but so far, Adams has refused to enter D.C. unless absolutely necessary.

Dorian Adams only feeds off the blood of attractive, helpless women (Appearance 3 or more) and he keeps a loyal ghoul whom he calls Igor to further his stereotypically mad role. Dorian's act was just that at first. However, years of playing the deranged eccentric lord of Castle Adams have begun to wear upon his sanity.

Sire: Thomas Carlyle

Nature: Survivor

Demeanor: Deviant

Generation: 8th

Embrace: 1701



Apparent Age: 40

Physical: Strength 5, Dexterity 4, Stamina 5

Social: Charisma 5, Manipulation 5, Appearance 3

Mental: Perception 5, Intelligence 4, Wits 5

Talents: Acting 5, Alertness 5, Athletics 1, Brawl 3, Dodge 4, Empathy 2, Intimidation 5, Leadership 4, Subterfuge 5

Skills: Animal Ken 3, Etiquette 4, Melee 4, Music 4, Repair 2, Security 4, Stealth 5, Survival 4

Knowledge: Bureaucracy 2, Finance 3, Investigation 2, Law 1, Linguistics 1, Occult 5, Politics 3

Disciplines: Auspex 3, Animalism 2, Celerity 2, Dominate 4, Fortitude 5, Obfuscate 4, Potence 2, Protean 4, Presence 4

Backgrounds: Allies 3, Resources 4, Retainers 1, Status 4

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

Humanity: 7

Willpower: 10

Image: Dorian Adams dresses as a cinematic vampire, with a sweeping red lined black cape and old-style tuxedo. He is a very tall, thin man, standing about 6'6".

Roleplaying Hints: Don't trust anyone outside the walls of your castle. Play Bela Lugosi no matter what happens. If you are truly threatened, then unleash just enough of your power to keep yourself alive.

Haven: Castle Adams, somewhere in Maryland.

Secrets: A

Influence: Dorian Adams retains almost no real influence in either Clan Ventrue or Washington, D.C. This is probably why he stays alive, Castle Adams or no. However, Dorian believes that he could regain influence quickly if the need presented itself.

Dr. Edward Walker

Beneath his kindly exterior, Dr. Walker is one of the least human of all of Washington's vampires. He came to Washington, D.C. during the Civil War, full of idealism and hoping to help win the war against the South. He intended to patch up wounded soldiers and get them either back to the front lines or home to their families as soon as possible.

As the war progressed, Washington became a city of sickness and death, as temporary hospitals were set up all across the Mall. The fantastic amount of human suffering all around embittered and frustrated the young doctor. No matter how talented he was, or how many young lads he brought back from death's door, the piles of corpses continued to grow. His idealism faded even as victory neared.

By the time President Lincoln was assassinated, Edward Walker was one of the city's most celebrated physicians. Slowly, however, he was growing to resent his patients, and to despise the course he had chosen for his life. Lincoln's death was the spark he needed to retire. Dr. Walker had one patient to see before his planned departure, however: Mr. David Case, an influential government insider, who supposedly suffered from a rare blood disease. In reality, Case was



a powerful Ventrue with plans to unseat Prince Marissa. He Embraced Walker with the hope that the well-known doctor would be able to provide him with access to a number of important officials.

Case's uprising failed miserably, and Marissa herself personally incinerated him. But Dr. Walker was successful in pleading his case to Prince Marissa, and she merely Blood Bound him rather than striking him out for the morning sun. Though he served her adequately during her reign, Dr. Walker really came into his own after her destruction.

Since 1968, Dr. Walker has expanded his sphere of influence considerably. He now controls many of the retirement and nursing homes in the D.C. metro area. These make prime feeding grounds, for deaths go practically unnoticed, and certainly unquestioned. He spent his lifetime trying to heal the sick; now, the dying make his immortal existence less painful. Dr. Walker may only feed on the old and the infirm.

Sire: David Case

Nature: Curmudgeon

Demeanor: Caregiver

Generation: 8th

Embrace: 1866

Apparent Age: 50

Physical: Strength 3, Dexterity 4, Stamina 3

Social: Charisma 3, Manipulation 4, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 2

Talents: Acting 4, Alertness 2, Empathy 3, Intimidation 2, Leadership 1, Subterfuge 5

Skills: Etiquette 1, Firearms 1, Melee 3, Music 2, Repair 1

Knowledge: Bureaucracy 3, Computer 1, Finance 1, Law 1, Medicine 4, Occult 5, Politics 3, Science 2

Disciplines: Auspex 2, Celerity 2, Dominate 5, Fortitude 3, Necromancy 3, Potence 2, Presence 3

Backgrounds: Allies 4, Contacts 3, Resources 5, Retainers 5, Status 3

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

Humanity: 3

Willpower: 7

Image: Dr. Walker is bald except for a few wisps of gray hair which he greases down to his scalp. He wears thick glasses and walks with a cane. He's only about 5'5", and he prefers to sit rather than stand. He wears gray suits with bow ties.

Roleplaying Hints: You present yourself as the authoritative doctor, the man who's read every medical text ever written. You rarely deals with Kindred society, wanting no part of the posturing and politics.

Haven: Dr. Walker spends his days in the basement of one of his many nursing homes.

Secrets: D

Influence: Edward Walker has some pull in the medical community, and he's willing to abuse his elderly patients to achieve his twisted ends. He has also developed ties to the Giovanni, which is of benefit both them and to him.

Gino Maninelli

During the 20s and 30s, Washington, D.C. attracted a great deal of mob attention. The government took a more prominent role in everyday life, making decisions that affected businesses and unions and setting prohibition in place. J. Edgar Hoover took over the FBI. It was also in these days that some New York crime bosses sent Gino Maninelli to Washington, D.C. to help straighten a few things out with the government.

Gino was a bit rough around the edges when he started his career, but he had a good bloodline. Mary Singer, a local Ventrue elder and one of the city's more prominent women, noticed him, and decided that a progeny from outside the city who knew how to use a gun might be useful, especially for combating Giovanni incursions into the nation's capital. Prince Marissa agreed to grant Mary her boon, and the young, hot-blooded Gino Maninelli was suckered into a honey trap and Embraced.

Times have changed. Mary has long been ashes and there's a new Prince running the big show. Maninelli was quick to see the change in the wind with Prince Vitell's arrival. He was the first to recognize Marcus as head of clan Ventrue and the first to acknowledge him as the new Prince of Washington, D.C. Besides, Gino got a kick out of having an Italian prince.

Unfortunately, the Sabbat began to target Gino's endeavors. After enough of his plans had been interrupted and Gino had risked the Masquerade with his frenzies, Marcus required him to renew his vows of loyalty and become Blood Bound to the Prince. Gino has remained loyal ever since,

and he has profited immensely from the Prince's reign. His relationship to Marcus mimics a gangster's relationship to his godfather, so much so that during one exchange, Cynthia Black actually laughed out loud. However, Gino takes these things very seriously.

Gino even has a ghoul name Guido who does all his dirty work. Once a reserve lineman for the Washington Redskins, Guido has been Blood Bound and Dominated, and is now a perfect tool for Gino's purposes.

Sire: Mary Singer

Nature: Traditionalist

Demeanor: Conformist

Generation: 11th

Embrace: 1932

Apparent Age: 28

Physical: Strength 4, Dexterity 3, Stamina 5

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 5

Talents: Acting 2, Alertness 4, Athletics 3, Brawl 3, Dodge 3, Empathy 2, Intimidation 5, Leadership 4, Streetwise 4, Subterfuge 2

Skills: Drive 3, Etiquette 3, Firearms 4, Melee 3, Music 2, Security 3, Stealth 3

Knowledges: Bureaucracy 2, Investigation 3, Law 2, Linguistics 1, Occult 3, Politics 3

Disciplines: Dominate 3, Celerity 2, Fortitude 5, Potence 2, Presence 3

Backgrounds: Allies 5, Contacts 2, Influence 4, Resources 4, Retainers 5, Status 3

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

Humanity: 5

Willpower: 8



Image: Gino is a good-looking man who typically wears suits that are slightly out-of-date. Though he prefers pin-stripes, he wears them only infrequently so as not to attract the notice of less tasteful modern Americans. He has black hair, but is never without a hat. Although Gino is about 6'2", he looks much shorter, because Guido, who's perpetually beside him, stands at 6'7", and the monstrous ghoul is nearly as broad as he is high.

Roleplaying Hints: You speak with a New York accent, and you believe in attempting to reason with people before adopting a more drastic approach. If a Kindred's willing to be reasonable, then you and the Prince have no problems. If she isn't, then you'll have to make an example of her. Your favorite method is to break her into tiny pieces, stuff her in a box and mail her back to her haven.

Haven: Gino has a townhouse in Southeast D.C. He also has safe houses in Alexandria and up near Friendship Heights in Northeast. Gino generally stays wherever the Prince wants him to be.

Secrets: C

Influence: Manittelli has some ties with organized crime rings in the city, and also has his hand in international shipping. One of his goals is to legalize gambling within the District. His largest criminal enterprise is a gun-smuggling operation. He has pawns throughout the area's law enforcement groups, including a few in the DEA.

Karina Dobson

The most valuable commodity in the 20th Century is information, and Karina Dobson provides Marcus Vitell with all that she can gather. Trained as an investigator for the Department of Defense, Karina can erase a person's identity with a signature. She knows all the tools of her trade, including how to use lasers to listen to window vibrations, how to turn any telephone into a listening device, the process of using fiber optics for spying and methods to break into almost any government database. A little authorization can go a long way. When a mortal irritates her, she can have them legally killed (issued a death certificate) with a simple telephone call.

Karina also controls one of the Prince's most important aces in Washington, D.C. She managed to locate one of the Delta Force teams kept on emergency duty inside the nation's capital, and after the wildest night in her unlife, transformed them all into ghouls. In her opinion, the Delta Force team of ghouls can deal with any menace, supernatural or mundane. In an early test, they managed to annihilate a pack of Garou which wandered too close to the city.

Karina is Blood Bound to the Prince, but with the power he gives her, she'd probably stay loyal to him even if he beat her into a torpor every week. As it stands, she has a fanatical devotion to maintaining the reign.

Although Karina may be Marcus's most important asset, none of the Kindred are fully aware of the depth of her



resources, and that's exactly how Karina likes it. Even her sire stumbled across her accidentally, and the Prince purposely limits contact between Gino and Dobson.

Karina can only feed from military personnel, so she often visits the Pentagon and the Bethesda Naval Hospital.

Sire: Gino Manittelli

Nature: Fanatic

Demeanor: Director

Generation: 12th

Embrace: 1973

Apparent Age: 28

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 4, Appearance 2

Mental: Perception 5, Intelligence 5, Wits 4

Talents: Acting 2, Alertness 4, Athletics 3, Brawl 1, Dodge 2, Empathy 4, Intimidation 1, Leadership 4, Streetwise 2, Subterfuge 4

Skills: Animal Ken 1, Drive 3, Etiquette 1, Firearms 3, Melee 2, Repair 3, Security 5, Stealth 4, Survival 3

Knowledges: Bureaucracy 5, Computer 3, Finance 2, Investigation 5, Law 3, Linguistics 2, Medicine 3, Occult 3, Politics 2, Science 3

Disciplines: Dominate 3, Fortitude 1, Presence 1

Backgrounds: Allies 5, Contacts 5, Herd 3, Influence 4, Military Force 4, Retainers 5, Resources 2, Status 2

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

Humanity: 6

Willpower: 6

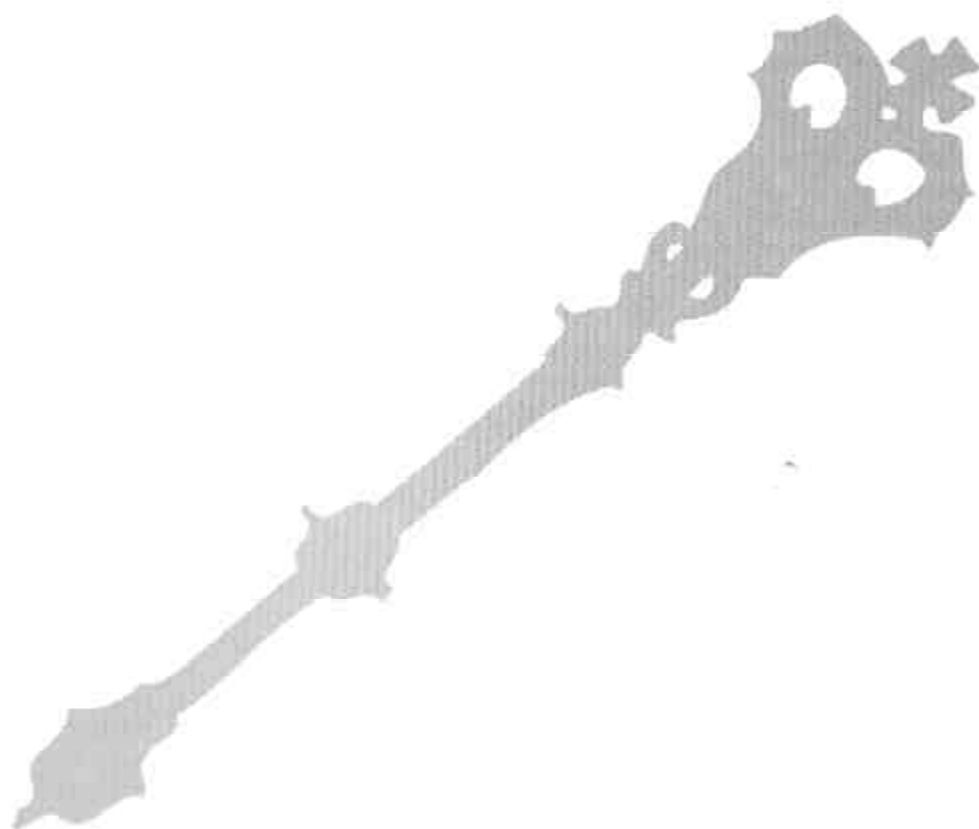
Image: Karina is only 5'2", with short brown hair, soft brown eyes and glasses. In life, she worked out regularly and is still rather fit. She always seems pleased, as though she has a secret that no one can guess. She wears casual clothing and drives a jeep.

Roleplaying Hints: Forget about the elders. You are the Prince's right-hand person. You find out everything he needs to know and your word unleashes his deadliest weapon. It gives you an air of self-importance which irritates most other vampires, but you love how ignorant these ancient fossils are about modern technology. You try to avoid other Kindred, however, because the Prince prefers it that way.

Haven: Karina has an empty office beneath the Pentagon which she habits frequently. Her other primary haven, an apartment in Rockville, Maryland, is on the other side of the District.

Secrets: A -

Influence: Karina has a great deal of influence throughout most governmental records divisions.



Followers of Set

Washington, D.C. has churches everywhere. Unfortunately for the Camarilla, this includes a temple used by the Setites, hidden in the large sewer networks beneath Northeast D.C. The Nosferatu know of its location, and their rats sometimes attack the Setites, just to remind the snakes who controls the sewers.

The Setites control much of the lucrative drug trade, and while they try to remain hidden from the watchful eyes of the Prince and his minions, conflict is fast approaching. Setites constantly visit the city and Setite ghouls run many of the city's ultra-profitable drug markets.

Ravenna (Iris DuMont)

Ravenna, the high priestess of D.C.'s Temple of Set, is one of the most powerful Kindred in the city, and she suspects the truth about Marcus Vitel. While Ravenna does not control even a majority of the drug trade in the nation's capital, she does have her coils draped around a number of dealers and makes more than enough revenue to keep herself well-situated.

Ravenna was born in the French Colony of St. Domingue ou Hispaniola, now known as Haiti. She was the child of a French noble and a sugar plantation slave. However, unlike most of the mulattos, her father attempted to give her a better life, primarily out of guilt for her mother's death in childbirth. When the revolution of 1794 came, Ravenna took an active role in supporting L'Overture. Impressed by her zeal against the oppressors, one of the houngans presented her to Khabiri, an elder member of the Followers of Set. Khabiri Embraced her and told her the secrets of the Cainites.

When Napoleon's troops reasserted French authority in 1802, Ravenna managed to make her way to the new United States. After learning to apply enough powder to her skin to pass as white, she served as a priestess at a number of temples, manipulating her masters, then removing them, all in the name of Set. Her greatest triumph was reestablishing the fallen temple in Washington, D.C.

She has recently been having intense visions of Set's returning to the world. These have put her on edge, and she wants to achieve another major triumph to be certain of her safety if Set rises. She fears nothing more than being found unworthy in Set's lulless eyes.

Sire: Khabiri

Nature: Deviant

Demeanor: Conniver

Generation: 9th

Embrace: 1794

Apparent Age: 26

Physical: Strength 2, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 5, Appearance 4

Mental: Perception 4, Intelligence 3, Wits 4

Talents: Acting 3, Alertness 3, Athletics 2, Brawl 4, Dodge 3, Empathy 4, Intimidation 4, Leadership 3, Streetwise 5, Subterfuge 3

Skills: Animal Ken 3, Drive 1, Etiquette 2, Stealth 4, Survival 4

Knowledge: Finance 2, Investigation 4, Law 2, Linguistics 2, Medicine 1, Occult 4, Politics 3

Disciplines: Auspex 2, Celerity 1, Dominate 4, Fortitude 2, Obfuscate 3, Presence 4, Serpents 5, Thaumaturgy 2 (Path: Weather Control 1)

Backgrounds: Allies 3, Contacts 3, Influence 1, Resources 5, Retainers 5

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

Humanity: 5

Willpower: 5

Image: Ravenna has long, dark hair, with deep red highlights that gleam in the light. She moves like a serpent, graceful and sinuous, and wears black clothing usually cut to expose her long legs. She has night-black eyes and a dusky, exotic complexion. Tattoos of asps coil around her arms and legs, although she usually hides them with her Obfuscate.



