

CHICAGO

UNMASQUED

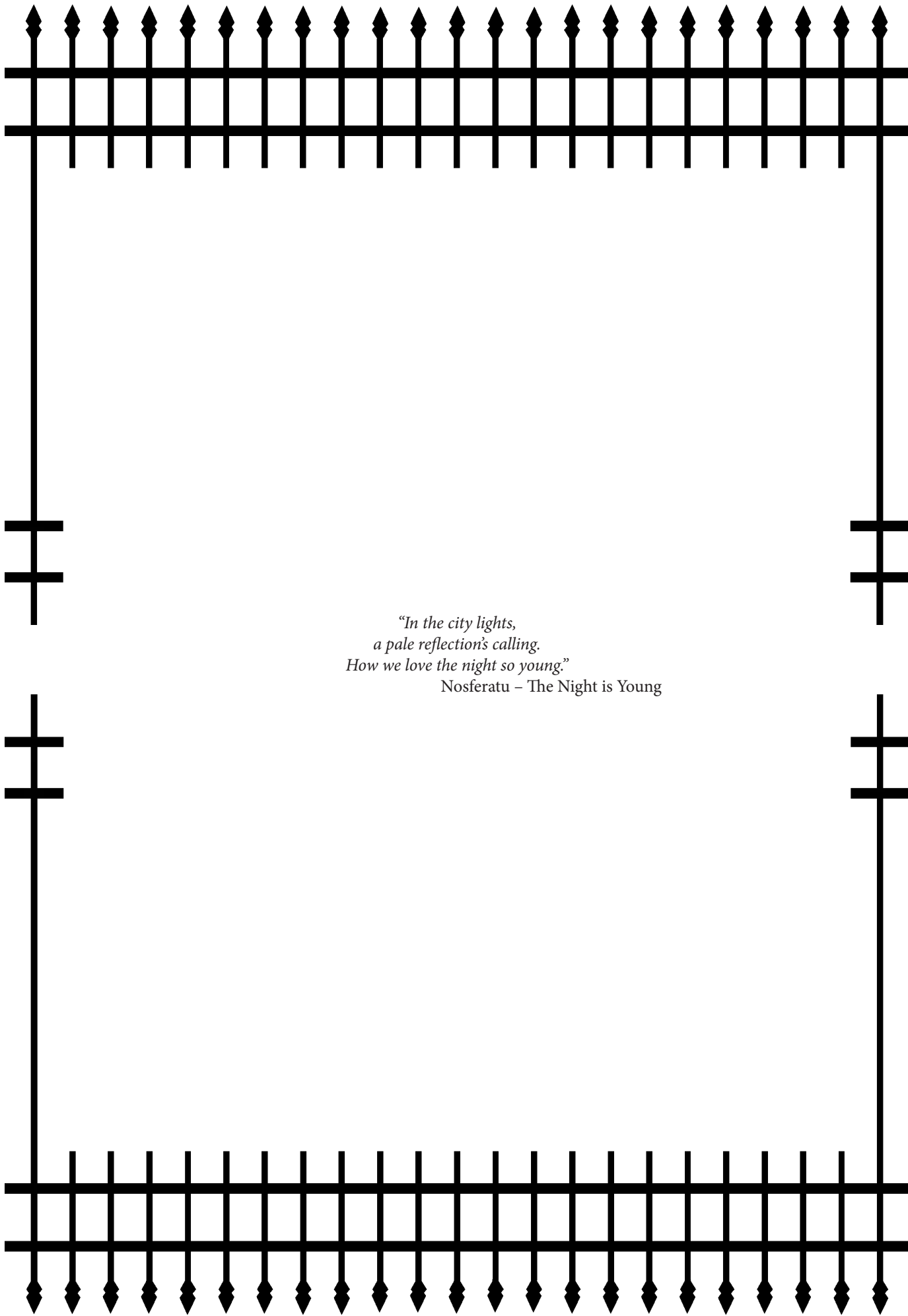
Vampire: the Masquerade is a tabletop role-playing game developed by White Wolf Publishing. In case it needs to be said, they own all the rights. They created all the cool stuff. I just made this book about our chronicle of their game, intended for my players as something to remember it by.

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FOREWORDS &
INTRODUCTION



*“In the city lights,
a pale reflection’s calling.
How we love the night so young”*
Nosferatu – The Night is Young



FROM THE PLAYERS

Masquerade in Chicago was by far the most immersive chronicle I have ever taken part in. It was the most intense experience I have had with any roleplaying game so far.

I entered in the story some time after the other players and although I fiercely regret this, it also gave me a few advantages. I was able to play my first character, Ludovica, in a very mysterious way. She had a really interesting story of her own. I believe Ludovica was never a fully trusted member of the coterie but she sure was helpful to them in a lot of ways due to her amazing skills with the Chimerstry Discipline. How her relation with the other characters ended was unfortunate and it took me a while to accept what happened.

Of course, I still wanted to participate in the chronicle so I created my second character, Avfyra, a member of Clan Tremere. I immediately had great plans for her. Unlike Ludovica she was more politically oriented and with every session I was delighted to see her getting more powerful. In the end she achieved most of her personal goals and I am sure she would have continued to gain more authority if the chronicle had not ended. Of course the story had to be concluded sometime and although I would have done many things differently, I am happy with how things ended, for both characters.

I am terribly grateful to our storyteller, Kevin, for all the effort and hours he has invested in order to write such an intriguing campaign.

– Lotte

Masquerade in Chicago posed every form of horror to me, but mainly to my two characters. Starting with personal horror we went on to bigger schemes and then back to personal horror, and so forth. There was never a dull moment and I enjoyed every part of it. It often ended in staring at each other when we were waiting for other players; we couldn't talk about the campaign, but our minds simply would not allow any other train of thought. Thankfully, not every session was pure agony. The balance between having a good laugh yet still playing seriously was excellent.

I played my first character, the Ventrue Brian, in the way I imagined the archetypal Ventrue to be: increasing your power through careful plotting where the ends and the means are both less important as long as the result includes becoming more powerful. Of course to reach this goal, one needs allies and Brian found these in the Class of '91 coterie. Unfortunately for Brian, the Class of '91 did not share many common goals, which gave rise to many fights among the coterie. One character in particular, Evan, caused multiple dangerous situations for Brian...

Some things followed that the storyteller has edited out of this foreword, so as not to spoil a large portion of the story to come in case anyone other than the players reads this.

... I was genuinely scared they would hate me when they came to know I had caused this. Thankfully, Minkers and Ria are still talking to me to this day, and they *say* they don't hold a grudge.

The second character I played, the Gangrel Graham, I imagined to be the opposite of Brian. With a clear vision of how he thinks the world should ultimately be, Graham does not meddle in politics. He merely acts as he finds just. I loved the 180 degree turn I made here, and I love how both characters progressed in the story. Now more than ever, I want to keep playing in the World of Darkness.

- Mark

During the Chicago chronicle there was a point where I was unable to eat in the days between two sessions because my character was so screwed and I was unable to see how he would get through the situation. The coterie had gone through so much already. It surprised me that we all still lived at the time. This certainly looked like the end and I couldn't do anything about it. The helplessness was the worst of it.

It was then that I realized the true impact of the chronicles for the first time. The obsessing, the nightmares, and the friends who got very confused (and trying to explain why you're not hungry doesn't make it any less confusing).

Masquerade in Chicago was an emotional roller coaster. Survival was challenging, problems stack on more

problems, and because of that it is all the more satisfying if your character gets through it. Characters sometimes really just came and went. You were never sure yours was going to see the end of it all.

After each obstacle you got more emotionally invested, but besides the players it affected the characters as well. Seeing how the player characters grow and change through the course of the chronicles was my favorite thing. The transitions were natural, the changes immense. Of the first assembly of characters only one was still close to his original self.

It was an amazing story. The last few months of play I kept my best friend updated about the chronicles as there was no way I could talk to the other players about it, and every time I saw her she asked me in all seriousness: “Hey. How was Chicago? Is Evan still alive?” before even thinking of asking me about my own life. It truly is a story worth sharing.

– *Ria*

When we first began this campaign, I had a few expectations, but they all paled in comparison with what Chicago had in store for us—no, not our storyteller, but what Chicago had in store for us, or so he said. We heard many a disclaimer on how he was only simulating the city and its damned inhabitants. Our group always berated him for being harsh and unfair. But during this playthrough I realized that we took more joy in our accomplishments whenever a situation was more difficult to overcome. Most likely this would be why we keep returning for more.

But no, it wasn't our storyteller alone, nor the setting, but an intricate combination of its players and the aforementioned that kept things unexpected. Well, whatever it was, it was drastically different from how we used to roleplay. This new playstyle allowed us all to be empathically involved with the characters as if they lived. It connected us to the depth of the plots and intrigue of the stories to the point where we would vividly feel the emotions our characters went through. Never did I lose a grip on reality, but whenever I could permit it, I would ponder over this intense campaign. Whether it was mourning for lost friends, scheming against adversaries or piecing together mysteries, it mattered not. All of this had my thoughts race constantly, so I sure was never bored.

Whenever I look back on this playthrough I cannot help but remind myself how impressive it all was. Even though I wouldn't describe it as fun, there was a certain beauty in it that I wouldn't want to have missed in all the world. Like I said, we keep returning for more.

– *Stef*

It's been more than two weeks since our last session and the withdrawals are only getting worse. Those withdrawals are dreams of a city that I never physically visited yet call home. They are the illusions that simply resting on the bottom of Lake Michigan can give peace of mind. They are the conversations with NPCs that I practice in my head and unfortunately never will take place. They are the constant what-if questions that parade in my head that will go unanswered forever.

In the hands of our storyteller Chicago was a great city to wreak havoc in and having it in turn obliterate our characters and us players alike. For none came out of this chronicle unscathed. This collaborative work of fiction has done a number on us. I find myself wondering at what point the unlives of our characters became hopeless, at what point everything started to go downhill. The longer I think about it, the sooner that seems to have happened. That's when the story started to take on a life on its own and infect ours.

This shared obsession stole hours of our sleep. It stole our productivity at work. It stole our appetites. It stole the jolly mood of a birthday party. It stole parts of our sanity. And it stole a friend who transcended his fictitious nature.

In return it gave a feeling of dread that still haunts me to this very day. But we can't be liars, we enjoyed every delicious minute of it. It constantly got us coming back for more because it was just so damn good.

I believe it's a story worth telling. So sit back, light up a cigar caked with dried blood and have a good read.

– *Minkers*



INTRODUCTION

Where the players have spoken passionately enough for all of us, allow me to explain what the reader can expect in the following pages. This work compiles the progress of our **Vampire: the Masquerade** chronicle set in Chicago. It ran through much of the material available for the iconic city in the game line's early releases. From **Chicago by Night**, set in 1991, our story evolved to encounter such events as described in **Blood Bond**, **Ashes to Ashes**, and eventually **Under a Blood Red Moon**. By that time, the timeline had progressed to 1993 and the story was drawing to a conclusion under **Chicago by Night Second Edition**.

The very first session we played took place in September of 2012, where the '90s setting captivated us and it slowly became clear this was to be one of the best tabletop roleplaying game experiences any of us would have had yet. In December of 2013, we concluded the chronicle we had come to call **Masquerade in Chicago**, and a month later, the storyteller is typing these words, having just finished writing and compiling the bulk of what you see before you.

To get back to the document in the reader's hands, the following chapters detail firstly, in Setting & Situation, a reference of characters and locations encountered throughout the chronicle. The majority of the players won't be able to resist the urge to look up some of their most troubling antagonists as, indeed, no small amount of secrets are revealed in these entries. They are encouraged

INTRODUCTION

to do so, but to then continue on to the next chapters and refer back to these detailed characters as they are encountered in the story, as their entries are intended.

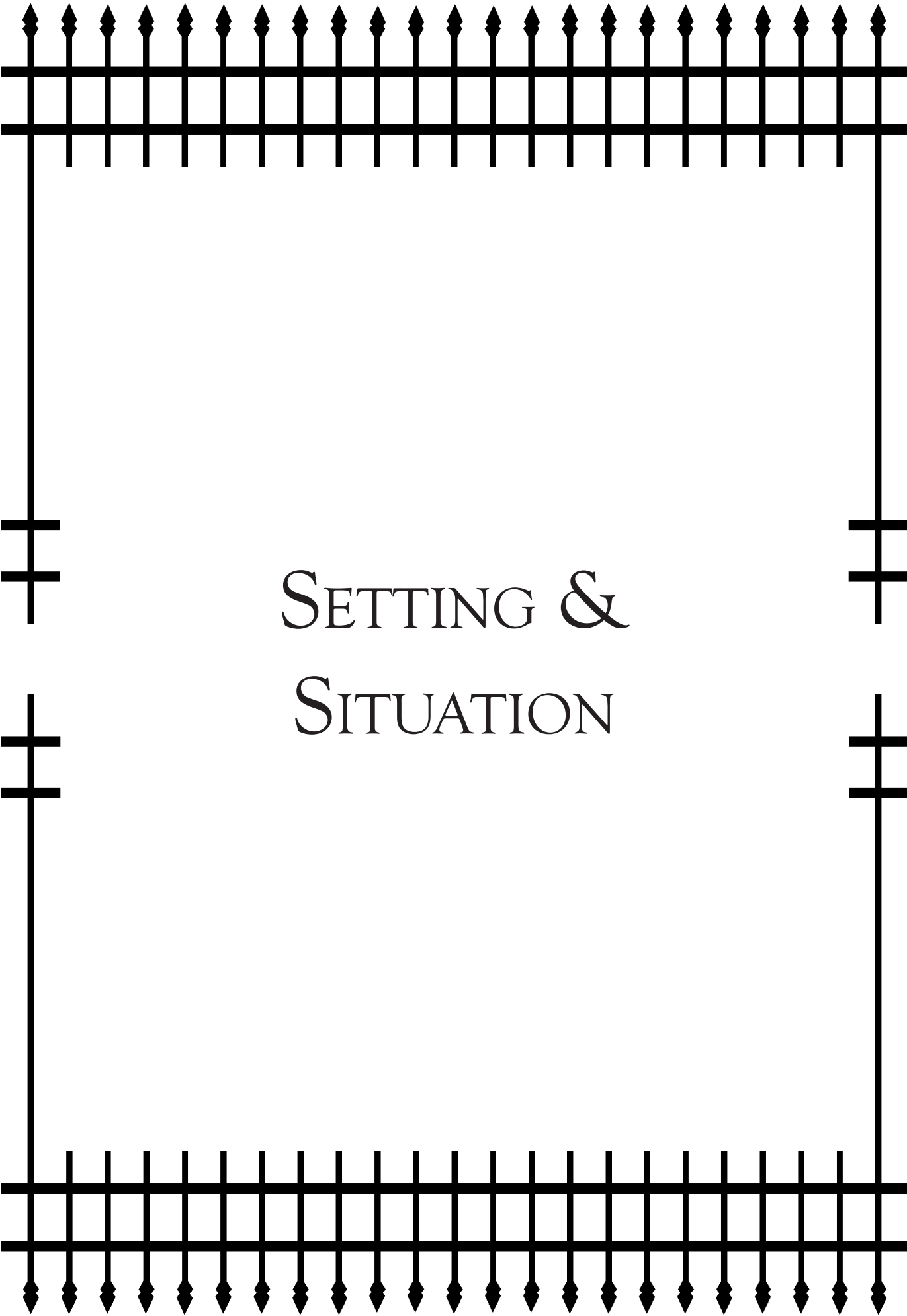
The next chapters then, detail the expanded night-by-night logs as they were written up after each session. This entire chronicle's story is split up over five arcs, which are in turn divided up into acts. After each act, a section expands on a piece of history relevant to the story. Furthermore, the logs themselves are annotated and appended with sidebars and footnotes containing additional insights. These logs are of themselves brief and devoid of much lyricism. Again, it pays off to refer back to the Setting & Situation chapter for additional information.

After these five chapters detailing what the players went through, the chapter Plotting & Writing demonstrates an insight into what the chronicle looked like for the storyteller. Notes long preserved in the format of hooks, as they were at the time written, are compiled here, where each night in the preceding logs references to the hooks and modules that occurred. Lastly, a few treasures to this story are left for the appendices, not least among which is a three-part comic about one of the more mischievous antagonists introduced in the story.

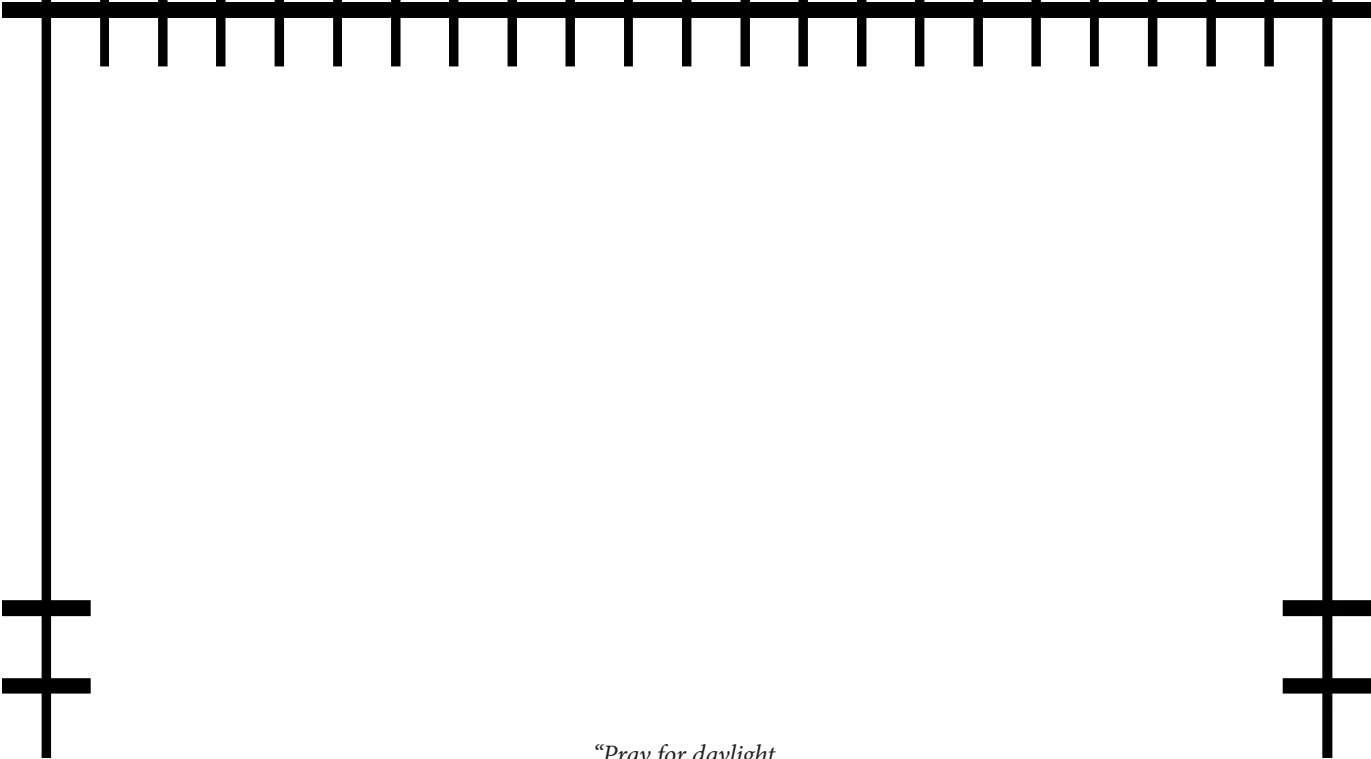
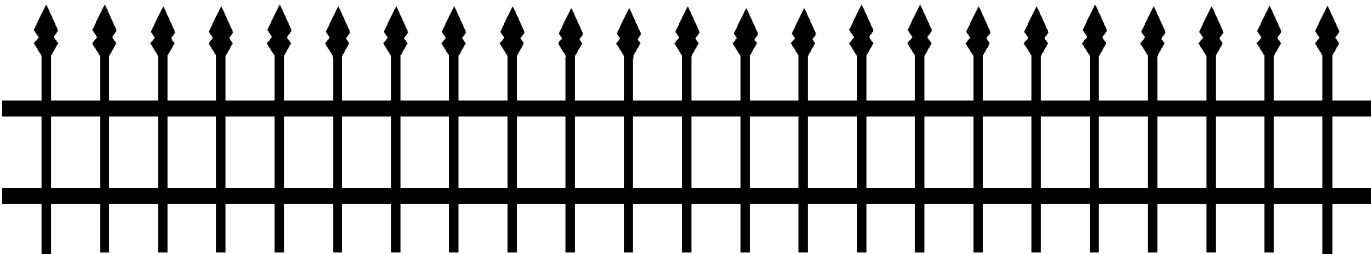
If the reader is ravenous for secrets as of yet unearthed in the chronicle itself, as surely each of the players are, there are plenty to be found ahead. Do note that they are spread out over the entire length of this work rather than concentrated in any one place, although some concentrations can be found. So, do enjoy scouring these pages; they took a great deal of time to create.

A final note on inconsistencies, errors, and grammatical and typographical misdemeanors is in order. The writing of this document within the timeframe I was allowed was a madman's task. While some proofreading has occurred, I am confident the reader will find places where it did not. Despite this, I implore you to enjoy reading what lies ahead.

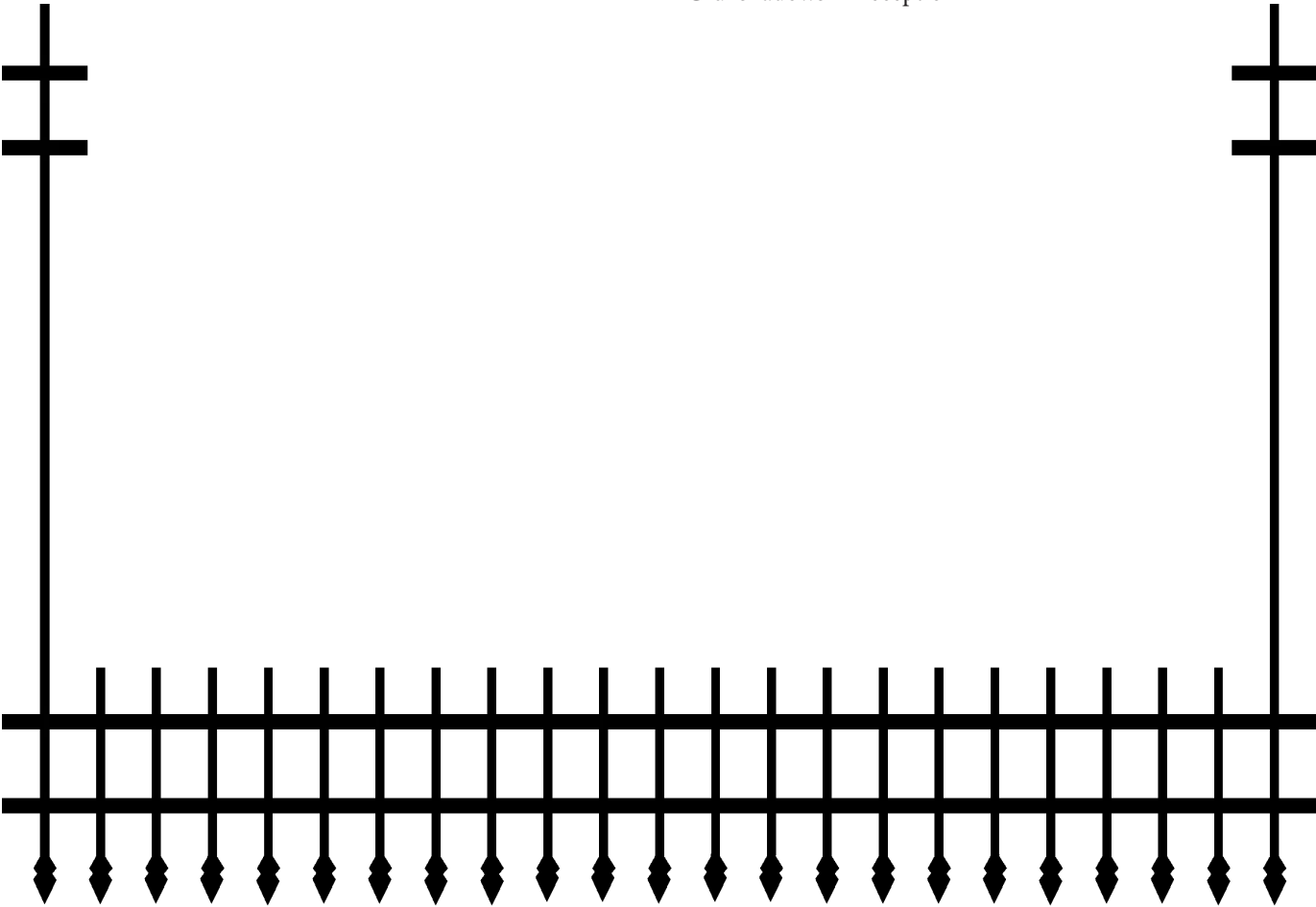
- Kevin



SETTING &
SITUATION



*“Pray for daylight,
Pray for morning,
Pray for an end to our deception.”*
Cruxshadows – Deception





DRAMATIS PERSONAE

Below is a compiled list of the characters the players have encountered over the course of the chronicle. This section is intended as a reference to the logs that follow, but of course, no small number of additional secrets are unveiled here. Note that characters that are mentioned throughout the chronicle without having been encountered are not included below, with the exception of one.

A varying number of elements are worked out per entry. This depends solely on what would be noteworthy to mention. Some of the characters below have Disciplines and mortal histories worked out, others do not. Every entry is furthermore tagged with a place of origin, its state of canonical coherence, and possibly a relevant sect allegiance or role in the city. Also note that the state of these entries is as the character is in the very beginning of the story.

Agathodaimon

Surely, this is a benevolent water spirit. See his expanded history in the histories chapter: On Agathodaimon.

Non-canon, Carthage

Akawa

Brujah 8th generation, Embraced 1770, looks like the American Plains Indian he is

Animalism ●●, Celerity ●●●●, Fortitude ●●●, Potence ●●●, Presence ●●, Protean ●●●●

The Anarch gang known as the Blood Brothers obeys Akawa. Some mistake him to be a Gangrel because of his tendency to take the shape of a wolf wherever he goes. He sees himself as a warrior in the urban wilderness, seeking a mastery over these wilds like he had over the plains in his mortal life.

Canon, Milwaukee, Anarchs

Al Green

Mortal, looks just about ready for a mid-life crisis

To Al, there was nothing better than being principal. The elementary school ran smoothly and he was truly appreciated. He had a loving family and decent neighbors.

Now, there is one thing Al loves more than anything else—Kindred blood—and it binds him in servitude to Brian Milov Parker. He arranges for his master to feed off his staff at the school and assists him in any way he can.

Non-canon, Chicago

Al Capone

Ventrué 8th generation, born 1891, Embraced 1941, looks essentially ugly despite a ruthless handsomeness

Much is known, widespread, about Al Capone's mortal life. Lodin's influence after his imprisonment, however, remains an obscure truth. The Prince of Chicago needed to both control the criminal world of the city and counterbalance his childe Ballard's power.

After his deterioration and subsequent death were faked, the heads of the families in Chicago were coerced to follow the undead Capone's lead. Soon, Capone had more power than he ever had in the city and he found himself in an escalating conflict with Ballard. Although Capone remains a strong opponent of the Anarchs, word among them is that Capone would throw himself for the Anarch cause if only it meant Ballard could be destroyed.

Al Capone can only feed from beautiful, black-eyed, pure-blooded Italian women.

Canon, Chicago, Camarilla

Albert Viktor Wittelsbach

Philodox Silver Fang werewolf

Protagonist. For the details, see his introduction into the story ahead.

Non-canon

Albino

Malkavian *antitribu*, Embraced 1991

Protagonist. For the details, see his introduction into the story ahead.

Non-canon, Chicago

Alfrede Miscanto

Ghoul, looks like a friendly foreigner

Alfrede is an old Anarch ghoul from the '80s, when Maldavis first rose. He drives a taxi and has lost contact with his former masters over the years. He remains eager to gain a steady fix of Kindred blood.

Non-canon, Chicago, Anarchs

Altan Besalel

Baali 7th generation, Embraced 1873, looks like whatever his current identity dictates

Daimoinon ●●●●●, Presence ●●●●, Dominate ●●●

Road of the Devil 7

Embraced in the Ottoman Empire, several decades before its fall, Altan Besalel is the only one of his kind in the modern nights for as far as he knows himself. His sire was slain by all-too-eager Assamite assassins shortly after his Embrace, when she resigned herself to the fires of Hell so that her child might get away and fulfill an ultimate purpose in the world of the living. The journey to discover what that purpose was would take Altan across continents, through countless identities. Never again since his first nights did he speak his True Name and always, while consorting with the demons bound to his lineage, did he manage to keep his soul as his own.

Non-canon, Syria

Amy Rumfield

Longing to one day make it in Hollywood, Amy is an actress of relatively meager success. After a couple of

theatre productions, she gave up stage acting for a spot in an awful budget romance movie.

Non-canon, Chicago

Andromalius

Count Andromalius is the last spirit of Hell named in the Lesser Key of Solomon. He appears in the form of a man and bears a serpent in one hand. His duty is to punish thieves. See Altan Besalel.

Anita Wainwright

Brujah 12th generation, born 1941, Embraced 1968, looks like a tall white girl in casual dress

Anita was an idealist as a student in the late '50s. She wrote for underground newspapers, went on demonstrations, and eventually became intimate with a Black Panther, to her parents' horror. That Black Panther was none other than Theodore Dooley.

Canon, Chicago, Anarchs

Annabelle Triabell

Toreador 6th generation, born 1698, Embraced 1722, looks like a high-fashion model with blond hair she has cut nightly

Annabelle was born to a musician and a Parisian prostitute. Her childhood saw more ups and downs than her mother's dress. Eventually, she managed to work her way into circles of nobility. She sought to marry into wealth, but gained the reputation of being a strumpet before she could achieve it.

A Spanish noblewoman recently arrived from the New World then came to Annabelle's rescue. Her name was Maria and she had become fascinated with Annabelle's frivolity. She recognized Annabelle had her father's skills and her mother's beauty and revealed her true nature to her. They left France, telling her parents Annabelle would tour the Americas with the noblewoman. On the night of their departure, Maria Embraced Annabelle.

Unaware to Annabelle, Maria's sole purpose was to her sire, Helena. The only blood that will sustain the ancient

A Name Unspoken

The name Altan Besalel has origins which translate to 'the Red Dawn under the Shadow of God' which actually denotes God's protection over the individual. Altan's sire, calling herself the Black Mother after her own sire, was convinced of prophecies that foretold someone of a True Name that translated to something similar would be the vessel to bring the greatest darkness into the mortal world. For centuries, she sought this name, until her blood rituals sent her to Syria.

is that of beautiful, female Kindred. Maria was able to live for joy so long as she prepared enough vessels for Helena's awakening. Annabelle has been worried ever since her sire's disappearance.

In Chicago, Annabelle remains a hedonist, living under a public, mortal identity. Her existence is a decadent whirlwind of action and sensation. Although less bright than her rivals in the Primogen, Annabelle's plots are not to be underestimated. Annabelle had no small role in many of the last century's plots against Lodin, all just to give her more leverage in the city.

Canon, Chicago, Camarilla, Primogen

Anthony Archer

City Gangrel 9th generation

Protagonist. For the details, see his introduction into the story ahead.

Non-canon

Antoine

Malkavian 9th generation, born 1876, Embraced 1892, looks like a fat, soft individual

Antoine was Embraced from a boarding school where the dean was a ghoul to a Malkavian overseer. Since then, his attempts at rebellion have gotten him into ever deeper trouble.

Canon, Vienna, Anarchs

Archibald Carlyle Radigan

Tremere 10th generation, Embraced 1906

Protagonist. For the details, see his introduction into the story ahead.

Non-canon, London

Atrocity

Toreador *antitribu* 12th generation, Embraced 1949, looks like the current age's most horrifying taboo yet somehow remains attractive in a dangerous kind of way

Whatever she once called herself, the woman going by Atrocity lives up to her name. Her sole passion, her utter fascination, is the sight of death. To her, the Sabbat are but a conduit for all the vices she can promote. During the Third Sabbat Civil War, she was in a pack with Drudge, Genesis 4:12, and Ludovica.

Non-canon, Mexico City, Sabbat

Avfyra Grundare

Tremere 9th generation, Embraced 1911

Protagonist. For the details, see her introduction into the story ahead.

Non-canon, Paris

Ballard

See Horatio Ballard.

Balthazar

Brujah 8th generation, born 1827, Embraced 1865, looks like a scowling oaf intentionally, taking on a cowboy hat, chewing tobacco, and leather boots all to encourage his moniker as 'Sheriff'

Once known as Lt. Thomas S. Ewell, this Southern aristocrat was caught in New York when the Civil War broke out. His efforts to recruit for his cause in Canada caught the attention of a vampire: Alexis Blanc, a Frenchman in exile who had declared himself Prince of Ottawa. Soon after he had grown accustomed to his new existence, the Confederates had lost the civil war. Taking the name 'Balthazar', the newly made vampire remained in the north with his sire and even Embraced a childe of his own. The three of them led a life of debauchery and soon heard of upheaval in Chicago. Balthazar, glad of a war again, joined Modius, the Prince of Gary to overthrow Lodin, the Prince of Chicago. By 1908, however, Balthazar betrays his Prince, his sire, and his childe when he meets with Ballard and Hinds to bargain for a richer unlife. To this night, Balthazar, now called 'Sheriff', is universally hated amongst the Anarchs of Chicago while he sits at Prince Lodin's side.

Canon, Chicago, Camarilla

Blackjack

See Joshua Tarnopolski.

Bobby Weatherbottom

Ventrue 8th generation, born 1963, Embraced 1984, looks out of place in any social setting, hides behind his glasses

When the Hurricane hit the largest bank of Illinois, no one saw it coming. Lesser hackers began to search for his encrypted messages left as calling cards on all the major corporations that went digital. The Hurricane was a legend.

Bobby Weatherbottom, on the other hand, dropped out of high school after failing the last grade twice. His family ostracized him and he knew no one in the whole world. All he had was his hacker alias. When Lodin heard about him and the things he could do, he decided he had to have him. This was another piece he needed on his side of the board in Chicago.

The Prince Embraced him without a single word. One day, Bobby came home to find Lodin waiting for him in his crummy apartment. He attacked on sight. When the Primogen found out, they were furious. The city was overcrowded, and by now Lodin had Embraced ten childer and from them, four more had been spawned. Bobby's Embrace was the last straw, and the reason for the Primogen to begin working against Lodin with their secret support of Maldavis.

Canon, Chicago, Camarilla

Boltcot

Ghoul, looks strict and neat if condescending at times
Mr. Boltcot has served the Tremere regent of New Orleans for years. He is especially well-trained in handling his master's fits of depression.

Non-canon, New Orleans

Brennon Thornhill

Ventruer 8th generation, born 1950, Embraced 1985, looks strikingly attractive and most in his element on the floor of his own club

Brennon was born to a verbally abusive father and a mother who was sold into marriage at the age of sixteen. When he moved to the United States from Colombia, he quickly set up a smuggling ring that made him his fortune. He reinvested his earnings until he could buy an abandoned warehouse in Chicago. If asked, he wouldn't have been able to say why wanted to build a nightclub there, but the Succubus Club's success soon spoke for itself.

When Kindred started frequenting his club, Thornhill became aware of their existence. Lodin approached him before long, wanting Brennon to report to him of his guests' activities. In exchange, Brennon managed to demand the Embrace.

Canon, Chicago, Camarilla

Bret Stryker

Toreador 7th generation, born 1961, Embraced 1983, looks handsome and athletic with a wry smile

Bret has a history of violence, sexual depravity, and sleaze. Annabelle Embraced him in an attempt to impress the rest of her clan. Bret, meanwhile, can't live up to her claims of being an artist and resorts to the profession of exotic dancing as the highest form of art he can aspire to.

Canon, Chicago, Camarilla

Brian Milov Parker

Ventruer 11th generation, Embraced 1991

Protagonist. For the details, see his introduction into the story ahead.

Non-canon, Chicago

Brody Ermitt

See Irmatrix.

Brooke Logan

Mortal, looks like a well-off wife

After doing business with Jim Antwiler's advertising agency, Brooke and he have maintained a delicate friendship. Although she doesn't realize it, Jim is only interested in her for the dinner conversation surrounding her husband, the chief of police.

Non-canon, Chicago

Capone

See Al Capone.

Carol Davis

See Maldavis.

Charles Daniels

Lasombra 7th generation

See Phillippe Rigaud, or the Graham Fearghasdan prequel.

Non-canon

Chuc Luc

See Pham Hong.

Cormick

Mortal, looks plain and indistinguishable without his uniform

Jim Antwiler has had the same driver for a long time. Cormick is usually silent, to the point where Jim to this day doesn't know the man's full name.

Non-canon, Chicago

Critias

Brujah 5th generation, born 478 B.C., Embraced 421 B.C., looks like an elderly gentleman no more than five feet tall with a thick, white beard

Auspex ●●●●● ●, Dominate ●●●●●, Fortitude ●●, Presence ●●●●●, Potence ●●●, Protean ●●●, Temporis ●●●●●

Nature: Curmudgeon

Humanity 5

From a bygone age, as a mortal Critias was a Sophist of Athens. He challenged local politicians and became an inspiration for the city's youth. His quick wit and sharp verbal probing left his words unchallenged at the end of every debate. He was paid well to mentor others in rhetoric and logic until he became fat and content simply by keeping others around him dazed and confused.

Then, a plague came to kill off one-third of the city's people. Their leader, Pericles, died as well, leaving the power open for the taking by demagogues who needed a scapegoat. When Critias was accused of everything gone amiss in Athens, he lost all belief in people. Never one to sacrifice his own life for the truths he had been teaching, he fled the city, preparing to move to Delphi.

Before he could leave, he was approached by a dark wanderer. The elder Menele believed Critias would make a fine addition to the scholarly ranks of the Brujah and Embraced him. They travelled the Mediterranean, arriving eventually in blooming Carthage.

Many centuries later, Critias took to wandering. He meddled with wars and kings until eventually, he left the lands he had come to know. He fled to the new continent,

unaware that Menele's call was guiding his steps. Critias now remains in Chicago as the eldest of the Primogen.

Canon, Chicago, Primogen

Damien

True Brujah 6th generation, born 1948, Embraced 1962, looks young and talks big, hampered by an angelic face, yet bolstered by his potent generation

A man trapped in a boy's body, Damien was Embraced one night by a member of the Primogen no other than Critias. His sire did not stick around, however, leaving Damien to find his own way among the Brujah.

Canon, Chicago, Anarch

Daren Esterly

Ghoul, looks like a scarred crook

Daren grew up on Chicago's streets running every sort of illegal trafficking setup known to man. He became indebted to Jim Antwiler after a high-stakes poker game and pays off his debt with favors since then. After Jim's Embrace, Daren was the first he revealed his true nature to, making him into a ghoul that same night.

Non-canon, Chicago

Derik Dark

Toreador 10th generation, Embraced 1924, looks like a greasy geek but sounds like the idol of millions

His name is actually Barth, but in Milwaukee he is better known as "Derik Dark, only after sundown and not for the faint of heart" on the WBIT radio station. The blessings of the Toreador blood lie solely in his voice.

Canon, Milwaukee

Dimitri

Malkavian 4th generation, Embraced unknown, looks like a wrinkled old man with sharp features and white, curly hair

Sometime around the year 800, Dimitri travelled through the jungles of India. He was already a vampire, then, and recognized the calling he felt from nearby. In an old, overgrown temple, he met the Methuselah Rama. The ancient Hindu taught Dimitri a game that would later spread to the Western world and become known as chess. Over the centuries to come, Dimitri often returned to Rama to play again and again, but always, he would lose.

One night, the ancient told him of the Karmic stability he underwent. Dimitri suspected Rama was close to achieving the mythic state of Golconda. Jealous, and furious over losing another match, he overcame Rama by staking him. Dimitri diablerized the ancient and felt its power surge through him.

Dimitri wandered aimlessly after that, honing his skills with chess. He challenged world leaders and protected his homeland, where chess was increasingly esteemed. In the modern nights, he has taken chess to a whole new

level and challenges other Methuselaha, staking their own blood on a match.

Canon, Russia

Dominic Cronkheit

Mortal, looks like an aged man who refuses to retire

Dominic is in charge of a lot of construction sites through his job in urban planning with City Hall. Jim used to work in city hall, where the two grew close over a shared interest in the theatre. They still see each other for a night out once in a while, where Dominic always shows his narcissistic side.

Non-canon, Chicago

Dooley

See Theodore Dooley.

Doyle Fincher

Gangrel 7th generation, born 1854, Embraced 1889, looks skinny except for his upper body with a slightly crooked face from the sledgehammer blow that killed him

Path of Death and the Soul 4

Doyle loved his subjects in the slaughterhouse to death. He was a master with the sledgehammer, hitting the cattle just right, killing it instantly. In his mind, he was not doing a job, he was a high priest officiating over a deep ritual.

Inyanga noticed his convictions and admired him for it. When she offered him death, Doyle took the sledgehammer to his own head and his sire drained him quickly, Embracing him with a drop of blood from her nipple. Ever since, Doyle has remained fascinated with death. He takes great pride in his abilities in Animalism, where he inhabits the creature at the point of death just so he can experience it again.

Canon, Chicago

Drakonskyr

The Dragon is a ravager and a destroyer. See his expanded history in the histories chapter: On Darkonskyr.

Canon, Mesopotamia

Drudge

Panders 14th generation, Embraced 1955, looks like a dirty trucker and smells like one too

Drudge was at the bottom of the food chain for the first years of his existence. In his sect, he was kicked from pack to pack until the Third Sabbat Civil War came along. He had always believed in the fight against the Antediluvians, but fighting for equality among the Sabbat clans, that was something he was fanatical about. Along with his packmates, Atrocity, Genesis 4:12, and Ludovica, he fought until he earned the right to call himself Panders.

Non-canon, Mexico City, Sabbat

Dusable

Tremere 7th generation, born 1877, Embraced 1943, looks tall and noble, with gray hair and spectacles, a top hat, and a cane

Auspex ●●●●, Dominate ●●●, Fortitude ●, Thaumaturgy (Blood ●●●●●, Lure of Flames ●●●●●, Elemental Mastery ●●●●●, Weather Control ●●●, Movement of the Mind ●●, Spirit Manipulation ●●, Aether's Father ●●●●●)

It was around the time of World War II that Abraham Dusable was becoming more and more frustrated with his aging mortal shell. He was a cultured, successful lawyer. The great depth of his anger stemmed from the fact that, despite his great skills as an attorney, his unmatched intellect, and his ability to trace his lineage back further than any white man in the city, his being black would forever prevent him from attending the opera, having a drink at one of the men's clubs, or riding the whites-only trolley.

Around the same time, Nicolai was looking to extend his chantry in the city, and chanced upon the graying candidate. Dusable had some family remaining in the city, but it would only be a matter of faking his death in an apparent racist attack. Soon after, the old man was Embraced, and gladly allowed himself to be bound to the Tremere in Vienna.

Dusable devotes himself greatly to the study of Thaumaturgy and excels loyally ever since his Embrace. He has but one secret to keep, one single mistake in his time as one of the undead that must not get out at all costs: the creation of Maldavis.

Canon, Chicago, Camarilla

Edward Neally

Ventru 8th generation, born 1863, Embraced 1896, looks tall and slender, with a bald spot on the top of his head well-hidden by a hairpiece

As chief of staff for a United States senator, Neally could only find release of his guilt through drug abuse. He understood the pain of the oppressed. Despite having made a better life for himself, he could not shake perpetual shame for what the government was doing, all for someone's personal gain.

The years of abuse caught up with him when the press got a hold of his story. Neally was trying to recover from his addiction when Lodin approached him, seeing a capable man easy to control. These nights, Neally is Lodin's only truly loyal servant, and the most effective one to give any task.

Neally can only feed off people addicted to opiates.

Canon, Chicago, Camarilla

Eletria

Toreador 5th generation, born 114 B.C., Embraced 86 B.C., looks fair-complexioned, of Mediterranean descent, with a muscular physique

Humanity 4

Eletria was one of the few who prospered in Sparta after it was subsumed in the Roman Empire. She became an accomplished painter, sculptress, and musician. Her work was extremely popular among foreign residents and traders. For her success, she was reviled by her own people when Sparta revolted.

The night the mob came for her estate, a lone horse broke through and rescued Eletria from a gruesome fate. When the stranger was unhooded a safe distance into the country, she revealed herself to be Helena.

Centuries later, Eletria finds herself ruling over Veracruz, a domain left to her by her sire. The Ventru Datura, the subject of many of Eletria's work of art, rules beside her. Together, they decided to make the soldier Olaf Holte one of their kind when their city was occupied by U.S. troops. While Eletria let Datura Embrace him, a vicious love triangle soon ensued and Eletria sent the man away before Datura's jealousy got him killed. Ever since, Eletria has busied herself with keeping the Sabbat in Mexico at bay while all around her, relationships turn to dust.

Canon, Veracruz

Elinda Dunsirn

Giovanni 11th generation, Embraced 1987, looks like a beautiful black-haired Scottish lady

Necromancy ●●●, Dominate ●

A cousin of Morris Dunsirn, as he was once called (see Morris Daighnae), Elinda is cold and loyal to her family: the Dunsirn family and the Giovanni bloodline. She's young, but is considered one of the most valuable agents of the family due to her beauty, a rare trait among the Dunsirn. She does not like to get her hands dirty, but works like a mastermind in a boardroom. She also shows a far greater interest in Necromancy than the rest of her family.

Elinda is courteous and honest. She is very attractive, but is far from a seductress. She just encourages people to like her with everything she does, much like Morris does.

Non-canon, Castlebay

Emily

Ghoul, born 1874

An actress from a bygone era, Emily lives in a perpetual state of being the most beautiful woman in the room. Underneath several layers of hedonism, though, lies a history she does not like to talk about. All that matters now, is that she belongs to Neally. That is, when he doesn't

cast her aside out of boredom. The truth is that her own perversion is no less severe than her master's.

Canon, Chicago

Ennio Boboni

Ghoul, looks like an Italian immigrant and sounds like it, too

Ennio is Lanzo's mortal cousin, who helped him out with his business in Boston. He looks up to his mentor in his desire to become a private eye detective as well. When Lanzo was made into a vampire, things changed. Now, Ennio is taking care of the last cases in Boston as he prepares to move the business to Chicago.

Non-canon, Boston

Erichto

Tremere 7th generation, born 1879, Embraced 1897, looks like a very pretty, full-figured brunette with green eyes and fair skin

Auspex ●●●●●, Dominate ●●●●, Fortitude ●, Obfuscate ●, Thaumaturgy (Blood ●●●●, Spirit Manipulation ●●●●, Lure of Flames ●●●, Movement of the Mind ●●, Aether's Father ●●●●●)

Humanity 10

Tracy Graves, the daughter of a successful lawyer in the secret employ of Nicolai, was hit by the wave of interest in the occult that swept the late 1800s. As she became involved with the Theosophists in a world-wide correspondence, Nicolai began to fall in love with her. At first, Tracy was approached by the boyish Tremere with gifts and poems. When that proved fruitless, Nicolai offered her a display of Thaumaturgy.

At this point, Tracy believed in higher beings using their powers for the good of men and believed Nicolai to be one of them. Their discourse soon led to her being Embraced, but when she awakened, she felt betrayed. Erichto resented becoming a vampire, believing herself deceived and forsaken.

She soon attempted suicide with her father's revolver, to little effect. Nicolai fed her blood to heal and began to Dominate her into submission, if only to keep her from ending her life. When time came to his child to Vienna, Nicolai was again thwarted when Tracy jumped from their moving train. To save her life, Nicolai fed her from his veins for the third time. By the time Erichto drank the blood of the Tremere elders, she was immune to another bond.

Nicolai allowed her to leave several decades later, and Tracy roamed the world. She returned after World War II, having taken a different name in her travels after a witch and necromancer from Roman mythology: Erichto. She remains in correspondence with witches all over the world to this day. This is how Morris came to be by her side, and another illegitimate Tremere was born.

Canon, Chicago

Errig Dunsirn

Ahroun Fianna werewolf, looks like a brute

Not only is Errig a Lupine, but also a cannibal at that. He remains in the service of the Dunsirn family despite this. Errig is rough in demeanor, and sets most around him off ease. When idle, he shakes slightly, a remnant of an under control, yet present form of Kuru, the cannibal's disease. Also, as a rogue werewolf still practicing the consumption of human flesh, Errig emits a permanent foul smell that Elinda has become accustomed to. Errig barks what he wishes to accomplish in conversation and growls while others are talking.

Non-canon, Castlebay

Evan Klein

Malkavian 9th generation, born 1950, Embraced 1982, looks different every time

Evan Klein is the one name this individual never goes by anymore. He suffers from multiple personality disorder, where he becomes anything depending on what he expects the night to bring. Raymond Falcon is a skilled musician, just like his father. Lawrence Pierce is a doctor, just like his father. Dirk McGriff is a police officer, just like his father. Bruce Holmes is gay, just like his father. Baron Wittger is a vampire, just like his father. The list goes on. Son Embraced him out of curiosity after he kept running into Evan under different identities.

Canon, Chicago

Evan Jackson

Caitiff (Toreador) 6th generation (but unaware), Embraced 1991

Protagonist. For the details, see his introduction into the story ahead.

Non-canon, Chicago

Evelyn Stephens

Brujah 9th generation, born 1967, Embraced 1983, looks like an almond-skinned beauty with dark hair

Although she looks like she's in her early twenties, Evelyn was Embraced when she was only 16. Juggler Embraced her without permission after a New Year's Eve party and still cleans up after the messes she makes.

Canon, Gary, Anarchs

Garwood Marshall

Tremere 8th generation, born 1918, Embraced 1937, looks like a broad, black man with a thin moustache

Dusable admired Garwood Marshall every night he visited the local jazz bar. When he began to approach the young man, he discovered he was frustrated and angry with being unable to break through to fame. At the brink of his despair, Garwood was Embraced by Dusable, who was convinced Garwood would prove to be an apprentice he could relate to. Over time, though, Garwood has spent

more attention on his music than on the thirst for power that drives every Tremere.

Canon, Chicago, Camarilla

Gary Marble

Mortal, looks rugged and unshaven but otherwise disciplined

Once a police officer, Gary makes a living nowadays as a gun for hire, a mercenary. Mostly he does security jobs while putting as much distance as he can between the now and his past. Back when he was on the force, he was a notorious alcoholic before it landed him in the gutter. Gary looks to the future with some optimism, embracing modern technology and clean living. That is, until he crosses paths with the Kindred of Chicago.

Non-canon, Chicago

Genesis 4:12

Malkavian *antitribu* 10th generation, Embraced 1931, looks meager thin and a little wild-eyed

What as a child were nightmares about his brother holding him down underwater, this man attributed to the blessed visions of Caine himself as a vampire. Naming himself after the passages in the bible describing Caine's curse, Genesis 4:12 is dangerously deluded, even for a Sabbat Malkavian. He fought in the Third Sabbat Civil War alongside Atrocity, Drudge, and Ludovica.

Non-canon, Mexico City, Sabbat

Gengis

Brujah 12th generation, born 1944, Embraced 1968, looks like an exaggerated punk with everything from tattoos to a safety pin pushed through his nose

Nature: Conformist

Gengis was Embraced by an Anarch on her way to the West Coast. She left him in Chicago to find his own way, where he soon became one of the greatest supporters for the Anarchs. In truth, behind all his talk and bravado, Gengis follows the trends around him more than any personal ideology. He is easily manipulated and shameless. His illegitimate Embrace is known to everybody and this makes him an excellent means of anyone's dirty work. Gengis, in turn, doesn't mind doing others' bidding, so long as he is a part of things.

Canon, Chicago, Anarchs

Georgio

Ravnos 8th generation, looks slick and well-dressed
Chimerstry ●●●●, Fortitude ●●

A Ravnos staying in Chicago to monitor the city and provide a haven for kinsmen passing through. He operates from the abandoned Farwell Building, which he pretends to be haunted. So far, he has kept his presence in Chicago

unknown to the local Camarilla. His name derives from *georgio*, the Ravnos term for a non-Gypsy-born Ravnos.

Non-canon, Chicago

Gordon Keaton

Caitiff 10th generation, born 1944, Embraced 1972, looks tall, dark, and handsome, with a clean shave

Gordon was a yuppie before being a yuppie was cool. He made a fortune in advertising campaigns before a miscalculation concerning a Black Panthers parody bought him the attention of Theodore Dooley. The vampire decided to try to torture the man by locking him in his own condo and killing his loved ones before his eyes. To Dooley's dismay, Gordon felt nothing. This frustration led him to Embrace Gordon, starving him for blood before unleashing him to kill a child with his own hands. Again, Dooley did not care. The two parted on violent terms, but have made an unsteady alliance since then. All the while Gordon is a narcissistic sociopath, eager for more power.

Canon, Chicago, Anarchs

Gracis Nostinus

Ventru 8th generation, Embraced 412, looks like a soft, short, and chubby, but mostly childish

In the Rome of old, Gracis was Embraced by a great general known as Marius. He served as an advisor and translator, but was forever looked down upon because he was physically weak. One day, Marius returned from the battlefield with the barbarians' chief in shackles. The man, known as Hrothulf, was interrogated, tortured, and finally Embraced by Marius as well.

To Gracis' immense shock, the barbarian rose up against their sire and slew him before his fifty years of service were up. Hrothulf diablerized Marius and ran Gracis through with his blade, leaving him on the floor, weeping. But, Hrothulf did not kill Gracis. He merely laughed and walked away.

Not long after, the barbarian hordes overcame Rome. Gracis vowed he would avenge both Rome and Marius by destroying Hrothulf. He has followed him to the end of the earth and built a political network to trap him. With all the patience in the world, Gracis will one day become Prince of a great empire, he swears, but not before Marius is avenged.

Canon, Milwaukee

Graham Fearghasdan

Gangrel 10th generation, Embraced 1629

Protagonist. For the details, see his introduction into the story ahead.

Non-canon, Milwaukee

Gulfora

Demon, looks like anyone's dream woman, naked

This ancient succubus owes her existence in the living world to the desire of men. Gulfora's vessel is an incredibly beautiful woman, enhanced and twisted into any perfection the demon inside her wishes.

Like all her kind, Gulfora feeds off of worship. Where cults in her name have long died out, the utter devotion men give her is enough to survive, if only for one night at a time.

Half-canon, Chicago

Hank Cave

Brujah 10th generation, born 1934, Embraced 1964, looks tall and skinny with sideburns and a goatee, often wears a beret and round sunglasses

Hank Cave was a coffeehouse writer until his inheritance ran out. He emerged from a worsening life when he wrote a mainstream novel: *The Trial of Saints*. It became a minor hit and attracted the attention of a vampire calling himself Karl.

He was Embraced without the Prince's permission a few years before the Anarchs became a target to be wiped out. Since then, Hank, often calling himself 'Saint', has taken an active role in the revolutions against a ruthless Prince. He survived thanks to his contacts among the Black Panthers and came to be one of Maldavis' main supporters when she rose to power.

Canon, Chicago, Anarchs

Helena

Toreador 4th generation, born 1233 B.C., Embraced 1207 B.C., looks like one of the most beautiful creatures in existence

Animalism ●, Auspex ●●●●● ●●, Celerity ●●●●●, Dominate ●●●●● ●●●, Fortitude ●●●●●, Obfuscate ●●●●●, Potence ●●●●, Presence ●●●●●, Thaumaturgy (Movement of the Mind ●●●, Elemental Mastery ●●●)

Helena's extra levels in Auspex allow her to gain a vast perspective over a wide area as if she were looking down from high in the air and allow her to learn the location of anyone she knows unless they are Obfuscated. Her extra levels in Dominate allow her to Dominate someone without being anywhere near the victim, just so long as she knows their location, and allow her to block others' attempts at Dominate on her subjects.

Humanity 3

In the thirteenth century B.C., Helena was the most beautiful of all Achaean women. She was the beloved daughter of the king of the coastal city of Argos, much admired by her people. Life was ideal until a man she despised was announced to be her future husband. Minos, a vile old man, had fallen in love with Helena when he first saw her and demanded her father give her up.

Horrified by what awaited her, Helena fled the city, to chance upon a wandering prince. His name was Prias, and he convinced her to come away with him to his city in Asia Minor. She spent years with his family in peace and joy until finally, Minos had tracked her down. He stormed through Prias' ancestral home and singlehandedly slew all his brothers. He then seized Helena and dragged her back to Greece.

Minos had taken over her father's city of Argos and locked her in a room with the former king. Each night, he came up to their prison and drank only slightly more blood than her body could replace. When she was on the brink of death, Minos Embraced her with the tiniest portion of his blood and left her to devour her own aged father.

Her spirit broken, Helena came to be Minos' submissive bride. Over the years, she came to enjoy her new life and only resented having to share it with him. Eventually, she travelled to Delphi and asked an oracle how to be rid of him. There, she learned of diablerie.

A decade more passed when one day, Prias returned. He had survived Minos' rampage and had since then mustered a force of soldiers that could contend with Minos. Prias penetrated the ancient's heart with his own spear. Immediately, Helena sprang on her husband and drank his very soul.

Prias lived beside Helena in Argos for years to come after that. When Helena noticed her lover was aging, she offered him immortality as a vampire but he refused. Instead, he remained at her side as a ghoul for centuries.

Canon, Chicago

Hilde von Rotenreich

Daughter of Cacophony 12th generation, looks like a lady from a '20s dinner party

Fraulein von Rotenreich is a Daughter of Cacophony from Germany, and a personal acquaintance of Annabelle's. She is a thin, pale waif with short black hair who often hums to herself in a high-pitched tone. Her English isn't very good and she really seems too preoccupied to bother with anyone. Speaking to her in German is the only sure way of getting a response.

Non-canon, Germany

Horace Turnbull

Malkavian 10th generation, born 1712, Embraced 1758, looks distinguished and patient, with good manners

Horace came to the New World midway through the 18th century. He left behind a good life in England. His only concern was his dissatisfaction with the establishment. He did what he could to help the colonists there until his Embrace. With it, came intense paranoia.

Where Horace used to support the Anarchs in their plight, he has over the years become ever more afraid and

conservative. He now serves Lodin and doesn't hide it, although Anarchs are still welcome in his bar, the Cave.

Horace is an old friend of Tyrus, the leader of the Wolf Pack. The pair often make outrageous bets on both trivial and dire matters.

Canon, Chicago, Camarilla

Horatio Ballard

Ventrué 8th generation, born 1832, Embraced 1881, looks like a grotesquely obese in a tent-sized business suit

By the time Lodin had need of someone to delegate a certain amount of control to, Horatio Ballard was an ideal subject. The man had swindled and backstabbed his way from selling bad meat to Union soldiers to being in the possession of one of Chicago's biggest construction companies right after the city was burned to the ground, ready to rebuilt. After his first heart attack, however, Ballard began to fear a looming threat beyond his control.

Ballard was not approached by any Kindred at this point, though. He spent vast amounts of money on medical research when someone began whispering in his ear about vampires. Following up on the occult mysteries, Ballard discovered the society of vampires living in his very city. It was Ballard who one night approached the Prince. When he came before Lodin, he did it just before sunset with a small army of armed guards.

When Lodin awoke, Ballard's immense weight was pinned on top of him, and a stake was pointed at his chest. Lodin overcame the assailants one by one in an impressive feat of power when Ballard began begging for his life. Lodin then agreed to Embrace him for his many uses. Only recently has Ballard started to shake his fear of the Prince.

Ballard can only feed from descendants of his mortal family.

Canon, Chicago, Camarilla

Hrothulf

Ventrué 7th generation, Embraced 413, looks worried, wearied, and scarred

Hrothulf was born a Dane in ancient England. He was a true warrior who despised everything about the Romans. When his tribe lay slaughtered around him, a man who had been dead for over two-hundred years approached him and defeated him brutally. The Roman pig was named Marius, and he took him prisoner. He was taken back to Rome, where he cursed the gods as he was Embraced. Marius Blood Bond Hrothulf and promised him his freedom after fifty years of service.

He begrudgingly befriended Marius' other childe, Gracis, as time went by. After forty years of abuse, Hrothulf shocked everyone around him. While Marius believed him pacified under his Blood Bond, Hrothulf tore him apart with a knife before sinking his teeth in his

sire's neck. He admired Gracis when he stood up to him and spared his life.

Ever since that night, Hrothulf has felt empty. His battles are over. He takes pride in erasing Marius from history, but that is all he has left in his existence.

Canon, Milwaukee

Inyanga

Gangrel 6th generation, born 440, Embraced 483, looks like a dark old woman, hunched, with narrowed eyes

Animalism ●●●●●, Auspex ●●●●● ●, Dominate ●●, Fortitude ●●●●, Necromancy ●●, Protean ●●●●● ●

In an age before the white man ever set foot in their lands, the tribes of outhern Africa saw Death as a place not far away, a place that could be reached from the physical world. The name Inyanga is a title of respect here. Unlike all the Inyanga before her, this one battled Death herself when it came to her village.

She prepared all the right concoctions and spells when the Esemkofu came to her village. She took the shape of a leopard and battled him to her last breath. When finally, the unceasing assailant threw her against a tree, it broke her back and she reverted to her human form.

The creature called itself the Egyptian and Embraced her, fascinated by her beastly powers. They recovered in the deep soil before rising again. Inyanga was forced by her sire to feed on the dead of her own tribe while he kept demanding of her what she was. They talked until there was no word left to be spoken. Then, Inyanga attacked the Egyptian again, this time with a spear she had taken from one of her dead warriors. It pierced his black heart and immobilized him. Inyanga stayed above ground long enough to watch his skin blacken in the dawn.

Inyanga has travelled ever since. From Africa, she ventured to the New World on a slave ship and explored the new continent as thoroughly as she had her homeland. She has many friends and allies, and comes to their aid as if they were a part of her own tribe. She supports the Masquerade like no other and bears a personal vendetta on any who harm women during feeding.

Canon, Chicago, Primogen

Irmatrix

Gargoyle 11th generation, Embraced 1991, looks like little stony pet

The creature known as Irmatrix is a small, child-sized Gargoyle, a personal creation of Nicolai's when the Regent first tries his hand at the rituals of creating stone guardians. The little Gargoyle exudes an innocence that has survived the transformation, even if little else has.

Non-canon, Chicago

Jacob Schumpeter

Ventru 8th generation, born 1939, Embraced 1981, looks like a crooked, sniveling, frustrated man

When Lodin decided he needed another influence in Chicago's economy to counterbalance Ballard, he turned to Jacob Schumpeter, a devious up-and-coming businessman working through the Chicago Board of Trade. As soon as Lodin Embraced Schumpeter, he regretted his decision. Jacob reveled so in the thrill of his new power that he turned on his whole family when he got home, murdering his wife and keeping his daughters locked up. One of them, Liz, managed to take a baseball bat to his head and rescue her sister.

Lodin was outraged at the Masquerade violation and the efforts he had to expend to quench the police investigation. Furthermore, Jacob proved to be incompetent in his duties to the point where Ballard make a laughing stock of him. While Jacob later managed to recapture his eldest daughter, the younger daughter still eludes him.

