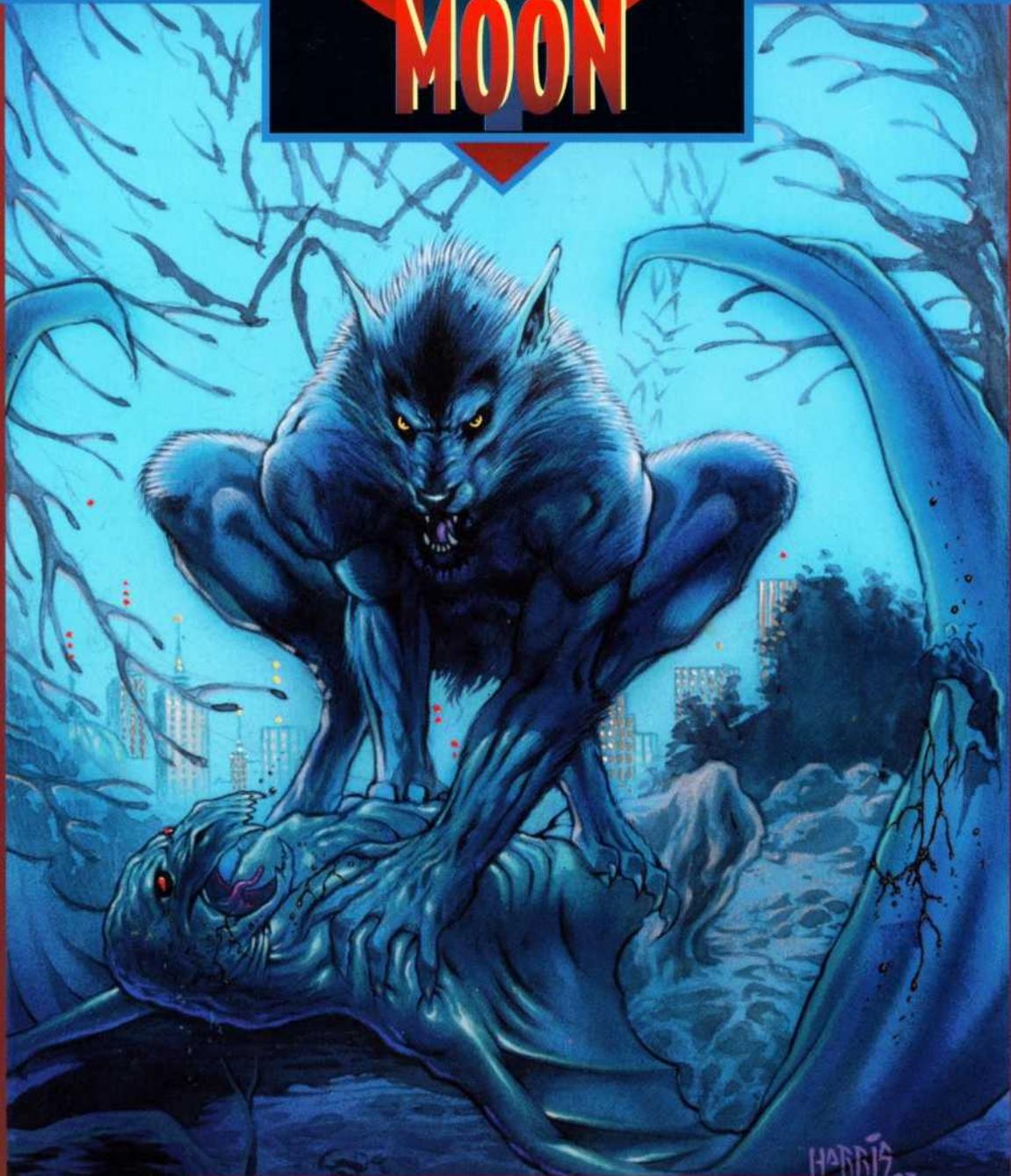
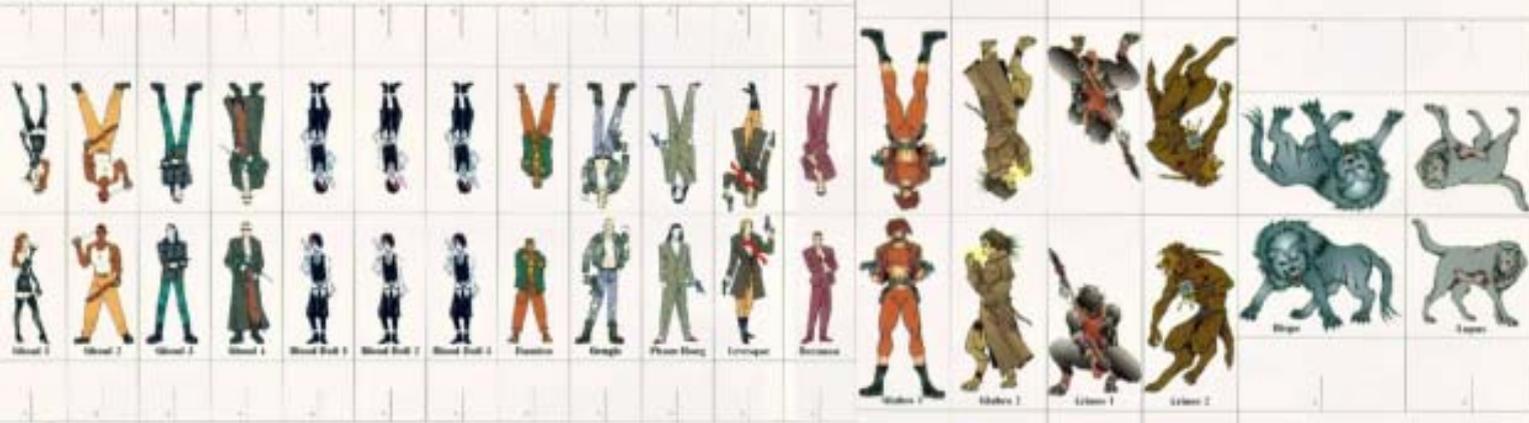


UNDER A BLOOD RED MOON

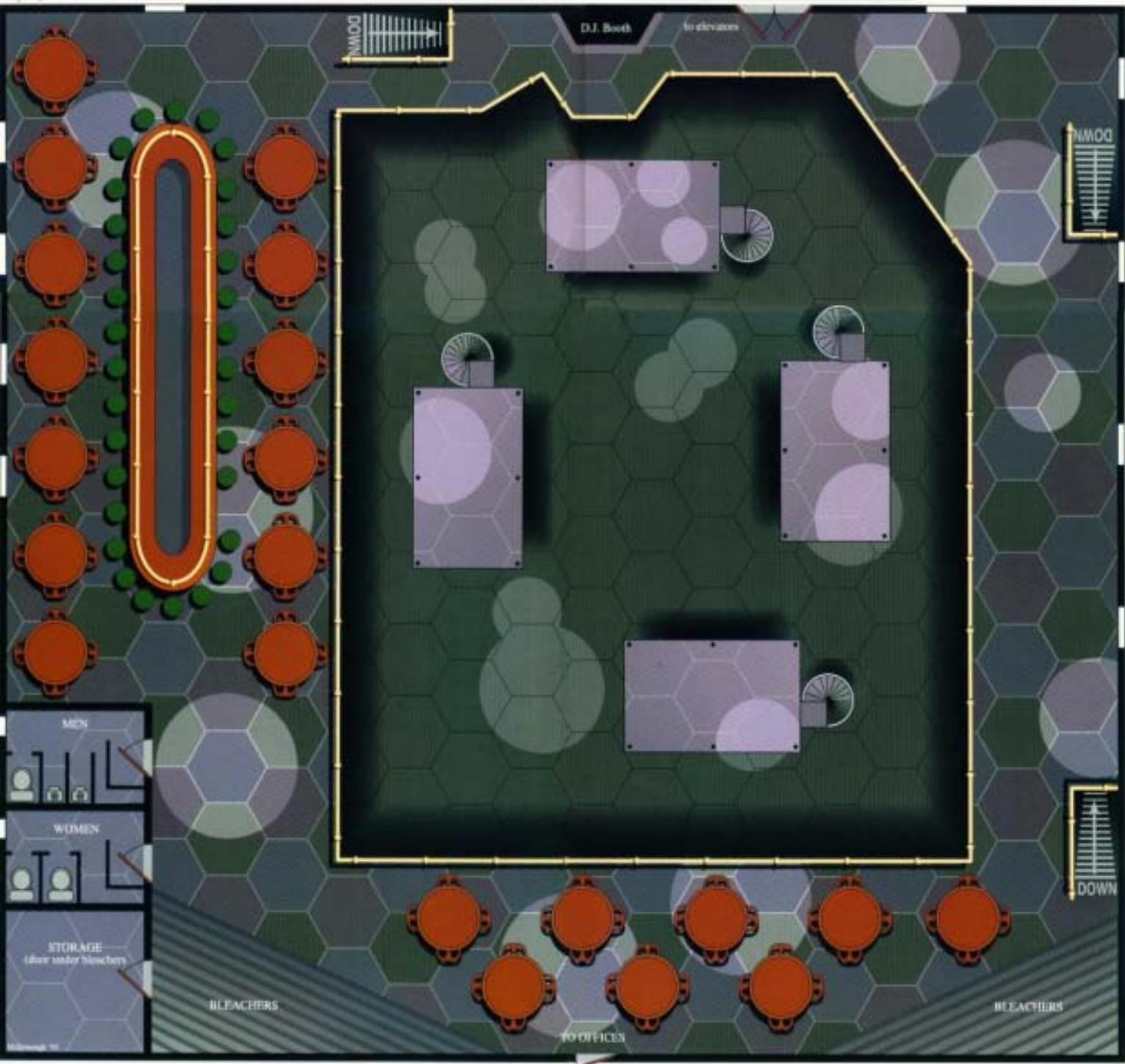


*The War of Chicago
for Werewolf: The Apocalypse™
& Vampire: The Masquerade™*

SUCCUBUS CLUB BALCONY/DANCE FLOOR BATTLE MAP



Glue figures to this cardboard and let dry.
 Cut figures apart and cut small slots at points "A" and "B".
 Fold as shown. Interlock flaps "A" and "B".



UNDER A BLOOD RED MOON



By Steve C. Brown



WELLS-IV

LEGENDS OF THE GAROU

Gray Raven's Warning

Overhead Luna's dimmed light falters

Her gaze reflected in blood

Times of sorrow are upon us

The red swan falls from the sky

It dies

In the belly of the Wyrn

It transmogrifies

In decay it is reborn

Our daughters and sons

Die

In the hands of Darkness

Die

Wicked creatures most foul run free

Our horsemen of Apocalypse, they come

We shall meet them

Under the blood red glow

Death reigns supreme

Gaia pity us.

The date is June 12, 1925. Last night I was visited by Unicorn, spirit of my tribe. She brought me a vision most terrible, but one I must not forget. She gave me a glimpse of the future. Now it is my duty to spread word, hoping the steps may be taken to prevent my nightmare from coming true.

I first remember this: I could not breathe. No—I could draw heavy, watery gasps. Only this was not water, but a salty, coppery thickness I knew well from my hunts. I screamed, but

no voice emerged in the dead silence; only an air bubble floated out of my mouth. I refused to die. Treading the viscous weight, I forced myself to the surface. Bloody, blood all around me, I treaded until my muscles screamed and I could hold myself up no longer. Then I saw her. Powerful Unicorn, sister spirit. The blood reached her knees. She galloped to me and bowed her head. I grabbed her horn, and she lifted me upon her back.

Without a word we were off through the pool of blood. As we went, the stars turned red and a swan perched upon my shoulder. Wyrmlings raced at us from all directions. Unicorn fought them valiantly and soon a multitude of Ahrouns, Uktena by the look of them, joined the battle. The Wyrmlings soon scattered and the Uktena ran after them. Unicorn took me onward into the darkness.

The blood on my fur had clotted and cracked away. I turned, noticing that the swan had left us and the sky no longer blazed crimson. We traveled endlessly; I lost track of time.

Soon, beyond the horizon, I again spotted the red glow. It appeared as a sunrise before us. I could even feel the heat. But I learned it was not the red glow above which warmed my flesh. Before me a city, a city built upon this lake of blood, was afire. Unicorn did not hesitate. She leaped into the flames and strode the city streets. Around us, dancing scarlet demons ate buildings and tortured humans. The heat should have peeled my flesh, but Unicorn's protections were strong.

The swan returned once more, landing on Unicorn's head. Slowly we walked the streets. Before us vampires gnawed out each other's hearts and bashed in each other's brains. As I

looked closer, we came upon a second group of vampires battling one another. Then my vision cleared and I saw the vampires were not vampires at all, but my Garou mothers and fathers. I screamed at them to stop their madness, but they could not hear me. Unicorn took no action but traveled onward at steadily increasing speed.

A shape appeared in the distance and soon a white wolf ran beside us, trudging neck-deep through the blood lake. I called to him but he did not answer; instead, he looked away in shame. As he turned away, I caught a glimpse of his soul. He was of the Damned, no longer one of us. As I again looked ahead, the swan flew away. Unicorn traveled swiftly and I lost sight of the Abomination behind us.

I heard the wails before I saw the tormented ones. Out of the darkness, the red glow emerged again and we soon came upon them. Hundreds of bodies, a twisted, moaning wall of flesh, stabbed and bit one another. Half were Garou, while the others were undead. I turned away, but Unicorn spoke to me. "This is the most important part," she said, "for it has not yet happened. Look closely and learn."

Unicorn sallied forth with unearthly speed. With head tilted, she charged the wall, ripping apart those in her path. Cries and howls fell like cannon shots. Unicorn stopped on the other side of the wall. Before us stood the city, much bigger than before; it had been rebuilt from glass and steel, made stronger and colder. Unicorn walked before my home, the Fanum. Then we traveled the street beside the temple and came upon a sight most foul: Black Spiral Dancers gathered into a circle and speaking the gibberish of the Wyrms. Behind them stood vampires dressed in red.

Storm clouds formed above and rain began to fall. Luna shone her sanguine beams upon us. I thought that Unicorn trembled, but this could not have been so. We moved on through the streets.

A swan flew down at us from the clouds. Unicorn would not let it land on her back. She shook and writhed to prevent it. I shrugged it off with my hands. This swan was unnatural; its body was mutated and disfigured.

The storm worsened. Lightning struck all around us. Banes crept from the shadows and crawled about, unconcerned with us. Some took flight and joined the storm — what a battle must have raged in the heavens above!

We came upon many Garou and vampires fighting one another. I thought I saw the white furred vampire-Garou. When I turned to get a closer look, it was gone.

The storm continued to worsen. Thunder drowned out the sound of the pouring rain. Still Unicorn continued. Soon we came upon a clearing in a park and she stopped.

"These things I have shown you not out of anger, but out of love," she said. "Remember well the horrors of this dream and speak of this future to your people. As the future flows from the past, the river of time may yet be changed." She turned and looked to the sky. The swan was flying down from the clouds above.



Unicorn told me to dismount and I obeyed. The swan above grew larger as it approached us; it slowly transformed into a dragon. The dragon swept down before us and Unicorn charged. The two forces locked in combat. Behind me I heard growls. I turned and saw many vampires. On their knees they bathed and drank from the lake of blood.

I awoke and it was morning.

Heed the words of this future, my children, for it may be your own.

May Gaia protect you and keep you safe from harm.

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William "It's not a twist-off now!" **Hale** for the battle with the IBC bottlecap.

Rob "War Wound" **Hatch** for losing a previous battle with the infamous IBC bottlecap.

Benjamin "Belly Butt(on)" **Monk Jr.** for his giggling, jiggling jello.

Lyndi "Psycho-historian" **Hathaway** for her cannibalistic discussion at the fast food joint.

Mark "Stubbles" **Rein•Hagen** for cutting his hair short again. Is bald *in* now?

Stewart "Mu Shu Pork" **Wieck** for actually eating that gross "thing" run over by a truck.

Andrew "Bad Brains" **Greenberg** for his superhero character and the show he's going to.

Ken "Linoman" **Cliffe** for doing what must be done for ArM.

Rene "Miracle Ticket" **Lilly** for standing in line so others can see the Dead.

Josh "Totalitarian" **Timbrook** for his paranoid political pundicism about *Babylon 5*.

Richard "Geyser" **Thomas** for spewing "prune-juice" at lunch.

Chris "T-1000" **McDonough** for fully supporting James Cameron's mega-million dollar deal against all the Hollywood nay-sayers.

Sam "The Judge" **Chupp** for judging the First Warehouse Chair Race.

Wes "Platoon Leader" **Harris** for bringing his army to *Army of Darkness*.

Michelle "It's Scary" **Prahler** for wimping out on *Army of Darkness* opening night.

Word from the White Wolf Game Studio

We did it! We finally fought months of busy schedules, bad timing, letter writing, and snow and sleet threats (yes, even in Georgia) to finally have our first Environmental Action Committee meeting. As some of you may recall, EAC was the group we promised to get together to handle the distribution of **Werewolf** profits (3%) for environmental concerns. The meeting was chaired by Lyndi Hathaway and William Hale, who so arduously sifted through much mail and library reference books to bring us some info we could start voting on. We'll have more substantial info by our next meeting, and we'll keep everyone updated as we go along.

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Introduction: Welcome to War

*One to destroy is murder by the law;
And gibbets keep the lifted hand in awe;
To murder thousands takes a specious name,
War's glorious art, and gives immortal fame.*

— Edward Young, "Love of Fame"

Under a Blood Red Moon is an official crossover of **Werewolf: The Apocalypse** and **Vampire: The Masquerade**. While primarily designed for use with **Werewolf**, this story may also be used with **Vampire** (preferably second edition).

To highlight the changes that occur in Gothic-Punk Chicago because of this story, a new edition of **Chicago by Night** is being released concurrently with this book. **Chicago by Night 2nd Edition** can be used to continue the events of this book, and also introduces many new characters. While designed for the **Vampire** game, it may be used for **Werewolf** with few conversions.

Under a Blood Red Moon is a story encompassing the cultures of two races that are natural enemies. It is about Garou and Kindred, and their misunderstanding and hatred of one another. Herein are an unusual mix of characters and a chance to see the Storyteller System with clearer focus as you interweave two compatible, yet contrasting game systems. This story meshes two dark realities of the Gothic-Punk world, thus allowing for more detail, more variety, more horror and more fun.

Here is a chance to avenge all the slights Lodin, or any other Machiavellian Cainite, might have inflicted upon your play-

ers' characters—a chance to rend their cadaver flesh with claw and fang, to end their unives. Not revenge, really. No, this is War!

Welcome to a brave new world, a world where creatures of the supernatural fight life-and-death battles against one another while jaded mortals walk the streets not knowing what really lies in the shadows. Welcome to the classic struggle of the werewolf, beast on the outside, against the vampire, beast on the inside. Welcome to a world **Under a Blood Red Moon**.

How to Use This Book

*More skillful in self-knowledge, even more pure,
As tempted more; more able to endure,
As more exposed to suffering and distress.*

— William Wordsworth, "Character of the Happy Warrior"

This section is designed to give you, the Storyteller, a firm grasp on how this story is set up, so you can expand or modify it to fit your needs. There are also some words of advice to help you better organize the story.

This is primarily a **Werewolf** story, so the book is geared for Garou characters. Keep in mind that the story is told mainly

from the Garou perspective, but this is not how it will be seen by Kindred, Sabbat or Black Spiral Dancers. Because this story involves vampires as well as Garou, it is easily possible to play either Camarilla or Sabbat vampires within the story. Within each section are subsections discussing variations on the standard scene for use with Camarilla and Sabbat characters. Appendix Two has a section on plot ideas for other character types, such as hunters and mummies.

Before you run this story, you should have a copy of **Chicago by Night** or **Chicago by Night 2nd Edition** (access to the following **Vampire** sourcebooks is also useful: **The Succubus Club**, **The Players Guide to the Sabbat**, **The Players Guide** and **The Storytellers Handbook**). Be familiar with the vampires of Chicago, in order to present them correctly and use them effectively. Because of the linear nature of this story, however, such information is mainly useful in providing details to players and their characters about events in the city around them, and in taking care of any sideline subplots that might develop. This book covers all necessary information, but if the players lead their characters down unexpected paths, be prepared.

If you regularly use **Chicago by Night** in a chronicle, you could use this as an opportunity to destroy characters you do not like (as long as they are not the players' characters — they should have a say in being wasted). This allows you to thin what might be an oversized cast, so you can more easily keep track of events and introduce new characters of your own.

Only a few particular vampires have been marked as casualties during this story; all others must be chosen by you. However, while this book lists the "official" casualties, you can modify these as you see fit. Take time prior to running this story to make a list of those destroyed during the "other battles" in which the characters do not participate. You might wish to ask for some input from players on which characters are boring (not necessarily the least liked, because they are often the most interesting) and use this to shape the cast of Chicago to the players' interests. Of course, be sure to have a few surprises as to who falls and who survives.

On this note, please feel free to make any changes you desire to **Under a Blood Red Moon**, thus conforming it to your personal vision of Chicago. If you dislike the way the vampires are presented, or if you have made many modifications for your own chronicle, take the time to make the necessary changes before you start play. It will make your job much easier.

In addition to those characters who are destroyed, there are other implications. Who are missing? Are they dead, or did they escape? Are they in hiding for safety or for sinister gain? What Camarilla-controlled institutions, if any, did the Sabbat usurp? Were any prominent mortals killed? While these features may be summarized at the end of the story, you might keep some ideas concerning these and other questions in mind, allowing you to throw out snippets of information at convenient times throughout the story, and thereby add to the ambience and realism.



Under a Blood Red Moon is more than a mere story, it is an example. This story is only one way to merge the **Werewolf** and **Vampire** games. There are many others. Feel free to create your own crossover stories for vampire or werewolf characters. White Wolf plans to release more crossover products in the future; keep your eyes peeled for 'em.

Theme

Victory at all costs, victory in spite of all terror, victory however long and hard the road may be; for without victory there is no survival.

—Winston Churchill, *Speech before House of Commons*

Under a Blood Red Moon is about loyalty, fear, chaos, power and death. Basically, it's about war. Through the entire story the theme is this:

By serving those to whom you are loyal, you become somewhat smaller, somewhat less important. You are minuscule in the greater picture, yet your risk and your possible sacrifice are the greatest that can be made. What is your loyalty worth? What is your life worth? Are you truly insignificant or are you important? What does it mean to die and kill for your cause? These questions can only be answered on an individual basis. There is no condemnation made, nor is there comforting reassurance found within the story.

This theme reveals itself to players in many ways. They have opportunities to destroy those who have never harmed them, because these others serve a different cause. Likewise, they are besieged by complete strangers when they least expect it. What will the characters' contribution to the war mean? Just how expendable are they? Here, under a blood red moon, death is measured in loss of offensive capacity, not emotion, and glory comes from the carnage one creates. The players may have their eyes opened to the realities of war through the imaginary conflicts of inhumans.

The Mood

There are no compacts between lions and men, and wolves and lambs have no concord.

—Homer, *The Iliad*

The mood is one of *revulsion*. This story is about two very different races. Their values, their beliefs, their morality and even their tactics differ from one another. Each side is sickened by the other. They do not respect their enemies; they are instead repulsed by them, seeing them as blights to be removed.

To the Kindred, the Lupines (werewolves) are close-minded savages devoid of human understanding. They are straightforward, foolish, brutal and human in many ways vampires are not. They live, bearing all the costs and benefits of natural existence. They eat, excrete, breed, love, hate and die. Yet they are creatures of the preternatural. Why do the Kindred really find them offensive? Is it because of their own cold, inhuman nature, or possibly a longing for both great power and real life?

The Garou find the Leeches to be incredibly detestable. They are creatures of the Wyrms (almost all with Humanity scores of six or less register to the Gift: Sense Wyrms). The Leeches are conniving, disloyal, subtle, corrupt and unpredictably ruthless. The Garou occasionally find themselves serving as unwitting pawns in the power plays of the Kindred. This only increases their burning contempt for them. Some Garou find themselves jealous of the Leeches. After all, they are, at least for the most part, immortal. Despite the vaunted gifts and wonders of the Garou, death is still as inevitable for them as it is for all living things.

Plot Synopsis for Garou Characters

It is easy to go down into Hell; night and day, the gates of dark Death stand wide; but to climb back again, to retrace one's steps to the upper air—there's the rub, the task.

—Virgil, *The Aeneid*

Prologue: Two weeks ago (before the story begins), the Sabbat manipulated the Black Spiral Dancers and Dominated a number of Bone Gnawers into attacking the Succubus Club. The Sabbat is ready to move into Chicago and a war between the city's werewolves and the Camarilla would be useful. But Helena (see **Chicago by Night**) believes the attack on the club was aimed at her by Menele. To protect herself, she manipulated Lodin into calling a Blood Hunt against all Lupines. The city's Urrah were caught unawares and many fled their homes.

Three days ago, to repay the Black Spirals, the Sabbat aided the evil werewolves by helping them to take the Fanum, an important Garou-controlled building in Chicago. The building is a giant fetish with special powers that come from a powerful spirit, a Lesser Celestine known as Jupiter. The Uktena, Stargazers and Children of Gaia controlled the fetish, but were caught by surprise; all either fled or died. The Black Spirals now attempt to corrupt the Jupiter Celestine with Banes. A spirit war rages in the Umbral sky in the form of red clouds, thunder, lightning and tremendous rain; as this war progresses, the storm begins to bleed into the physical world.

Now the call has been made for all available Garou to march as a legion into Chicago to face down the vampires and Black Spirals, and retake the Fanum.

Chapter One: The characters are called upon to join the legion, mustering at a Shadow Lord caern north of Chicago. The characters are involved in a large moot; they socialize with others of their kind and learn of the battle strategy. They also discover that a sept of Garou in Chicago, the Wind Catchers, refuses to aid in the battle; its members are busy protecting something they deem more important.

The characters also learn of Black Spiral scouts nearby, along with a secret passage into Wyrms caverns, leading to a

huge Wyrmhole nearby. The characters are sent to investigate, but are called back before they can learn much.

On the second day, the war council is convened and a Gangrel emissary arrives to declare Gangrel neutrality.

On the third day, the characters are chosen to be part of Team Silver, the legion which will assault Chicago while Team Alpha attacks the nearby Wyrmhole. On the way to Chicago, they get a flat tire; across the street is a convenience store full of people possessed by Psychomachiae. When they get to Chicago, they encounter the Wolf Pack, a gang of biker Gangrel; this will test whether the characters can respect the neutrality pact. They then meet the Kinfolk family that is to provide them with shelter during the assault.

Chapter Two: On the fourth day, the characters meet a Glass Walker who gives them the locations of a number of vampire havens; it is their job to seek out and destroy the vampires who rest in them. During this time, many Kinfolk are arrested by the police under Lodin's command. He plans to use them as hostages. The Kinfolk are placed in the custody of Kevin Jackson, one of Lodin's important servants.

The characters help to close down O'Hare Airport by destroying everything in sight. Shortly after nightfall, the characters are ambushed by Sabbat recruits. Assisting the characters in battle is Pariah, a vampire-Garou (also referred to as an Abomination; see Appendix Three). He leaves before the characters can question him.

Chapter Three: On the fifth day, the characters learn of their Kinfolk's disappearance. If they investigate too well, they are targeted by Kevin Jackson's thugs for a drive-by shooting. The characters are then called upon to find out what happened to the other half of the legion, Team Alpha, which went to destroy the creatures of the Wyrmhole; they learn that the entire force was destroyed.

The characters return to Chicago and are tipped off by Sabbat to the location where their Kinfolk are being held: Kevin Jackson's hideout. The characters attack Jackson's haven; inside, they learn the location of Lodin's haven. Before the characters can act, however, a Garou leader calls them to join another pack for an attack on the Succubus Club. On the way to the assault, the characters once more encounter Pariah, who tells them his tragic tale, and how he wishes to be reaccepted by his people. Upon returning home after the Succubus assault, the characters find that vampires have turned their Kinfolk into Leeches.

Chapter Four: On Day Six, the characters search for Lodin's haven, located in an abandoned amusement park. It instead turns out to be Al Capone's haven. Below the House of Mirrors, the characters face Capone, who gives them the true location of the prince. The characters are then rejoined by Pariah, bearing a handful of decapitated vampire heads. He will stay with them, possibly for the rest of the story.

The characters march on Lodin's haven. Below the heavily guarded building, Lodin sits at his desk. Behind him is a video

screen showing the captured Kinfolk — held at gunpoint by Balthazar. If they destroy Lodin, over 40 Kinfolk could be killed. Lodin escapes (if the characters don't kill him first), but is destroyed by Sabbat.

The characters rejoin the Garou legion outside the Fanum. The xenophobic Wind Catchers, who were engaged in a bloody battle of their own in defense of their caern, finally come to the aid of the other Garou. The Jupiter Celestine is recaptured into the Fanum and the Black Spirals are slaughtered.

Epilogue: A truce is declared, the Fanum is safe, and the characters are proclaimed heroes.

Plot Synopsis for Kindred Characters

Trouble that is easily recognized is half cured.

— St. Francis De Sales

Chapter One: The characters are at the Succubus Club when it is attacked by a number of Lupines. They assist in defeating the wild werewolves. A few nights later, Lodin orders them to seek out and destroy all Lupines they can find. The characters spend much of their time searching for the Lupines of the city. One night, a storm begins almost spontaneously. They see a strange, blood-soaked vampire running down the street. Following him, they learn of a new group of anarchs in town. The anarchs are very suspicious, and if threatened, reveal themselves as Sabbat and attack the characters.

Chapter Two: The characters are awakened in their haven by Garou who try to kill them and set their place on fire. The characters can do little other than survive.

Chapter Three: On Day Five, the characters are sent to Kevin Jackson's stronghold to pick up and transport mortal prisoners to Balthazar. While the characters are at Jackson's, the Lupines attack. The characters are forced by circumstance to protect Jackson and destroy werewolves. Jackson approaches the characters afterward, offering them power if they help him take out Capone.

The characters are later called upon to meet Brennon Thornhill at the Succubus Club to identify a body, which turns out to be a member of the Black Hand. The Succubus Club is again attacked by Lupines, all of whom are killed; one manages to kill Thornhill before dying.

Chapter Four: The characters are sent by Jackson to destroy Capone, whose haven is located under the House of Mirrors in an abandoned amusement park. Capone offers the characters the chance to destroy Lodin, allowing them to serve him or rule Chicago themselves. The characters then seek out Lodin's haven and attempt to destroy him. Will they care that

Lodin has 40 mortals held prisoner, who will be executed if he is harmed? Shortly afterward, the characters encounter a materialized Nexus Crawler. Pariah, the vampire-Garou, comes to their aid. He then relates his story, and tells of the Sabbat's involvement in the war and the location of one of the sect's havens. Following up on the lead, they find a haven below the sewers used by a circle of Blood Brothers. The characters inform the primogen.

Epilogue: A truce is called. Lodin is destroyed (either by the characters or by one of his other enemies). Who will be prince? This war may set off another fight, one between Helena's and Menele's pawns. Many Kindred are dead, and there is much power to be gained.

Plot Synopsis for Sabbat Characters

To conquer without risk is to triumph without glory.

— Pierre Corneille, "*Le Cid*"

Chapter One: The bishop calls upon the characters and gives them a mission. They are to go to Chicago, where they must aid two scouts, Rigaud and Wade, in instigating conflicts between the Lupines and the Camarilla. The characters journey to Chicago, where they meet the scouts and several other Sabbat. The characters and Rigaud meet with some Black Spirals at a fast food restaurant to plan the attack and to bargain. In return for Black Spiral assistance, the Sabbat will aid the werewolves in capturing the Fanum. The characters join in a surprise attack against the werewolves of the Fanum.

Chapter Two: The characters meet in an abandoned hotel where Rigaud gives them the locations of several Camarilla Kindred havens they are to seek out and destroy. Afterward, Rigaud and the characters go to a house used by Lupines. No werewolves are present; Rigaud brought them there to Embrace all the young and old humans, turning them into Sabbat recruits. These "recruits" are left for the werewolves to find when they come home.

Chapter Three: The characters are sent to destroy Kevin Jackson, as he is a major threat to the Sabbat. Shortly after the characters have returned to their coffins, they are assaulted by the ghosts of dead Lupines. The spirits force them from their haven, and they must quickly find shelter before sunrise.

Chapter Four: The characters are attacked by Pariah, who fights until they are dead or he is severely wounded. Rigaud sends the characters to destroy the next major threat to the Sabbat — Al Capone. The characters find him at an abandoned amusement park. If the characters have Capone at a disadvantage, or if he believes them to be anarchists, he will tell them of Lodin's haven. If he discovers they are Sabbat, he will fight to the death. If the characters get the location of Lodin's haven,

they may become heroes if they can destroy him. The prince is on an estate outside the city. Rigaud later informs them that the Blood Brothers' communal haven was discovered and all the Brothers were destroyed. The characters must leave — a Blood Hunt has been called on Sabbat.

Epilogue: Rigaud and Wade manage to infiltrate the Camarilla. The characters may become scouts themselves, pretending to be anarchists who came to Chicago for Lupine blood and stayed because there is no current prince. The character may also act as liaisons between the Chicago scouts and their bishop.

Keeping Up with What Is Going On

A. A violent order is disorder; and

B. A great disorder is an order. These

Two things are one.

— Wallace Stevens, "Connoisseur of Chaos"

War is chaotic. This means your job as Storyteller will be a very trying one. There are a number of ways you can make your job easier simply by preparing for the game in advance.

First of all, use the timeline of events. This will allow you to keep up with how all the events fit together. It can be altered in any way you see fit; it is mainly meant to help you keep up with all major events. You might need to refer to the timeline from time to time, especially when discussing what and where other battles were fought besides those in which the players' characters participated.

The next thing to do is to prepare a list of your own casualties (the dead characters), if they differ from the "official" count. While this information should not be presented in full to characters, should they look for a particular character, you will need to know where that person is located and if he or she is even around to be found. As mentioned earlier, you might wish to get some input from your players as to which characters are the most uninteresting and weed them out as a result of the war. However, you might wish to throw in a few well-liked characters as well, to evoke a sense of loss.

To keep things simple, Appendix One contains all the statistics for character types that might be encountered. Specific non-player characters are also in the appendix.

Remember that this is a long story, despite the fact that all events in it take place over a relatively short period of time. Because of this, it is important to pace yourself and determine how much you would like to cover before you start a game session. This will hopefully make it easier on you, allowing you to break the book down into chunks which can be read and prepared a section at a time.



Prologue: Chicago, Kingdom of the Cadavers

*Hog butcher for the world,
Tool maker, stacker of wheat,
Player with railroads and the nation's freight handler;
Stormy, husky, brawling,
City of the big shoulders.*

— Carl Sandburg, "Chicago"

The Garou History of Chicago

*O brave new world,
That has such people in't!*

— William Shakespeare, *The Tempest*

Prehistory

Before the coming of the Europeans, the land where Chicago stands today was home to great numbers of Wyrmlings. This changed when a large number of Uktena arrived in the area. The Uktena had recently lost a major battle with a Wurm creature as they marched on their trek southward; they were not ready to go to war again. After calling on the Lunes and praying to Gaia for days, the Uktena Theurges received a vision depicting a solution to their predicament. The Uktena realized that part of the area was an Anchorhead to the Deep Umbra. The Wyrmlings did not know this; it was only revealed through Uktena magic.

The Uktena Theurges used the Anchorhead to summon a number of strange spirits. The Uktena used the spirits to attack

the Wurm creatures by surprise, slaying all who did not quickly flee into the earth. The cries in the night were deafening and the creeks and streams blackened with the blood of the Wyrmlings.

The Wurm creatures vowed revenge for the theft of their lands, but feared to act, for they were now weak and injured. The Uktena gained control of the local human population and for years peace reigned in the land. The remaining Wurm creatures were eventually driven under the earth; the Wurmholes were sealed shut and placed under guard by spirits. The tribe hunted and ruled the land, raising its cubs free from danger.

Untold years later, a powerful vampire entered the territory seeking solace and peace. This was the first Kindred these Uktena had ever seen. They did not sense the taint of the Wurm, but believed the being to be unnatural. A group of foolish Ahrouns attacked the ancient vampire, but was defeated. The creature had evidently made allies among the human mystics and had transformed some powerful human warriors into ghouls. Peace was finally reached and an uneasy alliance formed between Menele, as the Leech called himself, and the Uktena.

As time went on, amicable relations developed between Menele and the Uktena. They came to each other's aid and respected each other's rights. The Garou allowed Menele to



choose servants from the Uktena and the local humans. In return, he aided the Garou in their occasional sorties against Wyrms manifestations.

The Early Settlers

When the Europeans reached the area they brought with them death, not only for the local humans, but for the Garou as well. The settlers also (albeit unknowingly) brought the taint of the Wyrms with them: strange diseases which brought down even the toughest Garou, and insidious Banes which crept silently into the Garou's camps.