Roleplaying Hints: Everyone is corruptible. Become their friend. Help others. Do all you can to get them to trust you. Don't reveal your secrets to anyone. Then, when the time is right, crush their hearts and souls.

Haven: The Temple of Set, located in the sewers beneath an abandoned building in Northeast D.C.

Secrets: B -

Influence: She controls a number of Washington, D.C. drug markets and the Setites are currently competing with the legendary *Razor* for the hearts and minds of the anarchists. She has also paid off a number of the city's leading vice officers.

Jacque Amyzial

Born in Haiti, Jacque grew to a towering height of 6'5", and developed the hard ropy musculature of a manual laborer. Given his terrifying physique and his position as the son of a well-known and well-respected minister, he was able to pull the necessary connections to become a policeman. For the 22 years of his mortal employment, Jacque did what was required to keep the peace. Once in a while, however, he was put in a position in which his word alone meant life or death for an accused. It gave him something of a thrill to know that his face could very well represent the countenance of death. He made such judgements only rarely, however. He may have grown too big for his father's gentle Christian sermons and wicked belt, but he still feared the man's disapproval. When he finally married, having at last met someone demure enough to meet his parents' approval, it was one of the happiest days of his life.

Then, just days after his wedding, he discovered a note of critical importance to the government which had been signed with his father's name. Though it was not his father's handwriting, he knew that this would make no difference to the police who would arrest the old man or the judge who would sign his father's execution papers. Together he and his father made plans for their family to escape the country.

Jacque went to a voodoo priestess whom he knew to be guilty of helping refugees. She laughed at his threats but told Jacque that she would be glad to find them a place on a boat to America. All she wanted in return was Jacque and his wife's blood. She promised he would not die from it, and she promised to give him a little of her own blood in return. No one ever warned Jacque about making deals with Setites. He agreed to all the terms set forth, and has not seen his wife since.

Jacque was still undergoing the change as he lay in the tiny hold in the bottom of their transport. Because Jacque's strict upbringing had accustomed him to denying his urges, he managed to spare his father, but not all of the other passengers were so fortunate. Still, he was very hungry when the Coast Guard tried to stop their boat and send it back to Haiti—to shame, displacement and probably death. Jacque's



father was sure it was a miracle that the Americans' bullets could not destroy his son.

The clan set Jacque and his father up in Arlington, Virginia, where they could best serve Ravenra. The minister has made friends with many of the local members of the Arlington community, but no one really knows anything about Jacque. Not that they would press his charismatic father for any details.

Jacque got himself a liaison job with the D.C. police department, supposedly as a private investigator consulting with the department on drug shipments from Haiti. In a relatively short period of time, Jacque has managed to parlay this into a position as the most trusted enforcer of the largest drug distributorship in the city.

Jacque is known by the Washington drug underworld to be cold-blooded and immovable. He is quiet and wears dark glasses most of the time; it is rumored that his gaze is deadly. Jacque does not like to speak, as he finds that many of his compatriots view his French accent as a sign of weakness. But he is quick with his gun when his appearance is inadequate to enforce good behavior. Rumor has it that on account of the nature of Jacque's spirituality, the Serpents of the Light have been feeling him out for possible recruitment into the Sabbat.

Sire: Celine Chevalier

Nature: Bravo

Demeanor: Traditionalist

Generation: 12th

Embrace: 1989

Apparent Age: 42

Physical: Strength 5, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 2, Intelligence 2, Wits 2

Virtues: Conscience 3, Self-Control 3, Courage 4
Talents: Athletics 1, Brawl 3, Dodge 1, Intimidation 4, Streetwise 3
Skills: Drive 2, Firearms 3, Interrogation 5, Security 2
Knowledge: Bureaucracy 2, Linguistics 1, Occult 1, Politics 2
Disciplines: Animalism 1, Dominate 1, Serpents 2
Backgrounds: Allies 1, Contacts 2, Influence 2, Resources 2, Retainers 1
Humanity: 6
Willpower: 8

Notes: Jacque's situation is typical of neonate Setites. The clan has split him apart from his wife and put him under the tutelage of Ravenna, and she insists that he do her every bidding. This instills in clan members the sort of hatred that in turn causes them to lash out at the rest of the world. For example, Jacque unwittingly became addicted to crack-tainted blood shortly after his arrival in D.C. He kicked the habit cold-turkey, however, when his father remarked one night that Jacque seemed a bit off — for the minister's respect is vital to his son's happiness.

His experience with the crack addiction infuriated Jacque. He had what it took to break the habit, but the knowledge that the addicts in the alleys of Southeast D.C. were able to control him filled Jacque with rage and hatred. Once in a while he still attempts to go without blood, but he never succeeds. He just gets mean. On the rare occasions

when his father is out of town, Jacque likes to kidnap junkies and hold them prisoner in his basement until they dry out, at which point he drinks their no-longer-tainted blood.

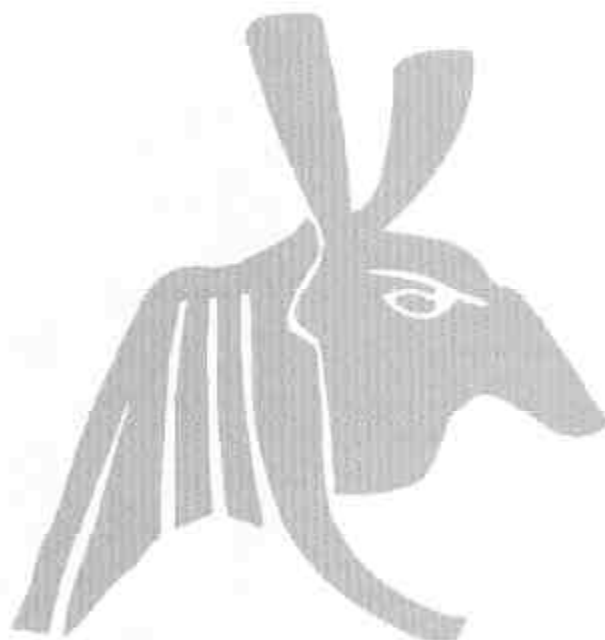
Image: Jacque is huge. He kept his hair cropped short before he was Embraced and appreciates the convenience of having a permanent military do. Jacque likes to wear silk suits over muscle shirts, but the blazers never fit him right because he lacks the funds to pay a good tailor to come to his house at three in the morning. Superstitious even in unlife, Jacque always sports an assortment of religious jewelry and talismans: crosses, ankhs, little cotton bags of animal parts, etc.

Roleplaying Tips: Speak rarely and in slow, measured tones. Defer to anyone who makes an effort to be domineering; you know how to respect authority. Feel free, however, to menace or murder or torture anyone you feel is of lower social rank than yourself. You are prone to violence, not because you lack self-control but because you like it. Eagerly offer to do everyone else's dirty work.

Haven: A small, unassuming house in Arlington. Jacque's heart is buried in a small earthenware jar within the cement of the garage. He has 36 other identical containers scattered throughout the house to function as decoys if his haven should ever be found.

Secrets: C-

Influence: Jacque is beginning to make inroads both with the police and the drug-dealing communities.



Lasombra

The most powerful clan in Washington, D.C. remains hidden behind its own Masquerade. Marcus Vitel, the Prince of Washington, D.C., leads the world to believe that he is a Ventrue. The thought amuses him, because he knows that the Ventrue have little knowledge of power or politics in comparison with his own clan, the Lasombra.

The Prince maintains ties with the Sabbat, but he does not consider himself Sabbat, Camarilla, anarch or anything else. He bows to no one. Marcus Vitel controls Washington, D.C. It is his domain, and his world. Within its boundaries, he will not stop until he is all-powerful. Once Vitel controls both the Kindred and Kine of Washington, he will be the most powerful being on Earth. Such are his dreams and aspirations.

Prince Vitel carries a magical pin clasp that allows him to be reflected in mirrors. The other members of Clan Lasombra go out of their way to avoid mirrors.

Marcus Vitel (Lucius Aelius Sejanus)

Lucius Aelius Sejanus was born in Spain at the start of the first millennium A.D. He served the Roman conquerors well and joined their legions in battle. He soon came to the attention of the new Emperor Tiberius, who saw a strange intensity in the young Spanish warrior as well as a remarkable mind for politics and intrigue. Tiberius decided to set Lucius up as his proxy in Rome while he spent his days on the island of Capri, surrounded by luxury as befits an emperor.

In the name of Tiberius, Lucius created an organization of secret police, who controlled the new Empire through terror. Sejanus ordered the executions of thousands and, as time passed, assumed more and more initiative in running the government. Eventually, Tiberius decided that his Spanish lieutenant was a threat to his position.

Tiberius ordered his legions into Rome to depose Lucius, who declared a revolution. When the legions arrived, they were met by members of the Praetorian Guard, the soldiers of the Imperial palace. But the Roman guardsmen proved no match for the war-hardened legionnaires. Tiberius's men found Lucius Sejanus

on the Palatine Hill, and though he fought with the passion of the mightiest gladiators, they managed to cut him down. They carried his body to the Tiber River and dumped it into the water.

On the shores of the Tiber, the place where, according to legend, a she-wolf supposedly discovered Romulus and Remus, a member of clan Lasombra pulled Vitel's body from the currents. Finding that the final embers of life still flickered within his breast, the elder Embraced Lucius Aelius Sejanus. She then told him about what he had become, and left him with these words:

"You will rule again, as you were always meant to do. Destroy the lords who sought to combat you. You have the potential to become greater than your master. Use it wisely."

Lucius Aelius Sejanus arose from the banks of the Tiber and disappeared from the history of Kindred and kine. He made his way north into the forests of Germany, but the powerful German rune casters drove him away. He continued on to Britain, and spent a number of centuries there, advising chieftains on how to breach Roman defenses and helping warlords dispose of their rivals. Following the fall of the Roman Empire, he went into seclusion, studying the mystic arts and eventually learning some of the secrets of Thaumaturgy.



Lucius came out of hiding during the Inquisition, when he saw the Sabbat as a way to gain the power he still craved. His abilities to manipulate ghouls, to uncover information and to coordinate espionage activities led to the Final Death of many older vampires. However, he soon realized that the Sabbat was not strong enough to overwhelm the Camarilla. He began to see the hands of other, more powerful vampires behind the Sabbat.

Sejanus vowed that he would one day have power, influence and control enough to make others tremble in at mention of his name; but for now, none should know who he was. He sailed to the New World, disavowing the Sabbat and planning his own rise to power. For several centuries he traveled up and down the East Coast. As the land became more settled, he decided to rest for a few centuries.

He set up residence in the Maryland countryside in a plantation called Rome, next to a stream that he named the Tiber. He reawoke in 1954, pleasantly surprised to discover that his resting place was now in the center of the most politically important city in the world. He chose to pose as a member of Clan Ventrue, delighting in the irony of using the clan that founded the Camarilla to achieve his own ends. He constructed his story with elements of truth. Sejanus claimed to be Marcus Vitellius, a centurion Embraced in the later Empire, during the reign of Commodus. For the sake of the modern world, he shortened the last name to Vitel.

When he introduced himself to Prince Marissa, Marcus discovered an entirely new emotion. For some reason that neither could satisfactorily explain, Marcus and Marissa were attracted to each other from the moment they first met. He became a constant companion to the Prince, and the two shared blood, but not the reins of power in Washington, which firmly remained firmly in Marissa's hands. He managed to assume control of the Ventrue in the city, but, while he sought for more power in the city, Marissa would give him none.

Gradually Marcus' initial infatuation began to change, replaced by a slow burn that arose from deep within. Although Marcus cared for Marissa, he could not bear to see a woman in control of so much. She had all the power that he desired — power to make even Europe tremble. As long as she existed, he would never achieve his own dreams of domination. Regretfully, he contacted the Camarilla, through Clan Ventrue, about Marissa's power base. Careful plans were laid to eliminate the prince. Camarilla elders agreed to let Vitel take over the domain, provided he would concede several areas of government to their control and refrain from interfering in national and international affairs.

The riots following Martin Luther King's death provided the perfect opportunity to set the plan in motion. Marcus lured Marissa away from downtown under the pretense of concern for her safety. She was taken to Arlington National Cemetery, where a set of archons and a Justicar made quick work of her. Vitel stood by and watched as Marissa went to Final Death. A chill deeper than any he had known passed through him as her form crumbled into ashes.

The archons gave him her remains to dispose of as he wished. Among the pile of refuse, Marcus' gaze chanced upon Marissa's locket, an item of jewelry which she had never taken off in all the time he had known her. While the rest of her belongings went up in smoke, Marcus rescued the locket and opened its delicate clasp. Inside was a hazy daguerreotype. Studying it by the light of the flickering fire, he saw that the image was vaguely familiar. As the last bits of Marissa's dress dissolved in the flames, Marcus realized that the photo was of his own sire, barely recalled from a night almost 2,000 years ago.

As Vitel's ghouls wrested power in the city and took advantage of the rioting to dispose of other enemies, Marcus tore through Marissa's belongings for more clues as to the identity of his sire. His lack of success in his search spurred him to make a greater effort to claim the city, and a series of purges shattered most opposition to the "Ventrue" Prince.

During the '70s he tightened his grip, gaining a reputation as a strong but fair-minded leader. It was in this time also that Peter Dornan moved his haven to the city and became Vitel's opponent. His opposition, coupled with the restrictions placed on him by the Camarilla, made his power a shadow of what he had possessed in Rome. Again, his rule was dictated by the whims of others.

In the '80s, things started to fall apart in Washington, D.C. Anarchs moved into the eastern sections of the city. Sabbat attacks became more frequent and deadly. The Prince allowed these crises to continue, because they gave him an opportunity to expand his power base, using the excuse that he was protecting Camarilla interests. He gave permission for foreign vampires to enter his domain, implying that he was responsible for access to the capital.

Vitel attends meetings of the primogen every month under the pretense of listening to their advice. In truth, however, he goes to gauge the plots against him and take advantage of the opportunity to play others off of each other. Still, the rumors of Marcus' powers far exceed their true measure. While princes and primogen from around the globe owe Vitel boons his acting to influence

the government one way or another, these are for the most part minor debts.

Vitel maintains his own image meticulously. He has ghouls who function as public relations directors and spin doctors. Every move he makes and every word he speaks is analyzed, not only in Washington, D.C., but around the world. Thus, his conduct more closely resembles that of a President of the United States than a typical prince. He takes great pains to make sure that no issue or situation ever appears to phase him.

In his spare time, Marcus ponders upon the question of who is pulling his strings. He finds the circumstances of his Embrace, along with the creation of a national capital over his torpered body, Marissa's unknown ties to his sire, and the success of his masquerade as a Ventrue all just a little too convenient. What bothers him even more is the question of what might happen if he does free himself from whatever game he's wrapped up in.

Vitel's answer is to take the Jyhad to a new level. He believes that in this post-cold war era, the available technology is such that he has the capability to destroy the Antediluvians and the elders of Europe. The Prince wants to start a nuclear war. As the Soviet Union has collapsed, Vitel is certain of the unlikelihood of counter-attack. If he can destroy creatures like Set and Baba Yaga while ensuring his own survival and that of the human race, then he can recreate the world in his own image. In his twisted delusions of power, Vitel sees himself as the Caine of a new race of Kindred and the god of a new human civilization.

Under his beneficent despotism, justice will be swift and sure. Humanity will achieve unimaginable wonders, and the cycles of waste, overpopulation and crime will come to an end. It may take thousands of years to recover from the war, but when that point is reached, Sejanus will guide the world into an age not even imagined in the wildest fantasies of poets and writers. He will live out his dream: society will exist in utopian bliss. This scenario must be hidden from all, however, or the entire city would certainly turn against him. Such is the blindness of the masses.

Sire: Sybil

Nature: Director

Demeanor: Architect

Generation: 5th

Embrace: A.D. 31

Apparent Age: Late 30s

Physical: Strength 5, Dexterity 5, Stamina 8

Social: Charisma 7, Manipulation 5, Appearance 6

Mental: Perception 5, Intelligence 7, Wits 6

Talents: Acting 6, Alertness 5, Athletics 5, Brawl 5, Dodge 4, Empathy 2, Intimidation 6, Leadership 6, Streetwise 2, Subterfuge 5

Skills: Animal Ken 4, Drive 1, Etiquette 3, Melee 6, Repair 2, Security 1, Stealth 3, Survival 4

Knowledges: Bureaucracy 5, Finance 2, Investigation 2, Law 4, Linguistics 5, Medicine 1, Occult 5, Politics 6, Science 1

Disciplines: Auspex 5, Celerity 4, Dominate 5, Fortitude 5, Obfuscate 6, Obtenebration 5, Potence 4, Presence 7, Protean 5, Thaumaturgy 5 (Paths: Lure of Flame 5, Movement of the Mind 5, Weather Control 5), Vicissitude 3

Backgrounds: Allies 6, Contacts 8, Fame 1, Influence 8, Resources 6, Retainers 5, Status 6

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

Humanity: 2

Willpower: 10

Notes: Vitel's extra level of Obfuscate allows him to cloak his lineage from anyone who traces it either mystically or otherwise. His extra levels of Presence allow him to inspire rage in others and give him the capacity cut the emotional ties between people. Also, despite his proficiency with Thaumaturgy, Marcus has no knowledge of blood magic.

Image: Marcus Vitel dresses in the most expensive suits available, and adds an elegant trench coat to his attire in poor weather. He has black hair and dark blue eyes which burn with a cold intensity. When he steps into a room, all others fall silent.