Jacob can only feed from victimized women he has himself beaten up.

Canon, Chicago, Camarilla

Jason Newberry

See Son.

Jefferson Foster

Ventru *antitribu* 9th generation, born 1866, Embraced 1897, looks like an aristocrat with sideburns and a moustache

Whatever he once was, Jefferson is a Sabbat Beast trapped in concrete, now. Still, he dreams of breaking free from all of this, reconquering his former love, and setting up his own domain free from the sects somewhere down in California.

Canon, Toronto, Sabbat

Jim Antwiler

Caitiff 13th generation, Embraced 1991

Protagonist. For the details, see his introduction into the story ahead.

Non-canon, Chicago

Jimmy Holcomb

Caitiff 9th generation, born 1983, Embraced 1990

Jimmy was a part of a normal, upper-middle-class family when he met Damien. He was older and very nice to Jimmy. They became friends. Damien insinuated himself into Jimmy's family, Dominating everyone to believe he was the older brother.

Then one night, Jimmy came home to find a bloodbath. To this day, he has blocked out most of it, although he cannot deny his parents are dead. He remembers the cruel face of the man, though, the man with blood on his hands,

the man who hurt Jimmy, the man who dripped blood into his mouth.

Damien has been taking care of Jimmy ever since. He calls himself Neon now, and slowly, he is losing his mind.

Canon, Chicago

Joshua Tarnopolski

Brujah 8th generation, born 1870, Embraced 1913, looks short and stocky with a black beard and a cheap, off-the-rack suit

Joshua was among the leaders of Chicago's socialists during their heyday. He was skilled, and Tyler recognized it. After lending her support in Lodin's war against Modius, she obtained his permission to Embrace this one and preserve some of his revolutionary energy forever.

In truth, Joshua was already doubting the survival of socialism at the time of his Embrace. Today, he is disenfranchised with the state of things. Still, he is a great role model for younger Anarchs who yearn after his stories of the plight in the early part of the century.

Canon, Chicago, Anarchs

Juggler

Brujah 8th generation, Embraced 1845, looks like a wild-eyed man who never blinks

An Italian immigrant to the New World, Juggler is a strange man in many ways. He has very few friends in Gary, where he makes his haven. He is tolerated here mostly because of a debt Modius owes him. Juggler spends most of his nights traveling up to Chicago to haunt the streets of Lincoln Park. There, he mystifies and entertains late-night revelers before feeding from them. In Chicago, Juggler also has a great influence among the Anarchs, where he has no small of leadership.

Canon, Gary, Anarchs

Jurgis Rudkus

Nosferatu 7th generation, born 1877, Embraced 1910, looks tall, gaunt, and pious

By the turn of the century, Jurgis was one of many Eastern-European immigrants to Chicago. Soon, though, the promised fortunes turned sour for him and all his fellows. After his wife died, he joined the movement of the Unions together with Tommy Hinds.

Unknown to him, however, Tommy Hinds had been picked by Lodin to exercise control over the Unions in his ordeal with Modius. That is when Khalid visited the man. In exchange for immortality, the elder Nosferatu asked him to spy on his old colleague to investigate Lodin's machinations.

Once Modius' threat to Lodin was broken, Jurgis remained a dutiful servant to Khalid. What he never counted on, however, is the friendship Hinds and Jurgis

soon rekindled. They share a loyalty to each other greater than either has to his sire.

Canon, Chicago, Anarchs

Kathy Glens

Toreador 10th generation, born 1953, Embraced 1971, looks casual and plain compared to the rest of the women in her clan

Kathy had a burning ambition to become a great guitarist ever since she was ten years old. By the age of eighteen, she wanted nothing else and her passion brought the mad violinist Tamoszius' attention. Ever since her Embrace, she has been inching closer to her dream. She founded the all-vampire band Baby Chorus, uniting Raymond Falcon, Damien, and Garwood Marshall into playing gigs at night.

Canon, Chicago, Camarilla

Keaton

See Gordon Keaton.

Kelvin von Kessel

Ragabash Silver Fang werewolf

Protagonist. For the details, see his introduction into the story ahead.

Non-canon

Kevin Jackson

Ventrue 8th generation, born 1964, Embraced 1984, looks like a black, street gangster overlord

Kevin and all his brothers were hardcore dedicated to the Bloods gang all their life. By 1984, Jackson was running city's cocaine trade out of a housing project in Cabrini Green. At the time, Lodin was disturbed at the shift the criminal world was taking. Capone was losing ground to black gangs and no Kindred had any influence over them. Again, Lodin Embraced another child to oversee a section of the city's power structure. All the while, though, he remained a racist and never completely trusted his child. Kevin Jackson was aware of this, and has always kept his focus on his own gang. He has not kept his existence a secret from the other Bloods and supports them in everything he does. He has even set up a large network of connections that go back to Bloods headquarters in Los Angeles, where he Embraced his own brother to set things in motion.

Kevin Jackson can only feed from gang members, where he prefers to feed from rival gangs.

Canon, Chicago

Khalid al-Rashid

Nosferatu 6th generation, born 1149, Embraced 1191, looks horribly scarred by sunlight

Khalid was a Moslem leader in his time, one of the few who deserved the wrath the Crusaders brought. His

atrocities were countless and cruel. Even in an age where men slew and tortured in the name of their own gods, Khalid was a monster.

At the time, a Byzantine Nosferatu called Alexius believed the way to peace in the Holy Land was to corrupt the Islamic leaders there. Khalid was his first victim. At the realization of what he'd become and why, the warlord frenzied like few vampires had ever frenzied before. He slew his own men until sunlight stopped him, the scars of which he still bears to this night.

It was in the company of a Jewish hermit that he was brought into the safety of darkness. After Khalid calmed down, he reflected on the words of the hermit. He spoke to the Nosferatu about Kabbalah and inner peace, undaunted by his appearance. Khalid vowed on that day to strive for what the man spoke of, for redemption, and eventually, for Golconda.

For centuries, Khalid wandered the world seeking tranquility. At every turn, when he came close to Golconda, however, his Beast would rear up and tear everything down, spiraling him into a frenzy of violence and, ultimately, fear. Slowly, though, Khalid learned of a sect that might teach him the secrets of the mystic state he sought. After the Great Fire hit Chicago, Khalid arrived and settled down here, certain that one of that mysterious and hidden sect was in the city. He has since entrenched himself with a clan of followers under him, seeking this individual.

Khalid is one of the only ones in Chicago who knows about both Menele and Helena without being bound in a service to either. Despite all the secrets he has uncovered about the city, however, all he has been able to find of his long-sought mentor is the marks she leaves all around the city.

Canon, Chicago, Primogen

Kip Barrel O'Marvin

Protagonist. For the details, see his reintroduction into the story ahead.

Non-canon

Lamar 'Needles' Graham

Philodox Bone Gnawer werewolf, looks like a kind man despite his haggard appearance

Needles was abducted from his working class family to be put through the Rite of Passage. Since then, he has embraced the Garou traditions. He believes it's the small things that count where his conscience is concerned. He breeds rabbits for orphans and gives his meager income to the poor.

Canon, Chicago

Lanzo Orsini

Caitiff 8th generation, Embraced 1991

Protagonist. For the details, see his introduction into the story ahead.

Non-canon, Chicago

Lenharz

Tremere 9th generation, Embraced 1832, looked perpetually stern and forceful

Lenharz was a Tremere researcher from Vienna. He gained great prestige in the clan with his advances toward studying the tool of their enemy: Vicissitude. He required a great supply of vampires to experiment on to keep up with the elders' demands, however, and this led to his involvement with the Second World War. He was destroyed in Vienna by Ravnos out for vengeance.

Non-canon, Vienna, Camarilla

Liz Schumpeter

Mortal, looks young and attractive, but doesn't quite fit in with the ghoul scene

Liz is the youngest daughter of Jacob Schumpeter. She escaped her father's wrath after he murdered her mother, but his sister did not. She knows he keeps her locked up to feed from and intends to rescue her even if it kills her. Since she has discovered all about vampires, Liz has become a hunter. She already has a few kills to her name—rampant young Kindred from Gary, mostly—although every time she was clumsy and nervous, unsure if she was doing the right thing. In truth, Liz is emotionally unstable and terribly afraid of her father.

Half-canon, Chicago

Lodin

Ventrué 7th generation, born 1824, Embraced 1852, looks tall and gaunt, with Nordic features and long locks of hair behind his ears

Humanity 3

Olaf Holte began his life in Norway. His parents soon emigrated to the New World, where the young man enlisted in the U.S. Army. When he was called away to battle, he had a pregnant wife waiting at home who he would never see again.

He was praised for his conduct during the Battle of Veracruz, when the troops under his command seized the enemy's artillery. All the while, the soldiers knew Lieutenant Holte had sent a sergeant to his death while he stayed behind in the rear.

After the city of Veracruz was taken, Olaf sought to spend a silver dollar he had stolen from a dead colonel on the whores that occupied its streets. When he came across two ladies walking the night, he offered them protection from the troops in exchange for their services.

The two ladies were none other than Eletria and Datura, the city's Kindred Prince and her lover. Eletria was

intrigued by the man's deviousness while Datura wanted to make the American pay. Eletria eventually arranged for Datura to Embrace the young man, straining their relationship at their creation's wickedness.

Their love triangle lasted for twenty-two years before Eletria sent Holte away for his own safety. In that time, they had taught him much of ruling among Kindred, however. Eletria sent him to Chicago to make his fortune.

There, he took the name Lodin and soon rose in the city's ranks. He had a carefully planned revolt set for 1875. When the Devil's Night came in 1871, however, he risked everything and sent his plans in motion ahead of time. By the end of the night, the current Prince's allies were all driven away or killed and Lodin confronted Maxwell with a troupe of other, greedy Ventrué. Maxwell had been blindsided while he attempted to deal with the fire that threatened the whole of Chicago's Kindred population, but he made his escape by changing himself into a cloud of mist.

Lodin claimed the title of Prince and began to eliminate his Ventrué competitors one by one. His rule over the city solidified over the years, but every challenge that has come since, has come at a price. Slowly, the city is slipping out of his absolute control. Lodin has kept spawning more and more childer to control the city, but even he sees the imbalance it creates.

Lodin can only feed from strong, beautiful women that remind him of Eletria.

Canon, Chicago, Camarilla

Lorraine Matthews

Ventrué 8th generation, born 1966, Embraced 1987, looks like a very pretty woman with a far-away look in her eyes

Demeanor: Child

Humanity 10

Lorraine was the daughter to a wealthy, political family. Her childhood was the happiest one could imagine, as she was being groomed for a life of public service and private gain. Her four years at Northwestern University changed her attitude, however. She became a martyr for any good cause and joined the Peace Corps upon graduation. Aside from being introduced to humanitarianism, she became an eager user of psychedelic drugs.

At a private party in Chicago, Lorraine met Lodin. He fell instantly in love with her and shared his darkest secrets when the two walked outside. Lorraine was out of her mind on LSD at the time and accepted everything she was told enthusiastically. Lodin, against the strict mandates of the Primogen, Embraced her that very night and kept her existence a secret until he could wrangle the support he needed.

Lorraine quickly loved him back, even though she never realized the full extent of his ruthlessness. Lodin kept Lorraine close and away from all his other childer. To

this night, Lodin indulges in her company, experiencing every drug known to man by drinking from her. Lorraine is the only Kindred in the city Lodin has secretly Blood Bound to himself. Anyone in the city with a grudge against Lodin knows she is his greatest weakness.

Lorraine can only feed from drug users.
Canon, Chicago, Camarilla

Lucille Grenat

Lasombra 8th generation
Protagonist. For the details, see her introduction into the story ahead.
Non-canon, New York City

Lucius

Setite 10th generation, Embraced 1976, looks like a slick local in New Orleans except for his twined beard and exotic clothing
Born and bred in New Orleans, Lucius was a mortal from a local French family. The lure of the Setites set in soon after he had taken a few wrong turns in life. Since then, he lives as a king from his boat, manipulating seafarers around him to further his smuggling operations.
Non-canon, New Orleans

Ludovica

Ravnos 13th generation, Embraced 1945
Protagonist. For the details, see her introduction into the story ahead.
Non-canon, Chicago

Madame Zharinsky

See Priscilla Gibbs.

Maestro Sfregiato

See Mycroft.

Magnus

Toreador 5th generation, Embraced 526, looks regal and ancient
Childe to Helena, brother to Eletria, and sire to Evan Jackson, Magnus is a lord from a bygone age. He would have said that his kingdom has long since fallen and that his mortal name is irrelevant. But, then he might also say: “If you must call me something besides Magnus, call me Theodore.”

Long ago discarded by his sire—who he only served when she needed an army as she was passing through his vast domain—the old king vowed to walk the nights, drenching himself in poetry, history, and art, until the night came he had seen enough. He vowed to leave this world after that moment without a second thought.

In the modern nights, his quest for such stimulation had taken him to New York City. There, like many cities he was forced to leave, the Jyhad was inescapable. His nights

were spent fending off the Sabbat more than delighting in his existence. The Camarilla cities were no better. Magnus then realized that he had indeed seen enough.

When it came down to it, Magnus reflected he was at peace with his vow, but felt the urge to leave one legacy in the world. He desired for one man to experience the night as he did. He then Embraced Evan Jackson before throwing himself into the fire along with all his possessions.

Non-canon, New York City

Maldavis

Caitiff 8th generation, born 1955, Embraced 1980, looks like a handsome woman with short black hair of mixed ethnicity
Humanity 10

Carol Davis recognized her long-lost great-uncle in a jazz club one night. She was sure it was him from the old family photographs. The family thought he had been taken by the Klu Klux Klan. When she approached him, the old man asked her to come with him, outside. There, he lost all control and attacked her.

At the last minute, the man Embraced her and walked away, leaving her too weak to move. She was saved by two local Caitiff, one of whom had been following Dusable that night. They took her back to their haven and took care of her.

Soon, she found herself prosperous among others of her kind. She took the name Maldavis and began displaying immense powers. Without her knowing it, several elders began grooming her for their own purposes. Before long, she found herself leading a rebellion against Lodin. She had the whole thing orchestrated perfectly. At the last minute, however, the Primogen made their power play against the Prince, gaining more control over him in exchange for their consent to perform a massacre.

One of Maldavis’ closest followers betrayed them all and soon her friends and allies were dead. She has remained underground since then, nursing wounds, wracked by guilt.

Canon, Chicago, Anarchs

Marcel Guilbeau

Ventruue 8th generation, Embraced 1866, looks attractive and impressive, dressing in tailored suits and current fashions

Prince Marcel’s history is intertwined with his brother’s, who one day returned to their family plantation as a vampire after a long separation during the Civil War. To many of the Kindred in New Orleans, it seems Marcel’s brother doesn’t exist at all. Others claim he was the Prince’s sire.

The truth is that Marcel is the public face of a calculating duo. After Jereaux was Embraced by the Ventruue Lothar Constantine, he insisted his sire Embrace Marcel as well. Away from Marcel’s notice, Jereaux then diablerized their

sire before the two moved to New Orleans. Jereaux now operates unseen from their plantation house at Le Rubis d'le Nuit.

Canon, New Orleans, Camarilla

Marcus

Ventrue 10th generation

A loyal servant of the Camarilla from Boston. There, he is considered somewhat of a rival of Mycroft's, as they compete for investigative skills. Whenever the Prince or Primogen require something done however, they would sooner turn to Marcus for the trust they can place in him, even if everyone knows Mycroft is the keener eye.

Non-canon, Boston, Camarilla

Mark Decker

Gangrel 9th generation, Embraced 1777, looks like a pale, strong man and usually dresses in black

Animalism ●●●, Auspex ●●, Celerity ●●●●●, Dominate ●, Fortitude ●●●, Obfuscate ●●●●, Potence ●●●, Protean ●●●●●

Humanity 7

During the American Revolution, Mark Decker was preyed upon by the vampire Lucian, who was used to only drinking from the dead and the dying. He never expected Decker to survive his feeding, and so Embraced him instead. After the war ended, Decker set up a plantation near Milwaukee.

It wasn't long before werewolves showed up at his door and claimed the territory was theirs. For thirteen days, Decker kept them at bay before his supply of blood had been slaughtered by the intruding Lupines. During his attempt to flee, the werewolves were hot on his tail. Decker managed to sink his fangs into one of them and it gave him the strength to fend off all the rest.

Decker sees werewolves as the embodiment of the Beast within. They represent everything he despises and everything he fights against night after night. Now, he is the leader of the Anubi, and he has made the fight against Lupines his only cause. Even though he is on the Milwaukee Primogen, his duty has been more important than any meeting so far.

Canon, Milwaukee, Camarilla

Marvin O'Leigh

Ventrue 10th generation, Embraced 1963, looks like a businessman with keen eyes and red hair

Marvin, as a mortal, was a harsh Irish worker whose father had come to America for better days. He was the subject of regular beatings, which he adopted toward his own wife later. He travelled up and down New England for work until he managed to climb the ladder of Unions and carved for himself a rich future. It was his wife Lucy, however, whose plight for feminism was answered by a Ventrue's Embrace. She returned home to wreak upon her

husband the kind of beating she refused to take any longer but ended up beating him within an inch of his life, and resorting to Embracing him. Marvin, in turn, humiliated, suffered none of it and upon awakening drank of her with none of the restraint she showed him. Born was a dark, calculating Ventrue who delights in the mistreatment of women. He fled to New Jersey, where the decades proved him successful in climbing the ladders of politics again. He Embraced a taxi driver, Brian Parker, after gaining permission from the local Camarilla and intends to move to Chicago, sending his childe as a scout to make the proper introductions.

Marvin remains sexist. In dealing with men, he is modest, reserved, and businesslike. He avoids violence completely. Women, however, deserve none of his virtues. He has long since lost his father's Irish accent. His hair is a shade between brown and red. He stands a few inches shorter than the average man.

Marvin can feed only from bruised and beaten married women.

Non-canon, Trenton, Camarilla

Maureen O'Leary

Malkavian 7th generation, born 1802, Embraced 1842, looks twenty years older than she was at the time of her Embrace, always in a wheelchair

Born to a rich family in Boston, Maureen was paranoid and delusional from her first years as a child. She was terrified of people, buildings, everything. Her family put her away in mental institutions which only made her condition worse. After fifteen separate suicide attempts, Maureen decided to jump from a church's steeple. As her body lay broken and she truly was dying, a passing Malkavian Embraced her.

Feuds with her sire eventually drove Maureen from Boston to Chicago, where she became the matriarch of a large family of Malkavians. Over the years, she has tried to end her own existence several times. One of these attempts caused the Great Fire of Chicago and allowed Lodin his chance to usurp Maxwell's title as Prince. He still commemorates his gratitude by calling Maureen 'his Queen'. The event cost many of her 'family members' their lives. Lodin permitted her to Embrace for the service she had done, though. She Embraced soon after, calling the childe 'Gift'.

Canon, Chicago, Camarilla

Maxwell

Brujah 6th generation, born 1717, Embraced 1755

The elder Maxwell has long been exiled from Chicago. Before the Great Fire, he was the Prince of the city, a remnant of the Brujah that once held the domain as their own. In the eighteenth century, he was Embraced by the Methuselah Altamira, a truly Ancient and reclusive vampire. Maxwell's true motives and allegiances are a

great mystery to any who encounter him, as he shares his sire's sense of privacy. One thing is for certain, however, and that is that Maxwell has no qualms about dealing with Kindred outside the Camarilla.

Since he was deposed as Prince, Maxwell has ended up on the seas around the Gulf of Mexico and further south. There, he is the orchestrator of a great many guerilla wars. Some call him a dictator, others call him a pirate, but all fear him.

Canon, Chicago, Camarilla

Medusa

Nosferatu 11th generation, Embraced 1991, looks horribly sad

Once a beautiful woman, Rhea was a young fashion model, the daughter of thick old money before she was Embraced out of torturous spite. She never saw her Nosferatu sire again and was left to her own hideous devices. Fleeing to Chicago, she asks to be called 'Medusa' now. Often, she contemplates suicide.

Non-canon, Chicago

Melissa Greene

Mortal, looks like any of the other Blood Dolls in the Succubus Club, though few suspect she's actually quite bright

Melissa is an anthropology student at the University of Chicago. She has just finished a minor in Christian theology and is about to start writing her thesis. Her life is slowly slipping into the Blood Doll scene at the Succubus Club, however, to the point where she is considering dropping out.

Non-canon, Chicago

Menele

True Brujah 4th generation, born 1240 B.C., Embraced 1200 B.C., looks weathered and dark with a long mane of black hair and an emotionless expression

Animalism ●●●●●, Auspex ●●●●● ●, Dominate ●●● ●, Fortitude ●●●● ●, Obfuscate ●●, Potence ●●●●● ●●●, Presence ●●●●●, Protean ●●●●●, Temporis ●●●●● ●●●●, Thaumaturgy (Elemental Mastery ●●●●●, Spirit Manipulation ●●●●●, Movement of the Mind ●●●●, Lure of Flames ●●●)

Menele's extra level of Auspex lends him visions of threats to his body while he remains in torpor and his extra level of Dominate allows him to use the Discipline without the need of eye-contact, only a touch is needed.

Humanity 10

Meneleus enjoyed rulership over a Greek city centuries before the civilization's peak. He married one of the most beautiful women in the land and built some of the finest buildings in the peninsula. One of the world's greatest libraries began with his collections of scrolls and lore.

The True Brujah

There are those who claim treachery lies at the root of Clan Brujah. One version of the story is that the Brujah Antediluvian was diablerized by his own childe, Troile. Supposedly, this act split the Rabble from the Sages, the hot-heads from the cold-bloods. These Sages call themselves the True Brujah and condemn their cousins to be the descendants of a diablerist. If this is true, however, then why do the True Brujah trace their history back to Carthage, the home and tomb of Troile?

It is a certainty that a dichotomy between Brujah exist, however. These True Brujah are cold, seeking only intellectual stimulation. They bear the antithesis of their cousins' temper in their blood. Another certainty is that there exists solely among these individuals the knowledge of Temporis, a manipulation of Time itself through the Blood.

Whatever mutations legends undergo, the fact remains that Menele carries the blood of the philosopher. In his existence, he has only frenzied once. All Menele seeks is his enlightenment. This childe of Troile carries the True Brujah bloodline.

Nonetheless, he had enemies. One city in Asia Minor dared to kidnap his wife after an escalation of incidents. War followed, one that lasted longer than Meneleus intended. On the last night of the siege, the king received a nocturnal visitor.

The besieged city's namesake had abandoned the domain a century before and now returned to see it fall. Troile was intrigued by the attacking king and began a conversation. Meneleus would never see his own victory as he was led back to the vampire's haven in the north. This debate of philosophies lasted months.

Finally, Troile decided that the mortal king was worthy of the Embrace. Thus, Meneleus joined the ranks of the undead.

Canon, Chicago

Merik

See Terrence Merik.

Michael Drekvac

The Drekvac is a creature in Slavic mythology (it means 'the screamer') who claims the souls of unbaptized children. Michael Drekvac, however, does not exist. See Andromalius.

Michael Payne

See Sharon Payne.

Modius

Toreador 7th generation, born 1765, Embraced 1807, looks like an archaic man, barely in keeping with modern dress code, has often been compared with Einstein in appearance

Modius' origin and Embrace are a direly kept secret. None in Gary have any idea where the elder came from, but all recognize the mystery hides no small amount of power. In truth, he is a study in contrasts. He is never what he pretends to be. He lusts after power, yet when he gets it, he is terrified that someone will take it away from him. He is aggressive as Prince of Gary and resents being oppressed by Lodin, yet ultimately he is a coward who would be happier if he wasn't Prince. He fanatically collects works of art, yet does not realize he has lost all appreciation for beauty in this world.

Canon, Gary, Camarilla

Morris Daighnae

Tremere 8th generation, Embraced 1991, looks like a gallivanting but ultimately nice guy

Thaumaturgy (Neptune's Might ●●●●, Aether's Father ●●●)

Humanity 5

This half-Irish half-Scottish lad—an 'absolute abominaation' in his own words—is a Tremere neonate sired by Erichto after a lengthy correspondence about witchcraft. What he keeps to himself is his history with the Dunsirn family in Castlebay, Scotland. He fled home at a young age and made for Ireland, where he began to dream of a life somewhere on the other side of the Atlantic.

Morris is an old-school witch with pendants and gothic clothes. The rest of the Chicago Tremere, Clan Tremere as a whole for that matter, are unaware that he was sired by his defiant sire, who herself is not bound to the clan by Nicolai's fault. He is lonely for it, however, but decides to soon remedy that. Morris has always been a sheer likeable fellow who flaunts rules if they don't suit him.

Non-canon, Chicago

Mycroft

Caitiff 7th generation, Embraced 1531, looks like an aged Mediterranean man

Mycroft is a paranoid Kindred, apparently Malkavian, who denies being a part of the clan. Nearly a bloodline in his own right, Mycroft casts no reflection and bears stigmata. Both of these qualities were inherited by his childe, Lanzo Orsini. It appears he has no memory prior to 1957.

In truth, he was once a boy called Luca, born in a village around the Mediterranean. He was placed in a monastery where he displayed immense talent as a scholar. He grew to be a priest of great esteem and became known as a miracle worker. This bought him the attention of one of the Lasombra.

'Daighnae'

At the time Morris was thought up, the storyteller decided to give him a last name that, if you said it quickly with an accent, it would sound like 'dinnae,' which is dialect for 'don't do it.' The motto is one Morris could have often taken as great advice.

The old priest failed against the devil's magical words and faltered. He took the Embrace willingly. At that moment, the corruption of his True Faith was written on his body forever. From the first night of his existence as a vampire, he bore stigmata.

Over the years, he became prolific among his kind. He fought for the Sabbat and joined its ventures in the New World. In New York City, he grew to a position of power. By then, he was known to all as Maestro Sfregiato, the Scarred Master. His childe, Lucille, was forever at his side until the culmination of the Third Sabbat Civil War.

The Maestro had a rivalry with a Malkavian *antitribu* he looked down upon. During the war, his lesser confronted him and the encounter left him forever with a scarred mind. The Malkavian *antitribu* practiced Dementation vilely, resulting in memory loss and paranoia in the Lasombra leader. Maestro Sfregiato diablerized his nemesis in his last moments of lucidity, forever enmeshing his blood with the mysteries of Malkav.

Non-canon, Boston

Nathaniel Bordruff

Nosferatu 7th generation, born 1891, Embraced 1926, looks gaunt, tall, and full of hatred

Back in the 1920s, Nathaniel fought the demons and devils of his home in New Orleans. He was an evangelist in the Church of Christ and the most feared vampire hunter in Louisiana. After slaying five of the city's Kindred over several years, he met his match, however. A crafty Nosferatu managed to trap him in an old shack in the middle of the swamp. His captor wanted nothing more than to turn Nathaniel into one of the Damned as the ultimate punishment. If she would have done it there, in Louisiana, however, she expected the Prince's hounds would find Nathaniel and put him out of his misery soon enough. Instead, she decided to relocate Nathaniel.

After being Dominated and Conditioned, Nathaniel was brought before Khalid as a capable and willing volunteer to join the ranks of the Nosferatu. Khalid Embraced Nathaniel, forever unaware of his past. Since then, Nathaniel has taken his sole joy in killing vampires. His political ambitions revolve solely around finding Kindred law on his side when he does so.

Canon, Chicago, Camarilla

Neally

See Edward Neally.

Neon

See Jimmy Holcomb.

Nicolai

Tremere 6th generation, born 1011, Embraced 1022, looks like a handsome boy with thousand-year-old eyes, dressed in fine-cut suits

Auspex ●●●●●, Dominate ●●●●●, Fortitude ●, Obfuscate ●●, Potence ●●●, Thaumaturgy (Blood ●●●●●, Movement of the Mind ●●●●●, Lure of Flames ●●●●●, Weather Control ●●●●●, Conjuring ●●●●●, Corruption ●●, Aether's Father ●●●●●)

Once, the child called Nicolai Antonescu was visited while working on his father's vegetable field. It was a Magus, promising to take the child away in a few more years. Stromberg kept his promise and took Nicolai away from his family at ten years of age, revealing he intended him to become his apprentice.

Not long after Nicolai had settled in the Kundera Covenant, Stromberg and his colleagues found immortality through vampirism. They became the first of the Tremere. While Stromberg was still growing accustomed to the Beast, he attacked his familiar and only stopped in time to spare Nicolai's last drops. Stromberg Embraced Nicolai, then, the first Tremere to be sired through the blood.

After centuries of loyalty, Nicolai was given his own chantry in Chicago in 1869. He acquired a firm influence over the city during the Great Fire, when he Dominated surviving loyalists to Maxwell, leaving Lodin forever in his debt, and granting him a place on the Primogen.

Canon, Chicago, Camarilla, Primogen

Olaf Holte

See Lodin.

Pariah

Abomination Silver Fang Ventruie 8th generation, born 1828, Embraced 1860, looks like a creature in the last steps of despair

Harold Goodston was born in Missouri and went through his First Change at the age of 15. One night, when scouting a Leech's lair with his pack, they were ambushed and Harold was taken prisoner. When he awoke, the vampire Oliver Ligon was experimenting on his packmates, trying to perform the Embrace. One by one, Harold watched his friends die until finally, Oliver turned to him. Drained of all his resolve, he watched as his life slipped away. Only, for him, the Embrace worked. Neither he nor his sire have ever understood why or how, but Harold become a vampire that very night.

At the time, Oliver Ligon was a supporter of Prince Maxwell. After a decade of service, Devil's Night came

and Harold's sire was destroyed by Lodin's men. Ever since, Harold has wandered, unwelcome in every street. It takes considerable effort for him to rise every night and do anything other than feed.

Canon, Chicago

Parovich

Nosferatu *antitribu* 7th generation, Embraced 1467, look immensely fat and has a forked tongue caused by a failed magical experiment

Born in Russia, Parovich is a traitor to the city of Milwaukee, but no one realizes it. He was in New York City when the Sabbat took control of it and he became convinced the Camarilla would fall in the long run. When his many childer discovered his new allegiance, they fled the city proper or hid even deeper underground, fearing him more than anything else.

Canon, Milwaukee, Sabbat

Patricia Bollingbroke

See Tyler.

Patrick Riley

Caitiff 11th generation

Protagonist. For the details, see his introduction into the story ahead.

Non-canon

Peter Walenski

See Tammy Walenski.

Pham Hong

Ventruie 9th generation, born 1956, Embraced 1978, looks like a short Vietnamese man

The criminal known in Chinatown as Chuc Luc came to this country from Vietnam, where his family served Saigon's crime bosses as bookkeepers and muscle. After emigrating, Pham Hong started working for the Italian crime bosses in Chicago. In the extremely racist world of the Mafia, he excelled until he came to the attention of the long-presumed dead Capone.

Capone Embraced Pham Hong when he discovered the foul Vietnamese man had been stealing from the families, collecting millions of dollars in overseas bank accounts. Someone with such smarts is exactly what he needed in his war with Ballard. These nights, Chinatown is Chuc Luc's domain, where no other Kindred are welcome. In his vast unpoliced empire, he launders money from nearly every criminal activity in the area.

Pham Hong can only feed from ex-Vietnam veterans. He has already started ghoul-ing some of them to preserve them before they become extinct.

Canon, Chicago, Camarilla

Phillipe Rigaud

Gangrel *antitribu* 7th generation, born 1599, Embraced 1612, looks tall and slim with a trimmed moustache if he is seen at all

Under Louis XIII, Phillipe was a soldier in the light cavalry units. The king ordered an expansion into many foreign territories and Phillipe found himself a scout in the front lines. One night, his unit's scouting mission went awry and he was the only survivor. Isolated, Rigaud planned to make his way back to France when he was set upon by Sabbat looking for shovelheads. It appeared the war mortals were waging was but an extension of the true forces opposed here.

Phillipe was soon indoctrinated into believing the Camarilla was responsible for all his problems. Within the Sabbat, he fought fiercely and demonstrated a great aptitude for survival. Soon, he served under the Lasombra Charles Daniel and was introduced to the New World upon their invasion of Nova Scotia.

There, again he proved himself and became a foremost scout of urban territories. Much of the Sabbat's influence in Canada and North America was made possible by none other than Phillipe. His mastery of Obfuscate set in soon before he was sent to infiltrate Chicago.

Half-canon, Chicago, Sabbat

Portia

Seemingly, a neonate among the Toreador who has recently arrived in Chicago. Actually, she is much more. See Helena.

Canon, Chicago, Camarilla

Priscilla Gibbs

Caitiff 12th generation, born 1932, Embraced 1973, looks like a woman past her prime but with violet eyes to die for

Priscilla was extremely happy running her brothel with a firm hand, where she still goes by the name 'Madame Zharinsky'. She caters to high clientele and is an artist with a whip. Gordon Keaton was one of her regulars before he started feeding her his blood. She learned all about his true nature as her brothel became the fiend's haven. In truth, she fell in love a little with the man and his ways.

Priscilla knew she wanted to become like Keaton but he always dismissed the idea. One night, she then ensured Keaton was thoroughly out of his mind on drugs before letting him feed from her. She knew he would lose control and risked everything when she began drinking from him as well. Keaton was furious when he realized what she'd done, surprised that she had succeeded in orchestrating her own Embrace.

Since then, Keaton has steadily become more and more abusive, sparing her little of his time beyond arranging ever more girls for him to feed from. Gibbs spends most of her time fleeing from party to party, making casual

contacts among the Anarchs. She loves to be in control, but found everything that was hers in Keaton's hands. One night, a man walked through her door who reminded her so much of Keaton that she invited him to her private room. Already heavily under the influence of a cocktail of narcotics, she Embraced the man, leaving him to face Keaton's wrath.

Canon, Chicago, Anarchs

Prias

Ghoul, born 1230 B.C., looks extremely beautiful with a rich, dark tan

More than three millennia ago, Prias was the most beautiful man in Asia Minor. When he met Helena, he knew they were meant to be together. When King Minos came to his city to steal Helena from him, however, he barely survived the encounter, fleeing with what remained of his family to Egypt.

He spent years recovering from his wounds but eventually managed to rally his brother's remaining soldiers. He found Minos and Helena in the city of Argos, where he managed to defeat the king in combat, only to discover what kind of creature he really was. More to his horror, he discovered Helena had become a monster as well. He watched her drink her captor's blood and offered to make Prias like she was. He refused, disgusted despite his great love for Helena. Soon, a Blood Bound was laid upon Prias, and he watched as over the centuries, their love became a dark, twisted thing.

Canon, Chicago

Rajiv Naranyen

Mortal, looks frail and innocent

At Jim's agency, A for Advertising, Rajiv excelled at his skills with computers and wit in the business world. He works closely with the boss and teaches him a thing or two about electronics on the side. Everything he does, he does for his family back home in India, who he sends regular paychecks.

Non-canon, Chicago

Raymond Falcon

See Evan Klein.

The Reanimator

Mortal, looks like a black cowboy in the gutter, usually found sitting on a decades-old, rotting couch

As a war veteran, Reginald Masters was lucky to find work in a casino after he watched all his friends turn homeless. After working as a blackjack dealer for a year, Reginald Masters barely got out of the building in time before the cops busted him. He had been stealing from the place for months to gather up enough money to start his own business dealing something other than cards.

Nowadays, he is only known as The Reanimator, operating from a single back-alley couch in the South Loop.

Non-canon, Chicago

Rebekah

She firmly believes that it is either 'one' or 'three' and that there is nothing in between.

Canon, Chicago, Inconnu

Rex

Ghoul, born 1938

The ghoul's real name is Trevor. For the past thirty years, though, he's been known as Rex, drifting from town to town, finding work alternately as a male model, porn star, or club bouncer. Over the years, he has had several different vampire masters in several different cities. They always leave in the end, though. Now, he works at the Succubus Club as a bouncer and still does a few odd jobs on the side. He still takes pride in having worked in clubs where Elvis came.

Non-canon, Chicago

Roarke

Ghoul, born 1875, looks nothing like the well-groomed man he once was

For over half a century, Roarke was a trusting retainer of Prince Lodin. He assisted him in whatever way he could and in return he received eternal life without the penalty of never facing sunlight again. Over time, however, Roarke realized that just like he was manipulating mortals for his master, Lodin was playing him for a fool. He accepted this as a part of the public relations game he was used to playing until a gunman shot him down in London.

A Faulty Notion

What neither Lodin nor Roarke realize, is that the matter of their strife lies solely with Menele and Helena. It was Menele who began manipulating Roarke while the ghoul worked under Lodin as a stepping stone to removing Helena's coils around the Prince. When Helena found out, she Dominated Lodin into disposing of the ghoul. Menele had contacts watching over him at all times, however, and they ensured his survival. To make matters right, Menele sent for Roarke to return and even elected him to watch over his body.

The instigation of the events of **Ashes to Ashes**, then, can be attributed to Helena calling Menele's bluff concerning Roarke. A chain of events follow that endanger Menele's very safety, as Helena intended.

He never quite figured out how he recovered from the shooting, but he soon discovered Lodin was responsible for the attack on his life. Roarke had become expendable and Lodin intended to dispose of him just like that. Instead of running for his life, something compelled Roarke to return to Chicago and join the Anarch cause.

Toward the mid-eighties, he owned a 7-Eleven in the suburbs, where he assisted Kindred on a regular basis. One night, an Anarch visited him to tell him he had discovered an elder in torpor. Soon after, the Anarch fell into torpor and mysteriously disappeared. Roarke followed up on his story, however, and found a sleeping Methuselah. He gathered up the body and hid it deep under his shop. Drinking from the ancient man's veins made Roarke stronger and stronger over time as, slowly, he began to plot against the Prince, seeking his revenge.

Canon, Chicago

Rose

Gangrel 8th generation, born 1953, Embraced 1974, looks attractive, young, and Hispanic

Rosa Hernandez always loved animals. From freeing them from the Lincoln Park Zoo to raids on corporate laboratories, she was a part of animal rights movement. This caught Doyle's attention, believing he had found someone like himself. He obtained Lodin's permission to Embrace, but after he took her, she soon loathed him and his ways. Rose feeds exclusively from humans and has big plans to help animals in this world, despite her condition as a vampire.

Canon, Chicago

Roxanna von Würzburg

Ahroun Silver Fang werewolf

Protagonist. For the details, see her introduction into the story ahead.

Non-canon

Saint

See Hank Cave.

Schumpeter

See Jacob Schumpeter.

Sebastian Walcott

Tremere 9th generation, Embraced 1783, looks robust and young, often flushed

After his uncle disappeared, Sebastian Walcott inherited the man's journals and books detailing alchemical experiments. They fascinated the young man and he plunged into their effects all too eagerly. In those formulae detailing attempts to find immortality, Sebastian drove his body to disastrous side effects.

Later, he was Embraced by his uncle and joined him in his travels. Today, Sebastian is the de facto leader of the

New Orleans Tremere, although the clan does not fully recognize him as regent. In fact, Sebastian's uncle was Embraced by a renegade from Vienna.

The torture Sebastian put himself through when he was younger still affects him today. Fits of depression come and go, making him dangerously unstable.

Canon, New Orleans, Camarilla

Selma Wittelsbach

Ahroun Silver Fang werewolf

Protagonist. For the details, see her introduction into the story ahead.

Non-canon

Sharon Payne

Toreador 7th generation, born 1894, Embraced 1929, looks like a flapper with short hair and a slim build

Sharon and her husband, Michael, were well-off swingers in the '20s of Chicago. They had an open relationship and frequented every jazz bar in the city. Sharon caught Annabelle's eye one night, who was impressed with her wild independence. They began a relationship that led up to her Embrace. Sharon was even granted permission to Embrace Michael.

For the first decades, everything went smoothly for the couple. Slowly, though, they began to quarrel like all couples did. Their relationship, however, was strained by decades of infidelity. After their separation, they continued to meddle in each other's lives. This escalated to the point where they blew up each other's cars and threatened each other's havens. Neither of them have ever conceived being capable of murdering their spouse, however.

Canon, Chicago, Camarilla

Sheila Victors

Gangrel 13th generation

Protagonist. For the details, see her introduction into the story ahead.

Non-canon

Sheriff

See Balthazar.

Sir Henry Johnson

Toreador 10th generation, born 1825, Embraced 1858, looks like a darkly-complexioned man with sideburns and an air of dignity often confused for pompousness

Henry Johnson was once an enterprising English naval captain until a vampire sought passage in his ship. For his assistance, she let him journey with her once they reached the United States. One night, they were set upon by the natives and she resorted to draining Henry of all his blood in order to defeat the assailants. When the battle was over, she saved Henry by Embracing him.

In these nights, he lets everyone around him call him 'Sir' at the parties he frequents in Chicago. He lives solely for droll encounters and his little influence politically. When he does get mixed up in conflict, he tends to side with the eldest.

Canon, Chicago, Camarilla

Sophia Ayes

Toreador 7th generation, born 1960, Embraced 1981, looks like a beautiful woman with rich, black skin

Not for the last time, Annabelle Embraced someone off the streets to impress guests she entertained at parties. Sophia was a dancer of all kinds until her eighteenth birthday, when she forsook ballet for exotic dancing. She was a disappointment to her father, just as she is now to Annabelle, as stripping is all she can do.

Canon, Chicago, Camarilla

Son

Malkavian 8th generation, born 1877, Embraced 1893, looks vaguely handsome with sandy blond hair

Jason Newberry performs the role of the son in the twisted Malkavian family in the city, although Maureen calls him 'Gift'. As a child, he was perverted and insidious. From ripping the wings off butterflies, he quickly escalated to poking out his friends' eyes. By the time he dismembered his father and set his mother on fire, Maureen had to have him.

Canon, Chicago

Tammy Walenski

Nosferatu 7th generation, born 1938, Embraced 1950, looks like a disfigured, bald, child

Tammy and her brother Peter grew up in an abusive household. On a daily basis, their drunk parents found any excuse to beat, punish, and abuse their children. The two children has only each other and found great solace in the moments of peace they had together. One day, Peter emptied their parents' liquor cabinet all over the house after Tammy set him free from a closet. Their parents had passed out while beating Tammy and did not notice the flames in time.

Khalid had been watching the children and took them in, believing it to be a step toward redemption for his own soul. Peter and Tammy kept using their parents' house as a haven, where the restless ghosts of their parents needed to be contained from harming the neighborhood.

Canon, Chicago, Camarilla

Tamoszius Kuszleika

Toreador 9th generation, born 1848, Embraced 1885, looks preternaturally thin, with long, skeletal fingers, a hooked nose, and blazing eyes

Humanity 0

Born to a dirt-poor Lithuanian family, Tamoszius rose among his own people with an extraordinary musical gift. He attracted the attention of a Russian vampire, who, in passing, offered to give him the gift of eternity to perfect his craft with the violin. The man accepted but was soon forced out of his home as his herd fled to the New World.

Since then, his mortal fame has become an inconvenience due to his prolonged existence. The man has only two activities remaining in his whole existence, and both of them he takes to in excess, privately. The man plays the violin until he is starved, then he feeds until everyone around him is dead. Then, he picks up his blood-stained sheet music, and sends out for another audience.

Canon, Chicago, Camarilla

Terrence Merik

Ventrue 8th generation, Embraced 1645, looks strong, grim, and stern with silver hair running down his shoulders

An old English noble, Terrence Merik eventually found his rise to power in the liquor trade during the Prohibition era. In the 1930s, his underground influence was vast enough to claim the Princedom of Milwaukee. At his side, he has a wife he met in the Americas. She is a Gangrel who secretly has allies among the Lupines.

Merik is firm allies with the Prince of Chicago. This is mostly because they stand much to gain by presenting a strong front, while neither has much interest in the other's territory, and both of them realize this is the extent of their cooperation.

Canon, Milwaukee, Camarilla

Theodore Dooley

Brujah 11th generation, born 1938, Embraced 1968, looks very handsome and intimidating

Dooley, nicknamed 'Daddy D', made a name for himself among the Black Panthers in the '60s. He knew where to find the richest liberals to donate to their cause and know how to blackmail those who wouldn't pay. When Hank Cave needed a place to hide from the Prince, the Black Panthers headquarters was an ideal place. That's where Dooley was Embraced in exchange for his protection. Since those heated nights, Dooley has had a secret agenda and by now, he has placed several friends from the old days in distinct positions of power throughout the city, including the mayor's office.

Canon, Chicago, Anarchs

Thesis

See Melissa Greene.

Tsura

Ravnos 12th generation, Embraced 1943, looks like a rough girl of Romani descent

While a large portion of the Ravnos clan was hiding from the Second World War, Tsura was saved from a concentration camp by one who stood up for mortal Romani. Her name was Lucretia and she sired a brood from the shackled ranks and made their escape possible. The effort led to her own Final Death.

Escaping in the night, Tsura and the rest of her brood knew very little about their new nature and nothing at all about the Ravnos clan. They began to coordinate night-time attacks to save more of their kind. It was during one of these attacks that Tsura sired Ludovica. While they made their escape, Ludovica ended up saving her sire's life.

By the time the war was over, they had only each other. Both of them still desired revenge, however, and their thirst for it led ultimately to their separation.

Non-canon, Italy

Turk

Caitiff (Brujah) 12th generation, born 1958, Embraced 1975, looks incredibly strong with spikes sticking out of his leather jacket

Turk has been in street gangs all his life. One night, he was Embraced by someone from out of town, who left soon after. Now, he leads the Union Anarchs. He's a dark and somber individual. Turk got to where he is now by diablerizing another gang leader.

One night, his sire returned to him and revealed who he was. It was Gengis, an Anarch of some standing from Chicago. They shared blood that night and would stick up for each other at a moment's notice.

Canon, Milwaukee, Anarchs

Tyler

Brujah 6th generation, born 1352, Embraced 1381, looks short and slender, an undeniable beauty marred by scars of smallpox

Patricia of Bollingbroke was among the English peasants who rose up in 1380 under John Ball and Wat Tyler. Her husband had been murdered for poaching on the baron's lands and her children had been made into castle servants. She was with the revolutionaries when they murdered the Archbishop of Canterbury and marched on London.

When the nobility rallied, however, she was the first to feel their backlash. Her children had been imprisoned, tutored, and all but one, murdered. When she set out to free the child, it was a Brujah who called himself Robin who stopped her from walking into a trap. After long discussion of the feudal system, he agreed to Embrace her, giving her the strength she needed to spill blood all the way to the Baron's bedchamber.

After she left England, Patricia travelled to Spain. During the time of the Inquisition, Kindred were gathering to establish the Masquerade. She opposed the words of the Ventrue Hardestadt when he began to create the Camarilla to enforce this Masquerade. In another heated rebellion, Patricia found her calling. She and several other Brujah stormed Hardestadt's haven. All her allies perished in the assault, but in the end she sank her teeth into the elder's neck and diablerized him. In doing so, she lit the fires of the Anarch Revolt, inspiring many others to do the same to their elders.

It is this movement that eventually became the sect now called the Sabbat. Patricia refused a position of leadership within the sect, however, and traveled to the New World instead. There, her reputation preceded her and followed her in pursuit. As she was hunted by Camarilla enforcers, the elder Helena took her under her wing to serve her as an assassin.

Eventually, she was forced to flee to the English Colonies, where she began to reconnect with her clan. She took the name of Tyler, after her lover during the revolution. For almost a century, she has found herself in Chicago at Helena's whim. Her existence is torn between the sects, as she also retains contact with the Sabbat of New York City.

Canon, Chicago, Primogen

Tyrus

Gangrel 7th generation, born 1604, Embraced 1635, looks like a wild-eyed scarred biker

Tyrus is likely to be one of the first vampires Embraced in Britain's American colonies. He was created in the wilderness of Maryland in 1635 after demonstrating his essentially wild nature. Ever since, he has roamed the continent as a nomad. Over the centuries, this has led him to his position in the Wolf Pack, his motorcycle gang of gun slinging vigilantes. The Camarilla considers him and his colleagues loyal and while they do follow up on missions around the Great Lakes, Tyrus is far from tame. On a nightly basis, he resorts to self-mutilation and violence out of uncontrollable urges.

Canon, Chicago, Camarilla

Ublo-Satha

Gargoyle 7th generation, created 1158

Ublo-Satha retains no memories of a time before her creation. For centuries now, she has been nothing but loyal to House and Clan Tremere. Unknown to herself or her Tremere masters, Ublo-Satha was Embraced as a Gangrel in 963. In her travels, she encountered Menele, whose deeply implanted suggestions have remained intact even after the transformation.

Canon, Vienna

Van Lodensteyn

Ventrue 7th generation

This eccentric elder was once a renowned Dutch explorer Embraced by Hardestadt himself. Van Lodensteyn makes his home in Delft, where he has a vast collection of artifacts brought back from his travels over the years. In the modern nights, his naval capabilities are obsolete, however, leaving him to a life of relative leisure.

Non-canon, The Netherlands, Camarilla

Velika Jordan

Mortal, looks like a young, rebellious teen

Velika had a shitty childhood and her one remaining parent is just starting to make up for it. Still, she's old enough to make it on her own and she's considering a fair amount of vices to get to where she wants to be.

Non-canon, Chicago

Venturi

Ghoul, built like a wrestler, always wears a tasteless suit

All his life, Mr. Venturi has worked for crime lords. The Prince of Milwaukee is just the next boss to him. Of course, the benefits of being a ghoul can't be denied. His philosophy of life can be summarized in a man's attempt to get a free lunch.

Canon, Milwaukee

Verus

In Latin, 'verus' translates to 'the truth.' There is no such thing in this world as a truth, however; there are only lies. See Michael Drekvac.

Non-canon, Chicago

Vince Jordan

Mortal, looks like a gruff ex-con, with blacked-out tattoos to prove it

Once a member of the Outlaw MC biker gang, Vince did everything for the club until it got him a prison sentence. He had a daughter on the outside and when he finally got out, her mother was on her deathbed. Vince forsook his old MC and started a legitimate business running cabs at that point, but not without looking back.

Non-canon, Chicago

Vitch Varga

Caitiff (Tzimisce) 10th generation, Embraced 1991, looks like the crippled old man he is

With a Sabbat initiation rite in Addams Park gone wrong, this poor old man stricken by gout is Caitiff within the Camarilla, making haven in Chicago like the other fledglings. He was once a professor of European Culture at the University of Illinois. Now he is a Tzimisce without knowing it.

Non-canon, Chicago

Walcott

See Sebastian Walcott.

Wendy Wade

Tzimisce 12th generation, born 1956, Embraced 1986, looks like a serious and businesslike woman, often wearing suits with shoulder pads

Once a prolific and highly successful lawyer on Wall Street, Wendy was given a shovelhead Embrace to find she liked her new family, the Sabbat, better than any she'd had before. She is arrogant, young, and reckless, but undeniably strong. Through her success, she was quickly assigned to assist Phillippe in his scouting of Chicago.

Canon, Chicago, Sabbat

Wilks

Mortal, is younger than he looks and always wears an overcoat

Lieutenant James Wilks grew up in a small town. His position in the Milwaukee police force is all he cares about, enough so that no relationship has ever worked out. All he wants is to do his job well for a few more years so he can be promoted to captain and get off the streets.

Canon, Milwaukee

Wrecker

Brujah 9th generation, Embraced 1968, looks mean and cruel but most of all slick

His real name is Lewis, but he promises to kill anyone who calls him that. He is cocky, arrogant, reckless, violent, and more than a little stupid. Akawa is his sire and he obeys him, if no one else.

Canon, Milwaukee, Anarchs



DRAMATIS LOCI

Listed below are some of the more relevant locations in this story. First, those within Chicago are mentioned. During the course of the story, three other cities were visited as well. These are described, in brief, at the end of the chapter.

Chicago

The Cave

Two blocks away from the Succubus Club stands a more conservative bar known as the Cave. It caters to the working class, offering them a quiet place to drink. The bar itself lies below the street and its damp walls and dim lighting make the place live up to its name. The Malkavian elder Horace Turnbull owns and runs the place. He can often be seen playing chess with his patrons.

The Chantry

The Tremere of Chicago gather in a mansion well away from Chicago's center. Its architecture is rustic yet well-maintained. The perimeter is fortified with a high wall and an electronic fence. Their deepest secrets are guarded by wards. Visitors are rarely accepted beyond the foyer. Deeper in the chantry, the Chicago Tremere's fascination with a concept known as the World Egg is evident as a recurring motif in everything from the wallpaper to carvings in the staircase.

Chinatown

Below the South Loop, Chinatown is packed with some 15,000 inhabitants, very few of whom speak any English. The neighborhood is filthy and riddled with crime. Very few of Chicago's Kindred know what goes on in Chinatown, as the domain is under the protection of the Ventrue called Chuc Luc. The man has ruthlessly brought Final Death to intruding Kindred before.

Farwell Building

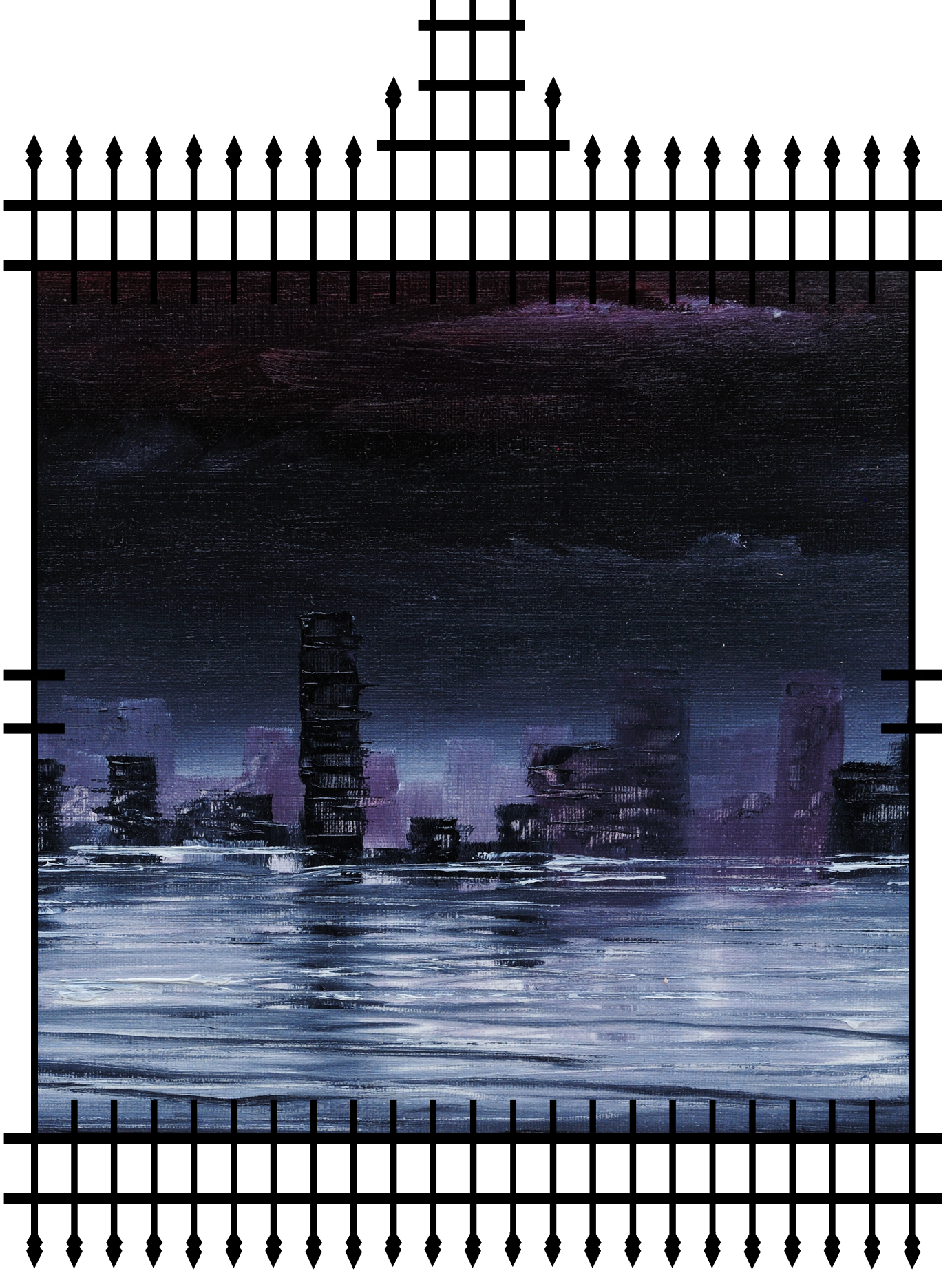
An eye-sore on the Streeterville skyline, the Farwell Building is old, worn down, and abandoned. For some reason, it has remained untouched for a long time, now.

The Loop

Encased by elevated railway tracks, the Loop is the heart of Chicago. Every block presents another skyscraper. The Kindred of the city sometimes call it 'the Hive' for how busy it gets. It is a prime location for shopping, as well as the home of Chicago's politics and business. The Prince operates from the Loop alongside many of his childer.

Madame's

Far away from Chicago's center, Priscilla Gibbs owns and runs a brothel in Arlington Heights known as Madame's. It was through this place her moniker of 'Madame Zharinsky' came to be. The place caters to



many perversions. Surprisingly, many important figures in Chicago's mortal world secretly visit the place. Gibbs keeps tabs on all of them.

Nancy O'Shaenies Pub

A quiet bar down in the South Loop, O'Shaenies Pub once catered to a larger Irish community in the area. That community has dwindled since then, but the pub still exists, adapting with the times. Few Kindred hunt in this part of town, making it a quiet place for young Kindred to mingle.

Navy Pier

On the shore of Lake Michigan, right by Streeterville, the Navy Pier nowadays serves as a tourist attraction. Lakeside tours, carnivals, and street performers all make good business from the long walk down the pier. As of yet, no Kindred hold domain here.

Near North

North of the Loop, running up the Magnificent Mile, the Near North is home to Chicago's nightlife. Countless clubs and bars line its blocks. Most prominent among them for Kindred are the Succubus Club and the Cave.

Prudential Building

The Prudential Building serves as Prince Lodin's seat of power. On the 34th floor, under the guise of 'Denham Investments,' he conducts his business by night from his office here. The building offers an amazing view of the city and an imposing décor of businesslike severity.

Sears Tower

When the Sears Tower's construction was completed in 1973, it surpassed New York City's World Trade Center as the tallest building in the world. To date in 1991, it still holds that honor. Many of Chicago's Kindred with business interests come to the Sears Tower regularly. Lodin himself has one floor of the building all to his own as his haven.

South Loop

Of the neighborhoods around the Loop, the South Loop is the least prestigious. Although calling the whole of the South Loop a ghetto would do it an injustice, several of its deeper niches reveal poverty and criminality.

Streeterville

The more prestigious neighborhood to live in, Streeterville is the dream place to live for many of Chicago's inhabitants. Its vicinity to the pier, the Magnificent Mile, and the Loop itself have made the apartments in this area an expensive commodity.

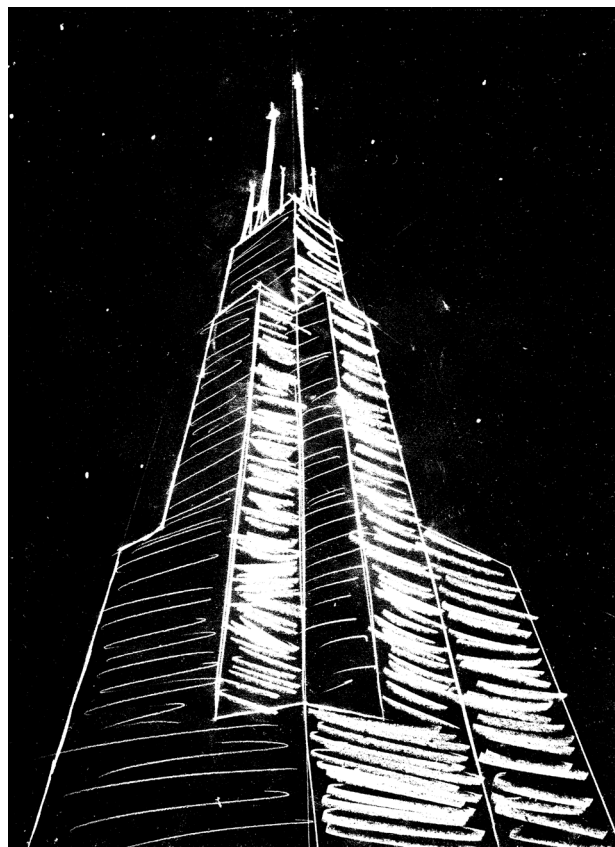
The Succubus Club

All of Chicago's Kindred know about the Succubus Club. Run by Brennon Thornhill, the place is packed every night with Kindred and mortals alike. Suspended dancing platforms dangle above the heads of Blood Dolls and yuppies alike. For vampires, it is the prime hunting ground as well as an Elysium to meet and plot.

The stories above the dance floor are reserved for private functions for Kindred. All such arrangements pass through the club's owner, giving Brennon a keen place in the political map. The basement contains a rougher environment called the Labyrinth which functions as a separate club all on its own. It consists of a single bar, a mosh pit dug into the dance floor, and a literal labyrinth of corridors where all manner of vices are given into.

The Undercity

Where Rome was not built in a day, Chicago was not built in one layer. Catastrophes such as the Great Chicago Fire left architects with a desire to rebuild quickly, dismissing many foundations and basements. To make the depths of Chicago more complicated, it contains many intact but outdated sewer tunnels. On top of that, Chicago's subway system have seen revisions to make some of its tunnels run three times the normal depths, which after many revisions become abandoned yet again.



Underneath Chicago, the Nosferatu have made this into a vast network of cut-off basements, excavated pile-ups, and haunted tunnels. They are extremely cautious for intruders of any kind. To this end, every connected scrap of metal in their tunnels is charged with live current from the railways. Despite all these efforts, though, greater terrors lie deep in the Undercity, things even the Nosferatu fear.

Other Cities

Gary, Indiana

Although the urban wasteland connects Gary to Chicago, Lodin has strictly forbidden all contact with Gary. The Prince there is a Toreador called Modius. Once, he attempted to take Chicago from Lodin. In retaliation, Lodin destroyed Gary's economy by shutting down the steel industry. The city hasn't recovered since. Most of the Kindred in Gary are isolated and do what they please. Despite Lodin's Interdiction of Gary, the Anarchs from Gary do pose a direct threat to him.