Besides the European humans, the European Garou also presented a grave threat, especially the Get of Fenris, Shadow Lords and Black Spiral Dancers. To keep their lands, the Uktena were forced to contend with a number of new tribes. However, the European Garou were small in number and the Uktena had allies among the native people. For the most part, the Uktena were victorious in their fight against the newcomers.

It was under General "Mad" Anthony Wayne that the Indians were defeated at the Battle of Fallen Timbers, in 1795, and the Europeans settled the area. Fort Dearborn was established in the territory to protect the settlers. However, Menele realized there was a far greater threat than that of the white settlers; he sensed the coming of an ancient enemy. Menele pushed his native Garou and human allies to increase the

number and viciousness of their attacks. Soon the fort fell to the assaults and the invaders were pushed back from the territories.

Helena (Menele's age-old vampire enemy) sensed Menele's presence and directed her thralls to carry out a midnight raid on an Indian village — but this was no typical raid. Within the heart of the village was a hollow mound that served as Menele's haven. Menele was not there, but when he heard the gunshots and cries, he ran with the speed of the deer to the village — only to find it was too late. The battle between Menele and Helena that followed was a mighty spectacle. Menele was terribly wounded and fled the battle, leaving Helena nearly destroyed yet victorious.

It was with the Uktena that the ancient Kindred found aid. Menele's braves managed to rescue his body and the Uktena did everything in their power to save him. They succeeded and Menele's minions were forever in their debt.

But the Europeans kept coming. They were far too numerous and they had advantages that the Native Americans did not. The use of firearms, disease, professional armies and good supply lines soon overwhelmed the natives. By 1833, the United States decided to establish a city along the Des Plaines River, near the shores of Lake Michigan. This city was Chicago.

The Cadavers soon filled the city and took control of all the human institutions. Menele solidified his control over the city of Chicago, while Helena, who had also entered torpor, merely held Fort Dearborn.

To prevent further encroachment, especially on the all-important Anchorhead, the Uktena built a large and beautifully designed stone building which they called the Fanum. It became the safe haven and home for the Uktena.

The Final Settlement

The European Garou invaded the region. Menele had no reason to deploy his pawns against this threat, even though he had sworn to aid the Uktena. He realized using his influence for such a cause would expose him to assault by Helena. This was too dangerous, since he was still in torpor. The European Garou pushed into the region, and the outnumbered Uktena could do little to stop them. The tribe lost most of its human allies, as the Native Americans were pushed from their territory.

Menele's torpid body temporarily left the region, for reasons unknown to any of the Uktena. Menele's minions merely claimed it was of great importance that he do so. He took a powerful leader of the vampires, an old African Leech named Inyanga, with him. During this time the other Garou tribes made their move. Sensing the powerful Leech-protector of the Uktena had departed, the European tribes gathered for a united assault upon the Fanum.

To protect the tribe, the Uktena shamans called upon the power of the Anchorhead to summon unusual spirits, as they had in the past — this time, they accidentally brought forth a Lesser Celestine. This Celestine, summoned from the Deep Umbra, was called Jupiter. It adapted the characteristics of its

human namesake, sucking such information from the minds of mortals. It became Jupiter, the ancient Roman deity, in every respect.

Chicago was rocked by the power of the Celestine. There were great storms and the sky blazed red with unnatural fury. During this storm, the vampires moved to carry out their schemes against one another; a crazy Kindred even set the city ablaze in a vain attempt to destroy herself. After the fire, there was a *coup d'état* among the undead; Helena's minions assumed control of the city, while Menele and his most powerful servant remained nowhere to be found.

The Uktena were aided in some respects by the Celestine. The Shadow Lords were driven from the territory by Jupiter. The other invader tribes suffered great losses at the hands of Jupiter and the Uktena.

Most of the Garou of Chicago survived the Great Fire. The Camarilla Cadavers were busy destroying one another while the Garou went to war. The Fanum was saved from destruction only through the powers of the Jupiter Celestine, who did not wish it to be harmed.

The Uktena shamans tried to control the Jupiter Celestine, but were unsuccessful. They were forced to seek help from the Stargazers and Children of Gaia, the only two tribes which refused to take sides in the war between the European and native Garou. With the aid of these two tribes, they called the Jupiter Celestine back to the Anchorhead. Unfortunately, the potent ritual did not fully work, either because non-Uktena were involved or because Jupiter had stayed on earth too long. However, part of Jupiter became trapped in the Fanum itself, creating a fetish of sorts out of the entire building.

The Wyrms War

During the reconstruction of Chicago, the Fanum became a temple where humans could study spiritualism. The Uktena kept their presence outside the temple to a minimum, since their Homid forms appeared as Native Americans. Good relations soon developed with the Gangrel, who were led by Inyanga, the ally of Menele. Many Gangrel used the temple to study Thaumaturgy and the ways of the Garou. Many human mages also used the temple.

From 1872 until 1923, peace reigned among the Garou. The Fianna established the Wind Catcher Sept in 1888. Because of pressure from the other tribes and the need for unity in the face of the growing vampire population, it eventually opened its membership to others. The Fanum, however, remained strictly in the paws of the Uktena, Stargazers and Children of Gaia; all other tribes were excluded.

In 1923, a mining operation uncovered the catacombs of the Wyrms creatures, just north of present-day Chicago. The creatures invaded the city, requiring all the Garou of Chicago to unite in defeating them. The Fanum could no longer be used to summon spirits, as there was a danger of releasing Jupiter once again. The Garou diligently battled the Wyrmlings and eventually pushed them back into the earth. However, this brought the attention of Black Spiral Dancers.

The Black Spiral Dancers dug their web of tunnels to connect with the caverns of the Wyrms creatures. Some Black Spirals even participated in battle against the Garou, trying (but failing) to take the Fanum. They swore they would one day seize the potent Anchorhead and use it to increase the power of the Wyrms by warping the great spirit of the site.

In 1925, an old Philodox of the Children of Gaia had a vision. She witnessed the release of Jupiter once again. The sky was lit by a blood red moon and there was great lamentation. The Garou warred upon the vampires. Death was everywhere. Despite the credibility of the old one, the vision was dismissed as the product of a paranoid imagination.

In 1930, Menele's body returned to Chicago, but it was not kept within the Fanum. Menele's minions reaffirmed their connection to the Garou of the Fanum, in case they later needed to ally.

Times of Strangeness

In 1949, a strange individual named Jonathan Peabody presented himself to the Garou of the Fanum, claiming to be an ancient Egyptian architect. Peabody was a mummy, and soon proved his immortality and great supernatural potency to the Garou. He built a great temple near the Fanum. He named this temple the Orthodox Temple of Akhenaton, and offered the Garou any assistance he could provide as long as they watched over the temple for him while he was dead. As a mummy, Peabody, whose original name was Illahun, lived and died as



any mortal, but was always reborn into the flesh after a period of time. He needed the protection of the Garou during the times his body lay dead. Peabody died shortly after the completion of the temple and his servants took over the maintenance of the temple. Peabody remains deceased even today; perhaps he was not immortal after all.

While the Garou enjoyed relative peace, except for the occasional sorties with creatures of the Wyrn, the vampires of the city continued to play their Machiavellian games. The anarchists and the Ventruue fought almost constantly. On the "Night of Rage," the Garou slept soundly in their beds dreaming of early morning hunts while the city's Cadavers ran wild destroying one another. For the most part, the Garou also ignored future conflicts among the city's Kindred.

Two Weeks Ago

The Sabbat, a sect of near-suicidal vampires, manipulated the Black Spiral Dancers into assisting it in its play for the city. To gain control of the city, the Sabbat needed to lure the Camarilla in another direction. To achieve this end, it wanted to start a war between the Garou and the Camarilla. The sect succeeded in doing so by launching blatant attacks on a strategically important Kindred location, the Succubus Club, using Black Spiral Dancers and other Garou (those who were subjugated into serving the Sabbat's commands).

The Sabbat's pawns attacked the Succubus Club, which was (unknown to the Sabbat) the haven of Helena. Prince Lodin, leader of the Chicago Kindred, announced a retaliatory attempt to destroy all werewolves: a Blood Hunt. The Garou of Chicago became not the predators but the prey.

Three Days Ago

In return for their aid, the Sabbat assisted the Black Spiral Dancers in getting something they wanted: the Fanum. With the aid of vampires and powerful Banes, the Black Spirals caught the Garou of the Fanum by surprise.

Through an intricate ritual designed by Sabbat Tremere *antitribu*, the Fanum itself was prevented from taking any action. Both sides fought for the Temple, each suffering great losses, but eventually the Black Spirals won, chasing the remaining Fanum members off into the night. Worse yet, the ritual not only prevented Jupiter from taking any action, it released it upon the earth, although it remains bound in some respects to the Fanum because of the previous ritual used by the Uktena and their allies. The Black Spirals now infest it with Banes, and thus increasingly taint the nature of Jupiter with the power of the Wyrn.

Through the Eyes of Mortals

Behold! Human beings living in an underground den . . . Like ourselves . . . they see only their own shadows, or the

shadows of one another, which the fire throws on the opposite wall of the cave.

— Plato, *The Republic*

All throughout the great werewolf-vampire war, the mortals find themselves facing events beyond their understanding. The storm, the wolf howls, the great fires, the packs of huge dogs running through the streets, the strange creatures appearing out of nowhere, the open acts of murder, the red swans and the showers of gold are enough to make any Chicagoan question things.

The headlines in Chicago's newspapers do not reflect the people's anxiety, though — the Masquerade is trying to hold. Lodin is doing all he can to silence the press. However, news of the weird events travels far beyond Chicago and its suburbs. Toward the end of the war, witch-hunters begin appearing in town.

At the beginning of the story, people begin noticing many strange phenomena, especially the storm, which causes many baffled meteorologists to scratch their heads in wonder. The brunt of the storm, however, is in the Umbra; its earthly effects are erratic and hard to pin down through eyewitness account.

By the middle of the story, people are staying off the streets unless they have to get out — the freak lightning strikes have become widely publicized. Street violence is at a new high; people begin to talk of the Los Angeles riots and soon the term "Chicago riots" is being heard. As the storm worsens, hospitals begin filling up with more and more victims, a record number of which have been struck by lightning. Others are brought in by police because they claim to have seen werewolves, vampires, big monsters or red swans. Psychologists speak of mass hysteria.

Near the end of the story, many religious people begin preaching about Doomsday, even on late-night television. On nearly every street, someone can be found carrying a placard about the end of the world. Everyone is extremely nervous and paranoid; most will have seen something peculiar by this time.

As Storyteller, it is your job to play up the effects of the war and the Jupiter storm on mortals. Every time the characters are around humans, or passing through public areas where there are people, describe in detail the appearance, actions and attitudes of the mortals. Remember, they get more and more paranoid and scared as the story progresses; their attitudes change from mild curiosity to outright fear for their lives.

Chicago's Umbra

The trees reflected in the river — they are unconscious of a spiritual world so near them. So are we.

— Nathaniel Hawthorne

The Umbra is strange everywhere, but it is exceptionally so near the Windy City. The effects of the Jupiter Celestine, along with the strong presence of both the Wyrn and the Weaver in and around the city, make it a very spiritually active place.

The center of the Weaver's great Pattern Web for the city is at the heart of Chicago, the Loop. Reaching monolithic proportions, the Web forms masses of oddly shaped, building-like

structures; these house countless numbers of net-spiders. The Web stretches in every direction, covering the city. In various places all over the city, large towers spun from webbing can be seen. In addition to the net-spiders and pattern spiders, there are many enslaved electricity elementals, a few glass elementals, and a virtual army of minor technological spirits — mostly computer Gafflings running along the webbing in service to the spiders. While a few manage to escape (i.e. computer glitches), most are stranded in the Web.

Chicago's Web is a dangerous place. The spiders are strong here and great in number; they use their Charms, Calcify and Solidify Reality, with ease. Even the stronger Banes avoid the Web, and while occasional Wyldings appear to cause blackouts or brownouts, such incidents are very rare.

A few buildings on earth are present on the Umbra, but they appear much taller and have a mixed organic-Gothic look. Some were given self-awareness through years of loving attention by residents, night watchmen, janitors, architects or businessmen. The buildings sometimes talk to one another by sending minor "voice spirits" from one to another. These spirits light up the sky even during the pitch blackness of daytime on the Umbra, though the language of these spirits is imperceptible to all non-buildings.

Even small buildings, or parts of buildings, can be seen. These areas have had their spirits awakened. All other buildings have a dim, grayish color and are virtually transparent. In the transparent areas, various electricity and water elementals

can be seen traveling up and down make-believe pipes and conduits, carrying out their functions.

Within these buildings, and seemingly throughout the city, are elementals. Many stand dormant in one spot, while others actively move about the city; some even chance using the Web for transportation. Electricity and glass elementals are exceptionally numerous.

Oddly, some buildings that have been torn down on earth, or that burned down in the Great Chicago Fire, still stand in the Umbra. They look similar to the way they did on earth; some of the smaller ones are even located within larger, newer spirit structures.

The city's ground level is covered with street spirits. Many streets in Chicago have active spirits. Intersections are minor nexuses of spiritual activity as street spirits fight over Gaffling traffic lights. Most streets share control over the traffic light spirits. If the spirits find a person in a big hurry, they sometimes jestfully make red lights more numerous and longer for them.

A number of spirit cars whiz down the streets, even the few streets that are not awake. The cars often resemble their owners. They are able to negotiate with street spirits for favors and they can also hit any spirit in the way. This sometimes leads to the real car stalling out if it took a particularly nasty lick.

Various objects all over Chicago have been awakened by humans' intense interest in them. Items range from streetlights to neon signs to spectral handbills which no longer exist in the real world. Even particular booths in nonexistent diners can be seen.

There are entrances to the sewers all over the place. Down in the sewers are many of the most dangerous spirits, including Banes who prefer to travel out of the sight of the Weaver spirits. A number of Wurm-tainted water elementals ooze through the sewers, as do many spirit-vermin, especially rat-spirits.

When traveling in the Realm, the havens of Cadavers can be found with Sense Wurm if the vampire in question has a Humanity score of six or less. In the Umbra, however, Sense Wurm does not detect things in the physical world unless the Garou is using a Gift that allows him to pierce the Gauntlet (Umbral Sight), or he is "peeking." Vampiric havens are sometimes surrounded by Banes, and may be found by searching for this kind of activity. However, there is no guarantee that a given flock of Banes is gathering around a vampire's haven, especially in war-torn Chicago. When "peeking" from the Umbra into the physical world, Garou perceive vampires as black blotches, sometimes with eerie, swirling lights within. It is very hard to identify specific vampires while in the Umbra.

The Rack is one of the more interesting places in the Chicago Umbra. Almost all the clubs are sentient spirits. Sex, drug and music spirits run wild through the clubs. Inside places like these, an unusually intense feeling of excitement can be felt clear to the bones of all Garou who travel through them on the Umbra.

The parks of the city are far from pure areas of the Wyld, but in Hyde Park there is a Glen, although it is very difficult to find. The Wind Catcher Sept uses this area as its caern. All the parks



are filled with animal spirits that have no other comfortable place to go. The zoos are similar in most respects to the parks, but a number of Bane spirits often travel through to torment animals trapped in the cages for life.

The Chicago trainyards are a very unique location. The ghosts of many settlers who died before they made it out West can be found here, forever waiting for their trains to arrive.

The suburbs of Chicago are very similar to other suburban areas in the Umbra. The Web reaches these areas, but the number of Weaver spirits and the strength of the webbing are weaker here than in the city. Also, fewer of the streets and buildings have spirits.

North of Chicago, approximately 20 miles south of Milwaukee, is a large Wyrmhole. The region is swarming with Banes. Few Garou are brave enough to travel the area and none travel here via the Umbra, for this would mean certain death. The Black Spirals can often be found in the Umbra of this region, as can certain races of creatures undreamed of on earth.

The Fanum

Level: 3

Gauntlet: 3

Type: Gnosis

Tribal Structure: Closed to all but Uktena, Children of Gaia and Stargazers.

Totems: Jupiter

The Temple of the Fanum is located at 553 Wrightwood Avenue in Lincoln Park on Chicago's North Side. Nearby, at 2551 North Halsted Street, is the Orthodox Temple of Akhenaton. The Fanum is normally open to members from 10 A.M. until 2 A.M., Monday, Tuesday, and Thursday through Saturday. The Fanum's Garou try to present a public image of a respectable, human-controlled institution of serious learning. They have been very successful in the past.

Membership is required to use the facility. The fee is \$20 per month or \$200 per year. Membership includes access to the Fanum's library, access to the expertise of the temple priests and priestesses, and various seminars open to all members; the topics of these range from alien-hunting to hermetic lore.

The Fanum has a large occult library, though materials cannot be checked out. It has a number of rooms for seminars and experiments ranging from tantric yoga to exorcism.

The Fanum is protected by the Jupiter Celestine. It controls the defenses of the temple, making it nigh impenetrable by earthly or Umbral means. The Rite of the Shrouded Glen has been performed on the temple, and it is thus invisible in the Umbra — at least until Jupiter was freed; now it is impossible to miss the activity around the Fanum in the Umbra.

The building is made of stone and reinforced with the supernatural energies of the Lesser Celestine. Metal doors open and close at the whim of the spirit. The spirit answers only to the Uktena, Children of Gaia and Stargazers. No others could control the temple defenses — until the successful



invasion of the Black Spiral Dancers, who now solely control the defenses.

Within the temple are sufficient quarters to house all the Garou of the Fanum and a number of their Kinfolk. Many of the Garou and Kinfolk serve as priests and priestesses of the temple. They help to guide the human members into the mysteries of the supernatural. They do not and will not reveal their Garou nature, nor will they lend any credence to the existence of the Garou to mortals. They use their Gifts, along with rituals and basic Thaumaturgy or hedge-magic, to provide a glimpse of the preternatural to those living in an otherwise drab and mundane world. All the needs of the sept are met through the membership fees and additional charges for private instruction and seminars.

The sept calls itself the Sept of Jupiter, for obvious reasons. It numbered about 26 before the attack by the Black Spirals; now there are 17 left alive and accounted for. Of those left, 11 are Uktena, four are Children of Gaia, and two are Stargazers. All told, 10 are young enough to be useful in a fight. The others are Old Ones.

The members of the Fanum had good relations with the Gangrel of Chicago and occasionally allowed them to teach or study at the temple. They even provided safe haven to them during the "Night of Rage" and during Maldavis' coup attempt. The Sept of Jupiter carefully avoids the Tremere of Chicago. While they know of each other, the Tremere pretend to believe the Fanum is the work of human charlatans. This is to prevent the Council of Seven from finding out and ordering Nicolai to use his resources (at great personal cost) to bring it under Tremere control. This would leave him personally susceptible to replacement as head of the chantry. Also, Inyanga has ties to the Fanum, and Nicolai doesn't want to instigate conflict with her.

The Orthodox Temple of Akhenaton is sometimes watched over by the sept, as part of its deal with Peabody, but it has been abandoned in the last few days. The Black Spiral Dancers believe it to be indefensible and not worth the risk to attack. It is currently under guard by a handful of faithful servants to Illahun, the mummy.

Jupiter

Among the many powerful forces of the universe that once ruled supreme, the mightiest were the Celestines. Now, however, they are largely forgotten, separated from Gaia's earth by the great gulf of the Deep Umbra. Many Celestines prefer it this way. Some, however, require a connection to the earth — and especially to humanity — for their power. These are the Lesser Celestines, sometimes called gods, those who thrived on the worship and attention provided by humanity in the past. It is said that a Lesser Celestine can only exist as long as its name is remembered; otherwise it falls to Incarna status. One such entity has been bound into the Fanum itself, and is known as Jupiter.

When Jupiter was bound into the Fanum, it was, of sorts, a two-way relationship. Jupiter lost power by being bound into such a finite form, but the attention provided in return allowed

Jupiter to exist long after it had ceased to be a pivotal force on earth. Being bound into the building so, Jupiter has become more like an Incarna than a Celestine, but this allows for greater access by the Fanum's sept. However, it also weakens Jupiter drastically, to the point where the Banes may succeed in perverting it.

The bound Jupiter acts as a totem for the sept, controlling the caern's Moon Bridge and other spiritual activities. Only Fanum packs can gain Jupiter as their totem.

Cost: 8

Children of Jupiter radiate an aura of command. Any difficulty to lead a group, either military or civil, is two lower. Jupiter's children also gain one dot in Resources — riches gravitate to them. They also gain the Gift: Clap of Thunder. Whenever they gain Honor Renown, they receive an extra 100 Honor.

Ban: Jupiter's Children must never refuse the responsibilities of leadership. However, if they do, Jupiter understands — they will lose 1000 Honor for each transgression, but still have the continued alliance of Jupiter.

The Sept of the Wind Catchers

Level: 2

Gauntlet: 4

Type: Stamina

Tribal Structure: Closed, but multitribal; a very xenophobic membership policy.

Totems: Blackbird (Raven)

There are other Garou in Chicago besides those of the Fanum. Most are members of the sept called the Wind Catchers. A few live outside the city, but if they have a caern of their own, it remains hidden.

While there are over 70 Leeches in Chicago, there are only 40 Garou, counting the 17 surviving members of the Sept of Jupiter. Of the 37 members of the Wind Catchers, only 23 have, so far, survived Prince Lodin's Blood Hunt. The other 14 quickly fell before the superior numbers and guile of the Leeches.

The Sept of the Wind Catchers is located near the Glen in Hyde Park. The Sept is based around an old two-story brick house used as a meeting center and a home for the Old Ones. The place is usually under the careful watch of either young Garou or trustworthy Kinfolk. The house and the surrounding grounds are protected from all unwanted spirits by a powerful set of Sanctuary Chimes (treat as other Sanctuary Chimes, except Level 5, Gnosis 8, and the chimes keep spirits 500 feet away from the house itself and all grounds directly below it, up to 500 feet).

The current war leader of the sept is a Get of Fenris named Gnuris One-Eye. He is a highly skilled warrior and tactician, and he is one tough customer. He is dedicated to keeping his fellow sept members alive.



The sept was originally to have been Fianna, but the tribe could not defend the Glen on its own. The Black Furies, Shadow Lords, Bone Gnawers, Get of Fenris, Glass Walkers and Silver Fangs helped to establish the caern and all their direct descendants may claim membership to it. No other Garou are allowed membership in the sept. Outsiders are just not trusted.

While the sept allows visitors, it is not overly gracious or hospitable. Those who exceed their welcome are told so. Access to the Glen within Hyde Park is also carefully guarded. No one other than a member of the sept is allowed in except under escort by a sept member. The Rite of the Shrouded Glen has been performed upon the park, so it is very hard to find in the Umbra.

The main reason that the Wind Catchers do not aid their Garou brothers and sisters in attacking the vampires of the city is because they are engaged in a battle of their own. A few days before the events of the story begin, the Banes who overrun the city discover the Glen in the center of the park. During the story, the Wind Catchers wage a valiant struggle to defend the Glen from the Banes, Black Spirals and Leeches. In addition, they fight to keep their caern. Many of the Black Spirals pouring into the city decide to concentrate on overtaking the last Garou foothold in the city. Nightly the Garou of the Wind Catchers spill blood in defense of the Glen, the caern and their very lives. Humans soon refuse to enter the park at night, for it quickly becomes a battleground of terror.

The Protectorates

Unity makes strength, and, since we must be strong, we must also be one.

— Grand Duke Friedrich von Baden, on German unity under Prussian hegemony

The protectorates in and around Illinois are mainly named after river boundaries, rather than mountains as in New York, although both states have lake protectorates. The protectorate under which Chicago falls is called the Kankakee Protectorate, named for the river to the south of the city. The Sept of the Raccoon, along with the Wyrnhole, falls into the Lake Geneva Protectorate.

The Garou of the Wind Catchers are very xenophobic, and they do not like outside interference; they do not work well in large groups, which is why they do not wish to aid the Garou legion at the beginning of the war and do not involve the other Garou in their own conflict.

The great Wyrnhole to the north of Chicago is home to strange monsters. There are so many weird creatures dwelling deep in the earth here that the Black Spirals do not even maintain a Hive at the site. The Wyrnhole is a grave threat requiring constant watch. The Sept of the Raccoon, composed of Shadow Lords, patrols the site. It is rumored that the Shadow Lords ally themselves with certain Wyrn beasts, providing them with victims in exchange for favors, but nothing has been proven and all Shadow Lords would take insult at such a slanderous accusation.

Encounters under a Blood Red Moon

He that leaveth nothing to chance will do few things ill, but he will do very few things.

— Lord Halifax, *Political, Moral, and Miscellaneous Reflections*

The following list of possible encounters will hopefully provide ways to liven up a dull moment with a little action. The encounters may be determined by rolling randomly, or (preferably) by selecting the one you feel to be most appropriate and surprising for that particular moment. Feel free to alter the encounters as you see fit, especially if you would like to use them more than once. No two encounters should ever be the same.

Earthly Encounters

These are possible encounters that could take place on earth. Feel free to discard those you do not like or come up with some of your own.

1. Kevin's Gangbangers: This is for vampire characters and any Garou characters whose Homid forms Kevin Jackson has seen. As the characters walk down the street or ride in their car, a black and gold van with a big gold ankh painted on the side pulls up and sprays a burst of gunfire at them. The van then speeds off.

2. The Police: The characters are stopped by the police. They look suspicious and they will have to go downtown — unless they resist arrest.

3. Young Licks: A crazy bunch of young vampires decides to make a meal out of the characters. If the characters are Garou, the Licks either saw them change into a non-Homid form, or were told by a Sabbat contact that the characters are Garou. If the characters are Camarilla Kindred, the young Licks should be a bunch with a grudge against them. If they are Sabbat, then they just ran across the wrong bunch of bullies.

4. Sabbat Blood Brothers: If the characters are Garou, they sense a great evil of the Wyrms nearby. If they seek it out, they find a huge, throbbing mass of flesh; a number of heads, arms, legs and various organs form and contract within the huge blob. The blob is killing a number of humans, sucking their fast-flowing blood up from the pavement with a number of mouths and tongues. If the characters are Camarilla Kindred, they are stalked by an odd-looking group, the members of which are all bald and wear the same type of leather jackets and clothing. At first they appear to be a mere gang, but they then form into a massive blob of flesh and attack the characters.

5. Black Spiral Dancers: These servants of the Wyrms have sought out the characters (provided the characters are Garou or Camarilla Kindred). They have marked them for death and they thus ambush and assault them when it is to their advantage. The Black Spirals will continuously harass the characters,

making them paranoid and uncertain of when to expect an attack.

6. Sabbat Recruits: A wild band of newly created Sabbat is thrown at the characters, either directed against Garou by a Black Spiral Dancer, or directed against Camarilla by a True Sabbat. If the characters are Sabbat, they are attacked by accident; the recruits believe them to be Camarilla Kindred.

7. Camarilla Ghouls: A group of ghouls want the characters dead, believing them to be the enemy, possibly the ones responsible for the death of their master(s). They will even track the Garou, if the Garou characters actually killed their master(s).

8. Blood Dolls: An encounter for vampire characters. A group of Blood Dolls attacks them for no reason. The poor mortals have been Dominated into attacking the characters. The Dominating vampire, watching secretly from a distance, just likes to see Blood Dolls get torn apart.

9. Capone's Goodfellas: This encounter is only for vampire characters. Several men get out of a limousine and open fire on the characters for no reason. They subsequently get in the car and drive off. They attack in a very public place. If the characters are Camarilla, Capone sees them as a threat. If they are Sabbat, he is merely trying to protect his sect.

10. Anarchs: A group of anarchists has decided to go after the characters, for whatever reason. Treat the anarchists as young Licks, but probably a bit tougher and better armed.

11. Spirit Manifestation: A Bane or an angered elemental decides to kill one of the characters. It manifests itself and attacks him, probably doing so when the character is alone.

12. Swan of Jupiter: The characters notice a beautiful reddish-hued swan following them. It is a scout Gaffling for Jupiter, sent to keep an eye on the characters. It may stay only a minute or it may follow the characters wherever they go. There may even be a whole flock of swans. Only they can see the swans that follow them.

13. Lightning Strike: The character is singled out by Jupiter to get blasted with a minor bolt of lightning (possibly more than once). The character may make a Stamina roll to soak the damage. The lightning does seven dice of wounds.

14. Collapsing Stonework: The characters happen to be standing next to or under a piece of stonework hit by a blast of lightning from the Jupiter storm. The character must make a Dexterity + Dodge roll (difficulty 6) to avoid being smashed by the stonework. The stonework does four dice of damage, plus one die per five feet it falls.

15. Random Act of Violence: The characters witness some despicable act that occurs for no apparent reason. Possibly they see someone stab another person to death, see a child hit by a car, or see a person commit suicide.

16. Mugger: This human picks the wrong target to rob.

17. Whacked-out Malkavian: A crazy Malkavian vampire, either Sabbat or Camarilla, attacks one of the characters from out of nowhere. The Malkavian is screaming about "the voices" and the "dead man in the dreams." After her first attack, she runs off into the distance unless stopped.

18. Berserker Garou: A frenzied Garou races up and down the street, howling and terrorizing any who come near it, friend or foe. The poor creature is a Black Spiral Dancer whose time has come to join the Wyrms completely. Its sanity has totally snapped.

19. The Gargoyle: If the characters come too near the Tremere chantry (whether they know it or not), they are attacked by the guardian, a Gargoyle called in by Nicolai to defend the chantry during the war. It will not pursue the characters too far from the building.

Umbral Encounters

These encounters take place on the Umbra, where almost anything can happen. Many more possibilities exist, so you might wish to design bizarre and surprising encounters of your own.

1. Banes: The characters are spotted by one or many of the Wyrms spirits that creep about in the Umbra. Almost all Garou traveling the Umbra will encounter a number of these vicious spirits. Choose any type of Bane; make the encounter challenging, but not necessarily deadly to the characters.

2. Weaver Spiders: The characters find themselves surrounded by pattern spiders or net-spiders that decide to Calcify them into the Web and turn them into slaves.

3. Black Spiral Dancers: Black Spirals can travel the Umbra just like any other Garou. This band of Black Spirals is hunting down any Garou that might have run into the Umbra to protect themselves.

4. Ghosts: The ghost of a dead human or Garou approaches the characters. Possibly it wants something, but what? (What it wants is up to you: possibly revenge, a proper burial, information, a particular object, or just to attack the characters.)

5. Angry Elemental: Jupiter is having an unusual effect on this elemental. It has become very violent and is attacking everything in its path. Unfortunately, the characters are in its path. Use any elemental listed in **Werewolf**.

6. Swan of Jupiter: Same as on earth, but the swans are more likely to appear in greater numbers and they are visible to all.

7. Ram of Jupiter: A spirit in the form of a reddish-hued ram appears and begins ramming objects for no apparent reason. It will avoid the characters unless provoked. The spirit has a Rage of 9, Willpower of 6, Gnosis of 5, and Power of 15.

8. Lightning Strike: Same as on earth.

9. Shower of Gold: The character is bombarded with a shower of liquid gold. This has no terribly harmful effects, though it is annoyingly warm and, when it cools (about five minutes), it becomes solid and must be cracked and broken off. It may slow movement and flexibility if not removed.

10. Spectral Auto: An automobile of some sort comes racing out of nowhere and goes flying into or past a character, knocking her down or hitting her straight on. The Garou has the opportunity to avoid the car with a Dexterity + Dodge roll (difficulty 6). If the character scores only one success, she is knocked down but otherwise unhurt. If she fails the roll, she is hit. Damage is variable, based on the size of the vehicle; for example, a mid-size car would do five Health Levels of damage.



The Forces at Work

*Every truth is true only up to a point.
Beyond that, by way of counterpoint,
It becomes untruth.*

— Sören Kierkegaard

The following sections provide you with the plans of and backgrounds on the various factions taking part in this story, along with what they know about each other. It is provided for you in case a situation arises that is not specifically mentioned in the material, allowing you enough information to play it by ear.

The Sabbat's Plans

*Here I am, I'm the master of your destiny,
I am the one, the only one, I am the god of kingdom come,
Gimme the prize, just gimme the prize,
Give me your kings, let me squeeze them in my hands,
Your puny princes,
Your so-called leaders of your land,
I'll eat them whole before I'm done,
The battle is fought and the game is won.*

— Queen, "Gimme the Prize"

The Sabbat is the main catalyst for this story, but the sect plays only a minor role in the actual events. It allows its so-called allies and its enemies to do its dirty work. After everyone falls, the Sabbat plans to come in and pick up the pieces.

Both Phillipe Rigaud and Wendy Wade are very knowledgeable about the intrigues and plans of Chicago's Kindred. They have been gathering information for many years and know the locations of a great number of secret havens. They know where certain vampires socialize, where they feed, and, most importantly, their weaknesses. Both Rigaud and Wade are very familiar with the geography of the city; the other Sabbat, however, are not.

The Sabbat also knows a great deal about Garou in general, and Black Spiral Dancers in particular. The two Chicago scouts have studied the Fanum as well, and have taken pictures of Kinfolk and Garou. They have also followed many of them back to their dens. However, the Sabbat is not willing to share this information with the Black Spiral Dancers, except on a limited basis. The Black Spirals must pay them in services for this valuable information. This information will be a key factor in locating Kinfolk and Garou once the real war starts.

Phillipe Rigaud and Wendy Wade have gotten the information they need. They are ready to take action, and to move more Sabbat into the city. They know they must act quickly before other powerful Sabbat take control of the operation from them. Rigaud is ready to settle into an archbishopric. Wade will get a bishopric, or possibly Rigaud will make her his paladin.

Rigaud has a relatively simple plan. The pair will utilize the Lupines to cause problems for the Camarilla, thus keeping the rival sect preoccupied while the Sabbat moves in and estab-

lishes a greater power base. The sect can then begin infiltrating the ranks of the anarchs and the various clans.

Rigaud called upon his Sabbat liaison to provide him with a circle of Blood Brothers and a nomadic pack ready to infiltrate the enemy. All these vampires will be rewarded with permanent positions after the siege, but that is still a long time in the future. Chicago is a dangerous place, and even the Sabbat must move cautiously in order to succeed.

Rigaud then summoned his Black Spiral Dancer allies to a meeting. He promised them aid in taking the Fanum if they would help him by capturing some other Garou for the Sabbat to Dominate into submission. They did so, and together with these poor thralls, the Black Spirals made a number of attacks on locations Rigaud knew to be favored by Kindred. The blatant homicides were calculated to bring a reaction from Lodin. Rigaud was right, and things went as planned.

However, Rigaud did not know his pawns had attacked the haven of the Methuselah, Helena. Rigaud underestimated Lodin's willingness to act. If it had not been Helena's unknown command, Lodin would have let the incidents pass with only a few nights of revenge, but because of Helena, the event led to an all-out Blood Hunt.

Only three days ago, the Sabbat aided the Black Spirals in capturing the Fanum from the Garou. The Sabbat does not know why the Black Spirals want to control the building, but believes the brutishly insane beasts want it only to corrupt, since it is known to be a haven for other Garou. If the Sabbat had known of the Black Spirals' plan, the sect would probably have retained control of the place itself.

Now the Sabbat watches while the tension and body count increase. The city's Kindred are occupied with the Blood Hunt. Rigaud must keep both sides balanced while bringing in other Sabbat and while attempting to usurp various Camarilla-controlled institutions. Now, the Jyhad rages and the Sabbat is in control.

The Black Spiral Dancers' Desires

*Ye are brothers! ye are men!
And we conquer but to save.*

— Thomas Campbell, "Battle of the Baltic"

The Black Spiral Dancers know more about vampires than any other Garou. They have been cautious allies of the Sabbat for many decades.

The Black Spirals indigenous to Chicago are amply informed about the ways of the Camarilla. The Sabbat believed it would be useful for them to know what they were up against. The Black Spirals know certain information about Chicago itself; they are particularly familiar with the tunnel system under the city. They are, of course, familiar with the spiritual beliefs and practices of their race.

The Black Spirals are not stupid. They realize why the Sabbat wants the Camarilla to go to war with the Garou. This is fine by the tribe. The less Garou the Dancers have to fight, the better off they will be. The Black Spirals only helped the Sabbat in order to acquire the Fanum. Now they have acquired it and they have released Jupiter. Currently, they are attempting to gain more control over it by tainting it with Wyrms power.

An unrevealed spirit minion of the Wyrms taught the Black Spirals the necessary ritual to facilitate the partial release of Jupiter. The ritual is almost the same as the one the Uktena originally used to bind the Celestine.

As far as the war is concerned, they are not particularly interested. While some of the Black Spirals still want to go out and spill Kindred blood, most have holed themselves up in the well-defended Fanum to carry out their sinister plans.

They want to bring in more reinforcements via Moon Bridge, but Jupiter will not open the Bridge, and no Gift can wrest this control from the Celestine. The Black Spirals concentrate on perverting the Celestine, knowing that when it has been totally corrupted, it will relinquish all control.

The Rivalry of the Ancients

Smiles and picks his teeth

Trapped between heaven and hell

He knows all the secrets

And don't want to tell

There's nowhere to run and there's

Nowhere to hide.

— Concrete Blonde, "The Beast"

Much (though not all) of the intrigue in Chicago revolves around two pivotal beings: Menele and Helena. These two Methuselachs have sought the Final Death of the other for millennia. This war may be their opportunity.