Roleplaying Hints: Fix your cold glare upon any who speak to you in an improper tone. Speak slowly, and with strength and confidence. Flaunt your Presence. The Prince's Presence is strong enough to overwhelm a Pavis of Foul Presence made by the Tremere. Remember the secrets of true power: never make threats you don't keep and never use power unless absolutely necessary.

Haven: Sejanus has several havens. Some of his favorites are the penthouse of the Presidential Hotel near the Mall, a home overlooking the Potomac, a small house in Georgetown, and a luxury apartment in Alexandria. His primary haven is the Lee House, which overlooks Arlington Cemetery.

Secrets: A+. Few, if any, know more about Washington, D.C. than the Prince.

Influence: Marcus Vitel is the standard by which influence in a city is measured. Most princes envy his knowledge and power. A few even try to research his unlife.

Monica Black

As Marcus' most powerful and influential daughter, Monica Black knows that in any other city, she would be a prince. As it is, her "father" treats her like a slave girl, forcing her to serve as a vessel for every new Kindred who enters the city. Monica once sought to win Sejanus' heart and serve as his equal, but as the years wore on, she came to wish only to feast on his blood.

Monica remembers a time in the distant past when the Prince of Washington enthralled both her and her twin sister, Cynthia. At one point, she had loved her sister, even though they both sought to win the heart of the mysterious stranger who had entered their lives. Now, she would gladly let Cynthia have him if it meant that she could win back her freedom. She hates to watch Cynthia swoon over Sejanus, and whenever she gets a chance she goes out to Elysium or the clubs to exercise her power over mortals and Kindred. Monica knows that Marcus still seeks for his lost love, Marissa, and that she and Cynthia are simply reminders of her. Monica believes that Vitel killed Marissa, but she has no evidence to verify her suspicions.

Although she won't betray the Prince, she knows that the Pontifex finds her enchanting — or at least useful. Monica toys with the idea of inciting a full-scale conflict between the Tremere and the "Venture" — one that would leave her without a father and in a position to take over the city. She has also considered finding her way to the Sabbat, if she could manage it without getting herself killed in the process.

Although Monica is Blood Bound to her father, the ties of blood are rapidly fraying. She contemplates rebellion, but is uncertain that she has the strength to defy the Prince openly. She is fiercely protective of the "family" secret about being Lasombra — little could pry that from her mind without killing her first.

Sire: Marcus Vitel

Nature: Competitor

Demeanor: Plotter

Generation: 6th

Embrace: 1970

Apparent Age: 27

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 4, Manipulation 3, Appearance 4

Mental: Perception 3, Intelligence 4, Wits 4

Talents: Acting 5, Alertness 3, Athletics 2, Brawl 2, Dodge 2, Empathy 4, Intimidation 3, Leadership 3, Subterfuge 5

Skills: Animal Ken 2, Drive 2, Etiquette 3, Firearms 1, Melee 1, Music 3

Knowledge: Bureaucracy 2, Finance 1, Investigation 1, Law 1, Linguistics 3, Medicine 1, Occult 4, Politics 4

Disciplines: Auspex 2, Dominate 3, Fortitude 1, Obtenebration 2, Potence 1, Presence 2, Thaumaturgy 2 (Paths: Movement of the Mind 2, Lure of Flames 1), Vicissitude 1

Backgrounds: Influence 4, Mentor 5, Resources 3, Retainers 5, Status 4

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

Humanity: 5

Willpower: 10

Image: She is a tall, striking, raven-haired beauty with intense gray eyes. Monica has an elegant walk, and always dresses in society's finest. She is constantly surrounded by ghoul bodyguards, for both she and her sister have good reason to fear diablerie.

Roleplaying Hints: You are second only to the Prince. You obey him, but all others should obey you. You associate with the other ladies of Elysium, and you enjoy the company of Helena and the Tremere. When you catch the Pontifex gazing at you, a part of you sometimes wonders if your dream of a life with Marcus could come true with someone else. You have little time for other neonates.

Havens: She uses the same havens as Marcus Vitel.

Secrets: A. Monica listens carefully to what others tell the Prince, and she's one of the biggest gossips among the elders.

Influence: Monica has influence with the harpies, and despite her obvious thirst for more power, the Prince pays careful attention to his most politically minded "daughter's" words. She has relations with a number of D.C.'s leading lobbyists and lawyers, which she feels are far more important than controlling the actual policy-makers.



Cynthia Black

There is more to Cynthia Black, Monica's twin, than is at first apparent. She hates her sister for having Embraced her, though Monica did this at Marcus' behest. Cynthia also believes Monica to be a fool for displaying her rebellious streak so blatantly. She is drawn to the powerful Marcus, though she knows that there is no room for love in the Prince's dark heart.

She came to this realization at the same time that she was approached by a mysterious figure claiming to be from something called the Tal'mah'Ra. Her offer of freedom from Marcus as well as protection from dinhologists in exchange for her acting as a spy upon her sire. She agreed, and thus became a knowing pawn of the Black Hand — one without loyalty to the Camarilla or the Sabbat. She realizes the threat Sejanus poses to the Antediluvians, and she intends to destroy him when the time is right. Though the Prince remains unaware of this fact, her shadowy masters have broken her Blood Bond to Marcus.

Cynthia works diligently to give those she doesn't completely trust the impression that she's a fawning airhead, although she's careful not to overplay the role. She has a relationship with Pieter Van Dorn of Clan Tremere, although she realizes that he's more concerned with the Toreador Angelique Stravinsky.

Sire: Monica Black

Nature: Artist

Demeanor: Avant-Garde

Generation: 7th

Embrace: 1973

Apparent Age: 27

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 3, Manipulation 4, Appearance 4

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Acting 4, Alertness 2, Athletics 2, Dodge 2,

Empathy 3, Intimidation 4, Leadership 2, Subterfuge 5

Skills: Drive 3, Etiquette 3, Melee 2, Music 3, Stealth 4

Knowledges: Bureaucracy 1, Investigation 3, Law 2, Linguistics 2, Occult 3, Politics 3

Disciplines: Auspex 1, Dominate 3, Fortitude 1, Obtenebration 1, Presence 3, Thaumaturgy 1 (Paths: Lure of Flames 1)

Backgrounds: Contacts 2, Fame 2, Mentor 5, Retainers 5, Resources 3

Virtues: Conscience 5, Self-Control 3, Courage 4

Humanity: 5

Willpower: 9

Image: Cynthia has her sister's gray eyes and long dark hair. The two are not identical twins, but it's obvious that they are related. Cynthia likes to wear risqué clothing and keeps up with the latest styles and fashions. She prefers nightclubs to Elysium, and most of the elders look down on her for this. Her bodyguards tend to dress like gang members or bikers.

Roleplaying Hints: You enjoy playing the part of the not-so-bright, pleasure-seeking trend setter. The mortal pulse of D.C. attracts you far more than bleak monuments and dusty museums. You act as though you worship the ground that "daddy" walks on, though in your heart you feel otherwise. To your mind, few Kindred have any value beyond their use for your personal ends.

Haven: Cynthia tries whenever possible to stay near the Prince. She has a house in Landover where she goes when she wants to get away.

Secrets: A-

Influence: Cynthia is well recognized among Washington socialites. She has started to create ghoults from among the rebellious children of rich D.C. lawyers and powerful bureaucrats. Cynthia hopes to establish her own spheres of power without drawing the attention of the Prince.



Sabbat

Various Sabbat packs visit D.C. regularly, but only one sect member makes his permanent haven there. Though his pack is busy in Baltimore, they can come to his aid at a moment's notice.

Jack

The leader of Vitel's Sabbat, the Trimisce Jack met Lucius Sejanus ages ago in the Old World. He was impressed by Sejanus' fire and cruelty, his knowledge of politics and philosophy, and his understanding of fear as a method of control. Jack was the only member to whom Lucius confided his plans for leaving the Sabbat, and his friend promised that whenever Marcus was ready to become master of the world, he would be there to help. They bound themselves in one of the sect's first vinctula, and Jack remains tied to Vitel.

Time passed. Jack survived the Camarilla resurgence and fled to the New World. He based himself in New York City, where he participated in strikes and perpetrated violent crimes. He formed a new pack, but all the while continued to wait for Sejanus. No other leader had ever made Jack believe that any obstacle could be overcome. No other leader had ever given his unlife such purpose.

When Jack heard word of the new Prince of Washington, D.C., something clicked. He brought his pack to Baltimore to fight the battles there, and then made his way alone to D.C. Relying upon his instincts and his vinctulum, Jack went straight to the Prince and renewed their unholy alliance. Jack now serves Marcus, his primary duty to kill those Camarilla vampires that Marcus wants to be eliminated. Like the Prince, Jack enjoys pitting the Camarilla and Sabbat against each other.

No members of Jack's coterie know about his special relationship with the Prince of Washington, although they are aware that one of the elders inside the city is betraying the Camarilla.

Sire: Agatha of Maidstone

Nature: Conformist

Demeanor: Director

Generation: 7th

Embrace: 1250

Apparent Age: 30s

Physical: Strength 5, Dexterity 6, Stamina 5

Social: Charisma 3, Manipulation 3, Appearance 1

Mental: Perception 4, Intelligence 2, Wits 5

Talents: Acting 4, Athletics 3, Brawl 2, Dodge 5, Intimidation 5, Streetwise 5, Subterfuge 4

Skills: Animal Ken 2, Drive 2, Etiquette 3, Firearms 3, Melee 6, Repair 1, Security 2, Stealth 4

Knowledges: Investigation 3, Law 2, Medicine 3, Occult 3, Science 1

Disciplines: Animalism 4, Auspex 4, Celerity 3, Fortitude 2, Obfuscate 4, Potence 3, Presence 3, Vicissitude 6

Backgrounds: Allies 5, Contacts 2, Sabbat Status 3

Virtues: Callousness 2, Instincts 5, Morale 5

Path: The Path of Power and the Inner Voice 3

Willpower: 7

Notes: Jack's sixth level of Vicissitude allows him to turn parts of his body into fully usable melee weapons. He is at his most dangerous when he appears unarmed.

Image: Whatever he wants to look like, but it's always a little off. His most common appearance is a crazed-looking, younger version of Jack Nicholson, but Jack likes to vary things. He enjoys portraying the mysterious female elder as well.

Roleplaying Hints: You watched Jack Nicholson in *The Shining* and decided that his character served as a good role model for this new age. You get sick pleasure out of murder and torture, which has caused problems with the Sabbat Inquisition in the past. You like to touch the person you're talking to.

Haven: Jack has several safe houses in Northeast D.C., and another down near Anacostia. He conducts operations in Baltimore as well.

Secrets: A

Influence: Jack has a good deal of influence in the Sabbat, and most of its members see him as a strong leader. Few would even guess how desperately he craves to serve the commandments of his master.





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Chapter Five: Circles Within Circles

Washington isn't a city, it's an abstraction.

—Dylan Thomas

Washington, D.C. is a city governed by political intrigue. Here it's not a matter of what you know, it's who you know. The Kindred of Washington emulate the mortals, or perhaps it's vice versa. Every day, alliances shift, enemies become bedfellows and the entire system changes. The subtle machinations of power are fascinating, nearly intoxicating, as the eternal struggle of the Jyhad plays itself out on many different levels. For those on the outside, nothing ever appears to change. Only the city's heart is chaos, the workings of the powerful taking place behind an invisible barrier which separates them from the world.

The Prince's Allies

Members: Marcus Vitel, Karina Dobson, Gino Manitelli, Jack

Washington, D.C. is Marcus Vitel's personal fiefdom, and Marcus understands the subtleties of power necessary to run it effectively. He takes great pride in playing the Ventrue against the other clans, and in using the Sabbat and the Camarilla both to further his own ends.

Fear is his ultimate weapon; the Prince has never called a Blood Hunt, preferring instead to make his targets suffer from unfulfilled anticipation.

Prince Vitel maintains a close circle of advisors, and consults also with his daughters on many decisions. The Prince may even ask newcomers for their opinions on problems or situations. Most Kindred see this type of questioning as a test, but in actuality, Vitel keeps his mind open to alternatives and avenues that he may not have considered.

The Prince also believes in delegating responsibility. He knows that he cannot micromanage the entire city, nor does he want to. In order to increase his support among the neonates, he will offer them decent hunting grounds or control of a ghoul in a high position. These are always areas that have little value to the Prince or ghouls that won't be missed, but which appear valuable on the surface.

The Prince gives his personal cellular number and offers advice and aid to neonates in the event that they have any problems. When a neonate proves competent, the Prince offers her a bit more authority, then has his

Sabbat allies sabotage her new area. The Prince will then explain that he cannot afford to have incompetents working for him, but that he will let the situation pass for now. All the neonate has to do is demonstrate her loyalty by drinking from a chalice of the Prince's blood. In this manner, the Prince manages to Blood Bound new pawns.

The Ventrue do most of Marcus' work for him. Karina Dobson and Gino Manicelli are both reliable servants. The relationship between Karina and Gino is strained at best, but this is how Marcus prefers things. As long as they are fighting one another, they won't fight him. Each of these individuals commands a number of ghoul and progeny which further serve the Prince.

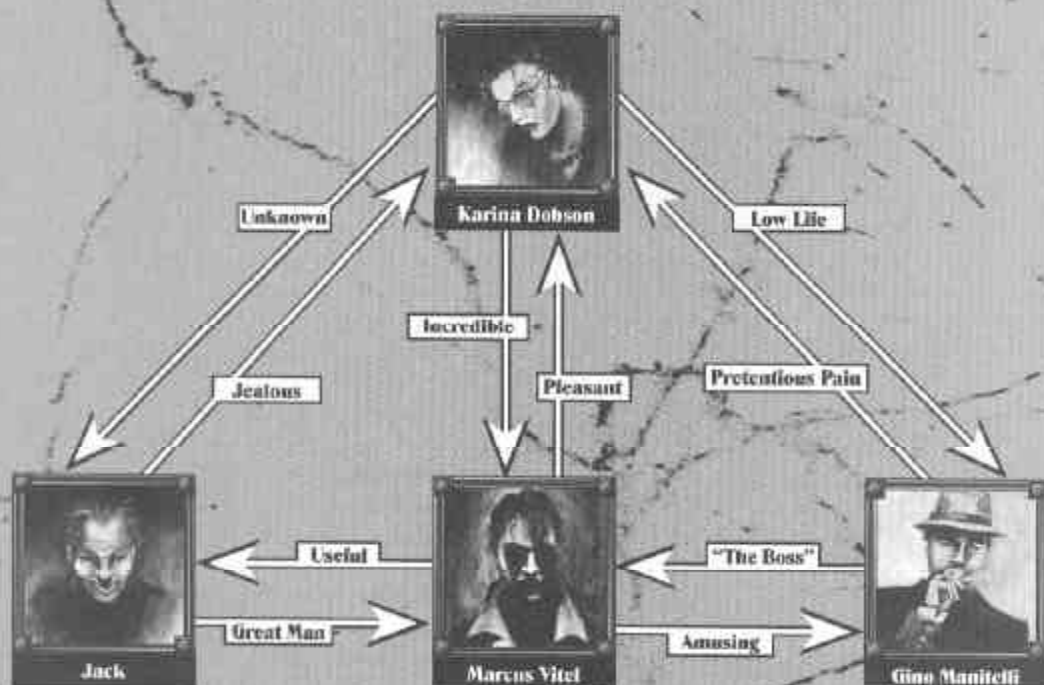
Gino Manicelli keeps a watch on the D.C. police and the underworld. He's aware of the Setite influence, but so far, the Prince has refused to divert enough resource to do anything more than contain their spread. Marcus is still trying to decide how to turn the Setite situation to his best possible advantage.

Karina Dobson is Marcus' intelligence gatherer. Her duties are virtually unknown to other Kindred. She prepares regular reports for the Prince on the state of the city and the nation. Armed with this information, Marcus calls the princes of other cities and offers appropriate boons. After the great flood of 1993, several desperate midwestern princes owed boons to Vitel.

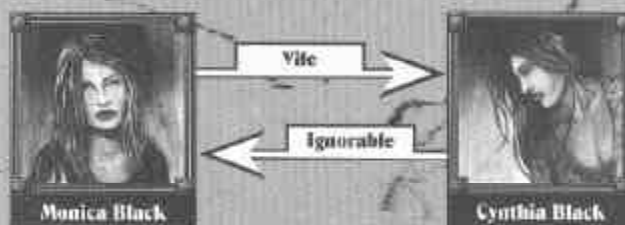
Prince Vitel rarely involves himself in the night-to-night affairs of his domain. In order to understand his method of rule, one must first understand his philosophy of power. The Prince believes that power ultimately stems from perception. He rarely uses his Disciplines or walks the halls of Elysium. He appears to wave the flag of authority, but that's all. Vitel believes that if he lets the other Kindred of the city learn the true extent of his personal power, no matter how great that might be, it won't compare to the measure of power that they imagine he possesses.

Prince Vitel plans his time carefully. If something disrupts his schedule, he treats it as a minor irritation. When he takes action, it is decisive and overwhelming. This is not to say that he can't also be kind. He takes

THE PRINCE'S ALLIES



THE PRINCE'S DAUGHTERS



every possible step to make the lives of new Kindred easier, having observed that neonates are usually insecure creatures, and desperately looking for help. He promises protection and assistance to those who serve him loyally, and never makes a promise that he cannot keep.