Milwaukee, Wisconsin

Milwaukee is often seen as Chicago's sibling in this part of the world. The similarities are few and far between,

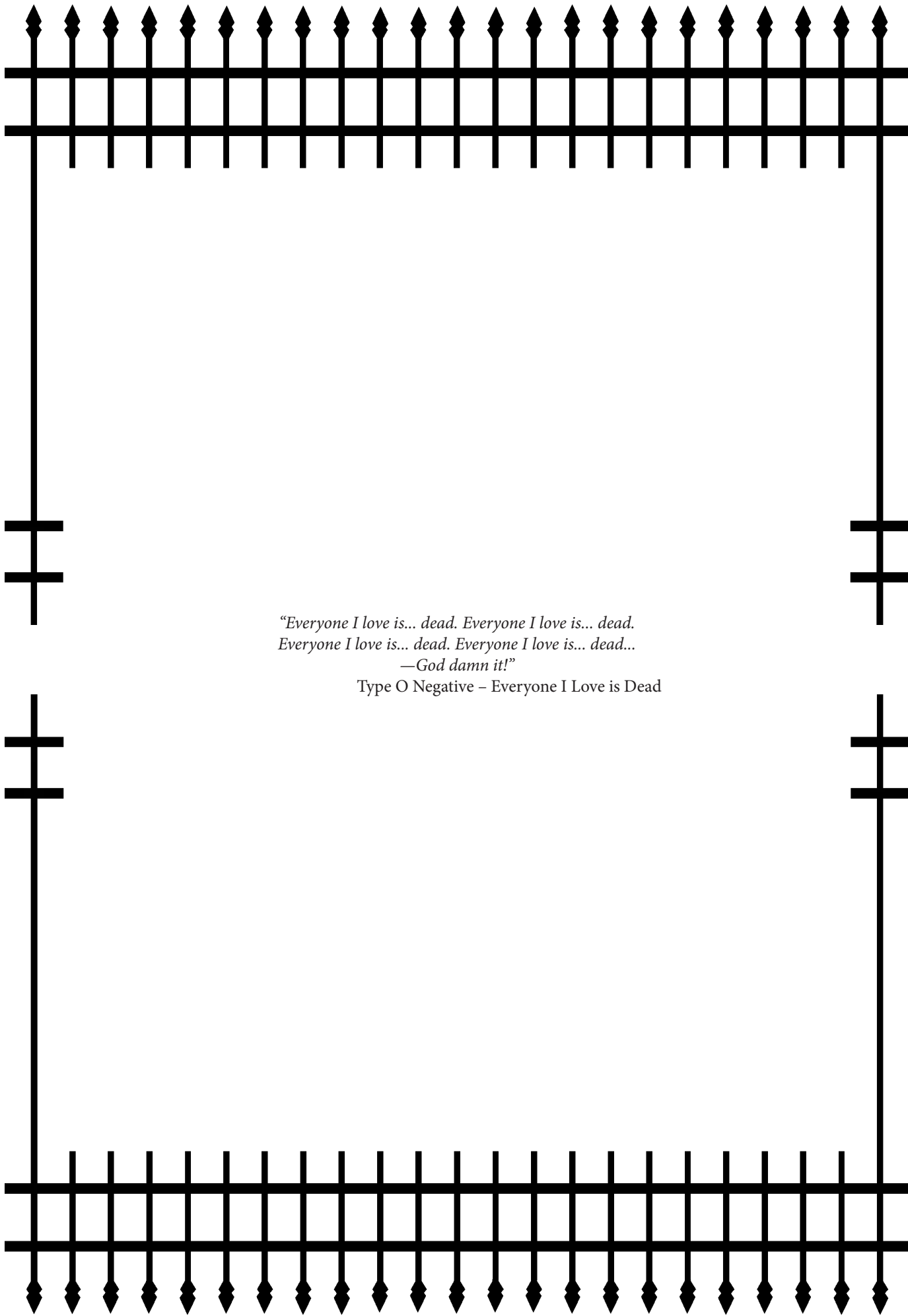
however. Called a city of madness by many, the Kindred world of Milwaukee is a hazardous one. While the Prince has a firm grasp on the city's rule, he limits his vigilance to the center of the city. The outskirts form a wilderness of Anarch infighting, roving Lupines, and Masquerade-endangering brutality. To further complicate matters, the city appears to have no Nosferatu presence save for one elder on the Primogen. Another oddity, the Tremere of Milwaukee are all elders sent directly from Vienna to study a magical disturbance of some kind, something they keep entirely to themselves.

New Orleans, Louisiana

On the other side of the United States, New Orleans is nothing like Chicago. It is a vibrant city, with a nightlife that caters to every vampire's luxury. Historically, New Orleans has always been a welcoming city, catering to vampires of many different creeds, whether they were passing through or there to stay. With a recent influx of travelers to and from the Anarch Free State, the Prince of New Orleans is becoming less tolerant, however, ordering stricter laws from his seat of power in the plantation house of Le Rubis d'le Nuit. One creed of vampire has never been welcome Prince Marcel's domain. He loathes Setites and the threat they pose to his city. Despite being hunted fiercely, their influence on the city is a fact.



ARC I:
AFFINITY &
AMBITION



*“Everyone I love is... dead. Everyone I love is... dead.
Everyone I love is... dead. Everyone I love is... dead...
—God damn it!”*

Type O Negative – Everyone I Love is Dead



PROLOGUE: THE AFFINITY

The Preludes

At the start of the chronicle, the players were invited to create their mortal characters as they saw fit. They were allowed the right to veto certain clans and bring some guidance into what would become their prelude to an Embrace, but ultimately they were not sure what clan or sire awaited them.

The storyteller wrote out five possible Embraces beforehand and matched them up with the characters once they were presented. These Embraces were not so much played through, but discussed in an immersive way. Each of them started a private plotline and all of them together provided great diversity for a starting coterie.

Albino: The Black Hand's Pawn

A Sabbat Malkavian sire whose paranoia knows no bounds has an agenda of his own. It is his intention to sire a childe to become a double agent in the Camarilla, but cannot trust a childe enough to actually tell him of the sects. He therefore Embraces someone according to Sabbat tradition before sending him off to Chicago to uncover what is going on there without a word of the Sabbat's existence or goals. He gives a bit of Chicago's history and endears the character to settle there.

Later this character might recognize the method of his Embrace with Vitch Varga's tale, but little more than

that. The Chicago Sabbat are unaware of the character. The character *can* however perform Dementation, contrary to all Camarilla Malkavians at this point in time.

Brian Parker: The Tentative Reach

A Kindred from another city has been preparing for his departure to go to Chicago, but not before collecting on a debt of the Prince to sire. The sire sends his childe ahead to Chicago to make his introductions to Lodin before coming later himself. What's more, the character is to make a full report of the situation in Chicago, so his sire may come prepared.

The sire's name is Marvin O'Leigh and he drinks solely from the type of good housewife he beat as a mortal.

Evan Jackson: The Firecast Elder

A low-generation vampire introduces himself only shortly after ripping the character from his mortal life. The elder, named Magnus, intends to throw himself into the fire and asks the character to deliver his ashes to a 'young Kindred' named Lodin, 'a Norwegian', in Chicago, so that he in turn may deliver the elder's remains to his 'sister', Eletria. The elder briefly explains the vampiric condition and invites the character to explore it as he has, until the world holds nothing left to be found. Then he leaps into a bonfire of old texts and furniture.

The character is left a 7th generation Caitiff, with a subplot to discover his true Toreador lineage through

Two Notes Worth Making

This Embrace was a testament to the Anne Rice novels as well as one hell of a way to start your very first game of *Vampire: the Masquerade*. Unlike the other players, Ria was new to this World of Darkness. To give the player a bit of a boost in play, she was given a character that would be prominent by definition. It had its risks, but it worked out excellently.

Lodin and his history in Mexico. This may tie in with keeping Lodin alive later, as he is aware of the facts, or digging deep in a history he doesn't wish revealed, or seeking Thaumaturgical help, or any number of other ways. The character has effectively spent all Background points in Generation and has spent six more freebie points on a sixth dot in it.

Jim Antwiler: The Brothel's Scion

In his endeavors with City Hall's plans for public transportation in Arlington Heights, this character is faced with the attentions of Madame Zharinsky and Gordon Keaton. The character frequented the place while his sire and grandsire's endeavors unfurled and was eventually Embraced by Zharinsky out of loneliness. Keaton disapproved, however, and dictated they may exchange no more than five words at a time. Events may conspire in this vicious triangle to push one of three away. Which that is will be up to Jim.

Lanzo Orsini: The Private Eyed

Working in Boston as a private eye, this character is exposed to a case where a paranoid individual, himself a victim of clear mental deficiencies, suspects being stalked at night. The client is a potential childe as selected by a deranged vampire (Mycroft). In this endeavor, however, the roles are reversed and the character is deemed more suitable as childe.

The childe is then offered the great mystery, the greatest case of his life: the mystery of Chicago. Lanzo is sent there to investigate the matter while the true identity of his mysterious sire is left yet another mystery.

Introducing: Albino

This character was played, unfortunately, by someone who left the game after only the first few sessions. Despite this, Albino is essential to the story to come and his actions and associations will reverberate far beyond the prologue.


His nickname derives from his stark-white hair, long and uncombed. He wears fingerless gloves and many layers of clothing, enough to give the impression of being a drifter. Contrastingly, a pair of leather cowboy boots adorn his feet. He's generally untrusting and silent and deals drugs in the street for a living. Also, Albino's not above dipping into his own wares.



Introducing: Brian Milov Parker

Player: Mark

Clan: Ventrue, **Generation:** 11th, **Nature:** Competitor, **Demeanor:** Judge

Strength ●○○○○	Charisma ●●●○○	Perception ●○○○○	
Dexterity ●●●○○	Manipulation ●●●●●	Intelligence ●●●○○	
Stamina ●●●○○	Appearance ●●●○○	Wits ●●●○○	
Alertness ●○○○○	Animal Ken ○○○○○	Academics ●●●○○	
Athletics ○○○○○	Crafts ○○○○○	Computer ○○○○○	
Brawl ○○○○○	Drive ●●●○○	Finance ○○○○○	
Dodge ○○○○○	Etiquette ●●○○○	Investigation ●○○○○	
Empathy ●●●○○	Firearms ○○○○○	Law ○○○○○	
Expression ●○○○○	Melee ○○○○○	Linguistics ●○○○○	
Intimidation ●●●○○	Performance ○○○○○	Medicine ○○○○○	
Leadership ●○○○○	Security ○○○○○	Occult ●○○○○	
Streetwise ●○○○○	Stealth ○○○○○	Politics ●●○○○	
Subterfuge ●●●○○	Survival ○○○○○	Science ○○○○○	

Specialties: Manipulation (lying, fast-talk)

Disciplines: Presence ●●●, Dominate ●

Backgrounds: Generation ●●, Herd ●●, Mentor ●●, Resources ●●, Retainers (Al) ●●

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

Humanity ●●●●● ●●, Willpower ●●●●●

Background

Brian spent his early years in Trenton, New Jersey. He was raised by parents who spent more time fighting with each other than they did raising Brian. Brian learned to stand on his own two feet from a very early age. He was raised among many ethnicities; all of whom he could get along with adequately. Most of the children didn't understand Brian and were afraid of him, however. One child tried to make fun of Brian once, something Brian can remember from his early childhood all too well. It never happened again after the child found maggots in his lunch.

Brian was a single child; he was actually a mistake. At the age of five, Brian's parents got divorced, after which he lived with his mother. Until the age of eight, Brian lived there happily. After that, his mother started drinking abusively. He was placed back with his father, who had never been too fond of his 'mistake'. Brian often got beaten by his father, calling him the "Spawn of Satan come forth from the demon Lilith."

At the age of eleven, Brian became overly angry with his father after the beatings increased. One day, he decided to revert some of the fear to his father with a prank. He loosened the screws on the stuffed deer's head that hung above his father's chair. As soon as his father sat down, the deer's head tumbled and fell on right on his head. Unfortunately, Brian's prank went bloody well. When Brian's father did not respond anymore, he called for an ambulance. By the time they arrived, the man was already dead.

After the incident, Brian was relocated to a foster home where all was relatively well. He even played baseball for a while, where he could get along pretty well with his team. People were still a bit scared of him though, and he never made very close friends. Brian performed well at school; he understood well enough he would need proper education in order to not end up like his parents. He decided to study anthropology at Washington University. His interest in the field came, in part, from growing up with mixed cultures. It was there he met his girlfriend and future wife, Eleanora.

Things were looking up for Brian. He was going to live the American Dream and do it so much better than his parents did. But, things changed. When Brian finished his studies, he had a hard time finding a job. Also, Brian's wife was diagnosed the muscular disease ALS and became rapidly less mobile. To make matter worse, Brian's mother died around the same time. Eleanora and he had to move to his mother's old house in Trenton as they could not afford to live anywhere else. Brian took a job as a cab driver in order to put food on the table. To distract himself from the growing misery around him, Brian started seeing a woman on the side. The affair with a schoolteacher twisted him up, but not enough to stop.

Appearance: middle aged man, white with a hint of Afro-American heritage, curly hair, dressed in suit with an amiable expression, though it is very hard to read Brian's true emotions.


Feeding habits: Brian drinks exclusively from elementary school teachers, preferably women. After his Embrace, his sire forced him to drink his own wife dry to sever all ties with his mortal life. While Brian did kill his wife, the blood he longed for was that of his mistress, the school teacher.

Havens: Fisher building luxury apartment.

Introducing: Evan Jackson

Player: Ria

Clan: Caitiff, **Generation:** 7th, **Nature:** Martyr, **Demeanor:** Conformist

Strength ●●●●○	Charisma ●●●●○	Perception ●●●●○	
Dexterity ●●●●○	Manipulation ●●●●○	Intelligence ●●●●○	
Stamina ●●●●○	Appearance ●●●●○	Wits ●●●●○	
Alertness ●●●●○	Animal Ken ●●●●○	Academics ○○○○○	
Athletics ●●●●○	Crafts ●●●●○	Computer ○○○○○	
Brawl ●●●●○	Drive ○○○○○	Finance ●●●●○	
Dodge ●●●●○	Etiquette ●●●●○	Investigation ○○○○○	
Empathy ●●●●○	Firearms ○○○○○	Law ○○○○○	
Expression ●●●●○	Melee ●●●●○	Linguistics ○○○○○	
Intimidation ○○○○○	Performance ●●●●○	Medicine ○○○○○	
Leadership ○○○○○	Security ○○○○○	Occult ●●●●○	
Streetwise ○○○○○	Stealth ○○○○○	Politics ●●●●○	
Subterfuge ○○○○○	Survival ○○○○○	Science ●●●●○	

Specialties: Strength (weight lifting), Perception (technology)

Disciplines: Celerity ●, Fortitude ●, Potence ●

Backgrounds: Generation ●●●●●●●

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

Humanity ●●●●●●●●●●, Willpower ●●●●●●●●

Background

As a mortal, Evan lived in New York. His career was his life and his colleagues were his friends. A below-the-line camera assistant of horror B-films, he worked long hours and was paid barely enough to pay the rent. His job was making sure the actors were always in focus, adjusting the depth of field, guessing the distance. Evan had studied a field broader than that, though. He had gone to the New York University to study filmmaking in general, figuring that if he worked on other people's projects now, someday they might work on his.

The thing Evan always craved was to be part of a team. He found this in film crews, mostly. As a real team player he sacrificed a lot for the gain of others. Outside of work, this cost him many a friend, relationship, and at one time even the annual Christmas dinner with his loving parents.

Appearance: doesn't stand out in a crowd, blends in, usually wears dark, comfortable clothing, hooded sweaters and jogging pants, short blond hair, a young face, average height and a strong build.


Feeding habits: At this point, Evan is quite reckless in feeding. After a dramatic Masquerade violation involving a car chase and driving of a bridge Evan decides it will be best to stick to feeding off prostitutes.

Havens: Even after a few nights in Chicago, Evan does not have haven of his own yet. His havens are always just the most convenient ones for the moment. He has no real preference and so never chooses a location for himself.

Introducing: Jim Antwiler

Player: Minkers

Clan: Caitiff, **Generation:** 13th, **Nature:** Rogue, **Demeanor:** Director

Strength ●●○○○	Charisma ●●●●○	Perception ●●○○○	
Dexterity ●●○○○	Manipulation ●●●●○	Intelligence ●●○○○	
Stamina ●●○○○	Appearance ●●○○○	Wits ●●●●○	
Alertness ○○○○○	Animal Ken ○○○○○	Academics ●●○○○	
Athletics ○○○○○	Crafts ○○○○○	Computer ●○○○○	
Brawl ○○○○○	Drive ○○○○○	Finance ●●●●○	
Dodge ○○○○○	Etiquette ●●○○○	Investigation ○○○○○	
Empathy ●●○○○	Firearms ○○○○○	Law ●○○○○	
Expression ●●●●○	Melee ○○○○○	Linguistics ○○○○○	
Intimidation ○○○○○	Performance ○○○○○	Medicine ○○○○○	
Leadership ●●●●○	Security ○○○○○	Occult ○○○○○	
Streetwise ●●●●○	Stealth ●●○○○	Politics ●●○○○	
Subterfuge ●●●●○	Survival ○○○○○	Science ○○○○○	

Specialties: Charisma (criminals), Manipulation (criminals)

Disciplines: Dominate ●●●

Backgrounds: Allies ●●, Contacts (city planning, police) ●●, Influence (high society) ●●, Mentor ●, Resources ●●●●, Retainers (Rajiv, Daren) ●●

Virtues: Conscience ●●, Self-Control ●●●●, Courage ●●
Humanity ●●●●●●●, Willpower ●●

Background

Jim Antwiler acquired immense wealth in his mortal years. He owes this success mainly to his knowledge of finance and numbers, his persuasive and leadership skills, and having a keen eye for risks and potential gain. A decade ago Jim held a minor position in Chicago's city council while trying to get his advertisement agency up and running. It did not take long before Antwiler's considerable talent for influence and advertisement along with his knack for business and creative bookkeeping spiraled his company through the roof. Eventually, he resigned his seat at the council to focus on his company: A for Advertising.

A for Advertising now holds seven employees who see Antwiler as a kind soul. A portion of Jim's success lies with his power to motivate his working staff and having the recourses to reward them accordingly.

Jim made sure that his Embrace did not affect his company. He hosted a company party announcing to his workers that he would retreat from the day-to-day activities within the company due to advanced skin cancer. He left most of his company in the capable hands of Rajiv Narayen, a young upstart for whom Jim has high hopes.

Appearance: 41 years old, age clearly shows on his, wrinkles started early, prominent moustache and some light stubble, fresh fashion sense, dresses to the occasion.


Feeding habits: As Jim would say, it's all about getting close to the neck. After that, the Kiss comes easy. A little deception goes a long way in that regard. Jim usually deceives his prey by pretending to have a sore throat, talking in hoarse whispers, usually asking polite questions, the way to a restaurant for example. The prey tends to close in in order to hear the barely audible pleas. They usually don't remember what the question was.

Havens: Several appartments spread throughout the city.

Introducing: Lanzo Orsini

Player: Stef

Clan: Caitiff, **Generation:** 8th, **Nature:** Director, **Demeanor:** Judge

Strength ●○○○○	Charisma ●●○○○	Perception ●●●○○	
Dexterity ●●●○○	Manipulation ●●●○○	Intelligence ●●●○○	
Stamina ●●○○○	Appearance ●●○○○	Wits ●●○○○	
Alertness ●●○○○	Animal Ken ○○○○○	Academics ●●○○○	
Athletics ●○○○○	Crafts ○○○○○	Computer ○○○○○	
Brawl ●○○○○	Drive ○○○○○	Finance ○○○○○	
Dodge ○○○○○	Etiquette ○○○○○	Investigation ●●○○○	
Empathy ●●○○○	Firearms ○○○○○	Law ●●○○○	
Expression ●●○○○	Melee ○○○○○	Linguistics ●○○○○	
Intimidation ●○○○○	Performance ○○○○○	Medicine ○○○○○	
Leadership ○○○○○	Security ●○○○○	Occult ●●○○○	
Streetwise ●○○○○	Stealth ●●○○○	Politics ○○○○○	
Subterfuge ●●○○○	Survival ●○○○○	Science ○○○○○	

Specialties: Perception (attentive), Intelligence (book knowledge)

Disciplines: Auspex ●●, Dominate ●

Backgrounds: Allies (police, lawyer) ●●, Contacts (librarian, mobster, city hall) ●●●, Generation ●●●●●, Mentor ●●, Resources ●●, Retainers (Ennio) ●

Virtues: Conscience ●●●, Self-Control ●●●, Courage ●●●●
Humanity ●●●●●●●●●●, Willpower ●●●●●●●●●●

Merits & Flaws: Acute Hearing, Acute Vision, Cast No Reflection, Stigmata

Derangements: Synesthesia

Background

Lanzo (full name 'Lazzaro Vittere Orsini de Avezzanesi'), was raised by strict Catholics in the old country. To his parents' frustration, he questioned everything around him. Despite his rebellion, he always strove to become a good man. As a child, he suffered from terrible asthma and allergies, often to the point of hospitalization.

Following an earthquake, his family moved from Italy to America, where Lanzo thrived in new opportunities. Eventually, he managed to start his own business in Boston as a private eye, which he has not given up since his Embrace.

Appearance: looks unconfident, with a slight color to his skin, black hair cut short, average dresser, wears collared overcoats and a round hat.

Feeding habits: Lanzo prefers to remain unseen while he feeds, often shadowing people walking out alone. He is not picky about his victims.

Havens: His private haven is a small, bare studio. Lanzo keeps the place to himself and receives visitors at his office two blocks down. The office holds enough room for his cousin to stay in and features file cabinets, plenty of workspace, and a computer. The place is decorated in the styles Lanzo knew from his home town.

13th February 1991

Of the flights entering Chicago this night, one arrives from St. Louis. The unforeseen cancellation of direct flights to O'Hare from places like Boston and New York City ensure that this particular airplane is packed with people making use of the changeover. Tyler has orchestrated these flights to concentrate into a single plane, on a single night, after learning of a particular group of new arrivals booking their tickets—neonates on their way to Chicago, the characters.

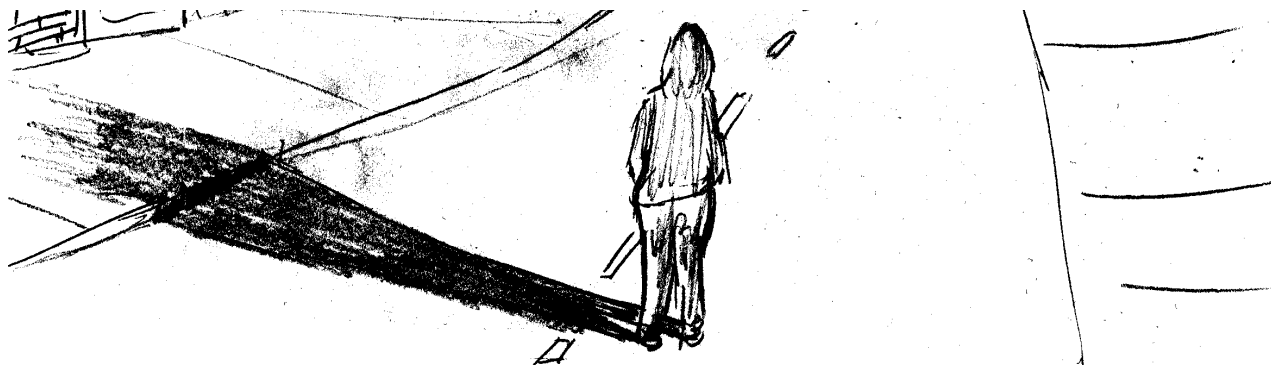
Jim Antwiler, although he is a resident in Chicago, has taken a trip out of and back into Chicago, returning home tonight, to avoid suspicions of an Embrace within the city. Evan Jackson arrives from New York City—a city unwelcoming to Camarilla Kindred, even if he is as of yet unaware of what that even means—following clear instructions from his sire. Brian Parker, similarly instructed, yet with very different intentions, arrives from Trenton, New Jersey on behalf of his sire. Lanzo Orsini, whose retainer has stayed behind for now, arrives from Boston, with the intent of moving his business here.

All four neonates are aboard the same plane. When they land in O'Hare, they find themselves singled out and are taken to an interrogation room guarded by armed security officers. Tyler has planned for the characters to arrive in this fashion, to use as a ploy against Lodin. The characters pick up glimpses of a Primogen meeting over an intercom before realizing how they've been used. When their link to the Primogen meeting is cut off, the characters are told they are free to go. Within two nights, they are to present themselves to the Prince in an official capacity.

Outside, the characters hail a cab together, 215 Yellow Taxi, whose driver, Alfredo, has listened in on many a Kindred conversation before. He lets it slip that he might know what the characters are talking about.¹ Alfredo becomes a regular means of transportation for the characters.

The characters decide to find havens. Antwiler, being a local, suggests they try the abandoned Farwell Building up in Streeterville, near where he lives himself. The characters

¹ In truth, he is an old Anarch ghoul.



Over the Intercom

Lodin: "I assure you all, my grasp in this city is secure. It needs none of your aid or intrusion."

Tyler: "Is that so?"

Lodin: "Yes, Tyler, now sit down."

Tyler: "I'll do no such thing! Here, I reveal to the Primogen precisely how the Prince's grasp on foreign policy has waned."

(...)

Tyler: "Well? State your names."

(...)

Tyler: "Now, Lodin, do you mean to tell us you were aware of no less than four Kindred immigrants?"

(...)

Lodin: "What a show you have made again, Tyler. Surely your monopoly of O'Hare does not give you the right to demand this of me."

Nicolai: "All this shows, my Prince, is another facet that is beyond your control. Surely, you would not refuse the Primogen's help? That is all Tyler asks."

Critias: "Consider this, Lodin. It is man's prerogative to rely on his own devices before relying on those of others that these schemers would intend to remove from under you—the very pillars they place you on. Fall not to the woman's nagging, I say."

Tyler: "You pedophilic old—"

Inyanga: "Hush, child, and sit down."

Annabelle: "Well, I certainly agree avec Nicolai. Vous avez tous oublié Maria est toujours porté disparu?"

Nicolai: "Yes! With a better sense of what goes on in and out of Chicago, this may never have happened. One of our own eldest, my Prince!"

Lodin: "I'll take it under consideration as soon as someone turns that damn microphone off!"

scout out the building and agree it looks abandoned. Lanzo decides to climb the building next to it for a better look.

Through the windows, he perceives bright fire immolating everything within the building. No sooner than he goes up, he returns in a state of panic of what he saw within. Jim Antwiler then invites everyone over to his apartment, where they may spend the day.

14th February 1991

† Settling In, Our Best Friend is a Witch

After everyone rises, Jim Antwiler makes a phone call to Madame's brothel, arranging a feast for the others. Afterward, everyone decides to get their affairs in order. For one, Lanzo Orsini's cousin and retainer, Ennio, arrives by plane and they set up their business in the Loop. Similarly, the others scout out apartments.

Simultaneously, Albino has crossed the Canadian border and arrives in Chicago this very night. The first other vampire he meets is Morris Daighnae, who comes up to him disarmingly while Albino is trying to deal drugs



in the South Loop. Morris' usual charm is later exercised on the other characters as well, as he finds the neonates.²

Morris also finds a man called Vitch and a girl calling herself Medusa wandering the night-time streets. This kind stranger arranges a meeting of all these neonates of Chicago. They all meet in Nancy O'Shaenies Pub in the South Loop and share their stories.

Morris unites all the neonates present as the 'Class of '91' while everyone confides as much as they dare. It comes up in conversation that the characters are to meet the Prince the next night. Vitch stays with Antwiler for now, after explaining he was sleeping in a grave.

15th February 1991

† First Elysium

The eight neonates meet the Prince of Chicago, Lodin, in their first Elysium. They report to him in the Prudential Building, on the 34th floor. When they meet the Prince, he is flanked by two of his childer: Ballard and Neally. Neally seems to act as Lodin's secretary while Ballard scowls and seems to interrogate the characters without saying a word.

One by one, the neonates are to tell their story. Albino, Jim, Evan, and Vitch are deemed to be Caitiff and shunned

² Using mystical powers, he understates.



for it. Lies are spotted by Ballard and communicated to Lodin by his heavy fingers tapping on the desk. Only one lie passes through their sights, when Antwiler admits he was Embraced in Chicago, but tells them it was Keaton who did it, not Gibbs. A Blood Hunt will be called on Keaton.³

Evan also relays his sire's message for Lodin. Surprised, Lodin in turn confirms he knows Eletria and that if Evan proves loyal to the Prince, he will be able to tell Evan of his lineage. He forbids Evan to consort with the other elders of the city in exchange for this.

The neonates are threatened and it is clear they all walk on thin ice. They have yet to earn their right to remain in the city. They are dictated Lodin's laws, among them the

³ Gordon Keaton's scheming with Anarchs of Gary made it so that Lodin was looking for an excuse to call a Blood Hunt on him.

ban on harming tourists. After the meeting, the characters return to the pub with Morris and converse amiably once more.

16th February 1991

† Our Best Friend is a Witch

From the moment they step out into the night after rising, the characters notice the city is hosting many railway-themed events. The Class of '91 meets in the pub again. They start to carve out plans and make arrangements among themselves. Albino offers Vitch drugs, to be taken from a mortal's vein after it takes them. Morris bluntly offers to teach the characters Thaumaturgy. Lanzo, in particular is interested. Morris promises to swipe some books tomorrow night.

Classifieds

Chicago Tribune

FEBRUARY 13TH 1991

CLASSIFIEDS

FOR RENT

STORAGE

Suitable garage boxes just west of the river.

West Loop Garage Outlets
Only \$100 a month

APARTMENTS

OLD TOWN

Eugenie Terrace on the Park: Brand new skyscraper right on Lincoln Park.

Eugenie Terrace
1730 N Clark Street
Chicago, IL 60614

THE LOOP

1928 Art Deco Landmark: The Fisher Building of limestone, granite, and marble. A private theater and a private abode. Living at its finest.

Fisher Building City Apartments
343 S. Dearborn
Chicago, IL 60604

We all know the 1929 Gothic Revival skyscraper, classic living at its best in Randolph Tower.

Randolph Tower City Apartments
188 West Randolph
Chicago, IL 60601

Multiple modern-day condo's available in the heart of Chicago. Ideal living for young professionals.

MDA City Apartments
63 E. Lake Street
Chicago, IL 60601

MISCELLANEOUS

Home improvement in the city? Rent a toolbox at Home Depot! Also available: power tools rented by the hour.

1300 South Clinton Street
Chicago, IL 60607
or call (312) 850-4836!

OTHER

For pleasure beyond mortal bounds, visit Madame Zharinsky
308 West Northwest Highway
Arlington Hts, IL 60004

Lodin's Laws

“I have but five laws in my city. As long as you obey them strictly, I shall not harm you. Heed these words and do not attempt to disobey my laws. I am a fair and even-tempered Prince, but I warn you: do not cross me.”

I. None in my city shall kill and leave behind evidence of their feasting. If your slaying shall cause an investigation among the police, or worse, among the press, then I shall track you down and extinguish you—or if others speak for you, exile you. You must lick all wounds and dispose of those you kill. I hold the Traditions in high regard and do not take such violations of the Masquerade lightly.

II. Do not harm travelers to this city, for its wealth is based upon it being the center of commerce and travel. You may feed from such, but do not leave any evidence of your feast. You should not test me in this, for these folk are the basis of the wealth of my realm.

III. Have nothing to do with any of those among the press. They are to be strictly ignored. They are my domain. Neither should you attempt to create contacts or retainers among the police of this city. They are my domain as well.

IV. Keep the sanctity of Elysium, for that is our place of rest and recreation. No act of violence or struggle shall be tolerated. You may attend my court here, as all in my city are free to do, but you must not carry your conflicts into the sanctity of its ground.

V. Do not hold commerce with my enemies or those who seek to usurp my rightful authority. I shall repay treachery with treachery and rebellion with iron might. Let me caution you: I know all that happens within my realm. Do not think you can keep secrets from me.

From Chicago by Night, edited

Brian's Letter

Dear Marvin,

I have safely arrived in Chicago. Yet, there were many disturbances.

At the airport a SWAT team waited for me and three other Kindred. We were taken to a separate room, where we could hear the Prince and the Primogen talking through an intercom system. I could not clearly understand who was who, or what they were exactly talking about, but it was peculiar that a Kindred with a child's voice seemed to have so much power.

After we were released, one of these fellow Kindred knew a place we could use as a haven. All of us are neonates. We arrived at an abandoned apartment building. One of them, this man with an Italian accent, found an entry point. He quickly came back down however, claiming there was a fire. At first, I suspected a traitor in our midst and turned my anger on the one who led us here. He was unimpressed, but offered to let us stay in his haven, the penthouse floor of a building nearby. He told us that we were welcome as long as we respected his privacy. In the end, I agreed with this man.

All these fellow neonates are very peculiar. Our host said he only recently came to Chicago, having been Embraced elsewhere. He doesn't know his own clan and neither do the other two. The one I haven't mentioned yet, every word he says seems regal and commanding, as imposing as a train going by. Despite this, he is also Caitiff. Worse, he doesn't know a thing about the Camarilla! He told us his sire leaped into the flames after ordering him to bring the ashes to someone here in Chicago. I think he is meant to give them to the Prince himself.

After our first night here, the Italian told us he'd had a dream. In this vision, the imposing one was supposedly of half our host's generation. If this is true, then who was his sire? The Italian is a weird one, though. I distrust his claim to be clanless. We checked on the building again and there was no sign of fire damage. Maybe he is a Malkavian?

Quite some odd things to happen on a first night, right? The coming time I will focus first on settling down in the city. I hope the teachers are nice here.

Yours sincerely,
Brian Milov Parker

Lanzo calls his sire from a payphone to seek his advice. Mycroft suggests the neonates try to contact the Toreador of the city, as they provide the least hostile connection to Kindred society.

Albino is confronted with more signs of the Sabbat. In addition, his attempts at dealing drugs in Chicago have not gone unnoticed by mortal gangs, Anarch competitors, not to mention Capone and Jackson.

Brian Parker writes to his sire with an account of the occurrences so far. The letter and his sire's response take some nights in transit.

When Antwiler returns to Arlington Heights, Madame is overjoyed at feeling her Blood Bond with Keaton is suddenly lifted. Keaton must be dead.

17th February 1991

† Our Best Friend is a Witch ‡ Annabelle's Party

The neonates meet as usual in O'Shaenies, where Morris has for them his Thaumaturgical tome. It contains all first level rituals of Thaumaturgy. Unfortunately, there is no possible way, try as Morris might, for the characters to reproduce these until they have a basic grasp of Thaumaturgy. Morris promises to try stealing a different tome and it is left for another night.

It becomes apparent this night that Vitch and Medusa are becoming close, and that Vitch has returned to sleeping in his grave. Vitch also displays less gout through the

blood, as he claims. Speaking of the Toreador, they decide to visit a local gallery. The hype of railroads still courses through Chicago, and the gallery they visit is holding an exhibition on railway art.

There, they meet a selection of Annabelle's party elite: Annabelle, Bret, Sophia, and Garwood. Morris acts up in trying desperately to stay out of sight after Garwood Marshall makes an appearance. Eventually, some of the characters manage to exchange words with the Toreador. They learn of the Succubus Club. Evan, who is approached by Annabelle herself, is given an invitation to a private party the following night. He is allowed to bring one guest.

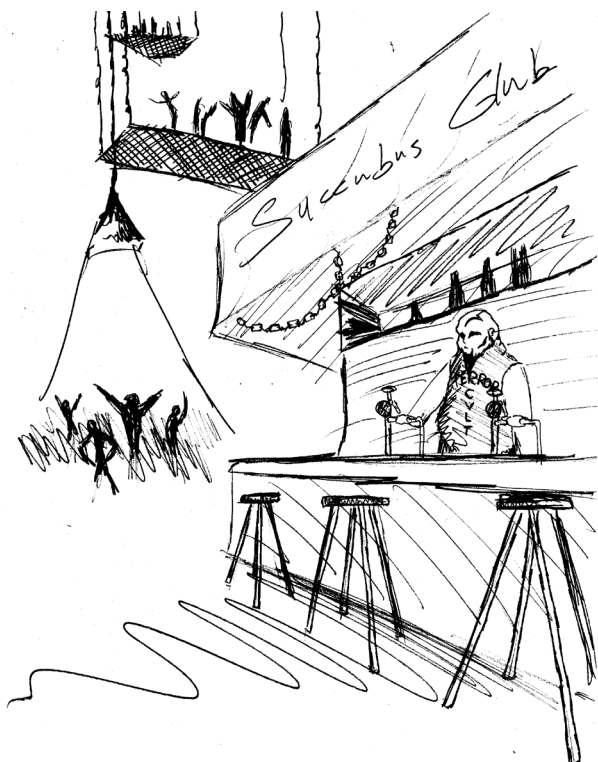
18th February 1991

† Media Repercussions ‡ Annabelle's Party

The characters plus Morris head over to the Succubus Club. At the door, Jim befriends Rex, the bouncer of the Succubus Club. Evan decides to bring Brian along as his allowed guest to Annabelle's Party. While Jim and Lanzo are still downstairs, Morris hooks up with Liz Schumpeter. Later, Jim and Lanzo try to talk their way in as well. Brennon Thornhill is courteous to them, and let them come up with him.

At the party, Evan is singled out to meet some of the elders of the city (Nicolai and Critias in particular) while Annabelle does her best to divert Brian away from them. Brian is left to befriend, among others, Bobby





Weatherbottom, a childe of Lodin, who speaks of having a purpose in Chicago.

Before long, then, everything goes wrong at the party to the continual embarrassment of Annabelle. Eventually, she loses her temper and erupts in frenzy. Brian then steps up and, completely out of place, uses Dominate to quench Annabelle's frenzy.⁴ Everyone is soon dismissed from the party.

Just outside, Balthazar, the Sheriff, approaches them and tells them of how he was hunting Keaton as per Lodin's Blood Hunt, but that he got away. Jim learns the Blood Bond breaking between Madame and Keaton did not signify his Final Death. The Sheriff is particularly vile to the characters, distrusting them. Madame Zharinsky, at hearing the news of Keaton still walking the night, moves in with Jim in his haven in Chicago.

The night ends with Evan attempting to feed near his own haven. Horribly messing it up, police soon arrive to take Evan away, but not before he can call Brian for help. Brian's attempts to dissuade the police and crowds gathered in the little suburb through Dominate fail and soon, the two resort to breaking free and fleeing under hot pursuit in Brian's car. The chase brings them all the way to the heart of Chicago on the Dwight Eisenhower Expressway. On the bridge across the river, Brian decides to ram the car over the railing, counting on their vampiric

⁴ It is the act of insolence in Elysium that shocks Annabelle out of her frenzy, but then catches herself realizing that to all others in the room, it appears as if she was just actually barked down by someone of considerably thin blood.

resilience to survive and swim away underwater. The other characters witness this chase live on the news.

19th February 1991

† Madame's Confession, Our Best Friend is a Witch, A Child's Wish

When he awakens, Jim Antwiler hears a confession from his sire which leads him on a trail to discover his great-grandsire: Theodore Dooley. Brian Parker receives a letter, a response from his sire.

At O'Shaenies, Morris arrives with his date from last night, Liz Schumpeter, with whom he seems to have hit it off rather well. He has also brought a new tome on Thaumaturgy. He offers the characters its secrets, if they can understand it. He speaks lightly of a dark pact they can make to learn it faster.

Up to this point there had been no sign of Vitch, Medusa, or Albino at the pub while the rest were all present. When they enter, the characters notice a dramatic change. Medusa's face is restored in its former beauty, a dark reflection of the model she used to be. She calls herself

Marvin's Response

Childe of mine,

Your tribulations are no doubt the very beginning of the journey ahead of you. It seems to me that with every insight into the depth of Chicago's mysteries, only greater mysteries become evident.

As to your new companions, I have used some of my contacts over the nation to uncover more of them. The Italian you speak of, at least, I have learned is Lanzo Orsini. His sire is Mycroft, a Malkavian indeed, from Boston. Mycroft enlisted Mr. Orsini's services as a private eye to uncover the mysteries of Chicago. Unlike myself, Mycroft has no interest in migrating there. I will try to engage the madman in a correspondence on behalf of our mutual childer.

In conclusion, I see my restraint is no longer anything other than counterproductive. The arrangements have been made. I depart in seven nights. Expect my arrival at O'Hare at eleven at night on the 24th. I shall begin to rent an apartment on the first of the next month, I expect to be able to join you at your haven until then.

It is still of imminent importance that I have a layout of the clans. By the time I arrive, I expect a full report on all Lodin's childer, who I understand make up all the Ventrue of the city save yourself.

Your patient sire,
Marvin O'Leigh

Morris' Pact

To reflect aptitude, the character makes a successful Intelligence + Occult roll (difficulty 9). The number of successes acquired may be used as 'borrowed experience', spent now, gathered later.

Morris has a faster way to learn, however. The method appears diabolic, but what he suggests is no true Dark Thaumaturgy. In fact, the investiture he suggests comes from a wraith he has acquainted.

To add up to the seven experience points needed, Morris' dark pact is one the character can make over a diagram. The character may sacrifice points of maximum vitae in their blood pool to add to the rest of the experience point cost, which can be bought back at 2 experience points per dot. If seven experience points are gathered, the character gains insight and may select a path and a ritual.

Persephone, now.⁵ Vitch also looks younger, healthier, and no longer feels pain in his every movement.

Then, the doors of the pub are blown open by a cold wind as Nicolai enters. All candles are blown out and the lights are dimmed. He orders a glass of red wine without paying and strolls over to the characters' table as time slow down to standstill for all the mortals in the establishment. He demands back the tomes Morris stole from the chantry and takes a sample of the neonate's blood. Upon seeing Vitch, Nicolai cuts him for some of his blood as well, faster than is natural, but the characters do notice this.⁶

Nicolai continues with the second purpose of his visit in offering Evan his clan's support. Nicolai mentions Gargoyle-guarded havens and Thaumaturgical protection, all for Evan's friendship. Evan politely declines, saying he can take care of himself. This is the start of an ongoing insistence.

⁵ Persephone was played by Lotte this evening as her first role in the chronicle.

⁶ Here, the characters witness, for the first time, the Path of Aether's Father.

The Original File

This is what was left of the message after Ennio mixed up a few things, and Lanzo misheard others:

7: HOLTE

-

8: I: HINDS, DRUMMOND, BALLARD, BALLARD, CAPONE

II: SOVEREIGN, GAUGHAN, HONG, NEALLY, SCA?, SCHUMPETER, KSON?, PETERSON, WEATHER?, THORNHILL, *LORRAINE

What the SchreckNet document stated:

7th: O. Holte

8th: Brood I:

H. Ballard#, T. Hinds!, E. Drummond, A. Capone

9th: H. Ballard's childer

L. Ballard

A. Sovereign

9th: A. Capone's childer:

F. Gaughan

P. Hong

8th: Brood II:

E. Neally%, J. Peterson, J. Schumpeter, B. Weatherbottom, K. Jackson, B. Thornhill, L. Matthews*

9th: E. Neally's childer:

J. Foster&

& Presumed dead or defected.

* Lorraine is never involved with any brood business.

% Neally is the leader of the second brood.

! Tommy defected to Anarch Movement.

Ballard is the leader of the first brood.



After the Tremere elder leaves, the mortals in the pub continue their drinking as if nothing had happened. The characters hazard a guess at Vitch being what few of them have heard about before: a Tzimisce. To calm their nerves, they decide to head to the Succubus Club again, where Persephone more than nearly breaks the Masquerade.

20th February 1991

† Lodin's Broods, The Defectors

Lanzo receives a hasty phone call from his retainer, Ennio, who he had set to work on the computer networks to find out more about Chicago. He is calling from a payphone and communicates verbally what he found. It appears to be a list of Lodin's childer. Ennio confesses his fear and intends to lay low for a while. Lanzo understands.

At the pub, Albino still has not made an appearance. When the list is recited, Morris notices a coincidence about one of the last names. Subtly, he looks over to his new doll who suddenly jumps up and bolts for the door at his questioning gaze. The characters stop her from leaving with Morris' help, displaying powers of time manipulation akin to Nicolai's actions the night before. They get it out of her that she is Liz Schumpeter, youngest daughter of Jacob Schumpeter, one of Lodin's childer on that list. She became a vampire hunter long ago and already has several kills to her name outside Chicago. She learned that her

father recently caught her older sister and is holding her hostage among his herd to feed from. She manipulates the characters into pitying her and she is held close for one more night.

On top of that, this night, Vitch departs with Medusa.

21st February 1991

† Schumpeter's Fall

Liz Schumpeter is made to leave Chicago. Jim uses the Forgetful Mind on her to make her forget about everything.

Evan is visited by the Nosferatu this night. Jurgis Rudkus introduces himself, horrifying and disgusting Evan himself. Ennio, unconscious, is carried in by Peter and Tammy. For returning the transgressor on their digital domain, Jurgis states the characters owe Clan Nosferatu a favor. For cleaning up Evan and Brian's car accident, they owe another. The first favor they may clear immediately: they are to cleanse the Farwell Building as the Nosferatu desire it as a base of operations above ground.

Resenting not doing so earlier, Morris brings his camera to the pub tonight and takes a photograph of what remains of the Class of '91. Peculiarly, Lanzo is nearly invisible on this photograph.

Jim sends his retainer Daren to investigate Albino's disappearance. Soon, he receives the response from

the streets investigation that he was abducted by 'two Frenchies.' Albino was probably trying to deal his drugs on the wrong turf. Daren suspects it involves vampires though, and notifies Antwiler that he will be going underground for a while.

The characters end the night by driving past the Farwell Building, observing it from the outside.

22nd February 1991

† Haunted Chicago, Diablerist's Consequences

Tonight, the characters explore the Farwell Building. Morris joins them, as do hired mercenaries. When the characters enter, they go in prepared and packing firearms

From the ground floor, everything is simply deserted, but very well locked with active security measures such as triggered glass.

The characters decide the best way to enter is through the fire escape of the adjacent building. They can step on a ledge on the second floor that way and maybe get through the glass in the back of the building. This time, the place isn't on fire. However, they hear Hotel California playing in the background.

Once they break through, they enter an unfurnished room, with no idea where the music is coming from, though slowly as they proceed, it goes away.

An endless stairway follows. Fire coming from below challenges them into Röttschreck. Blood streams and drips down the steps from of higher floors. Bodies are flung down the staircase from high above, screaming, burning

to ashes before they hit the floor. By now, Morris has wreathed himself in a globe of water to protect himself.

The characters end up at a penthouse level, finely furnished, in it a man pointing a gun at the characters. All the terrors they witnessed on the way here end as if they were never there. The man is Georgio, the Ravnos occupant. Georgio is ever paradoxical, guessing the characters' purpose in life. He taunts the characters and feigns jumping from a window with his Chimerstry. When Jim Antwiler approaches the ledge to see if the fall killed him, the Ravnos appears behind him and shoots him in the head, making a pompous statement. Jim survives the bullet and the characters combat the Ravnos into torpor.

Shortly after, Morris offers to take the torporous vampire with him. Clearly, he intends to diablerize the Ravnos. The characters advise against it and demand he do nothing for now, but do allow him to take the body with him.

Later, Brian Parker leaves a voicemail message for Bobby 'the Hurricane' Weatherbottom to get them a meeting with the Prince.

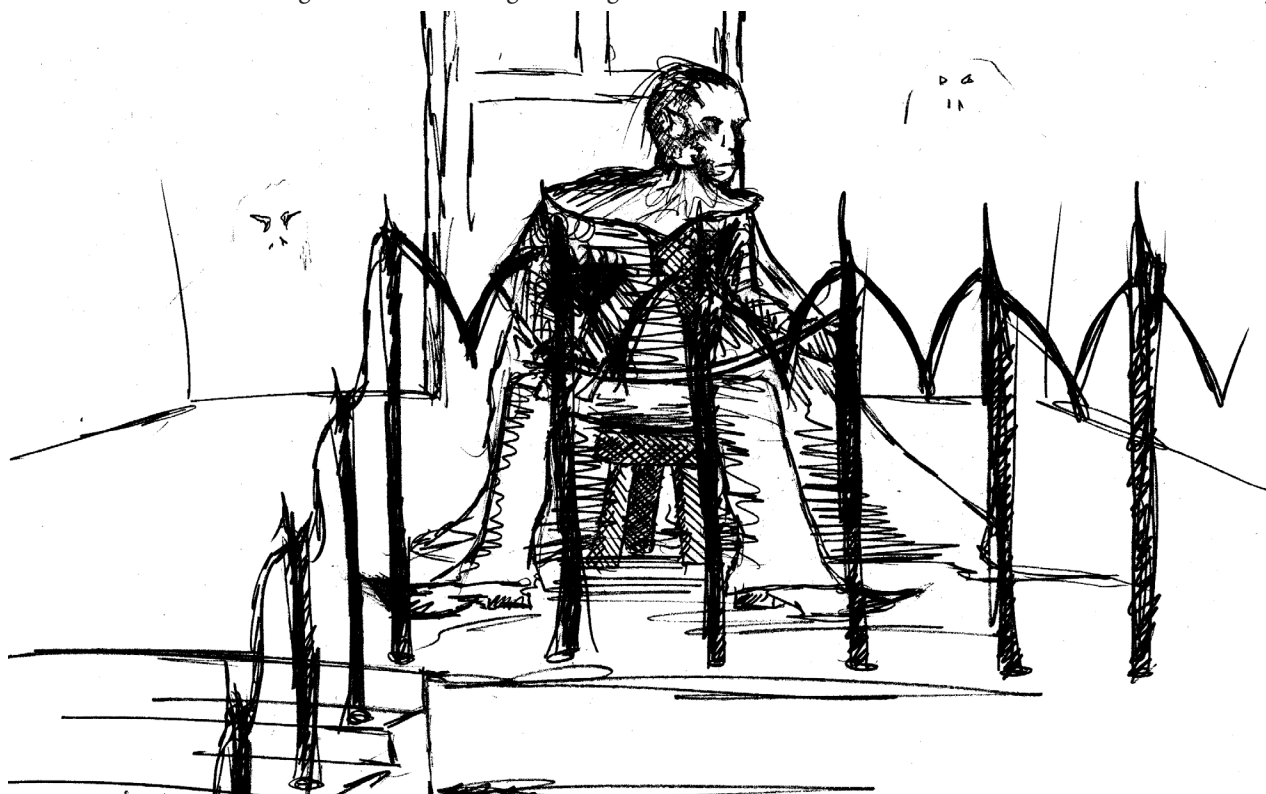
Morris diablerizes Georgio the Ravnos.

23rd February 1991

† Media Repercussions, Keaton's Fate

‡ Blood Bond

Tonight is going to be a long night for the characters, with longer ones yet awaiting them in the future. First, Ennio discovers that the bodies thrown in the river by





the Nosferatu to cover up Brian and Evan's accident were two students from San Francisco, both tourists, in conflict with Lodin's laws. Also, Madame Zharinsky decides to move back to Arlington Heights.

Khalid, the Nosferatu Primogen has set a meeting with Evan. Brian and Lanzo are the only ones to show up, however. After an imposing introduction at the Farwell Building, he asks after Medusa, who even he can't keep tabs on, in exchange for a transcription of the Primogen meeting the characters played a part in when they arrived in the city. Khalid tells the two characters that Nicolai is not done with his offer for Evan yet, but that he was lying about how many Gargoyles he would have for Evan, and that even Critias intends to approach him soon. One favor for the Nosferatu remains, and Khalid will not dangle his blackmail over them any longer than that favor, he ensures them on his honor.

The characters drive from the pub to the Succubus Club, still early in the evening, to notice a disturbance in the alleys. A three-headed dog is menacing through the streets, not yet quite under the control of Persephone, who hastily chases the abomination and drops something, an envelope with four tickets⁷ to a (long sold out) theater production of *Carmilla* the same night.

The characters put down the Cerberus and catch one glimpse of Vitch's silhouette far down a street, two horns now protruding from his head. They decide to attend the

play, but the show isn't for a few more hours and they head for the Succubus Club in the meantime.

At the Succubus Club, Lanzo is seduced by Emily, a beauty in a red dress who is the envy of all around. She is a ghoul, it seems, who isn't drinking from her master anymore. Lanzo feeds from her blood and gives her some of his in return. He is torn away from her side by the rest when it is time for the *Carmilla* play.

One Brand in a Thousand

One of the storytelling motifs used for this chronicle was that the story was always in the players' hands at all times. From the very beginning, there was not one single direction toward which the story attempted to converge.

In fact, with the diversity of the Class of '91 members—Albino and his link with Toronto, for example—the idea here in the beginning was to make the choice between *Camarilla* and *Sabbat* an equally likely one. This will not have been the last such branching, culminating in the players' shock to where they ended up further down the road, thinking on where they could have been.

All that, began here. Although we can't say for sure if a different road would have proven better, it is a certainty the characters end up with regrets.

⁷ Intended for Persephone, Vitch, Albino, and Keaton.

The tickets grant them a box in the balcony with a fantastic view of the play. The box contains a card that reads: 'Hope you enjoy the show, Brothers and Sister.' Lanzo's further investigation reveals a special decanter of blood laid out for them and a gun strapped under each seat.

The curtain rises, and a beautiful girl, no older than sixteen by the look of her, steps out of a mist clinging to the stage. Elegantly draped in a white dress, she begins narrating a tale while the backgrounds behind her are moved to concur with it.

During her narration, the doors burst open under the characters' box. At first they can't see who has entered, and only hear sniggering laughter and nervous reactions. Listening carefully, Lanzo overhears them saying "Hurry up, the sewer rats will have noticed us by now and they'll have called the big bad Sheriff."

The figures move forward to the first row, where the characters can see them: bikers with a gang patch, a black hand on their back, labeled 'TORONTO' under it. They sit down after flinging several people off the first row and tell the actress of Carmilla to get on with it, 'darling.'

The Sabbat members continue to harass the mortals and turn to violence and murder quickly. The characters decide to enter the fight. Mortals flee the scene and the Sabbat start to tear the structure down. The Sabbat members taunt the characters into forsaking the Camarilla, hinting at the renunciation of Blood Bonds in the Sabbat.

The Sheriff, Balthazar, shows up with several bodies to even the odds. The characters learn the Sabbat were looking for something—someone—in the theater. They are chased out by Balthazar before they find it, however.

The Sheriff expresses his distrust for the characters. They are to report to the Prince the following night. As the Sabbat flee the theater into the city, Balthazar and his men initiate a hunt through Chicago's streets. The characters are left alone to stumble upon a staked corpse in the concrete: Jefferson's staked body.

Rats are Summoned to the body to try to chew through the stake but the characters fend them off. They guess at the purpose of the Sabbat in the theater and distrust the corpse. Later, Emily is Summoned to Jefferson as well, and Lanzo takes her aside to ask several things of her. She explains a little about her history with this very theater, Neally, and Jefferson.

Brian calls Bobby Weatherbottom again, telling him about 'the leader of the Sabbat we found at the theater here.' Later, Neally himself shows up, after the characters asked Emily to call him. He destroys Jefferson's staked body and takes Emily home, threatening the characters to forget everything that happened here. All that remains of Jefferson is his coat, smeared with ashes. Inside, the characters find a faded old picture of Emily on stage.

When he returns to his haven, Brian has three messages from Bobby Weatherbottom. The first message offers his sire's consent in a meeting Bobby had arranged, as per Brian's request. The second message was a confused, unbelieving one regarding Brian's phone call earlier this night. Nonetheless, he tells Brian he has informed his superior of the matter for him. The third message is plain and final: "You can never call me again. Neally is my brood's leader."

Lastly, Jim has a message on his answering machine as well. It's from Morris: "I'm bored. Where were you guys?"



The Story of Neally and Jefferson

The story begins with two young American aristocrats from Chicago; one was named Jefferson Foster, the other Neally Edwards. The two men were inseparable friends since early childhood. Coming from rich families, the two were afforded much time to devote to frivolity and they did their best to enjoy life's pleasures. Jefferson was the more ascetic of the two and preferred to experience cultural delight whereas Neally preferred self-indulgence and reveled in hedonism, all while retaining a front of respectability. Though the pair had disparate tastes, they complemented each other perfectly and attended most social functions together, forever trying to comprehend the appeal behind the other's favorite pleasures.

Their relationship changed when Neally became addicted to morphine. Jefferson stood by his old friend through the entire period of degradation and social uproar surrounding his old friend's addiction. While Neally's other friends and even his family turned their back on him, Jefferson remained at his side. Neally had expected rejection and could not understand why this one friend stayed with him. Guilt and refusal to accept that someone could give such unconditional friendship began to haunt him. As the pain of rehabilitation continued, Neally began to resent his old friend for his faithfulness. When he finally left the morphine clinic, a broken and lonely man, he unconsciously took to avoiding Jefferson. Then, he met Lodin, the vampire Prince of Chicago.

Jefferson accepted that his old friend needed some time to himself to recover from this traumatic period. What Jefferson did not know was that his friend had recently been taken from the realm of mortality and turned into a vampire. Approached by Lodin, Neally had required little persuasion to leave his old life and enter a new one. Neally found his new existence more fulfilling than any other physical pleasure he had experienced. He also found it the perfect way to revenge himself on his old friend, while telling himself he was doing Jefferson a favor. Neally took the first opportunity to change Jefferson into one of the undead. Now Neally could be stronger than his old friend for all eternity, and he secretly reveled in the fact. Once again, the two spent almost all their time together, but things had changed between them.

Jefferson did not appreciate the physicality of his new existence. He resented his Beast and silently longed to be human again. However, since Jefferson's companion had accepted his new life, he decided he should too. He never realized why his old friend really enjoyed his

company and he grew to accept that Neally was now his better.

As the pair rediscovered their old ways, they had the capacity to enjoy more of their favorite pleasures with their newfound longevity. Their forced camaraderie faltered, however, when they two saw a beautiful actress on the Chicago stage. Her name was Emily Carter and her grace and vivacity captivated both Jefferson and Neally. Jefferson was drawn to her for her purity and innocence. He cherished those ascetic qualities as he would a work of art. Above all he appreciated her Humanity and wanted to allow her to retain that virtue, thus giving him back something of that which he had lost. Neally on the other hand, cherished her for more carnal reasons. He was greatly aroused by the woman's purity and innocence. He wanted to corrupt Emily and make her undead like him so he could master and abuse her at his leisure. While Jefferson wanted to protect her, Neally wanted to possess her—and both began to compete for her affections.

When the two men courted Emily, their frayed friendship strained and finally snapped for good. Eventually their divergent motives resulted in direct confrontation. Neally ultimately won Emily's love, attracting her without the use of his supernatural powers. Although Neally originally wanted to Embrace her, he found making her a ghoul more satisfying. He realized twisted sexual pleasure in possessing Emily as a private, permanent source of blood. Coincidentally he also discovered that Emily's continued Humanity caused Jefferson much distress. Neally had come to enjoy his friend's useless efforts to win the girl. By leaving Emily her Humanity, Neally could still be entertained by Jefferson's vain efforts. Emily's Humanity kept Jefferson intent in his desire to win the woman. Had she been given the Embrace, Jefferson would know that she was unattainable and would have given up the hunt.

To ensure Emily remained his, Neally then did force her into a Blood Bond. Jefferson was outraged by Neally's crime and moved to steal Emily away and protect her from further corruption. His desperate rescue efforts failed, however, the strength of the Blood Bond being immutable. Thus the old friends became bitter enemies, intent only on causing harm to the other.

Over the ensuing years Jefferson made several attempts to break Neally's hold over Emily. His efforts were wasted, so he sought some hidden means to break the bond. Some methods seemed promising, but none succeeded. It was then that Jefferson learned of the secrets of the Sabbat, of their mastery over the Blood Bond. The only way to learn the Sabbat secrets was to join them. Jefferson traveled to Toronto, where the Sabbat were known to be in power. Once his dangerous

journey was complete, he entered a graveyard in the center of the city and announced his presence to the dreaded brethren. After passing their trials, he was initiated and accepted into their pack.

His initiation into the Sabbat was maddening, tearing him from his last vestiges of sanity. After he had pulled himself from his own grave, as their doctrine demanded, Jefferson lost all shreds of his Humanity. As a ferocious Beast, he forgot his former purpose and ran with the Sabbat for decades. He had broken free of his past, but he had lost himself in the progress.

Only after years with the Sabbat, and after gaining considerable power and experience, did Jefferson begin to recall his previous life with the Camarilla. The year was 1967 and by that time Jefferson was considered the leader of his pack and held substantial power in Toronto. However, with the return of his memories, the passion of his former love for Emily returned as well and Jefferson could no longer bear being apart from her. He therefore forsook his power and abandoned the Sabbat, leaving Toronto for Chicago.

Back in the city, Jefferson learned that Neally was still alive and had gained great authority as a servant of Chicago's Prince, Lodin. Neally had risen high in the Prince's ranks, earning Lodin's trust and becoming one of his most important progeny.

Not having seen Jefferson for years, Neally had thought his old rival long dead and given him little thought, much like the rest of Chicago did. Subconsciously, however, Jefferson had great effect on him. Since his friend left, Neally had begun to take on some of his partner's characteristics, becoming more willing to help others and less suspicious and guarded. The two of them had always been opposite halves of the same coin, and with Jefferson gone a void grew in

Neally. Over the years he filled that void with the fragile remnants of his own Humanity, and had even managed to exceed what he once was as a mortal. In a sense, the two had traded places, their fates interwoven with one another.

On his return, the cold-hearted Jefferson had the opportunity to take Neally by surprise and destroy his nemesis once and for all. Having gained much power in the Sabbat, however, Jefferson had also developed arrogance, and resolved to inform Neally of his return so as to season the flavor of the hunt. Given the opportunity to prepare for the attack, the frightened Neally sought to destroy Jefferson before he could strike. It was not difficult to locate Jefferson's haven. Neally correctly surmised that Jefferson would seek refuge in a place close to his lost love.

Arriving on the scene of the old theater in which the pair had first seen Emily perform, Neally discovered Jefferson's sleeping form. The old building was abandoned while it underwent restorations. He created a number of ghouls to assist him and they brought him to the theater just before sunset. He then had Jefferson staked just as he woke. Though he had intended to extinguish Jefferson, he found that his heart would not let him take such action. With the theater under construction, they encased Jefferson's body into a mold of wet cement and left him there, imprisoned. Immediately after, Neally slew all his ghoul helpers so as to leave no witnesses. When mortals came to work the next day, Jefferson was entombed within the walls of the theater and Neally's Humanity was starting to crack once more.

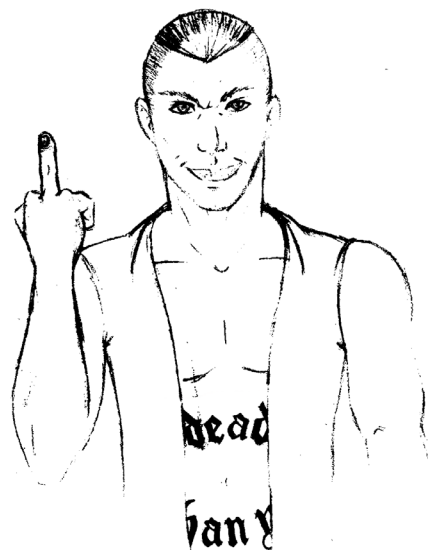
From Blood Bond, edited

24th February 1991

† Rise of the Prolific Irishman, A Stone Friend, Vitch's Vendetta

Tonight, Brian Parker's sire, Marvin O'Leigh is finally due to arrive in Chicago. O'Leigh is pleased with his childe's progress in canvassing the city both geographically and politically and is ready to fulfil the next stage in their plan. After picking him up from the airport, the characters are due to report to Prince Lodin. Marvin joins them.

At the Prudential Building, one of the Sabbat bikers from the night before is held captive for interrogation. The characters explain about the Sabbat defectors they have known. Suspicions about Keaton are also shared. Lodin demands the characters find proof of what they claim. Specifically, they must find proof of the Sabbat's Vaulderie ritual—the ritual that can break a Blood Bond. This, they



are told can absolve them of their involvement with the Sabbat.