Both are aware of almost all that goes on within the city; they have eyes and ears all over, and not just those of Kindred. Menele is far more versatile in his surveillance, utilizing Kindred, Kinfolk and Garou. However, he is limited by his dormant state. Helena has far more powerful connections, along with the ear and actions of the prince of the Cadavers.

Helena knows about the Sabbat's increased activity, but she has yet to link it with the attack on her haven. Through her paranoia and obsession with Menele, she believes the attack on her own haven could not have been a coincidence. She firmly believes Menele is involved. This is why she called the Blood Hunt on the Lupines. She feared he was finally making his move; she knows he has connections to the Lupines and believes he will probably use them as his army since he lacks (she believes) many powerful allies among the Kindred.

Menele believes the current crisis to be Helena's doing. He believes that she is attempting to move against him by baiting him to come to the aid of the Garou. He further believes that she is in league with the Sabbat and the Black Spirals. He also believes that she planned the assault using Garou pawns in order to get her other pawn, Lodin, to eliminate Menele's

allies. Menele has learned of the problems his Garou allies face and knows they did not attack the Kindred. He also knows about the fall of the Fanum; this greatly disturbs him, because he knows what great power it contains, power that no vampire could ever hope to control. The framing of the Garou, the Blood Hunt and the capture of the Fanum all point toward a major power play. Menele is not planning to take the bait, because he knows that is what she expects him to do. In addition, his most powerful ally, Inyanga, is currently out of town. The Sabbat made their move when they knew that Inyanga, a great ally of the Garou, could not aid them.

What the Garou Know

You meaner beauties of the night,

That poorly satisfy our eyes

More by your number than your light;

You common people of the skies,

What are you when the sun shall rise?

— Sir Henry Wotton, "On His Mistress, the Queen of Bohemia"

While most Garou do not like cities, those of Chicago have come to consider the city their home. They do not intend to give it up. The Garou will fight to keep what little they still have and to prevent the presence of the Wyrms from growing any stronger.

All Garou in and near Chicago know certain things about the city. It is commonly known that Chicago is home to at least 50 Leeches, and probably more. Those outside the Fanum know that the Sept of Jupiter, the Fanum's sept, has direct relations with the Leeches of the Gangrel Clan. They know that the Fanum is presented to the public as a place to study the occult. It is also known that the Sept of the Wind Catchers is located somewhere in Southside Chicago.

While all the Garou of the area now know the Fanum was captured by the Black Spiral Dancers (with the aid of some Leeches), only the Sept of Jupiter knows that the Black Spirals are in control of the powerful Celestine and that they are attempting to corrupt it with the power of the Wyrms. The Garou know little about the Sabbat; to them, all Leeches are the same.

The Garou also consider all Leeches to be of the Wyrms. While a rare few (those with Humanity scores of seven or more) do not bear the taint of the Wyrms, most register to Sense Wyrms. Vampires such as Helena are considered major servants of the Wyrms. It is through them that the corruption is spread. Nearly all local Garou know that the leader of the city's vampires is named Prince Lodin. The Garou of the Fanum know of Menele, though they will not reveal this.

Finally, most Garou of the region and many Galliards over North America have heard of the Prophecy of the Blood Red Moon, foretold over half a century before by Gray Raven.

The Garou will not give up what little they have in Chicago, which is why they have called on support from outside the city. Many Garou are willing to help retake the Fanum, because they

know by doing so they can claim rightful membership in it. Only the members of the Fanum know the rite required to bind Jupiter, which will be the rite used to end the storm and bring Jupiter back under control.

The Kindred's Assumptions

Predestined enemies will always meet in a narrow alleyway.

— Chinese Proverb

The last thing most of Chicago's Kindred wanted was a Blood Hunt. They have their own plans and schemes, in which such altruistic sacrifice is not included. Most plan to make the best of it and hopefully gain from it through quick cunning and treachery.

The Kindred, with the exception of a few elders and the Gangrel, know very little about the Lupines. However, almost all the Kindred know that there are Lupines in Chicago and that they exist in far greater numbers outside the city. A few have even seen a Bone Gnawer or Glass Walker. Few know of the Lupines' control over the Fanum or of the Sept of the Wind Catchers. They do not realize the existence of tribes, which are similar in some respects to their own clans.

While a few Gangrel understand Garou spiritual beliefs, most Kindred cannot fathom why the Lupines hate them so much. They have no idea what the Wyrms is or how they serve it. They know nothing of the Umbra. Most would believe stepping sideways to be an Obfuscate trick. However, almost all know that the Lupines are mortal and that they are vulnerable to silver.

Many of Chicago's Kindred know of the Sabbat only through rumor; they have no real idea what the sect is, or its purpose. They believe it to be an evil organization that seeks only power, freedom and death. They are not too far off on these points, but they lack any real understanding of the Sabbat's motivations.

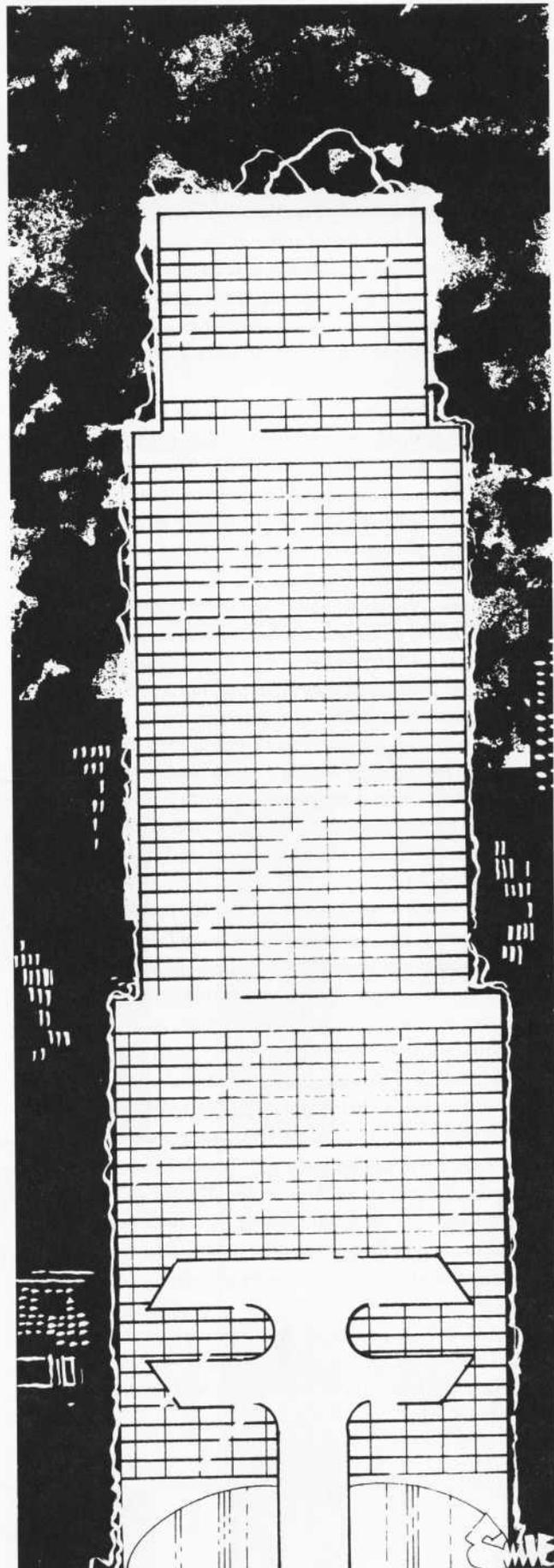
The Prologue

*In the howling wind comes a stinging rain
See it driving nails into souls on the tree of pain
From the firefly, a red orange glow
See the face of fear running scared in the valley below
Bullet the blue sky
Bullet the blue
In the locust wind comes a rattle and hum
Jacob wrestled the angel and the angel was overcome
Plant a demon seed, you raise a flower of fire
See them burning crosses, see the flames, higher and higher.*

— U2, "Bullet the Blue Sky"

This is what has happened in the story so far. Remember that it is told from a Garou perspective, as this story is primarily designed to be used with Garou characters.

"The first blood was drawn three weeks ago. In an attempt to pit the vampires against us, the bloodthirsty Black Spiral Dancers attacked a number of Cadaver dens. The attack did



not go unnoticed. The leader of the Leeches, Prince Lodin, sent his undead out to murder all Garou they could find. Both the Sept of Jupiter and the Sept of the Wind Catchers were forced into hiding. Still, they found a number of us and murdered us in the most bizarre ways.

"Many Garou fled the city, seeking safety among the Shadow Lords north of Chicago. Some made it; some did not. They were slain, either by the Black Spirals, by the Leeches or by Banes. Word has it that some of the Glass Walkers were slain by Shadow Lords, but that is only rumor.

"However, the major assault did not occur until three days ago. The Black Spirals, along with their Leech allies, stormed the Fanum, releasing the powerful spirit which resided there and routing the Sept of Jupiter.

"We believe it was nearly midnight when the ritual was cast by the Black Spiral Dancers. They freed the spirit from the gray walls of the Fanum, but not completely. The ritual which had bound it there still retained some potency. Alas, the Black Spirals had foreseen this and were counting on it. They wanted control of the spirit so they could corrupt it to serve the Wurm.

"The Fanum priests were preparing to close up when a strange man came to the door. He was greeted by one of the Uktena Kinfolk, whom the stranger quickly mind-controlled. The stranger forced the human to assure the Fanum spirit that the stranger and his friends meant no harm. Then the Black Spirals and Sabbat poured into the main lobby. Almost at the exact same instant, they were met by our armed Kinfolk guards and Garou in Crinos form. The Fanum made a loud groaning noise and shut the doors, forcing out a few of the slower invaders who had not yet made it in. I could see the very spirit of the Celestine exuding from the walls and floating skyward through the roof.

"There was a gunfight and a melee. We believed victory to be inevitable, but unseen to us, a number of Leeches used their vampiric powers to gain control over some of our brothers' and sisters' minds, forcing them to surrender.

"A few of us managed to escape with our lives, but nothing else. Most of our Kinfolk were probably put to death after we left. We used a secret escape route which sealed itself shut right after we got out. We have since tried to re-enter the Fanum through that route, but the door is no longer there.

"It is known to us that the Black Spiral Dancers are trying to corrupt the psyche of Jupiter, the Fanum spirit, with the Wurm. If they succeed, who knows what will happen next? Regardless, it will be a terrible blow to Gaia.

"Garou from all over the country are meeting at the Sept of the Raccoon north of Chicago. The caern is called the Ring of the Raccoon. Two days hence, the Garou will make their move on the Leeches of Chicago and the Black Spirals of the Fanum. Be there if you wish. There is great glory to be won and much blood to be shed."

Involving Garou Characters

I wake to sleep, and to take my waking slow.

I feel my fate in what I cannot fear.

I learn by going where I have to go.

— Theodore Roethke, "The Waking"

If the characters are from Chicago, it will be very easy to involve them, since they will be targets of the Blood Hunt. If you are planning to start new Garou characters who live in Chicago, you might even consider letting them be survivors of the Fanum battle. However, to belong to the Sept of Jupiter, one must be an Uktena, Stargazer or Children of Gaia. The characters might also be members of the Sept of the Wind Catchers. If this is so, keep in mind that, in Chicago, all the Shadow Lords were killed off and there are no Red Talons.

If the Garou are not from Chicago, the above information from the Prologue should be provided by a Garou sent to gather warriors for the fight. The pack will also be given a map to reach the Ring of the Raccoon, where the Garou forces are mounting.

If the characters are from an area near Chicago, they are told of the coming battle by a Silent Strider or one of the Uktena who is recruiting packs and septs for aid. If they are a good ways away, they are instead approached by Moon Bridge. The characters will be promised honorary membership in the Fanum if they succeed in its recapture. They will also be given free rein to slice apart all the Cadavers they please.

If the Garou are members of the Central Park Caern, they are told of the Fanum disaster by a Silent Strider, or by a Stargazer via a Moon Bridge. Mother Larissa and the Little White Feet Old Ones send the characters' pack on a mission to join the Garou army outside Milwaukee. Some other members of the sept, particularly Spotlight and any other Ahrouns, along with Howard Koar and any Uktena, Stargazer or Children of Gaia characters, will also probably wish to join the army. However, do not let these Garou run with the players' pack when the battle is joined.

Most of all, remember that this is a BIG event. There have only been a few wars of this size and, with the exception of the ongoing Amazon War, none of this scale have occurred in the last 200 years. The characters should be honored to participate despite the danger.



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Chapter One: Assembly

The Drawing of the Tribes

*When armies are mobilized and issues joined,
The man who is sorry over the fact will win.*
— Lao-tzu, *Tao Te Ching*

The Chapter for Garou Characters

Scene One: Joining the Cause

The characters are approached just as described in the previous section. Once the characters decide to journey to the Garou camp, they must figure out how to get there quickly.

While they could take a plane, it would not be safe to land in Chicago. They could also take the train, but the same would be true. The characters could use either of these means to get to a nearby metropolitan area and then rent a car to travel the rest of the way. They might also wish to drive all the way, but they must hurry.

The characters must be able to read a map and follow directions to find the Ring of the Raccoon. It is located just north of Racine, Wisconsin and just south of Milwaukee, Wisconsin.

Because it has recently been raining, characters who attempt to drive up the dirt road must make a Dexterity + Drive roll (difficulty 7) to keep from getting stuck in the mud

somewhere along the road. If they do, they can either get out and push (Strength four required), or they can walk to the site. A howl would certainly bring some attention.

The characters could also use a Moon Bridge to get to the Ring of the Raccoon. Their sept's totem would probably provide one. The characters would get there very quickly by this means.

The Ring of the Raccoon is a large grassy circle approximately 70 yards in diameter. It is surrounded by large oak trees; at the center of the clearing is a 10-foot-high stone statue of a raccoon. The Raccoon is the sept's totem spirit. Currently, a large number of tents, along with a great number of Garou, also fill the clearing. The pack has never before seen this many Garou in one spot.

The area surrounding the Ring of the Raccoon is mostly forest and pastureland for sheep. A gravelly dirt road with many mud spots and potholes leads to the caern. A fence surrounds the caern area; it is impossible to see the clearing from the fence. There is a well-armed sentry on duty at the gate, watching for any Garou who arrive. There are a number of cars already lined up alongside the road.

The sentry greets the pack and introduces herself as "Terry." She asks the names of the pack members and that of the sept

they represent, and then asks them to wait where they are. She leaves for a minute and returns with two Garou. Terry carries an M-16 assault rifle and a grenade launcher. She is in her 20s, is very pretty, and has at least some Amerind blood in her. She is a Kinfolk of the Shadow Lords.

The pack is warmly greeted by a very "countrified" old man and a young fellow with long blond hair and the garb of a motorcycle gang member. They respectively introduce themselves as Floyd "Hemlock" Moore, a Shadow Lord Old One of the local sept, and Lamar "Needles" Graham, a Bone Gnawer Philodox from Chicago. They take the pack around and introduce them to a number of other Garou who have set up camp in the clearing.

The pack is introduced to at least 50 other Garou. There are seven campfires in the clearing. Most of the Garou sit around these fires, though a few sit at their tents talking with one another. The Garou vary in age and appearance. The Shadow Lords sit at their own fire, while all the Old Ones sit at another fire. The remaining Garou are split, either by tribe, auspice, breed or pack, among the other fires.

The pack members will feel as if they are being watched, and they are. The Shadow Lords in particular will keep watch over them to make sure their caern is not harmed.

When the characters arrive there are 59 Garou present. Within three hours 29 more arrive. By the next morning there are 112 present, and by midday there are 137 present. By the next evening, 153 Garou have assembled at the sept.

Scene Two: The Raid on the Black Spiral Pit

This scene lets the characters know that their enemies are aware of their actions. It also gives the characters the opportunity to learn a little about Black Spiral Dancers, like the fact that they use tunnel networks below the earth. The Old Ones call the characters back to the Ring of the Raccoon before they go into the underground complex. If the characters wish to explore the caverns, this could be the source of a good story for later, but for now there are much more important matters about which to worry.

Only hours after the pack arrives at the Ring, a Silent Strider scout rushes into the campsite. She warns that a group of Black Spirals have been watching the Garou from the mouth of a cave just a short distance away. The Silent Strider fears that the Black Spirals and their Leech allies in Chicago have already been warned of the gathering.

The Garou must do something to stop the Black Spirals before they can transmit the information about the Garou army back to Chicago. The characters are among those chosen to raid the Black Spirals' hideout.

It only takes about 15 minutes at a swift jog to reach the hideout. The structure is a simple cave, about 30 feet deep. It is approximately 15 feet wide at the mouth and opens up to an

almost circular area about 30 feet wide. There is a firepit in the center of the cave, though it appears that the Black Spirals have not used it recently. No belongings are present and the only other thing in the cave is an almost completely consumed deer carcass that could not be over a week old.

Both Homid and Lupus footprints cover the dirt floor of the cave. Careful searching and a successful Perception + Primal-Urge roll (difficulty 9) reveals a set of footprints leading through one of the walls of the cave. There is a secret door here, but it is difficult to notice as it conforms to the shape of the rocks. A hard push will open the doorway. A small stone stairway descends into the darkness. The growls and grunts of several unpleasant creatures can be heard below.

A passageway at the bottom of the steps leads off in many directions. It is impossible to see here unless the characters possess Eyes of the Cat or a light source. Even if the characters are foolhardy enough to try the passages, they are called back by the other Garou before they can go in. The Wyrms tunnels will be explored by the legion, but a small group cannot go alone. The characters should not be allowed to pry deeper into the matter, since there is far more urgent business. A few guards are placed at the tunnel entrance, and Create Element is used to create a rock covering over the doorway, making it impossible to use again by all but the most foolhardy and insanely strong.

Scene Three: The Gathering

By the next day, the Garou number just over 100. Later that night, the war council will meet, but this day is spent in celebration. It is a time for fraternity and honor, and a chance to share in being Garou. The characters have the opportunity to get to know others of their race a little better, for good or ill. All events involving the gain or loss of any type of Renown count for twice as much because of the great number of Garou present.

At some time during the day, each of the various tribes holds its own special meeting. At these tribal meetings the Garou do what members of their tribe do best: Fianna tell stories, Get of Fenris brawl, Shadow Lords attempt to control things, and so on. This can best be told as a narrative by the Storyteller, but with a little wits and imagination it can also be played out, with various players taking the roles of non-player characters. It is up to you, the Storyteller, to decide how much detail is enough.

The Garou also play games of various types. The most common is a Garou stick game similar to lacrosse. However, there are also hunting games, wrestling, beer drinking contests, footraces (homid and lupus), poker and chess. It might be fun to pit the pack as a team against another pack in a game of Garou Sticks. (Treat it as three resisted rolls for each player and her opponent using Dexterity + Athletics and Strength + Athletics. Mix up which are to be used. You could simply have each player make a resisted roll against a particular opponent. The side with the most successes wins.) You might also wish to have each of the players describe how he spends the day.



A number of fights ensue during the day. Some are just for fun, but some prove to be serious. To be throated in front of such a collection of Garou would be a horribly embarrassing experience. One particularly nasty Black Fury metis named Shag Gut causes a number of problems by randomly challenging homid Garou to fight. He has to be put in his place by his respected elders; they can beat the crap out of him, and he knows it. Other than the dozen or so embarrassments at the hands of Shag Gut, all the other fights do not lead to any real problems.

Scene Four: The Garou War Council

That night the Garou hold a huge moot. The moot should be described in detail to the players, but not necessarily played out. Allow them to enjoy it and realize they are a part of something important. You might even let them play the various tribal leaders just for fun, possibly ad-libbing as you go. Let them tell stories about the Garou, and their tribe in particular.

The moot begins at night, less than an hour after sunset. All the tents and supplies have been packed up; no more homid luxuries for the weak. Tonight, all are Garou and all are strong. Seven fires blaze and the Garou form a circle, sitting at the edge of the clearing with their backs to the trees. At the center of the clearing, representatives of each tribe sit together on the ground.

Over 150 Garou are present at the moot, counting the Old Ones. Each tribe is honored with an opportunity for the highest-ranking tribal elder to tell a story, or to make mention of specific grievances or great deeds. This part of the moot lasts for several hours. It is followed with a retelling of the events leading up to the war.

After all this is done, there is a glorious war dance as the Garou ready themselves for battle. Then the howling starts. No one knows exactly when it ends, but when it does, the Revel begins. The countryside is pastureland — pastureland full of sheep. Sheep for the wolves.

Scene Five: Gangrel Neutrality

Shortly after the Revel, and only a few hours before dawn, the pack travels back through the forest toward the faint glow of the caern fires, sheep's blood still fresh in their mouths.

They hear a deep growl and turn to see a huge black wolf standing a few yards away. As it lopes toward them, the wolf changes shape until a vampire stands before the characters. He is a slim man dressed in leathers. The vampire does not register to Sense Wurm. He introduces himself as Anthius, spokesperson for Chicago's Gangrel.

He has come instead of Inyanga, who is out of town. He requests safe passage to the caern, stating that he is alone and only wishes to speak to the leaders of the Garou army. If the pack refuses him or calls for help, he fades into mist, floating up and out of sight, only to appear to another pack or to the

leaders in the Ring. If the pack agrees to lead him to the Ring, he follows them.

Along the way, a Get of Fenris pack comes upon the characters and, if Anthius is with them, the Get accuse the pack of treason. Still a bit frenzied from the Revel, they leap and attack the supposed enemies, especially Anthius. He retaliates by attacking back. This might otherwise lead to terrible bloodshed, but after only two turns of combat, a few Old Ones and Uktena show up and call off the Get. They manage to convince them, albeit barely, that Anthius is not a threat.

The Garou and Anthius travel back to the caern and he tells them what he knows.

"All the Kindred in my city have gone hysterical over the recent attacks on their hunting ground. I know you are not responsible and I know that the Fanum has fallen.

"I am of Clan Gangrel, and I tell you we will not fight you. The Gangrel of Chicago will not fight this war. My clanmates will neither help you kill our own kind, nor defend our brothers and sisters from your assaults." Anthius holds his left hand up, palm out, and turns his hand into a claw using Protean; he then grasps his left wrist with his right hand (the Storyteller should make the hand sign to show the players). *"Gangrel will give you this sign to show neutrality. They will mark their havens with a drawing of this symbol."*

Upon uttering his final words, Anthius turns into a mist. He floats off into the distance and cannot be stopped.

Scene Six: The Garou Battle Strategy

Shortly after dawn, the leaders for the upcoming battle are chosen: one from each pack that participates in the war. This method was decided upon by the Old Ones who feared the Get of Fenris and Shadow Lords would assume control if it was not handled in such a manner. It is up to the players to choose their pack leader. Perhaps they wish to fight for it. Perhaps they will vote on it.

There is little planning to be handled, but some minor changes may be made if necessary. The plan was developed by the best warriors and strategists among the Garou. The Garou legions are divided into two main forces:

Team Alpha

Seventy-eight Garou are to march that night on the Wyrmhole. The Garou charged with this duty are to ambush the Black Spirals and slaughter them so they cannot warn the Chicago Black Spirals or Leeches. This action will hopefully prevent the Black Spirals from traveling all over the country to collect reinforcements, like the Garou themselves did. After the battle with the Black Spirals, this part of the Garou force is to travel as quickly as possible to Chicago to aid Team Silver and retake the Fanum.

Team Silver

Sixty-two Garou will go straight to Chicago and attack the Leeches in their havens while they sleep. This will catch the vampires off guard and put them on the defensive. The Garou will then meet up with Team Alpha to mount an assault on the Fanum. They cannot put it off; the longer they wait, the further Jupiter will be corrupted.

The characters are part of Team Silver. They have no choice in this matter. The strategists tried to divide the forces in the best way possible. Now it is time for the characters to follow orders. The battle plan is presented to the characters by Kulos Hail-tongue, a Lupus Galliard of the Silver Fangs.

"This is the plan: You are to enter Chicago by car. You leave at eight o' clock tonight. You should be there by 10. You will go to the Lincoln Park Zoo and wait. There you will be contacted by one of the Kinfolk, a woman named Susan. She will lead you to a safehouse where you will stay while in Chicago.

"You must not reveal yourselves to the enemy and you must not be followed. You must not endanger the lives of the Kinfolk who are protecting you.

"You will then meet a Glass Walker, Kelly Patterson, who has information on the location of some Leech havens. It is your job to strike these havens shortly after dawn. You must stake the vampires through the heart and cut off their heads, then set them afire to make sure they are dead.

"Sometime tomorrow afternoon, you will be called upon by the Glass Walker to aid her in closing down O'Hare Airport. This is to prevent the Leeches from escaping or from bringing in reinforcements. Another pack will close the train station.

"After this, you will rejoin the rest of Team Silver, which will in turn join with Team Alpha. Together, we will march on the Fanum. The Uktena have prepared the proper ritual for binding Jupiter back into the building, but we must act fast before permanent damage is done.

"Do your job and may Gaia bless you. If you have any questions ask now."

Before departing, each pack of Team Silver is given a fetish (see below). The Garou are warned not to spend their spiritual energies (Gnosis) too wantonly, as the war could last many nights. They must also guard their anger (Rage) well; many instances will cause their anger to rise, but they must learn to release their tensions to tactical effect (spending Rage at the right times, not randomly).

Tears of Renewal

Level 5, Gnosis 8

This is a large rock crystal on a leather thong. Each night, the crystal condenses moisture, which hardens into small crystal tears. When allowed to melt on the tongue, the tears return spent Gnosis. Each crystal teardrop returns one Gnosis point. The fetish can generate a number of tears equal to its Gnosis score per night, one per hour. It can only return spent Gnosis, not add to permanent Gnosis. Furthermore, the Gaffling that

fuels this fetish can only give a maximum of 23 Gnosis points before it must be "recharged" by a Rite of Binding.

Scene Seven: *The Perilous Journey*

It is nightfall of the third day of the moot and the time for traveling into Chicago is at hand. The Sept of the Wind Catchers will not allow a Moon Bridge into Chicago because the Black Spirals would sense it. It would be very unsafe to travel through the Umbra; just a little south is a Wyrmhole. While it is not usually active (the Shadow Lords eliminate any Banes which stalk the area), Jupiter's growing corruption and the Black Spiral Theurges have whipped the Banes of the area into a frenzy of activity. The Garou must get to Chicago by conventional means. Once there, they are to meet Susan in front of the Lincoln Park Zoo.

While traveling by automobile to Chicago, the car gets a flat tire right across from a convenience store. Inside, four Psychomachiae from the nearby Wyrmhole have taken over the bodies of some humans: the two men working at the convenience store, along with a man and a woman customer. The poor homids are now cold killers and puppets of the Psychomachiae. The humans come out, allegedly to play Good Samaritan, then attack when the characters least expect it. Three are armed with knives, and one has a shotgun.

The Banes will pop out of the corpses of any humans killed by the characters and attack the pack. These horrible-looking creatures will disappear as soon as they are injured or after they have used up nearly all of their Power, whichever comes first. Whatever the case, the characters had better get out quickly before the police show up.

Even if the pack tries to travel through the Umbra after they have passed the Wyrmhole, they discover a great number of Banes stalking the area. They notice, too, that the pattern spiders' Web slowly grows larger and more intricate as they approach the city. The Jupiter Celestine is in plain view. A cloud of red, whirling energy and dust forms a great storm in the sky. Everything in the Umbra is tinged red because the shadow of Jupiter covers all. Great lightning and roaring thunder make the ground tremble.

Scene Eight: *Meeting the Wolf Pack*

After the characters get into Chicago and find the Lincoln Park Zoo, they notice a group of bikers in the distance. The bikers are harassing four teenagers whose car has broken down. If the characters make Perception + Occult rolls (difficulty 7), they notice that the five bikers are Leeches. They also notice this if they use Sense Wyrm, though only a couple register as Wyrm-tainted.



If the Garou approach the bikers, they notice (with a Perception + Alertness roll; difficulty 8) that their bikes are marked with the Gangrel symbol of neutrality. If the Kindred are still approached, they shout obscenities at the Garou and give them the sign of neutrality. If the pack does not back down, the bikers try to flee. They will fight only if there is no other choice. If the pack does not intervene, the bikers make a hearty meal out of the four teenagers, leaving them unconscious and close to death.

The vampire bikers are the Wolf Pack. They do not like Lupines, but they tolerate them. Anthius is not with them, but he has informed them by phone of the pact with the Garou. If the characters attack the gang, and the Gangrel escape, they immediately tell all Gangrel that the pact of neutrality has been broken. If the characters attempt to talk to the vampires, the vampires introduce themselves after they have partaken of their victims. They will answer nearly any questions the Garou ask, as long as their answers do not compromise their position of neutrality.

After the cordial meeting, the Wolf Pack get on their bikes. One looks back and says, "Welcome to Chicago, little wolves! Hope you enjoy your stay!" They then ride off into the distance.

Scene Nine: Meeting the Kinfolk

Shortly after the meeting with the Gangrel bikers, a car pulls up at the front gate of the zoo. It parks facing the pack, but leaves the lights on and the engine running. The driver appears to be alone.

In the car is Susan Upshaw, the pack's Kinfolk connection. She merely sits and waits for the pack to approach before she steps out of the car. Once she recognizes the pack by the descriptions she has been given, she introduces herself. Susan is a pretty woman of average build, though she is a little short. She has long, straight black hair and wears a dress. She is an Uktena Kinfolk. Beside her car seat lies a .357 Magnum revolver.

She offers to help the pack put their bags in her car. (They must get rid of their own car because the police are probably looking for it after the convenience store attack.) After that is done, she drives the pack to the safehouse in Chicago.

The safehouse is an old brick two-story home with white trim. It has a small pond in back. The house is located off Higgins Road, near O'Hare Airport. The safehouse is to the west of Chicago, and is considered to be in the Outlands around the city.

Susan parks in a carport and leads the pack inside. The house has a particular smell of its own, like many houses do — this one's particular aroma smells roughly like a mixture of turkey and Ajax. The pack enters the living room and is met by the Kinfolk family members.

The family includes:

Susan Upshaw — Daughter of Zachary and Ada. Age: 33, Occupation: secretary. Susan is attractive and unmarried. She is described above. She feels it is her duty to aid the pack, but is afraid for her family.

Zachary Upshaw — Father of Susan, Jimmy and Michael. Age: 54, Occupation: retired steel worker. Zachary is disabled and unable to walk except for short distances, as he has a bad hip. He is a kindly man who is happy to help the Garou. He believes it is the right thing to do and he does not believe that his family is in danger.

Ada Upshaw — Wife of Zachary and mother of Susan, Jimmy and Michael. Age: 53. She is a full-blooded Kiowa Native American and a housewife. She feels threatened by the Garou's presence, but she will not say anything. She knows how strongly her husband feels.

Jimmy Upshaw — Son of Zachary and Ada. Age: 22, Occupation: unemployed college student. Jimmy is happy to have the Garou around because he wishes to learn more about them. He will question them a great deal. He is a little jealous of them, but he is ready to help them fight if they will let him.

Michael Upshaw — Son of Zachary and Ada. Age: 28, Occupation: leader in the Council for Native American Rights. He is also a little jealous of the Garou, because he wishes he were Garou. He will help the Garou characters all he can, and he has a number of connections and some personal influence.

Jessie Upshaw — Wife of Michael. Jessie is a full-blooded Cherokee and an Uktena Kinfolk. Age: 28, Occupation: lawyer. She is very happy to have the Garou around. She is proud to help them, since her father used to help the Garou. She probably knows more about the Garou than anyone else in the family; she even knows a Black Spiral when she sees one.

Robbie Upshaw — Son of Michael and Jessie. Age: 3. Just a cute kid who likes attention.

Tammy Johnson — Niece to Zachary. Age: 14. Her parents were killed at the Fanum. She has come to stay with her uncle. She is very withdrawn and bitter, but understandably so.

Mary Johnson — Niece to Zachary. Age: 10. Sister of Tammy. On the outside Mary is handling her parents' deaths well, but she is actually still in denial of the fact they are dead. She will not speak to the Garou and says very little to anyone else except her sister.

After a brief talk with the family, the pack can get an impression of how each member of the family feels about harboring the Garou by making a Perception + Empathy roll (difficulty 6). Despite the friendly manners all the family members display, it is quite evident that not all of them are happy with the arrangement.

The characters are led upstairs, where they are given two bedrooms to split among themselves as they please. Susan tells the pack that she has to work in the morning, but her brother, Jim Upshaw, will take the characters to meet with the Glass Walker who has the information on the vampire havens.

Scene Ten: Strange Dreams

That night the Garou have very vivid dreams. Those with ratings of three or more in the Past Life Background dream of the Great Chicago Fire. In the dreams, they are Garou of Chicago and they are engaged in a war against their fellow Garou. If they are Uktena or Wendigo, they dream of fighting

against the European Garou; if they are of any other tribe, they dream of fighting the Amerind Garou. All this takes place under a moon the color of blood.

After a bloody fight, they stand victorious, covered in the entrails of their kin. They gaze into a nearby pond and the reflection they see is not their own, but that of a long-dead Garou. Then the reflection gives way to a vision. Each Garou sees its chosen totem. The totem spirit looks deep into the Garou's eyes. It warns that they are in grave danger. The prophecy will be fulfilled. Jupiter must be saved or it will be too late. If the Wyrms take the Celestine, Gaia will suffer greatly and many Garou lives will be lost.

Scene Eleven: What a Babe - Shwing!

Note: This scene is optional. It is for one male character only!

During the night, the male character with the highest Physical and/or Social Attributes awakens with the urge to urinate. However, the upstairs bathroom is already occupied by a member of the family. The only other bathroom is downstairs.

While the character is urinating, he glances out the window and notices a beautiful woman in back of the house by the pond. She is taking off her clothes, apparently preparing to go skinny-dipping in the pond. She turns, sees the character and covers herself. She begins putting her clothes on, looking very embarrassed.

She walks up to the character by the window and tells him it is rude to stare. The character gets a better look at the woman, and finds she is the most incredible woman he has ever seen in his life.

She is Gulfora, a succubus. She knows of the Garou arrival in the city and plans to make at least one werewolf her thrall. She uses her Presence 5 (and Dominate 5, if necessary) on the character to get him outside. Once he is outside, she tells him she is a neighbor who lives a few houses down. Her name, she says, is Mrs. Johnson and she is a widow. She often comes to the pond at night to swim naked, though the Upshaws do not know it. She is very pleasant and intoxicatingly sexy.

She asks the character to go for a dip with her. She swims around with him a bit; eventually, however, they wind up on the side of the pond in each other's arms. During the ensuing experience, the character is unable to resist changing forms from one to another. Three hours later she leaves. She makes the character (through Dominate or Presence) promise not to tell anyone else about her.

The next morning the character awakens totally exhausted. For the entire day, all his Physical Attributes are one lower. She literally wore him out. He has also been drained of two points of Willpower. The next night, she again comes to the character when he is alone and they continue their lovemaking. She drains two more points of Willpower and forces him through a whole sequence of shapeshifts.

On the third night, she appears out of nowhere; when the character turns around, she is there. She pushes him to the bed (or into an alley if he is out and about) and again wears him out, forcing him to change through a whole series of different forms during their lovemaking. However, she stops draining Willpower from him. The character is now her thrall and is under a bond very similar to a Blood Bond.

Gulfora will attempt to corrupt the character into doing many evil things for his and her gain. Occasionally she will suck off another point of Willpower, but she will never let his Willpower drop below two. She will eventually try to corrupt other male Garou and force them to kill any female members of the pack. She will maintain a loose control over the pack until they die or she gets tired of them, whichever comes first.

Sense Wyrms will reveal her to be Wyrms-tainted, and any Gifts which act against Wyrms creatures will operate on her.

If this scene is used, the Storyteller must tie it into the rest of the events. Gulfora will use the war to gain new thralls, and the following plots involving her may be used:

- During the third night of the character's lovemaking, another pack from Team Silver shows up to kill the Wyrms creature it has sensed. Is the character Bound yet? Will he fight for her — whether he wants to or not?

- After making the character her thrall, Gulfora pulls him from the pack to be her bodyguard. She has a vampire as her other thrall, a young anachron who came to the city and became ensnared by her seductions. She will use this vampire and the character to attack anyone who tries to harm her.

- The character is dragged around with her as she attempts to gain new thralls from the war. She may try to gain another Garou (from the character's pack or another pack). She also tries to gain one of the witch-hunters who has come to town. If this doesn't succeed, the witch-hunter may become a wolf-hunter, thinking the werewolf character is her willing thrall.

The Chapter for Kindred

The following scenes detail the story up to this point from the perspective of Camarilla Kindred characters. It is a good idea to read the previous section for Garou anyway, as the two perspectives tie together throughout the story.

This chapter of the story starts two weeks prior to the beginning of the story for Garou characters, with the attack on the Succubus Club, and runs up to the time the Garou of Team Silver arrive in Chicago.

Scene One: Trouble at the Succubus

The characters are enjoying an evening at the Succubus Club. They have fed and are now doing whatever they like to do at the club, be it dancing, drinking from drunks, or socializing with other Kindred.