In many ways, Prince Vitel operates like a traditional Mafia godfather. He inspires respect and fear in other powerful individuals, including his own daughters. He relies on this atmosphere to create expectations in others that will serve to protect him. He wants to maintain this powerful impression so that even if he wished to leave D.C. for a week, all of the Kindred in the city would still be too terrified to raise a hand against him.

One final note on Prince Vitel: He is loathe to throw away anything that may one day come in handy. Perhaps that's why the Pontifex Peter Dorfman remains extant. The Tremere also serve Vitel's interests: no matter how much a Kindred may hate his reign, most of them fear Tremere control over Washington, D.C. even more. If only they knew....

When Marcus Vitel needs the Sabbat's support for his plans, he calls on Jack. Of all the vampires in the city, Jack knows the most about Sejanus, but he's as damned as Lucius if they ever slip up, and the Sabbat would take their time sending Jack to Final Death. Jack gives Marcus his two cents worth whenever they talk.

The Prince's Daughters

Members: Monica Black, Cynthia Black

The Prince's daughters are the Kindred with the most status and least power in the city. Treated like royalty by most, when it comes to controlling their own lives, they are nothing more than toys for Vitel's entertainment.

Monica hopes that rebellion will rise up and sweep Marcus away. She is certain that her generation and allies will put her in a position to take control of a city of her own in the aftermath of such a conflict. Perhaps not Washington, but Monica Black intends to become a prince some night. She tries to stay on good behavior with Marcus because she clings to the hope no matter how foolishly, that he will give her reign over Rockville, Tyson's Corner, Alexandria or one of the other cities surrounding the District. Monica hates Cynthia with a passion, both because she acts so stupid and because she will not rebel against Marcus at all.

Cynthia Black is confident that when Marcus Vitel falls, her hand will hold the stake that impales him. Cynthia feels that Monica is a fool, blatantly displaying her rebellious nature and daring to defy Marcus in spite of his utter power over her. Cynthia believes that the Prince, like many men, can be blinded by flattery and made to lower his guard. When that moment comes, the Black Hand will have one less enemy. Cynthia tries to gain pawns and tools, like Pieter van Dorn and Cohn Rose who will support her after the Prince falls, and who will make her life more relaxing in the present.

The Prince knows far more about his daughters than they suspect. He favors Monica, although he would never tell her so. Of anyone, only Monica has the courage and the fire to serve as his queen in the new world. She must grow a great deal before she will be fit to replace Marissa, but there's time.

Cynthia, on the other hand, is not long for this world. Marcus knows that she's an operative of the Black Hand, and he wants to have at least one agent near him. Better the enemy that he knows than one he doesn't. As long as the Black Hand believes they have an agent of that organization close to him, they won't attempt to deter any of his plans. Now he waits for her to recruit a new member, perhaps Pieter van Dorn. Three nights after she has made herself an

ally, she will die. Her games are amusing, but the Prince has had enough. He hopes that Monica will learn from her example when he sends her soul into the Abyss.

Both women need Marcus, at least for now. They are prime targets for diablerie and thus depend upon the Prince's protection. On those rare occasions when they are away from their father, they have heavily armed ghoul bodyguards to provide cover in the event they should need to make a quick escape.

The Tremere Chantry

Members: Peter Dorfman, Helena Taylor, Pieter Van Dorn, Cohn Rose, Dr. Hans Schmidt

The Tremere head the opposition to Prince Vitel. Led by Pontifex Peter Dorfman, the Tremere's power base in Washington, D.C. is not to be taken lightly. If it weren't for the Prince's secret Sabbat allies, the District of Columbia might again belong to Clan Tremere.

The Pontifex, unlike the Prince, continually makes his presence known in the city. He goes to nightclubs, visits Elysium and attends political functions. Peter Dorfman exudes self-confidence, a sense that is backed by the various mystical items he carries with him.

Few things escape the notice of the Pontifex, and he is constantly on the search for new pawns in his games of power. Dorfman also probes for any chinks in the Prince's armor. He knows that Prince Vitel has many skeletons in his closet but refuses to act on any suspicion without absolute proof.

The Tremere have some of the most competent elders in the city. Unfortunately, the Pontifex spends too much time playing large-scale political games to notice much of the maneuvering within his own Chantry.

Helena Taylor is constantly on the watch for the Pontifex to make some small mistake. She is always flitting around Elysium and is a close friend of with Monica Black's. The two women have a great deal in common, and have made an agreement that if either assumes the position of their current master, they will also work to replace the other's. Helena would like to serve as primogen of Clan Tremere in Washington, D.C., but she's certain to be transferred to another city. The Tremere don't intend to have any individual tie herself too tightly to a particular region, especially the capital of the United States. Clan Tremere doesn't want another Prince Marissa, whom even the Circle of Seven had difficulty controlling.

Helena maintains a close bond with all of her progeny, especially Pieter Van Dorn, the Chantry's resident rebel. Both she and Peter Dorfman allow Pieter's rebellious streak to run its course, using him to gain information about their enemies. Of course, Van Dorn honestly believes in his poetry and anarchy sentiments, which makes him the perfect agent.

Helena's greatest fear is the mage Trevor Barron. Though she once loved her apprentice, his presence in the city now could ruin everything. Helena could embrace him, but if she did, then the Prince would have her soul via prestation. Helena knows that both Art Morgan and Pieter have met the mage; her inevitable confrontation with shadows everything she's worked so hard to build.

Cohn Rose supports Peter Dorfman as long as the Pontifex and Meerlinda keep stroking his ego. All Cohn wants is center stage, and he's willing to screw anyone to get it. Only the Prince does a better job of gaining boons than Cohn Rose. The Tremere also has contacts with the anarchists and the Toreador. He suspects that Rachel Evans is having some trouble, and that Chas Voyager is plotting to overthrow the Prince. Cohn enjoys taunting the Toreador Primogen and, unlike his friendly rivalry with Pieter van Dorn, Cohn and Chas don't like each other. Cohn gets along well with Cynthia Black, though Cynthia has recently been less interested in Cohn on account of his relationship with Angelique Stravinsky.

Pieter van Dorn recognizes that he has more liberty to speak his mind than most of the other Chantry members. Sometimes he deludes himself into believing that the Pontifex fears a confrontation with him. Other times, he's certain that he's just another helpless pawn in the games of elders and Methuselahs. Pieter sees Helena as his mother, but while he has a bit of an Oedipal complex, he wants her to get together with Trevor. Pieter believes in love, and finds himself developing deep feelings for Angelique. Pieter doesn't trust the Pontifex or Dr. Hans Schmidt.

Hans Schmidt doesn't consider himself part of the Chantry, except as a matter of convenience. He hates the lot of them, and he's certain that the Dark Lords will enjoy feasting on their tainted souls.

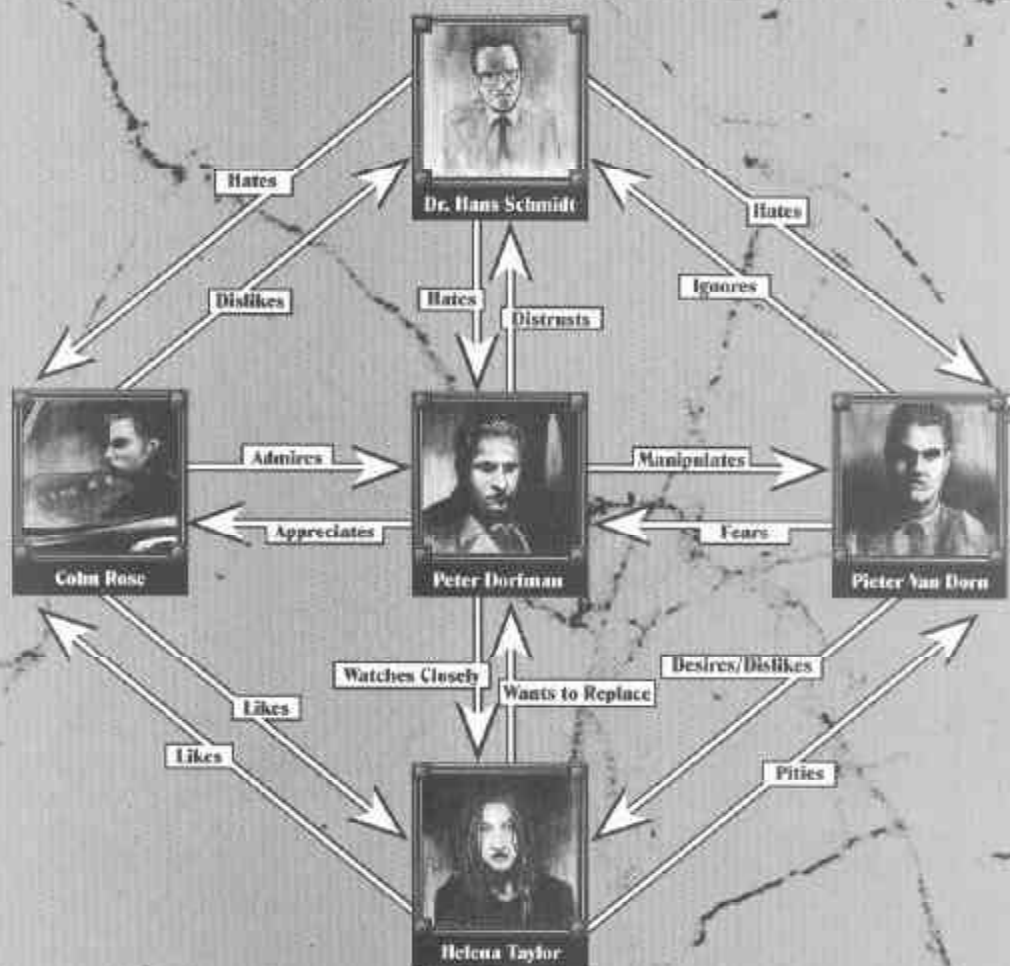
Elysium Harpies

Members: Helena Taylor, Monica Black, Cynthia Black, Angelique Stravinsky, Cassie and Cohn Rose.

The Elysium crowd determines the distribution of the morsels of power dropped by the Prince, and in many ways they actually have more control than the primogen. The harpies listed above are only the most important members.

Helena Taylor and Monica Black treat each other as sisters and equals; in fact, more than a few neonates have actually thought that Monica and Helena were the Black sisters, rather than Monica and Cynthia. Each of the two regards other vampires differently, however. Helena prefers to look at things in a positive light and is more trusting of other Kindred, while Monica is skeptical of everyone's intentions. The two enjoy playing games with their pawns and seeing which one of them can exert more influence over the city.

THE TREMERE CHANTRY



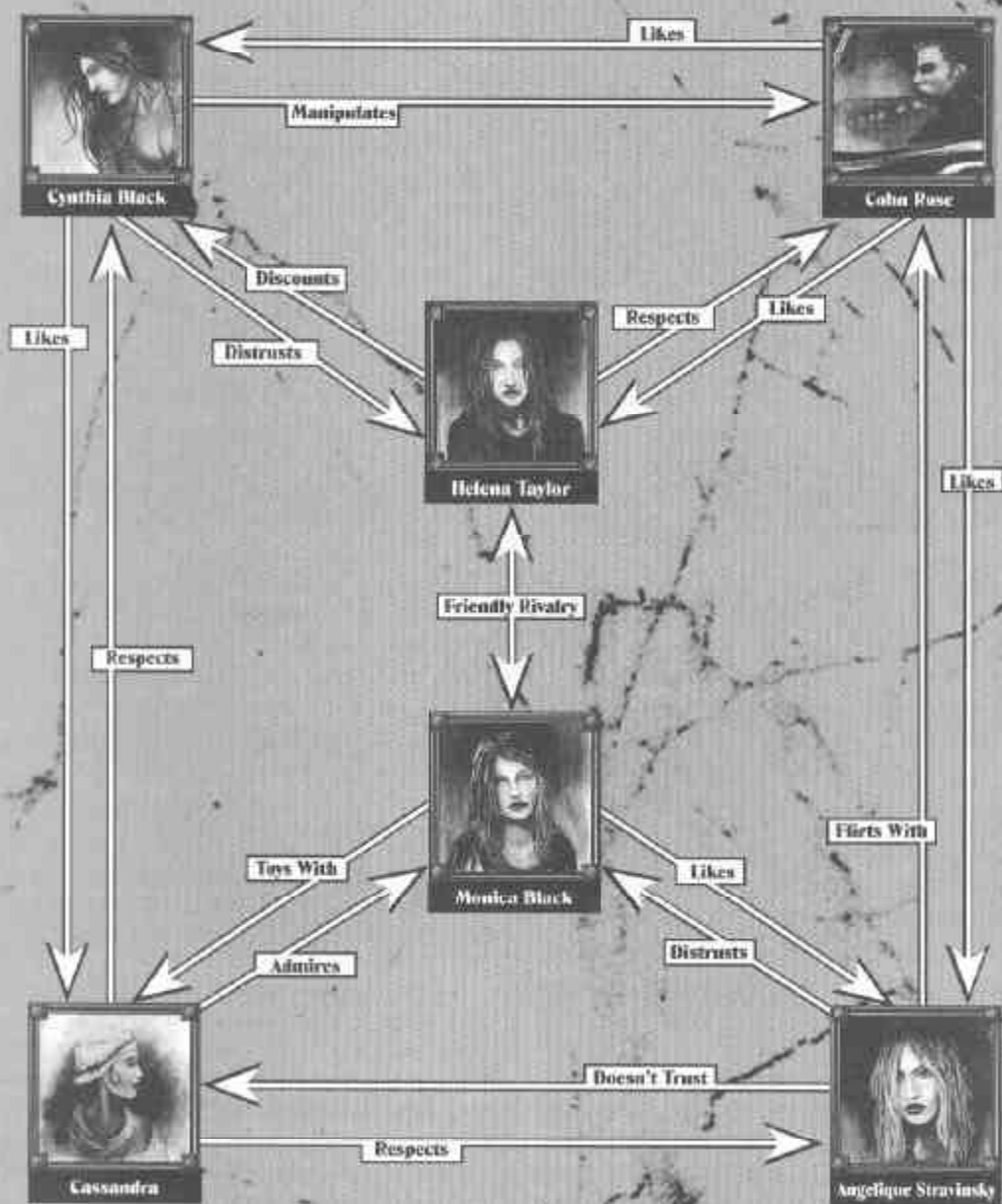
The other members of the Elysium crowd take their eyes from Monica and Helena. Angelique falls in behind Helena, while Cohn and Cassie tend to support Monica's views. Cynthia always sides against Monica.

Cohn enjoys flirting with the harpies, and through them, he's privy to the origins of many rumors and exchanges. He believes that Monica and Helena are simply tools of the Prince and the Pontifex, respectively, but he could never express this to them. Cohn establishes new fashion trends for the men in the city, and the harpies generally tease him about being more Toreador than Tremere.

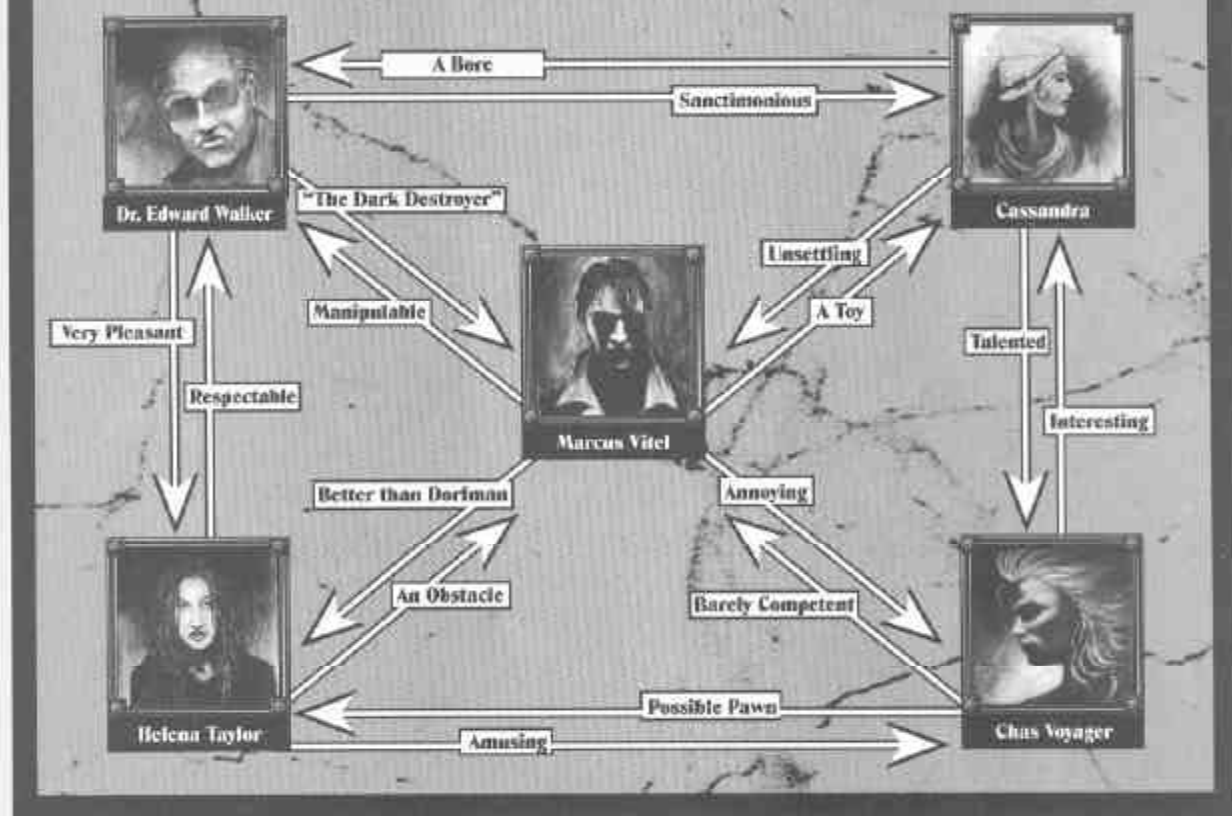
Cassie's visions are always fun for the Elysium addicts, and despite what Cassandra may want to believe, they are the primary reason she's invited to all the social outings. Entire nights are spent in speculation upon Cassie's visions. Angelique has pointed out to the others on more than one occasion that if Cassie were faking these visions, she is doing a clever job of manipulating the rest of them. Regardless of whether Angelique is correct, none of the other Elysium regulars wish to lose out on the fun of puzzling over Cassie's prophecies.