In the heat of the meeting, Marvin O’Leigh makes his introductions to the Prince. Bearing documents signed by the majority of major Princes on the East Coast, Brian’s sire manages to claim domain in Chicago for an embassy. The details, however, Lodin would have discussed later.

Morris leaves a message on Jim’s answering machine, asking if Jim can keep a secret at his haven for him. At his haven, a package was waiting for Antwiler. Inside is a child-sized statue with tiny wings that can move. They call Morris, who decides they shouldn’t be doing this over the phone. When he comes over, he explains this is Irmatrix, a Gargoyle he rescued from the hands of the Tremere. Irmatrix will now be staying at Antwiler’s haven.

The characters caught Morris up with the recent news and they decide they need to find Vitch and Medusa, or rather Persephone, as she calls herself now. Morris aids them using his Ouija, an ability of his that still baffles most.⁸ They locate the two renegades and confront them. A hatred for the Tremere has surreptitiously festered in Vitch, however, and this is made plain when they meet. The characters steer the conversation in such a way that Vitch and Persephone offer to induct them into the Sabbat. They tell the characters some of them are likely already Blood Bound to two elders pulling the strings of this city. The characters tell their old friends to show them the ritual, to induct them.

Vitch and Persephone take them to Lake Michigan’s shore, where Persephone guides the characters into the depths of the lake in a procession. Meanwhile, Morris stays with the car, as does Vitch. Lanzo is undecided about the whole ordeal as well while his coterie disappears under the water’s edge. A stalemate between Morris and Vitch culminates then, into a Masquerade-shattering duel.

Through the Path of Neptune’s Might, Morris draws immense power from the Great Lake while Vitch indulges his clan’s powers and grows great wings. Lanzo stands by as they duel in midair and a multitude of cars stop on the overpass nearby. In the midst of their heated mutual destruction, after the others have resurfaced, Jim Antwiler grabs a hold of Persephone and threatens her with a shotgun to the head, in order to encourage Vitch down.⁹ Lanzo joins Jim in this and Vitch relents.

The Class of ’91 manages to stake its two former members and flee the scene of this massive breach in the Traditions. They make their escape underwater, coming up again a mile north of the incident. There, they make for Jim’s haven where they all fall to the sleep of the day.

⁸ In truth, Morris simply uses the prop to communicate with a wraithly acquaintance.

⁹ Vitch knows true terror when he sees Persephone threatened. Their love has remained strong even through the Sabbat rites, where their Humanity was all but devastated.

25th February 1991

† Demise of the Demented Irishman, A Sacrifice and an Execution

The characters awaken surrounded by the Prince’s ghouls and are dragged to the Prudential Building. There, an assembly awaits them, among them the Primogen and the Sheriff. The characters explain about the Sabbat involved in the attack. When they tell Lodin that they captured both of them, he is pleased and forgives the characters their breach of the Masquerade.¹⁰

It is then that whispers arise among the Primogen. Inyanga sees the black veins in Morris’ aura. Before long, their whispering is communicated to Lodin. The Prince calls for Morris to step forward and stand accused of diablerie. He is staked violently.

A case is made by the characters in Morris’ defense, in that without him they would not have captured the Sabbat. It is countered that without him the Masquerade would have remained intact. Nicolai insists Morris is handed over for the Tremere to punish. The Primogen put the matter to a vote and Morris is sentenced to Final Death.

Sheriff Balthazar then steps up to Morris with a shotgun where he lies. He turns to the characters and smirks, saying: “You know the thing about staking? You do it when the guy’s awake, and he can see and hear—and feel—*everything* without being able to move...” before lodging the barrel of his shotgun in Morris’ mouth and blowing his ashes all over Lodin’s fine carpets.

The characters are outraged. Morris paid the ultimate price for their ambition in pleasing the upper echelons of Chicago’s Camarilla. They are made to leave after their outburst, where Lanzo lastly adds: “This was not worth it.” In response, Lodin grins at their naivety.

The characters retrieve Morris’ photograph of the Class of ’91 from the ashes and inherit the Ouija board Morris used along with a collection of the books he was studying

¹⁰ Vitch and Persephone are delivered to the Prince. Lodin intends to interrogate them to learn the Sabbat secrets of undoing Blood Bonds.

Morris’ Books

The exact contents of Morris’ little library were never described. It was the intent to give the characters a modest collection of occult books they could fall back on in research from now on. The books were his own, not belonging to the Tremere, and detailed some of Morris’ fascinations in particular, including wraiths if one knew where to look.

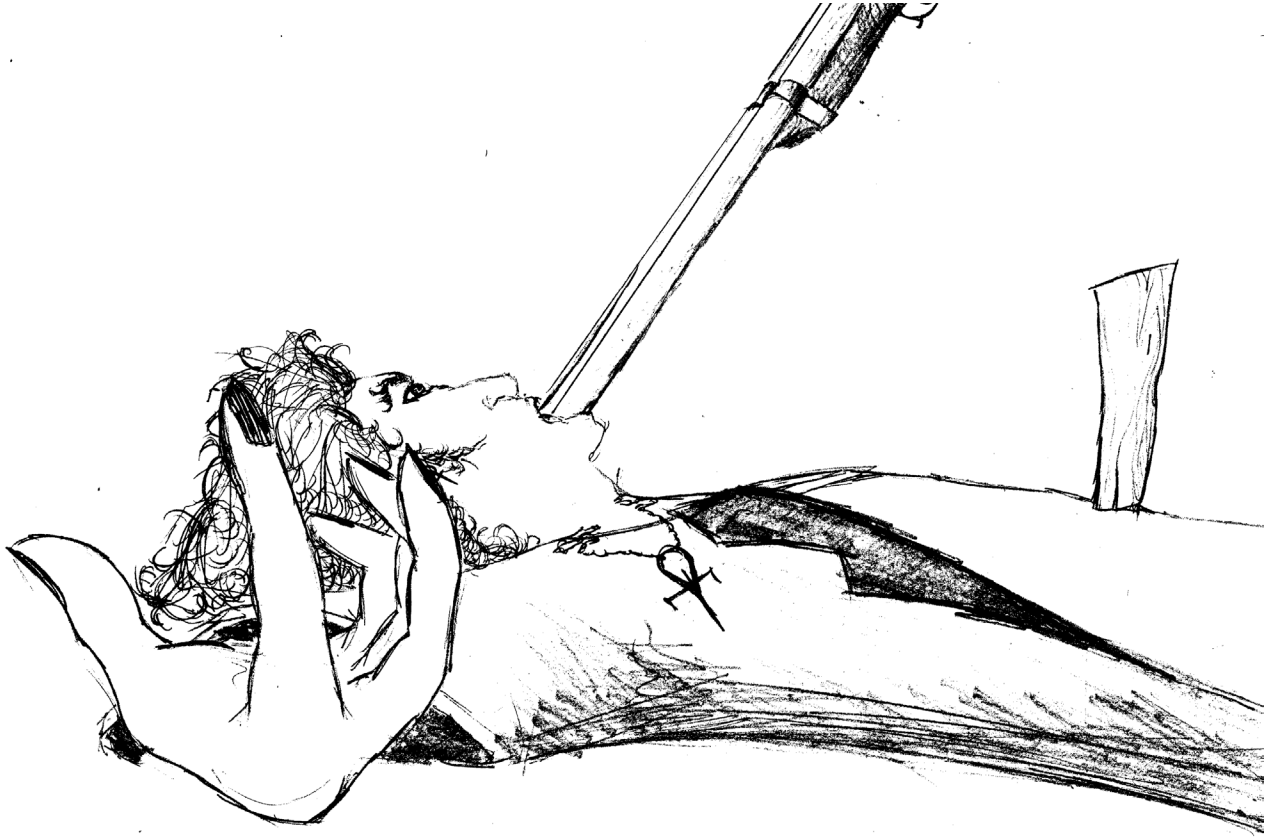
PROLOGUE: THE AFFINITY

from Ericho. Jim keeps the photograph. Lanzo keeps the Ouija board and the books. After the mournful meeting with Morris' sire, the characters each go their own way for the remainder of the night.

Lanzo studies the books Morris left them and Brian finds an ex-cop mercenary to bind into his service using

Presence and gives him his first drink. His name is Gary Marble.¹¹

¹¹ Note how we just finished telling a truly sad story and one of the players can't wait to start telling another one.





HISTORIES I: A KINDRED ACCOUNT OF CHICAGO

Timeline

- 1833 Chicago proper is established.
- 1837 Maxwell takes over as Prince of the city.
- 1871 The Great Chicago Fire occurs, giving Lodin the opportunity to overthrow Maxwell.
- 1880 Modius begins his rise to power.
- 1886 Haymarket riot occurs.
- 1894 Pullman strike occurs.
- 1901 Unions reach their height of power.
- 1908 Balthazar betrays the Anarchs.
- 1913 Lodin finally gains control over the unions and Modius is forced to flee to Gary, Indiana. *Cauchemar Praxis* begins, a time of peace under Lodin's leadership.
- 1919 First meeting of the Primogen occurs and Elysium is established.
- 1921 Lodin begins the interdiction of Gary.
- 1966 The Night of Rage occurs.
- 1968 Democratic Presidential Convention takes place.
- 1983 The Council War begins. Harold Washington is elected mayor.
- 1987 Lodin is victorious in the Council Wars.

Here, a brief history of Chicago is presented from the point of view of its Kindred society. Note that more details, secrets even, can be found in the character entries of several of Chicago's inhabitants in the Setting & Situation chapter.

The First Prince

In the beginnings of the city, the Brujah Maxwell declared himself Prince of Chicago and made it a haven for Brujah kinsmen. Soon after came the Civil War, bringing in an enormous swell in Chicago's mortal population. It was the end of the war, however, that brought with it Kindred of all denominations, among them a Ventrue calling himself Lodin.

By 1871, Maxwell and his followers had managed to stem the influx and remain in control. Flames lit by the suicidal Malkavian Maureen O'Leary swept through Chicago one night, then, causing the Great Fire, then also known as Devil's Night. Lodin took advantage of the mayhem and confronted Maxwell at his haven to personal combat. Maxwell escaped and was not seen again. This is not to say the battle was honorable. Indeed, Lodin brought all the Ventrue of Chicago's proper and several Toreador with him to overwhelm the current Prince. Afterward, Lodin slew all of his clan mates. From this point on, all Ventrue in the city would be of his line.

The Challenge of Modius

In the aftermath of the Great Fire, expansion brought economic success to Chicago. Lodin ruled with wealth and force, infiltrating mortal layers of the growing city, to keep the growing masses in line. Still, it came as a shock to the Prince when the workers upon whose backs the city had been built began to protest their desperate conditions. The fact that a vampire could transform that massive unhappiness into a bid for power went unconsidered.

The Toreador Modius came out of nowhere. He quickly gained support among the mortal workers and disgruntled Kindred. Most importantly, he had the backing of the Gangrel Inyanga, the Nosferatu Khalid, and the Brujah Procet. All three were powerful elders who had a certain amount of disdain for Lodin's high-handed and violent assumption of power.

Modius cut right through Lodin's layers of power among the mortals with his support of the workers. Even with the aid of his new lieutenants, Ballard and Drummond, Lodin seemed incapable of anything save delaying his eventual overthrow. Lodin's agencies reacted to the protests with an iron fist, leading to the deaths of four leaders after a series of bombings. The move backfired on Lodin as his enemies rose to martyrdom.

Then came the Pullman Strike of 1894. The strike united white and black workers against the nation's rail system. This posed a direct threat to Lodin's most recent childe, Drummond, the railroad baron. Drummond, without consulting with his sire, used government troops to break the strike. The incident became a worldwide scandal and an embarrassment for the city. Public opinion was swayed even further in the favor of the workers.

Lodin began casting about for a suitable tool to control the workers himself. He Embraced the prominent socialist leader, Tommy Hinds. Hinds, Dominated by the Prince, turned on the other labor leaders and began co-opting the union leadership with promises of personal wealth and power in return for ensuring the workers' complacency. While this took effect, Modius' forces were slow to react, but when they did, it was with a violence previously unknown during the long conflict.

Modius, now joined by the Anarch Balthazar and his sire, began to seek out and destroy Lodin's acquaintances, both Kindred and mortal alike. This gave Lodin the leverage to approach the elders who had previously supported Modius, promising to keep the peace after Modius' removal. The elders approved, if grudgingly.

Tommy Hinds then made his infamous visit to Balthazar and convinced the Brujah to switch sides. With Balthazar's information, Lodin began a systematic campaign of Blood Hunts on those who broke the Masquerade. By the beginning of World War I, Lodin's opponents had been destroyed for the most part. Modius, with the secret aid

of Annabelle, managed to fortify himself in Gary, Indiana, then the center of union strength.

Cauchemar Praxis

The next decades would become known as *Cauchemar Praxis*, a time of peace under Lodin's leadership. While clans fractioned between the Gangrel, Nosferatu, and Brujah on the one hand, and the Ventrue, Malkavians, and Tremere on the other, the Toreador established Elysium by their own traditions. In the hallowed halls of the Chicago Symphony Orchestra, the Kindred began to meet. Lodin failed to see the significance of these meetings, and alliances made there, until it was too late.

Around the time Lodin considered Embracing the gangster Capone, he found himself contested by the Brujah Procet and his plans for Chicago's underworld. The matter was carried on to Elysium, and it was the Primogen who voted on the matter. Lodin was to be allowed his childe, but Procet domain over the underworld. The Prince shook with rage at the elder Primogen. His mentor had successfully kept such a council from forming in her city, where Lodin was now too late.

Lodin vented his rage by turning his sights on Gary. Through his childe, the Prince crippled Gary's economy. Extortion and hijacking contributed to the city's steady decline. Modius and his allies reacted too slowly and proved incapable of breaking the interdiction.

Despite several setbacks, this period of fifty years would prove to be the best in Lodin's life. From here, everything went downhill.

The Anarch Movement

In the early 1960s, reports reached Lodin from all over the country. Unprecedented uprisings of neonates and roving Sabbat packs made up of defectors were an unwelcome reality for most elders in the changing age. Princes on the West Coast replied with brutality and this culminated into the creation of the Anarch Free States.

Chicago's Anarchs had been badly set back by the fall of the socialists earlier in the century, but slowly they had been rebuilding. By the '60s, a new wave of Anarchs in Chicago surpassed Modius' power and became a source of constant concern for Lodin. A shadow war started.

One night, in 1966, Balthazar went looking for a neonate Brujah rumored to have entered the city several days earlier. The Prince's enforcer had no luck finding the newcomer, but did stumble onto a group of Brujah gathering in Lincoln Park. Afraid for a plot against the Prince, the Sheriff and his Ventrue assistants attacked, slaying two of the Brujah. Unknown to them, these were the members of a movement called the Urban Sprawl, a pacifist Anarch movement counselling nonviolence.

When news spread of Balthazar's brutality, the Night of Rage ensued, a night remembered throughout cities spread far and wide. The Anarchs responded with atrocities. Battles were fought across rooftops and through sewers. Elders were unsafe in neither their havens nor their Elysium. The war had come out of the shadows, and more than a dozen Kindred had met Final Death on either side.

Chicago then became the center of the War of Ages. Anarchs flocked to the city and the Camarilla sent Archons in response. The war went on for months, fueled by discontent among young vampires at the assassination of Martin Luther King, Jr. in 1968. Later that same year, Lodin obtained permission from the Ventrue Justicar to settle the Anarch problem once and for all. The Prince did not reveal to the Justicar what he had in mind before he led elders alongside police into an open conflict, attacking the Anarchs alongside protesters. Battle joined, with much of it shown on live national television.

More than a hundred vampires from all across the world disappeared that night. It is said ashes covered the

streets the next morning. The Chicago Anarch Movement was crippled and an age of repression followed.

For ten more years, the Anarchs played no role in the city. Their existence was restricted to the fringes of Kindred society. It was in these fringes that Maldavis rose.

The Council Wars

She seemed to come out of nowhere, but soon Maldavis was supported by respected Anarchs, displaying mysterious powers. While Lodin remained confident, she began to forge a new Anarch Movement. The Prince created even more childer to help him rule a great variety of the city's machinations. He found himself balancing the power of his older brood with the newer one, all while his enemies began to notice Maldavis.

Lodin considered her a minor irritation until 1983, when he angered the Primogen Annabelle. Lodin's enemies now outnumbered his loose allies in the Primogen and the Council Wars began. Meanwhile, Maldavis made her first move. She rejected Lodin's ironclad rule over the mortal



society in Chicago. She presented a new candidate for mayor, Harold Washington, in the '83 elections. Maldavis made no effort to control him directly, but focused all her power in ensuring Lodin could not touch him. Lodin, caught off guard, was infuriated. The Primogen restrained the Prince, however, in his desire to crush Maldavis when he decided to slay the new candidate. On April 15th, 1983, Harold Washington became mayor.

For four more years, Lodin's attempts to undermine the Anarchs with his Ventrue allies were met with amazement at their level of preparation. The history of bloodshed still loomed as a shadow over their actions. Though some Kindred were destroyed, no one wanted open warfare again.

Lodin found he had lost the support of the Camarilla in this, after his actions during the War of Ages. Maldavis' Anarchs grew in power even further. Lodin then turned to despair when he realized some of the Primogen supported Maldavis.

In 1986, Maldavis' allies succeeding in destroying many of Lodin's lackeys in city government and placing their own. The night before Thanksgiving of 1987, Lodin threw himself at the feet of the Primogen, begging their aid, and

their forgiveness. Lodin spent hours conceding to their demands before eventually Annabelle agreed to rebalance the Primogen in his favor with her vote, in exchange for Lodin's Camarilla-enforced permission to Embrace. Moreover, Lodin agreed to hold regular meetings with the Primogen to hear their demands.

Lodin then proceeded through the night and visited Mayor Washington. He attacked and drained him of just enough blood to weaken him into a heart attack the next day. Next, Annabelle revealed a spy in Lodin's camp. Soon after, the Ventrue captured one of Maldavis' lieutenants. After interrogations, they executed a targeted slaughter of all who supported Maldavis, awaiting them at their havens.

The mighty Brujah Procet was among those who disappeared, one of the few remnants of the Brujah haven the city once was. Once again, the Anarchs lost the bulk of their strength to the Prince's onslaught. Lodin eventually confronted Maldavis personally and almost managed to slay her. She managed to survive through means he has never understood, though he continues to suspect treason in his Primogen. Lodin set himself to work regaining his grip on mortal society.

From Chicago by Night, edited



ACT I: THE AMBITION

26th February 1991

The Class of '91, what remains of it, awakens in mourning. In his haven, Lanzo receives a phone call from Boston. Someone named Marcus is investigating Mycroft. In Mycroft's haven, he found a voicemail message from Lanzo and traced the number here. Lanzo acknowledges that he is Mycroft's childe as they talk and it appears Mycroft has gone missing. All Marcus can tell Lanzo is that the Ventrue of Boston had started rumors that the supposed Malkavian is in fact a Lasombra in hiding.

Marvin O'Leigh succeeds in acquiring the entire Navy Pier and the Filtration Plant as his domain as ambassador the East Coast. Meanwhile, his childe Brian has a confrontation in the South Loop, attempting to acquire a pistol. His vampiric abilities lead to a spreading urban myth in the ghetto, originating in the gang 37AVE.

Jim has business in Des Plaines with his driver, Cormick, and his retainer, Rajiv. Evan, who tagged along, meanwhile has an encounter with Son at a local fair, who is stalking a child. After Son kills the child, Evan confronts and destroys the Kindred.¹ He continues to search amongst the ashes to find a keycard for Psychiatric Society Illinois

¹ Evan, who is still very naïve at this point, convinces himself he did absolutely nothing wrong on account of what he witnessed Son doing.

Asylum. Meanwhile at his meeting, Jim reveals to Rajiv that he is a vampire.

Antwiler is then called upon to solve the mess caused by Brian in the South Loop by restoring everyone's knowledge of the situation.

Irmatrix is moved to Lanzo's haven.

27th February 1991

† Road to the Anarchs, Blood Hunt ‡ Player of Pawns

Jim's retainer Daren returns from hiding and the characters are invited to visit Marvin's domain at the pier. Evan and Brian remain at the harbor while Jim and Lanzo have business in the city.

Lanzo goes to find Emily at the Succubus Club, where he notices Critias and an unfamiliar Kindred up in one of the balconies. He also overhears rumors among the Kindred about Blood Hunts, that another name has been added to the list, just below Keaton's: Albino. Jim takes the time to look for new havens before he joins Lanzo and they discover the Labyrinth together. Down there, they meet and befriend Damien, learning more of the Brujah in the city.

Critias is involved in an intricate game of chess with his Russian opponent, Dimitri. The stakes of the game are thus that they have both nominated peers and retainers as



their real-life chess pieces. While the game on their board moves on, those involved suffer the consequences.

When Evan, now alone, wanders the streets of Chicago, he is kidnapped by Dimitri's men.

28th February 1991

† Road to the Anarchs

‡ Player of Pawns

Evan, oblivious to his surroundings but for the air-tight concrete cell is faced with a mortal that is tossed in with him. The mortal slowly suffocates. Evan resists feeding from her and resists embracing her to save her life.

Jim has an appointment with Daren at 8 pm to tell him he is to make the trip to New York. Later, when Antwiler goes looking for Damien at the Succubus Club, he is captured by a motorcyclist.

When Lanzo and Brian track down Damien, it appears he is also desperately looking for someone close to him who has been kidnapped, Neon. With Damien's help, they track down the warehouse where Dimitri is holding his hostages. There, they defeat Dimitri's 'queen,' a mysterious hag who manifests to keep her subjects trapped.

With Jim, Evan, and Neon freed, they all head to the Succubus Club to confront Critias and Dimitri. They make their way to the balcony where Critias declares 'checkmate.' Before their eyes then, Critias sinks his teeth into Dimitri until he expires.² Critias continues, calmly, to admit to Damien that they are sire and childe. Critias then expresses to the characters his remorse for Morris' death and insists that if Clan Tremere had defended his innocence instead of admitting guilt but demanding he be relinquished to their own justice, the young man might have been saved. The characters are invited to a meeting of the Anarchs the next night.

Jim schedules a meeting with his great-grand sire Dooley where Hank Cave and Anita show up as well. Jim is disappointed to find out Dooley saw Keaton as an asset, instead of merely hating the man as Priscilla had led him to believe in her confession. Dooley further demands Jim becomes that asset, now that he took Keaton away from him.

Far beyond the characters' attention, the Gulf War came to an end today.

1st March 1991

† Road to the Anarchs, A Falling Out, Elder's Seductions

The Anarch meeting takes place at Critias' university. The characters hear rants and recognize some of Chicago's Kindred among those seated. In particular, Jim notices his sire, Priscilla is present. Many around them, they notice, speak with great disdain of the betrayer Balthazar, who

² Thereby elevating Critias to Fourth Generation.



now serves as the Prince's lapdog. They note Salvador Garcia's 'An Anarch Manifesto' which is passed around. They also overhear rumors of an 'Anarch Cookbook', a digital document which lists everything a young, rebellious Kindred might want from how to make bombs to tips on diablerizing elders. Most of all, the characters hear about the enigmatic heroine Maldavis. The characters leave the meeting with little ambition in the Anarch ranks.

After the meeting, Lanzo is shocked to find his sire suddenly showing up at his office's door. Mycroft is raving mad with paranoia and appears to have slept in ditches for the past nights. Lanzo offers Mycroft to stay at his haven even after he voices his extreme distrust for the little Tremere pet, Irmatrix, staying there as well.

Evan, meanwhile, is approached by Nicolai at Jim's new haven and invited to come to dinner. Jim Antwiler relays this to the others as a kidnapping for Nicolai's use of Disciplines. The three of them then visit Erichto to see what help they could enlist from her. At her haven, Lanzo is the only one to show manners while Erichto becomes disgusted with Jim and Brian and sends the two of them away.

Erichto asks Lanzo for Morris' picture back. He gains some insight into the depth of Erichto's mourning and promises he will ask Antwiler for it. She lastly adds she expects Evan will be fine.

Next, the three gallivanting Kindred decide to visit Annabelle at a party where she is keeping up the

appearance of her mortal identity, Ellen Stanley-Greer, the wife of a publisher of a syndicate of newspapers. They manage to find her through a contact of Jim's, Brooke Logan, who frequents the same circles of society. The characters are surprised to find she does not appreciate the intrusion. Their intentions for an apology from Brian for his actions at her party last month are crushed by a message Annabelle has them relay to Evan Jackson: "The rule of Clan Toreador is uncontested." This message is a result of the rumors regarding his age and generation going through Chicago ever since Evan came to the city. Annabelle has discovered from Lodin that Evan is of Clan Toreador and thus feels threatened.

Lanzo is called twice from his haven to find his sire is in the midst of an even fiercer fit of paranoia than before. He has destroyed Irmatrix out of distrust. Twice, Mycroft asks him over the phone if 'it' was Marvin O'Leigh or the Tremere. After the second phone call, Mycroft decides it was Marvin.

The characters become further swamped in the unstoppable actions of elders when Mycroft furiously visits Marvin O'Leigh at the harbor. There, Marvin confesses the rumors in Boston were his doing. By the time the characters arrive, Mycroft is on his way out of Marvin's office, strangely lucid, contrary to several moments earlier. Brian enters his sire's office to find Marvin O'Leigh overcome by madness in the form of paranoia. In process

An Anarch Manifesto

by Salvador Garcia

Paz a los Hombres, Guerra a las Instituciones

Behold - a manifesto for freedom! Freedom for all who will listen with their own ears, not the ears others have given them. I, Salvador Garcia, speak to you through great danger to deliver you this message. If you reach deep within, you will find the spark that you call "me." When you find it, that spark, turn it into a flame.

We are the Anarchs. We are those who do not let others lead for us; we do not let others go where we will not lead ourselves.

You who read this wonders "are they mad?" Is not the Prince going to stop them, to burn them with the vengeful sun or banish them from the sight of others? I tell you this, friend - he will try. Yes, he will try. But he will not succeed. We are strong of will and cunning of ways.

These things I know, and many more, for in my breathing days I was called up on by my Spanish brothers to fight against the monarch and his terrible ways. For this, I was left to die. But one saw me who knew of my flame, one who would not let it go out. This one gave to me the gift all you who read this share: the gift of eternal life, the Way of the Blood. A gift I have used to seek my justice from those who know of no justice. They do not know it, but they speak of it often, for their tongues are those of snakes. Venomous snakes spitting poison are these Princes and Justicars.

Who are the Anarchs? And why must you know of us? We are simply those who do not follow the laws of the tyrant, the dictator Prince. We have discovered something more important than serving his needs: us. Yes, it is we, each and every one of us, alone or together, that are important. We are equal to this prince, not peasants working his fields. The Power of One, the Power of All. Think on it.

We all have our own rights to think and do what we want. The elders of our kind have created many fanciful and fearful myths with which to scare us. They say there are giants in the earth, who will one day rise up and eat us all; that we must listen to them so this day never comes. They say the first of our kind was Caine, cursed by God, and thus we are all cursed. These and other lies they give to us, to make us feel sorry for ourselves, to keep us in line to their will, so that we will not realize the truth for ourselves: that we are more alive now than we have ever been. We must seize the moment, every moment, and wrestle with their envy into eternity.

Because we know this truth - that the Kindred are free, and that we are not cursed or in need of absolution - they persecute us. They reserve for us special punishments, and they try to sweep our bodies under their rugs so no others see their crimes against their own laws. Laws? We will give them laws. Laws of pain, death, swords, bullets and blood.

This is why we must rebel, why we must live the constant revolution, in every drop of our vitae. If we falter for one moment, they will catch us and destroy us. We fight for our survival, the right to our second life, to live as we wish. Damn the Damned who get in our way!

The Prince and the Justicars have created a monarch from the dusty forms of their first lives. When those old ones were mortal, they breathed the musty air of castles and wore the jeweled clothing of lords and kings. If they knew not these things, they lusted for them. So, when they were gifted with a second birth, they used it to gather themselves all the perverse desires they could not have in their breathing days: the power and cruelty of tyrants. And they wonder why the mortals rose up against them during the Inquisition? Such an Inquisition can come again - but we will hold the fire this time, and burn the Prince to blackened ashes.

We are the children of democracy. We had the power to vote our leaders in life. Why should we lose this now, because those who are too old cannot change? They knew only kings and queens in their youth; they think only of kings and queens in their eternal age. But we can think new thoughts, dream new forms of rule! It is time to turn the tables, to teach the old to be young again. And if they do not listen, we will break their bones, take their blood, and bury them alive in the hot earth.

Marvin's Madness

The first conclusion to draw from Mycroft's visit to Marvin would seem to be that a Malkavian has infected a Ventrue with his madness. The Malkavians in the Camarilla do not exercise Dementation at this point, however. This complicates the current questions surrounding Lanzo's clan in that, yes, he therefore might not be a Lasombra, yet he might be a Malkavian *antitribu* instead.

The truth, however, is that when Mycroft entered, he threatened Marvin physically. Rolling for Marvin's frenzy resulted in a botch, giving him a permanent derangement. The question of Lanzo's clan persists in ambiguity.

of the assault, Marvin's herd³ escaped the cells below his office, to make matters worse.

Lanzo does not tell the others it was Mycroft who killed Irmatrix, but as soon as Jim Antwiler finds out the small gargoyle has met Final Death, he decides the Tremere are to blame. Alone, he recruits gangbangers from the South Loop and presses guns in their hands before he marches on Erichto's haven in force. Erichto, in response, uses the Path of Aether's Father on Antwiler. The mortals are never seen or heard from again.⁴ Jim remains in Erichto's haven for what to him seems like months, all the while hearing Erichto's voice berating him, elaborating to him how he is to blame for Morris' death. He is allowed to leave when he offers Erichto the photograph of them and Morris. It turns out, then, that it all actually happened within the course of the same night.

All the while, Evan is out to dinner with Nicolai at a restaurant of pristine reputation. Again, Nicolai offers him the luxuries of House and Clan Tremere's endorsement—of friendship, as he puts it. Evan refuses Nicolai again and tries to make plain it is for the last time. Nicolai storms out, leaving a drained corpse in his wake.

2nd March 1991

After their increasingly hectic nights, the characters take a breather. Lanzo and Brian bury Irmatrix in a dumpster before they part ways, torn by the bad blood between their sires. Lanzo meets Antwiler and Evan in the Succubus Club and explains part of what is happening between his sire and Brian's sire. He does not mention how Irmatrix in fact met Final Death.

The three of them then visit Madame Zharinsky in Arlington Heights. There, Jim confronts her with her

3 Consisting of a handful of chained and beaten housewives.

4 Erichto would never have harmed them, and did not. Jim Antwiler could not have been allowed to witness her sympathy, however.

presence at the Anarch gathering. She barks down to him, telling him he is to kiss the Prince's ass for a while longer if he wants to survive. She proclaims the Anarchs' time will come, but until then Antwiler should know his place. Lanzo overhears this conversation, also picking up how Madame addresses Jim as her child.

Evan feeds from a new prostitute at Madame's. Her name is Thesis.

Brian stays near his sire's side. Marvin O'Leigh, still wounded from the assault on his haven and his sanity, makes a deal with the Nosferatu to keep the escape of his herd under wraps. As a result, the naked women who showed up in hospitals all throughout Chicago suffered amnesia. Marvin swears a revenge on Mycroft, who has allegedly skipped town.⁵

3rd March 1991

† The Mad Touch, The Sheriff's Demise

Lanzo meets with Mycroft, who is currently in hiding throughout the city. They agree to only communicate through drop points from now on. Then, as they stand there, a vision overcomes them both simultaneously. The vision reveals that 'One of the Blood' has been murdered in Chicago a couple of nights ago, on the 26th of February.⁶

The Entrancement placed on Gary Marble has worn off and he realizes he is being manipulated against his will by Brian Parker. The mercenary abandons Brian but the characters track him down before he is able to flee. Gary resisted fiercely when Brian force-fed the Blood Bond on him.⁷

Jim Antwiler and Evan Jackson visit the Prudential Building and play at being informant for the Prince about everything they witnessed at the Anarch meeting.⁸ They offer him a letter in which they have compiled questions how to best serve the Prince. About Maldavis, Lodin is particularly intrigued.⁹ The Sheriff is to be called for to investigate the matter, if the Anarchs spoke so openly about her. The characters notice that Balthazar is reported to be away in Canada for now. They are told to keep their heads down as they leave. Contrary to their misguided expectations, Lodin does not view Evan and Jim as valued spies after their letter, or as having any value at all, for that matter.

The characters then go to the Succubus Club. There, they are approached by a mysterious woman, clearly a vampire. She introduces herself as Ludovica and offers them a drink first thing, in her custom. What follows is a massive Masquerade-breaking illusion that leaves the

5 A lie maintained by Lanzo.

6 This is a reference to the death of Son, already suspected of being a Malkavian.

7 For which he lost Humanity.

8 Brian and Lanzo expressly did not want to associate with this act.

9 Lodin still holds Maldavis on the top of his most wanted list.

A Recovered Recap

It is the 3rd of March, 1991.

There are two Blood Hunts out in Chicago. Both are linked to the coterie of Kindred led by an ancient risen out of nowhere, according to rumor. While rumors spread amongst those that have not met them, those that have plot vehemently. Few are the friends this coterie has made, and many are the enemies.

The support of Clan Tremere has turned ashen cold, and contempt may soon rise from their Blood Magic. The death of a dear childe would have been bad enough for most, adding insult to injury... adding to that the refusal of the clan's eldest...

Only half the coterie has offered insult to Clan Nosferatu, true enough. The Schreckers are not known as your 'glass half full' kind of guys, though.

An upstart among this very coterie has dared to use Dominate on the leader of Clan Toreador in front of her own party guests. It would take an optimist to conclude not hearing from them in a while means the threat's been averted.

Clan Ventruie is known as untouchable in the city by all. Yet, one of, again this coterie, is involved in a complicated affair with the concubine of the Prince's own left hand and childe.

Brujah then surely welcomes them with open arms. They do. They did. They really did. The coterie then saw fit to shun them and plot behind their back to alert the Prince of their activities.

That leaves many a clan, besides. Some of the Camarilla this coterie hasn't even come into contact with. Some not even in the Camarilla, many not in the Sabbat either. Again, it would take an optimist.

The Prince has made demands of the rumored ancient Evan Jackson, and he has heeded them as he saw fit while all the Primogen leave no road to walk on in the middle. All the while, Jackson has allowed violation after violation of the Masquerade, so far mopped up by the clan he professes to owe the least amount of allegiance.

A bitter elders' rivalry has warped its way through Brian Parker and Lanzo Orsini. Now, two more pieces have arrived on the board that is Chicago, and the question remains where this leaves them and their coterie.

Jim Antwiler remains in the dark about many things, but attempts to rise above it through schemes and sheer luck. His decision to contact the Prince puts the entire coterie on edge.

Their rivals align and swarm around them... but the coterie appears to be sleeping in... they have yet to rise from their coffins. All the while, their adversaries have long since put their plots in motion.

club closed for the night as a fire appears to break out, forcing vampire and mortal alike to flee the building. Jim and Evan managed to take a drink through the mayhem, however, as offered. When the flames suddenly subsides as if they had never been there, Ludovica offers her services to the characters as they walk outside. She will help the characters with whatever they wish. In exchange, they must answer one question truthfully when they're done.

The characters realize Ludovica must be a Ravnos. Only Lanzo believes she can be trusted. After the characters agree to her bargain, Jurgis Rudkus emerges from the shadows. He threatens Ludovica with a claw if she opens her mouth.¹⁰ He continues to inform the characters the Nosferatu have solved another one of Evan's Masquerade breaches, for free this time, and that Khalid wants a word with them all.

¹⁰ Jurgis retains his Eastern European hatred for gypsies, let alone Ravnos.

The characters agreed to visit the Farwell Building, where once more wandering through its desolate walls and up its dilapidated stairs, they appear before Khalid. The honorable Nosferatu Primogen calmly explains that his clan has cleaned up after a corpse was left at a restaurant Evan visited. More to the point, he has a piece of information to offer the characters here and now. He believes they will find it worth the price he asks: one more favor owed. Evan refuses outright and leaves, leaving the favor burdened by Lanzo, Brian, and Jim, who consent. Ludovica, having promised her aid, also shares in this favor owed, binding her further in Chicago.

Khalid then reveals Sheriff Balthazar's violent feeding habits, where he assaults a whole family regularly somewhere far enough from the Loop to go unnoticed, or so he thought. Of all the families he has butchered, one child survived, Embraced and abandoned by Balthazar himself. Jimmy Holcomb, is the child's name, now called 'Neon', kept hidden from the rest of Chicago by Damien,

Letter to Lodin

March 3rd, 1991

Lodin
Prudential Building
130 East Randolph Street
Chicago IL 60601

My Prince,

Upon the arrival of my coterie and I you dictated to us the laws of your domain. Camarilla law, strict but fair, has kept our kind safe for centuries. I do not write to you with questions about the importance of these rules, no, for their importance should be clear to any who is sane of mind.

I do write in the hope that you would elaborate on some of these rules, for they can only function if understood properly. You forbid dealings of any kind with the Sabbat, Anarchs and Kindred of the city of Gary. Yet I have found that no matter how hard we try to avoid them the turmoil of Kindred life throws them upon our path. The threat of mad Sabbat claws, while menacing, is quite simple to manage; Bringing final death upon them is the only logical answer. But does this also ring true with Anarch encounters? Are they outlawed to the same degree as the Sabbat?

In the eyes of a neonate this is all very vague, for Anarchs seem to be everywhere and fairly tolerated as well. They have their own nests in clubs owned by respected Kindred of the Camarilla. Hell, two Anarchs hold the title of Primogen on your council. Being that it is mostly Anarchs whom we have encountered in our latest nights it is wise to clarify what is to be done with them. Especially when attempting to pull our strings. For an example, when Critias tried to convert Evan to the way of the Anarchs, the neonate refused and the matter was left at that. But imagine this were to happen again but more forcefully, to what degree are we allowed to resist within the matrix of your rule of law?

The answers to these questions become of even more importance when a full on rebellion is at hand, an event that we found, is more fact than rumor. Some of the kindred we have met verified the rumors of the return of Maldavis, this godmother to the Anarchs. The different groups within the rebels who in days before fought and bickered amongst themselves are now uniting under the names of Tyler, Maldavis and Juggler. A couple of nights ago we ended upon one of their meetings, by mishap might I add. What we witnessed there was truly disturbing. Critias gave a lecture in the auditorium of Chicago's old university and openly questioned your rule. There was word of help from other cities; Gary and others even further west. At the end of the meeting dozens of Kindred howled for your blood.

Now, I bid you to not mistake this letter for foolishness for we do not question your capabilities to handle this situation. For all I know you hold the situation in a steady grasp already and you simply allow the Anarchs to keep dreaming their rebellious dreams. But when a threat presents itself to the wellbeing of our society, I feel the obligation to act on it. Even if it is just through a letter.

So that is why I ask: What is a neonate to do when he encounters a lone Anarch in the night? Is a neonate to avoid confrontation and conversation at all costs? Is a neonate to vanquish him in the name of our Prince? Or is, perhaps, a neonate to infiltrate and learn what he may and report to his Prince? A simple answer to these answers might very well ensure that our coterie does not disappoint you.

Sincerely yours,
 J. Antwiler E. Jackson

both of whom the characters have met. The child is living proof of Balthazar's actions. For the grudge the character bear the Sheriff, this can be used against him.

The characters, after filling Evan in, quickly find Damien and reveal what they know. Damien remains protective of Neon. However, the characters convince him retribution is worth it. Through Damien and with what they learned

of Balthazar's enemies among the Anarchs, they arrange for Critias to organize a court against Balthazar for the following night, who should be back from Canada any time now.

While at the harbor, a visitor arrives at the embassy grounds. Marvin O'Leigh informs the characters that Dusable has asked to enter his domain and the characters

Introducing: Ludovica

Player: Lotte

Clan: Ravnos, **Generation:** 13th, **Nature:** Architect, **Demeanor:** Loner

Strength ●●○○○	Charisma ●●○○○	Perception ●●○○○
Dexterity ●●○○○	Manipulation ●●○○○	Intelligence ●●○○○
Stamina ●●○○○	Appearance ●●○○○	Wits ●●○○○
Alertness ●●○○○	Animal Ken ○○○○○	Academics ○○○○○
Athletics ●○○○○	Crafts ○○○○○	Computer ○○○○○
Brawl ○○○○○	Drive ○○○○○	Finance ○○○○○
Dodge ○○○○○	Etiquette ○○○○○	Investigation ○○○○○
Empathy ●●○○○	Firearms ○○○○○	Law ○○○○○
Expression ●●○○○	Melee ○○○○○	Linguistics ●●○○○
Intimidation ○○○○○	Performance ●●○○○	Medicine ●●○○○
Leadership ○○○○○	Security ●●○○○	Occult ○○○○○
Streetwise ○○○○○	Stealth ●●○○○	Politics ○○○○○
Subterfuge ●●○○○	Survival ○○○○○	Science ○○○○○



Specialties: Manipulation (lying)

Disciplines: Chimerstry ●●●●●

Backgrounds: Allies (gypsies) ●●●, Fame (gypsies) ●●●

Virtues: Conviction ●●, Self-Control ●●●●●, Courage ●●●

Merits & Flaws: Something

Path of Paradox ●●●●● ●●, Willpower ●●●●

Background

Before my Embrace I never really had the cliché warm en welcoming family. A couple of years before my undead life started in 1945, I lived with a man called Rafael. My parents were long gone by that time. The Germans came for them and took them away to one of their camps.

As a gypsy living in Venice during the war, I had no choice but to lay low and mind my words at all times. I rapidly matured during those days, although my puberty had actually just started. I never really gave much thought to whether people liked me or not. As long as people just passed me by unsuspectingly, I was content.

Most people I came in contact with were the costumers at the bakery Rafael owned, where I lent a hand. I was polite to them, knowing that if they found out my ancestry, they could turn me in and have me join my parents' fate at any given moment.

Unfortunately that gruesome day came along soon enough. After that, decency was in no way to be one of my priorities. Since Rafael was the one responsible for my betrayal, he had to suffer. He claimed that he was a friend to me. I ended his existence.

Appearance: 16 years old, shawls, earrings, dark eyes, skirt, layers.

Feeding habits: Ludovica isn't really all that picky when it comes to feeding. What's important for her is that the mortal remains unharmed, unhurt, and untraumatized.

Havens: Ludovica never stays in the same place for long. A family of gypsies reveres her and travels with her wherever she goes. In Chicago, they rent a small house where she can stay.

choose to meet him at the border of it, asking Marvin to refuse him.¹¹ Dusable, in mature, clear words expresses his sire's desire to offer Evan the protection of House and Clan Tremere once more. He makes it plain refusing again will buy the Tremere's enmity. Evan rejects Dusable and mutters: "Tell Nicolai to fuck himself," within Dusable's hearing.

It is then that Ludovica demands her end, that the characters answer her question. She asks: "Where has Georgio the *georgio*¹² gone?" The characters take a moment and answer truthfully: Georgio was diablerized by Morris, a Tremere neonate who has met Final Death, their friend. They then explain why they have this need for retribution with Balthazar.

To everyone's surprise, Ludovica approves. She assures them no one is after them for their involvement in Georgio's murder, that she will take on the role as Ravnos of Chicago, and that if they keep her secrets, she will keep theirs. To prove her good intentions, Ludovica goes on to obscure the entrances to their havens with Chimerstry. Then, she disappears, going about her own business for the coming nights.

¹¹ Dusable considers this a true insult, on top of what happens next.

¹² *georgio*: A Ravnos of non-Gypsy stock; a *gajo* Ravnos.



4th March 1991

† The Sheriff's Demise

At sunset, court is immediately convened. Present are Lodin, the Primogen, the characters, and several other Kindred with a stake in the matter. Balthazar has seen the winds turning against him, and enters the Prudential Building with what he believes must redeem him: the defector to the Sabbat, Albino, on whose head rests a Blood Hunt.

As the case is presented and Neon testifies, the tides turn against the Sheriff. He refuses to run and refuses to accept his fate. As an ultimatum, he levels his shotgun at Albino's head. He yells that if the Camarilla of Chicago is to betray him like this, then so be it.¹³ He blasts Albino through his skull, reducing him to ashes. Next, he aims for Antwiler, but is tackled before the shot is fired. The verdict is against Balthazar and he is executed on the spot by Lodin himself.¹⁴

¹³ He will deny anyone in the room the knowledge of where Keaton is, or what the Sabbat of Toronto have planned for Chicago and Milwaukee.

¹⁴ Behind a carefully crafted mask, Lodin resents destroying one of his most effective pawns.

5th March 1991

‡ Ashes to Ashes

The characters thoroughly celebrate the Sheriff's demise in O'Shaenies pub, which they haven't visited since Morris' demise. By the time they return to their havens, Neally shows up at their front door.¹⁵ He notifies them that he has taken over all Lodin's tasks, that Ballard requests a dinner with them tomorrow night at 11 pm, and that Lodin has gone missing.

After the news is shared among the characters, they head for the harbor to consult with Marvin. The Navy Pier being an embassy, it is within his power to grant some form of safe haven if things turn against the characters. He offers to prepare a boat in case of an emergency.

6th March 1991

† Alfred's Fate, Methuselahs' Grasp

‡ Ashes to Ashes

The coterie meets with Ballard for dinner. Over his intimidating gorging of mortal food and his demands the characters do the same, he tells them frankly they are to find Lodin for him. One of the first things they found in investigating Lodin's disappearance was Evan and Jim's letter for the Prince, detailing their encounter with the Anarchs. Ballard has no qualms about using this as evidence of the characters' involvement in the Prince's disappearance. Either the characters are guilty¹⁶ and returning the Prince is within their power, or they are innocent¹⁷ and they are now properly motivated to do all they can to aid Lodin's childer in finding their sire. If the characters can't find Lodin in two nights' time, Ballard will hunt the characters down and make sure they hang for this.

As they head for the Sears Tower, to the haven of the Prince of Chicago, Brian Parker is called to his sire's side. In paranoia, Marvin O'Leigh dictates they should mutually bind each other by the Blood. He suspects others in the city might be attempting to Blood Bond them. Having a pre-existing full Vinculum would prevent this. Brian agrees to do it.

Meanwhile, the others enter Lodin's haven under Neally's supervision. All the while, Neally seems to frown at Lanzo. The characters investigate the haven thoroughly. Among their findings, while Neally is being distracted, Lanzo is able to glimpse files mentioning the havens of several of Chicago's inhabitants, as well as a group called 'the Wolf Pack'. More relevantly, they find reports on a growing cult of Satanism in the outskirts around Chicago.

¹⁵ Which he has notable difficulty finding due to Ludovica's Chimerstry.

¹⁶ Which Ballard puts forth as his suspicion, while this is the last thing he expects them to be capable of.

¹⁷ Which Ballard does not consider to be a valid state of being.

Anarchs are blamed for this trend. In a subsequent file on Anarchs, the characters discover a local 7-Eleven store has been marked as suspicious. On the street, it is known as 'the ghoulie man's place.' Mysterious things are reported to happen when Kindred go near it. Lodin added notes to this file very recently, suspecting it to be a possible hideout of Maldavis. The characters take all this and much more information with them, but it yields no immediate leads. Inexplicably, Lodin was ripped from his haven, a thick, steel vault, in the middle of the day.

On the street, the characters are then taken aside by the Primogen Tyler in her car, driven by none other than Alfred, who is now stoic and silent.¹⁸ Tyler comforts the characters at their being duped. If they can't find proof the Anarchs are responsible, they will hang. The proof is going to be hard to find, because it doesn't exist. The Anarchs had nothing to do with Lodin's disappearance, she says. They are headed inevitably for being used as a scapegoat. Tyler suggests the characters join the revolution before they find themselves at the end of a Blood Hunt in a city run by the warring Ventrue childer. The Anarchs can offer them safe haven starting tonight, she says, in a backup haven run by a ghoul friend since the '80s. It's been empty for the last few nights. At this, the characters agree.

The characters are dropped off at the 7-Eleven and given a key. Inside, they find closed-off storage rooms that could be used as a haven. Suspecting more, they uncover a trap door to a basement. Below, they enter a basement of desecrated ground. Satanic murals are etched all around, together with newspaper clippings of a cult's activities. The characters find empty animal cages and blood spilled over a table with vials and siphoning tubes. One bowl, placed ritualistically, contains a British newspaper clipping from 1958. It mentions a shooting in London. A note is placed next to it with 'Vindictam Lodin'¹⁹ written on it in blood. Further investigation shows evidence in notes that a man named Roarke oversees this cult, and that he has moved his following to a cabin in the woods, near Oak Park.

All this while, there is one more door in the basement, leading to a dark room. Something old sleeps behind that door, and it beckons Jim Antwiler to approach. The others, it does not permit to know of its existence. Alone in that dark room, Jim Antwiler finds a corpse that speaks without moving its lips. He finds himself drinking from the being's veins three times in a row, binding him to the ancient's service.²⁰ It demands to be moved to a safe place. Jim revels in the greatness of this man and, for now, leaves quietly.

When Antwiler meets the rest outside again, they decide they should head for this cabin in the woods. All

¹⁸ His tongue has been cut out for what he told the characters so freely before.

¹⁹ 'Revenge on Lodin'

²⁰ Which is strange, since it should be impossible to Blood Bond someone fully during the course of only a single night.

A String of Coincidences

The characters, desperate in an impossible task, find two separate leads converging on the 7-Eleven tonight, where Roarke's identity and guilt are explicitly exposed. If, to the reader—if not the characters—this seems like too much of a coincidence, that might be correct suspicion.

It is creatures like the man sleeping behind the dark door that wield the strings of an entire city with enough strength to orchestrate such events. It takes two such creatures, however, to explain all that is going on...



the while, Jim is thinking about how to move his new master after they return to Chicago.

The characters drive far out of Chicago, to arrive at St. James Cemetery in Oak Park by 4 am. On the other side of one of its walls lies an abandoned mansion, the home of Roarke's cult. They wade through a thick wood and are attacked by a devilish ghouled ram. Deeper into the forest yet, they fall on the cultists themselves, interrupting their ritual. Roarke himself is present and dives into a sewage tunnel, beyond which lies Lodin's torporous body. Roarke unleashes a horde of hungry, ghouled rats to feast on Lodin's blood, in case the characters succeed in their attack.

Just barely, the characters slay the cultists. Jim Antwiler ends up drinking the last drops of Roarke's blood, further strengthening his Blood Bonds.²¹ Lodin is saved from the brink of Final Death by bloodletting because of both Jim and Evan's donated vitae.

Wounded, but all surviving, the characters return to Chicago and rest in Jim's haven for the day.

7th March 1991

† The Woman in the Red Dress, Enter Giovanni

Everyone awakens in Jim's haven, including Lodin. The Prince thanks everyone earnestly before he goes off to settle matters.²²

Jim breaks off from the rest to do his new master's bidding. He hides the ancient in his suburban haven at Franklin Park.²³ As the ancient lies there, Antwiler is rewarded with knowing his master's name: Meneleus.

Meanwhile, Lanzo exchanges messages with his sire through their drop points to keep him updated. Afterward, he is surprised to gain the attentions of Emily. She claims

she is removed from Neally again. Lanzo and Emily make love again and share their blood.²⁴

Afterwards, the characters meet again and discuss what to ask of the Prince. It has been made clear Lodin feels indebted to them. They decide that they want to advance in the Camarilla hierarchy here.

The characters meet with the Prince at the Prudential Building. They discuss what occurred and immediately the Prince promise to investigate the 7-Eleven. For a moment, Jim gets nervous. As for their reward, the characters are

²⁴ Twice.

'They decide'

'They decide that they want to advance in the Camarilla hierarchy here.' They really did. This is a major turning point of the chronicle. Here, where we depart from the theme of personal horror and begin a far more horrific journey into the political.

The characters have burned their bridges with the Anarchs. They are steadfast sure and dearest into making this decision, in denial of their own hubris, overconfident in their own abilities, and ignorant of the dangers ahead.

Let it be said, however, that Lanzo objected. It was his preference to sink back into the shadows after this fleeting moment of prestige. With this shift in direction, the others adapt their characters' motivations. In Menele's name, Jim changes his Nature to Fanatic at this point. Meanwhile, Evan rekindles an intent to climb in Clan Toreador and adopts the Demeanor of Architect. Brian, meanwhile, in light of his own growing ambitions adapts his Demeanor to Judge.

²¹ Both to Menele and Lodin.

²² To prevent his childer from staging a very real, imminent coup.

²³ Jim Antwiler intended this haven as a safehouse in case the Class of '91 ever got into trouble and believes the Kindred of Chicago are unaware of it. This is far from the truth.



to be elevated to fill the gap left by the late Sheriff. They intend to turn the position to a more investigative tact. Lodin remains grateful to each and every one of these characters.

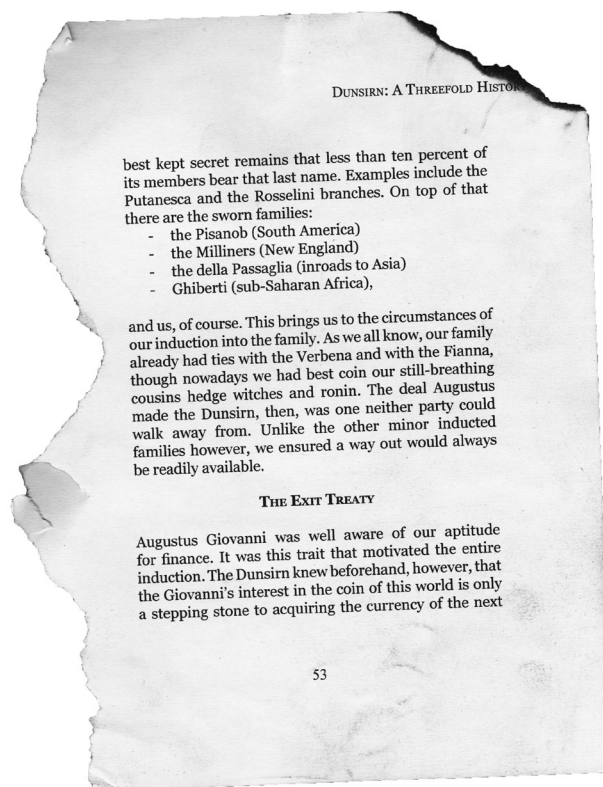
Outside, Jim splits off from the group as soon as he can. Nervous about the investigation at the 7-Eleven, he calls Daren and orders him to steal a car, anything that can't be traced back to him. When he meets Daren at his Franklin Park haven, they move Menele into it. Then, Antwiler sets his own haven on fire. Thinking on his feet, Antwiler has Daren drive them to shore of Michigan Lake. They drag Menele into the depths. Then, Jim murders Daren in cold blood for witnessing Menele's existence.

By the time Jim rejoins the coterie through two havens and one change of clothes, they decide to take a boat out on Lake Michigan through Marvin's harbor.²⁵ It is then, on the windy waters, that Lanzo admits to everyone that it was his sire who murdered Irmatrix.

On his way out of the harbor, Brian is followed by Errig Dunsirn. Noticing the brute, Brian speaks up to him and notices the overwhelming foul smell he emanates. Errig insists he and his colleagues come to the Alberta Hotel's lobby tomorrow. Brian, afterwards, notifies everyone at their havens.

At the end of the night, Lanzo meets with Emily again.

25 Antwiler's eyes linger on the waters to the south.



DUNSIRN: A THREEFOLD HISTORY

best kept secret remains that less than ten percent of its members bear that last name. Examples include the Putanesca and the Rosselini branches. On top of that there are the sworn families:

- the Pisanob (South America)
- the Milliners (New England)
- the della Passaglia (inroads to Asia)
- Ghiberti (sub-Saharan Africa),

and us, of course. This brings us to the circumstances of our induction into the family. As we all know, our family already had ties with the Verbena and with the Fianna, though nowadays we had best coin our still-breathing cousins hedge witches and ronin. The deal Augustus made the Dunsirn, then, was one neither party could walk away from. Unlike the other minor inducted families however, we ensured a way out would always be readily available.

THE EXIT TREATY

Augustus Giovanni was well aware of our aptitude for finance. It was this trait that motivated the entire induction. The Dunsirn knew beforehand, however, that the Giovanni's interest in the coin of this world is only a stepping stone to acquiring the currency of the next

8th March 1991

† Enter Giovanni, The Truth behind Morris

The characters meet with Elinda Dunsirn. In contrast to the brutish Errig, she is charming, beautiful even, as she strolls over in a black dress, bearing a tumbler of single malt. Elinda is inquisitive about Morris and earnest when she explains he told them lies. She calls Morris her younger cousin and shows them a picture of two children in a field. She asks after Morris' death, if it had meaning. When the characters elaborate on the bond that was the Class of '91, she shows no signs of mourning.

It appears the two Dunsirn are after a blue folder in Morris' possession. They explain it belongs to the family, that they truly mean them no harm, and that they can keep anything else Morris left them. The characters agree and Elinda follows them in her car to Lanzo's office. There, Elinda is polite and does not intrude, giving Lanzo²⁶ the opportunity to glimpse into the folder secretly after he finds it, before handing it over. Inside, he finds a copy of the photo Elinda had with her, proving her claim, along with a page ripped from a book called 'Dunsirn: A Threefold History.' While he struggles to commit it all to memory, the folder is handed over to Elinda, and she thanks the characters.

The characters and the Dunsirn part, now on friendly terms. Elinda hints at her animosity for Clan Tremere,

26 Whose curiosity is tested beyond his resolve.



which the characters echo. The Dunsirn decide to remain in town a little longer.

Lanzo then seeks seclusion to try to copy down as much as he can of what he remembers from the document. He is disturbed by a distressed Emily at his door. She can't seem to stop shouting apologies. She has discovered how she is responsible for subjecting Lanzo to Neally in a Blood Bond. Lanzo curses the trickery.

Prince Lodin then contacts the characters personally to extend an invitation to their inauguration Elysium. In doing so, with Antwiler not present at either other haven, Lodin discovers the Franklin Park haven has been burned to the ground.

Exactly one week after Annabelle was infuriatingly visited by three neonates, intruding on her mortal masquerade, Evan shows up at her door this evening. Annabelle, barely resisting frenzy, manages enough grace to allow the Toreador aspirant an invitation to Bret's party in little over a week.

After Lanzo shares his news, the characters decide to approach the Dunsirn for help with the Neally situation. Returning to the Alberta Hotel, they meet Elinda and Errig at their lodgings: the Icarus Suite on the 10th floor. In their conversation, the suggestion is made that Elinda and Errig do away with Neally in exchange for the characters'

aid against the Tremere. Fascinated by the bravado of these Camarilla specimens, Elinda agrees to look into the matter.²⁷

The characters then swing by Lanzo's office and collect all Morris' books. They continue on to the harbor and settle down to research all they can about Blood Bonds. All they learn is that if Lanzo doesn't feel the bond yet, he certainly will the instant he meets Neally face-to-face.

Meanwhile, Marvin pulls aside his childe and tells him Lodin had been calling to invite him to the inauguration Elysium. More peculiar is what Lodin mentioned to Marvin about Antwiler's haven catching fire last night.

When Brian reunites with the rest, they decide the bond is inevitable. They swear they will keep working to destroy the Blood Bond with Neally, but for the mean-time Lanzo is a liability. Jim attempts to wipe Lanzo's memory of this entire conversation. Even when Lanzo opens himself up to being Dominated, however, Jim has trouble overcoming the generation gap. All he manages is to change every instance of naming 'Neally' with the name 'Nicolai.'

As soon as Brian mentions the incident with Jim's haven, then, the characters decide to investigate that. Jim bluffs his way through it all and barely escapes Lanzo's investigations.

²⁷ She considers the possibility of compelling a soul to do her bidding and kill this Neally.





9th March 1991

† Inauguration

The characters are to be inaugurated this night. Preoccupied with their Neally dilemma, the characters visit the Dunsirns without Lanzo just before the Elysium. Elinda has relevant questions to ask the characters before she can go through with the assassination. She asks about Neally's history, particularly any enemies, particularly any who are currently dead. The characters tell her everything they know about Neally, mostly concerning the events at the theater. Elinda seems delighted at the mention of Jefferson.

At midnight, then, the characters stand before Lodin, the Primogen, and numerous gathered ancilla of the city, including Neally himself, who distances himself from Lanzo for now. Lodin begins a speech, where he illustrates the historic position of the Scourge, seldom used in modern nights. The characters are then brought forward and one by one, elevated to this elite function, the new Scourge of Chicago. Lodin, to further illustrate his

rewards, grants the Scourge his former haven at the Sears Tower as their base of operations. During the applause that follows, Lodin tells the characters to talk to his childe about any particulars they would like built into the Sears Tower.

Then, they are faced with Neally. The Blood Bond takes a hold of Lanzo. Neally adopts a malicious grin right up to the moment a specter seems to materialize behind him, bearing Jefferson's face. The wraith, without hesitation, tears his former rival's head off. The whole of the gathered Elysium turns in shock as Neally fades to ashes and Jefferson evaporates to dust.

Jim Antwiler preemptively speaks up²⁸ to assure everyone the Scourge will deal with this incursion. In the frantic accusations that follow, the characters suggest Sabbat activity before they hastily leave the Succubus Club.

The characters enter Elinda's hotel room just as she is done feeding and Errig is disposing of the bodies in a room service cart. After several accusations from the characters' part, it becomes clear Elinda did not intend for this to happen publicly. She had little control over when it would happen, and assumed he would be alone.

When the characters press her about her Necromancy, she draws a firm line in the conversation. Elinda reminds the characters about their end of the bargain: their aid to plot against the Tremere.

²⁸ Seven successes are achieved on a Leadership roll.

Why the Scourge?

The Scourge, being an office no longer in use, fits Lodin's intentions perfectly. It bestows all the honors of any other position as well as reinforcing a conservative stance to the modern nights. Meanwhile, he is free to determine what exactly the Scourge will mean. Whether the characters are worthy to replace Balthazar remains to be seen. Lodin is well aware that if he wasn't begrudgingly forced to terminate his Sheriff, he may never have been kidnapped in the first place.

Later in the modern nights, the office of the Scourge will reappear as a less honorable reflection of its ancient counterpart. Its responsibilities mainly include the genocide of Caitiff, along with other dirty jobs best left to a ruthless executioner, unloved by the city.

Who is to say that definition of the Scourge did not appear here in Chicago first? It may very well be argued the modern Scourge came from Lodin making up his mind about these characters.

ACT I: THE AMBITION





HISTORIES II: LUDOVICA PREQUEL

Ludovica's character followed the introduction of a new player to the chronicle, Lotte. The Ravnos trickster contrasts the other characters enormously and isn't a fixed member of their coterie. Her backstory runs deep, however. In order to explore it, the following one-on-one sessions were held parallel to the running main story.

As the two stories ran further along, certain elements of Ludovica's backstory were allowed to spill over into the main chronicle. Examples of this include her insights into what Lanzo's clan might actually be. Also, the storyteller's favorite lying little pet had its roots here.

Unlike the rest of the chronicle, this backstory was prepared and thought out beforehand per session. Below, it is presented just as it was written, appended with notes and details the player remembered.