Suddenly, great howls erupt from the floor. A number of mortals begin to change shape into wolfmen. By the time they



finish changing, the mortal crowd has gone into hysterics. A massive current of bodies presses toward the exits, and a number of people are trampled.

The wolfmen are apparently Lupines. If the characters have never before seen Lupines, take the time to describe the details of their transformation and their fearsome appearance. The Lupines begin to attack all mortals within reach. A particularly fierce Lupine shouts, "Come out and play, my undead friends! We didn't come here just to tear up the place!" The other Lupines are in an almost frenzied state. Most are slashing mortal victims and destroying everything in the place. A few of the Lupines begin to set fire to the club, starting with the closest bar.

If the characters attempt to count the Lupines, they find that there are seven of them. Two are Black Spirals and five are Dominated Bone Gnawers. The Black Spirals try to escape if the Kindred attack them, leaving the Bone Gnawers to fight to the death.

If the characters are hesitant to fight, then one of the Garou notices them and moves toward them. If the characters engage the Lupines, they are joined by Gengis and Pham Hong. It is entirely possible that the characters attempt to escape rather than face the Lupines. If they successfully do so, they will be reported to Lodin by Pham Hong for their cowardice.

The next day, the characters learn that the Masquerade held together. Stuck within the middle of the newspaper is a report of a minor fire at the Succubus Club, which caused a riot. Many injuries were reported, but these were attributed to a knife fight between two gangs. Otherwise the attack was unnoticed. The Delirium helped to protect the Masquerade, as most Blood Dolls who witnessed the attack either do not remember it, or believe it really was a knife fight once they read the paper.

Scene Two: Called Before Lodin

The next night, the characters receive a phone call from Lodin himself, ordering them to meet with him at midnight at the Succubus Club, which is now closed.

At the Succubus Club, they find a number of the club's bouncers patrolling the outside of the club, sending uninformed clubgoers home. If the characters approach a bouncer, they are led inside; they will not be stopped if they try to enter the club through any entrance.

Inside the club, the characters smell the strong stench of smoke. An inch of water from the sprinkler system covers the floor, and little actually burned down. The fire department arrived at the appropriate time to get the situation under control. The mortal victims of the previous night have been done away with.

The characters find Lodin sitting at a table on the balcony, drinking a glass of blood. Standing behind him are Pham Hong, Balthazar, Brennon and four ghouls.

Behind Lodin, propped against the wall, are the bodies of the five Lupines who fought to the death. All are in human form. They are dressed in formerly good club attire which is now in shreds.

Lodin welcomes the characters who fought to defend the club, but is condescending and forceful to those who ran away. Lodin asks what they know of last night's ruckus and tells them to describe what they saw and did. Afterward, Lodin commands the characters to seek out and destroy all the Lupines they can find. A Blood Hunt has been called against all the city's Lupines. The Kindred have no choice but to eliminate their attackers as quickly as possible before they attack again.

If the characters ask what happened the night before (assuming they ran away), Lodin tells them that Brennon and his ghouls, along with Pham Hong and Gengis, attacked the Garou and slew them.

Brennon thanks the characters for their intervention if they fought the Lupines. If they did not, he stares at them sullenly the entire time they are there. Balthazar then escorts the characters out the door.

Scene Three: Battle with the Bone Gnawers

The characters are now free to pursue the Lupines as they see fit and it is possible they will have a number of encounters with them. If they succeed in killing a few Lupines, they might also be the victims of an ambush one night. You, the Storyteller, must handle this as the situation arises.

At least one encounter with Lupines will occur during this time period. Specifically, the characters will run across four Bone Gnawers. The Bone Gnawers will try to talk their way out of the situation with the characters, claiming innocence for the attack. They say that they did not even know the attack had occurred. If the characters refuse to listen, the Bone Gnawers will attack or run away, depending on how strong they judge their enemies to be.

Scene Four: The Coming Storm

On the night of the attack on the Fanum, the characters witness the release of Jupiter into the sky. They do not know what it is, although an Intelligence + Occult roll (difficulty 8) allows them to realize the event has some sort of mystic significance. It looks like a deep red body of light funneling up into the clouds. Seconds later, the clouds begin to rumble and the sky takes on a reddish hue. Within minutes, lightning flashes and rain begins to pour.

On a Perception + Alertness roll (difficulty 7), the characters notice a man running down the street. He is dressed like a biker, but he is of slight build. He has a beard and he is holding his arms to his chest, which appears to have a big gash in it. If any character uses Aura Perception, she can see that the man is obviously a vampire. The gash in his chest may clue the characters in also. If approached, the Kindred tries to run away from the characters. Unknown to them, he is a Sabbat vampire who recently participated in the invasion of the Fanum. He has been wounded and is heading back to his pack's haven.

If he is stopped by the characters, he claims to be an anarch participating in the Blood Hunt for fun. He was just in a fight, he gasps, and he was terribly wounded.

Scene Five: Vampire Enemies

If the vampire in the previous scene is followed stealthily, he leads the characters back to his haven, a basement under a funeral home. There are no windows in the basement, but there is a door. The door is locked; a Dexterity + Security roll (difficulty 6) is required to pick the lock. No other Sabbat are present, but five additional coffins can be found, each with its lid open. Two of them have dirt in them. A sixth coffin contains the Kindred they saw running up the street.

Should the characters awaken the injured vampire, he emerges from his coffin and asks the characters their names and intentions. He claims to be an anarch who was participating in the Blood Hunt on the Lupines for fun. He found one and was injured by it. The rest of his gang are finishing it off as they speak. He asks the characters if they are anarchists and, if they respond affirmatively, asks them to wait around to meet the rest of the gang. If they do not, he takes no action other than to tell the characters goodbye and send them on their way. If they attack him, he fights to the Final Death. If the characters stick around for more than 20 minutes, they are intercepted by the other five Sabbat.

The Sabbat stick to the same story the other Sabbat told. If they perceive the characters as a threat, they attack them. If not, they let them go.

Regardless of the characters' actions, the Sabbat move their haven the next night.

Part Three: The Chapter for Sabbat

The following description of this chapter is for Sabbat characters. Just as with the story for Kindred, the story starts two weeks ago for the Sabbat.

In addition to the scenes listed here, the two previous scenes, "The Coming Storm" and "Vampire Enemies," may be included with minor adjustments for Sabbat characters.

Scene One: Receiving the Mission

The characters receive a phone call from their bishop, summoning them to an esbat held in a graveyard. At the graveyard they are to receive an important assignment. The assignment is the same, regardless of whether the pack is founded or nomadic.

"You are to meet with Phillippe Rigaud, leader of the Sabbat scouting effort in Chicago. The Sabbat is preparing to make a move. You are receiving a wonderful opportunity to serve the sect when it needs you the most. You will meet Rigaud at Henson's Sex Shop, located in downtown Chicago, four days

from now at 3:30 A.M. He will conduct the Vaulderie and any *Ignoblis Ritae* of his choice with you. He will also provide you with a suitable place to stay, along with the details of the mission. Do not be late. The Sabbat needs you."

Scene Two: Meeting the Scouts

The characters may proceed to Chicago as they see fit. Once at Henson's they find the place closed, but the light is on inside. If they knock, Wendy Wade answers the door. She escorts the characters to the back room where Rigaud awaits them.

Wade introduces the characters and Rigaud gives a Rolex watch to the leader of the pack as a small token of appreciation. With Rigaud are five Blood Brothers and five other Sabbat scouts. Rigaud has one of his vampires bring forth the chalice and razor. They all mix a little of their blood into the chalice, along with some of the characters'. Rigaud drinks from it first, followed by the leader of the characters' pack, followed by everyone else in no specific order. Afterward they hold a Blood Feast with the owner of the store, a fat, greasy, balding, middle-aged man. He is hanging from a beam in the ceiling and a razor and glasses are provided.

Following the Blood Feast, the characters are taken to their haven, which is a basement in the bottom of Julian & Son's Mortuary near Lincoln Park. The owners of the mortuary are thralls of Rigaud and do not bother the characters regardless of what they do.

Scene Three: Playing with Pawns

The characters are called the following night and told to meet with Rigaud and Wade at a nearby McDonald's at 8 P.M. In the children's play area in front of the restaurant, the Sabbat discuss their plans. Rigaud tells them four Lupines belonging to a tribe called the Black Spiral Dancers are on their way to meet them. The sect plans to manipulate the Black Spirals to attack the Rack, instigating a war between the city's Lupines and Kindred. The plan is fully discussed in the Introduction section.

At 9 P.M., four men dressed all in gray and black enter. Each wears a dark gray trenchcoat with a different red insignia over the front pocket. They do not introduce themselves or sit down. Rigaud addresses the apparent leader as "Zuglutus." The characters are completely ignored. Eventually the bargain is struck and the attacks on the Rack, along with the assault on the Fanum, occur as planned.

After the Black Spirals leave, the characters are free to do what they please, but they cannot make themselves known to the enemy.

Scene Four: Remaking New Friends

The night of the attack on the Rack comes and goes. The characters are told to keep a low profile. During that time, they are provided with a suitable story: they are anarchists, come to Chicago to help hunt down Lupines. They are to seek out Camarilla Kindred and either convert them or destroy them if they cannot, but they must keep a low profile or else they will endanger the entire mission. They should leave really powerful Kindred alone unless they are positive they can take them.

One night while out on the town, the characters enter a strip club; on the stage is a beautiful exotic dancer calling herself Sophia. Her moves are so graceful, so unnaturally beautiful, that the characters are certain she is Kindred. The dancer spots the characters and begins to play up her moves toward them. She is in a near-frenzied state of mind and her Presence can be felt by everyone in the room.

Should the characters pursue her after her performance, she will perform table dances for \$20. Should the characters call her over, at first she will hesitate, but will put on a smile and come over anyway. She knows nothing of the Sabbat, though she has heard the name. The characters can tell she is a tough lady and a free spirit, and would fit nicely into the Sabbat if she survives the Creation Rites.

Bret Stryker is also in the club. He is behind a one-way mirror, feeding off strippers. He will see the characters when they enter. He will carefully watch them, but he will avoid them at all costs, even running away if necessary. He has a motorcycle at the side exit and can get away rather quickly if the characters pursue him. Because of his location, he can get away without even being seen.

Scene Five: Assault on the Fanum

It is now time to pay back the Black Spirals. This is the only way to keep them fighting against the city's Kindred. The characters, along with the rest of Chicago's Sabbat, meet in Lincoln Park. Together they sneak over to the Fanum at midnight. Awaiting them are 20 or so Black Spiral Dancers. The Black Spirals must cast a ritual to free the temple from its protective spirit, which they call the Jupiter Celestine.

The Black Spirals form a circle and begin their chanting. Though a few fall unconscious from the stress caused by the ritual, the others complete it. As they do, a reddish glow begins to encircle the roof of the Fanum and slowly rise into the sky. The Jupiter Celestine is beginning to break free.

As soon as the Black Spirals cast their ritual, one of the characters approaches the Fanum and Dominates the first Fanum priest met into welcoming the Black Spirals and Sabbat into the temple. As soon as this is done, the Black Spirals change into half-wolf form and, together with the Sabbat, they rush into the Temple's hallway. They are quickly met by some very surprised Lupines and mortals.

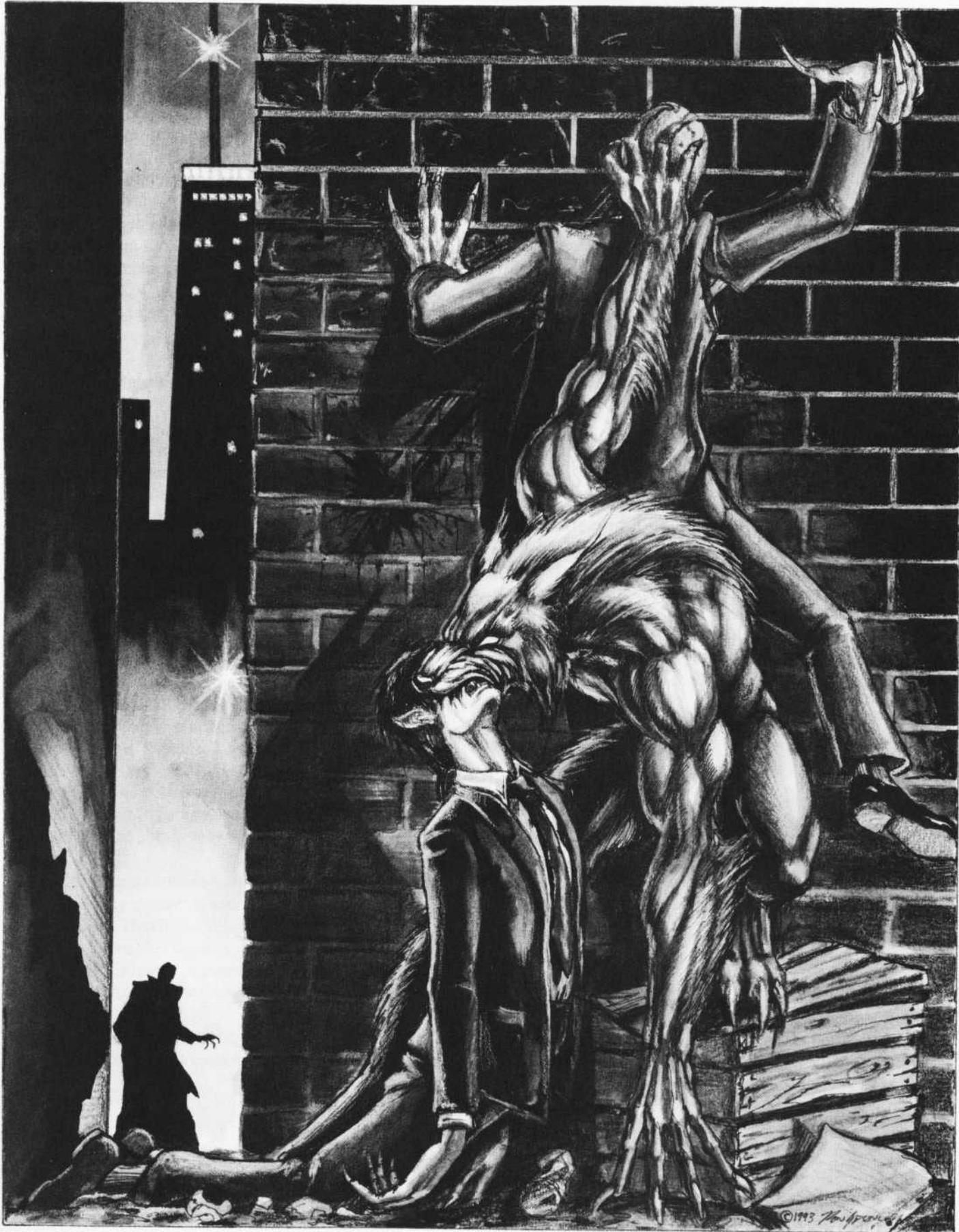
The ensuing battle is a terrible one. The characters may fight as they see fit; there are plenty of Lupines and well-armed mortals to fight. Eventually, most of the Fanum's Lupines, along with about a third of their mortal allies, retreat. The remaining mortals and Lupines cover the others while they attempt to escape. Most manage to get away, but not all.

The fight may be handled as you, the Storyteller, see fit. It will be very chaotic to attempt to run every attack for every character, not to mention handling Gifts and Disciplines.

While the characters' combat could be handled normally, it is suggested that the fighting between all the other combatants be handled more as a narrative, to keep things simple, to guide which side is winning, and to illustrate the intensity of the battle.

At the end of the fight, the Black Spirals and the Sabbat stand victorious. All their opponents died rather than face capture. The Black Spirals take over control of the Fanum and the Sabbat leaves them to their tasks, though the sect will be in constant contact with them through an Umbraphone fetish.

The next night, the characters receive word from Doyle Fincher, a Sabbat scout, that an army of Lupines is forming north of the city. They are coming to attack the Black Spirals and the city's Kindred. The Sabbat must keep both sides balanced so it can easily finish off the victor.



Chapter Two: Aggression

The First Strike Is Made

*You shake my shoulders
you shake the earth
you shake my life
for all it's worth.*

— Inspirial Carpets, "Irresistible Force"

The Chapter for Garou Characters

In this chapter, the Garou make their presence in Chicago known via a massive surprise attack. The Kindred are caught completely unawares and most go into hiding, fearing Final Death.

Jupiter is beginning to show signs of Wyrn taint. At dawn, the clouds are not dense enough to block out the bright sun, but by the afternoon, the sky is dark and red. The rain lets up only twice during the early part of the day and not at all during the latter part of the day. The thunder is a distant, but constant, rumble all day and an occasional flash of lightning can be seen in the distance. Remember to play up the importance of the storm and how it worsens over the course of the day.

Scene One: To Go Vampire Hunting

The next morning, the characters are awakened by Jim Upshaw promptly at 6:30 A.M. He is all ready to go. He tells them he could barely sleep, so he got up at 4:00 A.M. and started making some more stakes and some Molotov cocktails. He wanted to be ready for today. He is extremely excited about their mission, though nervous too.

Most of the Upshaw family are just getting up and getting ready for the day. Most have jobs and thus have to get ready for work. Downstairs, Ada Upshaw is already up and fixing breakfast for the family. The characters are welcome to eat, though they are supposed to meet the Glass Walker over breakfast.

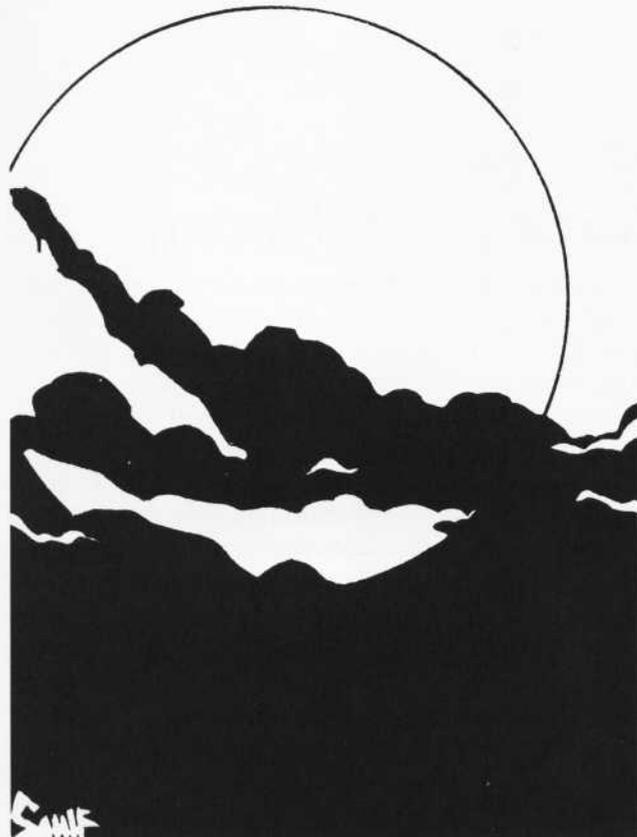
Jim very much wants to participate in the attacks on the vampires and will ask to accompany the characters. While the

characters were told not to endanger their Kinfolk providers, the decision is entirely up to them. Jim's death could lead to repercussions and loss of assistance from the Uktena Kinfolk and possibly all Kinfolk. Jim's death would cost each the characters 500 points of Honor.

Jim's van is ready and gassed up. Once the characters are ready he takes them to meet their Glass Walker contact. Jim has packed the van with the necessary equipment to go vampire hunting, including: 100 feet of rope, a woodsman's axe, five flashlights, 20 Molotov cocktails, 50 wooden stakes, six hammers, two hunting knives, a deer rifle, two pistols, plenty of ammunition, a camera, four rolls of film, and enough lunch for everyone.

Jim drives the characters to a nice restaurant on the North Side called The Signal House. Inside, Kelly Patterson, the Glass Walker, is waiting for the characters. She introduces herself; she is very friendly, but businesslike.

The characters eat a breakfast of raw eggs, uncooked bacon, sausage and fresh milk. During the meal they discuss their plans. She tells them that the raid on O'Hare will occur around 3:00 P.M. First the security cameras will be taken out by spirits and then the characters will be charged with wreaking havoc all across the airport. Destruction of property, especially computers, is recommended, but they should not harm any humans. She provides them with a cellular phone so she can contact them for the afternoon raid on the airport, and gives them the addresses of four vampire havens. After a quick breakfast she rushes off on other important business.



Scene Two: *Anita Wainwright's Haven*

The first haven on the list is an abandoned old store in South Chicago. The street on which the store is located is empty except for some homeless. The front of the haven faces the street and the door to it is locked.

Anita is asleep in a closet in the bedroom, lying on a pallet. Another vampire and a ghoul are in the haven with her. The vampire is an anarch who picked the wrong time for a visit. The vampire has the same stats as those listed for Balthazar in **Chicago by Night** and is asleep in the dining room closet. The ghoul is an old college girlfriend. She has Potence 2, Celerity 1, Brawl 4, Firearms 5, and is armed with a .38 caliber revolver with silver bullets. She is sitting on a bed reading. She screams if anyone enters the room, and begins firing on the intruders.

The anarch has a Humanity of six, so he is revealed by Sense Wyrms. However, Wainwright does not register to Sense Wyrms if the characters use that Gift on her. In fact, when the characters see her, she looks almost human to them, almost sweet. She has a nine Humanity, making her seem very human. This may put the characters in a strange situation. If she gets the chance, she will try to escape (although there is nowhere to run and broad daylight outside), but she will not leave her friends.

As the characters head out to find the second haven, they receive a phone call from Susan Upshaw. She tells them that some of the Uktena Kinfolk, including Michael and Jesse Upshaw, were arrested for protesting outside City Hall after they began to make comments about vampires running the city.

Scene Three: *Derrick Stack's Haven*

The second haven on the list is that of Derrick Stack, also known as Uriah. He is known personally by the Glass Walker. His haven is a house located near an inner-city high school.

The haven is located in a predominately black neighborhood. The neighbors are mostly middle-aged or elderly. They have never met Uriah, but talk of him as though he were an evil spirit. They warn their kids away from the house, and rightly so since Uriah feeds primarily on children. It is doubtful anyone would call the police if the house were put to the torch or if shots were fired. They would be happy to see it go.

Uriah's haven is actually the basement of the house. The entire ground floor has been abandoned since the original occupants died. Other than in the basement, everything in the house is gray or brown from the thick coating of dust. Christmas decorations from 10 years ago still decorate the decaying building. Tall weeds stand three feet tall or more over the entire yard.

The basement is equipped with a booby trap built by one of Stack's more industrious ghouls. If anyone opens the door without pulling a special hidden latch on the wall next to the

door (Perception + Alertness; difficulty 8 to find), a weighted scythe-like blade falls from the ceiling and an alarm goes off. Unless the character successfully dodges, the blade hits for five Health Levels of damage. In addition, if a character steps onto the stairs leading down, a light automatically comes on in the stairwell. This makes the character a very visible silhouette when she gets to the bottom of the stairs, unless she blows out the light up on the 12-foot ceiling.

The basement has all the modern conveniences, including new furniture, a wide-screen television, a VCR, a stereo and a fully stocked kitchen area for the ghouls. Bookshelves line the walls.

Normally Uriah remains in a coffin during the day. The coffin is made of reinforced steel and has a number of locks inside it. Today is different, however; he has a corpse in his coffin. Uriah is hiding in a secret recess in the wall. He carries a loaded Uzi, though it does not have silver bullets.

Uriah is pumped up from the amphetamines in the blood he drank the night before, so he will be wide awake when the characters enter his haven. He keeps three small children (all pumped full of amphetamines) chained to a wall in case he needs a boost so that he can awaken during the day. However, he is very hyper and jittery, since he has been on amphetamines for three days straight, and has not slept in that time.

Two ghouls are also in the basement. They are two ex-high school jocks who have been turned into Uriah's servants. At first they drank his blood to excel in sports, but now they cannot abandon him. They get his vessels for him, since he rarely likes to hunt anymore.

The characters are in for a fight on this one. Uriah's ghouls are armed with Glock 17s and Uzis. They have silver bullets in their Glocks. They will fight to the death for Uriah; their Blood Bond is strong indeed. Uriah will make an escape attempt into the sewers if he feels threatened, but his first reaction is to attack the characters with his Uzi. He might also try mind control if they get into melee with him.

Should the characters fail to destroy him, other vampires will succeed in doing so later (Stack's past treachery finally catches up with him).

Scene Four: Sharon Payne's Haven

The characters have also been given the location of Marc Levesque's haven near Chicago Stadium. However, they find that the haven has been abandoned for some time.

The next haven on the list is that of Sharon Payne. The haven is a nice house located in Highland Park. It is located in a nosy neighborhood; if anything out of the ordinary is seen, even a few suspicious characters, the police are likely to be called. Because it is a primarily white upper-middle-class neighborhood, the police will respond more quickly than they would elsewhere in the city.

The house is "home" to two ghouls posing as husband and wife. Sharon Payne's haven is located in the basement of the

house, behind a fake wall. The house is very well furnished and cared for by the ghouls. It has a full security system, including motion sensors throughout the house.

Both ghouls are at home and awake. The "wife" is watching *Bewitched* on television in the living room, and the "husband" is working on Sharon's BMW in the garage. The ghouls have access to a number of small arms and carry pistols on their persons at all times. The ghouls will fight to the death for Sharon.

If possible, the ghouls will try to prove to the characters that they are a "normal" couple, introducing themselves as Rob and Mary Wilson, owners of Wilson Fitness in Hyde Park. They attempt to make the characters go away. They do not let the characters into the house unless the characters give them a convincing story as to why they should.

Should the characters go into the basement, they need a Perception + Alertness roll (difficulty 9) to discover the fake wall or the latch to the wall. Behind the false door is Sharon's coffin. Heightened Senses (smell) and Sense Wyrms will also reveal Sharon's location.

If Sharon is discovered, she will try to trade information concerning other Kindred in exchange for her own unlife, though she will not be able to communicate well because of the effects of torpor. She will provide them with the location of Sir's haven (his yacht in the harbor), along with the made-up locations of three other Kindred.

Scene Five: Airport Troubles

The characters are given the call at about 3:15 P.M. They are to meet Kelly Patterson and two of her Glass Walker allies, Mark Smith and Kim Hubert, in front of O'Hare Airport as soon as possible.

When Jim pulls up to the airport, the characters see the Glass Walkers. They do not bother to introduce themselves unless asked. Kelly waits out front while the security system is downed by the other two (using fetishes holding bound net-spiders). After about five minutes, one of the Glass Walkers steps out and gives the okay.

Kelly shifts to Crinos form and tells the characters to do the same. Their jobs are to destroy as many computers as they can find and to do as much damage to everything as possible within 10 minutes, without killing if they can help it. Kelly and the other Glass Walkers will use that time to shut down all backups on the computers and to disrupt communications. This will shut down the airport, preventing the Leeches from escaping or bringing in more of their kind. Have some fun with this scene and let the characters get as wild as they want.

The airport is crawling with Tyler's ghouls. The 15 ghouls are dressed as airport security and armed with Colt Anaconda .44 caliber revolvers or mini-Uzis, with two speedloaders/clips of silver bullets. They have typical human ghoul stats (see Appendix One). They attack the characters, fighting to the death; their Blood Bond to Tyler is that strong.

Tyler is not at the airport, or in the city for that matter. When she heard from her Sabbath contacts that the sect was planning



SWIFT
WWW

a move on the city, she got out as fast as she could. She has temporarily taken refuge in New York among some former Sabbat allies, including Lambach Ruthven (see **Who's Who Among Vampires: Children of the Inquisition**).

After 15 minutes, the front of the airport is crawling with police. The characters must find a way out and get away without being caught. Jim has already left them, but he will be looking for them. He will pull up and pick them up when it seems safe enough.

Scene Six: Pariah

After the airport adventure, it begins to grow dark. Jim suggests they go uptown and see if they can spot any Leeches stupid enough to walk the streets. He believes he saw one before over on Rush Street and he wants to see if they can spot some using their powers.

At one point while on Rush Street, one of the characters sees a shadowy figure slink into an alleyway. The figure bears the stench of the Wyrms and if the characters pursue him, they find themselves in a Sabbat trap. Twenty new "recruits," humans recently turned into vampires, attack them *en masse* from all directions.

As the attack gets underway, a strange creature leaps into the fray. It is a Garou in Crinos form, but one unlike any Garou the characters have ever seen. This "Garou" is Pariah, the undead

werewolf. He battles alongside the characters until all the vampires have been destroyed.

After the fight he disappears as quickly as he came, turning into a mist and floating away. If a character uses Sense Wyrms, he does not register, but Sense the Unnatural reveals the creature to be an Abomination, a Garou who has become a vampire.

In Other Battles

The characters may learn about how the day's vampire hunting went for all the other Garou of Team Silver through whatever sources the Storyteller sees fit. The characters should not be given the information freely; they must search it out. In turn, they will be asked to recap their own experiences for other Garou. This could be handled through meetings with other Garou, phone calls or just the Kinfolk grapevine. The characters may learn the following:

Four Garou and two Kinfolk were killed today in a raid on a haven. The haven was apparently empty of any Leeches, but it was wired with explosives. Rumor has it that the Glass Walkers knew of this and gave the location to a pack containing members against whom they had grudges.

Besides the Garou casualties, 12 vampires were discovered and eliminated, along with at least 40 of their human henchmen. Remember, the Storyteller decides who was killed in the haven raids. Officially, those destroyed include: Jimmy Holcomb, Hank Cave, Travis Fett, Neil Graham, Elzbieta

Jurofsky, Peter Walenski, Sir Henry Johnson (if the characters received his haven from Sharon, then let them kill him; if not, he dies anyway), Tamoszius Kuszleika, Edgar Drummond and four other Kindred who had recently moved to Chicago. The vampires the characters were sent to destroy were exterminated by Sabbat or other Garou, if the characters failed to get them.

Lodin's condo in the Metropolitan Life Building was taken, but Lodin was not there. No clues to his current location have been found.

In addition to the death toll, O'Hare Airport and Union Train Station were shut down and have yet to be reopened. Both the train station and airport should be closed for at least three days.

No Black Spiral Dancers were encountered by the Garou of Team Silver. Apparently they are all holed up in the Fanum. The attack of the Fanum will commence tomorrow as planned, but no one has heard from Team Alpha, which should have reported in a long time ago.

The Wind Catchers told the leaders of Team Silver, in a phone conversation, that the battle is not going well. Apparently, the Garou of that sept killed 11 Black Spiral Dancers, but lost three of their own. They also encountered and destroyed numerous minor Banes.

Even the sky reflects the turmoil. The storm has not let up; indeed, the red hue to the sky becomes much darker and more widespread, though it is still centralized over the city itself. In the Umbra, the storm is even more violent than it is on earth.

Flocks of swans can be seen flying all around the city in the Umbra. The city spirits are more restless today and more Banes walk the Umbral landscape than usual.

The Chapter for Kindred

The following scenes are specifically for Kindred characters. The characters could learn about some of the casualties of the day at the end of this chapter, or a little at a time throughout the chapter. This is entirely up to you. Remember, the Kindred are not as organized as the Lupines and they are much more secretive. This will make it harder for them to learn what is really going on.

Scene One: The Early Morning Attack

Midday, while resting in their havens, the characters are attacked by a group of Garou, two fewer in number than the number of vampires (though at least one). The Lupines try to move stealthily around the havens, staking the characters one at a time. They transform into wolfman (Crinos) form and attack the characters if the characters awaken.

The Garou fight until they destroy the characters or until they are themselves seriously injured. If injured, they retreat from the haven and attempt to burn it down.





Hopefully, the characters have an escape route, such as a hole in the floor of the haven that leads down into the sewers. If so, the Lupines follow the characters into the sewers, but do not pursue too far before they turn back. If the characters attempt to evade their pursuers, use the rules for pursuit in Vampire, page 216, or in Werewolf.

Should the characters stay and face a burning building, there is a good chance they will go into the Röttschreck (the difficulty to avoid this is 9). Even in Röttschreck, however, the choice will be the escape route, which could very well save the characters' unives.

Adapt this scene and the Lupines' tactics for the particular details of the characters' haven. If they have ghoulish guards, then the characters have a chance to awaken as they hear their screams. If the characters don't share a communal haven, then single out one or two of the characters to be attacked.

Assault

Once night comes, the characters may again be attacked by roving Lupines, or they may try for revenge against those who attacked them earlier. There may be some clues to the werewolves' location at their torched haven.

It is also possible that the characters search for allies among the Kindred. This could lead to a shock when they keep finding haven after haven burned down, and no sign of their brethren.

Either of these options is left to the Storyteller to elaborate. There are generic stats for Garou in Appendix One, in case the characters try to attack some Lupines for revenge.

The Chapter for Sabbat

The Sabbat version of this chapter is a mixture of scenes similar to those of both the Garou and the Kindred. The Sabbat characters act against both sides, in effect aiding both sides as well.

As far as news of casualties, the Sabbat is more organized. The sect members regularly meet at the deserted hotel in south Chicago and discuss any news they have gained. While Rigaud and Wade may withhold certain information (as you see fit), the other Sabbat will tell all they have learned.

A Little Vampire Hunting of Our Own

The characters are ordered to seek out and destroy a number of Kindred. Unlike the Lupines, Sabbat will have to do their vampire hunting at night. The locations of a number of Kindred havens have been discovered in the past few months. Rigaud gives the characters a list of havens (the same list given above for Garou characters). Their mission for the night is to find the havens and destroy the vampires existing in them. After they



succeed, they are to meet with Rigaud in the Blood Brothers' communal haven below the sewers to go recruiting new Sabbat.

Storytellers should read the scenes listed in the section for Garou characters that deal with the Kindred havens. The only major difference is the way some of the Kindred will react. Anita Wainwright will claim to be protected by a Sabbat bishop named Gustov, who resides in New York. She will even utter a Sabbat secret code word for sanctuary. Should the

characters destroy Anita, they will have an enemy in the New York bishop, who was very fond of her. Sharon Payne will try to convince the characters that she wishes to join the Sabbat. She will try to escape them as soon as they turn their backs on her.

For the sake of the story, assume that the Kindred are up and moving about their havens, possibly feeding or otherwise entertaining themselves. If you prefer, the Kindred could be out, or already destroyed by Lupines, when the characters arrive.



Chapter Three: Assault

The Real War Begins

*Oh build your ship of death. Oh build it!
For you will need it.
For the voyage of oblivion awaits you.*

— David Herbert Lawrence, "The Ship of Death"

The Chapter for Garou Characters

As the characters play through the scenes of this chapter, emphasize how the rain starts to fall even harder than it has been. If one of the characters even mentions the Fanum while out in the rain, you might hit her with a bolt of lightning. The wind picks up briskly. Also, it is likely that at least one swan starts to follow one of the characters around. Only that character is able to see the swan.

Should the characters venture onto the Umbra, they find it rife with Banes. Many of the spiders have abandoned their Web. The city's elementals are very agitated; many are hiding, or caught in fights with Banes. Overhead, Jupiter casts a blood-red glow. Even the moon appears red through the clouds. The Celestine is in great pain. The thunder is its scream, the rain is its tears, and the lightning is its futile attempt to resist. It lashes out at everything it considers a threat. Its lightning strikes Banes, but other Banes float up to torment the Celestine. If the characters stay on the Umbra for any length of time, they are noticed and attacked by Wyrmspirits.

Scene One: Lost Kinfolk

After the Garou characters finish their job at the airport, or finish their vampire hunting along Rush Street, they go home for another night's sleep. The next morning, they find Susan in an argument on the phone with the office of the Chief of Police of Chicago. The police chief refuses to answer her calls. Susan is trying to find out where her brother and sister-in-law were taken after they were arrested. She went downtown to get them out on bail, but the police claimed they had not arrested anyone for the protest; all were released without charges.

What the characters and Susan do not know is that Lodin had the Kinfolk picked up by his own henchmen. They took the Kinfolk to Kevin Jackson's stronghold for holding until Lodin decided what to do with them.

If the characters pursue this cover-up, they will run into dead ends from all the mortals they ask. If they begin to stick their noses in too deeply, Jackson may send some men to cut them off. If the characters deduce the Kindred involvement, that will be enough of a lead for the time being.

Should the characters make such comments within the hearing of mortals in the police department, the characters are targeted as Garou. Jackson sends a van of heavily armed ghoulish gangbangers to take out the characters when they least expect it. The gangbangers are armed with submachine guns and pistols; each carries one clip of silver bullets. They even have a shotgun with silver buckshot shells. They try to catch the characters when they are on foot, simply pulling up beside them and unloading their guns. The van will speed away as the first hint of trouble. For stats on the gangbangers see Appendix One.

Should the characters stop the van, or catch even one of the ghouls, the ghouls can be made to tell who sent them and the location of the Leech's haven.

Scene Two: The Search for Team Alpha

Sometime during the day, the characters receive a phone call from Kulos Hail-tongue telling them that Team Alpha has not yet shown up. They should have been finished by last night and in Chicago by early this morning.

The retaking of the Fanum will have to wait until they arrive. The characters have been elected to see what happened to them and to bring word back as quickly as possible.