Every month, each of the Elysium members must bring a Kindred with them to one of the events. This may be an after hours tour of a museum, a concert, or a good play at

ELYSIUM HARPIES



PRIMOGEN COUNCIL



either the Folger or the Kennedy Center. These newbies are exchanged off during conversations, and the Elysium members pick them apart, asking them compromising questions such as "Do you think the Pontifex would make a good Prince?" or "Which of the Prince's daughters do you think he likes the most?" and generally amusing themselves. If the newbies are experienced Kindred, then it becomes more of a social event. Pieter Van Dorn almost always attends these outings. A neonate who handles himself well could end up with powerful connections by the end of the night.

The Primogen Council

Members: Cassandra, Chas Voyager, Helena Taylor, Dr. Edward Walker

The primogen, for all its claims to independence, really has very little say in the goings-ons of the city. It meets at Vitel's sufferance. He presents the business to be conducted, and the primogen can do nothing more than advise him on whatever matters he brings to their attention. Indeed, most believe the primogen exists only to provide a cover for Prince Vitel's true dictatorship of the city.

Vitel does listen attentively to everything the council says, not just to hear its opinions but also to gauge what is happening in the city. If the members of the council ever realized just how much the Prince acts on their suggestions, they would begin to manipulate him for their own ends.

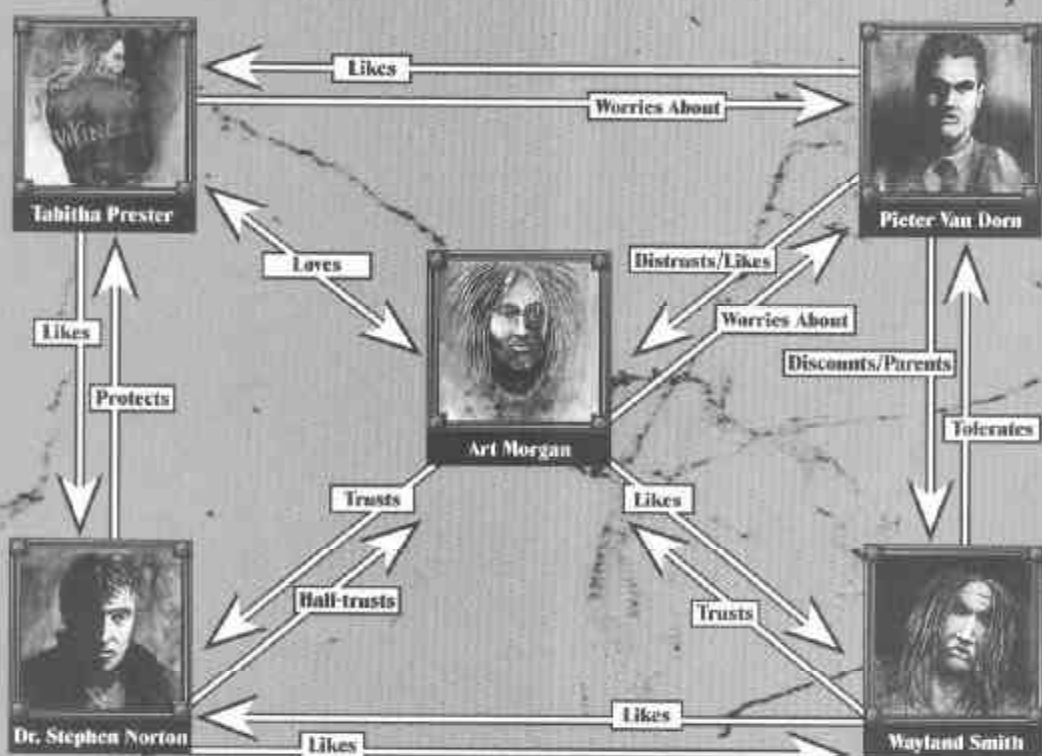
As it stands, Cassandra primarily speaks for the city's harpies. Chas Voyager assumes the moral high ground of the lot, taking advantage of any opportunity to slam both the Prince and the Pontifex. Helena pretends to speak for her clan, but in fact she schemes to achieve her own personal agenda—of which Vitel is well aware. Walker serves as the Prince's mouthpiece.

Art and His Archons

Members: Art Morgan, Tabitha Prester, Dr. Stephen Norton, Pieter Van Dorn, Wayland Smith

The leader of the city's Gangrel has his own coterie of so-called Archons. Morgan believes Washington, D.C., needs a justicar to protect the Camarilla's interests, and he's appointed himself to the task. Despite the fact that most of the elders openly scoff at such a suggestion, this pretense is generally tolerated.

ART'S ARCHONS



Art Morgan has gathered a group of younger vampires from the various clans and convinced them to help him police the city. He's always looking for new members, especially from clans not currently represented. Fortunately for Morgan, few of the elders realize this band's effectiveness or the extent of its operations.

Art's Archons, the Artangels or Archangels, stay in constant contact with each other and receive help from the mage Trevor Barron. They normally gather at the Norton Mansion, and conduct clandestine operations against the Serites, Sabbat or any others whom they feel threaten the safety of Washington, D.C.

Pieter Van Dorn sees himself as a balance against Art Morgan. The two often argue about the tyranny of the Camarilla and the justice of the Anarch Movement. Art takes the position that the best way to fix vampiric society is to reform the Camarilla from within, while Pieter spouts words of revolution. Steve Norton tends to handle operational command and research, as he is able to break into any location he wishes and gather information. Steve takes Art's side in most arguments. Wayland Smith admires Steve Norton, but he respects Pieter's less radical positions.

Stephen Norton has convinced himself that Prince Vitel is irreparably evil. He refuses to accept any evidence to the contrary, claiming all of it to be a part of the political machinations of a master con man. Steve intends to depose Marcus, and has no worry about whether Peter Dorfman will become the new Prince. Dr. Norton can't stand to watch the way the Prince manipulates his daughters.

Wayland Smith is new to all of this, but he enjoys having friends that he feels he can trust. Raphael Vega, Wayland's ghoul, often comes to meetings with the Toreador. Wayland's biggest concern is the Sabbat. He buys into Vitel's rhetoric and likes to recommend missions into Sabbat-held sections of Baltimore, in order to take some of the heat off D.C.

Art Morgan does not involve himself in actual missions, as do the younger vampires. He keeps himself above all of that, knowing that young neonates can usually get away with more than elders can. If he were to make any such moves, others would notice and complain.

The Anarchs

Leaders: Velvet, Razor, Pieter Van Dorn

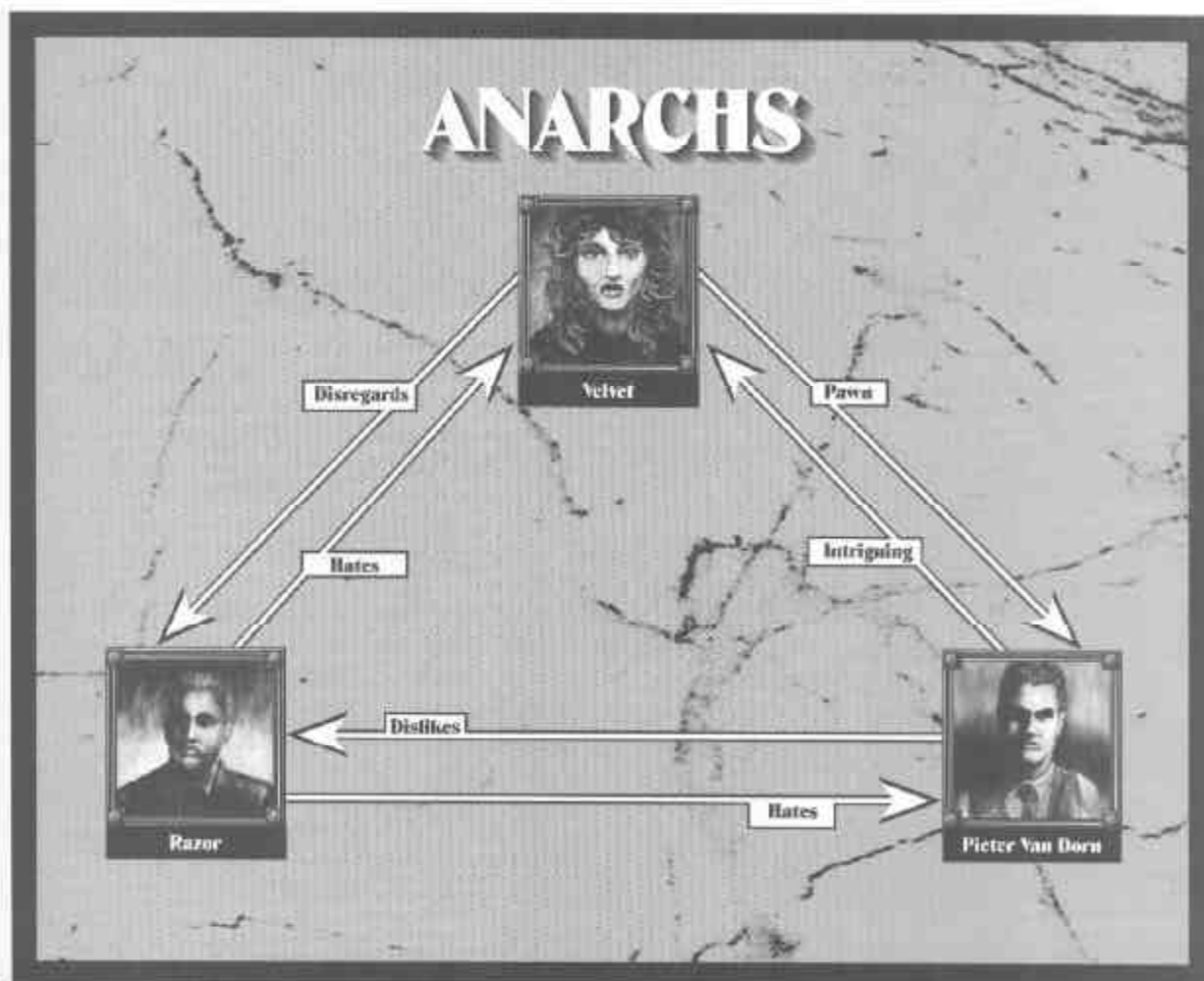
Washington, D.C. has always had rebellious elements. While members of the Anarch Movement typically stay in the city for just a short time before they move on or are destroyed, a few have made D.C. their home. The punk movement is also alive and well in Washington, and although the punk subculture may not be as loud or as violent as it is in other cities, it is well entrenched.

Velvet claims the title of chief anarch in Northeast D.C. She's not afraid of Marcus Vitel and feels the Prince needs to take a long look at what the Kindred of Washington, D.C. really need. To her mind, he ought to do away with his high-handed style of rule and discard the upper classes of vampiric society. Velvet doesn't offer any suggestions as to how to maintain the Traditions after the elders vanish, but she follows the teaching of Bakunin, and this is all that would matter should the government go down in flames. The Prince regards Velvet as a mere annoyance, but if she manages to generate enough support to appear as a legiti-

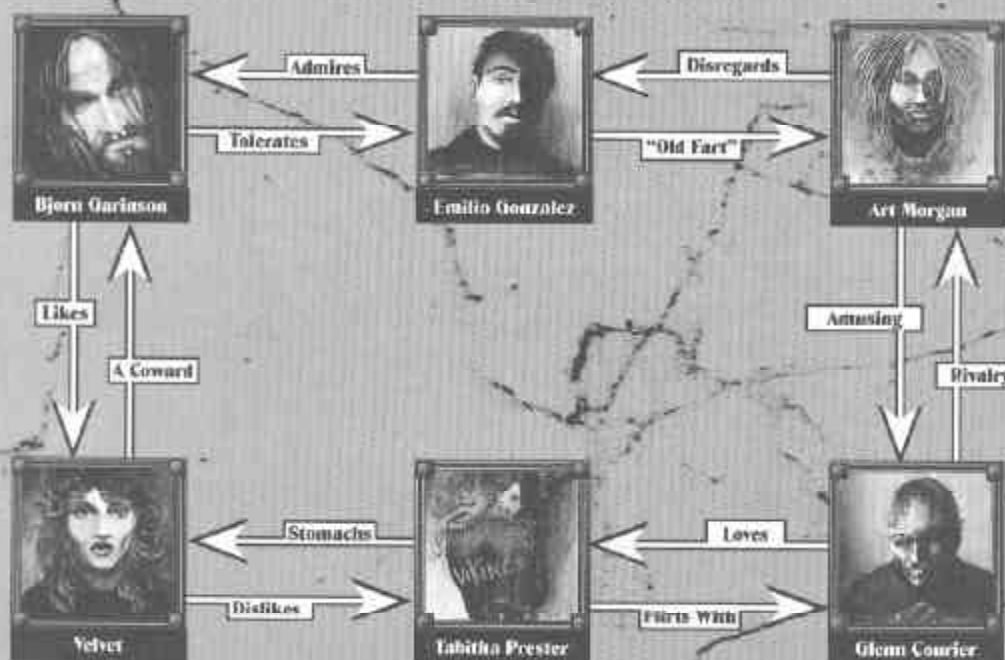
mate threat, he intends to destroy her. For now, he finds her amusing. Velvet believes that Razor is a myth created by Prince Vitel.

Razor hopes that Velvet will one day rouse the Prince's anger: he is curious to see what Marcus is capable of when truly irritated. He's tried himself to taunt the Prince, but so far Vitel has kept his cool. Razor would like to recruit Stephen Norton to his cause; however, his blood descendant is as elusive as he is. Razor believes the best way to promote anarchy is through psychological warfare. He can't stand Pieter Van Dorn, whom he considers to be a spineless servant of the elders, used by Dorfman to demonstrate that the Tremere will allow dissenting opinions. Razor wants to cut Van Dorn wide open, but he worries that Dr. Norton may be a friend of the South African poet.

Pieter Van Dorn tries to play the role of friendly adversary to the Prince, unaware of how precarious his position would be if the Prince took him seriously. Both Helena Taylor and Art Morgan attempt to reason with Pieter to tone down his rhetoric, but Pieter feels that he needs a new cause. He's intrigued by Velvet and would like



PURGATORY REGULARS



to meet her; however, Pieter believes that the mysterious Iris DuMont could be the true leader that the people need. He scoffs at what he considers Razor's feeble attempts to achieve anarchy.

The Purgatory Regulars

Members: Bjorn Garinsson, Emilio Gonzalez, Velvet, Tabitha Prester, Art Morgan, Glenn Courier

The self-proclaimed underbelly of Washington's Kindred community gathers at their own version of Elysium — Purgatory. The ancient Viking, Bjorn, owns Purgatory, and he invites all Kindred to hang there. Ghoul and mortal members of the Purgatory Crew come to party and feed any vampires feeling hungry. Several of them are Blood Dolls, although they'd wipe the floor up with anyone who dared to call them that.

The main order of the night in Purgatory is to complain about or make fun of the Prince, the Pontifex or the Elysium harpies. A picture of Vitel hangs over the dart board on the

side of the club. Gonzalez likes to talk about how he's going to hurt someone, and Glenn Courier likes to call his bluffs. Art Morgan and Bjorn almost always go into the back rooms to discuss serious plans, much to the chagrin of the younger Kindred, especially Velvet. Every once in a while, fights break out in Purgatory, but Glenn, Bjorn or Velvet can break them up before they get serious. Despite all of the personality conflicts and difficulties, everyone still keeps coming back.

When new faces show up at Purgatory, they get razed a bit. Glenn might ask one to help him test a new chain. Art may offer a neonate a cigarette that burns far faster and hotter than tobacco. Emilio may get the neonate to buy drinks for his mortal allies.

If the bar is ever attacked, almost all of the patrons would come to its defense. The local police refuse to respond to calls about Purgatory, unless the violence threatens the other nightclubs or restaurants around it.

The Gangrel-Nosferatu Alliance

The Gangrel and Nosferatu of Washington, D.C. have a much closer relationship than most other Kindred realize. The alliance began when Tabitha Prester and George Lawrence set up the Rat Patrol to watch subterranean Washington. The Rat Patrol (maintained through the combined Animalism disciplines of the clans) reports on the activities of the beings who skulk around beneath Washington, D.C. The "leader" of the rats is one of George's ghouls, a very large, intelligent, black rat named Shakespeare. The Rat Patrol carries information back and forth between members of the two clans. In case of extreme danger or emergency, all of the Gangrel and Nosferatu can be notified quickly, and will come to each other's aid if possible.

The organization of the Rat Patrol has brought the two clans close together. When the groups started communicating, they realized that they shared a great deal in common. The Gangrel, accustomed to struggling with their own inevitable transformations, turn a blind eye to the horrific appearances of the Nosferatu.

Glenn Courier has developed a bit of a crush on Tabitha Prester. He likes to joke with her that she reminds him of a few of the ladies he's cut up. She usually jokes back

that during the period when she was writing her dark poetry, getting cut up by a serial killer was about all she could hope for.