Session I: The Embrace

Chicago, Illinois, 1991

"You are walking the nighttime streets of your new home, Chicago, Illinois. You have yet to get accustomed to the cold winds of this place nestled on the enormous Lake Michigan. Even though your mortal vulnerabilities are long gone, your skin still crawls. You were used to warmer climates all your life, and later, in your unlife as well. Back in Italy, you could feel the heat given off by the cobble streets even hours after the sun had set. You think back to

your nights in Venice then, and regretfully recall what had transpired before you met your sire."

Venice, Italy, 1945

Ludovica was born and raised as one of the Romani. With the outbreak of the Second World War, however, her family disbanded and she was forced to seek refuge. To the north and east, the persecution was even worse than it was in Italy, where she remained. In Venice, she finds safety in the company of Rafael, a thirty-year-old man who owns a small bakery.

Rafael is pressured to betray her, however, and she is rounded up to be sent to the Bolzano Transit camp. She is put on a train departing Santa Lucia railway station in a closed carriage with an old beggar lady. As the train travels north, more stops are made and more Romani are placed in the carriage. Rumors spread amongst them of where they're going: Bolzano is only a transit camp from where they will be sent further north into the hands of the Germans. At one of the stops, during the night when everyone around her is asleep, Ludovica may notice a man with an official's clothing speak to one of the conductors. They all defer to him and he is admitted to inspect the gypsies in their carriage. He wears a strange symbol on his tie and orders (in German) for these gypsies to be taken to Vienna after their time in Bolzano.

Then, deeper in the night, they can hear a thump on the roof of the carriage. Shouting ensues while the train keeps

going and a dark shape fights his way inside. The figure shouts several things in the Romani language (calling for brothers and sisters) and soon, five figures stand in the carriage. Without explaining, they begin to feast on the gypsies while the train stops. One by one, the gypsies are drained and Embraced by one of the five figures. By the time they get to Ludovica, armed Nazi soldiers surround the now-stopped carriage and open fire. Those of the Romani that had already been Embraced then open their eyes and unleash their thirst frenzy on the Nazis while Ludovica experiences her Embrace. By the time she opens her eyes, she is being carried in the arms of her sire, away from the train, chased by the Tremere overseer and his goons. Her sire is shot and falls into torpor. It is up to Ludovica to get away (with or without her sire).

From here on out, what happens is left open. Ludovica might save her sire and return to Venice, or hide out in a farm for a while. A month or so later, however, word reaches her that the Bolzano camp has been torn down by the Nazis as they fled and that Mussolini has been executed (and the gruesome details of it). The war is over and her unlife has begun.

Lenharz

The Tremere researcher rounding up Ravnos and their mortal descendants. His motivations are twofold: using the Holocaust to purge clan Ravnos itself and obtaining specimens for his research, where he tries to emulate the

Tzimisce's ability of fleshcrafting. He is from Vienna and now has his haven in the Bolzano Transit camp itself.

Tsura

One of the Ravnos liberators, eventual sire of Ludovica. The liberators are all descendants of other liberators, who down the line of generations of Ravnos were fed up with some of their elders' decisions to go into torpor and wait out the war. Tsura herself was only Embraced a few years ago, freed from a concentration camp herself where her sire had perished. They are relatively weak of generation then, and are mostly unaware of other, elder Ravnos.

Recollected Detail I

Both Ludovica and Tsura escape and go on to wander the Italian landscape until news reaches them that Mussolini is killed and the Nazis are retreating. Ludovica leads her sire back to Venice, where she has a score to settle with Rafael.

She uses Chimerstry for the first time, making the bread the old baker is kneading turn red as if the water were replaced with blood. Ludovica then confronts him and drains him dry. Her taunting Rafael brings Ludovica such joy that frightening people becomes her Ravnos clan weakness.



Session II: Passage to the New World

Chicago, Illinois, 1991

“Tonight, you stand in an elevator. A few minutes ago, you fed from someone in the alley below when you noticed the towering skyscraper and the glass-windowed elevator on its side. It was worth the trip, you tell yourself as you gaze out over Chicago as the elevator exceeds the 11th floor.

You look over the vast skyline... searching. When you first came to Chicago, you were beckoned here. You followed under the suspicion that you knew the calling’s source. It had dragged you across state lines already, ever calling you further north. In Chicago, you felt you had some miles north yet to go, but you were getting close. It was then that the calling abruptly stopped, however. Suddenly, you were left on the dark, windy streets with a great sense of purpose gone. It was then that you reached out to other Ravnos and discovered Georgio’s fate, which inevitably led you here, wondering what you’re doing in Chicago.

It wasn’t the first time you had felt such a calling. That story, you admit to yourself, is a long one spanning decades. The first times you actually felt it, you remember quite well. It’s what eventually led you to cross to this side of the Atlantic Ocean.”

Rotterdam, The Netherlands, 1956

“You are on the run. Dashing between poor mortal workers of a half-collapsed city in the Netherlands, you run for your freedom. Cities in the Netherlands like this one were just recovering from the bombings in the Second World War when three years ago, their dams burst and flooded the place. You couldn’t care less, you hate this place and its bureaucracies. You just want to get out.”

Take a moment to explain the background here, first. Ludovica is at this moment not in contact with her sire, she is not here. It will not be revealed whether Tsura is at this point dead or travelling, even though Ludovica herself might know this. For the past year or so, Ludovica has been stuck in the Netherlands, Blood Bound by the Ventrue, in the service of the childer of Hardestadt. She is kept in the service of Van Lodensteyn, who makes his haven across Delft. Ludovica remembers him as an eccentric (she’d say perverted) man with a short beard. He finds uses for Ludovica’s talents in illusions, but has to hide her from any other Kindred, keeping her indoors. Often, this meant Ludovica was responsible for his entertainment. Ludovica is not personally bound to Van Lodensteyn, but to Hardestadt, and knows she can’t resist when he calls. Besides this, it is the end of January and she despised the cold of these lands in the north.

Now she is running far and fast, not for the first time, and has made it as far as Rotterdam. Hardestadt has not Summoned her yet and she desperately wants to get away. This is where we start. Ludovica knows she will do all she can to reach Amsterdam as soon as Hardestadt calls. One idea would be to put herself on a boat to far away and chain herself down. Play through this, as long as it takes. The point is, when Hardestadt does finally call, someone else does as well, and Ludovica can’t make sense of it. The two compete, and while they do, the choice remains Ludovica’s. The stranger calls her to a port on the coast of France, in Dieppe, onto a boat there (a vessel called El Presagio shipping coffee and cotton from South America and taking back very little except French wine, leaving much cargo space). She will get there when the sun is about to rise, and will have to find shelter on the boat. When she awakens, the boat will have departed. She will feel Hardestadt’s call the next night, but she won’t be able to get off the boat. She will want to try to convince the captain to turn the boat around, but this won’t likely succeed. She might realize the ship’s destination is Nicaragua (under the Somoza dynasty).

The boat journey takes weeks, and Ludovica will have to find a way to feed. After a few nights, she might notice a figure often standing at the prow at night (he’s testing if she recognizes him). This is the stranger who has Summoned her for her services, in Nigaragua. He can be seen taking a carved stone out of his pocket every night and holding it up to the moon. If she speaks to him, he introduces himself as Michael Drekavac.

At the moment, he has long, thin, black hair and wears a suit with suspenders. His eyes are dark all around and his skin is pale, but betrays a slightly eastern heritage. Michael speaks slowly, with an accent of blended foreign origin. He grins slyly a lot, but will not tell her it was him who Summoned her. If Ludovica confides in him, he will tell her that is how the Antediluvians make all vampires do their bidding, that Blood Bond. He knows of a way to get rid of it, however, and will take her to the people who can perform such a ritual... if she helps him in Nigaragua. One other night, he will hold up his stone to the moon in Ludovica’s presence. It resembles a Mayan carved disk. He might say, or mutter, that they are going to be right on time if they can hurry.

The boat arrives just under two weeks after departure and the first thing Michael does is waylay a motorcyclist (asking for Ludovica’s help), stealing his gear, including a map of the country, a knife (which he gives to Ludovica), his boots, his helm, his leather jacket, and of course his bike. He tells Ludovica to hop on while they go on to his errand.

They ride for the rest of the night before they get to the eastern side of Lake Xolotlán or Managua. He suggests sleeping in the water. Ludovica might notice the enormous volcano on the other side of the lake. If she asks about

it, or where they're going, Michael will say the volcano is called Momotombo and it wiped out a settlement around here centuries ago, right after the Spanish colonized the town. It won't be long, he says, with the changing times after the war, before the mortals find it again and excavate it. He expects 'locals' to perform a ritual tomorrow, which he intends to crash with Ludovica's help.

The next night, then, they ride up as far as they can get along the lake's shore until Michael decides they should go ahead by foot. When they approach then, they might notice the soil turns volcanic and might see the outlines of what were once buildings around them. Michael tells Ludovica they should hide behind one of the walls and wait here.

While they wait, a hooded man approaches with a torch, guided by a Pisanob priest, bald and dark, his skin naked but for a skirt, his body decorated with golden regalia. Michael is after a jade Tzitzimitl figurine the priest carries. From here on out, a sort of combat must be played through. Michael brought Ludovica for her illusions, so she could help distract or trap them, while he is not shy about using his dreaded demonic Discipline now. The Aztec priest is an adept necromancer, and his servant is actually a shambling corpse.

The Pisanob priest is very difficult to actually destroy, but Michael only needs to rob him. From that point, they run back to the motorcycle and head for the roads. When everything is safe again, Michael makes good on

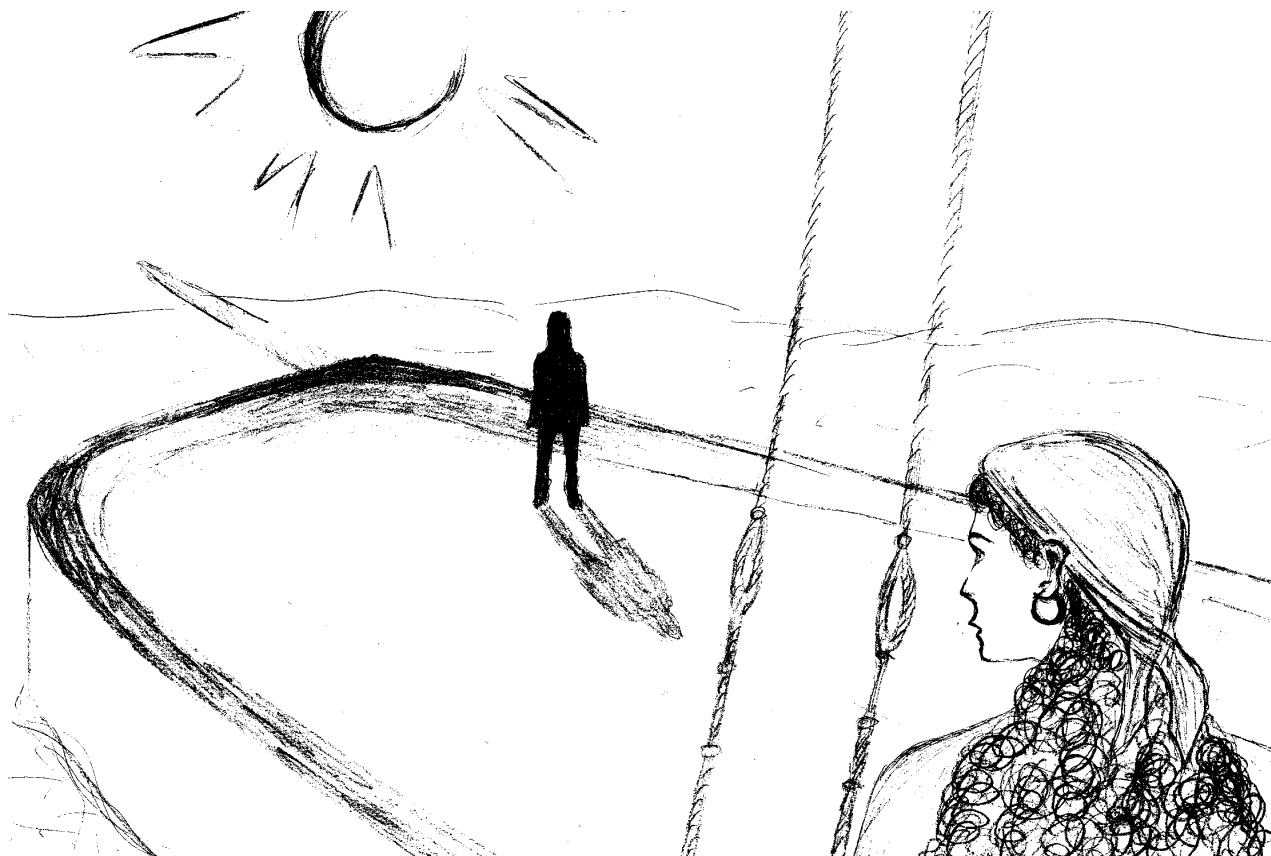
his word and tells Ludovica to head for Mexico City, world headquarters of the Sabbat. As she gets closer, she is bound to run into a Sabbat pack. She only has to do so before Hardestadt summons her again. The Vaulderie rite will cleanse any Blood Bonds and connections, any hold another Kindred has ever had over her, or so Michael says he's heard (he does not realize this will return her memories of meeting him before).

He then wipes her memory of him and the encounter with the Aztec. All she will remember is getting on the boat with the intention of finding the Sabbat.

Recollected Detail II

When Ludovica approaches the stranger, he teases her not to be afraid. Ludovica can't resist trying to frighten Michael after that, and demonstrates her, by now, greater mastery of Chimerstry by invoking an illusion of a rising sun right before his eyes. Michael grinned and the two began a conversation.

Later, at the foot of volcano, Michael suggests Ludovica uses her illusions to take the Aztec priest off guard. He asks her to conjure up an enormous Tzitzimitl while he confronts them head-on. The effects of this particular illusion, Ludovica remembers and demonstrates later in the story.



Session III: A Meeting in a Dungeon

Chicago, Illinois, 1991

“Tonight, you’re wandering aimlessly along the shoreline of Lake Michigan. The winds blow heavy and cold off the enormous body of water. You wonder, not for the first time since coming here, about being drawn north like you were. Even if you do know, now, who it might have been, why did the calling stop when you reached Chicago? Not that you mind the position you’ve claimed here, of course. You are just still curious. What’s stopping you from going further north, finding out for yourself, is the unfortunate presence of what are rumored to be werewolves no less, hunting the roads toward Wisconsin.

Still, you think about the source of that calling, and wonder what it wanted, and what stopped its call so suddenly.”

Vienna, Austria, 1946

“Tonight, you walk the streets of Vienna. Austria has been your home for several months, now, after you and your sire travelled north slowly and deliberately. The city fell to Russian troops one year ago and they have yet to show signs of retreating. For now, Vienna is tame and under watch—something you and sire mean to exploit. You walk in the guise of two western women, in plain dresses, eschewing jewelry for now. So far, you have passed for two sisters from the southern part of the country. Not for the first time, you are circling one of the buildings that make up the Tremere chantry of this city.

You have hunted Lenharz back to his home, to the city where all Tremere flock from. Of course, if it wasn’t for the Russian occupation, your presence here would be nigh impossible. If the rumors you have plucked from a local Nosferatu are true, the sire of all Tremere, the Antediluvian called Tremere himself, is awake in these streets, and watching.

The building you are circling is one of many that the Tremere claim throughout Vienna. Between expansive private libraries and parts of the colleges, this building is remote. It is a single domed structure encased in a garden, surrounded by a vast wrought-iron fence. It serves, again as your Nosferatu contact has informed you, as a prison for the undead that have wronged the clan. Lenharz, it seems, is charged with overseeing those prisoners—no doubt experimenting on them. This building is his domain.”

As both Ludovica and her sire, Tsura, circle the building, her sire concludes there is no way for them to get in, one reason being the massive statues she spots on four corners of the structure’s roof ledge, pointing all

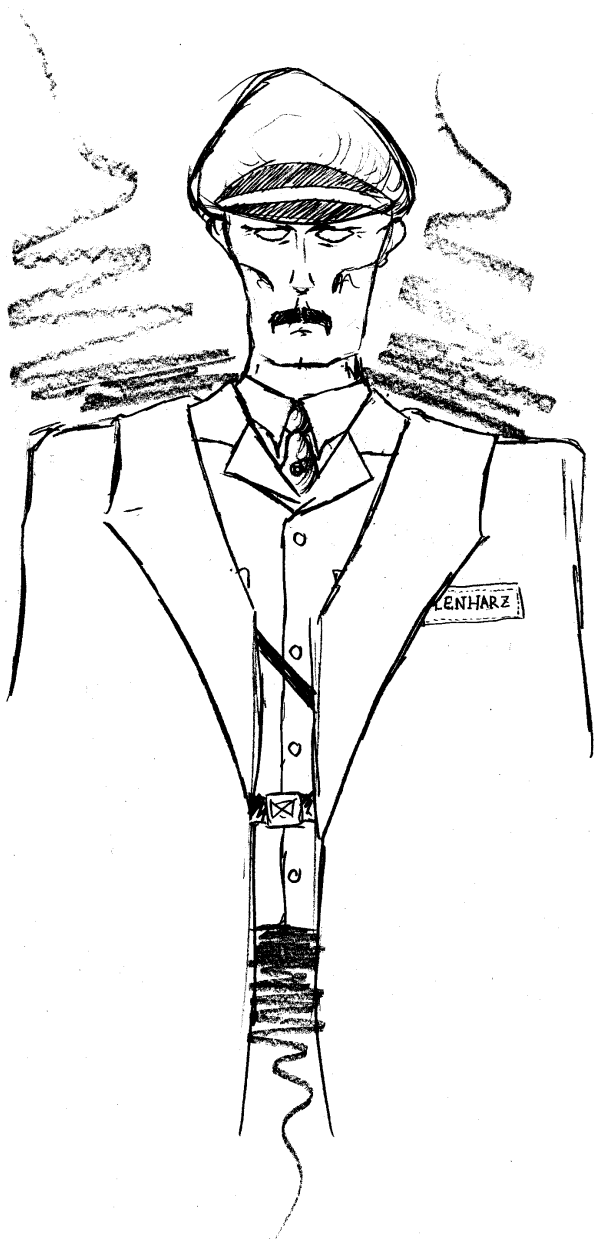
directions of a compass. Gargoyles, she whispers fearfully, recalling previous experiences with the Tremere.

At this point, it has become clearer to Ludovica that her sire has truly suffered in the concentration camp she escaped from. Her sire will have mentioned a woman named Lucretia, who was her sire, saving her from that camp, who was savagely murdered while her new brood was able to get away. At this point, allow Ludovica to make suggestions about the nature of the relationship between her and Tsura.

With the difficulties presented trying to get in, the pair will have to return to their Nosferatu contact, Altersschwach, who hangs out near the Russian military outpost, spying. Altersschwach is a short man, not afraid of showing himself on the streets as he pretends to be very old, wrinkled, hunched, and covers his face primarily with a bowler hat. In fact, he is a very young Nosferatu, recently Embraced off the streets to keep tabs on the Russians. Altersschwach has so far been charmed by the lovely ladies’ attentions, but when they want anything else, he will want to trade what they need to get into that building for the secrets of their Ravnos Discipline. He will want to drink a sizeable portion of their blood, both of them, so he can tap into their power of Chimerstry. After he has fed once, he tries and fails. After he has fed twice, he tries again and fails still. He says it’s a shame, but will still show them the way for a kiss on the cheek, their choice who. Then, he will gladly guide the ladies into the sewers where he knows of an entrance into those dungeons. Just when he shows them a way to remove any sewer grate in Vienna (by peeling behind the poor quality screws with a knife), a rat skitters by and he lunges for it, takes it in his hand, and casts an illusion to make it a rose, and gives it to the lady who ended up giving him a kiss. He then takes his leave of the ladies.

Ludovica and Tsura can then sneak up into the dungeons, but have to do it crawling through the waste of the ghouls in the service of the Tremere. When they make it up then, they have to remove another grate, quietly. Then, they are walking the corridor of cells under the building. There are two cells, one left and one right. In the cell on the left, a stranger sits, waiting silently for now. At the end of the hallway, stairs lead up to the rest of the building. At the top of them, another statue stands with its back to them, seemingly motionless, but in the middle of the doorway. Beyond, they can hear screaming and loud experimentation, and Lenharz’s voice no less.

While Tsura shudders in fear at the prospect of getting past the Gargoyle, the stranger speaks up. He looks pale, haggard, and the Beast is on the surface in his eyes. His black hair is short and messy, and his clothing was once fine but is now ragged. He is intrigued how the two ladies came in here and wants to join them in escaping. In exchange, he will know how to bypass the Gargoyle. He is Tremere himself, he says, even if his own kind have



betrayed him. He will freely join in murdering Lenharz. If asked, he will say he was imprisoned because the Tremere believe he aided the Russians and stole from their chantry (in truth, they have discovered he is an infernalist posing to be a Tremere). His cell room is littered with dead snakes from which he has fed. Some of them are rotting and have flies buzzing all around them. It was what he is given to feed from. If asked, he will say his name is Andromalius, coiling one of the snakes around his hand and holding it up with his trademark grin (he is confident the two ladies will not understand his joke). They may also notice hair piled up in the corner of the room from where he cut it off in the beginning of the night.

The Tremere feed the stranger too little blood for him to be able to perform rituals, so he needs blood from Ludovica or Tsura, whoever will offer it. He does not need

to drink it for this ritual, he only needs it spilled on the floor where he draws an infernal symbol. Muttering in a dead language, the stranger promises dark services to a minor demon in exchange for dragging the Gargoyle into the Abyss and keeping him there for just long enough. He explains that both Tsura and Ludovica must utter 'compactus' as he finishes the ritual. Ludovica will later be troubled by this yet as in fact the stranger has not promised this demon's dark service, she has.

The Gargoyle is ripped into a void in the ground. The void remains there and the characters must avoid stepping into it. From it, they can hear the distant screams of a thousand anguished souls faintly.

The three of them can then proceed into the domed structure where Lenharz was cutting into a Tzimisce neonate no less. Combat ensues where more Gargoyles can be called, the Tzimisce can be freed (to disastrous effect), Tsura stands a good chance of dying, and the stranger may eventually use his terrifying powers to summon Lenharz's greatest fear: an enormous Tzimisce brandishing a scalpel.

Then, the stranger will escape with at least Ludovica, showing interest in her, and at the sewer's exit, saying: "I will not forget you," before erasing her memory of ever meeting him (possibly the memory of her sire dying as well, as an enigmatic kindness—or something more devious to the same effect).

Recollected Detail III

In the midst of their confrontation with Lenharz, Ludovica ends up having to choose between saving Tsura or destroying Lenharz before their last chance to get away. Lenharz is destroyed, and 'Andromalius' tears Ludovica away, toward the exit. It appears Tsura is swarmed by Gargoyles as they make it out of the building. Ludovica believes her sire to be destroyed, while the stranger knows better. It benefits him if she starts traveling alone, however, so he tells her nothing.

Session IV: Induction into the Sabbat

Chicago, Illinois, 1991

"As usual, you find yourself walking along the streets of Chicago. Tonight, the neighborhoods are restless. You can hear shouting down that way and expect to hear gunshots from the other. You just returned from meeting those neonates in the city who call themselves the Scourge. So far, you've managed to avoid the attention of the Camarilla

and are glad for it. For some reason you can't fathom, they have invited it, insisted on it.

You hadn't seen them in weeks since your first meeting, and since then they had garnered plenty of the elders' attention.

All they could talk about was the intensity of their life-threatening problems. Yet, they chose it for reason you don't understand.

However, meeting with them has brought you closer to unraveling a great mystery. They are planning an expedition north, and you going with them. Maybe at last, you'll find out what it's all been about since that night in Vienna."

Mexico, 1957

"You have been riding, lightweight and hungry, on that motorcycle for 12 hours straight, spread over two nights, having slept in a ditch. Head for Mexico, that was your plan. Well, you just crossed the border. You know you'll find the Sabbat here. They know of a ritual to cleanse Blood Bonds, so you may be relieved of the damned Ventrue Hardestadt and his brood. At any moment now, they could Summon you again, and you would be powerless to resist. Just when you start to puzzle over how you came to know all about the Sabbat and Mexico, something jumps in front of your headlights."

All Ludovica can see is that it is a figure in a long coat. Good perception will reveal it is a disfigured thing. The road is entirely empty of other traffic. What is left lying on the road looks more twisted than her bike could have done to it. Soon, limbs will retract and reform until Ludovica is left staring at an eight-limbed *thing* with two faces grafted into its chest, and massive antlers coming out of its neck. The thing laughs. Then, the street darkens. The sole illumination coming from the bike's headlight fades and things darker than shadow begin to wreathe and play on the edges of the road.

A Tzimisce twice as tall as any man then approaches the road, all his limbs and features elongated. In several foreign languages, it tries to communicate with Ludovica. Mainly, they are trying to ascertain her clan before they diablerize her. If Ludovica insists she wishes to join the Sabbat, they will suggest the best way to serve the Sabbat is by allowing them to feed off her.

Before things get too far out of hand, a car comes down the street and pulls up near them. Inside are three Cainites, Sabbat out hunting for the Tzimisce and the Lasombra. A helpless woman staggers out first, asking in Spanish if everything is alright, if there's been an accident. While she feigns shock at the sight of the Tzimisce, then, her colleague throws two flaming bottles of gasoline at the Tzimisce and his creation before unleashing a volley of gunfire. Ludovica finds herself in the middle of a skirmish of the Sabbat's currently ongoing civil war.

Ludovica may contribute to the combat to prove herself. In the end, the Malkavian pack priest emerges from the far side of the road with the Lasombra pinned under his arms, wearing a mask of copper, mumbling insanely. The pack continues to diablerize the two elders after a simple coin toss. When they then think on what to do with Ludovica, she may make her case.

The pack she's come across is an *antitribu* band of outcasts. They joined the Sabbat to fight the elders, and now they are doing just that to their own ranks on account of the war. If she mentions her dilemma in any way, they will be sympathetic in their way. Joining the Sabbat, however, is no small matter. While at first speaking Spanish they all know English.

The pack will make it clear, however, that although Genesis 4:12 can perform the ritual Ludovica seeks, induction into the Sabbat is not taken lightly. She needs to prove herself. They then invite her to join them in their car as they toss the Lasombra's mask in the trunk, next to a handful of other trophies, including signet rings and several piles of ash.

In the car, Drudge mutters to Ludovica, explaining how the Sabbat's at war with itself. How the elders in the Sabbat have been using packs like this one for years, no different than the elders anywhere else. Packs like this one rose up and decided to take the Sword of Caine in their own hands. That's what the Sabbat does, he says, take back the night from the elders, right down to the Antediluvians. In doing so, they serve Caine. Ludovica must want to do the same.

After a while, the car pulls up at an old plantation which the pack is using as a haven. They will spend the day there. Inside, Ludovica may be shocked at the sight of six bodies hung from the ceiling, a whole family, ready to be fed from.

When Ludovica awakes the next night, she may take a look around, think things over, but inevitably, the Summoning will start again. Of course, the pack won't let Ludovica leave, and will pin her down. They discuss amongst themselves if maybe it would be worth it to follow her to the source of the calling and drink dry whoever they find. If it's a Camarilla hotshot, they should load her full of explosives and send her on her way, Atrocity suggests.

It is the Caitiff Drudge who suggests she can be an asset to their pack. She's no different than any of them, he says, and insists they bind her here and now. Let her prove herself when they go to Mexico City. Genesis 4:12 concedes and retrieves a piece of leather from his coat. He cups it in his hands and takes a thin letter opener from his coat, and cuts his tongue with it, letting blood seep into the bowl of his hands. Drudge simply bites off a piece of his tongue, letting the blood add to the priest's. Lastly, Atrocity giggles and cuts deeply in her tongue with a sharpened fingernail, licking her digit sensually, before dripping her blood in there as well.

Atrocity asks Ludovica to open her mouth. The priest then start reciting something in Latin. When Ludovica drips her blood in the bowl as well, the priest tells her to drink.

If Ludovica does, she is shocked to find the calling suddenly stops. It's still there, calling, but she can muster the strength to ignore it. She feels the blood ties to Hardestadt breaking. Then, she clearly feels another tie breaking, somewhere in the world (could it be her sire?). Lastly, memories return to her. Every detail the recurring stranger has ever made her forget, she now remembers. There have been more instances through time when he pulled the same trick he did in Nicaragua.

Then, Atrocity cups her chin in her hand. The others had drunk from the bowl while Ludovica was thinking. "Let's go kill some elders," she says with a warm smile.

Genesis 4:12

"When you work the ground, it will no longer yield its crops for you. You will be a restless wanderer on the earth." The Malkavian pack priest is a disturbed youth-turned-vampire. He had nightmares of fratricide during his mortal life which he attributed to prophecies as a Cainite. He believes he receives the word of Caine himself and guides the pack to their father's purpose.

Recollected Detail IV

The most prominent impression in this entire session was the manner in which Atrocity brutally snuffed the life out of one of the family members. Hanging them upside down from the ceiling for days on end wasn't nearly enough to quench her thirst for others' agony.

A Toreador *antitribu* is a creature of matchless horror.

Atrocity

The Toreador *antitribu* of the pack. Atrocity is truly twisted, seeing every depravity as an art form. The sight of death is her weakness and her muse. She will promote any vice.

Drudge

A Caitiff who truly believes in the cause of destroying the Antediluvians. Unfortunately, he is seen as the lowest class, even within this pack. He has a long beard and trucker's clothes.



The Recurrent Stranger

There is a recurring figure throughout Ludovica's past, constantly changing his name and erasing all memory of his passing from Ludovica's mind. When joining the Sabbat, however, the initiation rites cleanse all these Dominations and she remembers quite suddenly, him and all the names he has used. He was never unkind to her while he exploited her uses, but for some reason could not permit her to recall his passage.

In truth, he is a Baali with no fixed identity. He speaks English, Russian, Italian, German, Arabian, Latin, Spanish, and two more dead languages. The Baali has cleverly avoided selling his soul so far, knowing its worth. While in theory, this means he can yet be redeemed, in practice it is because he is saving it for a greater act of destruction on this world. He believes he needs to have his soul intact to succeed in performing his destiny of bringing Hell to earth.

Session V: Fame and Purpose

United States of America, 1965

Ludovica has spent almost a decade now, in the company of the Sabbat. First, allow the player to describe what she looks like now. Whatever Ludovica decides at this point she feels about the Sabbat, they are currently hunting her. As always, the gypsy becomes unwelcome and is ostracized. She leaves Mexico City for the north, where she is just now running from border patrol, into the desert.

After finding shelter and evading the authorities, Ludovica will find herself wandering the deserts. By night, she looks all around her to find one source of light glowing in the distance. When she approaches it, she hears music playing, and people singing. When she enters the camp, gypsies gaze at her in amazement.

They speak the Romani language, however, and she may soon be accepted by them. Soon, their wisest and eldest is called for. She is an old crone who introduces herself as Vana. These, she says are her people, the Banjara, and Ludovica is *shilmulo*, she says, of family Ravnos. The families, as is explained, are all very wary of each other at the moment. Vana can continue to tell Ludovica of the history of their people. Note especially, they end their story with the handing down of the Seeds of Knowledge, that no one knows who among which families hold the seeds. But it is rumored each seed must be guarded by

three. They will offer her shelter for the day, but the next night she must go. The Banjara will not risk being made out for harboring a Ravnos. 'Korasca', they all whisper in fear.

The next night, Ludovica is told to head for the Phuri Dae camp, which they last heard of tracking north along the coast of California. They are open to all, the true descendants of Daenna. A long journey follows.

The Phuri Dae can eventually be found on a beach south of San Francisco. There, Ludovica meets a trinity of women: Szus, a long-haired young maiden, Anya, a middle-aged woman with a kind face, and Venasszony, a woman who looks twice as old as Vana did. They can tell Ludovica more of the war between the families and the exploits of the Knife Tribe, the Zurara. They have declared themselves above all other families and are waging a genocide against the Ravnos. The irony is not lost on the Phuri Dae. They sniff the air and say they foresaw Ludovica's coming, that they know of a Ravnos family here, in San Francisco, which was hunted by Korasca and his men, their *shilmulo* destroyed. The Phuri Dae came here to aid them. They are alone. Ludovica may repent for her past life with the Sabbat if she takes care of this family.

The next night then, Ludovica may set off for the city, to the address the Phuri Dae gave her. When she gets there, they are all frightened. They insist she, a *shilmulo* is in great danger here. Before she can refuse their worries, two men appear in the street with guns. From the depths of the alley, a man cackles, saying he knew it wouldn't be long before another one shows up. They announce Ludovica is the fifth one the Phuri Dae have sent to their honey trap. Then, combat ensues. When Ludovica defeats the man in the alley, the Ravnos family showers her with praise, she just killed Korasca, the dreaded Zurara fanatical leader. Then, she finds hung on a chain about his neck, a locket. Inside the locket is a Seed of Knowledge: Kooseren, the Seed of Earthly Awakening. Ludovica can gain no knowledge from this seed because she is *shilmulo*. The family suggests they visit the Phuri Dae again.

Recollected Detail V

When Ludovica first meets the Banjara, she pretends being a mortal gypsy, like them. They subsequently offers her all kinds of tea and grilled meats which she is forced to regurgitate later. Eventually, a young child sees her throwing up and Ludovica is forced to reveal her true nature.

The Ravnos family of ghouls Ludovica protects end up following her on her quest to plant the Kooseren seed. Her haven in Chicago is their family home.

Of Daenna and the Seeds

According to the Phuri Dae, the lorekeepers of the Rom, their people descend from one woman. Their mother held surpassing beauty, both spiritual and physical, and had a mind as sharp as the keenest blade. Her name was Daenna and she lived in one of the first cities ever built.

On the morning of her wedding, Daenna's only brother, Sarrath, confronted her, claiming he did not trust the handsome groom who had so easily bought her from the family. Daenna asked her brother to be reasonable and to accept her love for Dracian. Sarrath cried out that he could not remain in the city unless it was with Daenna. "Live with us, then," Daenna challenged, but such rage swept over Sarrath's features that she had to look away. When she turned back, he was gone.

Dracian took Daenna to his home, a palatial manor of carved stone. On that night, the night of their wedding, he came to Daenna and set next her on the silken pillows of their bedchamber. Bending over her scented body, Dracian began whispering secrets into Daenna's ear. He whispered to her of his death and rebirth, for her husband was one of the *shilmulo*, the vampires, some few of whom resided in the city.

Dracian taught Daenna many things; he spoke of the werewolves and the faeries, and of the ghosts of the departed who remain near the living world. Her husband searched for control over his physical needs and desires. Over many years, Dracian had discovered a way to do something no one else, mortal or immortal, has since been able to duplicate. Through esoteric and intellectual labors we can only guess at, Dracian created a tree.

When Dracian showed the tree to Daenna, she noticed a single, golden fruit. Instinctively, she reached for the beautiful fruit. With the preternatural swiftness of his kind, her husband caught her hand. His eyes held Daenna's gaze as Dracian spoke to her of the fruit of the Tree of Knowledge. Dracian told her that the single fruit now maturing on the tree would soon be powerful enough to grant him surcease from his ever-present thirst for the blood. He also spoke of other great powers he would gain by consuming the fruit. Daenna wept and dreamed of the future. When dawn spilled over the garden wall, Dracian sank beneath the ground to sleep beside his tree.

By now, a decade after their marriage, a conflict had grown in the city. Werewolves were killing *shilmulo* with impunity. It was the day that Daenna sat reveling in the promises of the tree, when attackers came at the door of their mansion. Realizing that no one else must possess the immense power of the fruit, Daenna took it from the tree. Then, she set its branches on fire.

By the time she had cloistered herself in her own suite, one of the werewolves had breached the mansion and burst through her door. Before her eyes, the great wolf changed back into a man. Here, standing before her, was Daenna's own brother, Sarrath. He pleaded that he only meant to spare Daenna the anguish of either he or Dracian dying at the hands of the other.

Daenna, remembering the love for her family, went away with her brother as the city burned. They hid with distant cousins, Kinfolk to the Garou. They were still hunted, however, and one night, they were found. As Sarrath bravely positioned himself between his sister and the invading soldiers, Daenna saw they were outnumbered. She reached into the folds of her dress and produced the fruit of the Tree of Knowledge. She split the fruit in two and plucked five rounded seeds from its silver-veined flesh. These, she kept in a locket by her heart. Then, she ate the fruit. What she must have felt is beyond all ken.

When they left the city, Daenna and Sarrath had a family of followers. They never stopped travelling from that day onward. Daenna taught her descendants much of the ways of magic, and passed the duty of protecting the Seeds on to her daughters.

From Gypsies, edited

The Phuri Dae acknowledge Ludovica as the new bearer of the Seed of Knowledge. They impress upon her that with it comes great responsibility. Come the end time, come the Conversion, that seed must be

planted on soil fertile with the ashes of vampires. From the ruins of their greatest city this seed must grow. The Phuri Dae know this time is approaching. They can even augur the year: 1997.



The Other Sessions

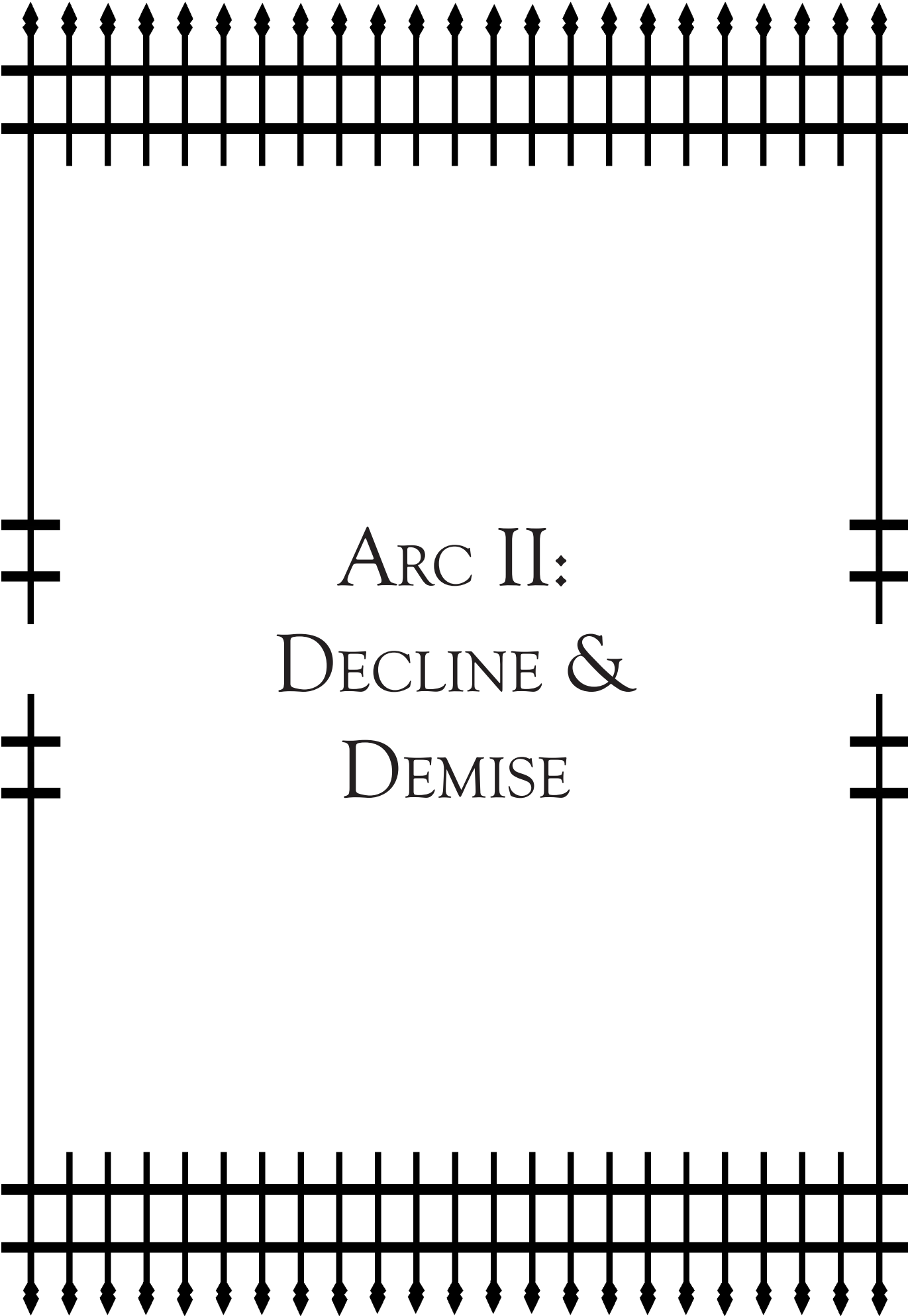
Besides the five named above, one more session was played. This session took place in the present time in Chicago, however, and has been moved to the logs themselves. Other than that, there were also two sessions which were left unwritten. With the acceleration of the main story set in Chicago, there was not enough time left to explore these.

The first was an elaboration of how Ludovica came to be in the Netherlands. The idea was that earlier in 1953, the demon she owed a favor after the Baali's manipulations forced her to cause destruction in that part of the world.

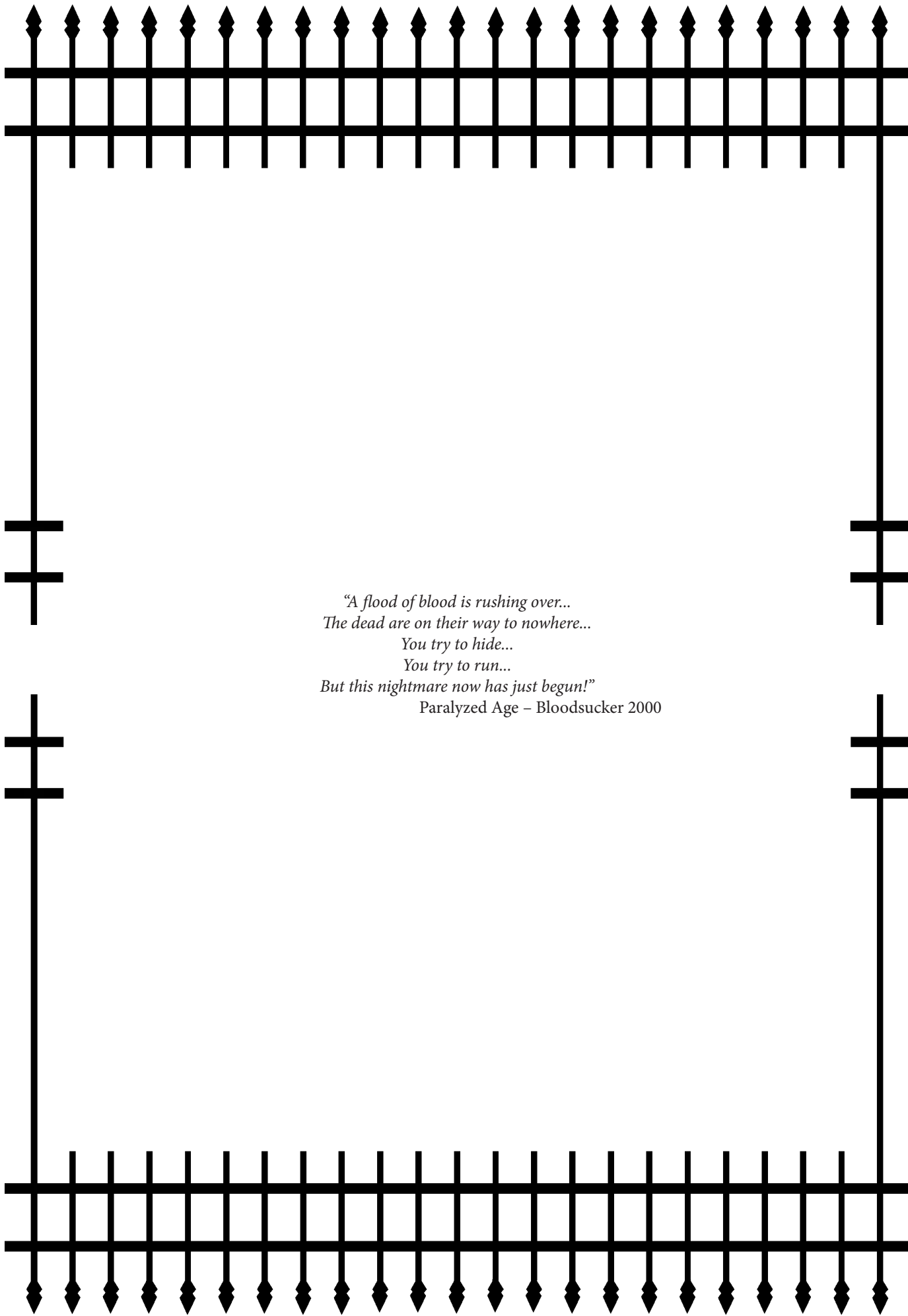
Ludovica would come to be responsible for the nation's flood after the dam broke. This, in turn, leaves her at the mercy of the Ventrue of Amsterdam and leads to her subjugation under Hardestadt.

Also, it was always the storyteller's intent to unveil Ludovica's actions in the Sabbat and play through her pack's success in the Third Sabbat Civil War in Mexico City itself. This session would require a particularly large amount of preparation, and so was delayed at first, before it was too late.

Now, that is only to say these sessions were not played through within the scope of this chronicle. Who knows when Ludovica will make her imminent return to the stage.



ARC II:
DECLINE &
DEMISE



*"A flood of blood is rushing over...
The dead are on their way to nowhere...
You try to hide...
You try to run...
But this nightmare now has just begun!"*
Paralyzed Age – Bloodsucker 2000



ACT II: THE DECLINE

10th March 1991

† Methuselahs' Grasp

The characters dedicate the coming nights to extended research, a desperate mission to find a scapegoat for what happened using Morris' collected lore. At first, the characters agree that Evan will research the spirit and its intricacies after death, that Jim will dig deep into the Sabbat and their motivations, that Lanzo will dedicate himself to the subject of wraiths and how they remain linked to this world, and lastly that Brian will find out what he can about summoning rituals for spirits or wraiths.

All they learn this night is that the Sabbat's motivations lie in their belief that the Antediluvians exist. Evan calls Madame's establishment to feed, as usual, and drinks from Thesis for the third and final time.

11th March 1991

Jim begins to research Menele, in secret, instead of researching the Sabbat. Evan and Lanzo discover there is little distinction between spirits and wraiths, but that wraiths are bound to a land beyond what is called the Shroud. Brian learns Necromancy exists as a Kindred Discipline, with similarities to Thaumaturgy.

12th March 1991

Antwiler discovers Menele's name could be derived from Menelaus, a hero and king in Greek tragedies. Lanzo turns to researching the Giovanni and cross-references his findings with both the Sabbat and Necromancy. He discovers, exceptionally, that the Giovanni are the descendants of Cappadocians, Cappadocia being an ancient Byzantine province. These peoples, or perhaps the vampires among them, practiced a variant of Necromancy they called Mortis. Even more exceptionally, he finds a single reference he believes may be their salvation: a record of a variant of Necromancy being used in the Sabbat by the elusive and terrifying Harbingers of Skulls. Meanwhile, Brian and Evan discover nothing new.¹

When Evan tries reaching Thesis at Madame's, he discovers she has stopped working there. A replacement whore is sent and delivered with a message for Jim: that he is no longer welcome at Madame's.²

¹ Both botched their roll.

² Jim hasn't spoken to his sire since she barked down to him, telling him to know his place. In the meantime, he has become a lapdog for the Prince.



13th March 1991

The characters, by now, have depleted these subjects in Morris' collection. They approach Prince Lodin to ask after his personal library, which they noticed when they first investigated his haven after his disappearance. While he cannot provide them with anything they could use, he insists he will arrange for them to have access to the Tremere's aid.

While Lodin meets with the Tremere to arrange this, the characters return to Lanzo's office where Emily is waiting for her lover. Also, the Dunsirn call to ask for a meeting concerning the Tremere and the characters' debt. The characters agree to meet them later this evening at the hotel. Lanzo, meanwhile, hears Emily's confession of a three-day drug binge in her hotel room to find her Blood Bond with Neally broken when she came down from the heroine. After Lanzo tells her Neally is destroyed, she desires him all the more and asks to move in with him.

Lodin returns and informs the characters they will be attended by the Tremere at their chantry tomorrow night, so they may ask their questions. Lodin has not succeeded in arranging the characters access to the Tremere's personal libraries.

Lastly, then, the characters visit the Dunsirn. While Elinda starts to formulate her retribution against the Tremere for taking Morris away from her, the characters tell her they will not aid her.³ They back out of the arrangement and depart with a decorum of civility.

³ Elinda considers this a grave insult after what she did for the characters.

14th March 1991

The characters arrive at the Tremere chantry to be greeted by Garwood Marshall. No other Tremere come in sight as Garwood leads them to a meeting room.⁴ The young Tremere has studied the subject of Necromancy extensively the night before, as ordered, and can answer some of the characters questions. He confirms the Giovanni's use of it and eventually assists them insofar as suggesting Auspex may be used to detect evidence of the use of Necromancy.

The characters leave the chantry to confer about how they will present this case after being idle for the fifth night. What they will attempt is no small cover-up. Before reaching a consensus, they decide a Sabbat member to interrogate about Jefferson or the Harbingers of Skulls may help their case and may even be presented as a scapegoat.

They decide to pick up the cold trail of the defectors, Vitch, Medusa, Albino, and Keaton, in the South Loop. The Scourge of Chicago delves deep into the notorious areas to find a section of neutral turf run by an old dealer, styling himself 'the Reanimator.' The veteran lowlife has a 10-year-running streak of dealing from this spot and, in exchange for what adds up to no less than one thousand dollars, can tell the characters about one Wendy and one Phillipe. He remembers them having something to do with a 'Black Hand', as he met them all of seven years ago. The characters link these two to Albino's abductors as Daren⁵ discovered some time ago.

⁴ In the level of politics the characters currently aspire to, this is an insult. They have been snubbed.

⁵ May he rest in peace.

After scouring the South Loop for the remainder of the night, the characters find it: a dilapidated hotel, long abandoned and home only to the homeless—and, until recently, a pack of six Sabbat infiltrators. The trail ends here.

After another discussion, the characters decide how they're going to attempt to crawl out of the mess they have created.

15th March 1991

† Methuselahs' Grasp

The Scourge meets with its Prince. The characters make their case about Neally's murder:

The specter of Jefferson was used, implicating Sabbat. A cabal called the Harbingers of Skulls is capable of what happened, being practitioners of Necromancy within the Sabbat. The characters go all in on their bluff and offer to ride out to Toronto to hunt down any Sabbat to present as evidence for this theory.

The Prince takes a long moment before he decides he believes them,⁶ but insists they take no action. They are explicitly not to ride out to Toronto for implicit dangers involved.

After the characters leave the Prudential building, they become fully aware of the burden their new pedestal brings. It is then, that Evan realizes Thesis was his for exactly three times before leaving Madame's service. After what happened with Lanzo, the characters suspect another Kindred is behind Thesis.

Later that night, Lanzo hears about a case involving a missing child from Ennio. Also, Jim sends Rajiv to New York on behalf of Evan to retrieve a tape of a video project he had been working on. Evan's Toreador fascinations are starting to penetrate his demeanor.

Meanwhile, the Tremere of Vienna have sent the Gargoyle Ublo-Satha to Chicago.⁷ She arrives this night and recovers Menele from the bottom of Lake Michigan.

16th March 1991

† Lady in the Sewers, Methuselahs' Grasp, The Mad Touch

During the daylight hours, the Tremere chantry is attacked by Errig Dunsirn. This is kept quiet, for now. The Tremere initiate their investigations using the Path of Aether's Father and witness the Scourge of Chicago meeting with the Dunsirn just before their inauguration. They begin to plot against the characters.

Brian visits his sire and learns he is worried about his secretary stealing documents. Brian calls to Lanzo to assist in investigating the matter. It is soon revealed however,

⁶ Barely.

⁷ Actually, it appears it was Ublo-Satha herself who suggested it, indicating the esteem this Gargoyle holds.

that Marvin misplaced them himself and is growing ever more paranoid.⁸

Jim, in secret, goes looking for an arsonist in local newspapers. He finds a 14-year-old suspected of fire-starting and offers him a sum of twelve hundred dollars to set fire to five more houses spread out over a month, all to allay suspicions about Kindred setting fire to his haven. He pays the kid six hundred up front and promises him the rest in a month's time. After making the deal, he uses the Forgetful Mind to convince the kid it was a black man who approached him.

Jim and Evan then go to the docks while Lanzo tries to make a start in his investigations about the missing child. Jim and Evan are confronted by a dour Nathaniel who demands their presence in the Farwell Building later this night. From tonight, Nathaniel will replace Jurgis as the characters' contact with the Nosferatu.

The characters discuss methods of increasing—redeeming—their reputation before heading out to meet with Khalid. At the Farwell Building, Khalid intimidates them fiercely. "I know everything anyone does in Chicago," he simply states. "When it comes to lies within this city, of anyone you might meet—and there are quite a few you never would—the Prince is one of the easiest to fool."

He knows of their dealings with Neally and the Dunsirn. In exchange for his silence about the matter, he demands the characters do him another favor. The Scourge is to investigate, to their befuddlement, a naked woman seen in the sewers. The Nosferatu suspect the Toreador.

After the meeting, the characters go to an out of the way parking lot to try to Summon Thesis using Presence. She arrives after some time and the characters spare no means to get the truth out of her. They get as far as a name: Portia. By this time, all Thesis' spirit is crushed in being

⁸ If this were a Dementation-induced bedlam, it would be wearing off by now.

Melissa's Story

Thesis' real name is Melissa Greene and she was a simple Blood Doll student before getting this deep into Kindred affairs. She is majoring in anthropology with a minor in Christian theology at the University of Chicago. At the time of writing her bachelor's degree thesis on underground subcultures, which goes into Masquerade-endangering detail about the Blood Doll scene, she became so entrenched in long nights at the Succubus Club, she could no longer afford tuition and was about to drop out. Then, she was approached by Portia. Melissa had no resolve to offer the blood from those veins and soon found herself working at Madame's after 'Tia, as she calls her master, suggested it.

forced to betray her master's identity. She desires death then and there. Jim uses the Forgetful Mind and leaves her in her car with images of being abused sexually.

Brian then sets his ghoul, Gary, to tail the young girl for when she awakens. The acts of his new life begin to weigh heavy on the former cop's conscience.

Lastly, Lanzo checks on his sire's cryptic messages and discovers an account in his words of what exactly happened the night Mycroft confronted Marvin, how Dementation never came into the picture.

17th March 1991

† Bret's Party, Evan's Lineage

‡ Fundamental Differences

Tonight, Bret's party is hosted. Before attending, the characters are visited by Gary, who gives them an account of Thesis crying for a while before driving to the Succubus Club. Inside, she talked for a while with a dark-haired woman wearing sunglasses. They went down to the club's basement together and Gary tailed them. He describes the noise down there as disorientating and continues to tell the characters about the maze of corridors that he traversed to follow the two women. It ended with a door guarded by security who sent him back on his way after he pretended to be an average hopped-up clubber. It took him a long time to find his way back out, but when he reached the exit, the early-morning sun was shining.

The characters go to the party. At the Succubus Club, Annabelle⁹ greets them downstairs and is unusually kind to the characters. When their gazes meet, Evan's Blood Bond to Portia takes hold.

Upstairs, the characters mingle here and there, finding Annabelle managed to get there before they did.¹⁰ When Portia arrives, the characters tense and maneuver Evan to stay away. To their surprise, Portia makes no attempt to confront Evan.

The characters have an altercation with Damien, who makes the characters out to be 'Cammy cunts' for manipulating him to their ends before and turning to being a lapdog to the Prince right after. He warns them

⁹ Actually Portia using Obfuscate.

¹⁰ And not finding this odd.

Present at the Party

Bret, Annabelle, the characters, Hilde von Rotenreich (who is visiting per Annabelle's request), the whole of the Baby Chorus band (Kathy Glens, Garwood Marshall, Ray Falcon, and Damien), Tamoszius, Sophia, Bobby Weatherbottom, Brennon Thornhill, Gengis, Sir, Portia, Sharon Payne, and a handful of mortals as well.



never to show their face near him again before meeting up with Gengis.

The characters soon discover Bret is actually bored with the party. It turns out, where Annabelle is celebrating his tenth year being her childe, it has only been eight. It is her first childe, Sophia, whose anniversary it is.¹¹

After they learn this, Annabelle calls for Hilde von Rotenreich, a close friend of Annabelle's, as she is introduced, visiting from Germany. Hilde takes the stage and begins to sing a song in a foreign language.¹²

Annabelle confronts Evan, then. Her accusations revolve around his choice of clothing at first. Then, she mentions his showing up rudely at the door of her mortal guise to the gathered. Finishing, she calls Evan arrogant, guilty of cheap attempts at manipulation, and says: "You seem to forget your supposed ancestry¹³ is still no more impressive than mine."

What follows is a conflict between the gathered. Back and forth between Annabelle and the characters, accusations are made and countered while everyone is dragged into the debate.¹⁴ At the closing, Annabelle has elevated herself in the eyes of her peers and only Brian has managed to appear respectable in the eyes of his peers. The Scourge drops in reputation.

The party is then cut short by a rabble rising outside. Busloads of concerned parents are protesting the Blood Doll scene, guided by a priest. When the characters rush

¹¹ Annabelle threw the party together on the spot after Evan showed up at her door, infuriatingly. The party is intended only as an attack on Evan.

¹² And, as per Annabelle's request, starts using the Melpominee Discipline, enticing the crowd to rising emotions of strife with her siren's song.

¹³ Of which Evan still knows very little at this point.

¹⁴ Rules for Social Combat were used.

outside with Brennon, they witness the priest manifest True Faith, harming Brennon and sending him into a frenzy. While the crowd is controlled and made to vacate, the priest becomes a matter to be dealt with in the Kindred's eyes.

The matter of the priest's fate tears the Scourge apart. It ends with Gengis reducing the man's skull to a pulp down in the Labyrinth while Evan grappled with him, trying to save the priest's life. Meanwhile, Jim and Damien stand by, watching, unable to overcome the man's aura, unable to approach. Callously, they smoke a cigar as the priest's life slips away.¹⁵

The Scourge reports the events to the Prince, who assures them they served the Masquerade. Jim ditches the rest to sleep in Lake Michigan. Evan leaves Jim's care and makes his own haven in the Sears Tower.

Just before dawn, Evan is Summoned by an undeniable force to a single bench deep in Grant Park. There sits Portia, who breaks her charade as being a Toreador neonate. She tells Evan she is what Kindred call a Methuselah,¹⁶ that her name is actually Helena, and that she is Evan's grandsire.

18th March 1991

† Lady in the Sewers, Irmatrix's Past

The characters awaken and meet up to talk the matters of the previous night over. A tear appears among the

¹⁵ All but Evan and Brian lost Humanity. Jim for his heartlessness and Lanzo for his indecision.

¹⁶ Though Evan does not yet know exactly what this means.

Scourge that will only grow from this point on. They decide to head over to the Succubus Club to repair some of the damage done last night with the Toreador. While they are there, they might as well ask after the Nosferatu's lady in the sewers.

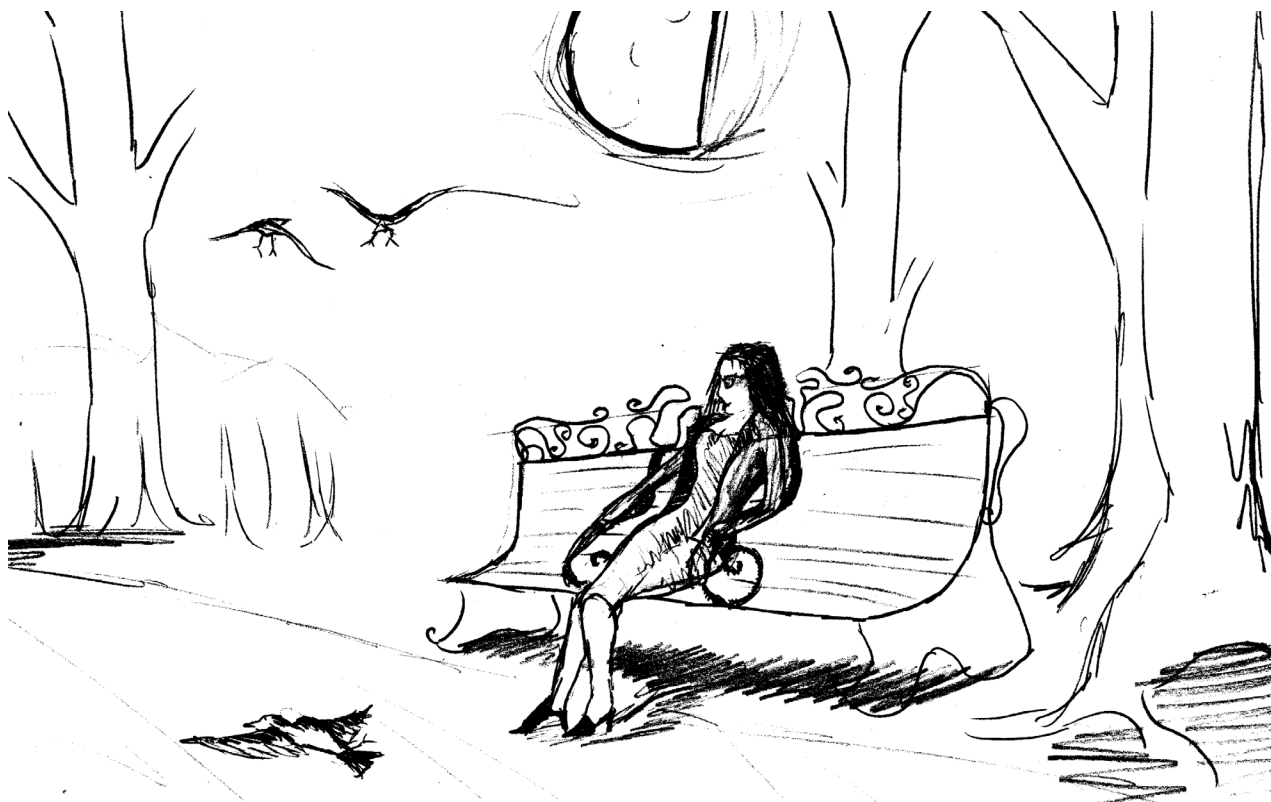
Although they succeed in making a few amends with, among others, Sophia, they are mocked when they ask after a naked lady. The Toreador know nothing about this.