The characters are given explicit instructions about where to look for Alpha. Jim Upshaw is to drive them in his van. They

are to call Kulos at a number provided as soon as they find out what has gone wrong.

The drive to the Wyrmhole is rather uneventful. Any character with Sense Wyrms feels the evil aura first, but even those without the Gift soon feel a chill in the air and a sense of despair.

This Wyrmhole has long been sealed shut by the Uktena and patrolled by the Shadow Lords north of the city. The land surrounding the Wyrmhole was likewise purchased by the Shadow Lords, although Pentex has made numerous buyout attempts. The area is fenced in with 12-foot-tall fencing, which is in turn reinforced with barbed wire, though there is a gap large enough to drive the van through. There is no gate, and signs everywhere warn off trespassers. Rumor has it the only reason Pentex has not simply taken over the site is because the Black Spirals will not allow it. They want it all to themselves.

On the other side of the fence grows a thin forest of malformed trees. Past this is a gigantic field on which nothing grows, not even grass. The only creatures present are a few insects. Close inspection of them reveals that even they are a bit deformed.

At the center of the field is a large stone tunnel leading into the earth. A large boulder (sufficient in size to cover the tunnel opening) has been pushed aside, revealing the mouth of the tunnel. Inspection of the boulder reveals the intricate wards carved upon its surface. Characters who listen at the tunnel mouth hear a few faint wails from below.

If any of the characters are brave enough to go into the tunnel, they find two injured Garou, one of whom clutches a Silver Sword in a ruined paw. They ask for water to quench their thirst. Unless someone can heal them, they slowly bleed to death.

The two Garou tell the characters that they almost made it back out, but they were met at the opening by some Black Spiral Dancers, who made short work of them in their injured condition. According to the two, all the Garou of Team Alpha were killed down in the Wyrms tunnels. The Wyrmlings picked them off one by one for the longest time. Finally, the team got lost and wandered too deeply. They came upon a city of sorts, where they were met by an enormous host of Wyrms-serving humanoids who ripped the Garou invaders apart.

It is possible the characters can save the injured Garou if one of them has Mother's Touch, or makes an Intelligence + Medicine roll (difficulty 8) for each of the two Garou. If not, the Garou will die. If saved, the Garou are forever in the debt of the characters. If the characters are unable to save the Garou, one will give a character his Silver Sword to "gut the damned Spirals" for him.

If the characters wait around too long, they will be attacked by Black Spiral Dancers or Wyrms creatures of your choosing. Most of the Wyrmlings and Black Spirals have already gone to Chicago. The spirits are charged with corrupting Jupiter and bringing it into the service of the Wyrms.

When the characters tell Kulos the news, he almost cries. Many were his lifelong comrades and packmates. He decides



the attack on Chicago must continue as planned — if not to triumph, then to avenge the deaths of Team Alpha.

The characters are to meet up that night with some Get of Fenris and Black Furies (who maintain an uneasy alliance, as their respective packs were both destroyed) at 11:00 P.M., at a downtown movie theatre currently showing **The Wolfen**. They are going to deal a serious blow to the Succubus Club. Until that time, Kulos tells the characters to do as they please, but to get some rest.

That night, after the characters get back from their trip to the Wyrmhole, they receive a phone call from someone posing as Kelly Patterson. Only a character with Heightened Senses or who makes a successful Perception + Subterfuge roll (difficulty 9) might have doubts that the speaker is Kelly Patterson; even then, there is no proof to support this hypothesis. The speaker is actually a Sabbat using Vicissitude powers to alter his voice. Kelly was recently captured by the Sabbat and tortured for information.

The caller tells the characters that their Kinfolk helpers are being held in a housing project over in Cabrini Green. If Jim learns of this information, he demands that the characters go and rescue them. Otherwise, the players may decide whether they follow up on the tip from “Kelly.”

Scene Three: Battle in the Projects

If the characters decide to head for the projects, Jim knows exactly how to get there. He requests permission to come with the characters. They must decide whether they will allow him to aid them.

The characters must also decide how they wish to handle the assault on Cabrini Green. Do they prefer to sneak in or just attack head-on? This is the characters’ decision; however, should they drive the van too close to Jackson’s stronghold, they will be spotted and fired upon by Jackson’s sentries.

The stronghold is patrolled by at least a dozen ghouls and a number of human servants. The humans most likely flee in fear from the Delirium when the characters attack. All the guards are armed with either a shotgun and pistol, or an automatic weapon of some type.

The inside of the building is equipped with security cameras and motion detectors in key locations. Half the guards are inside the building and half are on guard outside.

If the characters attempt to sneak past the guards, they must score five successes using Wits + Stealth (difficulty 7). If they are spotted, or try a direct approach, the ghoul guards open fire. Almost all the human guards will run.

Once (and if) the characters get inside Jackson’s stronghold, they still have to find Jackson. He is in the basement preparing to make his getaway. He will be out of the place in five minutes. He is protected by six personal ghoul bodyguards packing pistols with silver bullets, and his red Porsche is ready and waiting. If the characters get there before the five minutes have elapsed, they will find him.

Should they catch him, he is willing to make a deal with the characters. He knows where Prince Lodin’s haven is located, but will trade it only for his own personal safety. He claims to want the prince dead himself. If the characters agree, he provides the location of Capone’s haven, as described in the next chapter.

After Jackson is destroyed or gets away, the characters might find some of the Kinfolk prisoners, including Michael and Jessie, in a cell-like chamber. Michael claims he overheard the Leeches talking about transporting the prisoners to Prince Lodin’s haven at an old amusement park.

This scene can take as long as necessary, but the characters should have time to get to the theatre downtown, and they might even have some time to spare.

Scene Four: The Abomination Returns

Once the characters are well downtown, they see the white form of the Abomination standing on the roof of a building. He points his finger at the characters and motions for them to join him on the roof. If the characters do not wish to talk, he simply vanishes using Obfuscate.

Should the characters desire to come up and speak with him, he motions for them to come around to the alley beside the building. There is a fire escape reaching from the ground all the way to the roof.

On the roof, the characters find Pariah ready to talk to them, the first of his race he feels he can trust. He relates his awful tale and asks them to accept him as a member of their pack. He only wants to aid them in exacting revenge on those that turned him into what he is. If the characters put him off, he politely tells them goodbye and then disappears.

If they wish to discuss it further, or accept him immediately, he capers joyfully. He promises to meet them the next night, but tonight he has other matters to attend, including avenging his Bone Gnawer comrades.

Scene Six: The Move on the Succubus Club

If the characters arrive on time (or even a little early or late) they find the other pack of Garou inside the theatre watching the movie, cheering for the werewolves.

After a brief greeting (The characters remember meeting the pack at the Ring of the Raccoon. They were the Get who attacked the characters, believing they were traitors when Anthius showed up.), the Garou ready themselves for the attack. They plan to go into the Succubus Club, which is now tightly guarded by the Leeches and their human servants, and raise a little hell. The objective is to destroy the Cadavers’ so-called “Masquerade.” They are to destroy all the Leeches they

find in the place. The characters will take the upstairs, while the other pack takes the downstairs.

At the club, the Garou are carefully inspected by the bouncer at the door, but let in anyway — unless they are obviously Garou (carrying Klaives, fetishes, etc.). In this case they have to break in by attacking the guards. However, the Get and Black Furies have advised the characters to hide any obvious signs of their nature.

Once inside, they split up and begin their assault. The Get and Black Furies change to Crinos or Hispo form as soon as they have cased the place. The characters may do as they please. As the mortal crowd races for the doors, the other Garou head down into the Labyrinth. Shortly afterward, the characters might notice a huge mob of humans (some in blood-soaked clothing) rush out of the basement and out of the club. If they listen carefully, they hear a number of gunshots.

The characters may do as they please, but if they do as they were asked, they move directly toward the Elysium, the upstairs of the club. As they do, huge masses of humans jump off the balcony or flee past them on the steps; others simply cower on the floor.

Once upstairs, the characters see four Leeches: Pham Hong, Damien, Gengis and Levesque; they are accompanied by four ghouls. The vampires attack the Garou until they realize that they cannot win, after which they run for it, leaping from the balcony to the hanging platforms, down to the floor, then

through the door. They will leave the ghouls as soon as they are seriously injured themselves or if they realize they are about to be captured or destroyed. Damien and Gengis successfully escape, but Pham Hong and Levesque are destroyed later on if the characters do not get them.

Play the Leeches carefully. At first, they try to Dominate the characters and use them against one another; then they try to keep them at range, and hopefully pinned down, by shooting at them. Pham Hong, Damien and two of the ghouls have silver bullets (two clips each). Hong also has a pair of silver knives.

Should the characters succeed, they find no other opponents on the balcony level. Brennon Thornhill, however, is holed up in his private apartment upstairs should the characters continue their search.

Thornhill is armed with a .44 Magnum with silver bullets (one clip). He has no escape route and if trapped in his private chamber, he will fight to the Final Death.

Down in the Labyrinth

If the characters do not take it upon themselves to rendezvous with the other Garou pack, they shortly notice that the other pack has not emerged from the Labyrinth.

Characters who decide to go and look for the other pack find a trail of human bodies leading below. The entire floor is slippery and a bit sticky with all the blood. On the floor of the



Labyrinth, much of the maze itself has been knocked down. The dim lighting of the place provides an eerie feel and the body count is staggering.

There are dozens of dead humans, and the Get and Black Furies have also been destroyed with the exception of one Black Fury, who is terribly injured. A number of humans appear to have been ghouls or at least agents of the Leeches, for their positions indicate that they attacked the Garou.

The Black Fury tells the characters about the attack. The Get refused to go along with the plan, claiming they would not obey women. They split apart from the Black Furies and promptly found themselves overwhelmed by ghouls. Their lack of teamwork destroyed them.

The Furies fared no better. A beautiful, and strikingly familiar, female Leech burst out of nowhere and attacked the Black Furies with blinding speed and ferocity. She was aided by a very powerful homid servant, possibly a Leech himself. They disappeared as soon as the battle was over. The odd thing is that the vampiress slew her own remaining ghouls.

If the characters look closely, they can find the concealed door to Helena's vault. The door leading into the antechamber can be found with two successes on a Perception + Alertness roll (difficulty 7). It is easier to find than normal because of bloody handprints near the latch to the door.

It is up to the Storyteller to decide how far the characters can go from here and what they can find. If you have **The Succubus Club**, you might allow them to explore more than the antechamber, but if you do, it would be wise not to include Helena herself in the vault; assume she escaped by some other secret means. The characters would not be able to deal with Helena; she is far more powerful and likely to take out at least half the characters, if not all of them.

Lying against the wall of the antechamber is Prias. He is in terrible shape. He is badly wounded from the Garou attack. He fought to save his love while she escaped. He is down three Health Levels and has only four Blood Points left.

If the characters should find Prias, he does not attempt an attack. He is just too weak; he knows Helena is safe and that is enough. The remaining Black Fury looks deeply at Prias and he looks up at her in shock. The Black Fury says, "*You! It is you after all these centuries!*" They then begin to scream at each other in ancient Greek. Finally, they leap at each other in fury. Prias is no match for her, but her wounds get the best of her, and she is left dying. She tells the characters that in a Past Life, many centuries ago in Greece, she had been an enemy of Prias and his Leech master, Helena. Helena led an attack on her pack and now, finally, she has exacted some revenge.

After the attack on the Succubus Club, the characters will probably wish to go home before the police or more Leeches arrive. By this time, the characters will be in need of a rest.

Scene Seven: *Leeches in the Family*

When the characters return to the Kinfolk home, they find something more horrible than words can describe. Ada, Zachary, Tammy, Mary and Robbie have all been turned into Leeches. Both Michael and Jessie are dead. Neither Jim nor Susan are home.

The first person the characters see when they walk into the house is Mary Johnson. She simply walks up to the characters and smiles. She says, "Welcome home. Won't you join us for dinner?" and leads the characters into the dining room. The characters find Michael — completely drained of blood and propped in a chair at the table. Jessie is on the table; the family is sitting around the table partaking of her blood. The poor Kinfolk Leeches have been Dominated by the Sabbat, removing their inhibitions about such a depraved act.

When the characters come in, the Leeches act as if nothing unusual has happened. They do not attack the characters; indeed, they are very friendly. Just how revolted are the characters? Just how angry are they? What will they do to innocent victims such as these? Worst of all, are they ultimately responsible for this tragedy?

In Other Battles

If the characters inquire about the activities of the other Garou, they will learn the following. This information could be presented to the characters a little at a time over the entire chapter, or all together at the end of the day.

The surviving members of the Sept of Jupiter and some of the other Garou gathered at the Fanum to attempt to retake it without Team Alpha. The Uktena led the ritual, but to no avail. The Garou were not strong enough. Not only did they fail, but lightning began to pelt the area, striking a number of Garou dead. The lightning appeared to pick and choose among the Garou, going after the more powerful Theurges.

The storm worsened directly overhead and it was hard to hear over the great pounding thunder. Eventually the Garou were forced to give up after a number of Black Spirals rushed out and attacked the weakened Garou, only to rush back inside the building as soon as they finished their attack. All told, 12 Garou died in the assault on the Fanum.

Attempts to enter the Fanum through the Umbra were equally unsuccessful. Such a great number of Banes were around that three of the five Garou attempting to get in via this route were killed. More Garou are needed if they are to recapture Jupiter and save it from the Wyrms.

Nine vampires (besides those the characters destroyed) were destroyed in continued haven raids, with no loss in Garou or Kinfolk lives. Officially, the Kindred destroyed include: Tommy Hinds, Lawrence Ballard, Frank Gaughan, Johann Weltman, and five other Kindred who recently came to Chicago (but were not included in **Chicago by Night**).



Three Black Spirals were also slain in front of the Fanum. In addition to these deaths, the war has spread to the human population; at least 55 innocent humans were killed, including those killed in the Succubus Club raid.

The Wind Catchers informed Team Silver leaders that their battle has become a stalemate. Seven Black Spirals were killed, as were two members of their sept. Numerous Banes were also chased away or destroyed. The Glen remains intact, but for how much longer? Kulos Hail-tongue believes the sept will soon give up and join forces with Team Silver. With the terrible loss of Team Alpha, the Wind Catchers are Team Silver's only hope.

On the University of Chicago campus, eight savage axe murders of faculty members have occurred; the Garou Theurges believe that the killer is either a Bane-possessed human or an opportunistic psychopath.

Blackouts occurred all over the city. Some were caused by Banes stealing power from the city's Weaver spirits, while others were the result of Garou spirits and the Sabbat. The Glass Walkers sent Chicago's financial community into shock by using computer spirits to mix up some records and destroy others.

The Chapter for Kindred Characters

The Kindred characters are once again on the defensive in this chapter. Just as stated earlier, it would be a good idea to read the scenes for Garou characters to better understand what is going on, and for the additional details for the scenes.

Scene One: Lodin's Command

The characters receive a phone call from Balthazar. He wants the characters to go immediately to Kevin Jackson's Cabrini Green stronghold and pick up some captured mortal allies of the Lupines. The characters are to transport the prisoners to an abandoned warehouse north of Chicago; a van will be provided. The characters receive the password "Daddy Pop" from Balthazar. The characters are to give Jackson's guards the password.

Unless the characters do something really unexpected that could be considered an attack, and they give the password, the guards bring the characters inside the haven and lead them downstairs to see Jackson. Jackson exchanges few pleasantries and tells one of his guards to bring in the prisoners.

Before the guards get back, the characters and Jackson hear shots fired upstairs. He quickly leaves the room and tells the characters to go with his guards and see what the problem is. Whether the characters in fact do so is completely up to them. Five of his bodyguards head upstairs; the other half remain with him as he heads down the other end of the hall.

If the characters try to leave, they do not have a real problem finding a way out. Describe the chaos as they see mortals running all over the place. If the characters stay, they shortly find themselves under attack by eight Lupines. The Lupines are spread out, but they meet little resistance. By the time the characters arrive, Jackson's mortal servants have all fled and most of his ghouls have been killed, though they did manage to kill one Lupine.

The details of the combat are up to you. Most likely it will all happen very fast. The Lupines will spread themselves over the entire complex within minutes, killing all who oppose them. A wise character might realize they have come to rescue their mortal servants. The characters may be able to use this to their advantage.

Balthazar will be really upset when he discovers what happened and he will blame the characters for the disaster.

Jackson's Manipulation

Shortly after the meeting with Balthazar, Jackson and some of his men catch up with the characters. He claims the prince knew the Lupines were planning to attack the stronghold. That was why he did not send Balthazar and instead picked the

characters. Jackson claims that Lodin believed he and the characters were threats to him, threats he could conveniently eliminate by using his enemies to do it for him. Jackson points out that Lodin is known to have used such schemes to have his enemies eliminated during 1968. At that time, Jackson continues, Lodin manipulated a Justicar into approving his attacks on all young Kindred he considered a threat. Because the characters have proven how adept at survival they were, Jackson claims Lodin believed they would one night turn against him.

Jackson declares to the characters that he intends to wipe out his enemy, Capone, and after he has done so, he will set his sights on Lodin. He wants the characters to be his new lieutenants. Tomorrow night he will make his move on Capone. If the characters wish to assist him, he will greatly reward them with whatever they desire.

Scene Two: At the Succubus Club

The characters are called or given a message by any other Kindred who frequents the Succubus Club. They are told that Brennon Thornhill wishes to see them. Thornhill wishes to have the characters come and see if they can identify the body of a vampire who attacked John Toynbee, a mortal co-manager of the Succubus Club. The vampire had been seen earlier in the week by some other Kindred, but none had spoken to him. The characters have never seen the vampire before.



Prias is found inside the antechamber, with the body of a female Garou sprawled next to him — mutual destruction.

The Chapter for Sabbat

It is highly possible that the Sabbat knows or learns a great deal about what went on the day and night of this chapter. About an hour before dawn, the Sabbat all meet together and discuss what they learned about the Camarilla-Lupine Jihad.

Scene One: Good Recruits

Rigaud pays a visit to the characters. When they awaken from the day's rest, they find him sitting in a chair within their haven. He made no sounds and no attempts to awaken them. Once all the characters are awake he informs them of their mission. They are to go make some "recruits" out of the mortal helpers of the Lupines. They will then leave these mortals for the Lupines to come home and find, forcing them to destroy their own allies and thus fueling their hate for the Kindred even more.

Rigaud has a car ready and together they proceed to a house full of mortal Lupine servants, located on Higgins Road near O'Hare. The family is all together, except for Jessie and Michael, who were arrested earlier in the day. The family is in the dining room enjoying a meal.

Rigaud wants all the adults killed except for the two elderly and the three children. They are to be the ones "recruited." Rigaud will not take no for an answer; he is very determined and very demented. Should the characters refuse, he will see to it they end up on the wrong end of a stake before the siege is over.

During the time the characters are at the Lupines' den, the other Sabbat are busy making the recruits found on Rush Street. Word will get back to Rigaud that all the recruits were destroyed when an unusual-looking werewolf entered the scene and aided the other Lupines.

Scene Two: Another Mission

After the excitement at the Lupines' den, Rigaud takes the characters back to their haven. About an hour or so after returning from the Upshaws', Rigaud happily declares that the Kindred are dropping like flies and the Lupines are on their last legs as well.

However, the characters are given another mission. He provides them with the location of Kevin Jackson's stronghold. They are to attack it and bring back as many mortal prisoners as they can. The prisoners are allies of the Lupines and will prove useful for interrogation.

The main reason for the raid is to eliminate Jackson as a threat. Next to Capone, he has the most unpredictable and deadly organized force in town. The goal is to take out Jackson



According to Toynbee, the individual asked to see Thornhill. When he was refused, the individual transformed his hand into a huge, jagged blade and came at him. Fortunately, Toynbee had an Uzi in his desk drawer. He gunned him down, but the vampire kept trying to get back up. Toynbee kept unloading clips into him until he stayed down. No other Kindred know who he is. The odd thing, Toynbee notes, is the symbol of a black crescent moon on the back of his right hand.

After viewing the corpse, the characters retire to the Elysium. All of a sudden, *deja vu* strikes. The crowd on the dance floor disperses just as it did a couple of weeks ago. Standing on the dance floor are five Lupines. They immediately see the characters and charge up the stairs to attack them. Besides the characters, Brennon and five ghouls are the lone defenders of the club. One of the Lupines shortly kills Brennon Thornhill, but dies herself in the attack.

If the characters descend into the Labyrinth after the attack, they find the bodies of a number of Lupines, along with those of a number of mortals and a few of Brennon's employees and ghouls.

The characters might find the secret door to Helena's vault just as described above for Garou characters. The dead body of

tonight, saving Capone for tomorrow. Eliminating these two will make the Sabbat's job that much easier; now is the perfect time to do it.

The characters should have no real problem finding Jackson's stronghold. The scenes "Battle in the Projects" and "Inside the Haven," listed in the Garou character section, should be read to provide the details. The only real difference is that Jackson's mortal allies will stay and fight the characters instead of running off in Delirium.

If you, the Storyteller, feel this scene may be a bit too difficult for the characters, you might reduce the number of opponents, or allow the Sabbat Blood Brothers to join the characters in the attack.

Scene Three: Angry Spirits

After the characters have crawled back into their coffins, they will have strange nightmares in which they see Lupines ripping them and their packmates apart. They will awaken in

a blood sweat and discover that the other members of their pack have suffered similar experiences.

Suddenly, various small objects start flying about the room, as if a poltergeist were present. The characters see a group of ghostly figures which begin to solidify.

These are the spirits of Lupines — specifically, the spirits of long-dead Uktena. They witnessed the brutality inflicted on the Kinfolk the night before and they have come for vengeance. They attack until they run out of power or they have destroyed the characters. The characters could flee their haven, but the spirits will continue to haunt them in minor ways. Only the retaking of the Fanum by the Garou will cease the hauntings.

Uktena Ghosts

Rage 7, Willpower 5, Gnosis 5, Power 25

Charms: Materialize (Cost 12; Str 2, Dex 3, Sta 2, Brawl 3, Claws: Str +2), Shroud (Cost 1; as the Uktena Gift), Hand of the Earth Lords (Cost 2; as the Uktena Gift. This can be used from the Umbra).



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Chapter Four: Assist and Avail

The Bloodiest Battles Are Fought and Final Victory Is Achieved

*Brightest and best of the sons of the morning,
Dawn on our darkness, lend us thine aid.*

— Reginald Heber, "Hymns: Epiphany"

The Chapter for Garou Characters

The war is coming to a close, but the worst is yet to come. The characters will have to face a number of very dangerous threats to accomplish their mission.

Jupiter becomes more and more furious and the storm continues to worsen. The rain is highly acidic, with a reddish coloration, at the beginning of the day; right before the retaking of the Fanum, it is almost crimson. The lightning begins to strike almost constantly and the continuous rumble of thunder drowns out nearly everything else. The characters can spot swans nearly everywhere, but the swans show signs of corruption and decay. Their bodies are pox-marked and grotesquely shaped. Even mention of the word *Jupiter* will bring down a lightning bolt on the speaker. The sun casts a red glow; it is so obscured by the red clouds that it is a dim and solid red orb in the dark sky.

The Umbra is nearly impassable by the end of the day. Most spirits not of the Wyrms have either become corrupted or withdrawn into hiding. Huge flocks of the malformed swans can be seen all over. The rain pouring from the Umbral sky is not rain at all, but the actual blood of the Celestine. Jupiter can

be seen in the sky. It is covered in a swarm of Banes, and from a distance looks like a man-sized creature covered in ants.

Scene One: The Old Amusement Park

The characters are able to find the old amusement park they believe to be the haven of Lodin, but it should take them the better part of the day. They should not find it until late in the afternoon. You might throw them off the trail for a while with a fight or some time-wasting task.

Once they arrive, the characters notice numerous ghoul and human guards patrolling the gates outside the amusement park. In addition to decaying posters and graffiti, the characters also notice one section of a wall covered in shiny, polished sheet metal. The characters may wish to travel by the Umbra into the haven; this shiny mirror affords them a path.

Once the characters are inside the park, they notice a number of rides in various stages of neglect. An abandoned House of Mirrors and a haunted house are also on the premises. Both buildings are locked. While a number of guards patrol the entire park grounds, there are two guards outside the House of Mirrors.

The House of Mirrors

The House of Mirrors sits right above Al Capone's haven. Capone has moved to the park, fearing attacks from Kevin Jackson and possibly the prince's men. Capone's vault was attacked by a number of Garou early on in the war, so Capone has no intention of returning there.

Should the characters try traveling to the House of Mirrors via the Umbra, there is a good chance they will encounter Banes even in that short distance.

If the characters attempt to emerge inside the House of Mirrors through one of the trick mirrors, they might suffer adverse consequences. If a character botches her roll to step sideways out of the Umbra, her body emerges malformed in the image it would have in the mirror: possibly with a big head, a Coke-bottle figure, tall and thin, short and squat, or whatever weird shape you can come up with. It is possible to "heal" this by restepping through the mirrors and making a successful Gnosis roll (difficulty 6).

The interior of the House of Mirrors is still covered in twisting passages of oddly shaped, polished metal mirrors. The lights are on within the building. If the characters do not make four successes on Perception + Security (difficulty 7), they trip off a motion sensor. If they do so, the white lights go out and flashing red lights come on. Within a turn or so, three armed humans and two ghouls come in through secret passages. Of course, the humans will run back the way they came when Delirium sets in. They know the layout of the House, but still

have a few problems with it. They will rely on the deceptive nature of the mirrors to ambush the Garou.

Moving about in the house is tricky and attacking is worse. Successful identification of a real target, as opposed to a mirror image, requires a Wits + Alertness roll (difficulty 8). To navigate 10 feet without running into a mirrored wall requires a Dexterity + Alertness roll (difficulty 6).

Four secret doors are concealed as mirrors; these are located throughout the building. Finding one requires a Garou to see it being used or to make an active search for it (Perception + Alertness, difficulty 9). Behind each of the doors is a narrow wooden passage leading to a small door in the floor.

Scene Two: Capone's Scheme

Looking down past the door in the floor, the characters see a set of wrought iron rungs in a brick wall. The room below is pitch dark. If the characters have any light or can see in the dark, they perceive that the floor is 20 feet below. The room is 25 by 30 feet square, with brick walls and a dirt floor. It is empty except for two speakers in the corners.

In the center of the far wall is a locked metal door. The characters hear, "Who are you, and whom do you serve?" over the speakers in Capone's gangster voice. How the characters react is up to them, but if they do not answer him promptly, he asks again. Whether the characters answer him or not, bright floodlights turn on in the room.

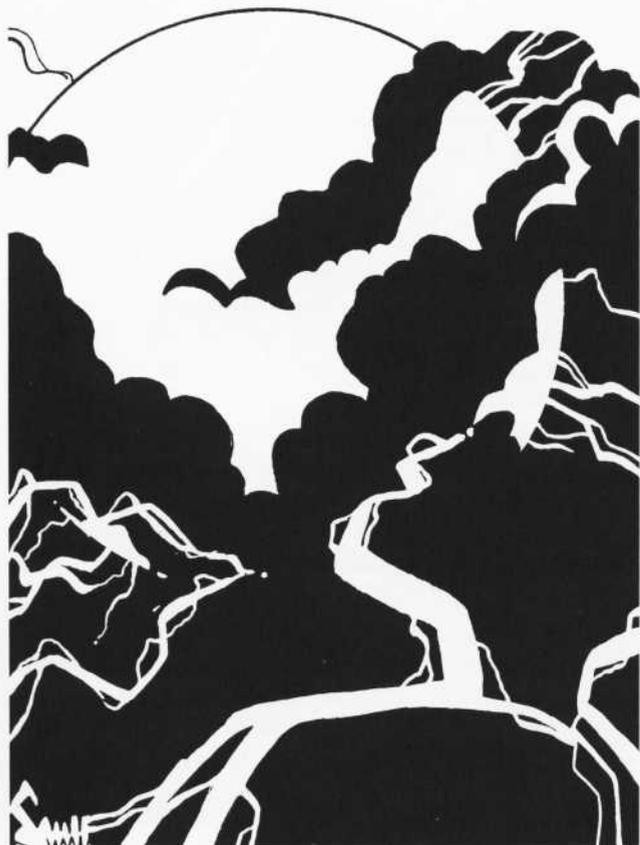
It is hard to see in the room, but if the characters try to open the metal door, it will require a 10 Strength. The characters could also get out through the lights themselves by stepping sideways.

Capone is on the other side of the metal door, past a long brick hall and through another metal door. He has two ghouls with him. A number of security cameras cover the outside areas of the park, but not the interior of the building.

If the characters calm down for a second, Capone offers them a deal. He explains why Jackson wanted the characters to come and attack him. Jackson wanted them to believe Capone was the prince so they would destroy his chief rival for him. Capone needs the prince destroyed. If the characters agree to leave the way they came, he gives them the location of the prince's haven; one of his ghouls slips an envelope with the address on it under the metal door. If the characters will only agree if they can meet with Capone in person, he will agree to it, albeit hesitantly.

Scene Three: Unexpected Assistance

The characters are met by Pariah outside the amusement park. When the characters get ready to leave, Pariah, in Glabro form, leaps out of nowhere to the top of a nearby roof. He issues a vicious howl and throws down four decapitated Leech heads (Priscilla Gibbs, Gordon Keaton, and two Kindred new to Chicago). He leaps to the ground in front of the characters and



states, *"Here, my friends, add these to your count! But we still have work to do! Now that my personal business is finished, may I join you?"*

It is totally up to the characters whether they allow him to join them. If they do not, he roars off into the night as a cloud of mist. If they allow him to come with him, he will fight alongside them wholeheartedly. He desires the prince dead and if the characters tell him they are going to kill him, he informs them of his personal hatred for Lodin.

Scene Four: Lodin's Estate

The characters will have received the information from Capone. If not, they will have been given the information by Pariah. Pariah tracks the characters down wherever they are and gives them an envelope with the information.

Once the characters have the information on Lodin's haven, they should realize they only have a few hours before they must meet up with the rest of the Garou for the final assault on the Fanum. They must act quickly if they are to destroy the prince.

Finding the estate is not a problem. The instructions are very clear and accurate. Getting in the house and destroying the prince is another story. The estate is completely surrounded by a 12-foot-tall wrought iron fence. On the other side, 10 ghouls are on guard at various posts. They wear black ponchos and carry walkie-talkies and submachine guns. They stay in constant contact. Failure to check in every 10 minutes will bring the other guards running. One of the guards is near the kennel. If given the word by the chief of security, he will release Lodin's ghoul dogs on trespassers. There are five ghoul dogs.

The estate has a number of security cameras all over the place. One ghoul is in the house; he monitors all the cameras and all the ghouls outside answer to his orders. He answers directly to Balthazar on all important matters.

A number of pits are located all over the yard of the estate. The pits are 20 feet deep and the bottoms are lined with wooden stakes. A character who falls in will be impaled if she fails a Dexterity + Dodge roll (difficulty 9). If the character succeeds, she still takes damage; if impaled, she is automatically Incapacitated (though the damage is not aggravated). If the character botches, and she is a vampire (using the Kindred variant of this scene), she has been staked through the heart.

Should the characters make it to the estate, they find bars on all the windows, requiring Strength six to rip them down. The door is heavy oak, but it may be easier to break the door down than pick the lock. Breaking it down requires Strength eight. Picking the lock requires five cumulative successes on a Dexterity + Repair roll (difficulty 8).

Lodin's Haven

Once the characters penetrate Lodin's mansion, they still have to get to his haven. Lodin feared such an attack, so he is not unprepared. There is a security camera in practically every room. There are also motion sensors in case the intruders take out the cameras. The house operates on its own generator, as power has been out in this section of town for some time.

Seven ghouls are spread throughout the house; each wears Kevlar body armor and carries a Glock 20 with silver bullets. The ghouls wear headsets to keep in communication with those outside and the other ghouls in the house. Like the outside ghouls, they have to check in every 10 minutes.

Lodin's personal chambers are in the basement, which can only be reached through a secret door in the kitchen. A search of the kitchen, and a Perception + Alertness roll (difficulty 8), reveals the secret door.

Behind the secret door is a wooden staircase leading down to a lit room. This room is the very luxurious apartment of the prince. It contains his metal coffin, his desk, and all the entertainment and furnishings of a modern home.

Lodin sits behind his desk. Three ghouls are close by. Behind Lodin, the characters see a television monitor. Displayed on it are Balthazar and a number of bound and gagged Kinfolk. Balthazar is holding a submachine gun to a child's head and seems anxious to put a bullet in it. Beside the monitor is a camera. Another one is located behind the characters on the wall. Balthazar is able to see any move the characters make.

Lodin shouts to the characters, *"Welcome, Lupines — and you also, Harold. I thought you destroyed, you miserable beast. Do not make a move, any of you, or your mortal friends will, shall we say, find out just how mortal they are!"*

If the characters pounce on Lodin, Balthazar lays waste to all the Kinfolk, starting with the children. After finishing, he attempts to escape while Lodin and his ghouls defend themselves from the characters. If the characters refrain from attacking, Lodin continues to speak to them in a calm, confident voice.

"Please now, do change back into mortals for me. We have things to discuss, like what I am going to do with you." If the characters comply, Lodin tells the characters, *"I will let your people go, but only after you submit yourselves to me. Allow my men to handcuff you, please."* If the characters comply once more, Lodin's ghouls handcuff them and subsequently shoot them in the back of the head with silver bullets; Balthazar then begins to shoot the mortals.

If the characters do not do as Lodin asks, he orders Balthazar to shoot the mortals. The only safe action the characters can take is to reach Balthazar by stepping sideways through the video camera, the monitor or some other reflective object. Balthazar is only two rooms away from the prince and can easily be seen, for no walls exist on the Umbra between the characters and Balthazar. To realize this course of action, one of the characters (maybe a Theurge) may roll Wits + Enigmas (difficulty 8).

If the characters do not think of this course of action, you might have Pariah go through the camera and attack Balthazar, allowing the characters to destroy Lodin. You should only do this if you feel they have done well up to now, but just haven't gotten the clue here.

If the characters step sideways, Lodin and Balthazar assume they vanished, and act surprised for two turns as they try to figure out where the characters went. Lodin then orders

Balthazar to shoot a few prisoners anyway. If the characters emerge from the Umbra (possibly through the camera or monitor in the room with Balthazar), they shock Balthazar into complete inaction for one turn. This allows the characters to score a free attack on him before he can respond.

If Lodin sees the characters in the room with Balthazar, he makes a break for it, but not before triggering a bomb. The bomb is hidden in a desk drawer and is set to detonate in two minutes. The ensuing explosion is sufficient to destroy the entire house. Characters caught in the blast take 30 dice of damage, minus one die per yard they are away from Lodin's desk. Lodin has a secret door in his office leading to the sewers. He emerges from the sewers on a side street, where his getaway limousine awaits him. However, the Sabbath already has him targeted, and three Black Hand assassins stand ready to take him out should the characters fail.

Scene Five: Cleaning Up

If the characters manage to destroy Lodin and Balthazar, they may explore the arch-fiend's haven at length — a rare treat, one for which any vampire would give his eyeteeth. There are many things of value here.

Among the treasures in Lodin's haven is a wall safe hidden behind a painting. It may be easily found if someone looks behind the picture. Opening the safe requires Strength nine, or five cumulative successes on a Perception + Repair roll (difficulty 7). Inside the safe are \$250,000 U.S. dollars in unmarked small bills, three pieces of Baroque jewelry encrusted with emeralds (total value \$1.3 million), and numerous financial and legal papers describing Lodin's various money-laundering schemes and personal identities.

A number of original pieces of art adorn both the haven and the house upstairs. Much of the artwork is priceless and would fetch top dollar on the black market.

The haven also contains a great deal of valuable information concerning the prince's business as head of Chicago's Camarilla. This information may be anything the Storyteller desires, but such things as financial records on various schemes, personal portfolios on various Kindred (including their weaknesses and haven locations) and basic information on the number of Kindred in Chicago could be included. Of course, this information might be of great value later, and many might pay top dollar for Lodin's files. There may also be information on dealings with Pentex, but there are no signs that Lodin was aware of the sinister nature of this corporation.

In Other Battles

While the characters were engaged in their own fight, the other Garou succeeded in finding and burning down the Tremere chantry, destroying Garwood Marshall and a recent neonate named Paul Kotis. Abraham DuSable lost his right arm in the conflict; a Garou sliced it off right at the shoulder. One Garou and two Kinfolk were killed in the attack.

Five more vampires were destroyed by the Garou during continued searches: Theodore Dooley, Horace Turnbull, Jurgis

Rudkus and two Kindred new to Chicago. In addition, Priscilla Gibbs and Gordon Keaton were killed by Pariah. Two Garou were killed; however, the killers got away without being destroyed.

Thirty-three Kinfolk, along with at least 18 innocent bystanders, were killed in retaliatory raids by the Leeches.

Scene Six: The New Allies

At 10:00 P.M., the characters are to go to Lincoln Park and rendezvous with the rest of the Garou. From there, they will all march on Hyde Park and begin their ritual to rebind the Jupiter Celestine into the Fanum. This should go rather smoothly, unless the characters decide to go somewhere else first, or take hours to explore Lodin's mansion.