Art Morgan and George Lawrence spend a lot of time discussing philosophy and more esoteric issues. Coming in halfway through one of their talks can be a bit frightening. They rarely stick to a subject, but segue constantly from one topic to the next.

Art doesn't think much of Nathan. He considers the old rat a coward, a charge that Nathan won't refute in front of Morgan. Nathan believes that Morgan's continued involvement and his pretensions about being a kinder, gentler Justicar will just lead Clan Gangrel and his Nosferatu toward disaster. Unfortunately for Nathan's status, George has started listening to Art Morgan more than the Nosferatu elder.

Politically, the Gangrel and Nosferatu want to maintain the status quo, although they don't like or trust Prince Vitel. Still, they prefer a dictator they know to one they don't. The only issue that the alliance completely disagrees with the Prince about is the matter of the Sabbat. Neither George, Art, Glenn or Tabitha believe that the Sabbat is as totally evil as the Prince presents them to be. If the opportunity arises, the clans intend to begin to dialogue with the Sabbat. However, even Art admits that the idea may be a bit naive and somewhat risky.



The Lupine Connection

The Gangrel and Nosferatu also maintain a secret alliance with the Garou from the Sept of the Awakening. The head of the sept, Mother Tamara, prefers to have allies in the city, even if they may have the taint of the Wurm on them. The Bone Gnawer Ahroun Blood Licker, the head of the Black Rat Pack, receives tips from the Nosferatu about Kindred activity. The Nosferatu allow the Lupines access to the sewer tunnels and the metro, and the Gangrel leave them alone in D.C.'s parks. In exchange, the Lupines help fight off Sabbat packs. In the last few months, strange Shadow Lord Garou have entered the city, and both the Kindred and the Lupines from the sept suspect that they may be working for the Sabbat, one of the elders or the Prince. A few whispers have reached both sides that a hive of Black Spiral Dancers has taken root in Washington's extensive underground.

Outside Influences

Too much political power lies within D.C.'s borders for any prince to ignore the city, and elders and Methuselahs all around the world similarly take interest in Washington, D.C. Mages and werewolves, too, have a stake in what goes on, as they work to protect sacred sites from development or gain approval and funding for new technologies.

The Camarilla regularly sends Justicars to the city to ensure that neither Prince Vitel nor any other Kindred gains too much influence over the capital. It justifies these actions by arguing that too much manipulation of the U.S. government would endanger the Masquerade. The Gangrel Art Morgan reports to Europe on a regular basis, and while the Camarilla doesn't openly recognize Morgan as a Justicar, it nonetheless privately allows him to function as though he were one. It is doubtful that the Camarilla would back him up if a conflict arose between him and Vitel.

The main reason for this is that Camarilla princes from across the world manipulate congressmen and senators. Retainers have positions on many D.C. staffs, albeit usually at low levels. These princes would like to see their cities receive federal funding for various projects. They also want to make certain that laws which could harm the economy of their cities don't pass through Congress.

Foreign Kindred often stay near the embassies of their home countries when visiting. However, most Kindred across the globe send ghouls to carry out their wishes rather than traveling themselves. Like the domestic princes, they want to keep American money flowing into their domains.





A few have more pressing agendas, such as getting American troops to defend their people or preventing U.S. intervention in an area. Vampires in developing nations are more concerned with Washington than those in economically stable countries.

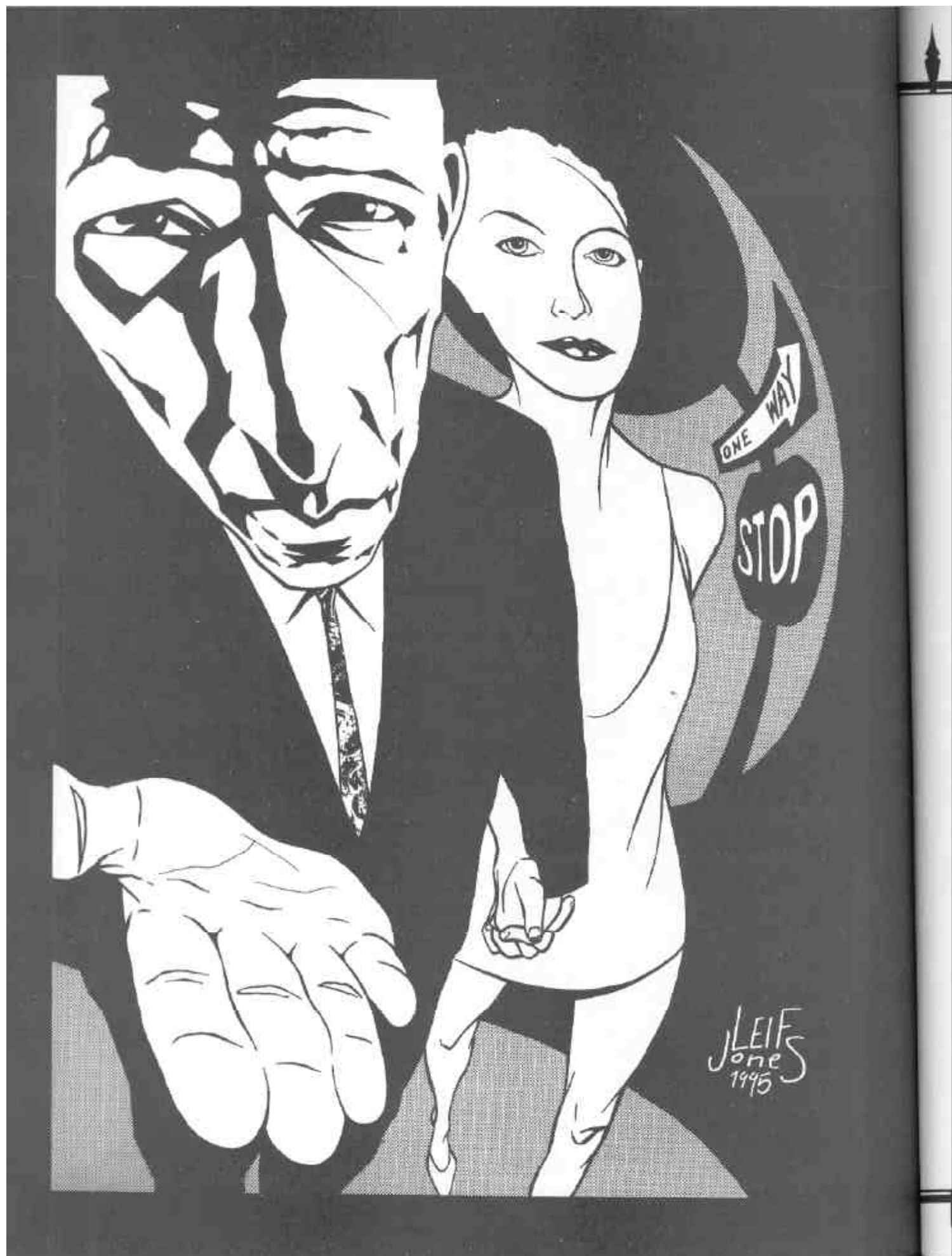
As long as these outside Camarilla Kindred feel they have some influence and control, they will be pleased with Vitel's reign. However, if they begin to feel that they have no ability to affect national decisions which directly influenced their domains, complaints would soon reach the heads of the Camarilla. If this were to happen, several Camarilla agents would descend upon the city, and Marcus Vitel would come under more scrutiny than ever.

Since the beginning of the Reagan administration, Marcus Vitel has offered his services as a proxy for princes unable to devote the resources to deal with decisions in Washington. Prince Vitel makes these offers only rarely and with the greatest of care. He knows that if the Camarilla decides that he's abusing his power, his reign will end as swiftly as did Marissa's. However, when he succeeds, he wins for himself political influence and gains a boon from another Prince. Vitel keeps careful track of these boons and holds on to them tightly, spending them only when necessary, such as during important Conclaves.

The Inconnu has no permanent watcher in D.C., for fear that the constant flow of Kindred to the city would put such a monitor at risk. Instead it sends scouts in regularly, and monitors the situation from afar. All the Inconnu wants to do is prevent any of the D.C. Kindred from drastically changing the course of human events. If push came to shove, the disappearance of a young vampire could easily be blamed on the continuing Camarilla-Sabbat war.

The Sabbat considers Washington of the utmost importance as well. The Archbishop of New York has enough political acumen to stage rallies and events in the Northeast when he wants Washington to get something done. The Sabbat hopes to capture the city eventually, but until that time, it relies on Jack and his pack. Indeed, Jack has been able to call on the help of a number of other packs, and Sabbat leaders may soon ask him to become a bishop.

Pentex, a powerful megacorporation (found in *The Book of the Wyrms for Werewolf: The Apocalypse*), has more than a thousand lobbyists working for them in Washington, D.C. Since Pentex has several hundred subsidiaries and the company's existence is unknown to the national government, few have any idea just how much control a single company has over national politics.



Chapter Six: Stories of Washington, D.C.

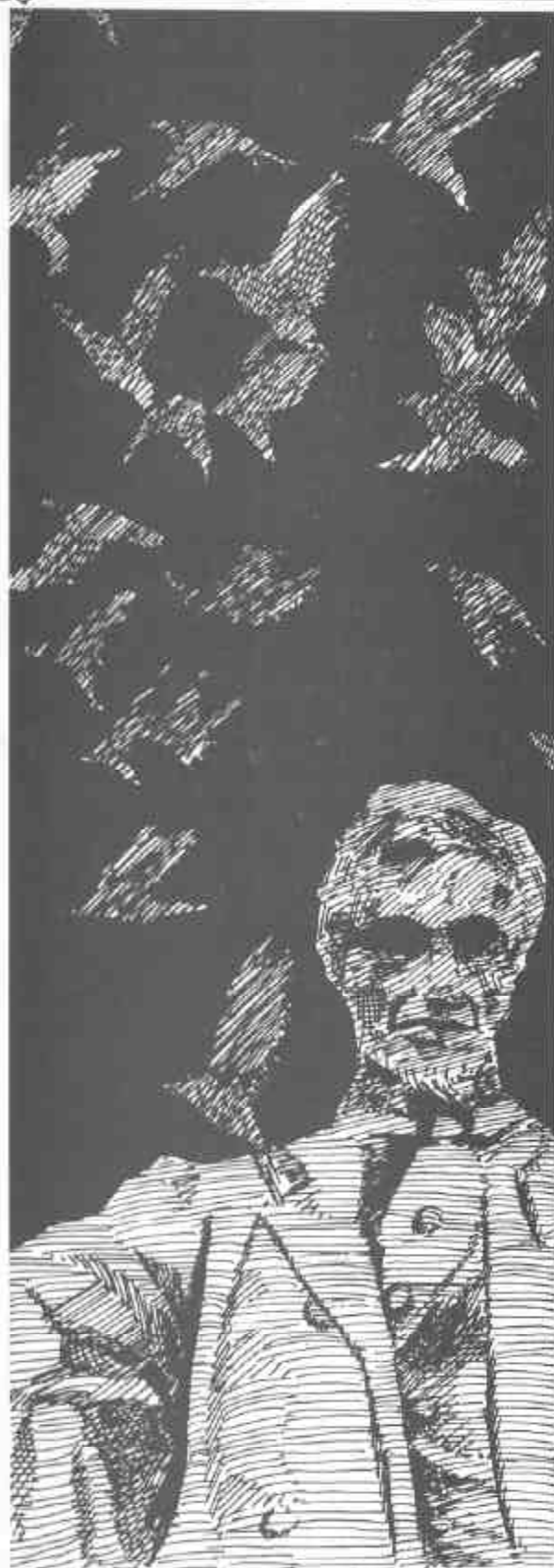
*I'm ready
Ready for the gridlock
I'm ready
To take it to the street
Ready for the shuffle
Ready for the Deal
Ready to let go
Of the steering wheel
I'm ready
Ready for the crush
— U2, "Zoo Station"*

Washington, D.C. as a setting is rife with story ideas. Each morning every newspaper in the nation reports on events related to Washington, D.C., whether the subject happens to be Congress, the President, the crime rate or an airplane crashing into the White House.

This book doesn't present a fleshed-out chronicle. Instead, what will be found there are encounter concepts, and story and chronicle ideas waiting for a creative troupe to breathe life into them. This book should serve as a source of inspiration for many chronicles to come. Any storyteller can take the encounter, story and chronicle concepts found in this chapter and mold them to fit her particular troupe and style of play.

Elements of Washington, D.C.

- Sirens wail constantly, as police, fire trucks and race off to deal with the latest crises. It doesn't matter where in the city one lives, for these alarms are heard everywhere.
- Parking is hard to come by in Washington, D.C. It's not as bad as New York City—a few parking garages and lots do exist—but these fill up quickly and charge high fees. At night, vampires will find spaces near government offices, but places where mortals gather will have scant parking in the immediate vicinity. Most people park a few blocks away and then walk a short distance to restaurants and clubs.



- The cost of living: everything in Washington, D.C. is higher than just about anywhere outside of Manhattan. Whether a vampire wishes to purchase clothes, food, or some other necessity, everything is expensive — especially housing. On the positive side, if you look hard enough and have enough money, chances are that you can find anything you want in Washington, D.C.

- The very poor and the very rich live within blocks of each other. Just between Union Station and the nearby Greyhound bus station, the neighborhood changes from restaurants, white marble and flags to vacant lots, row houses, garbage and rubble, all within just three or four blocks. The homeless are everywhere in the city, though they tend to cluster near metro stations. Not long ago, a homeless woman died in front of the Housing and Urban Development building.

- The influential (this means the elder) vampires do get some perks. They can enter nightclubs without paying the cover charge, and almost never have to buy drinks or pay for parking. Knowing the right people makes everything much easier.

- A lot of people who crowd the metro area are from out of town. Tourists flood the city during the summer months, filling all the hotels and generally looking to take in all the sights. With the recent opening of the Washington convention center downtown, many groups now hold conventions in D.C. Also, hundreds of diplomats and their relatives live in Washington for a few years before returning home. Protest rallies and parades draw people from around the country. During a Presidential Inauguration, natives who aren't part of the festivities keep themselves behind closed doors.

- Construction is a constant part of Washington life, whether it be building renovations, road repair, or utility work. This interrupts traffic patterns with a barrage of detours and makes ordinary travel through the city anything but dull.

- Monuments, memorials, dedications and inscriptions are hidden everywhere in the city, and new ones are being built every day. Almost anywhere you look, especially in Northwest, there's a new plaque or statue.

- The underground sections of Washington are enormous. Secret passages wind between half the government buildings. The D.C. sewer system has tunnels so large that it would be possible to drive a pickup truck from one end of the city to the other, all underground. Entrances to the old subway systems, sewers, the metro, etc., are all over the city if one knows where to look for them.

- Parks are a common element in Washington: there is a small park on the corner of practically every block. There are so many, in fact, that the residents begin to take these green, picturesque landscapes for granted.

• Unlike many cities, Washington doesn't have any skyscrapers. There are a few tall buildings, but most of the business centers are found outside the city in Virginia or Maryland. The center of the District is reserved for government.

• Washington is a confusing city in which to live. Even long-time residents make wrong turns, get lost or discover some new road or building within a few miles of their home. To make matters worse, the roads are poorly maintained and street signs change without warning.

• Government officials are everywhere. On almost any drive near the government offices, you will pass at least one limousine. Around the Capitol, limos and news crews abound.

• Airplanes follow the Potomac River to the National Airport. If you walk along the banks of the Potomac or sit anywhere in Georgetown, you can watch airplane after airplane take off or land. The top of the Watergate offers a tremendous view, but planes constantly fly by overhead. Flying things bigger than a bat generally get shot down if they are anywhere near the Mall or the White House.

Story Seeds

These are all simple encounters that can occur in Washington, D.C. to spice up a story or provide an interesting subplot.

Introductions

The first time characters meet the Kindred of Washington, D.C., reactions will seem positive. Almost all of the elders are constantly looking for potential allies and pawns. If the characters are obviously "tourists" not planning to stay in the city, the reception will turn cold in short order.

1. **Help, I'm Lost:** A small child, Bobby Johnson, comes up to the characters (near the Mall is best) and asks for help. He lost his parents earlier in the day, and he doesn't know where they've gone. For a worst-case scenario, he missed the bus back to his hometown. He needs help and it's dark. Even he knows that Washington isn't safe for kids to wander around at night. This encounter provides an opportunity for characters to regain Humanity and Willpower — or lose it.

2. **Cut Off:** As the characters drive through the city, a late-model Mercedes cuts them off. Whoever is driving needs to make a Wits + Drive roll (difficulty 8) and get three successes or else she will go careening into a tree. The Mercedes will stop, but if the characters approach it, it will pull off into the night. The only clue they will have to the driver's identity is the diplomat license plate. If they track down the owner, they will find the embassy of a small but powerful country and a driver who is under the protection of a foreign vampire.



3. **Ambassadors:** Virginia Gould, a Kindred from St. Louis, approaches the characters at either one of the clubs or in Elysium (if stats are needed, use Rachel's from the Toreador section). She starts up idle conversation about dancing, art, music or whatever seems appropriate. Then she starts asking the characters how they'd handle certain difficult social situations, such as a fight between the Black sisters. If the conversation remains pleasant, then Virginia lets the characters know that she is from out of town, and that she represents important interests who have a stake in national affairs. Virginia isn't as concerned with becoming involved in federal politics as with keeping others from becoming involved. She offers to hire the characters on behalf of her prince to serve as monitors and ambassadors for her city. She emphasizes that it would be a great favor to her city, and an opportunity for the neonates to gain status. If they accept, this could become the subject of an entire chronicle.