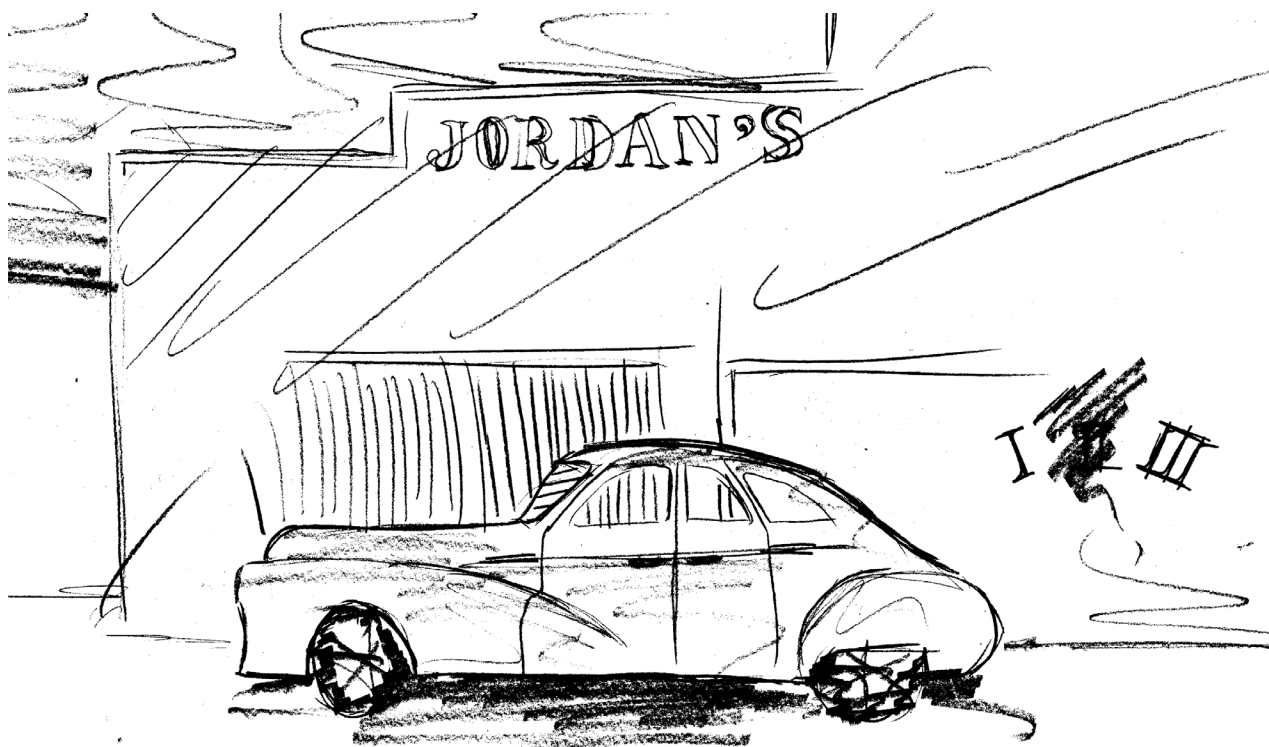
The characters continue to research Lanzo's case of Brody Ermitt, the missing child. They meet with the mother, Natalie, who is staying in Chicago, desperate to find her son and return to Iowa. It appears the child may have been rashly Embraced in their home before the child fled. Lanzo traces a trail of assaults involving the child from their home town to Chicago, ending on the 19th of February. Using the Spirit's Touch at the scene of the last assault, he digs deep enough to realize Nicolai and Dusable were the ones to be assaulted by the child. The characters then put it all together and realize Brody Ermitt is none other than Irmatrix.

Jim and Lanzo comfort Natalie by telling her Brody died in a car accident,¹⁷ staging it by setting Jim's limo on fire.

Brian visits his sire and puts forth that he will take over a Jordan's Cabs in Streeterville, and old company, small, but willing to make the sale. Brian will try to offer the old owner ghoullhood and retain his loyalty through promised immortality.

¹⁷ Their sincerity buys them both back the Humanity they lost with the priest.





The characters continue to pick up the cold case of Jim's haven being destroyed. Lanzo, now using Spirit's Touch, discovers the jerry cans of oil used were held by Daren, Jim's now missing retainer, but little else. Jim acts surprised successfully.

19th March 1991

Upon awaking, Lanzo arranges to meet his sire later this night, face to face. As he does so, he realizes Emily has moved into his haven during the day, unannounced. Meanwhile, Brian approaches Mr. Vince Jordan about buying the cab company from him.

When the characters meet, the topic of discussion is the case of the arson at Jim's haven. They discover the stolen car that was dumped in Lake Michigan the same night, but the trail ends there as the car was towed from the lake and impounded.

Lastly, the characters meet with Lodin to arrange a formal meeting where Lodin intends to explain more of the Camarilla's structure. A time is set for midnight tomorrow. He lets the characters know they will be introduced to the Wolf Pack as well, as they are in town for the coming nights.

At his meeting with Mycroft, Lanzo asks his sire to Blood Bond him, so that may become immune to the ploys of Chicago's elders. When he returns to his haven, he picks up Morris' Ouija board, not for the first time since his demise, and attempts to use it. Tonight, he discovers firmly that either Thaumaturgy or the Giovanni's Necromancy are required.

20th March 1991

† **Revenge of the Tremere**

Before the meeting, Brian continues his pursuits at Jordan's Cabs and learns Vince Jordan has a criminal past in being a member of the Outlaws MC. While inspecting the company's books with his retainer Al, Brian then discovers Vince jacked a gas station down the road to fuel his fleet of taxis. Marvin advises Brian use this information to extort the old man into giving up the company for far less.

Lodin then contacts the characters to let them know the meeting needs to be pushed forward by one hour, as Nicolai requested an audience with the Prince as well. At 11 pm, then, the characters arrive at the Prudential building and meet the Wolf Pack, led by Tyrus. They learn of the role the Wolf Pack plays in the area, as nomad protectors of the Traditions.

Subsequently, Lodin lectures the characters on the Traditions, the First Anarch Revolt, and the Founding, where Hardestadt came up. This is followed up by explaining the structure of the Camarilla on a global scale, about the Inner Circle and the current Justicars.

The Wolf Pack, particularly, impresses on the characters that as the Scourge, they have an obligation to step up, now. The East Coast is being overrun by Sabbat, they tell them. The Camarilla presence in New York is failing while the Sabbat there thrive in open warfare. Chicago, they explain, is protected from incursions only by Milwaukee and things in Milwaukee aren't going well. At that, Lodin's attention is drawn to a letter on his desk as he mutter

Current Justicars in 1991

Brujah – Carlak
 Gangrel – Xaviar
 Nosferatu – Petrodon
 Malkavian – Matthew Dresden
 Toreador – Madame Guil
 Tremere – Karl Schreckt
 Ventrue – Godefroy

So What About the Embassy to the East Coast?

Marvin O’Leigh, for one, is fully aware of how dire things are for the Camarilla on the East Coast. The troubles faced with the Sabbat there enforce his relevance in Chicago while the struggle continues. As soon as cities begin to fall, however, his embassy will become obsolete. Marvin fears this. The truth is, the knowledge that those cities were ripe for the taking is one of the reasons he decided to move to Chicago in the first place.

his agreement. On top of this, Tyrus explains, reports of Lupine on this side of the Great Lakes come in every night. The roads north aren’t safe anymore.

At this point, the meeting between the Scourge, Lodin, and the Wolf Pack is interrupted by a delegation of the Tremere, who appear to have arrived early for their meeting with the Prince. Nicolai enters with an innocent smile on his face. Behind him, Dusable and an enormous, mute Gargoyle follow.

In the silence of everyone’s shock, Nicolai begins to make his case against the Scourge of Chicago, posing questions for Lodin: What does the Prince truly know of these creatures? On the first night, how many of them lied about their very heritage?

“They have wormed their way here, undeserving,” the child-elder says. The Tremere openly offer the characters, out of respect for Morris, they say, this one chance to resign from their current position and live out the average neonate’s lifespan in Chicago in humility. The characters decline. Nicolai continues.

The Tremere mention the attack on their chantry, implicating the Scourge. The way they tell it, two unidentifiable miscreants assaulted Erich to her haven and took, by force, a photograph of the characters and Morris, something of sentimental value only they would be interested in. Nicolai illustrates the characters’

involvement with the Sabbat so far is reason enough to deny them this position.

When the characters argue this point, a mirror is produced and Lanzo is revealed to have no reflection, the mark of Clan Lasombra. Still, Nicolai presses on, with more accusations, including that Brian and his sire plotted against the Prince to enforce this false embassy on him just as he had his hands full with the messes caused by none other than these malcontents.

Nicolai offers the characters one last chance to resign, to give up their spurt for status, before he continues. The characters, fearing he knows the truth about Neally, still deny Nicolai. The Tremere Regent continues, then, to explain how they traced the two individuals who assaulted his child back to a hotel on the lakefront. The Scourge members were seen visiting there just before and just after their inauguration, when Neally was murdered.

At that, Nicolai triumphantly strides out of the room, his colleagues following in suit. All the while its master had been talking, the Gargoyle kept its eyes on Antwiler.

While the characters think on their feet and consider the evidence against them, including the photograph that is currently in their possession, Lodin takes a less-than-calm moment before retrieving the letter from his desk. Curtly, he assures the characters they have his faith as he unfolds the envelope and draws Tyrus’ attention. The Wolf Pack’s gazes, meanwhile, hold no such faith as the Prince’s.

Lodin has a task for the characters, he then says. They are to finish up what business they have in Chicago and head to Milwaukee to assist Lodin’s personal friend, the Prince there, Terence Merik. The Camarilla can’t spare the Wolf Pack just now, he explains, but the Scourge is perfectly suited to this task. Then, the meeting is called to an end. The Wolf Pack lets the characters know they will escort them north when they decide to depart, at least. For their part, the Tremere seldom speak the truth.

Brian breaks off from the rest to visit his sire and notify him about the Tremere’s attack on the Scourge’s reputation. Marvin, shocked, suggests sternly to implicate others of the coterie in their actions toward the Tremere and save himself. Evan springs to mind. Brian will think on this. He then sends for Gary and orders him to buy two more shotguns and begin manufacturing silver pelleted shells. Brian then goes on to visit Al at his elementary school for a feeding spree, after which, he insists Al drop his family and work for a few days to venture with him to Milwaukee when the time comes. Lastly, he calls Jordan’s Cabs about their deal. Jordan’s daughter, Velika, flirted with him on the phone.

Lanzo, meanwhile, immediately begins his search into his lineage but doesn’t discover much. Prince Lodin then calls for Lanzo privately. He makes it clear that Lanzo is to prove with all haste that he is, in fact, of Clan Malkavian as he seems to believe, or find himself the subject of a Blood Hunt.

Jim visits Lake Michigan, turning to his master in his moment of despair, only to find Menele is gone. The tracks suggest something heavy heaved through the bottom of the lake. Jim immediately suspects the Gargoyle.

21st March 1991

† Evan's Lineage, Lady in the Sewers, Pulling the Cords, The Mad Touch

Ludovica, entrenched in her own affairs since her previous meeting with the characters, hears the news spreading through Chicago: that the newly instated Scourge is to be sent north, to Milwaukee. She still needs to find the source of the calling that brought her here and considers making use of this opportunity.

Lanzo and Emily are then interrupted when Ludovica comes to his door. Lanzo takes Ludovica to see the rest at the pier, where Evan doesn't show up. The others agree, after Ludovica promises she wishes to assist, revealing nothing of her own business in Milwaukee.

Afterwards, Jim makes a daring attempt to visit the Tremere at their chantry. Dusable eventually agrees to meet with Jim in a local jazz café. Jim plainly offers the Tremere Evan in exchange for the prize the Gargoyle Ublo-Satha stole from Lake Michigan.¹⁸ Dusable learns something dangerous for everyone involved.

Lanzo, meanwhile, visits his sire and completes his Blood Bond. After this, he asks his sire about their lineage, where Mycroft admits he does not know, does not remember. Mycroft has no memories dating before 1957. He simply woke up in a field in New England, with nothing on him but his clothes and a mask split in two. Whenever he tries to remember, the madness takes hold of him, he explains, before mentioning all this causes him to suffer just that.

¹⁸ At this point, neither Antwiler nor Dusable realize Ublo-Satha acts alone, but Dusable immediately suspects much.

The group then decides to visit the Nosferatu to wrap up business regarding the naked woman in the sewers. Khalid offers them one favor less owed if they directly take care of this creature, Gulfora, whose name they have now learned. The characters accept. They then learn Gulfora is no less than a demon, a succubus, ancient and terrifying.

Brian then pursues the vicious takeover of Jordan's cabs, extorting the owner even after he pulls a gun. He succeeds and the company is his at a fraction of its worth. His sire, Marvin O'Leigh, had meanwhile been around town, meeting with the patriarchs of the clans. Brian visits with Marvin as he returns and learns his diplomacies are going well. He is quite engaged with Critias and Ballard at this point. Marvin keeps asking his childe about Evan, notably whether it is true he now stays at the Sears Tower. Eventually, he proposes his plan. While the Scourge is out in Milwaukee, Marvin will build a case against Evan in Chicago, which shouldn't be hard as the Toreador whelp hasn't a single friend in the city, in Marvin's words. They have already arranged passage back from Milwaukee by boat. Marvin has the power to get Evan arrested in his domain. All that remains, he explains, is to entice the Tremere and the Toreador toward retribution. Then, Brian's reputation can be restored.

All this while, Evan has been missing. He was Summoned by Helena to a remote park bench in the depth of night and learns, in casual conversation, that he is in fact 6th generation. Helena wants to protect her investment in the new Toreador, and so warns Evan of a traitor among his coterie.¹⁹ Helena voices her confidence in Evan's abilities compared with the rest of the neonates. To fortify this claim, she lets Evan drink directly from her, to realize the full potential in their lineage's blood. Lastly, Helena tells her grandchilde to get rid of those rags he wears and acquire some standing, to start owning the night, starting with his little coterie.

¹⁹ She tells him this in reference to the possibility that Menele has reached in their ranks.

An Unforeseen Connection

Way in the beginning, when the storyteller was thinking up the different possible Embraces to later link with characters the players thought up, the story of the Firecast Elder was linked with Lodin's history. **Chicago by Night** described Lodin's link with a Toreador elder named Eletria from the distant city of Veracruz and she was chosen to be a sibling in blood of that character's sire, Magnus. This little complication of a reason to approach Lodin seemed like nice thing to try, that was all. This Embrace story was coupled with Evan Jackson and the story set off.

It wasn't until later that the storyteller started looking ahead in **Chicago by Night Second Edition**, which, to his great surprise, featured Eletria herself. It appeared she moves to Chicago in later years. Where Magnus had been set at 6th generation, in keeping with the backstory it appeared he should actually be of 5th generation. More thrilling, however, is that Eletria was revealed to be a childe of Helena, making Magnus and Evan Jackson related to the Toreador Methuselah as well.

The development accelerated the plot surrounding the Methuselaha immensely. In the end though, it only made the story that much better.

Menele, meanwhile, remains silent in the company of Ublo-Satha.

Lanzo then tries to answer the questions about his heritage and sends for his sire's split mask from Boston. He calls the man who investigated his sire's disappearance from Boston almost a month ago,²⁰ Marcus. Lanzo learns the Kindred of Boston believe Mycroft perished. In his last investigations he discovered religious art in Mycroft's haven, all in the flavor of the Mediterranean. Also, Marcus found out that the name 'Mycroft' was given to him as a gimmick by some of the first other Kindred he met when he entered Boston. Beyond that, he cannot help.

22nd March 1991

† Lady in the Sewers, Methuselahs' Grasp

Evan, after waking in the Sear's Tower this night, feeds from prostitutes as he regularly does. This time, one was drained to warrant hospitalization. Evan attempts to cover his tracks.²¹

The characters, including Ludovica, venture into the Undercity. The Nosferatu gave them ghoul dogs to aid them and warned them of their schemes of electrocuting all the metal below in the tunnels. Upon confronting Gulfora, the characters had made themselves physically deaf to her demands and shoot the demon on sight. Gulfora manages to kiss Evan²² before being decapitated

20 See February 26th.

21 Lodin notices.

22 Doing so marks Evan for all demons to see.



by Jim Antwiler's machete. A black pit²³ opens to swallow the succubus, removing it from this world. Deep in her lair, the characters then find an organ pit containing the revolting remains of all Gulfora's victims. Jim Antwiler attempts to rescue one dismembered man who appears to cling to life by feeding it his blood. The rest objects and Brian shoots it through the head, putting an abrupt end to a schismatic disagreement.

The Nosferatu show the characters their gratitude by informing them of what they can expect in Milwaukee. Khalid tells them of the city's madness, of elders and Anarchs, an Assamite, and werewolves. Worst of all, he says, the Nosferatu of Milwaukee have disbanded and fled. They have not had contact with them for eight months.

Rajiv returns from New York later this evening with Evan's tapes. Antwiler immediately gets him to arrange a warehouse for his deal with Dusable. Jim then organizes a gang of six mortals to guard the warehouse. After this, he visits the Tremere chantry again. There, in a moment alone, Ublo-Satha chanced a few words with Antwiler to explain her displeasure with mentioning Menele's body to Dusable. The Gargoyle is suffering under Dusable's scrutiny, but confirms she has given away nothing yet. Dusable then returns outside and offers to exchange Evan for what Jim seeks.²⁴ At midnight, Jim promises to hand over Evan at the warehouse.

Brian, meanwhile, visits his sire to catch up and visits Gary to confirm the bullets are all finished.

When everyone meets just before midnight, Jim improvises a double bluff and tells the rest of handing over Evan to the Tremere. He tells everyone he never meant to go through with it and is barked at by the rest for his stupidity.²⁵ Jim then gets himself beat up to injury and knocks on the gates of the chantry. When Dusable appears, Jim claims Evan could not be subdued and continues to rattle off other favor he could do for the Tremere. Dusable simply leaves, saying: "... Goodbye, Mr. Antwiler."

Lanzo, meanwhile, thinks on his lineage and is told by Ludovica that such masks as he describes are worn by Lasombra by tradition.²⁶ They decide the one way to disprove Lanzo's lineage being of Clan Lasombra is to find Malkavians in the city to corroborate the visions Lanzo has had.

Antwiler, meanwhile, visits with Nathaniel in private in the Labyrinth. He asks their Nosferatu contact about morality and mentions Gulfora's organ pit. Antwiler had noticed Nathaniel's religious fervor in preparing for the succubus, and is attempting to gain his friendship.²⁷ Jim then continues to visit Lodin. At the Prudential Building,

23 Which Ludovica recognizes.

24 At this point, Antwiler realizes Dusable is bluffing and has nothing to offer him.

25 But his bluff worked.

26 The others begin to wonder about Ludovica's past.

27 Nathaniel feels Antwiler has done nothing but waste his time, however.

he offers, in light of all the questioned loyalty since the Tremere interrupted their meeting, to Blood Bond himself to the Prince. Lodin reveals he cannot do such a thing on account of his Primogen's demands. Failing this sign of loyalty, Jim encourages the Prince to initiate an investigation into the Scourge members. Nathaniel is suggested to carry out this investigation. Jim then has one more stop to make.

Evan meets Helena in the park again. His grandsire informs him two of his coteriemates had made plans to sell him out.²⁸ She stresses again that Evan needs to prove his worthiness.

At the very same moment, Antwiler is waiting in a car parked behind the Tremere chantry. Before long, a fire starts in the stairwell leading up to a balcony on the second floor. Ublo-Satha emerges from the stairwell, then, carrying Menele to the safety. As Jim drives off with the Gargoyle and his master, the top two floors of the chantry have caught fire. The Tremere rush out onto the balcony to find a Gargoyle's ashes mere feet away.²⁹

23rd March 1991

† Methuselahs' Grasp, Pulling the Cords, Morris and Oblivion

Upon awakening, Evan is again Summoned by Helena. Under the dim lights of the park, she tells him that she has learned more of the traitor in his coterie. There is one among them who plots against Helena herself, as well as Evan, with her oldest nemesis, her greatest adversary. Evan is to pry into the others' secrets, for they both know his companions have many. He needs to discover who is in

²⁸ Helena has not glimpsed who exactly, or why. Her city-wide Auspex revealed only this so far.

²⁹ Ublo-Satha has sacrificed one of her own kind, another recent creation of Nicolai's, to make her escape.

league with this other power. Helena goes on to speculate this traitor is assuring the Nosferatu, who have reason to hate only Evan in the coterie, are put in charge of an investigation into everything that has gone wrong in the city. Everything will be put at Evan's feet if he lets them.³⁰

The characters are contacted by Nathaniel then to arrange an interview pending the investigation he was assigned by Lodin.

Brian meets with his sire. He has had time to think on it and they need to make a decision about whether to go through with the scapegoating of Evan. Marvin and him go over the pros and cons. Brian insists not to go through with it.

The characters then take one of Brian's new cabs to head over to the Rehabilitation Institute of Chicago. The keycard dropped by Son, after Evan killed him, is their foremost lead to find Malkavians in the city, in order to clear Lanzo's reputation.³¹

The characters use the keycard to enter the building through a maintenance entrance. Inside, through the dark corridors of the building, eerie prosthetic limbs surround them no less than cameras do. Meanwhile, Maureen O'Leary has noticed her childe's passkey was used. She orders her security guards to bring the intruders to one of the recovery rooms on the second floor.

Using Telepathy, Maureen discovers it was indeed Evan who killed her childe, and her derangement finds manifest fulfilment as it hasn't since the night of the Great Chicago Fire. She commits suicide before the characters' eyes, immolating herself, but not before ordering her guards to alert Lodin of their treachery, and not before uttering that

³⁰ This is the reason Evan does not show up for the coming interviews.

³¹ The name on the card says 'Jason Newberry' along with the address of the clinic.

The Creak of her Wheelchair

As the characters wait in the recovery room, the sound of the elevator bounds around the hallway. Slowly, Maureen O'Leary enters after a long wait, her wheelchair creaking. She is accompanied by two armed security guards. Red streaks of blood are smeared under her eyelids from where she had been crying in her deepest depression yet, for nights on end. A blanket is draped thickly on her lap.

The characters find themselves lined up near the windows as she blocks the doorway. She looks truly frail and helpless as she frantically demands: "What is the meaning of this, hmmm?!"

As three of the characters at the same time begin to utter excuses and explanations, she interrupts them: "No... no, don't give me your platitudes of feigned humility and respect! You have broken into my domain."

Again, they attempt to absolve themselves of any crimes with simple declarations of intent. Maureen cuts them short, screaming "No!" and lashing out angrily before sulking again and speaking softly. "Stop speaking..." she begs, "and listen..."

"I had a vision... that someone killed my childe, my Son, Jason... on February the 26th." Before continuing, in the dreaded silence, Maureen looks up through eyes distraught and gauges every single one of the intruders before her.



she will even forgive the characters, if they but witness her Final Death.³²

The characters, all but Ludovica and Jim, horrified, catch the guard as he rushes to Lodin's office after some havoc. They use Dominate to alter the memory of what Maureen said, that it was not them, but others who did just as she said.³³ Meanwhile, tending a frenzy caused by the fire, Jim finds Ludovica in the lowest halls of the asylum, torturing patient with illusions of their worst fears. From tonight onward, Ludovica harbors a derangement where she compulsively mutters a children's rhyme she heard down in the depths of the asylum whenever she conjures illusions again.

The characters then go to the Succubus Club to announce their accomplishments with the succubus to Brennon. He takes a joke of theirs regarding a naked lady with meager humor. They split up then, three of them going down to the Labyrinth. Jim, among them, meets Gengis and convinces him to pass along a kind word to Damien.³⁴ Unwittingly and unknowingly, these characters met Smiling Jack here, who talked with Jim briefly about the merits of blood-soaked cigars.

At the Succubus Club, the characters further pick up rumors about the Harbingers of Skulls, which have spread far and wide ever since the characters proclaimed their existence fact. Also, the truth of Antwiler's Embrace is circulating: that Madame Zharinsky herself is telling everyone he is her childe after a drug-induced fit.

³² She uses Dominate to try to ensure it.

³³ Insufficient successes were obtained, such that the memory was destroyed rather than altered. The guard goes straight home and remembers nothing.

³⁴ Neither chances a second glance down the corridors where Gengis kicked the life out of a priest's skull previously.

The characters continue to Lodin's office. There, Ludovica daringly announces her presence as a Ravnos, without deception. Lodin is displeased and refuses her until Jim decides to vouch for her. Traditions are applied as if Ludovica were Jim's charge. The characters then come clean about Maureen O'Leary. Lodin is shocked but otherwise uncaring. The toll reaches its limit, however, when the characters tell Lodin they slew a succubus under order of the Nosferatu Primogen. The characters are shocked when Lodin reacts in frustration, displeased with their conduct and the mayhem that seems to follow them everywhere on top of serving one of his Primogen without his knowledge.

Lodin, after calming down, orders the characters to go to the Cave, a bar unknown to them before this time, and fetch Horace Turnbull. The characters, oblivious, do so. They meet the pleasant Englishman and bring him to the Prudential Building. There, Lanzo was ordered to describe

The Leadership Discussion

Brian: "Up until now, when a dire situation was at hand, I did my best to make rational decisions that looked ahead."

Evan: "I think we all did."

Jim: "Yes."

Brian: "Well, I'm also better acquainted with the Camarilla of the city. I have a strong ally in my sire."

Jim: "Exactly. I will throw a bit of personal perspective on this. In the beginning stages of our unlives, I have put a lot of care into you."

Evan: "I know. I have always been grateful to you."

Jim: "I understand. Here's the thing: I have provided for you for a long time. You are not the type of person I would like to follow. Mr. Parker on the other hand, has proven self-sufficient and capable throughout this whole journey."

Evan: "I am a fast learner."

Jim: "You still can't feed without using my... membership card."

Evan: "You can have it back."

Jim: "I do not need it—it was a gift."

Evan: "I don't need it. I use it because it's easy."

Brian: "Hmhmhm... Like the time we lost my car."

Evan: "I was about three nights old then!"

Brian: "Yes... true... valid point."

Jim: "We all made mistakes, in the beginning."

Evan: "In those first few weeks I didn't know anything."

...

...

Ludovica: "You know, we can make a trial of this."

Brian: "It's a strange suggestion, but... okay."

Jim: "I have already expressed how I felt about this. I would put my trust in Mr. Parker."

Lanzo: "My opinion is... I think leadership should not be based on generation, no offense. I highly value your opinion Evan. You are always very just, very righteous. These are very strong points for leading capabilities. But these are also a bit limited when you need to view the broad aspect. I think Brian has more experience with this. I would vouch for Brian even though I respect all your opinions."

Jim: "This is not a matter of disrespect. This is pragmatism."

Evan: "Still I do not agree."

Lanzo: "We could, as Ludovica stated, make Brian this manager for now and not announce it publically, and see how it goes."

Jim: "I have just brought this up. I thought it was the right time, but apparently it's not because we are still at odds. The reason why we need this is because Milwaukee is a strange place. Before we leave Chicago, we need to decide this."

Evan: "I think Ludovica's idea with the trial is a very good one. Then he is a leader temporarily."

Brian: "Okay... then—"

Evan: "Then you can prove yourself."

Brian: "Then again, if we're going to hell, don't expect hell will be nice just because I am the leader. Don't expect that if things go bad, that it's because of me."

Ludovica: "Oh, 'I want to be the leader, but if things go wrong... it's not my fault!' right?"

Brian: "No, that's just what *you* hear. What I am saying is that I'm okay with this trial, but things can get nasty over there because *we're going to hell*."

Jim: "Milwaukee is hell. I believe we need Brian Parker and I will leave my case at that. As for now—"

Ludovica: "You will be the leader... and we will see what happens."

Evan: "One more thing. I know we all have our secrets. I respect that, but, if there is anything any of us should know, I want to have that cleared too."

Lanzo: "If there is anything that is necessary for our coterie, I will tell. I hope all of you will as well."

Brian: "Very much so. Any threat should be immediately reported."

Jim: "I agree. I have not perceived any threats."

Lanzo: "Neither have I."

Evan: "Neither have I."

Brian: "Neither have I."

the vision he had. Horace was able to confirm it. Lodin then ordered the characters to leave as motioned to break the news of O'Leary's death to Horace.

Jim puts forward to the others, when they are alone, that in Milwaukee they can no longer afford to disagree over morality as they have continually done since being elevated to the Scourge of Chicago. They require a leader figure in their coterie.

Jim has every intention, going into this discussion, of appointing Brian so that the Ventrue may be held responsible for all that is undoubtedly going to go wrong. He shares this with Ludovica privately. On the subject of Blood Bonds, Ludovica reveals to Jim direly how she was bound to a Ventrue named Hardestadt and had to join the Sabbat.

After the discussion, Brian is appointed majority leader and the characters split up. Brian visits his retainers to prepare for the journey to Milwaukee.³⁵ When Brian visits his sire, he is told about Lodin's rise to power around the Great Chicago Fire, as was relayed to Marvin by Ballard. Marvin lastly wishes his childe all the best in Milwaukee and tells him to own the coterie.

Lanzo returns to his office to find a manifestation awaiting him. Morris' possessions tip over and scatter across the floor. A nearby glass flies across the room and start making patterns across Morris' Ouija board. It repeats: 'BURN BURN IT BURN BURN IT'

Lanzo begs Ennio to contact him via Gary's mobile phone if anything similar happens while he is in Milwaukee. Then, he is confronted by Emily. Lanzo has put off telling her he is going away and when she hears, she pouts, insisting she will leave as well, on vacation to California.

On the way home, Evan and Jim talk. Jim reveals his true disdain for Brian and Evan concurs. After they part ways, Evan goes through several prostitutes in feeding before heading back over to the Succubus Club to meet with Helena. There, he was allowed into her secret haven in the depths of the Labyrinth. Evan meets Prias for the first time. Helena insists, again, that Evan discover the

³⁵ To illustrate how matters stand with Gary by this point: He has been avoiding eye contact this night to avoid being Dominated. Brian chastises his retainer fiercely.

Morris Tormented

All this while, Morris has been bound to the photograph as it passed hands between Antwiler, Erichto, the Dunsirn, and now Dusable. Because of Antwiler's wiles with Dusable, he has started torturing Morris' spirit. He intends to hurt the Scourge before he makes a use out of them.

secrets of the others while assenting to his plan of framing Brian once anything at all goes wrong in Milwaukee.³⁶

Jim, in his haven, cuts his arm and deposits his vitae in a bottle. The bottle is intended for Rajiv while he is away. Their previous meeting being cut short, when Jim meets his retainer later, Rajiv hastily tells him more of his visit to New York. Being more acquainted with the night now, he noticed signs of the Sabbat there and warns his master to never go there. Jim went on to order Rajiv to deliver animals, live ones, to his haven in the South Loop.³⁷ Rajiv

insists that if Milwaukee contains these Sabbat, Jim should not go. Antwiler reassures his retainer not in the least when he says he has to go.

At 3 am, Nathaniel arrives at Jim's haven in the Loop and conducts his first interview. Half an hour later, he leaves, having spoken to Lanzo and Brian as well, but not Evan. The three of them, alone, discuss what Lanzo tells them of the manifestation. They speculate the message referred to Morris' notes and research, which fell to the ground when the Ouija board did.

³⁶ The irony of this must not be lost on the reader.

³⁷ This, to feed Ublo-Satha, who is guarding Menele in that very apartment.

ACT II: THE DECLINE





HISTORIES III: A KINDRED ACCOUNT OF MILWAUKEE

The Coming

The area comprising Milwaukee knew the terror of vampires and werewolves long before white settlers ever came to the area. In the year 1674, Jacques Marquette visited the Amerind settlement Manhanawaukee-Seepe. At the time, this was a gathering place for many Indian tribes living around Lake Michigan. Among Marquette's party was a man who called himself Petre Dubois, who would always leave the group to scout ahead at dawn and return at dusk.

When Marquette and his party encountered the Chippewa, Petre Dubois disappeared. They stayed behind to wait for one whole week to search for Petre, but he never returned. Now, the history books have forgotten him. His real name was Hrothulf, a Dane who died defending his homeland of England in the 5th century. He was Embraced by the Roman Marius, who admired the warrior for his strength and character.

Hrothulf had slain his sire out of hatred and, ever hunted by Marius' other childe Gracis, fled far to arrive in these lands. He married into the Chippewa tribe and Embraced his wife, Chiclena. When the Chippewa tribe began to wage a war with the Menominee, Hrothulf was horrified to find everything he touched turned to evil. His wife Embraced several of her tribe's warriors and bathed

in the rival tribe's blood. Hrothulf fled into the woods and was not heard from for centuries.

Meanwhile, Chiclena had been driven out of her own tribe along with her childer. They began to rampage through the lands until the Menominee called upon ancient spirits for their aid. The answer to their prayers came in the form of an outcast Lupine named Usla. In exchange for food and rest, he and his followers gladly offered to help the Menominee.

What followed was a brutal war between vampires and werewolves. Despite their lesser numbers, Usla's Lupines began to prove their superiority. In a desperate, final battle, Chiclena led all her numbers into the Menominee territory. Vicious battles decimated both forces until Chiclena entered the battle herself. Usla stood alone with all his allies dead and found her far stronger than he had expected. On the battlefield, he reached into his satchel out of desperation, and produced two mystical objects.

Before, Usla had traveled north from his old home after his challenge of the pack leader had failed. As he departed, he stole his tribe's totem and ran far away. During his travels, he robbed another tribe of theirs, and he found both to be powerful weapons. The spirits in those totems defied Usla for his dishonor, however, up to now.

Usla was prepared to sacrifice himself if it meant destroying the murderous vampires. Wielding the totems, he lashed out against Chiclena. Immediately, the battlefield

turned pitch black. The sky shrieked and the ground tore apart, bathing the plains in a red glow. Nothing survived.

Over the years to come, more Lupines began to migrate to the area, asking after the traitor Usla. Soon, battles arose between packs, as two tribes sought to reclaim their totems lost somewhere in the plains.

All the while Hrothulf remained hidden, watching. He discovered another, more powerful vampire in the lands to the south and became even more cautious. When, after a long time, he heard rumors that the Pale Wolf had been destroyed, he came out of hiding. Soon after, the fur-trading outpost of Juneautown was founded in 1818, and Hrothulf took control of its leaders.

The Lords of Two Cities

A few years after the founding of Juneautown, another town was founded on the other side of the river in 1834, called Kilbourntown. When Hrothulf tried to move his influence into that town as well, he discovered Gracis had tracked him down again, and already called himself Prince in Kilbourntown.

Hrothulf kept a low profile for several years, actually fearing for his life. Eventually, he discovered Gracis had been forced to flee Europe without any of his allies. His rival had come here alone, just like him. While Gracis had hoped Hrothulf's isolation had made him incautious, Hrothulf began to desire Gracis' destruction.

The two brothers waged an overt war of assassination attempts. Murder after murder and attack after attack left all Kindred in the area besides the two of them utterly destroyed. When they were forced to wage their war through mortals, tension rose between what were now two cities. From the destruction of bridges to riots, things escalated far enough that one city kept a loaded cannon aimed at the other.

It was then that the Camarilla reached the area and sent a Justicar to put an end to the violence. The two elders were made to take their war underground. Soon after, they stopped manipulating the mortal citizens. The two cities merged and Milwaukee came into existence.

The Bloody Peace

After the war between the elders cooled down, the city became an attractive destination for adventurous Kindred. Many aimed to gain power in the city which neither elder had claimed as his own. Many more, however, came here following rumors of hunting Lupines for their vitae. Milwaukee became a wild frontier for Kindred, where battles with the werewolves destroyed their kind on a nightly basis, but those who survived became strong and renowned.

In 1865, a French vampire called Erik Pointence became Prince of Milwaukee. He was well-travelled and ruthless.

He first gained prestige in fighting the Lupines and later proved no less violent where his laws were concerned. Despite this, he was well-liked.

The Kindred's Wild West bravado lasted until New Year's Eve 1900, when the Lupines broke through and destroyed the Prince. A man named Terrence Merik rose up then, leading a counter attack and retrieving the Prince's remains. At that point, nothing more could be done as Pointence crumbled to ashes in their hands. Without Merik's rally, Milwaukee would not have been a home for Kindred anymore.

Over the next three decades, numerous Kindred claimed the title of Prince until Merik himself deposed the last of them in the '30s, banishing him on suspicion of working with the Sabbat. He took the throne himself, backed by an underworld empire he had built on the liquor trade during Prohibition. He accomplished this with the help of his Gangrel wife, who had friends among the Lupine, making it easier to bring goods in across the border.

Solace of the Insane

Under Merik's rule, the city soon grew to stability. Through his wife, he secretly pits the Lupines against each other to control their actions. All the while, the Lupine hunting group known as the Anubi believe it is them who make the real difference in protecting the city. Merik remains popular and the Council of Elders rarely votes against him.

Meanwhile, a greater threat looms in the city itself. Over the decades, the Tremere have become increasingly interested in the city, sending some of their finest straight from Vienna to investigate. There appears to be a magical dead-zone around the Marquette University. However, it isn't only the Tremere who are interested in the place. When Lupines attack the city, it is this place they are after, clinging to old legends told by their ancestors about what happened here long before men built a city over the plains. Not only that, but Mages have carved a place in Milwaukee as well from time to time, seeking the lost artifacts of Usla.

From Milwaukee by Night, edited

ACT III: THE DEMISE

24th March 1991

† **Breach, Pulling the Cords, Morris and Oblivion**

The members of Scourge, Ludovica, Gary, and the Wolf Pack assemble at the navy pier and make their final preparations. Tyrus tells the characters of a disturbance they just heard of up north. Since it's on the route to Milwaukee, the characters can join them for a short

detour. The group then rides off into the night—two cars closed in by five motorcycles.

On Route 94, they take a road east, toward Lake Michigan. At the lakeside stands a warehouse belonging to Lodin. The Wolf Pack tells the characters there have been escapees from the 'ice cells' inside. The characters are to wait outside. It is soon discovered, however, that the escapees were two Sabbat to be interrogated, captured on the 25th of February—Vitch and Medusa. Tyrus jokes



about the characters getting a chance they are not in league with the Sabbat and they all split up to hunt the escapees, who can be tracked heading north.

When the Wolf Pack is hunting in the woods further ahead, Brian uses his Presence to Summon Vitch and Medusa. Clutching one another, both stumble out of the depths of Lake Michigan, where they had been hiding. Vitch can only remain upright with Medusa's support. Medusa herself is as haggard as the characters have ever seen her. All Medusa wants is to flee north and live out her nights somewhere isolated with Vitch. Vitch says little¹ and looks like the suffering old man the characters met long ago. A single, broken, protruding horn betrays his Tzimisce nature.

Here, the Scourge's growing schism widens considerably, as Ludovica witnesses yet again, when all take sides in this conflict. In the end, the Wolf Pack returns and Evan convinces Tyrus to let him take the two out on Lake Michigan by boat, but not before Lanzo positions himself between their two old friends and everyone who wants them dead. They will trust him, Evan claims, and he can get the information Lodin wants out of them.

Out on the lake, out of earshot, Evan releases the two. Medusa begs Evan for one more future favor: a sample of dirt from Vitch's grave. Evan then returns to the warehouse, soaked, claiming he was thrown overboard. Brian instantly begins his Summoning again. The Wolf Pack, disbelieving his story, turn on the characters, drawing loaded guns. Before a trigger is pulled, the boat pulls up again with Vitch and Medusa inside.

It is Lanzo who then steps up and, against his own will, puts a bullet through both Vitch and Medusa's skull. Vitch exclaims a few last words about the looming threat of Antediluvians rising. The group leaves their ashes for the wind and they continue north.

Although the characters have been guaranteed safety from werewolves as long as they are with the Wolf Pack, a Ronin, rabid and confused, sabotages one of their rides at a gas station. While the rogue Lupine is doing this, Gary receives a phone call from Ennio. The phone is passed to Lanzo and Ennio frantically explains how the board is now telling him 'HE HE IS TORTURING ME.' Also how, from the fridge, a beer came levitating towards him. The characters speculate this is indeed Morris. Meanwhile, Brian calls his sire and gives him the green light to go ahead with Evan's framing after all. What he witnessed at the lakeside warrants Evan no mercy. The group then continues north again.

In a dark parking lot by the side of the road, they then have to stop to inspect their ride. There, the Ronin attacks them from her van. The characters shoot the thing with three clean shotgun bursts to the head. The creature reeks and the smell is familiar, although the characters cannot

¹ In truth, he bears the Camarilla such a grudge that if left unchecked would result only in destruction.



say from where.² In the van, the characters find strips of dried human flesh as well as gnawed human bones.

After the incident, the Wolf Pack escorts them as far as the Hilton Hotel, where they will be staying at room 506. Tyrus lastly instructs the Scourge to serve the Camarilla and lets them know they can find the Prince, Merik, in the Grand Wisconsin building on the penthouse floor.

25th March 1991

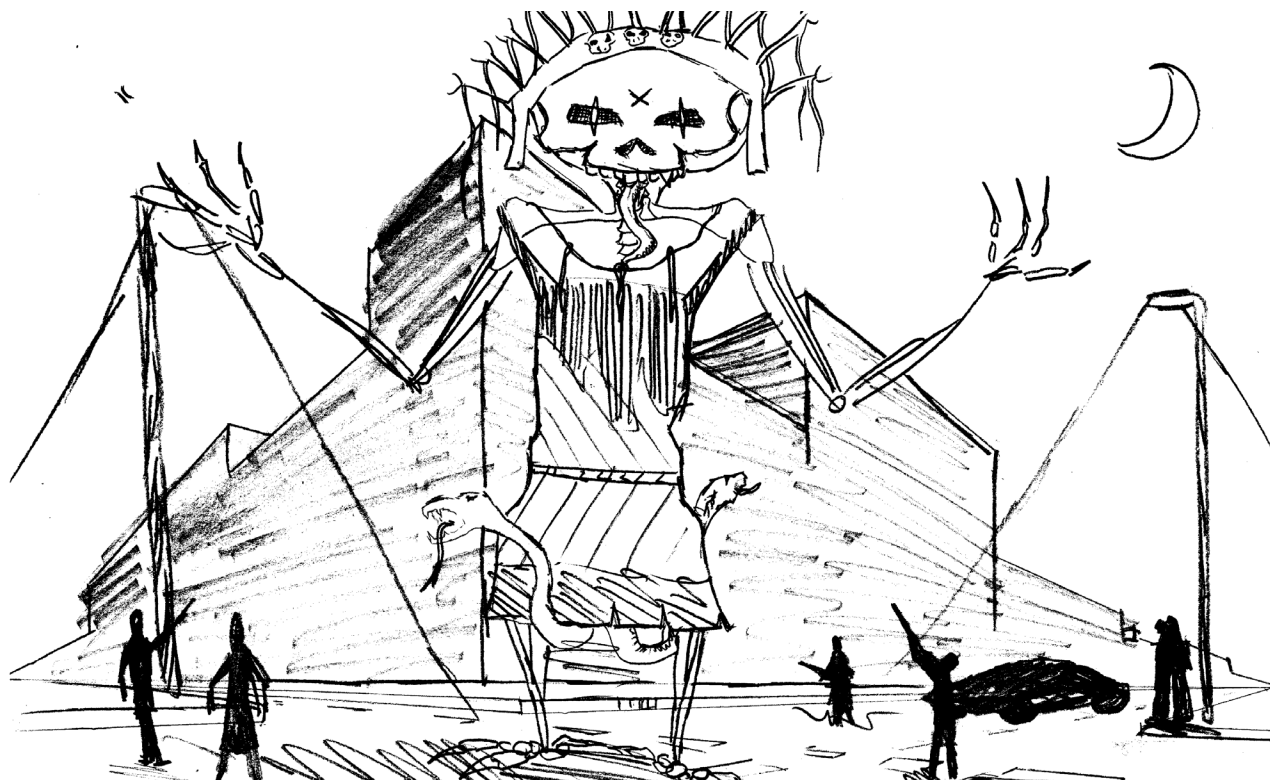
‡ Psychomachia

The characters awaken to the Milwaukee night. Brian's retainer, Al, arrives by boat and keeps it anchored. The characters are intercepted by Mr. Venturi, who works for Merik, asking the characters to follow him. On their way to the Prince of Milwaukee, the characters are attacked. Ludovica cast a Masquerade-breaking illusion

² It is the stench of a cannibal werewolf, as they witnessed before in Errig Dunsirn.

On the Radio

"It's a dark night here in Milwaukee – cold winds blowing off Lake Michigan. Close your doors and roll up your windows, you're listening to WBIT and I'm your Revelator among the creatures of the night, Derik Dark. Up next, Paralyzed Age with Bloodsucker 2000."



of a Tzitzimitl in the process.³ After overcoming the assailants, the characters brought one survivor with them to interrogate.

When they then arrive at Prince Merik's office, they are showered with courtesies. After the pleasantries, he explains about the recent murders and the disappearance of his wife, Erica. The coterie, who he dubs 'the Mask', are

to find out who is working against the Prince. Proposed suspects include Hrothulf and Gracis, two rivalling Ventruie elders as well as the Anarchs of Milwaukee. The Prince furthermore takes it upon himself to interrogate the surviving assailant.

The newly appointed Mask then proceeds to follow their leads. First, they wish to investigate the Anarchs. Out on the Milwaukee streets, they find a gang called the Blood

³ See Ludovica's prequel.

Merik's Duality

Terence Merik, after leaving Kent when people began to wonder how the earl had lived for so long, met his wife, a Gangrel, in America. She was a nurse for the northern soldiers during the Civil War when he was a plantation owner. He forced her into a Blood Bond and fled north with her when the war was over. She had friends among the Lupine and he used these contacts in the 1920s to control the liquor traffic around Milwaukee. This power led him to a control of organized crime and finally to the Princedom of the city in the 1930s.

A few weeks ago, all this fell apart. He had one night simply waited too long before feeding and went into a frenzy on his way home from a movie. He killed a couple that had been kissing on a park bench, and then he destroyed his own wife to Final Death when she tried to stop him.

When he discovered what he had done, he went mad. His sense of justice tells him he is a monster and should be caught and punished. At the same time, his own instinct for survival tells him he should go on living at all costs. Finally, his anger toward the world for turning him into something that could so easily kill his wife caused him to go on killing people in the cruelest ways he can imagine.

So he kills. Then, he orders his own capture. He orders the death of those who seek to capture him. Then, he kills again, starting the cycle all over again. Sometimes he wants someone to find his wife and tell him everything is all right. At other times, he will go to gloat over her corpse which he keeps, preserved from turning to ashes, mocking her for looking so much like the countess who Embraced him so long ago.

From Milwaukee by Night, edited

Brothers. To gain their trust, Evan agreed to a fist fight with one of theirs known as Wrecker. Wrecker beats Evan, but does so dishonorably. In wolf form, Akawa, the leader of the Blood Brothers, objects and tells the characters all they wish to know. The coterie leaves convinced the Anarchs had little to do with it.

Lanzo and Evan then take a moment away from the others. What they had talked about doing for a long time, they decide to go through with now. They exchange blood and teach each other the Disciplines of Dominate and Celerity, respectively.

Brian and Jim, meanwhile, visit Merik to report and they learn that the mortal they left for interrogation did not survive. Ludovica, still searching for the source of her calling north, notices something in the Milwaukee air, but can't find a source.

26th March 1991

† **Morris and Oblivion**
‡ **Psychomachia**

The characters awaken in their hotel suite tonight to be brought news of a crime scene. The murderer has struck again. Heading over to the diner where it all went down, they find police already have the area cornered off. Only Ludovica is able to enter the diner unnoticed with illusions of an ID and paperwork. The characters are also introduced to Lt. Wilks. Inside, Ludovica learns of the horrid display the murderer left behind and that it is certainly Kindred who are responsible.

Outside, the others then notice two figures who stand out. Using Aupex, Lanzo notices one of them is a vampire. He is, in fact, an Anarch of the Union gang while

the other is werewolf. When both head off, the characters follow and give chase. When the two split up, so do the characters.

Jim and Lanzo follow the werewolf until it dashes into an alley and begins howling. Scared off, they try to get out of the neighborhood. In doing so, they run into the rest of the Union gang, led by Turk. Brian, Evan, and Ludovica, meanwhile, manage to stake the other Union member and get him into Gary's car.

After the characters join up again, they head for the highway, chased by the gang. A shootout follows where Lanzo and Gary both killed innocents by accident. After managing to take out the gang members' tires, the characters take the first exit and head for a dark neighborhood.

As the characters recuperate, Gary tries to shoot himself through the head for what he's done. When all their Humanity hangs in the balance, Brian is exceptionally cruel. They continue to interrogate the gang member, but refrain from physically harming him. Antwiler then attempts to remove Gary's memories of killing that innocent woman, but something of what he's done remains.

When the radio is turned on, WBIT's Revelator program is interrupted by news of a gangland shootout on the highway. The characters continue to Merik, where his previously perfect haven is showing signs of disorder. The Prince tells the characters that a Justicar, Ulisyan Thracs, has been sent for.

Outside, Ennio calls for Lanzo again. Morris now spelled out 'DUSABLE TORTURE BURN PICTU—' before being cut off. The characters return to the hotel, then, planning to send Gary out for supplies tomorrow.



27th March 1991

‡ Psychomachia

During the day, Ludovica and Lanzo are able to hear two figures come in and dump something in Evan's room. When they awaken at sunset, it is to the sound of police knocking at their door. Lt. Wilks is investigating what the hotel cameras picked up.

Outside their bedrooms, the characters find Gary passed out on the couch, surrounded by empty bottles. In Evan's room, while his potent blood has yet to rouse him from his sleep, the others find a dumped corpse. Ludovica's illusions allow the characters to convince Lt. Wilks they know nothing before he leaves again. Gary had been sober for five years. He was out getting booze when the body was dumped and passed out when he returned.

The phone then rings and the characters are Summoned by the Prince. At his office, they hear he has a lead for them. The Prince tells them to head for the lakes to the west. The killer will be in one of three towns there: Delafield, Hartland, or Oconomowoc. It begins to occur to Jim that Merik calls for them at odd times and his suspicions grow.

When they go west, the smog of city is left behind them. The characters notice a full moon and Ludovica begins faintly, to feel a direct tug of the calling again. When they near the three towns, the characters are forced to stop near a toll booth. There, they are surrounded by armed Lupines. Their tires are shot and the characters are forced to surrender. One by one, they are staked with the realization Merik is the only one who knew where they were going.

In her torpor, Ludovica dreams, and the calling grows stronger as she gets nearer to the source.

28th March 1991

‡ Psychomachia

Ludovica dreams of her travels, of her meetings with the man of so many names, of flies and rats always clinging to him. Ludovica attempts for the first time, to use Animalism and the rats in her dream approach her. Then, Ludovica awakens as rats actually gnaw at her stake until she is freed. It is already very deep in the night. All around her lie the members of the Scourge, staked. They are in a dark cave filled with blood and ashes, a mass grave of Kindred who have met their Final Death at the hand of Lupines, among them the Justicar.

One Kindred among the remains has suffered dismemberment and decapitation. His body parts are individually nailed to the cave wall and ceiling. Ludovica recognizes his face instantly and rushes to his aid.

Evan is the first to have the stake pulled from his chest. When he awakens, the first thing he sees is Ludovica rushing him over to a cut-up figure laid out and pieced



Concordance

How did the thing introducing itself as Verus survive where the Justicar didn't? The Lupines have taken immense pleasure in tearing him apart and even leaving him out for the sun for a couple of hours at a time, yet he survived.

The thing introducing itself as Verus is, for as far as he knows, the last of the Baali bloodline, a lineage so hated, fiercer enemies than the Camarilla and the Sabbat have in the past cooperated to ensure their elimination. The Baali practices are deeply entwined with the forces of Hell. They venerate demons and are rewarded with Dark Thaumaturgy and their own secret force of darkness: Daimoinon, a Discipline designed to eventually bring forth the Great Host Himself.

This Baali, then, has staved off the last step for years, decades, and longer: he had yet to sell his soul to his demonic masters, thus prolonging his chances to find his fate. With Concordance, an advanced stage of Daimoinon, a Baali may further his demonic nature at this steep price.

Writhing, dismembered, as Lupines dragged him out into the sunlight, this Baali was approached by Agathodaimon and offered a chance to survive. The demon could grant a skin of scales that would reknit any wound and stave off sunlight, temporarily. His soul was the price for biding time, time the demon saw as a quick return on investment.

together on a slab of rock. Ludovica begs Evan to give it his blood and he agrees. The figure drinks greedily and opens its eyes again. Scales form and shed all over his skin as bones reattach and his skull merges with his spine again. The figure then introduces itself as 'Verus', a Ravnos friend of Ludovica's.

The others are woken, next, and the coterie gauges their situation. Verus explains the Lupines enjoy killing slowly. He also tells them of his purpose in Milwaukee over a month ago, when he first called for Ludovica. He tells them of the magical anomaly he was researching in Milwaukee, interesting both the Tremere and the Lupines.

Later, as the rest discuss their options, Verus speaks to Ludovica in German, explaining a little about Concordance, and asking her to take the rest upstairs while he communes with his new master, Agathodaimon. While the characters then take a look further in the cave, Agathodaimon excites war amongst the Lupines.

The characters are able to make their escape while two tribes of werewolves wage a fierce battle outside. They flee and sink below a nearby lake as dawn approaches.

29th March 1991

† Pulling the Cords ‡ Psychomachia

When the characters awaken, they rise from the lake and find a place to make a phone call from. From an empty vacation resort, they call Prince Lodin with their suspicions about Merik. Lodin tells the characters he needs to confer with his advisors and that the characters should remain somewhere they can be reached by phone.⁴

The characters steal quad bikes from the resort and head back to Milwaukee. There, they pick up Gary and all their gear at the hotel, and make for the harbor, where Brian's retainer Al is waiting. They take the boat out on open waters, just within reach of their phone's reception.

Waiting for Lodin to call them, they take to researching the books Lanzo brought with him. Verus, Evan, and he research the magical node in Milwaukee to realize Lupines can use it to enter the spirit world. When Lodin calls, he informs the characters Merik's Princedom is forfeit. They should seek out the leader of the Anubi, Mark Decker, and tell him everything they've told Lodin. He will take care of the rest. Lodin urges the characters they should return to Chicago.

The characters head back to the streets and find the Anubi in the outskirts, hunting werewolves. Decker shows his contempt for the way the Camarilla is run and forces the reality of protecting a city on them. He shows them a child wandering in a park and asks them what they would do with it, knowing it is a Lupine.⁵

The coterie is split yet again in the moral dichotomy. In the end, Evan stops Ludovica from pulling the trigger. Mark Decker then put the child down himself. He has no respect for Lodin's messengers and illustrates a strong difference between protecting the Masquerade and politicking in the Camarilla. The characters are left to return to their boat, then leave Milwaukee with the burden of the city's fate resting in Decker's hands.

When they arrive in Chicago, the elders of the city are waiting for them on Marvin's pier. Evan is summarily arrested, charged with Neally's murder and the attack on the chantry. The coterie watches as he is taken away. Marvin, meanwhile, makes a public point to win the others over, telling Ludovica she will always be safe in his domain, and admiring the rest for their success in Milwaukee and their safe return. All but Evan are left to sleep away the day at the pier.

Verus, during all this, stays on the boat and makes his escape silently through the water.

⁴ Chicago, meanwhile, is deep in the tumult of Marvin O'Leigh ruining Evan's reputation to the point his arrest has been made inescapable.

⁵ Meanwhile, Graham Fearghasdan is watching the display from a rooftop.



30th March 1991

† Pulling the Cords

Evan wakes up in his concrete prison cell, with two guards posted permanently at the door, while the rest begins a crusade throughout the city to find support of Evan's innocence before his trial later this very night. As Jim, Ludovica, and Lanzo leave the harbor, they are stopped by two Nosferatu messengers, Peter and Tammy, telling them Khalid's doors are open.⁶

Brian, meanwhile, is held back for a private conversation with his sire. Marvin explains how everything was set in motion, and how Brian should behave for the rest of the night. Meanwhile, Helena is listening.

The coterie splits up into three directions. Ludovica and Brian will meet with Lodin to learn more of the situation. Lanzo, as the least hated among the Toreador, will visit Annabelle to get her on their side. Jim, meanwhile, will visit Nathaniel to learn what became of his investigation.

When Ludovica and Brian go to the Prudential Building, Verus tags along to introduce himself before the Prince. They learn Lodin discovered about the Dunsirn after Nathaniel's reports, and their link with Necromancy. Their presence in the city for one week around his childe's murder suddenly seems more suspicious than the unseen

⁶ Khalid knows everything about Brian and Marvin's plot and is telling Brian to buy his silence at the same time as telling the others to discover the truth in the attempt of starting a bidding war.

Verus the Ventrue

When introducing himself before Lodin, Verus makes the daring claim of being of the same clan as the Prince. He recites his lineage from memory of Ludovica's past encounters with Ventrue and calls himself the childe of Van Lodensteyn, childe of Hardestadt. His lie becomes his new identity for all in Chicago. Brian is made responsible for him by Lodin, seeing as they are clanmates.

Brian's Guilt

"So..."

"So... Unfortunately they haven't taken it lightly."

"But they at least don't suspect you?"

"No I don't believe so. There were rumors about Khalid, maybe Nicolai being behind it. There is no reason for them to suspect me. But I heard them talk about even going so far as that if they wouldn't be able to get Evan free by the justified way, they would want to *set* him free, with all the necessary consequences."

"I see. I doubt that will occur. Security has been informed of Evan's generation. They are taking all precautions so that shouldn't be a problem. I think we're all still in the clear. I've been able to convince Critias and Dusable... Nicolai, Ballard... that we will keep you out of it. The service will remain a secret, with the favors holding intact. We have made some powerful political friends."

"Good. Good."

"One more night, then it will be all over"

"I have a meeting with the Prince. What should I... what should I tell him?"

"He should be unaware of everything. Everything was laid out so he would be convinced of the thing, not of the machinations behind it. Ballard would take care of that."

"So I should just play dumb? And try as much as possible to be in favor of Evan's...?"

"Yes. I think you can be as fierce as you like. He won't change his mind."

"You were surprised by how quickly the whole of the city was swept into this, but now I also see that the others are really trying to do everything to set Evan free."

"I am still uncertain about what exactly has been going on, but there *are* other forces at work... But we will be reaping the benefits."

"I do hope so."

Harbingers of Skulls. They also learn it was Ballard who provided Lodin with the suggestion that Evan plotted with these Dunsirn.

Lanzo, meanwhile, learns much the same from Annabelle. She believes strongly it is not in Evan's character to do this. In contrast with her earlier actions, she strongly wishes Evan alive and well. To Lanzo's dismay, however, this means someone else from their coterie will hang for the same charges. In fact, Annabelle directly announces she intends to use Lanzo as a scapegoat. Lanzo convinces Annabelle to fight for a delay in the trial. She concedes, so long as Evan will be cleared of the charges.

Jim meets with Nathaniel in an empty church far from Chicago's center. There, he learns of Nathaniel's outspoken distaste for his entire coterie. This distaste, however, did not result in an accusation from Nathaniel. He only presented his investigation before Lodin, refraining from any conclusion. It was the Prince himself, who accused Evan.

Meanwhile, the guards outside Evan's cell are dominated by Portia to forget her ever entering. Helena then reveals to Evan the conversation Brian had with Marvin. She promises to manipulate Lodin and the Toreador in Evan's favor.⁷

As Antwiler intends to move on to his second meeting, he feels a summons from Menele and follows it. Ludovica meanwhile confers with Verus and asks him for aid in Evan's situation.

Brian drives from the Prudential Building straight to the Farwell Building to visit Khalid. By luck, no one joins him. When Brian arrives, Khalid is seated as always on a single stool, with a knowing expression on his face. Their conversation immediately comes down to what Khalid could want in exchange for his silence. Brian speaks of honor and this registers deeply with the Nosferatu Primogen. Khalid asks for the rights to the Embassy to the East Coast and its real-estate, the pier, after Marvin moves on.⁸ Brian agrees to make the offer to his sire and rushes off to get his answer.

While Brian steps into his own cab, driving from Streeterville to the Navy Pier, Evan receives another visitor. This visitor has no need to escape the attention of the guards, however, as it manifests in Evan's cell, a dark voice resounding from a yawning, black abyss. The Faustian demon offers Evan its aid in his time of need.⁹ Evan asks the entity kill Marvin O'Leigh and it complies.

When Brian arrives at the Navy Pier, rushing to his sire's office, he opens the door to witness Marvin O'Leigh's Final Death, a black abyss just closing in the corner of the

room. Both he and Evan recognized the abyss from their ordeal with the Succubus, but Brian does not mistake it for an illusion. His sire turns to ashes before his eyes, their Blood Bond breaking.¹⁰ Brian's subsequent frenzy cost Marvin's secretary her life, in brutal fashion.

Lanzo, meanwhile, meets with Erichto, as the only Tremere who would spare any of the coterie a word. He mentions Morris communicating through the Ouija Board and relays his last message. This incites Erichto confront Dusable immediately.

After recovering, Brian is still panicked. He decides not to leave the city, but to continue with the last shreds of his plan. He goes back to the Nosferatu, offering Khalid the embassy and the pier when Brian, the new owner, meets Final Death or leaves the city. Also, Brian demands to know everything Khalid can find out about Marvin's death. Khalid agrees and hints, imperceptibly, at two great powers at play in Chicago, in whose hands Evan's fate now lies.

Antwiler then returns from the outskirts and follows the summons to his own secret haven's door. He bursts inside to see Ublo-Satha beating on Critias with fists of stone. Jim rushes past them, to the bedroom, where Menele lies with his eyes opened. Unmoving, the Methuselah telepathically tells his servants of his fierce and ancient rival searching for him throughout the city with the powers of Auspex.¹¹ Menele demands to be moved to a new location, a safer place. He reveals to Jim and Ublo-Satha that Critias is his child from the days of Carthage. Critias himself appears shocked to have found his sire in Chicago. Critias takes it upon himself to Menele close, near his university. Ublo-Satha will remain by Menele's side in his tomb night and day. Before Menele sinks back to the depths of his torpor, he names Helena, his nemesis, and speaks her blame in the fall of Carthage. Critias voices a suspicion about Evan serving Helena. Jim is ordered to keep all he knows a secret. Menele needs time to sleep further before a final confrontation with Helena. If Jim can, he is to motivate agents of Helena, after they are discovered, to move away from Chicago, never to return. Menele voices he does not need them killed. They may find redemption from Helena's taint in being away from her.

The characters all leave messages with Ennio as to their progress and they learn what has happened throughout the city. The characters confer, where Lanzo intends to investigate Marvin's death. Jim will take Lanzo's place in meeting with Ballard. They decide Ludovica will spy on the Tremere and the Nosferatu. This is the last they can do before the trial.

Ludovica realizes full well how Marvin died when a demon is described. Realizing Verus might be implicated,

⁷ Saying this, Helena starts Conditioning Evan.

⁸ All Khalid sees is the unending amount of trouble these neonates get themselves in, and expects he need wait no longer than a decade for this investment to pay off.

⁹ Evan disbelieves the demon is real and is convinced it is an illusion sent by Ludovica. In truth, it is Agathodaimon himself, come to win another soul at Verus' mentioning.

¹⁰ At this point, a Self-Control roll was made, which was botched. The player then, was forced to enact every second of the frenzy until enough violence was done for it to subside.

¹¹ In truth, this was Helena searching throughout the city to reveal Brian's conversation to Evan.

she break off, spying on Lanzo instead. She does this through Animalism, and gains insight into how the Nosferatu acquire their information.