When the characters arrive, they find that only 20 other Garou have survived. All present know they are doomed; with their number, retaking the Fanum and rebinding the Jupiter Celestine is almost impossible. Many believe Kulos Hail-tongue to have died.

Suddenly, to everyone's surprise, the Garou see Kulos loping across the field of the park; with him is a large band of Garou from the Wind Catcher Sept. Kulos Hail-tongue was able to gain their support, convincing them to abandon the defense of their caern and Glen for the greater good. Together with this sept, the Garou number nearly 50, enough for a chance of success.

Scene Seven: The Binding of the Celestine

With their newfound allies, the Garou legion marches to the Fanum. Many of the Garou turn into Crinos form and wreak havoc in the streets, overturning automobiles to block off the street from traffic.

The characters are given the task of defending the perimeter, unless they are accomplished Theurges or have high Gnosis (eight or more); in this case, they are involved in the rite itself as assistants. The characters on guard must prevent any traffic from getting through, both vehicular and pedestrian. They are to scare away mortals and kill any Black Spirals or vampires who try to break through, although they must not pursue them out of the perimeter. At the Storyteller's option, another pack or two can help them guard by working the other side of the street.

The elders begin their ritual, the Rite of Jupiter Binding, by forming a circle. The circle must not be broken. The leader of the ritual is Anna "Eyes of the Sun" Pelfrey, a Rank Five Uktena Galliard (see Appendix One). Anna will roll her Intelligence + Rituals (difficulty 8) every half hour, but she can only roll six times (three hours maximum). The rite requires 25 accumulated successes to work. The required Gnosis expenditure is 75 points. Failure and botches are treated just as for the Rite of Caern Building (see the **Werewolf** rulebook). The ceremony requires chanting, counterclockwise movement in a particular pattern, and special incantations by the rite leader.

Only 71 points of Gnosis are available for the rite. If one of the characters cannot provide the extra four required (only one character; the others have to guard), everyone suffers one Health Level of damage, which provides the required energy. Twenty-five successes are needed to bind the Celestine, but this will send it back through the Anchorhead and strip the Fanum of all its powers. If 30 successes are gained, the Fanum returns to normal. If 35 successes are gained, it becomes more powerful than before.

If the rite fails, lightning begins to pound the area, striking a number of Garou dead and wounding others. The Garou retreat into the night. Two days later, Kulos or another leader calls for a final try to retake the Fanum; if this also fails, then the Garou must either abandon Chicago to the Black Spirals and the Leeches, or turn to Inyanga, who has just returned. Inyanga can call upon Ubracus, a powerful Native American ghou-mage, to aid in the rite. With their help it might work. Ubracus can use a number of incantations and magic items to add 25 Gnosis points to the rite and decrease the difficulty of the rolls to seven.

If the Garou succeed, the storm stops within only a minute or two. A reddish glow falls over the Fanum and lasts for few minutes. As soon as the ritual is completed, all the Fanum's mystical defenses become inactive, allowing the Garou to enter through the front door just as the Black Spirals had previously done.

Scene Eight: The Storming of the Fanum

Once the Garou rebind the Jupiter Celestine, they rush the Fanum itself. Inside, they find 15 Black Spiral Dancers, whom they slaughter. They also find three Sabbat Leeches whom the Garou also make short work of. The Garou learn that the Sabbat, not the city's Leeches, was the instigator of the Garou-Leech war. The Chicago Cadavers were manipulated just as the Garou were.

The human police do not respond to the Fanum raid. They are too involved in emergencies caused by Bane-possessed humans and fires. Also, a number of Kindred with influence on the police force have many of the patrol cars guarding their havens.

The characters also notice five Black Spirals escaping through a secret door. If the characters follow the Black Spirals, they are led on a chase through the sewers and back up to the street. The Black Spirals shift to Lupus form as soon as they can, split up and scatter. Use the rules for pursuit if the characters go after them.

The Chapter for Kindred

The Kindred finally get their chance to take the offensive during this chapter. They may discover that the Sabbat is behind the entire war.





Scenes One and Two: Hunting Capone

If the characters decide to follow Jackson and destroy his rival Capone, Scenes One and Two, listed above for Garou characters, can be easily altered for Kindred characters.

Scenes Four and Five: Lodin's Destruction

If the characters desire to do Capone's bidding, the Storyteller should run Scenes Four and Five, above, making all the necessary changes. Will the characters care about the Kinfolk? If so, how will they save them? Maybe the characters can use the distraction of the Garou's assault to take out Lodin.

Scene Six: Spiritual Beliefs

This encounter may take place at any given time or location.

One of the characters (probably one with Auspex) senses something moving behind her, but does not see anything, no matter how good her Perception is. When the characters are alone, and when they least expect it, a Nexus Crawler slowly materializes before them. The Nexus Crawler attacks the characters until it runs out of Power. It only attacks characters with Humanity scores of seven or higher. It ignores all other characters, even if the other characters attack it.

As the characters fight for their unives, Pariah leaps to their aid and helps them destroy the Nexus Crawler. If the Nexus Crawler is winning, Pariah uses his Wyrms Scale to force the Bane to dematerialize.

After the battle with the Nexus Crawler, Pariah introduces himself to the characters and tells them he means them no harm. If the characters act friendly to him, he tells them he is Kindred as well as Lupine, and relates his tragic background.

He also informs the characters that the Sabbat is behind the Kindred-Lupine conflict. If Sabbat involvement was exposed to Chicago's primogen, he says, then the sect would avoid conflict and retreat, leaving their own evil werewolf allies to face the other werewolves by themselves. This should bring an end to the war, since the Lupines' main goal is to defeat their Black Spiral enemies, not the Kindred.

Pariah gives the characters specific directions to the Sabbat's communal haven, which is located under the city streets. Then he turns into a bat and flies away.

Scene Seven: On the Trail of the Sabbat

The characters have no real problem locating the haven of the Sabbat. The only difficulty is that many of the sewer tunnels are completely flooded. The characters have to be careful to avoid falling into the torrent of rainwater rushing below the

streets. The haven is exactly where Pariah told them it would be.

The haven is located behind a secret door on the wall of a tunnel, and guarded by two ghoulish dogs. The first room behind the door houses the dogs. Little is here save Sabbat graffiti all over the walls, floor and ceiling. A single bulb illuminates the room.

A door on the other side of the room leads to the den of the Blood Brothers. They are not in their haven at the moment. There are five coffins in the room, all open with no occupants. The room also contains a television, a stereo, a long, blood-soaked table with restraining devices, a rack of torture implements, and a number of chairs. The walls, ceiling and floor are all painted red. Fluorescents light the room.

Characters who stay too long risk the return of the Blood Brothers. Should this unfortunate event occur, the Brothers combine into one massive entity and attack the characters. The gelatinous mass blocks the only door out of the room to prevent escape.

Scene Eight: The Meeting with the Primogen

Characters who carry convincing evidence of Sabbat presence to an elder are asked to wait. Said elder goes to make a few phone calls, then returns to the room and tells the characters to go immediately to a specific location under South Wells Street, downtown.

When the characters arrive, Khalid, the leader of Chicago's Nosferatu, is waiting for them. He asks them questions about what they saw and about the creature that they fought. He also asks them how they learned about the presence of the Sabbat. If they tell him, he starts in shock, and orders the characters not to tell any of the other primogen how they found out. Soon Critias, Annabelle and Nicolai also show up, one by one. Once they are present, they order the characters to lead them to the Sabbat haven.

If the Blood Brothers were destroyed, their carcasses (or maybe carcass?) remain. After careful inspection, Khalid confirms that the bodies are those of Sabbat. Whether there is a connection to the Garou assaults remains to be seen, but Khalid warns that he suspects it to be true. As they prepare to leave, Nicolai hears something and slips out quietly. Nicolai shortly returns with a Sabbat vampire who was returning to the haven. After a quick "interrogation" on the table in the room, the Sabbat reveals her sect's schemes. Afterward, the characters are ordered to bind her and escort her to one of Khalid's chambers, where she will be kept under guard.

The characters are warned not to mention anything about the Sabbat to any other vampires. Who knows if the one with

whom they speak is loyal, or a Sabbat spy? When the characters emerge from the sewers, they find the storm has stopped.

The Chapter for the Sabbat

The Sabbat characters discover in this chapter that their plans are in ruin. One of their communal havens is discovered; this reveals the sect's presence in Chicago. Also, the Black Spiral Dancers fail in their efforts, and are run out of the city by the Lupines, allowing the Lupines to turn their attentions to the Sabbat.

Scene One: Pariah's Attack

Shortly after the characters leave their haven for the night, they are attacked by Pariah. He will fight them until he destroys them or until he is severely injured.

Scenes Two and Three: Attack on Capone

The characters are called by Rigaud to the meeting place in the old hotel. Once they arrive, Rigaud discusses how the war is going. He tells the characters that it is necessary for the Sabbat to eliminate Al Capone, head of Chicago's organized crime. If the characters do not already know of Capone, Rigaud will tell them he is Lodin's right-hand man, and equal to Ballard.

Scenes One and Two for Garou characters can be easily altered for Sabbat characters; however, should Capone realize the characters are not anarchists but Sabbat, he will make no deals. He fears the Sabbat far more than his master.

Scenes Four and Five: Lodin's Destruction

Should the characters somehow gain Capone's confidence, he will gladly inform them of the location of Lodin's estate. Scenes Four and Five for Garou characters can easily be altered to accommodate Sabbat characters. While most Sabbat would not care about the lives of the Kinfolk, will the characters care? If so, what will they do?

If the characters do not kill Lodin, then either three Black Hand assassins or a pack of Lupines successfully end his reign.

Shortly after the attack on Lodin, the characters realize the storm has ended. If they contact Rigaud, he will warn them to get out of town; the Blood Brothers' communal haven was discovered by the Camarilla. A Blood Hunt will be called if more Sabbat turn up in the city. He wants the characters out of town immediately.



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Chapter Five: Aftermath

The City Returns to Peace

*They shall not grow old, as we are left to grow old:
Age shall not weary them, nor the years condemn.
At the going down of the sun and in the morning
We will remember them.*

— Laurence Binyon, “For the Fallen”

The Chapter for Garou Characters

The storm is over. The Black Spirals are gone. The Fanum is under control. The Banes are returning to their Wyrms hole. Soon the war with the Leeches will end. This chapter allows the characters to rejoice in their accomplishments.

The Truce

*And I saw the angel come down unto me
In her hand she holds the very key
Words of compassion and words of peace
And in the distance an army's marching feet
But behold we will watch them fall.*

— Prince and the NPG, “7”

The characters are asked to stay at the Fanum after it is taken. The next day is spent repairing the structure itself and taking an inventory of the casualties. The characters, among other Garou, are sent to the homes of the Kinfolk, bearing large sums

of money (taken from Leech havens) to help provide for them in such trying times.

The following night, Inyanga comes to the Fanum. The characters may or may not be there. Inyanga announces that she speaks for all the Kindred of the city. The prince has been destroyed and the primogen has learned that the Sabbat was manipulating both sides to war with one another. A truce is called for; *status quo antebellum* (“same as before the war”) are the terms. Neither side will continue to attack the other. The Garou agree to the peace and the war officially ends.

The Fanum in Safe Hands

*One must never despair if something is lost to one, a person
or a joy or a happiness; everything comes back again more
gloriously.*

— Rainer Maria Rilke

Over the next few days, life returns to a semblance of normality. Because the Fanum could not have been saved without them, the members of the Sept of the Wind Catchers are given membership in the Fanum. From now on, there will be only one sept in Chicago: the Sept of Clear Skies.

The Glen in Hyde Park remains, though it decreases in size because of the corruption of the Banes. The caern also remains. It belongs to the Sept of Clear Skies, just as the Fanum does, meaning that sept has two powerful sites under its control. Also, the Orthodox Temple of Akhenaton remains unharmed.

Not only are the Wind Catchers given membership, but all the Garou who participated in the war, including the characters, are likewise inducted. This may be of great use to them, allowing them safe haven in Chicago and access to training. The characters may occasionally wish to use the Fanum to teach trustworthy humans about the supernatural. For more scholarly Garou, the Fanum has an excellent library.

Heroes' Recognition

Fortune favors the bold.

— Terence, *Phormio*

If the characters defeated the prince and saved any of the Kinfolk, each is given a special recognition by the Sept of Clear Skies. This includes a Level Three (or less) fetish of any sort, powered by a Gaffling from Jupiter. This is in addition to the Tears of Renewal fetish they already possess.

In addition to fetishes, the characters receive great amounts of Renown in Glory and Honor (and possibly Wisdom) based upon their actions. The pack should receive anywhere from 10,000 to 30,000 in Glory, 5,000 to 10,000 in Honor, and 1,000 to 4,000 in Wisdom (possibly more). While these awards are very great, they are reasonable considering all the dangers the characters faced during the war.

Payne's Revenge

If you prick us, do we not bleed? if you tickle us, do we not laugh? If you poison us, do we not die? and if you wrong us, shall we not revenge?

— William Shakespeare, *The Merchant of Venice*

Michael Payne is ready for revenge. He learns through Auspex that the characters were responsible for his wife's murder (whether they were or not). When the characters least expect it (but while they are in Chicago), Michael Payne tries to run over the characters in his BMW. He leaps out and begins firing a .357 Magnum revolver at the characters; however, he has no silver bullets. He cries and grits his teeth in rage. This is his final stand for his wife, whom he loved (and hated) very much.

Pariah's Reward

The outcome of the story for Pariah is up to you. Does the pack stand up for him and speak well of him before the sept? The characters are the key to his reacceptance by the Garou.

If accepted, Pariah weeps bloody tears of joy, but does not join the sept. He will occasionally come to them to help them out, but he is still overcome by his own misery. He seeks Golconda in isolation, fearful of tainting his kind with the Wyrms. He can become a continuing ally to the characters, and

no other Garou has as much in-depth knowledge of Chicago's Kindred as he.

Even if accepted, many Garou will resent him and try to challenge him, claiming he is a Wyrms threat. This is another reason for his retreat; he does not wish to ruin that for which he has so long hoped.

If refused by the Garou, he slinks away into the sewers, seeking atonement through mystical pursuits. As the years go by, however, his loneliness increases. Eventually he will not be above seeking out even the Black Spiral Dancers for companionship.

A Farewell to Chicago

Good-bye, fare you well!

We're homeward bound for New York town,

Hurrah, my boys, we're homeward bound!

— Anonymous, "Good-bye, Fare You Well"

After all is done in Chicago, the characters are free to say their goodbyes. The Sept of Clear Skies holds a moot in their honor at the Fanum for their efforts. This ceremony alone will bring each of them an additional 1,000 Honor. The characters will always be welcome to the hospitality of the Fanum, their second home.

A car is provided for them and all expenses of the characters' return journey are covered.

Possible Continuations

Whatever is worth doing at all, is worth doing well.

— Philip Dormer Stanhope, *Letters to His Son*

There are a number of ways this story can continue. The Storyteller must determine the direction this tale takes beyond its official conclusion in this product. Here are some suggestions, but do not feel constrained to use them. Feel free to come up with your own endings.

- The fighting between the Garou and the Kindred could continue rather than come to a truce. Reinforcements could be brought in once the airport and train station reopen. The fighting between the Garou and the Kindred could also spread to a national, or even a global level.

- The characters could decide to stay in Chicago, involving themselves in restoring the Fanum and Garou power, and possibly even competing with Leeches for control in mortal areas where they lost influence during the war.

- The characters could ally themselves with one of the Leeches, such as Capone or Jackson. They could become powerful agents of the Leeches, gaining great power in their own right.

- The characters might take it upon themselves to usurp the criminal organizations controlled by the Kindred. They might try to push Capone and/or Jackson out and take control for themselves.

- The characters could be sent to track down the Sabbat of Chicago and make them pay for their manipulations. This

could lead to many stories, as the characters travel over the country hunting Sabbat, or as the Sabbat begin their return to Chicago.

- The characters might take up roles as teachers at the Fanum. This would bring them into contact with a great number of strange entities and unusual experiences. Following this course of action would allow for many diverse stories and make them easy to work into the chronicle.

- Some Black Spiral Dancers might remain in Chicago after the retaking of the Fanum. The characters might undertake a mission to seek out and kill all Black Spirals still in the city or on the outskirts of the city.

- Likewise, certain Banes could remain in Chicago rather than return to the Wyrmhole, forcing the characters to contend with a city full of Wyrms creatures. Trying to remain at peace with the vampires, while fighting the Wyrms, would be a great challenge.

- The characters might decide to explore the Wyrmhole and the tunnels leading to the mysterious Wyrms-humanoids who destroyed Team Alpha.

If Jupiter Was Not Saved

To whom can I speak today?

Gentleness has perished

And the violent man has come down on everyone.

— *The Man Who Was Tired of Life*

If the Garou fail to retake the Fanum, the Jupiter Celestine will continue to rage as a storm over Chicago for two more weeks. After this period, the storm breaks up, leaving hundreds of dead and massive amounts of property damage. The storm will break apart into a number of smaller storms that scatter throughout the world. The storms will be noticeable for their deep red clouds and massive amounts of thunder and lightning.

These lesser storms will carry the growing power of the Wyrms. Wherever these storms are found, a large number of Banes will not be far behind. The Garou will have their hands full, since these storms never remain in one place for very long.

After a year or so, the storms will begin to lighten, and by the end of the second year, they will dissipate. The Wyrms will have fully digested the power of the Jupiter Celestine. Shortly after the storms dissipate, Deep Umbra Banes will begin to appear all over the world. These are new fighters in the war to destroy Gaia. Also, studies of the planet Jupiter will reveal unusually large explosions, tectonic shifts, and a cooling of the planet's surface.

The "official" event ended with the retaking of the Fanum; this is assumed in **Chicago by Night 2nd Edition**, which consolidates many of the plots and events in this story. However, if you wish to go your own way in your Gothic-Punk

game, feel free. If the Garou do not save the Jupiter Celestine, the world will not end. It will simply enter a much darker age, an age where the chance of eventual Garou victory is far slimmer than before. The Apocalypse grows much closer under a blood red moon.

The Chapter for Kindred Characters

The war with the Lupines has ended. The Masquerade held — barely. So many Kindred were destroyed — what will happen now? How will the vacuums which their losses created be filled, and by whom? Now is the time for the characters to feel the relief of renewed peace and the paranoia of the continued Sabbat threat.

Who Will Be Prince?

Who is all-powerful should fear everything.

— Pierre Corneille, "Cinna"

Lodin was destroyed in the war. What will happen now? Which Kindred will assume command of Chicago's Camarilla? Will he or she be contested? What will unlife under the new prince's rule be like? What will the new prince expect from the characters? All these questions can be answered only by you, the Storyteller.

For the sake of convenience, Ballard is assumed to have taken over the duties of the principality. If you do not want Ballard to be prince, feel free to place the Kindred of your choice in control. Ballard has many enemies and no one expects him to be prince for very long anyway. Soon, another power-hungry vampire will come along and remove him from office.

Power Struggles among the Kindred

The wind said

You know I'm

the result of

forces beyond my control.

— A. R. Ammons, "The Wide Land"

Because of the great number of losses, it will take the Camarilla months, if not years, to rebuild the level of control it had over the city. Only nights after the truce, new Kindred begin entering the city to settle and construct their own power bases. How will this affect the war of the ages, and the war of the Ancients?

Not only are Camarilla Kindred interested in Chicago, but the Giovanni, the Setites and the Sabbat all wish to establish themselves in a city so long dominated by the supposedly weak and ineffective Camarilla. In addition, many perceptive hunters have noticed the strange events transpiring in the Windy City. The streets are full of many dangerous new threats...

If you are interested in all the changes to Chicago, you will find them listed in **Chicago by Night 2nd Edition**.

The Jyhad of the Ancients

While Menele was not active in the war, his neutrality did not spring from fear of the Garou. He was worried that it was all a trap set up by Helena to be sprung on him if he or his minions took aggressive action. He decided to wait it out and come back to pick up the pieces.

Unfortunately for Helena, she was forced to take action, which in turn led to the war itself. She believes Menele to have launched the attacks on the Succubus Club and feels it may be time to renew her war with him.

This would be a good time to instigate fighting between Helena's minions and Menele's minions over the positions of power left vacant by destroyed Kindred. This power struggle could eventually lead to full-scale war between the factions.

If this is the case, how do the new Kindred in town react? Will Menele awaken from torpor? Will the characters take sides in the fighting? Will the Garou come to the aid of Menele, or remain neutral? All these questions and more must be answered if you choose to renew the Chicago Jyhad.

Possible Continuations

Under a Blood Red Moon can be extended in a number of ways, depending upon the events that strike your interest.

- The war with the Lupines might not end peacefully. New Kindred might show up in Chicago, thirsting for the blood of the werewolves. The fighting might even spread to other cities.
- The characters might be sent on a mission to discover the extent of the Sabbat's infiltration of Chicago. This could lead them to other cities, and more danger, as the Sabbat begins to send agents back into Chicago.
- The characters (particularly Gangrel) may be sent to infiltrate the Fanum. They could be sent to form an alliance, or to take refuge with the Lupines. If this succeeds, they could be useful spies for the Camarilla.
- The characters may attempt to increase their own influence in the city. This will be a good opportunity to seize control of mortal institutions. The characters might even compete against Capone and/or Jackson for control over criminal organizations.
- One of the characters might claim the title of prince. Will she survive long enough to rule? If so, that character, and

everyone else in her coterie, will have their hands full facing down enemies, enforcing the Masquerade and the prince's laws, and surviving conspiracies.

The Chapter for Sabbat Characters

He harms himself who does harm to another, and the evil plan is most harmful to the planner.

— Hesiod, *Works and Days*

The war is over for the Sabbat. The sect most likely failed in its attempts to destroy both the Garou and the Camarilla. Some of the scouts, including Wade and Rigaud, stay in Chicago, but other Sabbat are forcefully asked to leave by Rigaud. This is a time of freedom for the Sabbat characters. Their mission is over. They are no longer under the command of Rigaud; what will they do?

Mission Outcome

Give light, and darkness will disappear of itself.

— Erasmus, "In Praise of Folly"

The Sabbat is no longer united in Chicago. Wade and Rigaud, who remained unseen through the entire war, assume alternate identities and infiltrate the Camarilla. The characters



were ordered to leave, but they might decide to stay since the mission is over.

If the characters stay in Chicago, they may find themselves under scrutiny if they had been spotted by any Kindred before the war's end, especially if the characters were behaving suspiciously. After a while, however, the characters should be able to infiltrate the anarchs of Chicago.

It is possible that other Sabbat, even ones the characters do not know about, infiltrate the Camarilla after the truce, when Kindred begin to pour into the city.

Within a year, the Sabbat re-establishes itself in Chicago stronger than before. By then, Rigaud and Wade may be in very secure positions within the Camarilla.

Possible Continuations

The game isn't over till it's over.

— Yogi Berra (attributed)

While the Sabbat temporarily ended its scouting mission in Chicago when the truce was sealed, this does not mean the story has to end here for the characters. In addition to the ideas listed above, there are other ways this story could continue.

- The characters may be sent to discover if any of the Black Spirals survived, and to determine if they will be useful pawns in the future.

- The characters might continue to act as scouts for the sect, but without assuming alternate identities. They would serve as liaisons between the undercover scouts and the bishop who assigned them the position. They would occasionally be called upon to assassinate enemies of the sect and to gather privileged information.



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Appendix One: Allies and Adversaries

*Whensoever hostile aggressions . . . require a resort to war,
we must meet our duty and convince the world that we are just
friends and brave enemies.*

— Thomas Jefferson, "Letter to Andrew Jackson"

Generic Character Types

The following listings are meant to provide you with quick-reference, easy-to-use listings for enemies, and possibly allies, of the characters. While it would be better to have unique statistics for all individuals, simple modification of the following typical character types should suit your needs. For all vampires listed by name within the story, it is preferable to use their actual statistics, provided in **Chicago by Night**.

For Garou stats, refer to **Werewolf: The Apocalypse**. For Black Spiral Dancer stats, refer to **Book of the Wyrm**. For Kindred stats, refer to **Vampire: The Masquerade**, and for Sabbat stats, refer to **The Players Guide to the Sabbat**.

Average Werewolf

This category includes all Garou of either first or second Rank. Garou of this type make up the majority of all the werewolves involved in the war.

Attributes (Homid form): Strength 2, Dexterity 3, Stamina 3, Charisma 2, Manipulation 2, Appearance 3, Perception 3, Intelligence 2, Wits 3

Attributes (Crinos form): Strength 6, Dexterity 4, Stamina 6, Charisma 2, Manipulation 0, Appearance 0, Perception 3, Intelligence 2, Wits 3

Attributes (Lupus form): Strength 3, Dexterity 5, Stamina 6, Charisma 2, Manipulation 0, Appearance 3, Perception 3, Intelligence 2, Wits 3

Abilities: If the werewolf lives in a rural or wilderness area, she will have the first set of Abilities; if she lives in Chicago, or some other city, she will have the second set of Abilities.

(Country Werewolves): Alertness 2, Athletics 2, Brawl 3, Dodge 1, Intimidation 2, Primal-Urge 3, Firearms 1, Melee 2, Stealth 2, Survival 2, Enigmas 2, Occult 1, Rituals 1

(City Werewolves): Alertness 2, Brawl 2, Dodge 1, Empathy 2, Primal-Urge 1, Streetwise 2, Subterfuge 2, Drive 1, Firearms 2, Repair 1, Area Knowledge 2, Computer 2, Enigmas 2, Law 1, Occult 2, Rituals 1

Backgrounds: For each werewolf, choose one of the three following sets:

Set One: Contacts 1, Kinfolk 1, Mentor 2, Pure Breed 1, Resources 1

Set Two: Kinfolk 2, Past Life 2, Rites 2

Set Three: Contacts 3, Pure Breed 1, Resources 2

Gifts: For each individual werewolf, choose four appropriate to breed, tribe and auspice. If Rank 2, then choose one Rank Two Gift in addition to the rest.

Rage 4, Gnosis 4, Willpower 5

Rank: 1 or 2

Weapons: Each werewolf carries between one and three of the following weapons: Klaive, heavy pistol, heavy revolver, submachine gun, shotgun.

Experienced Werewolf

These werewolves are above average in experience and power. They have survived long enough to make it to Rank Three. They are about the toughest werewolves most vampires will have the misfortune to meet.

Attributes (Homid form): Strength 3, Dexterity 3, Stamina 3, Charisma 2, Manipulation 3, Appearance 3, Perception 4, Intelligence 3, Wits 3

Attributes (Crinos form): Strength 7, Dexterity 4, Stamina 6, Charisma 2, Manipulation 0, Appearance 0, Perception 4, Intelligence 3, Wits 3

Attributes (Lupus form): Strength 4, Dexterity 5, Stamina 6, Charisma 2, Manipulation 0, Appearance 3, Perception 4, Intelligence 3, Wits 3

Abilities: If the werewolf lives in a rural or wilderness area, she will have the first set of Abilities; if she comes from

Chicago, or some other urban area, she will have the second set of Abilities.

(Country Werewolves): Alertness 3, Athletics 3, Brawl 3, Dodge 2, Intimidation 2, Primal-Urge 4, Firearms 2, Melee 3, Stealth 2, Survival 2, Enigmas 3, Occult 2, Rituals 3

(City Werewolves): Alertness 2, Brawl 2, Dodge 2, Empathy 3, Primal-Urge 2, Streetwise 3, Subterfuge 2, Drive 2, Firearms 3, Repair 2, Area Knowledge 3, Computer 3, Enigmas 3, Law 2, Occult 3, Rituals 3

Backgrounds: For each werewolf, choose one of the two following sets:

Set One: Allies 2, Contacts 3, Kinfolk 2, Mentor 1, Pure Breed 2, Resources 2, Rites 1

Set Two: Contacts 2, Kinfolk 3, Past Life 3, Resources 1, Rites 3

Gifts: For each individual werewolf, choose four Level One Gifts, two Level Two Gifts and one Level Three Gift appropriate to breed, tribe and auspice.

Rage 6, Gnosis 6, Willpower 7

Rank: 3

Weapons: Each werewolf will carry one or two of the following weapons: Klaive, wooden stake, sword.

Fetishes: Whatever you want them to have.

Veteran Werewolf

These werewolves are very, very rare. Having survived many hardships, these werewolves are Rank Four or Five. They are usually leaders of their septs and packs. They are often accompanied by other werewolves of lesser rank.

Floyd "Hemlock" Moore, the Old One of the Raccoon Sept, is an example of such a character.

Attributes (Homid form): Strength 4, Dexterity 3, Stamina 4, Charisma 3, Manipulation 3, Appearance 3, Perception 4, Intelligence 3, Wits 4

Attributes (Crinos form): Strength 8, Dexterity 4, Stamina 7, Charisma 3, Manipulation 0, Appearance 0, Perception 4, Intelligence 3, Wits 4

Attributes (Lupus form): Strength 5, Dexterity 5, Stamina 7, Charisma 3, Manipulation 0, Appearance 3, Perception 4, Intelligence 3, Wits 4

Abilities: If the werewolf comes from a rural or wilderness area, she will have the first set of Abilities; if she lives in Chicago, or some other urban area, she will have the second set of Abilities.

(Country Werewolves): Alertness 3, Athletics 3, Brawl 4, Dodge 3, Intimidation 3, Primal-Urge 4, Firearms 3, Melee 4, Stealth 3, Survival 4, Enigmas 4, Occult 3, Rituals 5

(City Werewolves): Alertness 3, Brawl 3, Dodge 2, Empathy 3, Primal-Urge 3, Streetwise 3, Subterfuge 3, Drive 2, Firearms 3, Repair 3, Area Knowledge 4, Computer 4, Enigmas 4, Law 3, Occult 4, Rituals 5

Backgrounds: For each individual werewolf, choose one of the following sets:



Set One: Allies 3, Contacts 5, Kinfolk 3, Pure Breed 3, Resources 3, Rites 2

Set Two: Allies 1, Contacts 3, Kinfolk 4, Past Life 4, Pure Breed 1, Resources 2, Rites 4

Gifts: For each individual werewolf, choose five Level One Gifts, three Level Two Gifts, two Level Three Gifts, and one Level Four Gift. If Rank 5, add one Level Four Gift and one Level Five Gift.

Rage 6-9, Gnosis 7, Willpower 9

Rank: 4 to 5

Weapons: Variable; some carry no weapons, while others can be found carrying one or two of some type (either Klaive, sword or firearm).

Fetishes: Whatever you want them to have.

Common Vampire

The youngest Kindred; none are over 50 years old and they are generally 12th or 13th generation.

Attributes: Strength 2, Dexterity 2, Stamina 3, Charisma 2, Manipulation 3, Appearance 2, Perception 3, Intelligence 3, Wits 2

Abilities: Alertness 2, Athletics 2, Brawl 2, Dodge 1, Empathy 3, Expression 1, Intimidation 1, Streetwise 2, Subterfuge 2, Drive 1, Etiquette 1, Firearms 2, Security 1, Stealth 2, Area Knowledge 2, Computer 1, Law 1, Occult 1

Backgrounds: For each individual vampire, choose one of the following sets:

Set One: Allies 1, Contacts 2, Herd 2, Resources 1

Set Two: Contacts 1, Herd 1, Influence 1, Mentor 2, Resources 1

Disciplines: For each vampire, choose one of the following sets:

Set One: Auspex 1, Dominate 2, Obfuscate 1

Set Two: Animalism 1, Obfuscate 2, Potence 1

Set Three: Potence 2, Celerity 1, Presence 1

Set Four: Dominate 1, Fortitude 1, Presence 2

Sabbat Set: Dominate 2, Obtenebration 1, Vicissitude 2, Conscience 3, Self-Control 3, Courage 3 (Sabbat have equivalents)

Humanity: 5 to 10 (Sabbat have 1 to 4 in a Path of Enlightenment instead of a Humanity score),

Willpower: 7

Blood Pool (Max / Per Turn): 10/1 (11/1 if 12th generation)

Weapons: They are temporarily carrying either a pistol or revolver with silver bullets (one clip or cylinder only) or a silver-bladed knife, and possibly a shotgun or submachine gun. If encountered in a group, only one of them will have the silver weaponry.



Experienced Vampire

These vampires have usually been undead for 50 years or longer. Though they may be much lower or higher in generation, they are usually ninth to 11th generation. They are very common in Chicago, known for its large number of low-generation Kindred.

Attributes: Strength 3, Dexterity 3, Stamina 3, Charisma 2, Manipulation 3, Appearance 3, Perception 3, Intelligence 4, Wits 3

Abilities: Alertness 2, Athletics 2, Brawl 3, Dodge 2, Empathy 2, Expression 2, Intimidation 2, Streetwise 3, Subterfuge 3, Drive 2, Etiquette 2, Firearms 3, Melee 1, Security 2, Stealth 3, Area Knowledge 3, City Secrets 2, Computer 2, Finance 2, History 1, Kindred Lore 1, Linguistics 1, Occult 2

Backgrounds: For each individual vampire, choose one of the following sets:

Set One: Allies 3, Contacts 4, Herd 3, Resources 2, Retainers 1

Set Two: Allies 1, Contacts 2, Herd 1, Influence 2, Resources 3, Retainers 2, Status 2

Disciplines: For each individual vampire, choose one of the following sets:

Set One: Potence 2, Animalism 1, Obfuscate 2, Thaumaturgy 3 (Lure of the Flames 2, Movement of the Mind 1)

Set Two: Auspex 3, Celerity 1, Obfuscate 1, Presence 3

Set Three: Celerity 2, Fortitude 1, Potence 2, Protean 3

Set Four: Auspex 1, Dominate 2, Fortitude 2, Obfuscate 2, Presence 1

Sabbat Set: Auspex 1, Dominate 2, Fortitude 1, Obtenebration 2, Vicissitude 3

Conscience 3, Self-Control 3, Courage 3 (Sabbat have equivalent)

Humanity: 4 to 8 (Sabbat have equivalent in a Path of Enlightenment),

Willpower: 8

Blood Pool (Max / Per Turn): 12/1, 13/1 or 14/2

Weapons: They temporarily carry some type of pistol or revolver with silver bullets (one clip or cylinder only) or a silver-bladed knife, and possibly a submachine gun. If encountered in a group, only one or two of them will have the silver weaponry.

Old Vampire

These Leeches have been around for some time (or they have committed diablerie up the ladder), and are of seventh or eighth generation.

Attributes: Strength 3, Dexterity 4, Stamina 4, Charisma 3, Manipulation 4, Appearance 3, Perception 4, Intelligence 4, Wits 3

Abilities: Alertness 3, Athletics 2, Brawl 3, Dodge 3, Empathy 1, Expression 2, Intimidation 4, Streetwise 4, Subterfuge 4, Etiquette 3, Firearms 3, Melee 2, Security 3, Stealth 3,



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Area Knowledge 4, Bureaucracy 2, City Secrets 4, Finance 3, History 2, Kindred Lore 2, Law 2, Linguistics 2, Occult 3, Politics 2

Backgrounds: For each individual vampire, choose one of the following sets:

Set One: Allies 3, Contacts 5, Herd 4, Resources 3, Retainers 2, Status 2

Set Two: Contacts 3, Herd 2, Influence 3, Resources 4, Retainers 4, Status 3

Disciplines: For each individual vampire, choose one of the following sets:

Set One: Auspex 3, Dominate 4, Fortitude 1, Obfuscate 2, Thaumaturgy 3 (Movement of the Mind 2, The Lure of Flames 3)

Set Two: Animalism 4, Auspex 1, Obfuscate 4, Potence 2, Fortitude 2

Set Three: Auspex 3, Dominate 3, Fortitude 2, Obfuscate 2, Presence 3

Set Four: Celerity 2, Dominate 2, Obfuscate 1, Potence 2, Presence 2, Protean 4

Sabbat Set: Animalism 1, Auspex 2, Dominate 2, Fortitude 1, Obtenebration 3, Potence 1, Vicissitude 4

Conscience 3, Self-Control 4, Courage 2 (Sabbat have equivalents)

Humanity: 2 to 6 (Sabbat have 7 to 9 in a Path of Enlightenment)

Willpower: 9 to 10

Blood Pool (Max / Per Turn): 15/3 or 20/5

Weapons: They seldom carry weapons, but their guards are highly armed; some may carry silvered swords, or heavy pistols with silver bullets (one full clip each).

New Sabbat Recruit

Attributes: Strength 2, Dexterity 2, Stamina 3, Charisma 2, Manipulation 1, Appearance 2, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 2, Brawl 2, Dodge 2, Intimidation 1, Streetwise 1, Firearms 1, Melee 1, Stealth 2

Backgrounds: none

Disciplines: One dot in any one Sabbat-known Discipline
Callousness 2, Instincts 2, Morale 3

Path of Enlightenment Rating: one point in any path

Willpower: 3

Blood Pool (Max / Per Turn): 10/1

Weapons: Some type of revolver or pistol (no silver bullets).