4. **Hey, Man:** The characters are wandering through the city, when a terrible-sounding van pulls up beside them. Art Morgan is inside, holding a street map. He looks over at the characters, "Hey, man, I'm Art Morgan and I'm lost. Can you help me find my way around? I've got a map" At this point, Art gets out of his van and approaches the characters, setting off several angry retorts from motorists backed up behind him. If he's treated well during this test, or if the characters seem at all concerned about the vehicles behind his van, he'll introduce himself as a Justicar of Clan Gangrel and offer to give them a ride to wherever. If they seem decent enough, he'll try to recruit them into his Archons.

5. **Instant Karma:** A woman comes hurtling down the street, crying hysterically. Holding her hands over her face, she smashes into one of the characters. She gets up without a word, and it's obvious that her tears are crimson. This is Rachel Evans, and she has just fed off an addict for the third time this week. She's scared and slightly tripped out, making Rötchreck checks for everything. If the characters prevent her from escaping (and she may try to fight) and calm her down, then she'll probably break down in one of the character's arms. For a more exciting introduction, have a character with Auspex notice a Setite ghoul watching Rachel and then following the group.

6. **Bum Luck:** As a character walks along a street, a homeless person shuffles up to her and asks for money. This is Amos. If the character blows him off, he gets down on his knees and shuffles after them, continuing to beg. He tells a sob story about having no money and suffering on the streets, rejected by his family and society. If a character gives him any money, he'll smile and flash his fangs for a moment. Then, he'll look at the characters and quietly ask them if they ever use the metro. If any of them say yes, he'll give them a pass allowing unlimited rides, then shuffle off. This





will mean the start of a friendship. If the characters attack Amos, he'll defend himself and run off, and they will have made a dangerous enemy.

7. Help Me, Mister: Melissa comes up to one of the characters and begs for help. One of her kitties (Dumpling's a good one; he's an extremely fat feline) was captured by bad animal control people. She wants the character to help her. Regardless of the answer, she starts crying pathetically. If the character leaves, Melissa decides to blackmail them by yelling "vampire, vampire" and pointing at the character. Melissa knows that a little girl yelling vampire is hardly a danger to the Masquerade, but she wants to freak the characters out and get them to help her retrieve her kitty. If the characters agree, then they have to break into an animal shelter to find the abducted feline. Storytellers should take every opportunity to hit sentimental or animal-loving players with pathetic animals whimpering on death row. If the kitty is retrieved, then Melissa will be the character's friend forever, and will always come to them whenever she's in trouble—which is frequently. Melissa won't use her own Disciplines in the encounter unless she is forced to.

8. Room for the Day: A man dressed as a cinematic vampire approaches the characters; those who know D.C. will recognize Dorian Adams. He will invite the neonates to his Castle for tomorrow night. He gives them directions, and tells them in serious tones not to be late. If they go to Castle Adams, then are greeted by mysterious organ music piping from hidden speakers. Dorian welcomes them and spends the evening questioning them about their unlives. He invites the characters to stay in the dungeons for the day, assuring them of the Castle's safety. If the characters stay, then they may earn Dorian's trust. If they decline, he will never repeat the invitation in the future. If the players cultivate a relationship with Dorian, he will eventually break down and tell them about his fears of the Prince.

9. Writing on the Wall: Razor takes notice of the characters (preferably after they do something exciting) and decides that they would make good anarchs. He tries to wake them up over a period of time, first by writing messages to them on the walls of buildings near their havens or hunting grounds. Razor will watch the characters' reactions when they read the messages. If the players do not notice the graffiti, then Razor starts attacking them and their mortal associates. When they finally notice, he leaves a half-full spray can next to his graffiti so that they can scrawl a response.

10. Malkavian On-line: Washington, D.C. has a large phone network, and several computer nodes, making it ideal for Internet users. If any of the characters in the group start accessing the Internet, then it doesn't take long for Scott Levin to encounter them. Scott drops hints about generational conflicts and asks questions like, "Who was Caine?" in his posts. If the characters send him some e-mail, then Scott (under his Golconda name) will reply quickly.



The elder will visit the characters' computer using his astral travel and ascertain who they are. If the neonates seem overly reckless or stupid, then Scott tries to manipulate them into doing his dirty work, sabotaging a few of the Prince's and the Pontifex's assets.

Secrets

Most vampires have skeletons in their closets as well as beasts within. Here are a few encounters with the Washington Kindred which will give the characters some hints about the games within the games. Many of these encounters will work with Sabbat characters as easily as anarchs or Camarilla supporters.

1. **The Snake God:** As the characters drive or walk through a D.C. park, they notice a group of mortals performing some kind of ceremony. These mortals are part of Joseph Fuller's cult. If the characters stay and watch, then they witness the Gangrel conducting a ceremony dedicated to the ancient god, Set, in which he sacrifices a young girl. Anyone who makes a *Intelligence + Occult* roll (difficulty 7) realizes that the ceremony has little to do with actual ancient Egyptian rites.

2. **Phantasms:** A character glimpses an image of a beautiful woman, who resembles the Black sisters. She's very real-looking and alarmingly close, but when the character turns to face her, there is no one there. The hauntings

continue, with the character glimpsing her in mirrors and seeing her in crowds. If he asks around, the description of the woman matches that of former Prince Marissa.

3. **What About Adoption?:** Near the monuments one evening, a character encounters Pieter Van Dorn and Angelique Stravinsky, sitting and talking quietly with one another. Angelique keeps asking Pieter what she should do about Wayland. Pieter just shakes his head and tells her that no one has to know. At this point, if the character is not using *Obfuscate* or being very stealthy, Pieter notices her. His eyes narrow. If the character tries to get away, Pieter uses his *Movement of the Mind Path* to snag him, then *Dominare* to erase his memories. If the character acts like she did not hear anything and discretely leaves, then she has to worry about Pieter and Angelique watching her nervously in the future.

4. **The Stranger:** A character encounters the Prince in an out-of-the-way location, talking with a vampire that she's never seen before. If the character starts to approach, Vitel notices her and the stranger heads away. The character gets a good glimpse of the stranger, and if she can read *auras*, she may try to do so. The Prince will use his *Presence* to convince her not to mention this meeting to anyone. Later, during a Sabbat strike by Jack's pack, the character may get a chance to recognize the pack leader.

5. **Touched by the Black Hand:** Cynthia Black takes an interest in one of the characters when she sees her at Elysium. Cynthia lures the neonate away from the other vampires to have a private conversation with her. Once they separate from the rest of the group, Cynthia asks her several questions about her beliefs in Antediluvians, her knowledge of the Sabbat and her opinion of the Prince. If the character responds well, then Cynthia will try to recruit her for the Black Hand. A poor response means that Cynthia giggles and makes the entire incident seem like a joke.

6. **Believe in Magic:** The characters notice a mortal stalking them over a period of several nights. She's a beautiful woman with platinum blond hair, who dresses appropriately for the neighborhood in which the characters hang out. If one of the vampires tries to approach her, she flees. Her name is Kayla Dare (if she gets caught), and she's a friend (apprentice) of Trevor Barron. She doesn't deny watching the characters. She'll tell them that they intrigue her. If forced, she'll admit to knowing that they are vampires.

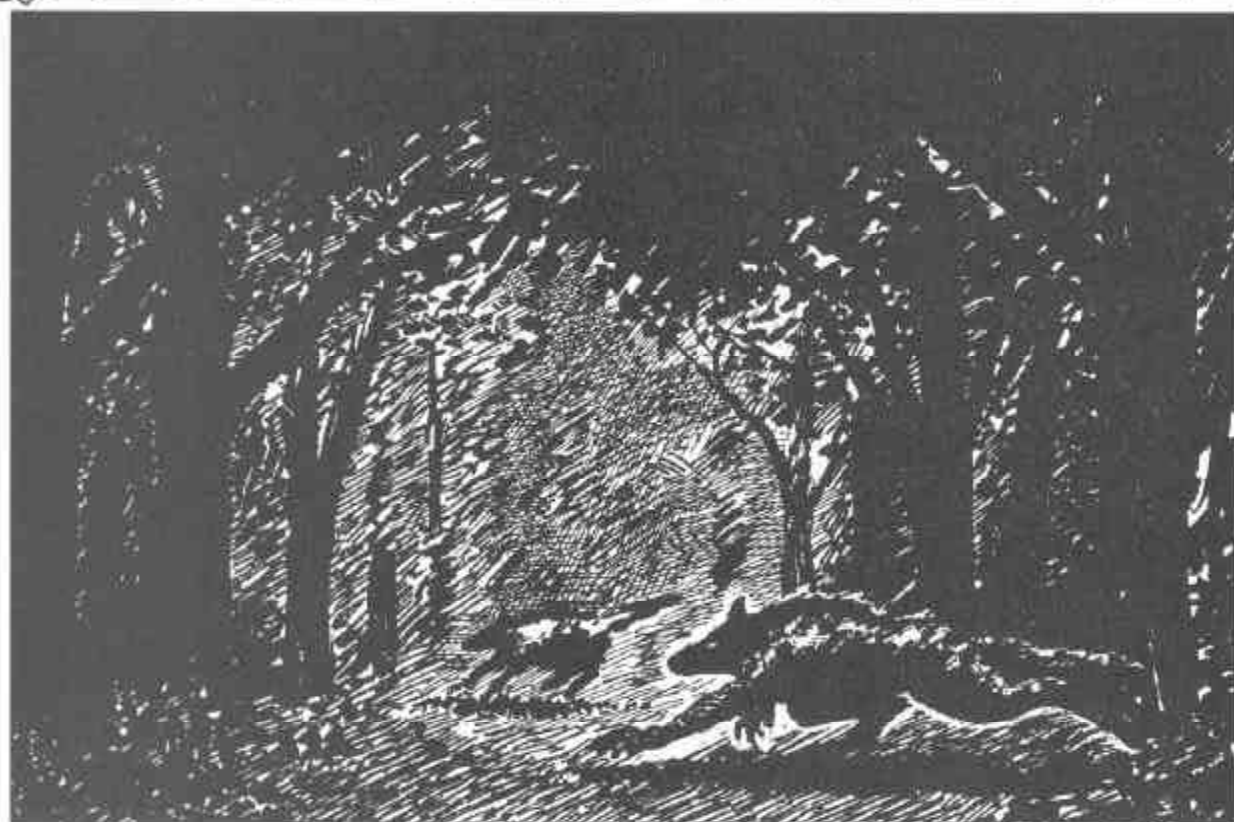
After a few nights, a man consults with the stalker late one evening. The man then approaches the characters and introduces himself as Trevor Barron, a mage of the Order of Hermes Tradition. Trevor shows the group a picture of Helena Taylor and asks if any of them have seen her. If they answer no, then he and Kayla depart. If they answer yes, Trevor presses them for a location where he could find her.

Trevor may admit that he loves her, but he will probably just say that he is an old friend with some good news for her. Regardless of the outcome, curious characters might seek out Helena to uncover the rest of this subplot.

7. **Snake's Pit:** This encounter works for any character, such as a Nosferatu, who might spend time beneath the streets of Washington, D.C. During an otherwise typical night, he comes across a strange set of footprints in the sewer muck. If he tracks them, they lead to a set of tunnels connected to the sewer, and the faint sound of hissing comes from just out of sight. If the character investigates further, he stumbles across an entrance to the Setite temple, where Ravenna is performing a ceremony with a number of Followers of Set from out of town. If the character leaves immediately, he can get out unnoticed. Otherwise ...

8. **Music from Beyond:** A haunting melody reaches the characters' ears. Chas Voyager is playing a flute nearby, and his eyes flicker with a strange light as the melody unfolds. All characters must make a Willpower roll (difficulty 6, Toreador difficulty 8) to avoid being mesmerized by the music. When Chas finishes the piece or a character touches him, he stops and blinks. The light in his eyes vanishes, and he looks a bit confused. He mutters a single word, "Orseau", under his breath. Chas tries to discount the incident, claiming that he felt inspired. Only if the neonates can convince him of their good intentions will he invite them





to his haven and tell them about his suspicions that he's being used. He demands that they vow not to reveal his secret to anyone before he allows them to leave.

9. *Mirrors*: During a dance or some chance encounter with Monica Black, have one of the characters make a Perception + Alertness roll (difficulty 8) and then a Wits + Occult roll (difficulty 9). If he succeeds, the character looks around at a reflective surface, a nearby car, glass in a picture frame, a well-polished tile floor, a window, etc. and notices that Monica casts no reflection. If he makes less than three successes on both rolls, then Monica notices the neonate making this observation. She will try to lure the neonate away with her, probably "remembering" that the Prince wanted to see him. Then she will use her Dominate discipline to remove the memory from his mind.

10. *Hope Eternal*: Near the Museum of Natural History, the characters see a motorcycle with a sidecar illegally parked. A black and white ghoul cat meows at them from the sidecar if they approach. Then Dr. Stephen Norton appears from the shadows, with pad and pen in hand. He smiles at the characters, and asks them about their night. Dr. Norton tries to hide the pad, but it's obviously a drawing of the building with several notes, and the word "Hope" scrawled on the top of the page. Unless the characters stop him, Norton drives off. They must decide whether they want to help the thief or ignore the incident and see what happens later.

Feeding

For many vampires, feeding is the worst part of undead existence. Others enjoy the pleasure of drinking warm blood, and take their time to indulge in the experience. Washington has a large Blood Dolls community whose members regularly share blood, and some clubs cater specifically to Blood Dolls. However, other victims may not be what they appear and all sorts of problems can result even if they are.

1. *Out of Order*: One night, as a character feeds in an alleyway or some relatively accessible location, a mortal stumbles upon the grisly scene. To the shock of the vampire, he recognizes the face of a prominent politician, who promptly calls for his bodyguards and tries to flee into the night. No matter what happens, it's a sticky Masquerade situation.

2. *AIDS*: The character finishes feeding from a mortal. As he leaves, his victim whispers "I have AIDS. I meant to tell you," or something to that effect. While the character may not necessarily infect all she feeds from with the virus, she should make sure if she wants to retain her Humanity. A good variant on this is the hemophiliac victim who keeps bleeding after the character finishes. Those vampires who don't want to make a Humanity check will get stuck in a quandary.

3. **Good Year:** The character's chosen victim has extremely potent blood. Soon, the character realizes that her victim is a ghoul, belonging to one of the other vampires in the city, and she's one third of the way to becoming Blood Bound. A variant on this encounter is to have the character find a mortal who has very potent blood, but no other unusual qualities. This can lead to a lot of endless speculation and worrying.

4. **God Save Us:** The character readies himself to feed when her victim pulls out a cross and drives her away. Although he's not a hunter, he does have True Faith, and now knows about vampires.

5. **Murder Most Foul:** As the character sinks her fangs into her victim's neck, he has a heart attack and dies. When she checks his wallet, she finds out that he's an important banker and socialite.

6. **Feeding Attraction:** A member of a character's herd becomes obsessed with her. He starts jealously following her around, taking pictures of her and hiring private investigators to learn more about her. His obsession borders on fatal attraction, and to Blood Bond this psychotic only makes matters worse.

7. **Cracked:** The character sinks her fangs into her victim, only to strike something hard and metal. This could be a pacemaker, metal plate or just a steel pin put in years ago to fix an injury. Whatever the type of foreign object, it causes the vampire's fang to crack and snap off in the wound.

In addition to requiring an immediate frenzy check, the Kindred takes one level of damage. If she leaves without getting her fang out, then she runs the risk of endangering the Masquerade.

8. **Wrong Blood Type:** A number of genetics corporations and medical foundations have research facilities in the D.C. area. With so many experimental drugs and patients with rare blood diseases, it isn't always safe to feed. Drugs that may not do much to humans could have drastic side-effects on vampires. The results are limited only to the Storyteller's imagination, and could include burning extra blood points every day, an increase in Disciplines, or the characters having to spend more blood to heal wounds or activate Disciplines. A greater Blood Pool could also be possible.

9. **Woof:** The target of tonight's feeding is a werewolf from the Sept of the Awakening. As the vampire starts to feed, the Change begins from man to Crinos (man-wolf form). Unless the neonate escapes or gets help quickly, he will find himself in a dangerous situation.

10. **The Rachel Syndrome:** The Setites, pleased with managing to addict Rachel to their drugs, have decided to test their product on a larger scale. They pump a human with their mixture and Dominate her into throwing herself at one of the player characters. If he fails to make a Self-Control roll (difficulty 8) after drinking from her, he becomes addicted to the mix. The only way to break him of the habit





is to have him go cold turkey for several nights, which will require progressively more difficult Willpower rolls, perhaps beginning at 5 and ending at 10. If the Storyteller desires, another solution could be feeding him a different mixture with similar properties.

Pawns in the Game

The games of the Washington Kindred can get a bit involved. The mortals play the same sorts of games, and sometimes the stress drives people to the edge. Here are a few ideas to keep your players on that edge.

1. **The Sign:** A woman, dressed in classic Goth style, saunters up to one of the characters. She smiles and whispers "Wait for the Sign. I can say no more," then heads on her way. A few nights pass and the character encounters her again near the same place. This time she tells him, "Remember the Sign. There are three. I can say no more," then heads on. She'll repeat the last statement every time she encounters them in the future. The woman isn't part of any conspiracy, she's just having a bit of fun with the characters.

2. **Odd Discussions:** While sitting on the metro, in Elysium or at a club, one of the characters overhears a conversation taking place close by. Several people are having a discussion involving the Kabbalah and the occult. They could be anyone from computer game designers to experts on occult research from one of the universities. They could also be Arcanum members. If the characters decide to remain where they are, then they might learn a few things. They also might be noticed.