When Lanzo intends to visit the scene of Marvin's death to learn more, he is called away instead by Erichto, who has returned from the chantry. When he meets with her, she gives Lanzo the photograph of the Class of '91, retrieved from Dusable. She tells him she intended to burn it, but couldn't. She says she will face retribution from Dusable for this.¹² As a last wish, as she puts it, she asks Lanzo to speak of Morris again, how he liked it in their company, what he was really like. Lanzo reveals the truth of Morris' link with the Dunsirn, the full extent of which Erichto was unaware. They share stories of his antics until it is time for Evan's trial.

Jim meets Ballard for a dinner that ends up costing Antwiler over a thousand dollars. Ballard gorges himself greedily while slowly, it becomes clear in their conversation that the coterie has nothing on Ballard, nothing that could interest him. He is a business man and tonight he has made good business by dealing with Marvin. Antwiler can't offer anything that would make Ballard give up the orchestrator of Evan's demise.

Brian meets with Khalid just before the trial to hear what the Nosferatu have learned of his sire's fate. There, Khalid admits dishonor. He knows nothing of demons at work in Chicago. Khalid recognizes the Beast railing inside Brian and sympathizes. The Nosferatu Primogen rallies with his faith against true damnation, against this Infernalism. He offers his aid in finding redemption for both their sakes. Khalid puts a choice before Brian: he can either stay or leave. Leave, and the Nosferatu will look after the pier. Stay, and he will need to face the trial and come out unscathed. Either way, Khalid will help with the investigation into the demon who killed his sire. However, if Brian's guilt is found out at the trial, the Nosferatu cannot help him, Khalid makes plain. Brian decides to face the trial.

The time of the trial is then upon the characters. Evan is transported to the Prudential Building while the Kindred are already gathering there. Lodin and Ballard are the only ones there when the other characters arrive, abruptly ceasing their discussion. Ludovica's presence is questioned, but permitted. The members of the Primogen arrive then, all except for Annabelle. Khalid mentions there is news, but that perhaps Mr. Parker should be the one to share it. Brian then shares the news of his sire's Final Death.

Gengis, unfittingly clad, then enters the room and asks if Lodin would have Evan brought in. Lodin assents and Evan is then brought in, cowed, and guided by his two guards. Something is communicated between Lodin and

¹² She will, in fact, once more turn to seducing Nicolai to keep Dusable at bay.

The Scourge's Words

Antwiler begins: "We are all right here now to witness Nicolai's carefully crafted deathtrap snap shut, all because Evan Jackson remains loyal to our Prince and Nicolai's arrogance will not suffer Evan to live. We will witness not an execution, but a murder here, and in a loose sense the breaking of the Sixth Tradition even, unless of course, like myself and my coterie you will not allow this injustice to take place."

After which, Critias gives his support to Jim while Nicolai scoffs.

Lanzo continues: "By taking away a member of this coterie, a member of the Scourge, you take away the heart of the Scourge, a piece of the Camarilla itself. This will harm the Camarilla as a whole."

After which, silence ensues.

Brian adds: "Seeing the last turn of events, there is neither motive nor evidence that Evan Jackson was behind the attack on the chantry, or the death of Neally."

After which, Lodin reaches for the edict.

Gengis before they are dismissed. Gengis raises a middle finger to assembly as he leaves.

The Scourge members are allowed a short word on the fate of their companion. Afterward, Lodin's edict is interrupted by Annabelle's arrival. She has brought three Toreador supporters, Bret, Sir, and Portia. Annabelle demands an audience with Lodin, in private. Except for Ballard and the Toreador, everyone else is made to leave the room.

The characters spend an uncomfortable moment outside Lodin's office, cramped with the members of the Primogen. When the doors open again, everyone is let in to witness Lodin tearing up the edict, announcing that Evan is innocent.

Evan is released, and allowed to speak. He accuses Brian and reveals his plot. Brian's defense hinges on his claim

Evan's Redemption

"I have had a vision this night about Brian plotting against me! I do not know the details of all of this, but Nicolai, I believe you and I are both being deceived by this Kindred I had believed to be my friend. Annabelle, thank you for standing up for me. I hope you can forgive me for being rude to you before. Yes, it was Brian who made all of this possible."

ACT III: THE DEMISE

that he was forced into the scheme by his sire. Further accusations toward Primogen members working against Evan are met with denial and, in Nicolai's case, Dominate.

Khalid steps forward to confirm what Evan says, laying bare all Brian's secrets. He continues to announce the harbor belongs to the Nosferatu from this day forward. Brian seethes at Khalid and accuses him his honor. The Nosferatu Primogen continues to demand the duty of escorting Mr. Parker to a place where he will be held, in the Nosferatu domain.

The other Scourge members, and Ludovica, leave the Prudential Building elated, discussing the many revelations. They decide to check on Gary, in case Brian Summons him.

Meanwhile, as Brian is escorted by Khalid, their conversation takes on an earnest tone as they near the pier. Khalid offers Brian the exile they discussed before. Clan Nosferatu would aid him in getting out of Chicago, and in return, Brian would seek redemption elsewhere to one day notify Khalid if it was possible. Brian agrees.

Together, they ensure his ghouls will not become a problem. They use Dominate so Gary will believe his Blood Bond broken. Al will come with Brian after the high school principal has faked his own death.

While Brian is back at the pier, the other characters visit Gary and find him drinking heavily. Jim attempts, and fails, the Forgetful Mind on him before they leave. A discussion of morality rises among them again before it is decided Ludovica's gypsy family will look in on Gary.

Brian's escape attempt and Final Death are then staged expertly by a room full of Obfuscated Nosferatu. The Ventrue is put on a boat on Lake Michigan, to make for Indiana unseen. From there, Brian intends to make his way to Dublin.

Out in the furthest stretches of Lake Michigan, Brian is then startled by a visitor on his boat. Portia appears before his eyes, as if from nowhere. She forces her blood on Brian and promises him that he will return when she needs another pawn.

HISTORIES IV: GRAHAM FEARGHASDAN PREQUEL

After the demise of Brian Milov Parker, a seat opened up at the table for a very different character. Mark decided to play a Gangrel with an interesting history. After his ideas were presented, this prequel was written and played through to explain them.

The Embrace

Nova Scotia, 1629

Graham Fearghasdan has been in Nova Scotia since July 1st of this year. He arrived with seventy Scots and helped colonize Baleine there. Later, Fort Rosemar was built under English Brownist pilgrims. It is now September 9th, the day before the attack.

A builder by trade, Graham, goes through a day of hard work. Then, when the sun sets, a ship appears on the horizon, anchored off-shore it seems. Bats appear in strong numbers, then, having flown from the ship. The men of Baleine are then stalked by a wolf. Bats chase Graham and several other townsfolk into the woods, where the wolf circles them. They are herded towards a clearing where several graves are dug.

A Lasombra Frenchman waits for them there, introducing himself as Charles Daniel. Shadows then close in and the townsfolk are overcome by the wolf, Embraced. Graham is left for last, when the Gangrel sire has little blood left in him. The Lasombra even suggests



History of Baleine

During the Anglo-French War (1627–1629), under Charles 1, by 1629 the Kirkes took Quebec City.

On 1 July 1629 70 Scots under the leadership of Sir James Stewart, 4th Lord Ochiltree of Killeith, landed at Baleine Cape Breton Island, probably encouraged by Sir Robert Gordon of Lochinar who was one of the first to embark in the scheme for the establishment of colonies in America, having on 8 November 1621 obtained a charter of what was called the barony of Galloway in Nova Scotia, and in 1625 Sir Robert Gordon published a tract on the subject.

William Alexander, 1st Earl of Stirling established the first incarnation of “New Scotland” at Port Royal. This set of British triumphs which left only Cape Sable (present-day Port La Tour) as the only major French holding in North America was not destined to last. Charles 1’s haste to make peace with France on the terms most beneficial to him meant that the new North American gains would be bargained away in the Treaty of Saint-Germain-en-Laye (1632).

Ochiltree arrived at Baleine with 60 Brownists and built Fort Rosemar. It was a military colony, one that owed its origins to the exigencies of war, not a permanent agricultural settlement. Ochiltree’s primary objective was to erect a military post to assert Charles 1 claims, and by extension the rights of the Merchant Adventures to Canada, in a crucial theatre that linked the St. Lawrence with Nova Scotia. Ochiltree’s party carried a hefty supply of guns, ammunition, and heavy artillery. One of the first acts was to attack and capture a sixty-ton Portuguese barque that they found at anchor near the site of their proposed settlement. The ship was dismantled and stripped of its cannon, which were then used as additional artillery to guard Fort Rosemar. Ochiltree proceeded to capture French fishing vessels off the shores of Cape Breton.

During this time when Nova Scotia briefly became a Scottish colony, there were three battles between the Scots and the French: one at St. John; another at Cap de Sable (present-day Port La Tour); and the other at Baleine.

Siege of Baleine

Charles Daniel arrived with 53 men and numerous friendly natives. He captured two shallops manned by fishermen from Rosemar, and imprisoned them. On September 10, 1629 he approached the fort and assured the Scots he was coming in peace. The French then attacked by bombarding the fort with cannon fire from the ships and Daniel conducting a land assault. Daniel was a harsh captor. He ordered Ochiltree and his company to demolish their fort and forced the prisoners to Grand Cibou (present-day Englishtown). There Daniel had Ochiltree and his men construct a new fort, Fort Sainte Anne. Then he sailed the prisoners to France, where Ochiltree was thrown in jail.

he Embraces that one, but the Gangrel insists on doing it himself.¹ The last thing he hears is Daniel insisting those of them that rise will help in slaying a Ventrue.

The Awakening

Nova Scotia, 1981

Graham falls in a deep state of torpor on the brink of Final Death. He had too little blood in him to rise from his grave all this time. He is awakened centuries later then, when his grave has become a new build site. It is around the end of the day when construction workers dig and uncover a leg and boot sticking out. They are shocked and think it’s a fresh corpse and call for the police. The build is stopped and the site cornered off. It is night time when the police arrive to uncover the rest of the body. All the while, though, that limb has been slowly scorching away even through the clothing.

When the body is uncovered, Graham may finally rise for his first night, but immediately succumb to frenzy. He finds himself in the woods later with little memory, only drenched in blood, remembering the screams. This causes the Humanity loss that is later compensated, and the first animal features of a Gangrel, which are not.

He wanders from this point on, hardly recognizing the Nova Scotia he helped to found and soon passes through New Brunswick, where to his horror, French is spoken.

The Gap

Canada, 1981-1991

On his travels through Canada over the course of the next decade, Graham learns of the Sabbat in denying them, and being hunted by them. One of the first things he does after coming to terms with the new age is look up a military history of Baleine. In 1991, he then learns that he can find the Camarilla in Milwaukee.

Milwaukee


Milwaukee, 1991

The character is halted on the outskirts of the city by the Anubi. Mark Decker initiates Graham into the pack and they hunt a pure-bred Lupine for its blood. Graham later remembers seeing the main Chicago player characters from their visit to Milwaukee here. In the aftermath of those characters’ actions, then, Mark Decker is sent to deal with the Prince of the city. Milwaukee falls in the aftermath and the Anubi with it. Graham is to report to Chicago’s Prince of what has transpired.

¹ Very nearly, Graham was the Lasombra leader of a pack of Gangrel *antitribu*.



ARC III:
MEDIATION &
MISANTHROPY



*“Underneath the neolithic sky...
Where the beasts are so proud to die...
Across the sea of a million dreams...
Where nothing is as it once seemed...”*

*I hear the Pan Pipes playing,
In what the wind is saying,
Here comes the fallen angel,
Here comes the long-dead god,
Back from the years in exile...”*

Inkubus Sukkubus – Beltaine

ACT IV: THE MEDITATION

31st March 1991

† **News from Milwaukee, Spreading Corruption**

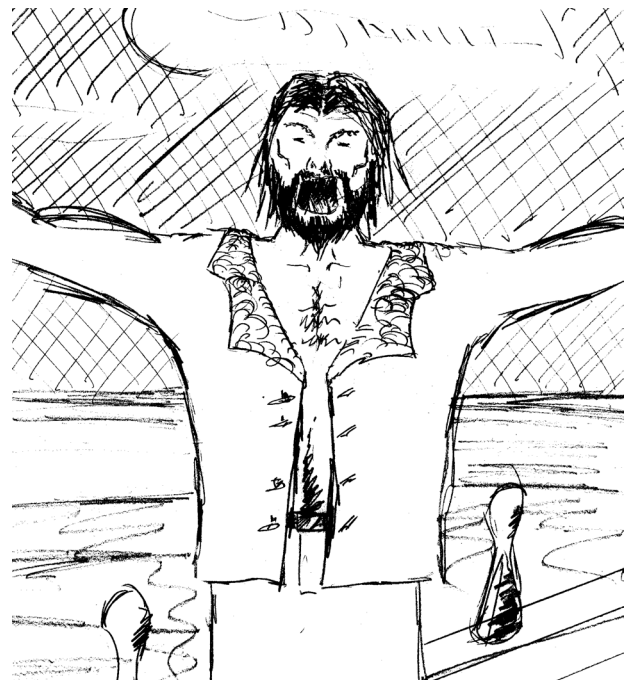
Jim calls Critias early in the evening about the situation with their master. Critias tells him he needs more time to think. Jim continues to tell him his suspicions about Portia.

Evan, meanwhile, meets with Helena and asks more about their enemy, Menele. He is told mere modicums of Carthage. Helena reveals to Evan that Menele still sleeps.

The characters meet in the Sears Tower at midnight and talk their situation over. They decide to remain in Chicago, although the subject of leaving was breached.¹ They then receive a phone call concerning Mr. Parker. He tried to escape, the Nosferatu tell them, and Khalid was forced to put him down.

Immediately, the characters head over to the pier. They manage to investigate the site of Brian's captivity. Brian had been chained, as Lanzo perceives through the Spirit's Touch. The chain then snapped through no effort on Brian's part. They conclude some invisible force must have set him free. A few paces away lies the pile of ashes where Khalid brandished his sword.

¹ Antwiler is already trying to get Evan out of town, given his suspicions of Portia, and Menele's suggestion.



Outside the office now inhabited by the Nosferatu, a ruckus then erupts. The characters go outside to investigate and encounter a gruff, bearded man striding fiercely from a discarded boat down the pier. The characters recognize the figure as Kindred and approach him.

Introducing: Graham Fearghasdan

Player: Mark

Clan: Gangrel, **Generation:** 10th, **Nature:** Trickster, **Demeanor:** Architect

Strength ●●●●●	Charisma ●●●○○	Perception ●●●○○
Dexterity ●●●○○	Manipulation ●●○○○	Intelligence ●●○○○
Stamina ●●●○○	Appearance ●●○○○	Wits ●●●○○
Alertness ●●○○○	Animal Ken ●○○○○	Academics ○○○○○
Athletics ●●○○○	Crafts ●○○○○	Computer ○○○○○
Brawl ●●●○○	Drive ○○○○○	Finance ○○○○○
Dodge ●●●○○	Etiquette ○○○○○	Investigation ●●●○○
Empathy ●●○○○	Firearms ●○○○○	Law ○○○○○
Expression ○○○○○	Melee ●●○○○	Linguistics ●○○○○
Intimidation ●○○○○	Performance ○○○○○	Medicine ○○○○○
Leadership ○○○○○	Security ○○○○○	Occult ●○○○○
Streetwise ○○○○○	Stealth ●○○○○	Politics ○○○○○
Subterfuge ○○○○○	Survival ●●●○○	Science ○○○○○



Specialties: Strength (fists like anvils, grappling)

Disciplines: Protean ●●●

Backgrounds: Generation ●●●

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

Humanity ●●●●● ●●, Willpower ●●●●● ●●●

Background

Graham Fearghasdan is a man from another age. He fell to a long torpor right after his Embrace and awoke in the modern nights when a construction site disturbed his grave. Way back in the seventeenth century, Graham was a colonist in North America.

He fled the oppression of the church in Scotland and made it to Nova Scotia in 1629, where he wanted to help build a new world free of oppression. He worked there as a stonemason, at which Graham excelled with his massive physique and his willingness to work hard. He was much loved by fellow workers and everyone around town knew Graham by his bouldering laugh. He had no wife, despite his good prospects. His future was forever changed, however, when the French came.

For more information, see the Graham Fearghasdan Prequel chapter.

Appearance: massive, seven feet tall with broad shoulders and enormous bear paws for hands he keeps hidden under gloves, wears dark trousers and a leather coat, brown hair and a bushy beard often covering a broad smile.

Feeding habits: Graham generally does not perform complicated tricks to feed. He simply walks up to his victim and firmly grapples his subject, though he is always careful not to hurt his prey. Alternatively, Graham sometimes feeds from dogs in bat form.

Havens: Any park that is around. Having a haven other than the soil holds potential danger, and Graham does not care about luxury.

Nosferatu on the Surface

So what it is up with the Nosferatu and their obsession with real-estate? First, they have the characters clear out an abandoned building for them and then they stake a claim to the Navy Pier.

The Nosferatu as a rule have no need for surface real-estate. Everything they could want or need, they can have in what lies below a city. Chicago's Undercity is vast. It merges sewage tunnels with several layers of abandoned railway tunnels, not to mention whole streets built on top of each other, layering foundations above old basements, which remain intact to this day. Precisely because of its vastness, the Nosferatu encountered a peril in their luxury. With the haunting of Gulfora, the Nosferatu had reason to fear their own domain.

Khalid translated this fear into a desire to have not so much a base of operations on the surface, but rather a place where other Kindred could come to them, a place to hold audiences. This, in stark contrast with Nosferatu all over the world, who rarely host visitors in their own domain, always humbly visiting others. Even after Gulfora was dealt with, Khalid saw the immense benefit and station of power that his holding audiences at the Farwell Building—and not just those with the characters—brought him.

Suddenly, Khalid had reason to observe the domains of Kindred on Chicago's surface. Where Nosferatu elsewhere in the world may have scoffed, saying they already owned an area equal to all others' domains combined, Khalid saw others uses of domain. In his study, Marvin O'Leigh's acquisition of the Navy Pier was an outstanding example. Not only did the pier offer a hold over Chicago's tourism, but it offered the most comprehensive control over the whole of Lake Michigan. On top of this, Marvin O'Leigh *created* another use of the domain when he made it an embassy to the whole of the East Coast Camarilla.

Khalid recognized there was no piece of real-estate in Chicago worth more than that pier.

The man is Graham Fearghasdan, formerly of the Anubi of Milwaukee. It takes the tall Scot a moment, but then he recognizes the characters approaching him. He was on a rooftop, watching the characters' display of dissolution in the face of a straight-forward challenge from Mark Decker. He recognizes the characters as the messengers, after whose departure, all went wrong in Milwaukee.

Graham explains to the Scourge how after their departure, Mark Decker confronted the mad Prince and was forced to slay him. Following this act, Gracias and Hrothulf immediately feuded over the throne. After that, word reached Graham of Decker slaying Gracias, then of Hrothulf slaying Decker. The Anubi were disbanded, and Milwaukee was about to fall. Graham has to notify the Camarilla of Chicago.

They continue to the Prudential Building, where Graham presents Milwaukee's fate to Lodin. The Prince is displeased both with the news and with Graham, but decides to tolerate his presence in Chicago.

Meanwhile, Verus, assuming another identity, meets with Critias to discuss Carthage.

1st April 1991

† The Modern Scourge, Spreading Corruption, A Civil Meeting, Snakes on a Boat

Early in the evening, Jim meets with his Brujah associates while Evan meets with his Toreador associates. It appears Dooley has taken over Madame Zharinsky's business. It is now called 'Capitol D'.

Precautionary Definition

It has happened: Lodin rejects the Scourge the way he planned ahead for. Per Chicago's example, the Scourge is no longer the ancient position held within the Camarilla it once was, but instead goes down in history as those who do the Prince's dirty work instead.

Graham visits with Nathaniel while the rest wait outside. He intends to discover where he might find others of his clan. Nathaniel's price for this information is that he ensures the Scourge does not show up at Elysium later that night. Graham rejects the offer, muttering his contempt for politics.

The characters, starting their car later this night, are the subject of an April Fools' Day prank. After they notice something wrong and leap from their seats in fear of a bomb, they find it was merely a pinecone stuck in the exhaust by some kids. After this incident, the characters decide to head over to the Succubus Club, where Antwiler learns from Rex that an Elysium is going on at this very moment. They head over and intrude while Nathaniel Bordruff is made the new Sheriff of Chicago.

The characters attend the Elysium nonetheless, a clear discomfort to those attending. Graham approaches Inyanga. She presses a leopard charm in his hand, saying little, and refusing to acknowledge the rest of the

Ludovica's Private Session

In the Histories II: Ludovica Prequel chapter, one session was omitted from the telling. It takes place in the present, when she collaborates with Verus to catastrophic effect. The session plan is detailed here for those who are curious.

A Cult in Chicago

Chicago, 1991

This private session, for once, takes place in the same setting and time as the main chronicle. After returning from Milwaukee, and after the trial of Mr. Jackson, Ludovica and the Baali (now called Verus) retreat from the Scourge's affairs to pursue their own. Verus, in particular, will suggest setting up a cult with Ludovica's help. While he pursues demonology, he intends to do this under the guise of dealing with angels. Ludovica's illusions will help him in this.

First, this is right after Ludovica returns from the trial, and she promised to have her gypsy family check up on Brian's ghoul, Gary. She awakens the 31st of March to the news that Brian has met Final Death after trying to escape. Note that Gary has been dominated to react as if the Blood Bond is broken only when he sees a vampire.

The next moment Ludovica has a moment alone with Verus, he starts asking a great many questions about the other characters. After that, he reminds her of their deal of mutual assured secrecy before asking her what she wants. Let this conversation lead to a plan to work together on the corruption of the city. The night may end around then.

The next night is April Fools'. Ludovica rises to find her gypsy family asking her what she intends to do, her being an infamous trickster and all. Allow her to do something to the city, possibly have her be indirectly responsible for the other characters' car incident. She regains Willpower for doing this.

Later that night, Verus returns from getting his cult set up, currently consisting of the majority of a suicide prevention self-help group. He show her a roster from the community center, tomorrow night, he will try the sexual assault survivors. He has another proposal for her: sending every one of their friends a blank letter: "I KNOW YOUR SECRET," a time, and a date. He needs Ludovica's talents, he says, to conniver a convincing illusions of the alleged author of the letter to meet the characters individually. But who to imitate? he asks lastly.



characters. At the end of the proceedings, it becomes clear Nathaniel will be staying at the Sears Tower from now on. Evan has lost his haven.

When they come home, Lanzo and Jim notice a blank, unaddressed letter waiting for them: it simply states: 'I KNOW YOUR SECRET' with a time and location to meet tomorrow night. Jim's letter instructs him to be at a certain park at 8 pm Lanzo's reads 9 pm.² Also, Lanzo finds Emily has returned from California. She's brought a friend, a mysterious woman named Aniyah, to his very haven. After the woman leaves, he spends the last hours of the night studying his sire's ivory mask.

Meanwhile, Verus, assuming yet another identity, meets with Mycroft to exchange one secret for another.

² Evan would have received one as well, only Nathaniel has already occupied the Sears Tower. Nathaniel finds this letter instead.



2nd April 1991

† **Spreading Corruption**

Nathaniel has three pastors redecorating his haven when Jim, Evan, Lanzo, and Ludovica drop by the Sears Tower. He is nowhere in sight, himself. After Jim and Lanzo confer about the letters they received, they decide to investigate if Evan would have received a similar letter. After an indelicate attempt at investigation, Nathaniel reveals himself. Relieved that the letter was not intended for him, he simply gives the letter to the characters and has them thrown out of the building. The characters realize Evan's letter instructs him to be at the park at 7 pm, in only a few minutes.

They decide to let Lanzo shadow Evan at a distance when he goes to his meeting in the park. There, they are surprised to see Morris approach them. He claims to be much changed.³ Morris offers his aid in the turmoil surrounding what remains of the coterie. If Evan wants this too, he is told to come clean about everything. Evan agrees, but will not reveal his secrets here. He insists he will meet Morris at the Succubus Club, where they may talk more privately. Lanzo meanwhile stalks back to Jim's car and they follow Evan as he hails a cab. When it's 7:30, however, they bail to go back to the park for Jim's appointed meeting. At the Succubus Club, the Morris illusion manifests again, and Ludovica and Verus learn everything about Evan, Helena, and her nemesis.

Ludovica and Verus make it back to the park in time for Jim to experience the same meeting with Morris. He, too, admits everything about Menele. At 9 pm, Lanzo awaits his meeting to stand before Morris, unbelieving. His keen hearing reveals the suppressed singing of a children's rhyme a distance away and he recognizes this to be Ludovica's derangement.

Meanwhile, Graham has been trying to reach the characters. No one is answering their phone, however. He leaves them no messages and turns to the leopard charm

³ The illusion was played without Morris' accent. Ludovica was fully able to recall his face, but not his voice. The other characters bought into this nonetheless, however.

Two Confessions and a Refusal

"What I've learned over the past few weeks is that I am in fact of 6th generation, a childe of Magnus. And... his sire was Helena—a *very* old vampire. She is still alive. She is in the city... and I am Blood Bound to her. She's looking for a *guy*. She wants him dead, I suppose. I had to help her with that, but I must tell no one of my coterie, or anyone else, about this mission. This *guy* is probably in league with one of my friends."

—Evan

"It appears I have no other option. There are some really ancient things in Chicago. To one of them, I am bound. It's a Kindred, a very old Brujah, Methuselah even, the sire of Critias—I'm not sure if you remember. His only desire is to remain hidden, but he has found that an enemy of sorts of his from the past, all the way back to the old days of Carthage... Well, she is hunting him. I'm afraid to... I am sworn to keep him safe, to keep his identity, his very existence in the city, a secret to everyone. It's been quite taxing, I must admit. The problem is, this enemy of his, someone called Helena, is of Clan Toreador and from what I've heard she is sending out agents into our city and they are trying to find my master Menele, the Brujah Methuselah. I am afraid that Clan Toreador's certain interest—let's say appreciation—for Evan Jackson is the beginning of an—I would not say *enslavement*—but a recruitment, which might get ugly. (...)

"You have heard of Evan's trial? Right before this trial I heard the backstory of this Helena and the Toreador. It would have been very easy for me to sabotage the whole deal and make sure that Evan would be executed. But I did not because Menele is goodly and he is righteous and he does not want the agents of his enemy killed—simply removed for a while. He does not wish destruction on the pawns of the enemy. With that in mind, I'm pretty sure I can make Critias understand that Evan does not need to die, does not need to be hurt at all, and just needs to be convinced civilly to perhaps join up with the right side."

—Jim

"They did? (...)

"And the others just... They didn't need to think about this? They just went along with it? (...)

"You see... I really want to believe you, of course. But I believe my eyes the most and I'm not sure if I can trust them right now. I feel like my eyes are deceiving me."

—Lanzo

instead. It allows him to find, by scent, nearby other Gangrel marked by Inyanga. One such scent he follows to find Doyle. They meet, talking from two sides of a chain-link fence at Doyle's slaughterhouse. He talks of death ceaselessly and demonstrates his fascination as he kills an inhabited animal. Eventually, Doyle mentions Inyanga is harboring someone called Mark Decker.

Graham then leaves Doyle to follow a different scent. In doing so, he finds Rose at her haven near the university. When he knocks on her door, she is clearly hiding something.⁴ Something rumbles audibly as she hides it in a different room. She tells Graham where to find Inyanga, hurriedly getting rid of him.

When Graham finds Inyanga in a trailer park two neighborhoods down, she does not say a word but guides him into her temporary haven. There, Mark Decker is waiting. He explains how the Sabbat had overrun the city, through the betrayal of the Nosferatu Primogen. He admits the Anubi themselves were infiltrated. That's why he chose to abandon Milwaukee. He intends to travel with Inyanga and find a new place. Graham offers to join him. Tonight, the three of them leave Chicago.

Later that night, Jim, Evan, and Lanzo convene with Ludovica and Verus in a public place, a bar. There, the liar jumps the gun on Lanzo's accusation and confronts everyone with what he now knows! Antwiler can hardly restrain himself as he tries to destroy Verus. He is stopped by Lanzo and Evan several times. In what follows, even Ludovica turns against Verus. Verus merely states his intentions. The only objection left, he claims, is his methods. Lanzo addresses his disdain for Verus' methods before he and Evan take him away for his own safety from the others. They drop him off with his cult, near a student housing project.

While they do so, Jim goes outside and calls Critias to explain the dire situation. Critias has to think on it a moment. When Lanzo and Evan return, a long discussion follows about what to do with Verus. Jim insists that if Verus is allowed to live, it will mean his own death. Lanzo and Evan counter that they will not permit anyone to be killed. Meanwhile, Critias pulls up in a car outside the bar. He gets Jim to meet him outside. As Jim gets up, he shouts that Evan and Lanzo have just killed him. Critias informs him in person about his own meeting with Verus. Critias is very curious about him and instructs Jim to investigate the individual further. When Jim enters the bar again, he awkwardly neglects his earlier convictions.

At midnight, Lanzo meets with his sire. He tells Mycroft about his progress with the mask, setting off another episode of paranoia. They speculate about Verus and Mycroft tells his childe about his encounter with him, when he used a different name and claimed to be a Tremere.



Antwiler meanwhile calls ahead to his sire's place, and visits the new owner: Dooley. There, he encounters Priscilla dozed out of her head on heroin. Dooley himself is unexpectedly disarming, giving Antwiler no direct orders after he professed (feigned) loyalty to the man.

Evan, at the same time, rushes to Helena's side to tell her of Verus and his Ravnos trickery. He tries to temper the delivered news with what Evan learned about Menele and Antwiler. Helena, seething, insists on the capture of Antwiler's retainer, Rajiv to learn more, as well as having Verus bought before her for a summary execution.

Evan visits Verus, where he is in the middle of indoctrinating his cult of followers. The liar is himself deceived by Evan as he is led away to the Succubus Club. There, Helena dismembers him on sight. In his last moments, Verus curses Evan, saying he will never find forgiveness. Before his remains turn to ash, Verus is collected by a black pool from the Abyss as his patron claims his soul.

When it is over, Helena makes a clear point of it that she knows of Verus' lineage, and that he was no mere Ravnos. Helena loses all control⁵ and beats Evan into torpor. She orders her ancient ghoulish Prias to dump the body in an open dumpster so it may catch the daylight.

Prias then proves how he has rid himself of Helena's Blood Bond as he defies her orders, saving Evan's life by

4 She is actually at this point trafficking with Lupines.

5 Self-Control roll: 5 8 1 5 2.

feeding him his own blood. He pushes some money into Evan's hand, explains little, and then leaves. Left alone in the streets, Evan frenzies at the first realization of the extent of his wounds.

Ludovica, all this time, has been following Evan. From his first entering the Succubus Club up to his frenzy, she saw all but what happened deep in the Labyrinth.

Lastly, before the sun rises, Altan Besalel takes revenge on the mewling pawns that caused his downfall. Before he faces his new master, he takes his outrage at his fate out on all of them.

Lanzo is the first to be visited by the dismembered, disfigured form he knew as Verus, erupting from an abyss. He places a dark tome in his hands and curses him with an all-consuming greed for power, for Thaumaturgy.

Next, Ludovica is visited by the horror that matches Verus' likeness when she first found him again underneath the Werewolf den outside Milwaukee. He curses her to never again speak the truth. He does this to further hide his identity one final time. "Unfortunately," he snarls at his former companion, "Hell has no hold over you anymore, unlike some of Chicago's finest. Know that I would kill you here and now if I could." Then, as a last, cavalier thought, he tells her Tsura has been alive all this time.

Jim is the last to be visited. He is cursed to "find the Beast before finding Carthage."

3rd April 1991

Evan awakens to find himself in someone else's studio apartment. The husband and wife who occupied it are both murdered. The blood is on Evan's hands. Evan feeds in a bar, wracked with guilt. His Humanity remains intact, but together with Verus' curse, Evan is tormented inside.

Ludovica and Jim meet after awakening. She shares with him everything she now knows about Evan, about his true generation, and about Helena. Meanwhile, Lanzo and Evan meet. Evan tells him all about his current, desperate situation, hinting at the powerful forces in Chicago. He names Menele and Portia as Methuselahs. They decide Evan should leave. They intend to put him on an airplane. On the way to O'Hare, guilt utterly wracks Evan to his core for being such a coward.

Jim calls Critias, telling him of Helena and Evan. Critias insists Evan needs to be eliminated. Jim asks Damien for support, but makes it clear he does wish to see Evan in ashes. Ludovica, Jim, and Damien wait for Lanzo at a shabby bar. They fashion a stake from a barstool. After nearly an hour of waiting, Lanzo does not show up, however. They turn to the Nosferatu for aid.

In a meeting with Khalid, the elder demands three facts in trade for the current location of Evan and Lanzo. Jim





tells him he suspects Verus is demonic. Ludovica tells him Evan is in fact 6th generation and that this Helena, who is here in Chicago right now, is his sire. Khalid stops them short at that. At those last words, he demands they leave. The characters are shocked to see fear in Khalid's eyes. A neonate Nosferatu locates Lanzo and Evan at O'Hare, Gate 7. They leave immediately.

While they are waiting at the gate, Lanzo and Evan are visited by the owner of O'Hare, Tyler. They make small talk before Tyler leaves again, saying "Oh, hello Damien," before walking away from the terminal. Ludovica and Jim walk in alongside Damien, who is brandishing his stake. A fight breaks out, partially concealed by Ludovica's illusions. Emanating from his fetter, Morris speaks up. He can't bear his old friends harming one another and begs them to "Just don't kill each other, lads," naming three alternatives to their dilemma: defect to the Sabbat to rid themselves of their Blood Bonds, go into willing torpor to let the bonds fade and curses end, or empower themselves through diablerie. To Morris' agony, the characters continue to argue. Damien loses his temper and frenzies trying to take control of the stake, punching out at everyone, subdued and isolated only by Ludovica's illusions.

After he calms down, Damien leaves angrily. The rest leaves by car. In the long discussion that follows between the characters, every secret left to them surfaces. The Menele and Helena war is laid bare. After a long time of arguing, Morris' voice speaks up again.

Lanzo presses the photo of the Class of '91 on the dashboard. Morris insists on a few things. They should all go into torpor, but one must remain behind to bury the rest. He nominates Lanzo for this. It is then that Ludovica reaches across the car seats to try to set fire to Morris' photo. She is stopped and thrown out of the car, left by the side of the road while the others drive on. She uses Animalism to send a bird to follow the car.

Antwiler resists the idea of going into torpor himself as well. The others then decide he needs to be staked. Evan tries, but fails. It is Morris, tormented, who is forced to act. He tries to drive the stake through Jim's heart⁶ and succeeds. Jim's last words are directed toward Evan when he says: "I will never forgive you for this..." before he slumps into torpor at the cost of Morris' fetter. The photo is torn in half and Morris disappears.

Through Ennio, Lanzo then finds a place to leave Jim and Evan, a construction site in Chicago Ridge. Evan and Jim are drained of blood and left in a ditch, cased in concrete. Ludovica, meanwhile, has sent another bird to the Nosferatu, to insist on the destruction of the Methuselaha. Khalid rejects this and fearfully draws more shadows around him. Through her other aerial envoy, she finds the site where Jim and Evan are encased. She tries to dig them up while the concrete is still wet, but Lanzo had been watching from the shadows. He confronts her and they fight, briefly. Ludovica lastly convinces Lanzo

⁶ In doing so, he acts in line with one of his Shadow's Dark Passions, driving him deeper away from his former self.

that the Nosferatu have been told of the site's location, that they would reveal this to either Menele or Helena. That is the reason she was trying to dig them up, she suggests. They decide to find another location together, but the sun rises before they find a new spot.

4th April 1991

Ludovica rises from the daylight sleep earlier than Lanzo does. Crawling out of their makeshift ditch, she approaches the car. Jim and Evan are still in the trunk. She looks back at Lanzo's sleeping form and draws a stake. She tries to stake him in one fell swoop, but fails to penetrate his heart. Lanzo awakens. Using Celerity and Dominate, he subdues and stakes Ludovica. He lays all three bodies out on the road and thinks on what to do now.

He drives off to find a new construction site.

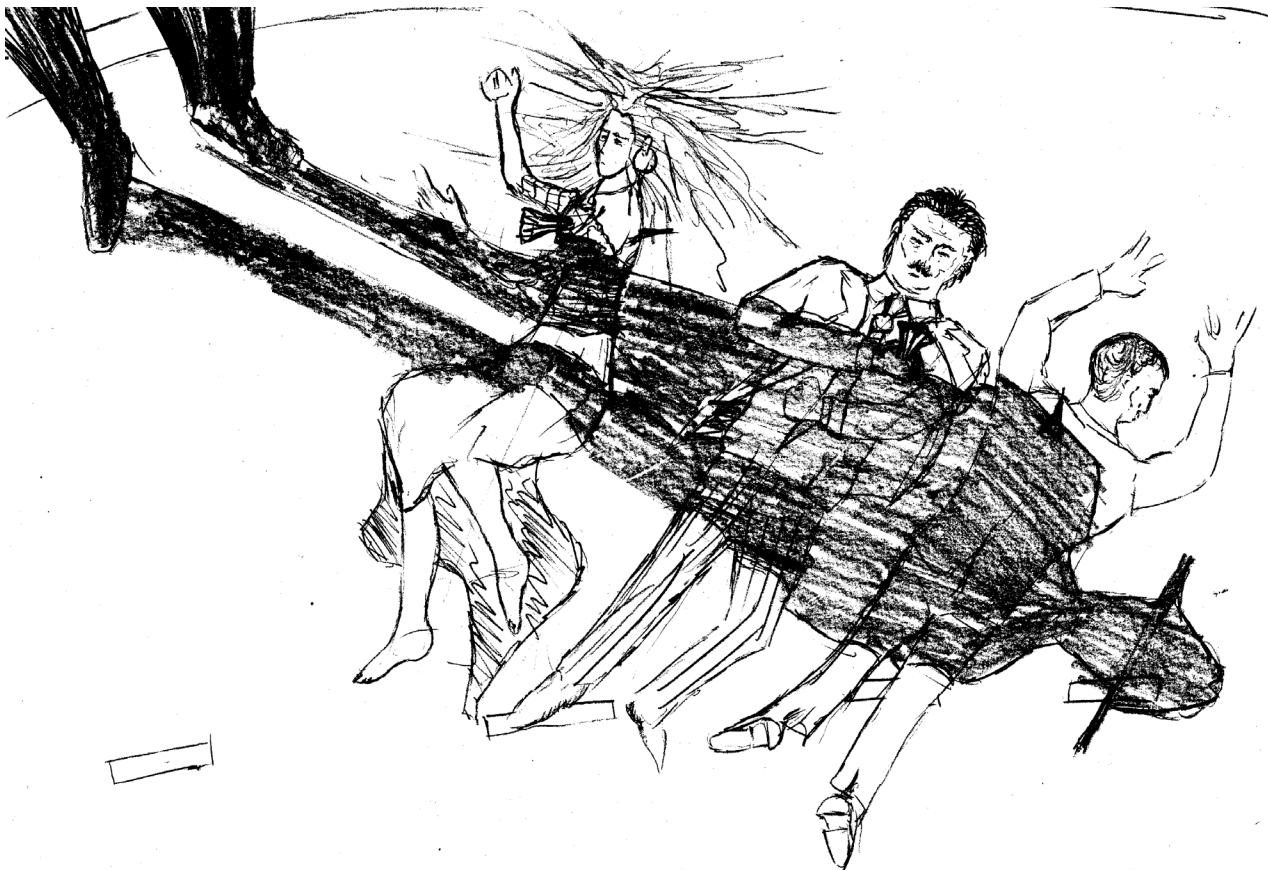
5th April 1991

Graham, Decker, and Inyanga wake up in the woodlands of Minnesota. Their new nomadic existence puts many things in perspective. As Mark Decker drips the last drops of blood he had saved from a Silver Fang's heart onto his tongue, he is convinced by Inyanga and Graham that the new purpose he seeks lies in Chicago, in serving it as Sheriff.



10th April 1991

Mark Decker arrives in Chicago and announces his presence officially. Lodin publicly expresses disdain for what he did to Prince Merik. Decker bears the heat this causes and remains steadfast in his decision to settle here. Graham, meanwhile, hangs around with Anita long enough to dislike her for her pretentious activism. He can stand Doyle a little better, although his habit of killing animals still unnerves Graham.



16th April 1991

The arsonist Jim recruited to burn other buildings to mask him burning his own has completed his round. He expects to be paid \$600 in cash by a black man in a red suit, who will visit his local basketball court. The kid goes home empty-handed.

1st May 1991

Lanzo does not speak to his sire very often anymore. Morris has made no reappearance. He has not seen Emily for weeks. All he can do is feed his hunger for power, for Thaumaturgy. In studying the tome Verus left to him, he has discovered it is a personal grimoire written in different languages, cataloguing journeys all over the world. It is signed A.B. on one of the last pages and holds rituals and promises of great power.

9th May 1991

The Sabbat threat from Milwaukee has increased. Subsequently, Graham has been patrolling the northern borders of Chicago for the past few nights. Tonight, Decker and he approach Nathaniel directly. While Nathaniel deems himself frightening enough to bar any rash actions, Decker disproves this by grabbing the Nosferatu Sheriff by the throat. The move is bold and dangerous, inspired only by Decker drinking too much Lupine blood again. Amazingly, it succeeds.⁷ Nathaniel is truly frightened of Decker and steps down as Sheriff. Mark Decker bears the title from this night onward. Graham becomes known as his Hound by some, his Dog by others.

In taking the office, they hear of a boat full of Setites out on Michigan Lake. Although their presence is despised, Lodin demands they do nothing for now. They're outside the city limits anyway, he says.

⁷ Mark Decker's Strength + Intimidation roll: 10 6 10 7 8 6 6 4.

Vinculi

At this point, the following Blood Bonds hold for the characters:

Antwiler: III Menele, I Evan, I Madame

Evan: III Helena, I Lanzo

Lanzo: (III Neally deceased), III Mycroft, I Evan

Brian: (III Marvin deceased), III Helena

Ludovica: -

Graham: -

15th May 1991

Lanzo has succeeded in making contact with an entity as tonight, he calls its name three times: "Agathodaimon, Agathodaimon... Agathodaimon." A polished, gleaming white statue appears from a black void in his haven's floor, and introduces itself as a water spirit of old.

19th June 1991

Graham and Decker capture a Sabbat shovelhead in the northern outskirts of Chicago. Graham has been developing a particular interest in what the Black Hand is, precisely, as he suspects the term is not simply synonymous with the Sabbat. As the Sheriff and the Hound interrogate their prey, it seems the youngling has never even heard of the Black Hand, though he seems to think it sounds cool. They decide to turn the kid loose, telling him to go Anarch.

The kid flees and decides to get a tattoo of a black hand on his shoulder. He uses a power that's been gnawing away at him from his very veins to make the mark remain embedded in his flesh. Before the night is done, his masters have found him again and force him back into the fold.

20th July 1991

On their nightly patrols, Graham and Decker encounter the same shovelhead again. This time, Decker executes him for staying with the Sabbat, but not before they notice a large chunk of flesh horribly removed from his shoulder.

8th October 1991

Lodin celebrates his anniversary of taking over the city while the mortals of Chicago commemorate the Great Chicago Fire. This year's Elysium pays respect to Maureen O'Leary's passing, who had been at Lodin's side for this event every year, going back over a century. Mark Decker has yet to make social appearances at Elysium.

29th March 1992

Rumors circulate among the Kindred that the Tremere chantry of Chicago is trying to find out just how many Nosferatu exist below the city's streets. Their constant vigilance would suggest a large network, but Embracing so many can never have been condoned by Lodin's law.

13th April 1992

A great flood strikes Chicago after the damaged wall of a utility tunnel beneath the Chicago River opens into a breach. An estimated 250 million gallons of water spreads

across the Loop's underground facilities. Khalid finds his utterly Obfuscated haven is destroyed directly and cannot conceive who the culprit was. He does not believe the Tremere had anything to do with it.

22nd August 1992

Graham and Decker celebrate their 25th Sabbat scout executed since they started up in Chicago.

8th October 1992

Another Elysium celebrates Lodin's rise to power. It is this very Elysium that Mycroft, after all this time, decides to make his presence in Chicago known. Verus' curse on Lanzo has waned and he takes this opportunity to reconnect with all the things he abandoned all too eagerly. Yet, he has not abandoned the Dark Thaumaturgy either.⁸

Lanzo then attends, after a long period of isolation. Also, Graham and Decker are urged to make an appearance this time. Both Lanzo and Graham notice several new faces among the assembled guests. Among them is a beautiful woman with short hair, dark eyes, and a fair complexion. They do not learn her name.

Upon seeing Lanzo, Decker urges Graham to make contact. Apart from the odd shovelhead executed in the outskirts, they still don't have much to go on with the encroaching Sabbat force. He still recalls the accusations the Wolf Pack made against Lanzo and his associates, however. Lanzo is a lead that must be pursued.

When Graham questions Lanzo about just this, he is upfront with all the information he gathered at the time, including his own questioned lineage and up to the mention of two names they extracted from the Reanimator: Wendy and Phillipe. From all his interrogations of Sabbat entrants over the past months, Graham recognizes these two names. That's where the trail ended for him and Decker as well.

Their conversation is cut short when Mycroft makes his official introduction. As all eyes turn to him, Tyler's widen with shock.

After the Elysium, Graham and Lanzo continue their conversation at Lanzo's office, which has been loosely maintained by Ennio all this time. They discuss all they know of Chicago's peril where the Sabbat are concerned. It is clear that the rest of the city is in denial of the threat looming from both the north and the east, now. One thing that surfaces from their conversation is the year Lanzo mentions still holds particular interest where Mycroft is concerned: 1957. From his interrogation, Graham knows this to be a year of great significance within the Sabbat. It was the year in which the Third Sabbat Civil War took place. Graham shares this, and soon the two of them decide to hunt for Phillipe and Wendy together.

⁸ Lanzo has taken up the Path of Taking of the Spirit.

Mycroft spares a moment to address his childe after he merges with the crowd again. They have not spoken since early last year, yet Mycroft passes Lanzo an address in case Lanzo would rectify this silence.

9th October 1992

Lanzo, despite his curse being lifted, still adheres to his mentor. For as far as he knows, his soul is still his own. Agathodaimon has instructed him at no expense, presenting himself as a benevolent force of this world, and a gentleman to boot. Thus, it is to him that Lanzo turns first and foremost.

After the alabaster figure has appeared before Lanzo, he addresses the choice ahead as an old friend would. He warns that to pursue this is dangerous. The path ahead will lead him astray, but will find fruition. Lanzo cannot turn back and insists. Agathodaimon, who has seen the machinations of this city since their conception, merely states that the first step in this new path starts by paying a visit to his sire, Mycroft.

Lanzo complies but finds his sire is difficult to find after all this time. The address his sire gave leads him to a pawnshop owned by a Mr. Burgundy, an old man who has spent his whole life fixing watches. Mycroft's ghoul is instructed to reveal the location of Mycroft's true haven only to his family, desiring proof of his line's stigmata.

Thus, Lanzo is directed to a maintenance shaft under the John F. Kennedy Expressway. A long staircase leads to a small cubical room with bare walls. Mycroft has the whole way down rigged with various pesticides and even keeps the whole chamber rigged to blow up perilously by making one of the gas lines down below leak into the air. No living thing can breathe down there. Mycroft has spent his nights mapping out all of Chicago. After an uneasy introduction, Mycroft subtly offers Lanzo to be Blood Bound again.

Graham and Lanzo begin their investigations this night, starting with the old hotel in the South Loop. They find minute traces that the defectors were once there. Also, the Reanimator appears to have disappeared shortly after the characters first learned of Wendy and Phillipe.

10th October 1992

Graham approaches Mark Decker tonight, after he returns from scouting with Lanzo. Decker says he smelled Lupine tonight on patrol, along with something else, something foul he can't quite recognize. He needs to speak with Inyanga but can't find her. When Graham tries his leopard charm, he finds he can't find Inyanga either. He inquires with Doyle and Rose, who tell him she left on one of her nomadic trips far away, alone.

Meanwhile, Tyler decides to take action. It will put her at great risk, but she believes it will prove beneficial for

the coming war. She cannot find Mycroft directly and thus has to approach Lanzo. She drives up to his office and asks him to step into her car. Without explaining much, she voices her desire to speak with Lanzo and Mycroft both.

Lanzo takes her to Mycroft's haven. There, in the depths of the maintenance shaft, she claims to know all about Mycroft's past after she realizes he himself does not. In exchange for an alliance, she tells Lanzo and Mycroft all. She calls Mycroft 'Maestro Sfregiato,' a lord among the Lasombra of New York City. She names his child Lucille, saying she is still looking for her lost sire on the other side of the Atlantic Ocean. She calls herself Patricia Bollingbroke, a name that should mean much to both of them, but doesn't. She claims credit for destroying two Antediluvians.

Patricia further reveals Chicago is about to be assaulted and that she is leaving for New York City, intending to return when the Windy City has been taken in the name of the Sabbat. She offers for the two of them to join her. Privately, Lanzo confers with Agathodaimon, who rather likes the idea of expanding to another city.

Graham waits for Lanzo to pursue what last leads they have, but he never shows up. When he tries to find him and his sire, they have disappeared. Mr. Burgundy is dead.

16th November 1992

Brian Parker is called back to Chicago by Helena.

From the Storyteller's Notes:

If Lanzo refuses, which he can only do if he refused to be Blood Bound to his sire, he and Graham will duel the Lasombra elder. Otherwise, Lanzo will depart for New York before **Under a Blood Red Moon** begins, leaving the fate of the city to Graham.





HISTORIES V: A GAROU ACCOUNT OF CHICAGO

Prehistory

Before the coming of the Europeans, the lands around Chicago belonged to the Uktena. They had banished the presence of the Wyrms there, and claimed a powerful Anchorhead to the Deep Umbra for their own by trapping Wyrmlings deep underground. It was not before untold years of peace, that a powerful vampire entered the territory, seeking solace.

This was the first Kindred these Uktena had ever seen. They did not sense the taint of the Wyrms, but believed the being to be unnatural. A group of foolish Ahrouns attacked the ancient vampire, and died at the hands of his ghoul servants. Peace was eventually reached and an uneasy alliance formed between Menele, as the Leech called himself, and the Uktena.

As time went on, relations developed between them. They came to each other's aid and respected each other. The Garou allowed Menele to choose servants from the Uktena and the local humans. In return, he aided them in their occasional sorties against Wyrms manifestations.

The Early Settlers

When Europeans reached the area they brought with them death—not only for the local humans, but for the Garou as well. The settlers also brought the taint of the

Wyrms with them, albeit unknowingly, in the form of strange diseases which brought down even the toughest Garou.

Besides the European humans, immigrant Garou also presented a grave threat. Here, the Get of Fenris, the Shadow Lords, and the Black Spiral Dancers entered their territory. To keep their lands, the Uktena were forced to contend with these new tribes. The European Garou were small in number, however, and the Uktena had allies among the native people.

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. Menele realized there was a far greater threat than that of the white settlers; he sensed the coming of an ancient enemy. He pushed his native Garou and human allies to increase the frequency and viciousness of their attacks. Soon, the fort fell to the assaults and the invaders were pushed back from the territories.

Helena sensed Menele's presence and directed her thralls to carry out a midnight raid on an Indian village. This was no typical raid, however. Within the heart of this village, Menele made his haven in a hollow mound. He was away when the attack began, but when he heard the gunshots and cries, he ran with the speed of the deer only to find it was too late. Helena had slaughtered his people, enticing Menele to confront her.

The battle that followed was a mighty spectacle. Menele was wounded terribly and fled, leaving Helena nearly destroyed herself, yet victorious. It was with the Uktena that the ancient 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.

The Europeans, however, kept coming. They were far too numerous and had advantages that the Native Americans did not. Disease, professional armies, good supply lines, and the use of firearms 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.

With the help of Menele, however, the Uktena managed to carve a place for themselves in the city. While the ancient solidified his control over Chicago, the tribe built a large and beautifully designed building they called the Fanum. It became their safe haven and home. More importantly, it spanned their long-claimed Anchorhead.

All the while, Helena had fallen to torpor from her wounds as well. From her resting place, she held Fort Dearborn.

The Final Settlement

The European Garou invaded the region with the rise of the city. Even though he had sworn his aid to the Uktena, Menele did not use his influence to stop their influx. He could not risk exposing himself to Helena. The other tribes pushed into the region and the outnumbered Uktena could do little to stop them. To make matters worse, the tribe lost most of its human allies as the Native Americans were driven from their territory.

One day, then, Menele's minions took him away from the area. A powerful leader among the Leeches advised that it was of great importance he do so. The old African Leech accompanied him as they made their departure. It was during his absence, that 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 their tribe, the Uktena shamans called upon the power of the Anchorhead to summon unusual spirits, as they had in the past to cleanse the area of the Wyrms. This time, they accidentally opened the way for a Lesser Celestine. This Celestine, summoned from the Deep Umbra, was called Jupiter. Its name had reached the human world in earlier ages and upon its entry, it adapted characteristics of what that name had come to mean. 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. The vampires of the city used the storm to carry out schemes against each other. After a great fire that

masked Jupiter's storm, Helena's minions assumed control of the city. All the while, Menele and his powerful servant remained nowhere to be found.

Eventually, the battles ceased and the Fanum remained intact, protected by Jupiter. The Uktena shamans tried to control the Celestine, but failed. They were forced to seek help from the Stargazer and the Children of Gaia, two tribes that had remained neutral in the conflicts. Their rituals did not fully work, but managed to suppress Jupiter and keep it trapped in the Fanum itself.

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 building to a minimum. Good relations soon developed with the Gangrel, who were led by Menele's ally. The Fanum became a place where creatures of all creeds were welcome.

With split territories, the Garou tribes endured without conflict for decades to come. In 1923, however, a mining operation delved into the catacombs of the Wyrmlings trapped underground for centuries. When they escaped, all Garou tribes in the area united to defeat them and push them back into the earth. While they succeeded thanks to their great numbers, the battles brought the attention of the Black Spiral Dancers.

The Black Spiral Dancers dug a web of tunnels to connect the Wyrmlings' new tombs in long-stretching caverns. Massing their power, they swore that they would one day seize the potent Anchorhead. To this day, they intend to seize it and corrupt the powerful spirit bound to the Fanum. All shall be warped to the Wyrms, they vow.

In 1925, an old Philodox of the Children of Gaia had a vision. She witnessed the release of Jupiter once again and interpreted many other events colluding around the same time. The vision was dismissed, however, and the Garou in Chicago continued their quiet existence in the city.

Gray Raven's Warning

"My guardian told me to dismount and I obeyed. The swan above grew larger as it approached us; it slowly transformed into a monster. The Dragon swept down before us and we charged. Behind me I heard growls. I turned and saw many vampires. On their knees they bathed and drank from the lake of blood.

When I awoke, it was morning. Heed the words of this future, my children, for it may be your own. These things I have shown you out of love. 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. May Gaia protect you."

From Under a Blood Red Moon, edited



INTERLUDE: THE MISANTHROPY

Bloody Hearts

‡ **Bloody Hearts**

This is was a single-session story played before the main chronicle got to 1993, using the module **Bloody Hearts – Diablerie: Britain**. The players were still convinced that Brian Milov Parker had met Final Death when they met around the table for this session. He has taken another identity in these nights and consorts with dangerous types to further his own agenda.

This interlude came about after Brian's player was asked about what his intentions were. He stated that Brian was heading for the British Isles and named two contrary goals. First, he truly did intend to follow up on his vow to Khalid and find redemption. At the same time, the character was burdened with his pre-existing greed and newfound narcissism. After seeing the power Portia wielded, he desired power in the form of lowering his generation. His mind was already set on diablerie.

Below, a short excerpt from the storyteller's notes of the time is presented. After the prologue, a heavily simplified and improvised sequence of events followed, taken directly from the module.

Also, Mark, Brian's player—or Kip's, feasibly—has written out a series of notes recounting the travels of his former character, starting at the moment of his exile. These are added throughout, below.

Starting Secrets

To bind a coterie of dangerous and independent Cainites together, every one of them is given an individual role to play ahead of time. These roles come coupled with a starting secret to help the story along.

Antoine's Arrival

Gives the character the goal of owning the sword. The character knows of a deadly artifact that was stolen from the Tremere chantry in Vienna by a coterie of troublemakers when one of their own was kept captured inside. The artifact allowed this man, Antoine, to escape. He was last seen in France heading for London.

Tarot card: the Slayer.

Presence of a Methuselah

Gives the character the goal of diablerie. He or she has heard many rumors about something buried under the soil in Great Britain, something that came here when Mithras ruled Avalon, something called Tiamat.

Tarot card: the Anathema.

Presence of a Demon

Gives the character the goal of unleashing the demon. The character has heard whispers from the darkness for a long time, now. He or she does not know it is demons, exactly. What they whisper of is a great dragon that could

Introducing: Lucille Grenat

Player: Ria
Clan: Lasombra, **Generation:** 8th,
Nature: Fanatic, **Demeanor:** Visionary
Disciplines: Dominate ●●●●●

From London as a mortal, then called Grace Meredith. Embraced at the start of the Second World War at 27 years of age. Betrayal followed her everywhere in life. Her dreams include dominating over a realm, with mortals as subjects. She seeks power. ‘Maestro Sfrigiato’, later known as Mycroft, is actually her sire. He disappeared a little over a decade after her Embrace.

She will take the role of the Scribe, as was the duty was laid down by her sire and clan.

Introducing: Anthony Archer

Player: Minkers
Clan: City Gangrel, **Generation:** 9th,
Nature: Survivor, **Demeanor:** Loner
Disciplines: Obfuscate ●●●, Protean ●●●

Spying in a city in Great Britain, he is a City Gangrel. His sire was a scholar. He screwed over his former coterie to the Giovanni, whose feeding flaw he seems to share. His sire protected him from their sires’ wrath, up to his death, at which point he was forced to flee. One of his former coterie mates, a Tremere, was then avenged by the sire from Vienna. Frank Weissshadel, carrying the Sword of Nul.

He will take the role of the Slayer.

Introducing: Patrick Riley

Player: Stef
Clan: Caitiff, **Generation:** 11th,
Nature: Rebel, **Demeanor:** Martyr
Disciplines: Protean ●●●, Potence ●, Fortitude ●

Hunted and ostracized, having sacrificed himself to save his son. The Tremere had set their eyes on a young man with potential. Before they could get to him, his father stepped up. After treachery and a deal with the devil, Patrick found himself Embraced by the pursuers he wanted to keep away. Still, they hunt him, but he remains one step ahead of them by keeping himself well-informed.

He will take the role of the Fool.

Introducing: Sheila Victors

Player: Lotte
Clan: Gangrel, **Generation:** 13th,
Nature: Survivor, **Demeanor:** Traditionalist
Disciplines: Animalism ●●, Protean ●●●, Fortitude ●●

Originally a forester in Wales. She follows the Path of the Feral Heart. She wants to witness the Beast in its purest form on earth. Stray dogs are attracted to her, and at any time three follow her around, exchanging blood with their master. Embraced fairly recently.

She will take the role of the Devil.

Introducing: Kip Barrel O'Marvin

Player: Mark
Clan: Ventrue, **Generation:** 9th,
Nature: Rogue, **Demeanor:** Penitent
Disciplines: Presence ●●●●, Dominate ●●, Fortitude ●●

Pretending to be a devout Christian vampire, once a mortal sinner but seeks redemption since the Embrace. He believes himself a Sword of Christ, which all Cainites ought to follow. “When the Antediluvians rise, every false sword will be cast down,” he preaches. In fact, this is Brian Milov Parker. He also hides being a Ventrue. His retainer is called Sam.

He will take the role of the Anathema.

be released, could make the character more powerful, could enter into the character and impart knowledge hitherto untold on earth. The whisper told the character to come here, listen, and follow.

Tarot card: the Devil.

Ancient History

Gives the character the goal of getting a first-hand account of this history. The character knows of Mesopotamian history, knows the goddess of chaos, darkness, and evil made a manifestation for the Babylonians around a millennium B.C. and believes that right until 500 A.D. she remained an influence on earth.

Tarot card: the Scribe.

Wildcard

One character is introduced late and knows of all the parties hunting the characters. He or she may tag along, and claim or ruin any of the above goals.

Tarot card: the Fool.

April 1st, 1991

After our set-up to eradicate Evan failed, Marvin found Final Death at the hands of a demon. I was sentenced to Final Death as well, but a few words about redemption aimed at Khalid changed his mind and he put me on a boat instead. Redemption may not be such a bad idea. I find it continuously harder to fight the Beast. Still, Khalid seized our domain... I will take it back from him, no matter the cost. Portia, the mysterious Toreador 'neonate' appeared on deck yesterday. She told me I was free to go, but that I would return to her when she has need of me. This is excellent. It can only mean I still have allies remaining in Chicago. I shall start working on my comeback immediately. First, I will need a new name and identity.

Brian Milov Parker
 Abram Kelvin Prior
 Kalman Prober Irvin
 Blake Marvin Prior
 Kip Barrel O'Marvin

Yes, that will do.

January 24th, 1992

Dublin is utterly dull, perfect for taming the roaring Beast inside me. I assumed the identity of the 'Servant,' pretending to believe I am the Sword of Christ and fighting in his name. To other Kindred, I tend to try preaching about some 'Antediluvians' that are going to rise and that when they do "every false sword shall be cast down." When they ask after my clan, I answer 'Christian'. Everyone puts me down as some strange Malkavian. No one asks any further questions since they know I would only talk utter bullshit in response. I just have to be careful to keep Al's presence a secret. He now serves as my ghoul and the only stable source of blood. We agreed his name is Sam, now.

September 13th, 1992

Actually giving to the poor and needy has helped in keeping my Beast at bay. So far, so good. Last week my interest was piqued by a rumor: an ancient vampire by the name of Tiamat lies in torpor somewhere here in the United Kingdom. Surely, rising in generation will increase my chances for power in Chicago. If Portia is powerful enough that she can get me in the city without having me killed instantly, I suppose she can work off the taint of diablerie as well. Through an internet bulletin board, I have established contact with four other Kindred, seemingly also interested in what is sleeping below this land's soil. We are going to meet in secret in a pub in London. A damn dangerous place for me to be with so many Camarilla about though it is. I hope to leave as quickly as possible.

Prologue

The characters all meet in a dark bar in London, hiding from the local Kindred. Some of them have met on the road earlier to learn of one another. Now, the meeting they have been planning is held in great secret. Let the characters exchange however much they want about what they know. Slowly, this may lead them to their first lead: Antoine. Before they do, however, a gypsy saunters over to their table and promises to tell the characters' fate in exchange for money. The characters may humor him, until he asks for one hundred pounds. It's a good deal, he says, for knowing your fate. Lay down the tarot cards assigned to their intentions for the players, upside-down if the characters don't pay.

The Wildcard enters later, warning the characters as a stranger looking out for their interests, about a Justicar being in town. They should lay low and get out of sight.

October 3rd, 1992

Thankfully, I made it out of London in one piece, only getting my clothes wet. Rumor had it that a Justicar was in the city! My newly found coterie seems to be equally happy to leave. We are a very peculiar bunch, the five of us. The one who called himself a 'Rat' appears to



be a Gangrel by the name of Anthony Archer. He is angry at the Tremere for having wounded him severely with some ancient sword. Apparently, he wakes up every evening with his bowels on the outside of his body. In a little scuffle we had back in the city, he acquired this sword, making him both a very powerful ally as well as a dangerous enemy.