Typical Human Ghouls

Attributes: Strength 3, Dexterity 3, Stamina 3, Charisma 3, Manipulation 1, Appearance 3, Perception 3, Intelligence 3, Wits 2

Abilities: Alertness 2, Brawl 3, Dodge 2, Streetwise 1, Animal Ken 1, Drive 4, Firearms 4, Melee 3, Repair 3, Security 2, Area



Knowledge 3, Computer 2, Finance 2, Investigation 2, Kindred Lore 2, Law 1, Medicine 3, Occult 3, Science 2

Backgrounds: Contacts 2, Mentor 2, Resources 2

Disciplines: Potence 1

Conscience 3, Self-Control 4, Courage 4

Humanity: 7

Willpower: 6

Blood Pool (Max / Per Turn): 10/1

Weapons: Probably a pistol, revolver, or submachine gun/repeating shotgun.

Typical Dog Ghouls

Attributes: Strength 4, Dexterity 3, Stamina 3, Perception 3, Intelligence 1, Wits 3

Abilities: Alertness 3, Athletics 2, Brawl 3, Dodge 3, Primal-Urge 3, Stealth 1

Disciplines: Potence 1

Willpower: 6

Typical Human Guards

Attributes: Strength 3, Dexterity 2, Stamina 3, Charisma 2, Manipulation 2, Appearance 2, Perception 3, Intelligence 2, Wits 3

Abilities: Alertness 2, Brawl 2, Dodge 2, Empathy 1, Streetwise 1, Animal Ken 1, Drive 2, Firearms 3, Repair 1, Security 2, Stealth 1, Investigation 2, Law 2, Police Procedure 1

Backgrounds: Allies 4, Contacts 2, Mentor 2, Resources 2
Conscience 3, Self-Control 4, Courage 4

Willpower: 5 to 8

Weapons: A revolver or pistol (maybe with silver bullets, depending on whom they guard), a submachine gun, a repeating shotgun, and/or a silver-bladed sword or dagger.

The Werewolves

The following are descriptions of the various werewolves who take part in this story. To keep the material easy to use, the statistics for the typical werewolf of equivalent rank should be used. Each individual character listing includes which sets of Gifts, etc., are those of the character, along with any important changes from the generic statistics.

The Sept of Jupiter

The following Garou survive the Black Spirals' assault on the Fanum. Some of them may or may not survive the war with the Kindred. All (except Gentle Brook) have the Abilities of City Werewolves, except they all have a 4 or 5 in Occult and at least 4 in Enigmas. In addition to whatever Background set they choose, they all have Kinfolk 3 or better and Resources 3 or better.

Anna "Eyes-of-the-Sun" Pelfrey

Rank 5, Uktena Galliard, Homid (Veteran City Werewolf)

Anna was once an assistant district attorney. After discovering her Garou heritage, she immersed herself in her tribe's culture and learned quickly. She is loved and respected, and no one is more trusted by the sept members. She is disliked by many leaders outside the sept, with whom she avoids dealing.

Anna has higher Mental Attributes than those listed; she also has Expression 4, Performance 3, Spirit Lore 3, Law 5, Linguistics 4, Occult 5 and Rituals 5. Her Backgrounds include Allies 5, Contacts 5, Influence 3, Kinfolk 5, Past Life 5, Pure Breed 3, Resources 3 and Retainers 5. Her fetishes include: Boots of the Stag (which grant the Gifts Speed of Thought and Leap of the Kangaroo) and a set of Sanctuary Chimes.

Her Gifts include: Persuasion, Cocoon, Assimilation, Beast Speech, Dreamspeak, Eyes of the Cobra, Sense Magic, Shroud, Spirit of the Bird, Call Flame Spirit, Call Elemental, Fetish Doll, Fabric of the Mind.

Michael "Peers-at-Soul" Charneco

Rank 4, Stargazer Theurge, Homid (Veteran City Werewolf)

Michael was once a mechanic working in a family-owned garage. When he turned 15, he was abducted by his tribe and taken to Chicago, where he was taught the ways of the Garou. He is a faithful and talented protector of the Mother. He always serves the best interest of the sept, but he strives for the greater



goals on all occasions. He is a restless dreamer. His Garou name comes from his unusual talent of staring right through a person, in effect giving all at whom he stares in a social situation two fewer dice on their Social Rolls for the scene.

His wolf form is sleek and bluish-black. The ears are slightly larger than normal. He has higher-than-average Social Attributes. In addition to the Abilities listed, he has Leadership 5, Melee 5, Repair 4, Meditation 2 and Spirit Lore 4. His Backgrounds include Allies 2, Influence 2, Kinfolk 5, Past Life 4, Pure Breed 4 and Resources 4. His only fetish is a Silver Sword.

His Gifts include: Persuasion, Smell of Man, Sense Wurm, Name the Spirit, Command Spirit, Exorcism, Pulse of the Invisible, Spirit Drain, Balance, Inner Strength and Ultimate Argument of Logic.

Torrance "Green Mage" Greene

Rank 4, Uktena Philodox, Homid (Veteran City Werewolf)

The Green Mage was an ordinary kid from a middle-class suburban family living outside Nashville, Tennessee. He was abducted at age 12 and taken to the Fanum. He is well respected for his power, but some do not trust him, as he dabbles in non-traditional magics. Besides his teaching duties, he also oversees the sept's finances.

The Green Mage has higher Mental Attributes than those listed, but slightly lower Physical and Social Attributes. In addition to the Abilities listed, he has Fortune Telling 3, Hypnotism 5, Leadership 2, Anthropology 3, Enigmas 5, Finance 5, Leech (Kindred) Lore 4 and Linguistics 3. His Backgrounds include Allies 1, Contacts 2, Kinfolk 3, Pure Breed 4 and Resources 4. He has several fetishes.

His Gifts include: Reshape Object, Resist Pain, Truth of Gaia, Call to Duty, Wisdom of the Ancient Ways, Sense Magic, Shroud, Spirit of the Bird, Invisibility and Hand of the Earth Lords. He also has Thaumaturgy 1.

Colleen "Shamisa" Fetner

Rank 3, Children of Gaia Ragabash, Homid (Experienced City Werewolf)

Shamisa is an irresponsible, but loved member of the sept. She spends most of her time traveling the world, but she was home when the Fanum was besieged. She tries to serve her sept, but dislikes fighting. She enjoys seducing homids and is known to be a thrill-seeker; she loves bungee jumping, mountain climbing and skydiving.

Shamisa has higher-than-average Social Attributes. She has Athletics 5, Dancing 3, Expression 4, Seduction 3, Meditation 5 and Occult 4 in addition to the other Abilities. Her Backgrounds include Allies 5, Contacts 3, Influence 1, Kinfolk 2, Past Life 1 and Resources 3.

Her Gifts include: Jam Technology, Stare-down, Blur of the Milky Eye, Blissful Ignorance, Gremlins, Mother's Touch, Calm, Dazzle and Serenity.

Clifford "Son-of-Orion" Lee

Rank 3, Uktena Ahroun, Homid (Experienced City Werewolf)

Lee is a former drug dealer and gang member. He was abducted by the Garou at age 14 and was rehabilitated. He has discovered what it means to be part of a family, and has learned respect and honor. He will step to the front in any battle. He is disliked by many for his harsh, but truthful speech. He is as tough as they come and he will prove it without a second's hesitation.

Lee has higher Physical Attributes than those listed. In addition to the Abilities listed, he has Brawl 5, Firearms 5, Melee 3, Security 4, Weaver Lore 2 and Investigation 3. He has a couple of fetishes, including: a Stick Figure of the Wendigo (which grants him various Gifts of the Wendigo tribe, usable once per day) and a Monkey Puzzle. He also has a number of talents.

His Gifts include: Jam Technology, Stare-down, Razor Claws, Sense Silver, Spirit of the Fray, Silver Claws, Shroud and Spirit of the Bird.

Luther "Stepshadow" Lynch

Rank 2, Uktena Theurge, Homid (Average City Werewolf)

Luther Lynch went away to divinity school right after graduating high school. His parents had just divorced and it proved tough staying home. Luther turned to the Bible to help him through his hard times. He stayed in school until funding was cut back and the university revoked his scholarship. He never went back home, but instead wandered the West Coast as a beach bum and surfer. One night as he sat on the beach, a van pulled up and some guys jumped out and grabbed him — these "guys" were Garou of the Uktena tribe. Luther learned of his Garou heritage and became a useful member of the Fanum staff. Though he is somewhat introverted, he teaches mythology, comparative religions and hypnotism. He is highly respected but many fear that he is close to Harano.

Luther has higher-than-average Physical Attributes and lower-than-average Social Attributes. In addition to the Abilities listed, he has Firearms 4, Expression 3, Hypnotism 5, Melee 2, Mythology 3, Theology 4 and Wurm Lore 3. His Backgrounds include Allies 4, Contacts 5 (including some mages), Kinfolk 5, Past Life 3 and Resources 2. He has a Lodestone of Insight (if the wielder scrawls two choices into the dirt and holds the stone above the two choices, the stone will be attracted to the one with the most potential success). He also has numerous talents, but none are very powerful.

His Gifts include: Persuasion, Sense Wurm, Mother's Touch and Sight From Beyond.

Gentle Brook

Rank 2, Children of Gaia Theurge, Lupus (Average Country Werewolf)

Gentle Brook was born a wolf in the Northwest Territories of Canada. Unfortunately, her entire pack was destroyed by a farmer who left them a poisoned carcass. Gentle Brook wan-

dered south and was eventually captured by the Wendigo tribe, who traded her to the Sept of Jupiter in exchange for one of their own. She now teaches herbalism at the Fanum.

Gentle Brook believes her brother is still alive because he left the pack shortly before it was destroyed. She strongly believes he is also Garou, so she actively searches for him in her free time.

Gentle Brook is deeply interested in faeries, and is the Fanum's expert in the field. She wishes to travel to Arcadia one day, and she is willing to trade almost anything for the privilege. She is respected and liked for her common sense and friendly, outgoing personality.

She has higher-than-average Social Attributes. In addition to the Abilities listed, she has Etiquette 2, Herbalism 3, Performance (dancing) 4, Faerie Lore 4 and Sewer Lore 1. Her Backgrounds include Kinfolk 4, Past Life 2, Pure Breed 3 and Resources 2. Her fetishes include a Talisman of the Cat, which allows her to turn into an ordinary house cat three times a day.

Her Gifts include: Heightened Senses, Scent of Sight, Sense the Unnatural, Spirit Speech, Mother's Touch and Calm.

Kimberly "Daytripper" Myers

Rank 2, Children of Gaia Galliard, Homid (Average City Werewolf)

Daytripper was raised by Deadheads and followed the Grateful Dead around for years. She grew up in an open lifestyle, free from the constraints placed on most children. This gave her a strong imagination and a sense of adventure. Unfortunately, her parents had a terrible car wreck; they are now in comas. (She still sees them on the weekends and the Sept of Jupiter foots the bill for their care.)

Shortly after her parents' accident, she was recruited by the Fanum. She teaches astrology and spiritualism at the Fanum.

She has lower-than-average Physical Attributes. In addition to the Abilities listed, she has Athletics 3, Expression 3, Primal-Urge 3, Stealth 3, Astrology 4 and Spirit Lore 3. Her Backgrounds include Allies 4, Contacts 2, Kinfolk 5, Past Life 3 and Resources 1. She has a Belt of Banshee's Hair, which slows her aging process by half as long as she wears it.

Her Gifts include: Persuasion, Beast Speech, Call of the Wyld, Mindspeak and Luna's Armor.

Simon "Doctor" Vosk

Rank 1, Uktena Ragabash, Homid (Average City Werewolf)

Simon's father was an agent for the Bureau of Indian Affairs; his mother died before he could get to know her. Simon lived with his father and proved to be a model son. He graduated at the top of his class and went on to Harvard Medical School. After graduating, he became a leader in laser technology. However, life was not so grand for Simon — he suffered Harano often and no amount of psychoanalysis did him any good. He had a heart attack at age 43, followed by a near-death experience. During it, he saw his mother for the first time; she had been an Uktena of the Fanum. She told him he had to return and finish what he was meant to do — he had to

seek out those of the Fanum and prove his heritage to them. He did so, and soon became a valued member of the Sept of Jupiter. He can be arrogant and domineering, but is usually very pleasant, truthful and polite. His medical knowledge has proven very beneficial, and despite giving up a million-dollar-a-year practice, he is much happier now and suffers Harano far less often than before.

Simon has higher-than-average Mental Attributes. In addition to the Abilities listed, he has Medicine 5, Meditation 5, Science 4, Biology 3 and Literature 3. His Backgrounds include Allies 1, Contacts 2, Pure Breed 2 and Resources 4. He has an Umbraphone and a Spirit Tracer.

His Gifts include: Smell of Man, Blur of the Milky Eye, Sense Magic and Shroud.

Ethok Ten-Hearts

Rank 1, Children of Gaia Ahroun, Lupus (Average City Werewolf)

Ethok was born to a wolf pack in northern Wisconsin. He was tagged for study by a group of zoologists. One day, one of the zoologists, a Kinfolk of Chicago's Children of Gaia, saw Ethok make his first transformation. He contacted his tribe and they came immediately. While Ethok is actually a Get of Fenris by birth, he does not know it, as he was raised among the Children of Gaia. He teaches self-defense at the Fanum, where he is very well-liked by his students. He loves human society and likes to date humans.

Ethok has high Physical Attributes. His Perception is 2. He has the Abilities of a Country Werewolf, despite being a City



Werewolf. He also has Brawl 5, Streetwise 2, Melee 3 and Security 4. His Backgrounds include Contacts 2, Pure Breed 5 and Resources 2. His only fetish is a Fang Dagger.

His Gifts include: Heightened Senses, Leap of the Kangaroo, The Falling Touch and Mother's Touch.

Billy Mabson

Rank 1, Uktena Philodox, Metis (Average City Werewolf)

Billy was raised in a small town in Minnesota. He was a good kid who lived a very plain life. His scrawny size brought him some chiding from friends and bullies, but this did not bother him too much. He did not know it at first, but he later learned that both his parents were Garou who were cast out of their sept for their forbidden love. One night, a van containing a Sabbat War Party showed up; these vampires killed his parents, but Billy managed to escape. He had no relatives, but knew of the Fanum, since his parents had been members of it. Having nowhere else to go, he traveled to the Fanum. The Sept of Jupiter, after hearing his story, accepted him as one of their own. He now teaches meditation, Zen and archery at the Fanum.

He has higher-than-average Physical Attributes and lower-than-average Social Attributes. His metis deformity is small size: he stands just under four feet in Homid form, and he is only five feet tall in Crinos (thus he has no "Hurt" Health Level). In addition to the Abilities listed, he has Dodge 3, Meditation 4, Zen 4 and Archery 5. His Backgrounds include Allies 1, Contacts 2, Kinfolk 5, Past Life 3 and Resources 2. He has a Monkey Puzzle and several talents.

His Gifts include: Create Element, Resist Pain, Scent of the True Form and Shroud.

The Urrah of Chicago

The following city Garou are not members of any sept, but they have been targeted by the Leeches and must take part in the war. There are others besides these, but they may be developed as needed. Few of them will survive the war anyway.

Kelly "Weaver-friend" Patterson

Rank 4, Glass Walker Theurge, Homid (Veteran City Werewolf)

Kelly was born in Chicago to a rich family. She went to all the best schools and all the best parties. A spoiled child, she got everything she wanted. One day while she was in junior high, she was kidnapped after school by Glass Walkers. Her mother kept it out of the papers and out of police hands, since she had been the one to breed with the werewolf. Her father became convinced of her safety relatively easily, since he did not really care about her anyway. Kelly fit in well among the Garou of the city, and soon proved to be a capable commander of spirits and a strong leader. She is now leader of Chicago's Glass Walkers. She is surprised she has survived so long while so many others have fallen. She takes her leadership role very seriously, but

even she is uncertain of how she would react if faced with betrayal or death.

Kelly has higher-than-average Social Attributes. In addition to the Abilities listed, she has Intimidation 3, Intrigue 3, Etiquette 4, Leadership 3, Performance (flute) 3, Style 3, Spirit Lore 3 and Area Knowledge 3. Her Backgrounds include Allies 1, Contacts 5, Influence 2, Kinfolk 5, Past Life 2, Pure Breed 1 and Resources 3. She has a Phoebe's Veil and a Baneskin.

Her Gifts include: Persuasion, Jam Technology, Spirit Ward, Sense Wurm, Spirit Speech, Name the Spirit, Command Spirit, Exorcism, Control Complex Machine, Elemental Favor and Attunement.

Chris "Dreamlaugher" Dann

Rank 3, Glass Walker Ragabash, Homid (Experienced City Werewolf)

Chris' father died before he was born, or at least that is what he was told. Until the age of 15, he lived with his uncle, who was a stage magician. One night while he was asleep, a group of Glass Walkers sneaked into his room and abducted him. He finds life as a Garou enjoyable, but feels sorry for his uncle. He has yet to go back and face him, since he has no idea what to say. He survived the vampires' Blood Hunt by moving around a good bit during the day. He has no great dislike for vampires, and only wishes the war to be over quickly.

He has higher-than-average Physical Attributes and lower-than-normal Mental Attributes. In addition to the Abilities listed, he has Security 5, Stealth 4, Escapology 3, Linguistics 3 and Psychology 2. His Backgrounds include Allies 4, Kinfolk 1, Pure Breed 3, Resources 2 and Rites 1. He has a Ring of the Donkey (allows him to do three extra dice of damage in all Brawl attacks when he attempts to kick his prey), along with several talents.

His Gifts include: Persuasion, Disquiet, Blur of the Milky Eye, Open Seal, Blissful Ignorance, Gremlins, Control Simple Machine, Cybersenses and Power Surge.

Doris "Firefly" Sutton

Rank 2, Glass Walker Philodox, Homid (Average City Werewolf)

Doris was a taxi driver before she knew she was Garou. One night, some strange individuals got into her cab and forced her to go with them. She soon found out she was a member of the Glass Walkers. She has had difficulty adjusting to life as a werewolf, and finds it hard to believe in wizards and vampires. However, when the Blood Hunt was called, she found that vampires were all too real. She was in a restaurant with two other Glass Walkers when several Leeches rushed into the place and blew away her two friends with silver bullets. She somehow managed to escape through the back alleyway. Since that incident, she has become a much harder and more brutal individual. She views the present conflict as true and unemotional war.

Doris has Strength 5, but otherwise average Attributes. In addition to the Abilities listed, she has Intimidation 5,

Primal-Urge 4, Drive 4, Melee 3, Spirit Lore 2 and Area Knowledge 4. Her Backgrounds include Contacts 5, Kinfolk 2, Past Life 1 and Resources 1. She has no fetishes.

Her Gifts include: Stare-down, Spirit Speech, Name the Spirit, Command Spirit and Power Surge.

Grace

Rank 1, Glass Walker Ahroun, Homid (Average City Werewolf)

Grace was a bad child who spent many years in homes for juvenile delinquents. She went to prison at age 18, where she took up witchcraft. She still practices the occult. She also deals drugs, though none of the other Glass Walkers know this. She loves the night life of Chicago and misses clubbing, especially visiting the Succubus Club. She remains very tough, secretive and obnoxious.

She has higher-than-average Mental Attributes. In addition to the Abilities listed, she has Leadership 1, Stealth 3, Occult 4, Leech (Kindred) Lore 3 and Law 2. Her Backgrounds include Allies 3, Contacts 4, Mentor 3, Pure Breed 1 and Resources 2. Her only fetish is a Monkey Puzzle.

Her Gifts include: Persuasion, Razor Claws, Inspiration, The Falling Touch and Control Simple Machine.

Hekko, "Lucky"

Rank 3, Bone Gnawer Theurge, Lupus (Experienced City Werewolf)

Hekko was born in the Lincoln Park Zoo, but was soon freed by the Bone Gnawers. His first decision as a Bone Gnawer was to release all the wolves at the zoo, including his mother, back into the wild. It proved a stupid mistake; all were either killed or returned to the zoo within weeks. His mother died. He suffers Harano often because of this, but otherwise shows little emotion. He never gets excited, mad or even nervous. He has seen it all and is ready for anything, even war. He is called "Lucky" because he always gets the best food, and because he seems to have the protection of someone or something. He was once attacked by a gang of anarchists, but they were all destroyed before they could hurt him, when their car blew up. Even he does not know why he is so lucky, but he is happy he is — it is why he has survived the Leeches' Blood Hunt.

He has lower-than-average Social and Mental Attributes. In addition to the Abilities listed, he also has Athletics 4, Empathy 5, Panhandling 3, Scrounging 2, Sewer Lore 3, Area Knowledge 4, Enigmas 4 and Occult 3. His Backgrounds include Allies 3, Contacts 5 and Past Life 3. He has a Harmony Flute and a Baneskin.

His Gifts include: Heightened Senses, Catfeet, Sense Wyrms, Spirit Speech, Mother's Touch, Name the Spirit, Command Spirit, Cooking, Scent of Sweet Honey and Gift of the Skunk.

Unis "Cowboy" Smith

Rank 3, Bone Gnawer Galliard, Homid (Experienced City Werewolf)

Unis lived in a middle-class family until the age of eight, when she was kidnapped by the Bone Gnawers. She found life

with the tribe hard at first, but she overcame her desire to return home. She is called Cowboy because of her death-defying nature; she faces everything head-on, and this startles many opponents. She is very honorable, kind, and gentle, but she has no use for cowards.

Unis has higher-than-average Physical and Social Attributes. In addition to the Abilities listed, she has Brawl 4, Expression 5 (drawing), Primal-Urge 4, Leadership 3, Panhandling 3, Sleight of Hand 5, Area Knowledge 4, Investigation 2 and Literature 2. Her Backgrounds include Contacts 5, Past Life 4 and Kinfolk 3. She has several talents and a Spirit Whistle.

Her Gifts include: Smell of Man, Jam Technology, Reshape Object, Beast Speech, Mindspeak, Call of the Wyrms, Distractions, Song of Rage, Cooking and Odious Aroma.

Matt "Bottle-Nose" Barwick

Rank 2, Bone Gnawer Ahroun, Homid (Average City Werewolf)

Matt was raised on the streets of Chicago and never knew his parents. He used to burglarize homes, but was eventually captured by the Bone Gnawers. At first he was very happy, feeling at home with the tribe, until he saw other tribes who lived much more luxuriously and who had far greater prestige. He now hates being a Bone Gnawer and wishes to join the Uktena, but he does not know if it can be done, or how he will be treated if he does. He is a sociopath who puts himself before everyone else, and though he still tries to get along with the other Bone Gnawers, he finds them weak and stupid.

Matt has lower-than-average Mental Attributes and higher-than-average Physical Attributes. In addition to the Abilities listed, he has Brawl 4, Dodge 4, Intimidation 4, Streetwise 5, Firearms 4, Leadership 2 and Mechanics 3. His Backgrounds include Kinfolk 2, Past Life 3, and Pure Breed 1. He has no fetishes.

His Gifts include: Persuasion, Inspiration, The Falling Touch, Sense Silver, Spirit of the Fray, True Fear and Scent of Sweet Honey.

Lamar "Needles" Graham

Rank 2, Bone Gnawer Philodox, Homid (Average City Werewolf)

Lamar was raised by a family of blue-collar workers with strong values. He was abducted in his teens and passed the Rite of Passage with ease. He continues to raise rabbits as pets for orphans and gives much of his small income to the poor. He is still very pious, but he loves being a Garou and has embraced Garou beliefs. He hopes to lead the Bone Gnawers of Chicago one day. Every action he takes is for the good of the tribe and the good of Garou in general.

Lamar has average Attributes. In addition to the Abilities listed, he has Animal Ken 4, Expression 4, Scrounging 4, Streetwise 4, Stealth 3, Area Knowledge 5 and Sewer Lore 1. His Backgrounds include Allies 3, Contacts 2, Kinfolk 3 and Resources 1. He has a Fang Dagger.

His Gifts include: Smell of Man, Resist Pain, Call to Duty and Cooking.

The Sept of the Wind Catchers

The following are prominent members of the Wind Catcher Sept. There are others in the sept, but they do not take an active role. You may develop the other characters as you see fit.

Gnuris One-Eye

Rank 5, Get of Fenris, Ahroun, Lupus (Veteran Country Garou)

Gnuris is very old. He was born a wolf in Germany during the 1920s. He stayed in Germany until Hitler rose to power, after which he and his pack moved to Spain to escape the Wyrms. Gnuris' packmates were all killed during the 1950s in a battle with Black Spirals. Afterward, he traveled to America to make a fresh start, since he had no desire to return to Germany. After proving his intentions, he was accepted into the Sept of the Wind Catchers. Over the years he has slowly acquired more power and responsibility. He is now the strongest leader in the sept. Though he is respected, the respect comes more out of fear than love. He is a harsh disciplinarian, punishing all who break the rules of the sept and the Litany. On the other hand, he has proven to be an outstanding leader during the war.

He has higher-than-average Physical Attributes and lower-than-average Social Attributes. In addition to the Abilities listed, he has Athletics 4, Intimidation 5, Game Playing 2, Leadership 4, Linguistics 3, Leech (Kindred) Lore 2 and Tactics 4. His Backgrounds include Allies 3, Contacts 5, Influence 1, Kinfolk 4, Pure Breed 2 and Resources 2. His fetishes include a Mask of the Owl, which grants the ability to see in absolute darkness (including Obtenebration), and "Bastard's Son," an ancient iron sword containing a spirit which curses anyone hit by it, causing the victim to suffer rotten luck for months.

His Gifts include: Heightened Senses, Sense the Unnatural, Elemental Gift, Razor Claws, Inspiration, The Falling Touch, Silver Claws, Stoking Fury's Furnace, Strength of Will, Resist Pain, Snarl of the Predator, Might of Thor, Hero's Stand, Horde of Valhalla and Fenris' Bite.

Peter "Walk-with-Lions" Lawrence

Rank 4, Fianna Galliard, Homid (Veteran City Werewolf)

Peter was raised in a family of Kinfolk who were close to the sept. He knew Garou at a very early age and he passed the Rite of Passage at the age of nine. Once he reached adulthood, he went into public office as a member of the city council; however, it only took him one term to realize just how much control the Leeches held over human society. He instead began to take an interest in sept affairs and became the leading spokesperson for the sept in all non-combat-related activities, including animal protection.

He is a perfectionist and an extremely neat dresser. He has connections to the IRA through his father's side of the family, and he once made frequent trips to Ireland, but those trips have

ended since he became a leader. He is the main negotiator with the vampires and also settles disputes between the Sept of Jupiter and the Sept of the Wind Catchers.

Peter has higher-than-average Social Attributes. In addition to the Abilities listed, he has Diplomacy 2, Empathy 4, Expression 4 (oratory), Intimidation 4, Intrigue 3, Subterfuge 4, and Etiquette 4. His backgrounds include Contacts 5, Kinfolk 4, Pure Breed 5 and Resources 3. He has a Coat of the Lion, which allows him to assume a lion form at will. The form is equal to his Lupus form, but with +2 Strength and +1 Dexterity in addition to any bonuses granted by the Lupus form.

His Gifts include: Persuasion, Staredown, Call of the Wyld, Mindspeak, Distractions, Eye of the Cobra, Shadows by the Fire Light, Resist Toxins, Glib Tongue, Howl of the Banshee, Faerie Kin, Phantasm and Balor's Gaze.

The Leaders of the Legion

The following Garou are not from the Chicago area, but they are key figures in the war. There are other leaders, but the characters are not likely to be in contact with them, so they may be developed as needed.

Kulos Hail-Tongue

Rank 5, Silver Fang Galliard, Lupus (Veteran Country Werewolf)

Kulos was born to a wolfhound in Virginia. He was raised as a wolfhound by his lupus mother. When she died, his Garou brethren came and took him away to Milwaukee. He soon learned of Garou society and its battle with the Wyrms, something his mother had never taught him. At first, he was depressed and wondered how his mother could have concealed his *raison d'être* from him. Eventually, however, he came to accept that she did it out of love.

He threw himself into every battle and fought the Wyrms' minions in hundreds of fights. He became widely known for his cunning, loyalty, honor, keen mind, sensibility and courage. He eventually rose to lead a small sept. However, his sept was destroyed by Black Spiral Dancers and fomori agents of Pentex. He is now obsessed with destroying the Black Spirals, Pentex, and every other minion of the Wyrms.

Kulos has higher-than-average Physical and Mental Attributes. In addition to the Abilities listed, he has Alertness 5, Brawl 5, Empathy 4, Expression (sculpting) 5, Intimidation 5, Etiquette 2, Leadership 5, Anthropology 4 and Leech (Kindred) Lore 3. His Backgrounds include Allies 2, Contacts 3, Kinfolk 5, Pure Breed 3, Past Life 4 and Resources 2. His fetishes include a Cloak of Midnight (which grants him the Shroud Gift, usable at will), a Fang Dagger and a Pouch of Spirit Medicine (which grants the Mother's Touch Gift).

His Gifts include: Heightened Senses, Scent of Sight, Sense the Unnatural, Beast Life, Elemental Gift, Song of the Great Beast, Mindspeak, Song of Rage, Bridge Walker, Lambent Flame, Sense Wyrms, Luna's Armor, Awe, Wrath of Gaia, Mastery and Luna's Avenger.

"Saint" Sebastian Kroyos

Rank 5, Shadow Lord Philodox, Homid (Veteran City Werewolf)

Sebastian is a very old and tough Garou. He was born the son of a rich land baron in the Midwest. He discovered his heritage during his teens, but never joined a sept until he moved to Milwaukee. Other Shadow Lords discovered Sebastian (who was really born a Black Fury) and gave him the Rite of Passage. Sebastian successfully completed the Rite and became a full member of their pack. Sebastian soon inherited a fortune when his father passed away. He purchased the land where the Ring of the Raccoon now stands, and acts as the leader of the Sept of the Raccoon. He is well-liked, but not highly trusted by those outside his own sept. He always puts himself first, his sept second, and the other Garou third. However, he has proven to be one of the best and bravest Wyrms-fighters. He dabbles in the occult, and some have claimed that he has pacts with Wyrmlings (which he employs against other minions of the Wyrms); whether this is true or not remains to be seen. On the surface he seems a very congenial and decent fellow.

Sebastian has higher-than-average Mental Attributes. In addition to the Abilities listed, he has Dodge 5, Empathy 3, Expression (painting) 4, Intimidation 5, Etiquette 4, Leadership 4, Stealth 4, Occult 5 and Wyrms Lore 3. His Backgrounds include Allies 5, Contacts 2, Kinfolk 5, Resources 4, Past Life 1 and Pure Breed 2. His fetishes include a Necklace of Dove Tears (this renders all who talk to him either sympathetic to him or very sad; treat as Head Games) and a Phoebe's Veil.

His Gifts include: Persuasion, Smell of Man, Spirit Ward, Resist Pain, Truth of Gaia, Scent of the True Form, King of the Beasts, Weak Arm, Roll Over, Geas, Clap of Thunder, Icy Chill of Despair, Paralyzing Stare and Shadow Pack.

The Black Hammer

This "pack" accompanies the characters on their raid against the Succubus Club. The "pack" is not a real pack, but the remnants of two former packs who have joined together to complete the mission. The pack is composed of Get of Fenris and Black Furies, and has the potential to be a tremendous fighting team; unfortunately, its effectiveness is marred by intertribal rivalry and dislike. All are killed in the raid, but information is included on them if you prefer to have some of them live, or if the characters ask questions about them.

Elzbeth "Grinder" Avant

Rank 3, Black Fury Ragabash, Homid (Experienced City Werewolf)

Elzbeth was born in Greece, the daughter of a middle-class family. She moved to America with her father (who was originally American) after her mother died. She lived a very

normal life in Detroit, Michigan. When she turned 17, however, she was abducted by Black Furies. She soon learned she was Garou. She loved her new life, since it gave her purpose. She loves to kill vampires. She is a troublemaker, but a loyal pack leader. She prefers her human nature and loves the night life of big cities.

Elzbeth has higher-than-average Social and Mental Attributes. In addition to the Abilities listed, she has Athletics 3, Brawl 5, Dodge 4, Primal-Urge 4, Subterfuge 3, Leadership 3, Melee 3, Leech (Kindred) Lore 3, Rituals 2 and Astronomy 1. Her Backgrounds include Allies 1, Contacts 2, Kinfolk 3, Past Life 5, Pure Breed 5 and Resources 3. Her fetishes include an Armet of Spirit Confinement. This fetish can trap and hold any lesser spirit; the possessor may release the spirit at any time, but the spirit must obey one command if released.

Her Gifts include: Persuasion, Jam Technology, Scent of Running Water, Blur of the Milky Eye, Open Moon Bridge, Sense Wyrms, Heightened Senses, Curse of Aeolus, Visceral Agony and Coup De Grace.

Hector "Gun-too-Big" Gottenheimer

Rank 3, Get of Fenris Ahroun, Homid (Experienced Country Werewolf)

Hector was born and raised by his father as a neo-Nazi. Hate came easily to him. He lived in New York until his teens. He ran with skinheads and was a gay-basher. He still dislikes most humans, but he hates the Wyrms even more. He will defend all Garou, even those he dislikes. His packmates do not question his loyalty or his ability in battle, for he has proven it time and time again.

Hector has higher-than-average Physical Attributes. In addition to the Abilities listed, he has Alertness 4, Athletics 5, Brawl 5, Dodge 4, Drive 2, Leadership 2, Melee 4, Ride 4 and Gambling 3. His Backgrounds include Allies 1, Contacts 1, Kinfolk 5, Resources 2 and Past Life 1. His only fetish is a Spirit Bow, which is a short composite bow constructed from horn and ash. The bow appears in its true form only on the Umbra; it becomes a small bronze replica of a bow while within the Realm. On the Umbra, when the bowstring is pulled back, an arrow appears ready to be fired; the arrow itself has no special bonuses.

His Gifts include: Smell of Man, Reshape Object, Razor Claws, The Falling Touch, Spirit of the Fray, True Fear, Resist Pain and Snarl of the Predator.

Shag Gut

Rank 2, Black Fury Ahroun, Metis (Average Country Werewolf)

Shag Gut is the bastard offspring of two Black Furies. His mother lived — she killed all who would oppose her — but his father was not so lucky. He was killed. Shag has accepted his

place in the tribe, and though he would like to be leader one day, he knows it will never happen. He is cruel and vicious to all enemies, and he greatly dislikes humans, killing them at every opportunity.

He has higher-than-average Physical Attributes and lower-than-average Mental Attributes. His metis deformity is his unusually long limbs, which make him look like an ape (difficulty one greater for anything involving fine manual work). In addition to the Abilities listed, he has Athletics 5, Dodge 5, Streetwise 3, Melee 4 and Leech (Kindred) Lore 2. His Backgrounds include Kinfolk 3, Past Life 2 and Resources 2. He has a Spirit Whistle and several talents.

His Gifts include: Create Element, Burrow, Curse of Hatred, Razor Claws, The Falling Touch and Sense Wyrms.

Pauly "Breeds-Where-He-Pleases" Mote

Rank 2, Get of Fenris, Ragabash, Homid (Average Country Werewolf)

Pauly was born the son of a dentist. He lived a normal childhood, though he was a bully. He became a football star in high school and had dreams of professional ball, but instead he was kidnapped by the Get of Fenris. He still finds life as a werewolf difficult, but he is slowly becoming adjusted. Hector is also quickly teaching him to become a hateful young man.

He has below-average Mental Attributes. In addition to the Abilities listed, he has Athletics 4, Sleight of Hand 4 and Repair 3. His Backgrounds include Allies 4, Contacts 1 and Resources 2. He has no fetishes.

His Gifts include: Smell of Man, Scent of Running Water, Razor Claws, Resist Pain and Halt the Coward's Flight.

Natasha "Midnight" Bonn

Rank 1, Black Fury Ahroun, Homid (Average City Werewolf)

Natasha was raised in a middle-class family. She attended Catholic girls' school for most of her young life. She was abducted by the Black Furies and given the Rite of Passage. She feels shame for turning her back on her family; nonetheless, she never wants to see them again. She has become fascinated with the occult and with vampires. She fears death, so she usually attacks from ambush rather than face enemies head-on in battle.

Natasha has higher-than-average Physical and Social Attributes. In addition to the Abilities listed, she has Performance 3, Music (Piano) 4, Stealth 4, and Leech (Kindred) Lore 2. Her Backgrounds include Allies 4, Contacts 2, Past Life 3, Pure Breed 2 and Resources 1. She has no fetishes.

Her Gifts include: Persuasion, Razor Claws, Inspiration and Heightened Senses.

The Black Spiral Dancers

The Black Spirals are members of the Guttolic Hive. There are other Black Spirals besides those listed. This list only includes the top three and a few others. Develop other Black Spirals as you see fit.

Luthul "Youngsnatcher"

Rank 5, Black Spiral Theurge, Metis (Veteran Country Werewolf)

Luthul is a vicious creature raised in a Black Spiral Hive just north of Chicago. She proved to be a cunning, skillful and deceitful werewolf. She serves as a strong and capable leader for her Hive. She hates all other Garou and trusts no one, though she will work with Sabbat if there is something in it for her Hive.