3. **High-Level Security:** A character finds a suit coat crumpled up in an alley. Inside is a CIA security pass and a set of phone numbers. On the back of a pad is scrawled "password semper". The phone numbers allow modem access to the CIA's computer banks, the password lets the characters get inside the CIA boards. The pass gives them access to Langley. These items are extremely dangerous, and Karina Dobson planted them to test the characters' loyalty to the Prince.

4. **Set Up:** The characters receive a summons signed by the Prince to come to the roof of a building in Foggy Bottom. Shortly after the characters arrive, they notice the Pontifex and an entourage walking on the street below. Another one finds an AK-47, loaded and lying on the rooftop. Then, gunfire rings out from the floor below, as automatic weapons spray the Pontifex and his guard. The Pontifex survives, though some of his ghouls do not. When the characters try the roof door, it's locked. If they escape, the Prince can prove that he did not send the message, as he always seals messages with wax and uses his signet ring to stamp a personal seal instead of a signature. Furthermore, the signature on the letter isn't his. The Prince will intercede for the characters with the Pontifex, but ... they owe

him their unlives. If pressed for a perpetrator of this frame, the Prince blames Razor. The truth is that Jack and his Sabbat are behind the assault.

5. Curiosity: This encounter works best for out-of-town characters visiting Washington, D.C. and planning to return home. The group encounters Monica Black, who welcomes them to the city in the name of Prince Vitel. She takes them to the Hotel Washington for introductions, then offers to give them a tour of the city. During the tour, Monica asks them numerous questions about their own city, obviously probing for opportunities to establish her own domain.

6. Ashes, Ashes: A character passing an orphanage notices that the door is smashed in and blood streaks cover the door frame. A strange glyph is drawn in blood beside the entrance. If they go inside (only wimps or geniuses call the police), they hear the sound of children's voices singing "Ring around the Roses". They come across 20 young children, all of them with fangs bare and ruby tears on their cheeks. Jack disguised himself as one of the Camarilla elders and Embraced each child while in one of his psychotic moods, in order to weaken the Camarilla. The characters must decide what to do with these new young vampires, unless they want the Prince to execute them all.

7. I Need You: An occultist has learned the truth about the undead. He encounters the characters a few times and watches them, trying to eavesdrop on their conversations. After he determines which of them is the most humane, he attempts to approach her alone. The occultist confronts the character with the truth about the Masquerade. He interrogates her about the value of life, then poses this problem to her: He says that she has the power to give him eternal life, and he knows that she could not stand to have a death on her hands. Then he slashes his throat open. If she leaves, he dies. His wraith might haunt her, or his followers may assume she killed him and hunt her down. If she Embraces him, then she has turned a madman into a vampire, and thus violated the Traditions.

8. Privileges: The characters are sitting at a table when a waiter comes over and politely asks them to move. He explains that a mistake had been made, and the table was reserved earlier. After the characters move, they overhear the new guests, a powerful lawyer and his wife, thank the waiter for slipping them in on such short notice. The waiter fawns on the couple, and the characters have to scream for service all night. Line cutting in Washington works the same way.

9. Lucid Dreams: The characters begin to suffer from very realistic dreams during the day. The Storyteller may want to run a dream as if it were a normal game session, without telling the players that it isn't. In these dreams, the characters keep seeing images of former Prince Marissa being slain at Dumbarton Oaks by Archons, while Marcus Vitel watches. These dreams are sent by Sidney Potter, the

wraith of one of Marissa's ghouls, who wants to avenge his mistress' death. He hopes that the characters will find a way to do his job for him.

10. What Madness is This?: Cassie locates the characters and warns them that she has had a vision of them. She tells them that they are all going to die if they don't take certain precautionary steps. She says that she wants to help, but she fears that the vision might kill her as well. If the characters don't try to convince her to help them, then she volunteers out of the goodness of her immortal soul. Cassie uses her "vision" to get the characters to procure items for her and escort her through Elysium. If they ignore her warnings, they soon learn that there is no threat to their unlives — at least, no more so than usual.

The Masquerade

Threats to the Masquerade are everywhere in Washington. Several situations which could pose potential Masquerade problems are scattered throughout this book. Here are some that could happen anywhere.

1. Accident Scene: A driver suddenly slams into another car in the street in front of a character. Then, the guy behind him swerves onto the sidewalk where the character is standing and hits her. Accidents happen, but what does a vampire do when he's hit by a car in public? She may play dead, but getting the body back without causing a major scene can be an incredible headache. Even better is when a doctor or nurse is on the scene and tries to examine the undead victim.

2. Breathalyzer Test: Cops can get very strict when quotas are low, and in Washington, they are not afraid to pull anyone over (except the diplomats). What happens when a vampire can't fog up a breath mask? Just remember this rule — friends don't let friends drive frenzied.

3. Food: A character passes one of Washington's nicer restaurants, attempting to breathe a bit in order to pass off as one of the living, when the smell of fine food overwhelms her. Suddenly, although she's somewhat repelled by the thought, she thinks about how long it's been since she had something solid to eat. A Willpower roll may be in order to avoid going in, ordering something, and discovering that the digestive system really is not there anymore.

4. The Eyes of Children: Unlike adults, many children believe in monsters. If an Obfuscated character gets too confident in her ability to move around unnoticed, one way to take her down a peg is to have a little kid see her. If she's a Nosferatu, the child might scream and point, terrified of the monster. Of course, his parent will reassure him and tell him it's just a light post. A child might approach a Malkavian and try to play with or talk to her.

5. Flash!: Every major television network and newspaper has correspondents in Washington. If a story breaks anywhere in the city, a news crew with cameras will be on the scene in mere moments. Even if the characters are just

going about their nightly business, a news reporter complete with cameraman could come up and start asking their opinions of the current administration, Congress or the mayor. Depending on how they answer, they may get on the 11 p.m. or morning news.

6. **Violent Protest:** In the World of Darkness, protest movements can get rather ugly. Every cause has at least two sides, and most have more. Characters may find themselves walking through a sudden rally. Imagine a group of vampires caught within a maddened mob near an abortion clinic. Can they stay in control when the mortals around them are all on the verge of frenzy?

7. **Where's My Card?** The D.C. metro system is clean and reliable and offers a great alternative to the streets. When a rider enters the system, she buys a farecard and then inserts it in a gate which opens to let her enter. She inserts it into another gate to exit when she leaves the station. If she loses the card after entering the system, then she's effectively trapped. Station managers can let her out, but that depends on their mood, and the character gets to deal with the embarrassment of explaining the entire situation. Self-Control rolls are in order on this one.

8. **Excuse Me, Mr. President:** This is an encounter to use with caution. It should be a reward for players who've done well and who the Storyteller can trust not to abuse the opportunity. While a character is somewhere in the city (a McDonald's maybe), secret service men come inside, probably setting off a dozen internal alarms in the Kindred. Then the President of the United States enters and proceeds to shake hands with all the nearby citizens, including the Kindred's cold dead flesh. The President might be surprised at the vampire's hands and inquire about their access to health care, then he quickly moves on. This sort of scene can be done with any celebrity. Because Washington is the site of many award presentations, movie stars, military heroes, retired statesmen and sports heroes can always pop up.

9. **Dogs:** Many buildings in Washington, D.C. include dogs as part of their security system, to sniff for bombs and drugs, and the D.C. police department also employs dog patrols. If one of these canines comes across a vampire without Animalism, it is not going to be happy, barking and growling enough to cause the officers to investigate.

10. **Drive-by:** As the vampires are walking through one of Washington's poorer neighborhoods, a station wagon squeals around the corner. They see a gun barrel point out from a half-rolled down window, then a hail of bullets start flying. The Kindred might survive, but people around them will not be so lucky. Furthermore, the hungry may have to make frenzy checks to avoid feeding and killing the wounded victims.

The Weird

This section contains a number of different story ideas. A storyteller can develop them into chronicles or just use them as asides within an ongoing chronicle.

1. **To Catch a Malkavian:** Dr. Stephen Norton has finally done it. He's stolen the Hope Diamond. Word spreads across the city that the diamond must be retrieved at all costs and that the Prince will grant a great boon to anyone who returns the gem. If the characters have e-mail, then they may receive a message from Scott Levin (without using his name) telling them that the location of Steve Norton is available to anyone who will not harm him when they try to claim the Hope Diamond. If they don't have e-mail, then they get a phone call from a recording. If the characters agree, they are told to go to the Bethesda Institute of Mental Health. Dr. Granger has Steve in a cell, but he won't surrender his patient. Dr. Norton's in the grip of a Malkavian derangement, openly boasting about his prowess as the world's greatest jewel thief. Steve has hidden the diamond in the padding of his cell.

2. **High Society:** The members of the Elysium crowd have decided that they are going to have a neonate night. Helena, Angelique, Monica, Cynthia, Cohn and Cassandra need to bring a neonate to Elysium or lose face. This story provides a good way to get a group of characters together for the first time and introduce them to elder politics. This one works even if the characters are just visiting the city.

3. **The Serpent's Coils:** The Setites have started adding Ravenna's blood to their drug injections. Within three nights, the Setites plan to control hundreds of ghouls. The characters, along with other people in a bar or club, receive one of the new needles (the first one's free). The young Setite casually passing them out uses his Dominate Discipline to get people to try them. If the characters don't figure out something's going on, then the sudden strength of the new ghouls in the club should alert them. What to do about it is their problem.

4. **Who Wants to Live Forever?** Trevor Barton finds Helena Taylor, and after a few tense moments, the fire of their love reignites. Now, the two find themselves in a quandary. Helena can't stay with the Tremere and keep Trevor. The mage won't leave without his love, and his magicks are formidable enough to handle most opponents. If the characters discover the two of them, then they can try to help the lovers or sell them out to the Prince or the Pontifex or whomever.

5. **The Marriage of Pieter and Angelique:** For a different sort of relationship story, Pieter and Angelique decide to marry (see *Clanbook: Toreador* for more details on Kindred marriages). Their wedding draws Kindred from across the country and Europe, each bringing her own agenda. Such a grand event provides an excellent means to foreshadow



future disaster, or set up elaborate intrigues, and lets a little hope shine in the lives of two NPCs so that later tragedy cuts all the deeper.

6. **The New Exhibit:** The Smithsonian Institution receives a new set of exhibits from Egypt, including a sealed sarcophagus. The Settles decide that they must break into the museum and open the sarcophagus, searching for anything that has to do with their lost master. Instead they set loose a Bane Mummy, an immortal creature with magical energies. This engine of destruction heads deep into the sewers of Washington, devastating everything in its path. If the Bane Mummy is not returned to its sarcophagus, the vampires of the city will be looking over their shoulders for a long time to come.

7. **Blood Shortage:** An ice storm blankets Washington, D.C., and unlike many better-prepared cities to the north, the nation's capital is completely paralyzed. Residents stay indoors, shops close and all mortal activity ceases. Life becomes very difficult for Kindred in search of prey, and with lower Blood Pools, frenzies are more likely.

8. **Power Play:** Velvet decides that the time for revolution is nigh. She starts embracing her ghouls and sending them out to attack the Prince's agents. Velvet approaches the characters and asks that they join her cause and overthrow the oppressor. If they refuse, then she has her minions attack the characters so that they won't pose a threat later.

Velvet's forces are hopelessly outmatched, but the characters may have a chance to sue for peace with Prince Vitel. The loss of Velvet will leave a void in the Brujah and anarch communities.

9. **Nowhere to Hide:** Mages belonging to the Technocracy — modern wizards who use science to perform their magick — discover the identity of one of the characters after a near-Masquerade violation (any public frenzy will work). They send Terminator-style androids called HIT Marks to eliminate the characters, while their other agents cancel the characters' credit cards and bank accounts and list them as officially dead. The characters will need help to survive and either go into hiding or change their identities. This story works even better as a crossover between Vampire and Mage.

10. **Conclave:** Due to Tremere concerns about the Prince's reign and Vitel's rhetoric about the Sabbat, a Conclave is called in Washington, D.C. Art Morgan assists the Justicar (probably Xavier, the Gangrel Justicar) in setting up the Conclave. The event is held in the basement of a large mansion near McLean. The Conclave gives the characters the opportunity to witness vampire politics at its most intense. It also allows them to meet the movers and shakers of Washington society. Although Marcus isn't removed from power, he is not granted the authority to

expand his influence to more politicians in order to protect the Kindred populace. This story makes a good introduction to Washington, D.C.

Chronicle Ideas

The following are some ideas for chronicles set in Washington, D.C. Due to its importance on the national scene, Washington makes a great cross-over setting between **Vampire: The Masquerade** and any of the other Storyteller games. Mixed groups can easily find a common goal in preventing mortals from learning the truth about the supernatural world. Also, Sabbat and Camarilla vampires both have vested interests in destroying Prince Vitel.

Spirits of the Fallen

This is a crossover chronicle concept with **Wraith: The Oblivion**. The spirits of the fallen soldiers buried in Arlington National Cemetery have quietly watched the manipulation of government by the Kindred for years. Each of these warriors died to protect their country, only to watch the vampires taint and corrupt the democracy they defended. Now, they've organized and decided to strike back. This sudden rising of the dead could also be the result of Giovanni efforts to move into the nation's capital. Vampires have prey chased from them, and wraiths start causing

the Kindred to frenzy in the worst situations. A powerful thaumaturgical ritual at Arlington might put the dead to rest.

Black Rat Attack

This is a crossover mini-chronicle concept for use with **Werewolf: The Apocalypse** that employs some characters from **Caerns: Places of Power**. The leader of the Black Rat Pack of Lupines, a warrior named Blood Licker, has become addicted to the taste of vampiric vitae. Unfortunately, Blood Licker is one of the main proponents of the truce between the Garou and the Kindred. During a meeting with George Lawrence, Blood Licker's bloodlust gets the best of him and he and his pack attack the Nosferatu.

The werewolves devour the Nosferatu and the rest of the Black Rats become ghouls. Nathan, in fear, turns to the Prince and the Pontifex for help. Art Morgan and his Archons decide to deal with the problem, but Mother Tamara, the head of the sept, wants the Black Rat pack stopped. Full-scale war looms between werewolf and vampire in Washington, a conflict that could easily shatter both the Veil and the Masquerade, while a savage group of ghoul werewolves continue their maddened hunt for blood.



A Justicar Comes

The Camarilla decides to send a true Justicar into Washington, D.C. to investigate the city. The characters could be witnesses to events or directly involved as Archons themselves (see *Bloody Hearts: Diablerie England* for source material on running an Archons chronicle). With the vast number of secrets and intrigues going on in the city, they will definitely have their hands full. The various forces warring to manipulate a Justicar into destroying her enemies is nearly overwhelming. A variant on this chronicle concept would be to have Art Morgan become a true Justicar, and turn on Washington, D.C. with all the authority of the Camarilla.

The Demons Rise

Dr. Hans Schmidt and his cultists manage to get their hands on a powerful rite, possibly from ancient Essene documents on demonology recently translated along with the Dead Sea Scrolls. They summon a powerful demon, who takes over the ex-Nazi's body. The demon takes Schmidt's knowledge and immediately has his followers make a series of attacks across the city. After the Kindred population reacts to these threats, the demon realizes that the might of the undead needs to be reckoned with. He locates a powerful talisman like the Hope Diamond or the Ark of the Covenant in order to gain greater power. Cassie may have a vision of this and then try to tell anyone who she thinks might listen, which could include the characters (for more information on demons in the World of Darkness, see *The Storytellers Handbook to the Sabbat*).

City Besieged

A group of international Kindred, backed by European Methuselahs, have decided to take control of Washington for themselves, wresting it from the Prince and the other elders. Chas Voyager offers himself as a charismatic leader for the outsiders, and the Prince finds himself under siege. The outsiders may not know the city, but their ghouls have diplomatic immunity, and they keep their havens in their heavily guarded national embassies, preventing the ghouls

of the D.C. vampires from striking at them during the day. The characters will have to decide between the Prince and the outsiders. Vitel will be merciless in his attempts to retain control of his city.

The Sabbat War

Washington, D.C. stands as a stronghold for the Camarilla against the Sabbat threat. When Baltimore falls into the hands of the rival sect, Washington becomes a war zone. The Prince takes advantage of the war to send his Sabbat after the Toreador (or Purgatory, if it has the chance). Other packs of Sabbat strike inside the District and rumors surface about the Prince's clan. Vitel offers resources, power and almost anything else to those who drive the Sabbat out of Washington, D.C. He sends Manitelli and several ghouls armed with military surplus into Baltimore to take the war back to the Sabbat. From that point, the conflict escalates until Washington falls or Jack becomes Archbishop of Baltimore due to the elimination of the competition. Characters could also play Sabbat attempting to liberate the nation's capital, or Sabbat members working for Jack, desperately torn between loyalties.

The Rockets' Red Glare

The time has come. The Prince has completed his bunker, and he has filled it with everything he thinks humanity would need to rebuild civilization. Marcus Vitel orders his minions to capture scientists, intellectuals and skilled professionals so he can transform them into ghouls for his new age. The Prince starts a major purge in Washington, attacking the Pontifex and eroding his long-term power base. Then, he tries to get close to the Vice-President to turn him into a ghoul or Dominate him. While this is going on, a chemical is put into the White House water supply to temporarily incapacitate the President. The Prince intends to order the Vice-President to launch America's nuclear arsenal to wipe out the Methuselahs and Antediluvians of Europe and Asia. When the nuclear exchanges end, he will emerge to resculpt a new world from the ashes of the old. Obviously, the plot shouldn't get this far, unless the Storyteller wants an extremely bizarre chronicle.

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