Luthul has higher-than-average Mental Attributes. Her metis deformity is the fact that her ears are just holes in her head — there are no flaps of skin surrounding them. All hearing difficulties are one higher; in addition, she can never buy the Gift: Ears of the Bat. In addition to the Abilities listed, she has Alertness 5, Empathy 3, Intimidation 5, Acrobatics 2, Leadership 4, Area Knowledge 1, Leech (Kindred) Lore 4, Sewer Lore 1 and Wyrms Lore 5. Her Backgrounds include Allies 5, Contacts 5, Resources 4, Past Life 3 and Pure Breed 2. Her fetishes include an Umbraphone, a Bane Lantern, a Fang Dagger and a number of talents.

Her Gifts include: Sense Wyrms, Bane Protector, Create Element, Burrow, Curse of Hatred, Eyes of the Cat, Mental Speech, Madness, Spirit Speech, Command Spirit, Exorcism, Pulse of the Invisible, The Malleable Spirit, Foaming Fury, Crawling Poison, Balefire.

Oomuthum "Liver-Tongue"

Rank 3, Black Spiral Ahroun, Homid (Experienced Country Werewolf)

Oomuthum was born to the Guttolic Hive. He was a bully and psychopath — not that these traits are unusual among the Dancers. He killed his first Wyrms creature before he could even make the change into Crinos form. He loves to fight and he serves his pack best by drawing the blood of the enemy. He strongly believes in his role as tribal protector. He hates Sabbat.

He has higher-than-average Physical Attributes and lower-than-average Social and Mental Attributes. In addition to the Abilities listed, he has Alertness 4, Brawl 4, Dodge 4, Intrigue 2, Leadership 2, Mimicry 4, Melee 3, Occult 3, Leech (Kindred) Lore 3, Wyrms Lore 3 and Sewer Lore 2. His Backgrounds include Allies 2, Contacts 4, Kinfolk 2, Resources 4 and Pure Breed 5. His fetishes include a Silver Sword and a Phoebe's Veil.

His Gifts include: Sense Wyrms, Burrow, Eyes of the Cat, Razor Claws, The Falling Touch, Spirit of the Fray, True Fear and Ears of the Bat.

Zuglulus "Brain-Sucker"

Rank 3, Black Spiral Philodox, Homid (Experienced City Werewolf)

Zuglulus can no longer remember his real homid name, but he thinks it sounded something like John or Tom. He was first abducted by the Wendigo tribe, but the Black Spirals captured him shortly after the Wendigo had taken him. They forced him through the Dance of the Black Spiral, transforming him into a powerful servant of the Wyrms. He is well-liked by other members of the Hive, despite the fact he was born homid and Wendigo.

He has average Attributes. In addition to the Abilities listed, he has Empathy 3, Expression (storytelling) 4, Subterfuge 4, Leadership 2, Melee 3, Occult 3, Science 4 (archaeology and geology) and Wyrms Lore 2. His Backgrounds include Allies 1, Contacts 2, Kinfolk 4, Past Life 3 and Resources 2. His fetishes include a Warshirt of the Wyrms and a number of talens.

His Gifts include: Sense Wyrms, Persuasion, Smell of Man, Reshape Object, Disquiet, Resist Pain, Call to Duty, Wisdom of the Ancient Ways and Foaming Fury.

Nepolos "Reeks-of-Pigs"

Rank 2, Black Spiral Dancer Galliard, Metis (Average Country Werewolf)

Nepolos was born to the Hukasnur Hive in South Carolina, but she was traded to the Guttolic Hive to repay a debt that the Hukasnurs owed the Guttolics. Nepolos is a nasty metis who revels in the kill. She is highly interested in homid technology, but only so that she can use it to cause even more death and destruction.

She has higher-than-average Mental Attributes. Her metis deformity is her great stench, hence her name. The difficulty of all her Social rolls is one higher because of the unpleasant aroma wafting from her skin. In addition to the Abilities listed, she has Intrigue 2, Leadership 1, Primal-Urge 4, Animal Ken 3, Melee 4, Computer 2, Leech (Kindred) Lore 1 and Wyrms Lore 2. Her Backgrounds include Contacts 1, Past Life 5 and Resources 1. She has a Devilwhip.

Her Gifts include: Sense Wyrms, Burrow, Curse of Hatred, Mindspeak, Dreamspk, Call of the Wyrms and Patagia.

Putuahhgu "Crawler-Man"

Rank 1, Black Spiral Dancer Theurge, Homid (Average Country Werewolf)

Putuahhgu was once human, but that was a long time ago. He now loves his new life serving the Wyrms. He is a very odd individual (even by Black Spiral standards), and spends little time with other members of the Hive. He loves to wander the tunnels that riddle the ground below the Hive's Pit. He suffers Harano almost constantly, but when he does not, he is a very volatile and unpredictably violent individual.

Putuahhgu has average Attributes. In addition to the Abilities listed, he has Etiquette 3, Stealth 2, History 2 and

Medicine 1. His Backgrounds include Allies 5, Contacts 3, Pure Breed 2, Past Life 1 and Resources 1. He has no fetishes.

His Gifts include: Sense Wyrms, Smell of Man, Spirit Speech and Mother's Touch.

The Vampires

Your Dead Neighbors

Hannigan

Ninth Generation Tremere *Antitribu*, leader (Experienced Vampire)

Hannigan was an Irish immigrant in New York City when he was recruited by the Sabbat in 1907. He proved a very strong recruit, and eventually attained status as a True Sabbat. Since that time, he has led his nomadic pack all over the country, causing problems for anarchists and other Kindred. Hannigan is very bold and outspoken for a Tremere *antitribu*, since few of them stay undead as nomadic Sabbat and even fewer become leaders of nomadic packs. Hannigan is a tough individual who keeps his pack strong. He often seeks out dangerous situations to prove the power of his pack and his own worthiness as a leader.

Hannigan has higher-than-average Social and Mental Attributes. In addition to the Abilities listed, he has Alertness 4, Brawl 4, Dodge 4, Intimidation 5, Intrigue 3, Leadership 3, Charm Snakes 5, Dancing 3, Fire Walking 4, Game Playing 2, Melee 3, Ride 3, Torture 1, Occult 5, Sabbat Lore 4, Camarilla Lore 4 and Demon Lore 2. Hannigan has no Area Knowledge or City Secrets Abilities, unlike the Experienced Vampire template. His Backgrounds include Allies 4, Contacts 2, Herd 1, Pack Recognition 5, Resources 2 and Sabbat Status 2. His Disciplines include Auspex 4, Celerity 2, Dominate 4, Fortitude 2, Obfuscate 2 and Thaumaturgy 3 (Movement of the Mind 2, Path of Corruption 2, Path of Conjuration 3).

Tabitha Fisk

10th Generation Lasombra (Experienced Vampire)

Tabitha was 20 and a student at a junior college when she and many of her classmates were recruited by the Sabbat. She was one of the few to attain the status of True Sabbat. She has now set her sights on becoming leader of the pack and she has the support of a powerful Sabbat archbishop.

Tabitha has higher-than-average Physical Attributes. In addition to the Abilities listed, she has Alertness 4, Athletics 5, Intimidation 4, Leadership 3, Acrobatics 3, Blind Fighting 4, Etiquette 4, Fire Walking 4, Music (guitar) 2, Camarilla Lore 3 and Sabbat Lore 4. Her Backgrounds include Allies 4, Contacts 1, Mentor 4, Pack Recognition 4, Resources 2 and Sabbat Status 1. Her Disciplines include Auspex 2, Celerity 2,

Dominate 3, Obtenebration 3, Potence 3, Presence 2 and Protean 2.

Buzzsaw Jim

Ninth Generation Tzimisce (Experienced Vampire)

Buzzsaw Jim was a mountain man in the 1890s when he was recruited by the Sabbat. Now he is a nearly insane assassin of the Black Hand, and one of the few Tzimisce members of that group. He loves to kill, and his unlfe as a nomad affords him many opportunities. He is very quiet and totally loyal.

Buzzsaw has higher-than-average Physical Attributes. In addition to the Abilities listed, he has Alertness 5, Athletics 4, Brawl 5, Dodge 4, Animal Ken 5, Blind Fighting 4, Heavy Weapons 2, Melee 4, Ride 4, Black Hand Lore 3, Camarilla Lore 1 and Sabbat Lore 2. His Backgrounds include Allies 4, Black Hand 3, Contacts 3, Pack Recognition 3 and Resources 1. His Disciplines include Animalism 3, Auspex 2, Celerity 3, Fortitude 3, Potence 3 and Vicissitude 4.

Unde George

Eighth Generation Malkavian *Antitribu* (Experienced Vampire)

Uncle George is a former pornographer turned Sabbat vampire. He was recruited just for fun a number of years ago and has proven to be a useful member of the pack. He is quite insane and extremely nasty in combat. He has a tendency to overdrink, glutting himself until he can hold no more.

Uncle George has lower-than-average Social Attributes. In addition to the Abilities listed, he has Dreaming 4, Subterfuge 5, Blind Fighting 3, Etiquette 4, Fire Walking 4, Melee 5, Camarilla Lore 1, Lupine Lore 2, Sabbat Lore 3 and Theology 2. His Backgrounds include Allies 4, Pack Recognition 2 and Resources 3. His Disciplines include Auspex 3, Celerity 1, Dementation 4, Dominate 2, Fortitude 1 and Obfuscate 2.

Jack Hooker

11th Generation Ravnos *Antitribu* (Experienced Vampire)

Jack Hooker is a former commercial artist who was recruited on the way home from the mall one night. He finds life within the Sabbat a fast and furious experience. He was once afraid of so many things, but now he has become a real daredevil.

Jack has higher-than-average Social Attributes. In addition to the Abilities listed, he has Acting 2, Athletics 4, Dodge 5, Empathy 5, Seduction 4, Blind Fighting 2, Fire Walking 2, Dancing 2, Etiquette 4, Graphic Design 3, Sleight of Hand 3, Camarilla Lore 1, Ravnos Lore 2 and Sabbat Lore 1. His Backgrounds include Allies 4, Pack Recognition 1 and Resources 2. His Disciplines include Animalism 1, Auspex 2, Celerity 2, Chimerstry 4, Obfuscate 1 and Presence 4.

The Blood Brothers of Cirde # 7

Jerry

Eighth Generation Blood Brother (Experienced Vampire)

Jerry is one of the few original Blood Brothers still around. He was taken to a castle in Eastern Europe, where he suffered a barrage of magical rituals, shots and medical tests. He survived and gained the powers of Sanguinus. After he returned to America, he created his own circle of Blood Brothers. Like all original Blood Brothers, he has no memory of his life before becoming a Blood Brother.

Jerry has higher-than-average Mental Attributes. In addition to the Abilities listed, he has Alertness 4, Athletics 4, Brawl 5, Fire Walking 3, Game Playing 2, Melee 4, Sabbat Lore 4, Camarilla Lore 3 and Tzimisce Lore 1. His Backgrounds include Allies 4, Contacts 1, Herd 2, Mentor 3, Pack Recognition 3 and Resources 2. His Disciplines include Animalism 1, Auspex 1, Celerity 3, Dominate 2, Fortitude 3, Obfuscate 1, Potence 3 and Sanguinus 5.

Terry

Ninth Generation Blood Brother (Sister) (Experienced Vampire)

Jerry's first recruit was Terry, a female who worked in a convenience store as a clerk. While it was not forbidden, it was frowned upon. Sabbat leaders feared it would adversely affect the other Blood Brothers, but it did not.

Terry has average Attributes. In addition to the Abilities listed, she has Acting 2, Athletics 4, Dodge 4, Intrigue 2, Forgery 2, Dancing 2, Camarilla Lore 2 and Sabbat Lore 2. Her Backgrounds include Allies 4, Contacts 2, Herd 1, Pack Recognition 2 and Resources 2. Her Disciplines include Auspex 4, Celerity 1, Chimerstry 2, Dominate 2, Potence 2 and Sanguinus 2.

Barry

Ninth Generation Blood Brother (Experienced Vampire)

Barry was Jerry's next recruit. He is a former professional wrestler whom Jerry abducted from the arena after the last match. Barry proved to be a strong recruit who loved the inherent powers and vices of vampirism.

Barry has higher-than-average Physical Attributes and lower-than-average Social Attributes. In addition to the Abilities listed, he has Athletics 4, Brawl 5, Intimidation 5, Firearms 5, Lupine Lore 3, Camarilla Lore 3 and Sabbat Lore 2. His Backgrounds include Allies 4, Contacts 1, Fame 1, Pack Recognition 2 and Resources 3. His Disciplines include Animalism 2, Celerity 1, Potence 2, Protean 2, Sanguinus 2 and Vicissitude 3.



Larry

Ninth Generation Blood Brother (Experienced Vampire)

Larry was a freelance newspaper reporter before Jerry chose him to become a Blood Brother. He has taken to life in the Sabbat and hopes to found a circle of his own one night. He is the most human and trustworthy of all members of the circle.

Larry has higher-than-average Social Attributes. In addition to the Abilities listed, he has Charm Snakes 2, Fire Walking 2, Journalism 3, Literature 2, Psychology 1, Camarilla Lore 1 and Sabbat Lore 2. His Backgrounds include Allies 4, Herd 1, Pack Recognition 2 and Resources 1. His Disciplines include Celerity 1, Dementation 2, Dominate 1, Fortitude 2, Thaumaturgy 2 and Sanguinus 4.

Tom

11th Generation Blood Brother (Experienced Vampire)

Jerry did not pick Tom; Tom was sent by a cardinal to replace a recently destroyed member of the circle (Harry). Tom is the strangest Blood Brother of all, and he has the most difficulty fitting in, since Jerry is not his sire. He retains the most individuality of all members of the circle. His past remains a mystery.

Tom has lower-than-average Social Attributes. In addition to the Abilities listed, he has Brawl 5, Fire Walking 2, Repair 3, Camarilla Lore 2 and Sabbat Lore 1. His Backgrounds include Allies 4, Contacts 1, Herd 1, Pack Recognition 1 and Resources 1.

His Disciplines include Celerity 2, Fortitude 1, Obfuscate 2, Potence 3 and Sanguinus 1.

The Abomination

Harold Goodston, "Pariah"

Sire: Oliver Ligon (former ally of Prince Maxwell)

Nature: Survivor

Demeanor: Deviant

Generation: 8th

Embrace: 1860 (born 1828)

Apparent Age: 32

Breed: Homid

Auspice: Galliard

Tribe: none (formerly a Silver Fang)

Clan: Ventruel

Attributes (Homid form): Strength 5, Dexterity 4, Stamina 4, Charisma 4, Manipulation 2, Appearance 3, Perception 4, Intelligence 3, Wits 3

Abilities: Alertness 4, Athletics 4, Brawl 5, Dodge 4, Primal-Urge 5, Streetwise 4, Animal Ken 3, Firearms 1, Melee 2, Repair 3, Stealth 3, Survival 2, Area Knowledge 5, City Secrets 3, Enigmas 4, Investigation 3, Kindred Lore 3, Medicine 4, Occult 4, Rituals 3

Backgrounds: Contacts 2, Herd 3, Past Life 4, Pure Breed 5, Resources 2 and Vampire Status 1

Gifts: Jam Technology, Disquiet, Mindspeak, Dreamspeak, Sense Wurm, Lambent Flame, Luna's Armor, Awe, Silver Claws and Wrath of Gaia

Disciplines: Animalism 1, Auspex 2, Fortitude 1, Obfuscate 4, Potence 2, Presence 3, Protean 5

Rage 9, Gnosis 7, Willpower 10, Ego 8

Blood Pool (Max / Per Turn): 15/3

Rank: None, considered an outcast (formerly 3)

Rites: Rite of Contrition, Rite of Cleansing, Ritual of the Questing Stone, Moot Rite, Gathering for the Departed, Rite of Becoming, Ritual of Summoning, Rite of Jupiter Binding

Fetishes: Fang Dagger, Baneskin

Image: Pariah's Lupus form is a dingy off-white. His fur is scraggly and unkempt; it would be silvery were it clean, but it now has a grayish-yellow tint to it. His fangs are unusually large in wolf form, his claws are jet-black, and his body is sleek and muscular. His Homid form is that of a pallid, dirty bum wearing old clothes, a Cubs baseball cap, a trenchcoat and combat boots. He does not bear the scent of the Wurm, despite being a vampire; however, he will identify as both a Garou and a Kindred if Scent of the True Form is used on him. His eyes are a cold, glossy amber in both forms.

Roleplaying Notes: Pariah feels shame for his vampiric state of existence. When speaking to other Garou, he will never look them in the eye. He will not raise his voice or paw against another Garou except in self-defense. Pariah dislikes uncomfortable situations, such as long conversations, and often disappears via Obfuscate to prevent such awkwardness. Pariah is very much a lost soul looking for acceptance in a world that betrayed him. He hopes his assistance to the Garou in the war on the Leeches will win him acceptance among his former people. Pariah dislikes being seen in Homid form by other Garou; he is extremely self-conscious of his vampiric appearance.

Battle Tactics: Pariah is completely savage in battle. He relies on his natural acrobatics and dexterity to move about rapidly in combat. In battle he utters ghastly howls that sound midway between growls and moans; these unnerve both Garou and vampires. Pariah will stay in Glabro or Crinos form for the entire story, feeling better protected.

Haven: Pariah exists below the streets in the sewers. He has a small haven, known to none save a few Nosferatu and Bone Gnawers. He never allows visitors to enter his haven. He raises stray cats and dogs and uses them as his Herd, though he does not kill the animals. (Because of his Ventrue blood weakness, he may only feed on animals.)

Influence: Pariah has virtually no influence. He has contacts among the Bone Gnawers and among the Nosferatu, but he cannot really consider either group his allies. Because he hides from the Kindred and the other Urrah, he is virtually unknown to the world.

Background: Pariah was born John Goodston, of Benton City, Missouri, in 1828. At the age of 15 he was found by the

Silver Fangs and taken away to Chicago, where he was raised as a member of the tribe. He was taught the ways of the Moon Dancers and quickly became an important member of the sept.

In 1860, while on a scouting mission to the Wurmhole with his pack, he was met by a band of vampires. His pack scattered after two members fell. Goodston took out three of the vampires before being captured. Not only was he brought down, but three others of his pack were also captured.

When he awoke, he was chained in silver manacles to a wall alongside his fellow captured pack members. Goodston soon learned the vile purpose of their abduction: they were to be transformed into vampires themselves.

Goodston watched his fellow pack members die from the horrible experiment. One passed away peacefully, but the other two were horrors unto the eyes as the madness took them and gnawed away their sanity until they fell dead.

Then the vampire came for him. At first he struggled against the Cadaver as the twin needles pierced his throat, but as the numbness of death approached, he felt a fire equal to a hundred furnaces burn within his veins, and he was reborn in the image of his destroyer.

For the next 11 years he served his master faithfully, having been Blood Bound shortly after the Embrace. He found his new life one of power and prestige. He wound mortals around his fingers, had more money than could be imagined, and with his cunning and the powers of the Garou, he could outfight and out-think nearly any Kindred who opposed him. He broke all ties with his sept after a brief but disastrous encounter with two former tribe members.

His master was Prince Maxwell's right-hand man in charge of mortal politics. Goodston learned well the lessons his undead master taught him, but never forgot his heritage, though his very existence betrayed it completely.

After Devil's Night, Lodin made his move against Maxwell and succeeded. Goodston was sent to destroy Lodin as Maxwell escaped into the night, dethroned and powerless. Before Goodston could reach Lodin, however, his own sire was destroyed by the new prince's men. Goodston tried to wage war against Lodin, but found himself alone against insurmountable odds. After realizing the futility of his task, and that it was not his own goal but that of his destroyed sire, he turned to his own interests.

From 1871 to 1893, Goodston faded in and out of Kindred politics and made brief appearances before various Garou of the Wind Catcher Sept and the Sept of Jupiter. He finally found refuge in the sewers, where he began a quest for Golconda (though he has not yet found it). By the early 1900s, he had become nothing but a memory to all who knew him in life and in undeath. He changed his name to Pariah and continued his existence outside the realms of the Damned and the Garou. He has long dreamed of the day he can return home to his people.

Pariah has taken little action to influence Chicago's vampires or Garou. Now he sees the war under the blood red moon as his chance to regain acceptance among his people, even though his quest for Golconda still slips from his grasp. Pariah has finally decided to stop being a pariah.

Appendix Two: The Story for Other Characters

It is also possible to run this story for other player character types, such as vampire hunters or mummies.

Witch-hunters

When odd things begin happening in Chicago, many hunters get suspicious. Bloodhounds on the trail of bloodsuckers begin to pour into the city, determined to find out what's going on and to obtain revenge.

The **Vampire** supplement **The Hunters Hunted** is very helpful for this variant.

Many different plotlines can involve hunters and keep them jumping from one dangerous frying pan to the next:

- If characters begin asking around about the protesters who were arrested (they were, after all, claiming that vampires ran the government), they will be targeted by Jackson's men, who will assume that they are Garou. The gangbangers will drive by and shoot them.

If they survive, they may discover that the thugs fired silver bullets at them — a sure clue that the vampires believe werewolves are loose. If the hunters had no clue to the Garou, this is it.

- If they go in search of gunsmiths who can make silver bullets for them, they may discover that two prominent gunsmiths have disappeared. If they dig deep enough, they may discover that each has been abducted by a vampire and made into a ghoul in return for providing silver weaponry for the war effort. A knifemaker has also gone missing.

Anyone checking up on financial clues may find that several large silver purchases have recently been made; these have temporarily depleted the local reserves. Any hunters who try to buy silver will find it either hard to get in a hurry, or very expensive. The Storyteller must decide whether they can trace the silver purchases to vampires or not.

Jackson abducted one of the gunsmiths and the knifemaker; they are being held at his hideout in the projects, in a room with all the equipment they need to make silver weaponry. The other gunsmith was abducted by Tyler, turned into a ghoul, and forced to make bullets for her men. She suspects the Garou will assault O'Hare (she's right) and wants them armed while she is away.

- The characters can be having a drink at the Succubus Club during the second assault. The club's name is intriguing enough to attract a hunter's interest. Are they susceptible to the Delirium? Anyone with three or more points in Numina has been sufficiently enlightened to render her immune to the Delirium. In other words, a hunter who has substantial mystical training (casting spells), psychic powers or True Faith is immune to the effects of the Veil.

What do they do when the Garou attack? Is this their first look at actual werewolves? Do they fight them or join them? It will be hard to miss the vampires who appear to attack the Garou.

- In the Garou's encounter with the Wolf Pack, what if the hunter characters are the persons on whom the Wolf Pack is trying to feed? This allows them to meet both vampires and

werewolves in one scene. Maybe they are instrumental in nullifying the Gangrel neutrality.

- Perhaps the characters are coming into Chicago by plane — just at the fateful moment the Garou attack the airport. The plane shakily lands as all the computer support systems go out. People run screaming from the main building and gunshots are heard. If the characters are immune to the effects of Delirium, they see the werewolves rampaging across the concourse, slicing up ghoulish security guards (more silver bullets!).

- Gulfora the succubus is searching for thralls. Perhaps one of the hunters is an interesting candidate. He would help provide protection for her against any Kindred.

- The characters may know of the Fanum — they may have studied there before. Did they know that werewolves ran the place? Will they come to its aid? Do they instead try to make a deal with the Black Spirals or the Sabbat?

One option is to have them go to the Fanum seeking allies, not knowing that it has “changed management.” They can get manipulated into some sick actions by the Black Spirals before they realize that the new owners of the Fanum aren’t the same.

- Perhaps they befriend the Uktena Kinfolk. What do they do when the Upshaws are turned into vampires? Do they get the stakes?

- They can check out the University of Chicago murders to see if a psycho or a vampire is behind them. It is actually a Psychomachia-possessed man, but perhaps there is a vampire feeding there in the hopes that his kills will be attributed to the psycho.

- On Day Five, extensive blackouts halt many activities citywide. This could really foil the characters’ investigations. Also, the financial crash (a result of Glass Walker activity) keeps many people busy trying to get computers back online — too busy to answer questions.

- Following up the search for the arrested protesters might lead them to Jackson’s or even Lodin’s. They would have to be pretty tough hunters to handle these situations, what with werewolves, vampires and silver bullets flying around. But who knows — maybe they are the ones who stake Lodin and end the reign of the prince?

- There are a host of bizarre encounters to raise the gorge of the toughest hunters: Blood Brothers traveling the night streets as a single amorphous blob; a Gargoyle defending the Tremere chantry; Banes trying to possess people; an undead, pale white Garou running through the streets with a bunch of vampire heads hanging from his belt; etc., etc. It can get as crazy as you want it to.

The Mummy Strikes

Mummies can also fight in this war. Perhaps they come to defend the Temple of Akhenaton and the mummy Illahun. The Storyteller should have the **World of Darkness** supplement **Mummy** to run this variant. The plots for this story variant are entirely up to the Storyteller, but here are some suggestions:

- The compact with the Fanum could foster an alliance between the mummies and the Garou, but not necessarily to fight Kindred. They could instead try to help eject the Black Spirals from the Fanum.

- Perhaps they do not understand what is going on in town, and they may believe that the Garou are trying to harm the Temple. They may then team up with the Camarilla to fight the Garou.

- Perhaps the Sabbat’s plans are more in line with those of these ancient beings. The characters may have aided the Black Spirals and Sabbat to take the Fanum. But what will they do with Illahun?

Appendix Three: The Abominations

You were a stranger to sorrow; therefore Fate has cursed you.

— Euripides, *Alcestis*

The Undead Garou

They are called by many names: the “Undying Children,” the “Damned Urrah,” the “Vrykolas,” the “Pale Ones” and “Luna’s Demons.” But they are best known as “Abominations.” The Abominations are Garou cursed by the Wyrms to stalk the earth as vampires. Their name well indicates the loathing commonly felt for such creatures. They are the villains of many Galliard tales. Young cubs are warned to go to sleep or else the Pale Ones will visit them in their beds.

A few Garou, fearing death, seek out vampires, offering them undying service in exchange for eternal unlife. Other Garou have been taken prisoner by Leeches and forced to endure the painful transformation into undeath.

There are, however, very few Garou vampires. The experience is almost always excruciatingly deadly to the poor creatures. If they survive, they live unives of true loneliness; they are seldom accepted by either the vampire or werewolf world. They continue their existences on the fringes of society. Many immediately end their unives by their own claws, or eventually do so as the years go by in loneliness. They are hunted down by other Garou and slain as Wyrms creatures, so their survival rate is slim even if they live through the Embrace.

The Becoming

A Garou who undergoes the Embrace of a vampire will most likely die. Seldom is the death an easy one; the victim usually writhes in agony for days on end. Occasionally, a Garou pure of heart dies quickly and painlessly.

When a vampire Embraces a Garou, the Garou must make a Gnosis roll (difficulty 9). If it *succeeds*, it dies a quick and painless death. If it fails, it suffers a slow and painful death. The Garou feels its limbs consumed by internal fires; its head pounds, and eventually its heart explodes. Only Garou who *botch* their Gnosis rolls become Abominations.

The Best of Both Worlds

Abominations are very powerful and versatile. They gain access to the dark Disciplines possessed by vampires while still retaining their Garou Gifts.

An Abomination gains three dots in the Disciplines of its sire’s clan, just as any vampire does after the Embrace. It may continue to gain new Disciplines at the same cost for all members of its clan. Most Abominations, however, are considered Caitiff since their sires seldom stay with them.

Abominations may use all the Gifts they possessed in life and may even gain new Gifts, provided they can find a Garou willing to teach them — a very difficult task. Abominations gain Blood Pools just like vampires, and must drink blood to

survive. Like vampires, animal blood is not potent enough to sustain them for long, so most eventually begin drinking the blood of humans...or other Garou.

Abominations lose their regenerative capabilities — they have been shorn from the mystical connection to Gaia and the earth. They are no longer agents of Her immune system, and thus their own immune systems are no longer miraculous. Indeed, they are actually dead but for the vampiric blood that sustains them. They can, however, use blood to heal their wounds like any vampire.

Abominations gain a new Trait: Ego. Ego is the measure of their new consciousness, which is now divided and liberated from their former “pack” mentality. Ego is the mark of a vampire Garou’s separation from the rest of its race. Ego is similar to the Humanity Trait possessed by vampires, but a different scale is used to determine loss of Ego (see below).

If an Abomination’s Ego drops below seven, it will bear the stench of the Wyrms; the only spirits it will be able to influence are Banes. Its totem will desert it, but Bane totems will welcome alliances with the Abomination. This taint can only be removed if its Ego is once again raised to seven or more.

Abominations continue to have the ability to step sideways regardless of their Ego rating.

The Worst of Both Worlds

While an Abomination is powerful, it is forever alone. There are few Abominations in the world and few know of each other, though it is rumored that a pack of Abominations roams the West Coast.

Camarilla Kindred seldom claim responsibility for Embracing Garou. To them, the Lupines are their enemies, and to accept one into the Camarilla fold is totally unacceptable. The Sabbat is a bit different. Members of this sect are more likely to Embrace Garou. However, most werewolves chosen by the Sabbat are chosen from the Black Spirals. Even the Sabbat prefer not to make many Abominations, not only because of the extreme difficulty in doing so, but because they can be tremendous threats. Abominations, with their fearsome werewolf powers, could easily assume control over packs.

However, most Abominations are Blood Bound to their sires. Likewise, an Abomination can Bond others to it, as long as the vampire is of a lesser generation than the Abomination (Abominations are one generation removed from their sires, just as other vampires).

Occasionally an Abomination will find sanctuary among Bone Gnawers, Black Spirals or the Sabbat, but this usually does not last. The Abomination’s vampiric nature makes it strange and untrustworthy to the werewolves, while the

Abomination’s werewolf nature makes it savage and untrustworthy to the vampires.

But there is still a hope for the Abomination: Golconda. It is believed that if this lofty mystical state can be achieved, the Abomination will be healed of its pain. It can choose either death or a return to its Garou nature, to once again know the bliss of being Gaia’s child. There is rumored to be an Abomination among the Inconnu, but this has never been proven.

Abomination Characters

While it is not impossible for a Garou character to be Embraced by a vampire, even in this very story, the odds are that the character will die. Because of the great danger and the inherent repulsiveness of vampirism, most Garou will not succumb to the Embrace.

Also, to prevent Abomination characters from running rampant through your chronicle, dominating all non-Abomination characters with their power and versatility, the creation of Abomination player characters is highly discouraged.

“Power-gamers” will want Abomination characters because of their superior powers. This can hurt your game, as the social implications are usually ignored by such players. It is highly unlikely that an Abomination character will work well in either a group of vampires or a pack of Garou. It will most likely be shunned by its clan, sept and tribe, at least until it proves its loyalty. Since the other player characters associate with the Abomination, they may also be subject to such prejudices. In fact, most Garou will try to kill the Abomination on sight as a horrible Wyrms creature.

If a Garou is Embraced during the game, don’t sweat it — chances are the character will die. If *it* survives, then more power to it.

Ego

- An Abomination’s beginning Ego is equal to her Gnosis score.

- Ego represents how well the Abomination can resist the bestial urges within it. These are not natural urges, but Wyrms-ridden emotions. An Abomination that falls to zero Ego is lost utterly; it is a thing of the Wyrms.

- Like Humanity, Ego determines how deeply the Abomination must sleep during the day. The Ego Trait indicates the maximum number of dice an Abomination may roll for any action during the day. See the Humanity rules in **Vampire** for more details.

- Ego does not determine the Abomination’s chance to frenzy — that is governed by its Rage. However, for every frenzy it suffers, it may lose Ego, depending on its actions during frenzy.

Hierarchy of Wyrms Taint

Ego	Minimum Wrongdoing for Ego Roll
10	Accidentally breaking a Litany law
9	Purposefully breaking a Litany law; refusing a rightful challenge; cannibalism (drinking the blood of humans or wolves)
8	Refusing to acknowledge loss of a challenge (lack of instinct); teaching the Ways (Rites, Gifts) to Wyrms minions (including vampires)
7	Unjustly killing another Garou; using vampiric mind-control powers (Dominate, Presence) against a Garou; betraying a Garou to Wyrms minions
6	Binding or trafficking with spirits to evil purpose
5	Destroying a natural place (harming Gaia); causing a Blight to grow or fester
4	Allying with Wyrms minions (including vampires)
3	Cannibalism (drinking the blood of Garou); sadism and perversion (Black Spiral virtues)
2	Warring against any of the tribes
1	Destroying a caern

Hierarchy of Wyrms Taint

When an Abomination frenzies, it risks losing more Ego, thus degenerating into a servant of the Wyrms. It cannot control its actions, and may transgress against its own values and the ways of the Garou. The more Ego it loses, the more the Abomination's soul is devoured by the Wyrms. An Abomination does not have to frenzy to transgress; it can make this decision on its own.

Below are listed the various actions which require an Ego roll to resist degeneration. The difficulty of the roll is normally six, though this can be raised or lowered by the Storyteller. Only one success is required. A failure means that one level of Ego is lost. A botch means the Abomination gains a Derangement as a Black Spiral Dancer (see **Book of the Wyrms** for a list of Derangements).

A roll is only required for an action of the Abomination's Ego level or below. For instance, an Abomination with a seven Ego does not have to make a roll for teaching a Rite to a Kindred friend.

UNDER A BLOOD RED MOON



Mad As Hell...

This time, the Kindred have gone too far. A Blood Hunt rages and the Garou are its targets. The Black Spiral Dancers have seized the Fanum, and they threaten the gods themselves. But the Garou are fighting back. Armies are mustered and legions march. What vampire can survive the wrath of the Garou?

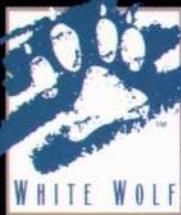
And Not Going To Take It!

A Werewolf/Vampire crossover, this supplement presents a multifaceted story playable by Garou, Camarilla or Sabbat characters.

Garou can avenge themselves on Chicago, Camarilla Kindred can fight back to save their necks during the assault, or Sabbat can attempt to use the confusion to take over the city.

Under a Blood Red Moon coincides with the release of *Chicago by Night 2nd Edition*, and includes:

- Details on the Garou caerns in and around Chicago.
- Hints on running the story for other player character types, such as witch-hunters or mummies.
- Rules for that most loathsome of creatures: the Abomination, a werewolf who has been Embraced into the world of the Damned.



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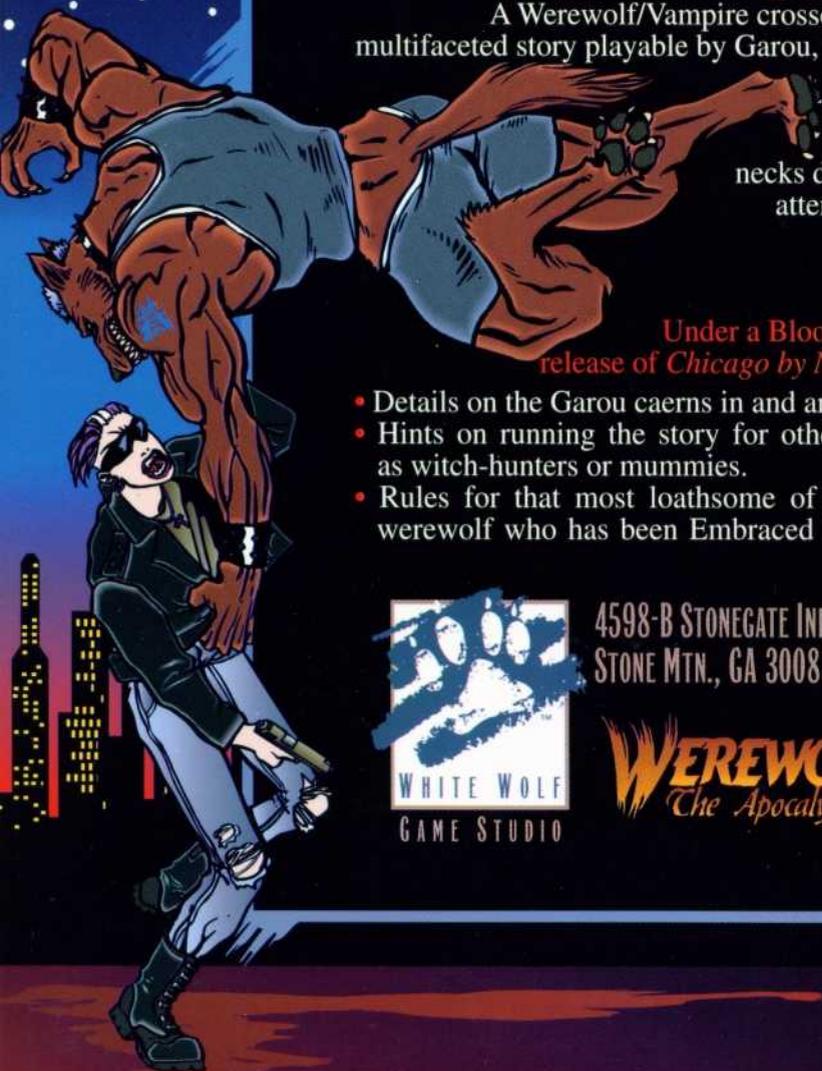
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