Another coterie mate, Sheila Victors, is a Gangrel as well, though 'dogwoman' would describe her best. She looks feral, possesses a dog tail, and hasn't figured out how to utilize clothing. I have never seen such a wild Kindred, not even in Milwaukee. Patrick Riley, on the other hand, looks as regular as can be. He tells us he is a runaway Tremere. It seems that we are united by a hatred for this clan. Lucille Grenat, a richly dressed woman claiming heritage from the Ottoman Empire, is the first Lasombra I have ever encountered. That is, if Lanzo's claim to be Malkavian was true. When we had to make the

Thames our haven for the day, I noticed Lucille's hands bled constantly. Lanzo had always been keen on keeping his hands well covered...

Alas, back to Europe. After we introduced ourselves in the pub and had a cheerful round of fortune telling, Patrick told us we had to run, and so we did. After running a few blocks, Anthony felt something inside of the Thames and decided we should jump after it. On the bottom we found a fat frightened Malkavian who for some reason owned the ancient sword Anthony was looking for. Lucille dominated him to give it to her, and gave it reluctantly to Anthony after he began begging on his knees. Then, he demonstrated the effectiveness of the sword on Antoine the Malkavian. We slept on the bottom of the Thames that day.

The Gangrel have strange methods to figure out where they need to go. Anthony showed up with a map, which

he claimed he drew after having fed from a cow. There was a big cross southeast of Edinburgh, which is where we are headed now. Ever since we left, the same car keeps appearing behind us. Perhaps it is time for Anthony to make a demonstration of his sword again.

The stalker appeared to be the sire of Patrick who came to claim the sword back for his beloved clan. We approached him, but he ran off after casting a wall of fire between himself and us. Let's hope we won't see him again.

October 9th, 1992

Oh praise the Lord for acknowledging his true sword! God has bound the soul of Jesus Christ himself to mine! There cannot be a greater blessing. Jesus now travels with me on my shoulder, telling me His will and empowering me in the process! I shall write down how it came to be, for these words shall become a Testament in their own right.

After a short journey, the Servant and his four apostles arrived in a gloomy landscape near Edinburgh. They did not know the road and thus wandered long. Anthony looked up to the dark sky and saw the road to the barrow described in the stars. The apostles rejoiced and continued their way. On the road, the Servant saw Anthony feeding from a child. What was the Lord intended to be the subtle way of sustaining a Kindred's unlife, was now a terror to behold: the child was struck in agony by the fangs of Anthony! The Servant spoke upon Anthony: "Thou, reincarnation of Judas, shall not feed from men, for thy kiss is poisoned by corruption!" But the Servant's commandment fell to deaf ears. "Thou shalt regret



your decision when judgment is upon you, Anthony..." he promised.

When the coterie finally arrived at the barrow, they found gigantic, heavy doors waiting for them. The apostles gathered their strength and opened the doors forcefully, after which they found a rune on the inside of the heavy doors. The rune was shaped like a sun with a crescent moon inside, and had been placed there to keep something inside. The Servant was now certain something very powerful was waiting for them. The coterie proceeded through corridors filled with spear and fire traps, all too old and rotten to pose a threat. The corridor ended in a large room, its walls, ceiling, and floor all covered in bones. Suddenly, a skeletal wolf made its appearance and attacked the coterie! The Servant and his apostles were empowered by their quest for Christ and they would not

be deterred! They struck it down. The apostle Lucille found a hidden door underneath the bones and the coterie continued.

In the next room, they found an ancient tomb, covered with a heavy lid of slate. The coterie discussed amongst themselves what to do with what lay underneath. Apostles Lucille and Sheila suggested they should awaken it, but the Servant found it far too risky. The Servant knew that knowledge about Christ is best transferred by blood, and thus the coterie smashed the slate and the Servant drained the woman underneath. After a long drink she turned to ashes and the Servant felt the power of the blood flowing inside him. However, when the Servant looked deep inside the blood, he found only the life of a common farmer from ancient times. Inside Anthony, Judas was in rage, roaring from disappointment. Anthony lost control and started to attack the Servant himself. He was so strong the Servant was forced to find a way out of Anthony's reach. He then found another piece of slate underneath the remains of the drained woman and smashed it. The Servant jumped inside, with all of his apostles now joined in with the rage of Judas. The Servant kept running through a dark cave while the enraged apostles kept slashing at him. The longer the Servant ran, the smaller the cave became until the walls were so close he could only crawl. It was only when all of the apostles were crawling that the rage of Judas came to a halt. The somewhat calmed coterie combined their efforts to search for a way out of the dark cave. They came upon a grotesque room not filled with bones, but human bodies all attached limb to limb. The coterie had not yet recovered from the horrifying sight when the room began to tumble all by itself. The coterie fell and found on a wall yet

another door to the next place in the dark underground.

The Servant and his apostles now entered the Ziggurat, a vast black cavern, its ceiling and floor covered with stalactites and stalagmites. "That there exists such beauty only shows how glorified God is in his creations..." the Servant proclaimed. In the middle of the cave, the coterie approached a giant sarcophagus. It was the true resting place of Christ himself. When the coterie gently lifted the lid of the sarcophagus, an enormous torrent of dark blood erupted from the ceiling! The woman's body inside drained it all and began to rise in the air, arms and legs stretched, screaming in protest! Anthony's ancient blade began pulling towards the body all by itself. He was struggling to keep the blade from flying from his hands. The Servant hesitated for a moment, then jumped on the screaming body in an attempt to release Christ inside by draining the body. The Servant was flung away by the screaming body and hit the wall violently. With the Servant now out of the way, Judas told Anthony to release the sword, and it was so: the sword flew and hit the body right in the heart. The Servant could only watch the display of what he presumed to be the Final Death of Jesus Christ. An explosion followed and a spectral apparition flew high to the skies through a hole in the ceiling. The Servant watched in despair how Jesus Christ took His leave from the earth, never to be seen again. Anthony was now fully possessed by Judas and thus the Servant chose to hide from his grasp in the cave. The fallen apostles left the Servant behind in the darkness and made the climb through the hole in the ceiling. The Servant waited a full day, to make sure Judas and his fallen apostles would surely have taken their leave from the land. The Servant cautiously climbed to the

ceiling and when he stuck his head from the hole in the fresh night air, Judas was staring him right in the eyes. What followed was a slaughter; the wrath of Judas was not to be stilled. The Servant was turned to ashes and Judas now left the lands. There, the ashes lingered but did not scatter.

Soon after, God revealed his plan! Christ had not departed the

earth, He was merely released from His ancient sleep. He saw what the Servant had done for Him, and brought the Servant back to life, binding Himself to the Servant in the process. The Servant has now become the true Sword of Christ and he shall bring His judgment to the foul and wicked.

Demonic Inhabitation

All demons, when they enter the world of the living, require a vessel. Upon release, they are soon torn back to the darkness where they belong unless they can find somewhere, someone, to latch unto. Invariably, those who become possessed are those on the edge of life. Attempted suicides or near-fatal car crashes are often the way it seems to go down.

When Kip is torn apart, the same holds true for him. Drakonskyr is able to inhabit him and keep him intact on the brink of being blown to the winds. Where Tiamat was a strong vessel, weaker beings cannot contain a demon as strong as the Dragon, however.

The Earthbound cannot endure for long in a body. What the Dragon needs, is a reliquary. The Sword of Nul is already prepared for such inhabitation.

Kip stalks Anthony and takes his revenge, guided by the Dragon's words. He reclaims the sword and leaves Anthony in pieces.

Ultimately, his experiences have caused a split-personality derangement where Brian remains unaware of the possession.



Prelude to a Red Moon

This was a prelude to **Under a Blood Red Moon**, again played as a short interlude. The characters from the main Chicago plot fell into torpor in April 1991. Only Graham Fearghasdan and Lanzo Orsini remain awake. While they pursued their own ends, new threats were built up. This story, then, focused on what happens up to 1993 from the perspective of a local pack of Garou.

The players were to design their pack from the ground up. They live somewhere outside the cities near Chicago or Milwaukee. Each character also needed a personal research, hobby, or goal to commit to over downtime.

Below are the storyteller's notes of the time, appended with sidebars in which Roxanna's player, Lotte, worked out a diary on her character's experiences.

Players' Choice

The players decided on a pack of werewolves living together in a large country manor, built in the old colonist wooden cabin style. They are wealthy and have been gathered by their family father-figure, Albert Viktor, from all over the states. They preserve a branch of dwindled Wittelsbach bloodlines, who have wolf blood from a distant ancestor. They were admitted into the Silver Fangs, while this ancestor's precise identity remains unknown.

*"Fight the Wyrn—wherever—whenever."
~ Diary of Roxanna von Wuzelburg, Silver Fangs of the Wittelsbach family*

August 8th, 1992

What the fuck... What is it with the people these days?! I mean, you can't just walk up to somebody and say: "Hey you, you're a werewolf, right? Now come with us please 'cuz we're you're family."

That's just not how things work right?! Like it's that easy to just instantly give up the life you're used to. I've still got no idea what came in to me today, because, believe it or not, they actually convinced me to come with them and even... to live with them... Really: how did this happen? Is this what they call "fate" or "destiny"? Bullshit. I'm not sure what to make of this, all I know is that I've still got my like so I can leave whenever I feel like it.

Introducing: Selma Wittelsbach

Player: Ria

Breed: Homid, **Auspice:** Ahroun, **Tribe:** Silver Fangs

Gifts: Smell of Man, Lambent Flame, Razor Claws

Selma is the youngest of the pack, a wild spirit still going through puberty. She spend a lot of her time building on the pack's totem.

Introducing: Kelvin von Kessel

Player: Stef

Breed: Homid, **Auspice:** Ragabash, **Tribe:** Silver Fangs

Gifts: Persuasion, Lambent Flame, Blur of the Milky Eye, Taking the Forgotten

A performing illusionist picked up in Las Vegas, Kelvin was the first Albert Viktor found in his search for distant familial ties. He makes money for the pack by performing on stage.

Construction

The characters return from their moot as a recently instated pack of the Silver Fangs. They go about their regular business until they discover a neighboring cabin is being torn down. In its place, some kind of warehouse is being built for a company called Pinnacle Industries. They notice a foul smell of corruption, corroborated by

November 14th, 1992

For over two months I've lived with those I call my family nowadays. We're restoring the cabin that forms the center of our territory. I made myself useful in protecting our domain by patrolling the borders.

A couple of days back we noticed a construction taking place nearby and we're worried because the whole shitty place smells like Wyrn. As Lupus, we searched the area and damn... the stench was unbearable. It nearly drove me crazy. Anyway, our suspicions were undoubtedly confirmed and the four of us now have to decide on what our next course of action will be. I say we burn the whole place down or something, but of course no one's in for a little fun. No, according to Albert Viktor and the others this "problem" has to be solved "honorably" and according to "the law". I doubt honor or any law will be of help against this kind of filth...

Introducing: Albert Viktor Wittelsbach

Player: Minkers

Breed: Homid, **Auspice:** Philodox, **Tribe:** Silver Fangs

Gifts: Smell of Man, Falcon's Grasp, Scent of the True Form

Albert Viktor is the father-figure of the pack. He gathered the rest together and managed to gain the approval of the Silver Fangs tribe. To this day, he still traces the family lineage to find out more about their line.

Introducing: Roxanna von Würzburg

Player: Lotte

Breed: Homid, **Auspice:** Ahroun, **Tribe:** Silver Fangs

Gifts: Master of Fire, Falcon's Grasp, Falling Touch

Roxanna is the most recent addition to the pack. Before that, she was a nomad biker. Now, she patrols and protects the perimeter of the territory.

their falcon totem's findings. While they petition for the building's removal, three Bone Gnawers (Dash, Burst, and Hearken) on a path to their initiation come to their door asking for endorsement in return for aid in their problems.

The Bone Gnawers can investigate in the city where Pinnacle Industries has an office. If they do so, they interrogate an executive called Earl until he starts repeating: "Lama-i-yah... Lama-i-yah..."

The characters may offer the Bone Gnawer's tribe leader in Chicago, Black-Rat, their support for this young

December 29th, 1992

Goddamn ugly Bone Gnawers from Chicago showed up at our place a few days back. They came to beg us for some kind of vouch or something. In return for our recommendation we've sent them off to find more information about the construction workings. The company's headquarters were somewhere like Indianapolis. They came back with some facts they got out of them by force. About time, somebody had to pay...

January 3rd, 1993

Apparently we're going to Chicago to help these nasty Bone Gnawers once again. The stupid fucks got some problems they can't deal with on their own... of course... The only good prospect is that I at least get to ride my bike again, damn that's going to be nice.

pack and continue on their new trail of clues surrounding Pinnacle and this entity called Lama-i. While the characters' researches into this matter then all turn up nothing, the construction next door continues.

Snakes on a Boat

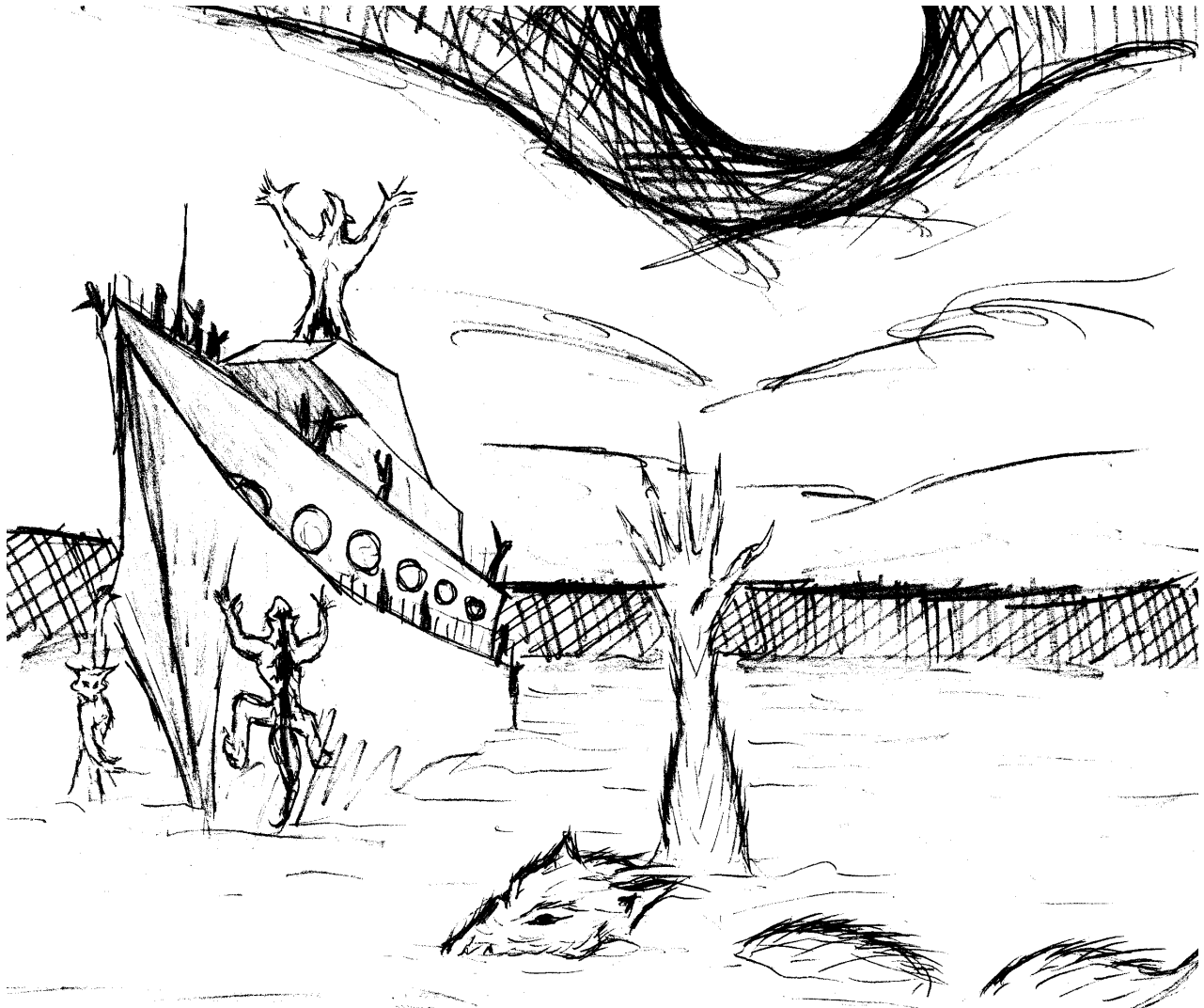
The characters are contacted by the pack they helped come to fullness. Their Kinfolk have slowly been descending into a pattern of drug abuse and prostitution. It dishonors the werewolves to admit this, but it has been going on for a long time, and even some of the Bone

Gnawers have descended to this substance abuse. Now, the drugs seem to be laced with something that's killing their family, and causing frenzies among the werewolves.

The characters' aid is requested in helping investigate in Chicago. Dash, Burst, and Harken are the only ones not addicted to the stuff, it turns out. When the characters arrive, they will need to suppress Black-Rat from a frenzy as the Wyrms takes hold in him.

Afterward, the drugs can be traced to local dealers, who will tell the characters anything they want under pressure. They get it from a distributor called the Ophidian. This dealer is a Setite ghoul, who works for the Cult of Sekhmet on the cruise ship on Lake Michigan.

The characters may decide to attack, as is just. They can climb aboard and cause a havoc, except that when they arrive, a party is going on, with people everywhere. Delirium can drive these people away, however. Below deck, depictions of snakes and Egyptian art is littered everywhere. The floors are strewn with sand and snakes prowl hidden under it, biting the invaders. Eventually, the characters may find the heart of the cult, where three Setite



January 4th, 1993

I've never been to Chicago. Now, I know I haven't missed a goddamn thing... What the hell is this place? Wyrms spread to every corner of this godforsaken city and the kin here don't even seem to care! Maybe they stopped noticing it due to their obviously clouded gaze.

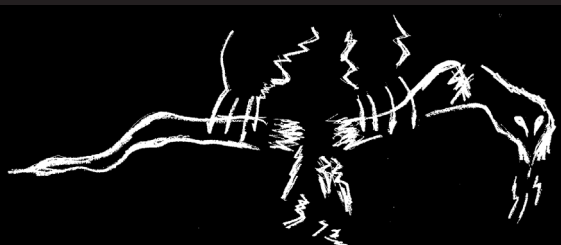
Hang on, they need me.

Drugs?! The fucking problem is... drugs?! Is this what we came all the way to Chicago for? These lowlife creatures disgust me! This whole diseased city is corrupted and it reeks of Wyrms. I've never seen Garou with such a lacking of dignity. What were they thinking? And now I guess we're here to do their dirty work right? Well I'm just so eager to help...

Shit, gotta stop writing. They need me again.

We killed 'em all! Filthy vampires! We ripped their throats out and shattered their spines! They didn't stand a chance. We crushed them with our bare hands! We destroyed the ship and every last drug-corrupted soul on board deserved what they got tonight.

But what the fuck was wrong with these cadavers?! First we found a room full of sand and disturbing Egyptian-looking signs and artifacts, and then the filthy creatures themselves.... they turned in to snakes as thick as a woman's thigh before our eyes with poisonous whip-like snake tongues unlike anything I've seen before. We overcame them brutally and after the fight we killed one of their 'ghouls' in our rage as well. She was cowardly sitting in a corner of the room. We all agreed: it was her lot to die then and there. She screamed until we ripped her head off.



women led by Aniyah make a last stand. The characters may find stores of drugs below deck as well.

The Garou History of Chicago

After saving the Bone Gnawers, Lamar "Needles" Graham takes the characters to report to the Fanum in Chicago, where a delegation of Uktena offers them shelter in their domain from any Leeches getting wise of werewolves in the city. They are told that while they were rampaging through the city, an attack by unknown werewolves was performed on a local gathering place of

January 5th, 1993

The Bone Gnawers invited us back to a special kind of place, a building called the Fanum, for a meeting with the Uktena. We've been stuck here for a whole day now. We were allowed to follow some classes and I was taught about the history of Chicago and some more bla, bla, bla.

There was word from the Cadaver Prince: a Blood Hunt had been announced on all our kind in the city. Turns out, it's Black Spiral Dancers that attacked some kind of vampire hangout. Eventually, the Uktena decided on a total lock-down in the Fanum. We just wanted to get the fuck out of Chicago, so they're letting us leave now, during the day.

the Leeches: the Succubus Club. The Cadaver Prince has declared war against any werewolves seen out at night. While here, they are read histories of their territory, of this location. Read the Garou History of Chicago from **Under a Blood Red Moon** to the characters, as if told over a long time. Replace the name of Menele with 'the Spartan' and Helena's with 'the Trojan'. During the day, they may make their journey out of Chicago.

Lama-i

When the characters return home again, they are shocked to discover the foul scent is strong and has polluted their very home. Something was in their territory. Next door, meanwhile, the construction has progressed and the building's wall and roof stand. Their totem warns them of a strong spirit's presence in the Umbra.

In the warehouse, Mr. Robinson, a Black Spiral Dancer, is waiting for the characters.

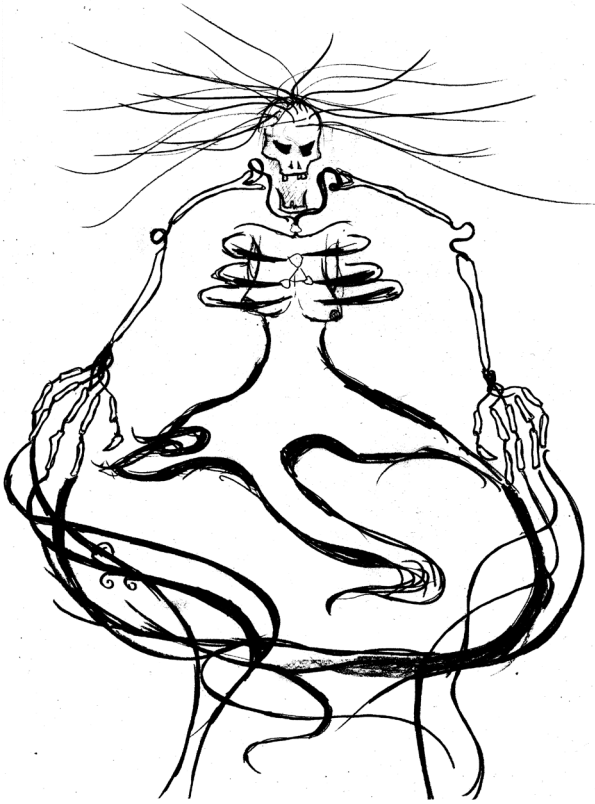
Mr. Robinson

Strength ●●●●, Stamina ●●●●, Brawl ●●●, Rage ●●●●●, Gnosis ●●●, Willpower ●●●●●, Toxic Claws, Wyrms Hide

After he is defeated, he begins to sing "Lama-i-yah... Lama-i-yah..." before dying in a pool of taint. A screech from their falcon totem alerts the characters that the spirit is still present in the Umbra. All around them, the characters see boxes and crates with children's shampoos. They must attempt stepping sideways to see a hideous, stretched and dismembered figure of a terrible woman, whose fingers like tendrils drip a poison, clearly evident here in the spirit realm, over all the bottles. She is Lamia, a child killer.

Lamia

Willpower ●●●●, Rage ●●●, Gnosis ●●●●, Blighted Touch, Corruption



To the Red Moon

Over a week later, the characters hear from Chicago again, from Lamar "Needles" Graham. The Fanum was attacked by vampires. Everyone is either missing or dead. The Jupiter Celestine is out and causing the sky above Chicago to burn red with lightning. A moot is being called by Shadow Lords, for every werewolf in the area to assemble as they prepare for war on Chicago.

January 6th, 1993

It was those filthy fucking Black Spiral Dancers again! They were the ones responsible for the foul Wyrn-tainted construction near our territory. The smell had gotten ten times worse since we left and it sickened us so much that everybody finally agreed with me to fucking do something! At last they heard me out, but damn they took their time!

Anyway, it turned out that the source of all this corruption was a vile child-killer named "the Lamia". I've never witnessed anything so gutless, so cowardly. It's impossible to express in words how GOOD it felt to finally put an end to its foul practices. I just know the others felt it too, even if they believe themselves to be oh so honorable.

Yeah right...



January 7th, 1993

We received a call. The Cadavers attacked the Fanum. The Shadow Lords have called a moot. They're gathering EVERYONE. We all know the time for words has passed, however. It's killing time! This time, we're not leaving Chicago until every last Leech is FUCKING DUST!



HISTORIES VI: ON DRAKONSKYR

From Darkness

Over five millennia ago, something stirred in the darkness where demons writhe. With ancient tablets, a greater demon was called to the world of the living. It narrowed its eyes and gazed through piercing slits at a ziggurat in prehistoric Sumer, where a vampire called Lantla begged its assistance in defeating a warlord from the west.

She called it Drakonskyr and it remembered the destruction it had caused to bring about that name the last time it had surfaced. Eager to resume its duty of annihilating all that lay in the world above, it taught Lantla to craft a sword that would defeat the invader. Then, she called it forth into her own world and let it possess her very body.

When Drakonskyr saw through the vampire witch's eyes, it reveled in the abilities it possessed and ensured Lantla bound it to the sword she had crafted. Drakonskyr did not intend to return to the darkness this time. Lantla was pushed to the deepest recesses of her own mind as her demon set to work, starting with the diablerie of her sire.

When Urlon of Uruk, the Western warlord, came to the city of Ur, he did not stand a chance. With one fell swoop of what people had called the Sword of Nul, he lay dead. Lantla's body went on to slaughter Uruk's people and the

people of Ur indiscriminately, until nothing but spilled blood was left around the ziggurat.

Drakonskyr walked to the edge of the river Tigris, where it intended to make its escape with the sword and wreak havoc upon the next city. Lantla, by now horrified, had paid attention to what bound the demon to her, however. After the sword was thrown into the river, she held on to the thrashing creature inside her.

Drakonskyr's power diminished as it was separated from the sword. Lantla succeeded in keeping the demon inside herself, containing it from release into world. Drakonskyr could still control Lantla's actions, however, and the two battled for nights on end in the ziggurat, until neither could prove independent of the other.

To Darkness

Drakonskyr forced Lantla to ever greater acts of torture, at first in an attempt to make her want to release the demon. Later, Drakonskyr decided it could pursue its purpose from within her. They travelled and all they left behind in their wake was destruction. The Babylonians began worshiping the creature of their union and began calling Lantla by a different name, revering her as the goddess Tiamat.

Worship strengthened Drakonskyr and spurred it on across nations. After causing Assyria's fall, they journeyed further west. It was after the fall of Rome that Lantla

assumed control one last time. Over nights, she succeeded in suppressing the demon long enough for her to journey across the Alps, through Gaul, and on to the island of the Britons.

There, Lantla subdued an entire people to build for her a tomb. Drakonskyr thrashed, helpless, until it came to completion. Then, Tiamat fell to sleep of ages, concealed and isolated from further harming the world. Slowly, however, it began to call out to its sword, influencing the Fates so that it might eventually make its way back to the Dragon.

The Dragon

The true history of Drakonskyr goes back further than its actions as Tiamat. In fact, its history goes back to the beginning of Creation. Even it does not recall that time, however. Drakonskyr has long forgotten that it was once a member of one of the Celestial Houses. It was an Angel of Death, charged with the melancholy duty of undoing the

work of other angels. It was for him to end lives and erase great works so that others might follow in their place.

Eventually, however, like many other angels, the Dragon fell and became what it is today. A corrupted, confused entity is what remains. All it knows and all it does is what it can: destroy. The Dragon is a purposeless slayer, blind to the future, believing all will be made better if what exists now is torn down.

Drakonskyr

Nature: Destroyer

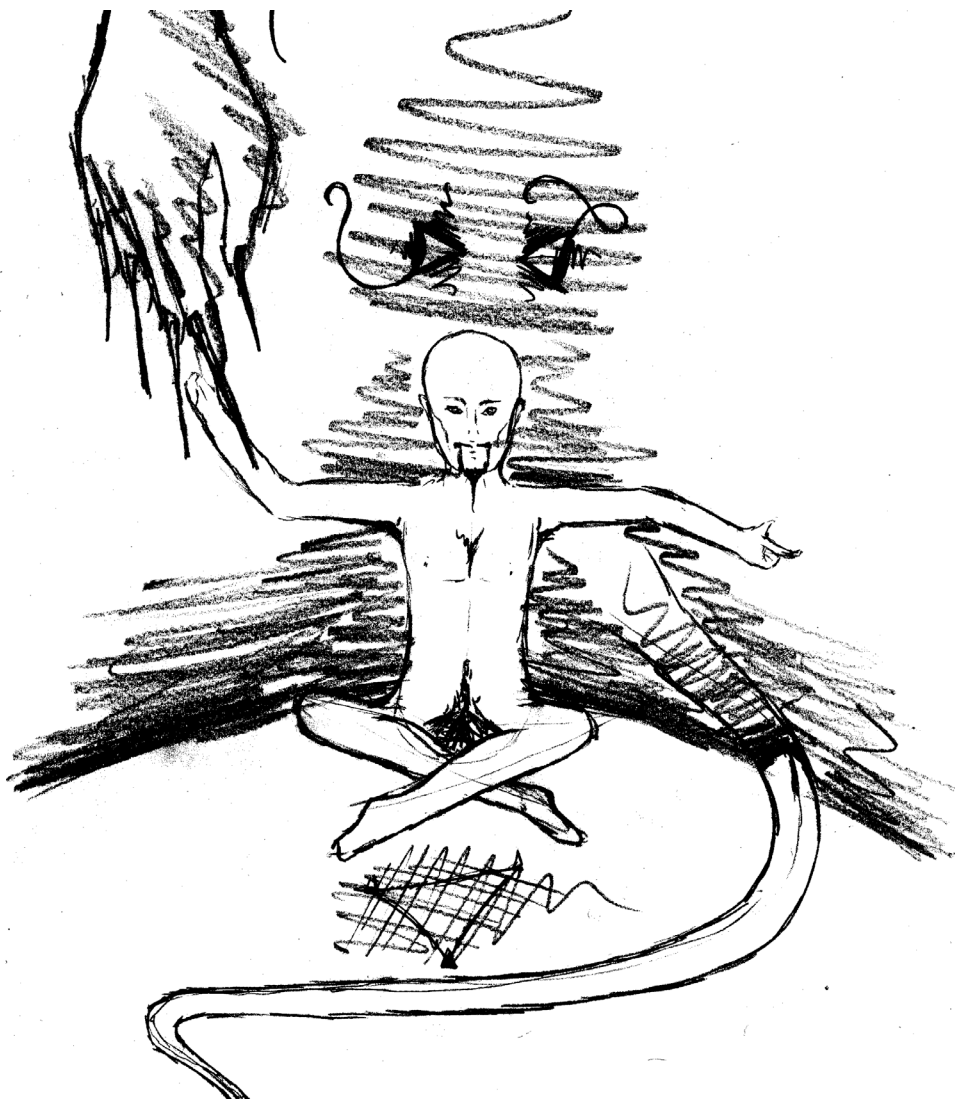
Demeanor: Destroyer

House: Halaku (Slayers)

Reliquary: the Sword of Nul

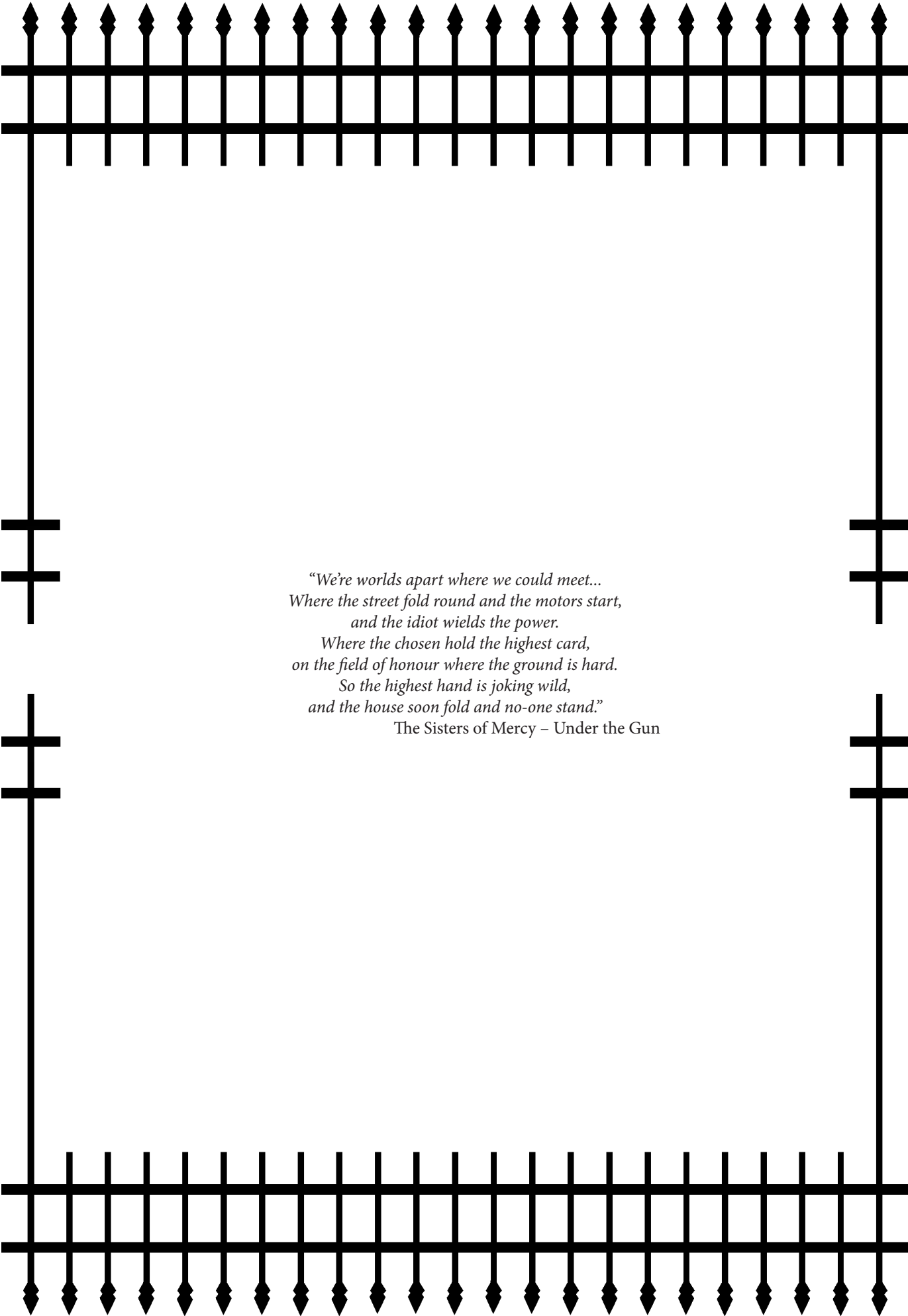
Lore of Death ●●●●●, Lore of Chaos ●●●●●

Faith ●●●●





ARC IV:
RAMPAGE &
REVOLUTION



*“We’re worlds apart where we could meet...
Where the street fold round and the motors start,
and the idiot wields the power.
Where the chosen hold the highest card,
on the field of honour where the ground is hard.
So the highest hand is joking wild,
and the house soon fold and no-one stand.”*

The Sisters of Mercy – Under the Gun



ACT V: THE RAMPAGE

21st December 1992

On the other side of the Atlantic Ocean, two Tremere from different chantries meet in Vienna to try to improve their situations. Avfyra Grundare has arrived here from the Paris chantry; Archibald “Archer” Radigan has arrived here from the London chantry. The two have worked together before to mutual benefit. Both find their progress in their home chantries hampered and decide to seek promotion elsewhere.

23rd December 1992

Avfyra and Archibald obtain Vienna’s leave to reopen a cold case. On the 15th of March, 1991, one of the mother chantry’s best Gargoyles, Ublo-Satha, was sent to Chicago to both support and inspect the chantry there. Reports later came from Chicago suggesting the Gargoyle’s disappearance, but all word on the situation has been evasive.

29th December 1992

The two Tremere dignitaries from Vienna arrive in Chicago and are welcomed by Nicolai’s chantry. It is impressed upon them by the local Regent how Chicago is an overcrowded city where Kindred are concerned

and how it was not easy to guarantee their welcome stay. After the ceremony, Garwood Marshall shows Archer and Avfyra to rooms they may use as havens. They are to make themselves comfortable. Later this night, Dusable will receive them to hear about their business here. The two visitors cannot help but notice a peculiar theme in the chantry’s imagery, returning in everything from the wallpaper to the ornamental staircase railing: a serpent coiled around an egg.

When the two Tremere meet with Dusable, they present him with what they need to know about Ublo-Satha. Dusable tells them the Gargoyle was sent from Vienna to aid this chantry close to two years ago. He says that on the 22nd of March, 1991, she suddenly broke free, denying her Tremere overlords their authority, and met Final Death on the way out of the chantry. “Vienna was alerted of this outrageous breach,” he finishes, “why on earth are they interested only now?”

To confirm his story, Dusable shows them the traitor’s ashes and tells them he regrets their stay in Chicago will prove to be a short one. The dignitaries’ careful inspection then reveals, however, that these ashes do not belong to Ublo-Satha, but another Gargoyle.

Dusable offers the two envoys anything they require to pursue this lead, starting with a ritual to locate Ublo-Satha if she is indeed still in existence. The chantry keeps blood samples of all their subjects. He prepares a piece of slate, inscribed with the last of Ublo-Satha’s own blood. If

the slate is split, the inscribed pattern will become visible to the user among the stars, guiding them to the blood's source.

Lastly, Dusable suggests the dignitaries inform the Sheriff of their intentions. Their 'new one' is quite strict about such things, he says. Avfyra and Archer do just that, and meet Graham. Decker sends his Hound to accompany the Tremere on their search. All the while, Dusable is stalking them.



30th December 1992

Avfyra, Archer, and Graham break the slate seal and follow a constellation of stars to a cemetery near the University of Chicago. It's large enough to comprise several blocks and has private roads all throughout. A large, brick wall surrounds the premises and only one guarded gate allows entrance. Avfyra attempts to Dominate the guard on duty, but fails. They do notice two distinct camera feeds behind the desk: one looking out from the guardhouse, another looking down over a particular mausoleum's entrance. From behind tinted glass, they circle through the whole length of the cemetery to find this particular mausoleum. Remembering where it was, they simply keep driving and leave again.

31st December 1992

† Changes, The World Egg

The two Tremere share what they learned with Dusable, who advises caution. Avfyra, in particular, exercises great tactfulness in her conversation with Dusable and gains his trust after all. She and Archer realize there is potential for promotion here in the New World like they could not find in their home chantries. When they express they might wish to remain in Chicago and serve this chantry rather than Vienna's, Dusable hints at the researches going on in their chantry, that they are developing Thaumaturgical paths around two forces that comprise the entirety of existence. These concepts are derived from the mythology surrounding the World Egg.

Dusable's Intentions with the Intruders

At this point, Dusable is extremely suspicious of the two Tremere. He would actually see them dead and removed for prying in his affairs. Since 1991, Dusable has remained convinced Ublo-Satha was hiding a powerful vampire inside the chantry. He already knows the Gargoyle is still around, but has not shared this with anyone. He believes Ublo-Satha guards an ancient to this night, but knows better than to march up to them. Dusable has been biding his time and intends to use the dignitaries to spring what he expects to be a deadly trap. If they don't survive, he won't mind.

Introducing: Archibald 'Archer' Carlyle Radigan

Player: Stef

Clan: Tremere, **Generation:** 10th, **Nature:** Fanatic, **Demeanor:** Bon Vivant

Strength ●●○○○	Charisma ●●●○○	Perception ●●○○○
Dexterity ●●○○○	Manipulation ●●●○○	Intelligence ●●●○○
Stamina ●●○○○	Appearance ●●●○○	Wits ●●●○○
Alertness ●●○○○	Animal Ken ○○○○○	Academics ●●●○○
Athletics ●○○○○	Crafts ●○○○○	Computer ○○○○○
Brawl ○○○○○	Drive ○○○○○	Finance ○○○○○
Dodge ○○○○○	Etiquette ●●●○○	Investigation ●○○○○
Empathy ●●○○○	Firearms ○○○○○	Law ○○○○○
Expression ●●●○○	Melee ○○○○○	Linguistics ●○○○○
Intimidation ●○○○○	Performance ●○○○○	Medicine ○○○○○
Leadership ●●●○○	Security ○○○○○	Occult ●●●○○
Streetwise ○○○○○	Stealth ○○○○○	Politics ●●●○○
Subterfuge ●○○○○	Survival ○○○○○	Science ●●●○○



Specialties: Manipulation (persuasion), Intelligence (book knowledge)

Disciplines: Dominate ●●, Movement of the Mind ●●●

Backgrounds: Allies (freemasons) ●, Contacts (freemasons) ●, Generation ●●●, Influence (freemasons) ●●, Mentor ●●, Resources ●●●●

Virtues: Conscience ●●●●, Self-Control ●●, Courage ●●●●
Humanity ●●●●●●●, Willpower ●●●●●●●

Background

Archibald never professed faith in the biblical God, but believed there must be a greater force, an architect of sort. It was his belief that the needs of the many came before the needs of the individual. His opinions evolved into an interest in politics over time.

It was his belief that progress in society went hand in hand with progress in the sciences. This combination of priorities eventually garnered him a place in the Masonic Order. His work with the Freemasons then later bought him the attentions of the Tremere. If he has had one flaw all this time, it is that he is an utterly sore loser.

Appearance: bright blue eyes, young, well-groomed, well-dressed, always a hint of blue in his tie.

Feeding habits: Archibald prefers to feed from well-groomed people. Also, he judges their worthiness more by intellectual prowess than physical brawn. He tends to test his victims with a stimulating conversation beforehand.

Havens: Archer uses the chantry as a haven. His personal room is well-stocked on reading material and remnants of astronomy and physics experiments.

Introducing: Avfyra Grundare

Player: Lotte

Clan: Tremere, **Generation:** 9th, **Nature:** Celebrant, **Demeanor:** Rogue

Strength ●○○○○	Charisma ●○○○○	Perception ●○○○○
Dexterity ●○○○○	Manipulation ●○○○○	Intelligence ●○○○○
Stamina ●○○○○	Appearance ●○○○○	Wits ●○○○○
Alertness ●○○○○	Animal Ken ○○○○○	Academics ●○○○○
Athletics ○○○○○	Crafts ○○○○○	Computer ○○○○○
Brawl ○○○○○	Drive ○○○○○	Finance ○○○○○
Dodge ●○○○○	Etiquette ●○○○○	Investigation ●○○○○
Empathy ○○○○○	Firearms ○○○○○	Law ●○○○○
Expression ○○○○○	Melee ○○○○○	Linguistics ○○○○○
Intimidation ●○○○○	Performance ●○○○○	Medicine ●○○○○
Leadership ●○○○○	Security ○○○○○	Occult ●○○○○
Streetwise ○○○○○	Stealth ○○○○○	Politics ○○○○○
Subterfuge ○○○○○	Survival ●○○○○	Science ○○○○○



Specialties: Appearance (impress from up close), Wits (enigmas)

Disciplines: Auspex ●, Dominate ●, Lure of Flames ●●●, Path of Blood ●●

Backgrounds: Generation ●●●●, Mentor ●●, Resources ●●●

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

Humanity ●●●●● ●, Willpower ●●●●●●●●●●

Background

Viola was born in Norway, 1850. Her father was harsh, as was life in the cold stretches of the north. She rebelled with a passion, disfavoring the church's doctrine and starting her own cult of witches, promoting power over men. When her fervor cooled down in later years, she became a dance instructor and contributed to community service.

By the time she was growing old, Viola felt an overwhelming desire to leave a legacy behind in the world. She turned back to the occult when a figure claiming to be the trickster god Loki approached her cult. Viola saw through his deception, however, and discovered the man was a vampire. Clan Tremere had been hunting this Malkavian at the time, and were surprised to discover it was a mortal who set fire to his haven, bringing Final Death to the fiend.

Thus it came to be in 1911, that Lorraine d'Aubec approached Viola at her old age with an admiration for her fervor and offered her the legacy she sought. Viola changed her name to Avfyra Grundare, which few realize translates to 'fire starter', and moved to her sire's chantry in Paris.

Appearance: old lady, strikingly beautiful for her age, white hair worn in a bun, little circular reading glasses, long black mantle, low heels.

Feeding habits: Avfyra preferred to feed from chantry ghouls. When she has to feed outside of the chantry she likes to act out what she calls 'the demented old woman'.

Havens: Avfyra stays with the chantry in Chicago in a private room.

Meanwhile, tonight is the night Lanzo is to depart for New York City. With no more time to spare, he comes out of hiding to awaken Jim and Evan even though it is still several months earlier than intended. He tears down the concrete foundations where the three were trapped and removes the stakes from Jim and Evan. Lanzo explains it is 1993 while fireworks around them announce the New Year. He explains what Ludovica did after they went under and why she lies at their feet now. He advises them to get rid of her. He adds that he needs to go, that he will be leaving. He says: "They want my hide." Jim and Evan do not think this is to do with the Sabbat.

Lanzo explains to them they should follow their own paths and stay away from the Methuselaha work. He warns them of dangerous things afoot and gives them the key to Mycroft's old haven. Then, he changes into a cat and disappears, leaving them his car.

Evan and Jim remove the stake from Ludovica's heart. They tell her to run far away from Chicago. "That was the plan already, believe me," she answers before she leaves.

Early Awakening

While the time spent staked was enough for Evan Jackson's Blood Bond to fade away entirely, Jim has not yet been fully released. This is no problem for him, of course, because all he wants is to get back to Menele. Evan is at this point convinced he has been released from Helena's grasp. The truth however, is rarely so simple.

Jim and Evan look up at the display of fireworks and they decide to reach out to Critias and Graham, respectively. Evan is unsuccessful in finding him while Jim manages to get a meeting with the elder at his office in the university. When Jim arrives, he displays no small amount of bravado at his return and desire to see Menele. Critias is still obsessed over last night's incursion in his cemetery and orders Jim to look for the three perpetrators, but not before putting him in his place, illustrating how he has not been missed in the slightest.

Jim and Evan meet again in Mycroft's old haven, which has been cleared completely. They decide they need to find Graham and go out again.

Meanwhile, Graham is patrolling as he does every night. While inspecting the Loop, it is he who finds Evan instead. They exchange vital information, Decker being Sheriff, for one. They promise to meet again soon.

1st January 1993

† Where the Pale Wolf Sleeps,

The Paragon of Philosophy, The Paragon of Art

After awakening, Evan calls Critias with Jim listening on the other line. He does not have anything productive to tell the elder, however, and Critias makes a point of Evan's insolence. Then, the two of them meet with Graham, who advises them to announce themselves before Lodin again. Graham mentions he is to visit the Tremere later, and Jim convinces him to let them tag along.

When the three enter Lodin's office, they find Annabelle, Ballard, and one new face engaged in a social visit with the Prince. The stranger seems to be particularly interested in



Evan. Jim tells Lodin he and Evan were staked by Verus and that a construction mishap released them.

After the meeting, the three of them head for the Tremere chantry. There, they are received by Avfyra and Archer. Jim learns Critias' perpetrators were—and still are—looking for Ublo-Satha. Despite distrust and sketchy pasts, the five of them agree to hunt the rogue Gargoyle together.

Jim privately makes a phone call to Critias. After learning they are after Ublo-Satha, not Menele, Critias reassures Jim to go along with the hunt. Critias has been betraying Ublo-Satha, who does not realize she is guarding an empty tomb. Her destruction suits Critias just fine.

Graham asks Mark Decker along as well, who agrees. The six of them then head for the mausoleum and break it open. Deep below the earth, they find a slab with an iron coffin laid atop it, wrapped in thick chains and multiple locks. Ublo-Satha's voice resonates from the depths of the stone around them. She appears to recognize Jim and calls his name while attacking the rest. Mark Decker has taken his fill of purebred Lupine blood and it is his rage that begins to shatter the Gargoyle's skin while he enters a frenzy. Ublo-Satha attacks Decker and sends him into a torpor. The others then manage to overcome Ublo-Satha after Jim distracts her.

Graham revives Decker with another drink of Lupine blood from his flask. Avfyra fetches Dusable to retrieve Ublo-Satha's body for further study. Graham, meanwhile confers with the Nosferatu to keep the Masquerade contained.

Jim then stubbornly enters Critias' office with Evan in tow. The elder repeats himself and makes it clear that Jim will serve through him, as he believes is more than reasonable. Jim then reports on what happened. If they wish to make themselves useful, they may investigate the new Tremere, he says. Privately then, Critias scorns Jim. He tells the upstart forcefully to stop stirring waves around the Methuselahs as Critias has done everything in his power to slow down the murmurs around them. If Antwiler persists, he will force Helena right to their doorstep while what Menele needs is time.

In transit, Avfyra notices a blur in the rear-view mirror but says nothing of it. When the Tremere then arrive at the chantry and unwrap the trailer containing Ublo-Satha's remains, they find the Gargoyle has been reduced to ashes.

2nd January 1993

† A Favor Owed, A Hunt Progresses, A Dissection with Dusable, The Path of Chaos' Mother

Jim and Evan awaken in the expressway maintenance shaft. While Jim heads into town to gather some supplies, Evan wanders through Chicago to make introductions in cinematic circles. He befriends an actress who plays in awful independent romance films. After all that has

happened around him, he desires to use his newfound freedom to return to his passion of filmmaking. Crossing through a park with this in mind, a black abyss appears before Evan's feet. A gleaming white statue rises out and introduces itself as a benevolent water spirit. It politely reminds Evan of the favor he owes. The spirit makes no demands of him, but warns that it is in Evan's hands. If he were to wait until a demon needs something of him, he might dislike those circumstances. He recommends proactivity, then disappears.

Meanwhile, all Jim's assets have been under Rajiv's control since 1991. His credit card still works and Rajiv is immediately alerted of the activity. Jim gets himself a new haven in a South Loop apartment building. He then reaches out to Rajiv about a letter he intends to circulate among his employees. When the two meet, Rajiv has demands. It appears he went through immense agony after Jim left due to his addiction to blood. When he made it through, however, he found an unrivalled ambition. Since then, Antwiler had been presumed dead and all the assets came under Rajiv's influence. He did very well for himself, taking over and expanding the business. He will never drink another drop of vitae again, however, and will never go back to being a ghoul. Rajiv wants nothing more than to welcome Jim back into his resources, but in exchange he demands the Embrace.

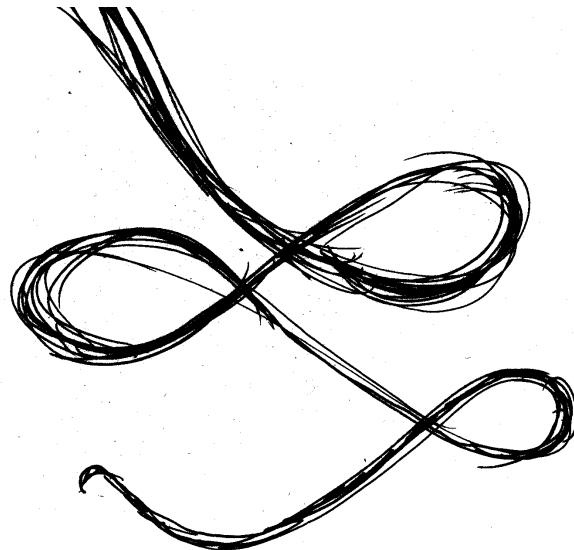
Graham spends the night patrolling with Decker. When they come back, Decker turn on his police radio and they hear reports of violence in the South Loop. They recognize it for what it may very well be: Lupine activity. They are short on time tonight, but will investigate tomorrow.

Dusable reveals more of the Tremere researches to Avfyra and Archer. The Chicago Tremere have developed what they call the Path of Aether's Father, a Thaumaturgical manipulation of Time itself. He invites them both to think on the vampiric state of immortality and how this relates to Time while he cuts open his own childe to prove his own thesis.

Afterward, Avfyra and Archer dedicate themselves further to the Chicago chantry and do Nicolai's bidding in

The Path of Aether's Father

Now catering to two Tremere characters, it was important to close in on what it means to study Thaumaturgy. Exploring the things it can achieve should go hand in hand with exploring the work that goes into it. Learning the Path of Aether's Father and the possibility of developing the Path of Chaos' Mother were perfect for this. The players would never get to see the whole path written down in a book somewhere, but would glean pieces of both its theory and practice step by step.



a request to find Evan Jackson. They reach Jim and Evan by phone and arrange a meeting at the chantry for the following night.

3rd January 1993

When Jim and Evan meet with Avfyra and Archer the next night, they are interrupted by Nicolai, who comes barging into the foyer. Counter to Evan's initial surprise, Nicolai merely relays a message from Eletria, no less. The Regent tells him she is expecting Evan at the Succubus Club.

Afterward, Jim settles into his new haven and then visits Rajiv. After consideration, he agrees to Embrace his former ghoul. They shake on it. Jim then calls his contact in city hall about financing an upcoming project of Evan's.

Decker and Graham follow the trail they picked up last night. They identify the area of the disturbance and verify the effects of Lupine Delirium. The den of werewolves is within their reach, but they decide to monitor it from afar through Animalism.

Meanwhile, Evan begins researching Chicago's history. Learning of a basic outline from Fort Dearborne to Capone's exploits, he begins to piece together a script for a documentary.

To conclude the night, the Tremere pool resources to aid Nicolai in a grand Thaumaturgy. He guides a vision around the trailer used in transporting Ublo-Satha, going back in time. At the critical instant of the mid-transit glitch, they identify Critias, swooping in on the trailer and destroying Ublo-Satha in a fraction of a moment, before disappearing again.

After the vision, Dusable takes Avfyra and Archer away and impresses the severity of the circumstance on them. He reveals the origin of the Path of Aether's Father, as they developed it, lies with a unique Kindred named Yaryan. Now trusting the two newcomers, he

shares how he believes Ublo-Satha kept something—*someone*—in the chantry while she was here. Avfyra and Archer implicate Jim, since they witnessed the Gargoyle addressing Jim directly about something mysterious when they confronted her. Dusable follows up on this, inquiring about his lineage, his habits, whether or not he descends from Critias. They promise to investigate thoroughly.

4th January 1993

† Return of Mr. Parker, The Paragon of Art, The Dragon's Sword ‡ Under a Blood Red Moon

Dominic, one of Jim's contacts, calls Jim about financing Evan's documentary. His investors will consider it, but they need a script. Evan, meanwhile, visits the Succubus Club to meet with Eletria. He recognizes her to be the stranger from a few nights ago. They converse amiably. Eletria tells him about Lodin's past in Veracruz before apologizing on Helena's behalf¹ for her frenzy when Evan was last around. As soon as Eletria realizes Evan is without a haven, she puts him up at the Alberta Hotel. Lastly, Eletria invites him and a guest of Evan's choice to a party at Lodin's office later tonight.

Avfyra and Archer formulate a plan to get close to Jim. They visit him when he and Evan are about to depart to the Prudential Building. They ask a lot of questions, about him personally and about his lineage. Mostly, they impress the severity of the Ublo-Satha situation on him. As they put it, they can stall the investigation against him, if he can offer the Tremere something they need. They ask him, directly, to investigate the name Yaryan. Possibly, the say, this may lead to a scapegoat. Jim becomes both curious and worried. He knows it's a manipulation, however. He lies through his teeth when he offers cooperation.² Lastly,

¹ Helena apologizes for nothing.

² Archer failed an Empathy roll.

the two Tremere decide to impose on Lodin's hospitality, if only to announce their presence in person.

While the others head out for the festivities, Graham and Decker spot a pack of Silver Fangs in the city, visiting with the den discovered earlier. They appear to be utterly fearless and their presence suggests a great, looming danger according to Decker. They need to speak to Lodin.

Present at Lodin's office are Annabelle, Portia, Eletria, and Lodin himself. The characters are furthermore introduced to Kip Barrel O'Marvin. Portia inauspiciously Dominates everyone into not recognizing him as Brian Parker.

Graham and Decker then barge into Lodin's office. They tell him of the werewolves' presence in his city. They ask whether they should pursue them. Before Lodin can formulate a plan, the phone rings. The Succubus Club has just been attacked. Lodin hangs up the phone and announces werewolves were responsible.

The Prince storms out and orders the characters to join him. Kip and Evan are left to wait for a second elevator. Once they're alone in the enclosed space, Kip forces the elevator to the basement instead of the ground floor. Down in the dark storage area, he talks to Evan about his service to his Lord and Savior. That this Christ desires to speak to Evan. From the darkness, a vile demon then speaks up. Kip inexplicably interprets this as the voice of the Holy Jesus.

The entity referring to itself only as The Dragon speaks of Evan's debt to Hell. It further berates him about his sense of Humanity. It dictates that by the same time tomorrow, Evan will have killed someone. Otherwise, The Dragon will hurt Evan.

Evan later rejoins the rest upstairs as all head out to the Succubus Club with Lodin. While the Prince discusses matters with Pham Hong, who the characters have never met, they investigate to find six Lupines attacked the club

The Dragon Speaks

HOW DARE YOU STAND BY WHILE PEOPLE CALL YOU A SAINT?

YOU ARE A VAMPIRE. YOU HARM HUMANITY WHEREVER YOU GO.

REALLY? HOW MANY HAVE YOU FED FROM?

TOO MANY TO COUNT, IS IT?

DO YOU REMEMBER THEIR FACES?

HOW MANY OF THEM WERE WOMEN?

HOW MANY OF THEM WERE INSCRUTABLY PREGNANT?

HOW MANY OF THEM HAVE YOU EVEN CHECKED IN ON AFTER DEPRIVING THEM OF THEIR HEALTH?

HOW MANY DO YOU REALLY THINK YOU'VE KILLED?

On the Corruption of Evan Jackson

The great challenge put before Evan's morality was well thought out. In fact, it is one of the most carefully considered plots in the whole chronicle. Its basis, however, was very simple in an almost obscure way. To corrupt Evan Jackson, the storyteller used Agathodaimon and Drakonskyr to implement a good cop/bad cop routine.

while it was packed full of mortals and Kindred. Two of these Lupines made it out again. The other four lie dead on the ground, shot to pieces by Pham Hong and Brennon Thornhill. Mark Decker notices the same smell he found on his patrol back in October and shares this. Avfyra uses the Path of Blood to discover the corpses on the ground had been Dominated.

Those present disperse to their havens as Lodin declares a Blood Hunt on all Lupines. The chantry goes on a lockdown and Erichto is made to stay within its walls as well. Graham and Decker tune their radio to pick up reports of a boat sinking on Lake Michigan. Graham recognizes it as the Setite cruise ship. Jim visits Rajiv to tell him the Embrace is put on hold. He then continues to retrieve some of his old equipment from their journey to Milwaukee, finding twenty silver shotgun shells.

Evan, meanwhile, visits the same park where Agathodaimon spoke to him. He calls the demon's name, but no one shows up. Evan then continues to the Succubus Club and meets with Prias, Helena, and Eletria. Helena explains her hatred for demons and names their presence in Carthage. She also implicates Menele in his alliance with werewolves of the area. Evan then admits his involvement with demons. Kip is implicated and Helena, furious, Summons him.

When their target arrives, he is his old self again, however. In his split personality, the old Brian Parker knows nothing of Drakonskyr and says as much. Helena gives Evan the benefit of the doubt, however, and feeds him her blood again. Helena lastly shares that they can be saved from these demons if they discover their True Names.

5th January 1993

‡ Under a Blood Red Moon

In the calm before the storm, Antwiler has a homecoming at his firm. The employees, under Rajiv, all believed him to be dead. After addressing them all, he pays Rajiv the sum of six-thousand dollars to start

collecting silver. Meanwhile, Evan attends a party with his new friends in a circle of actors and directors.

Decker and Graham discover the Lupines in the South Loop left during the day. The crows they had watching the place tried to follow them, but were stopped, heading north.³ Decker then has to leave Graham for a meeting with the Primogen. Graham continues to meet with the other characters.

Evan approaches the Tremere in the meantime. He asks Avfyra and Archer's help in finding the True Name of a demon. Shortly after, Jim joins the rest with Graham and they all decide to join in on the Blood Hunt on these werewolves.

They break into the South Loop den. There, they find traces of drugs, a cage used to chain one of the great beasts, and a large mirror. Avfyra recognizes the mirror as a means for Lupines to enter the Spirit World. She also realizes spirits are watching them. The characters spot rats in the mirror. Nervous, they break the mirror and a plague of rats comes flowing out. Avfyra sets the manifestation aflame with her Thaumaturgy, causing a panic among the other characters. Jim gives in to a fear frenzy while everyone vacates the building as it begins to burn down.

The two Tremere characters return to Dusable to inform him of what happened. They also inquire about rituals for discovering the True Name of a demon. He warns against such practices, but knows there may be a ritual. More importantly, he stresses, Evan has nothing to offer in exchange for this knowledge.

Jim hires four immigrants to work for him, making shotgun shells with silver around the clock. Jim and Evan then head out to the more criminal areas they can find. They're looking for someone whose sacrifice to Drakonskyr might make the world a better place. They find someone who beats his wife. Jim alters the woman's memories while Evan chokes the life out of her husband with his bare hands in the name of Drakonskyr.⁴

Later this night, a meeting is held in Lodin's office at the Prudential Building. The characters wait outside in the hallway while Decker begins swearing on the other side of the door. The Wolf Pack leaves the meeting soon after and the door shuts behind them. Later, Decker storms out as the meeting ends, furious. He tells Graham the Wolf Pack came down here to announce their neutrality in the conflict with the werewolves. They have called for all Gangrel in the area to do the same. There will be no assistance at all from their own clan. The other characters notice Tyler and Inyanga were missing among the Primogen members in the meeting. Decker leaves for a few nights to recruit as many Gangrel as he can.

Evan visits Helena again and asks for the second drink. Then, he tells her about Critias, about the Tremere,

³ They were held back by spirits controlled from the Fanum, for whom secrecy is paramount.

⁴ Humanity drops to 6.

about everything he knows from what happened in 1991. Concerning Jim's lineage, Helena tells Evan it traces back to Tyler, but that there is no reason to tell the Tremere what they want to know. Helena promises to wrest the True Name ritual from Nicolai directly.

6th January 1993

‡ Under a Blood Red Moon

Early in the night, the characters go to the Prudential Building to report. There, they witness Nathaniel walking out with Tammy in tears of blood. It appears Peter has died in taking down a Lupine. After reporting on what they have found so far, they split up.

Jim calls Dooley to inquire about his lineage and discovers Hank "Saint" Cave is Dooley's sire. He realizes this could take a while and decides to ask a Brujah elder like Tyler. When he tries simply visiting O'Hare, however, his attempts fall short of anything productive.

Archibald begins his studies on the Path of Aether's Father tonight. He remains cloistered within the chantry to do so.

Graham, Evan, and Avfyra meanwhile head for the docks to speak with the Nosferatu and see if they know more of the Lupines' plans. Khalid reveals there might be another den of the Lupines known as Bone Gnawers in the Near North.⁵

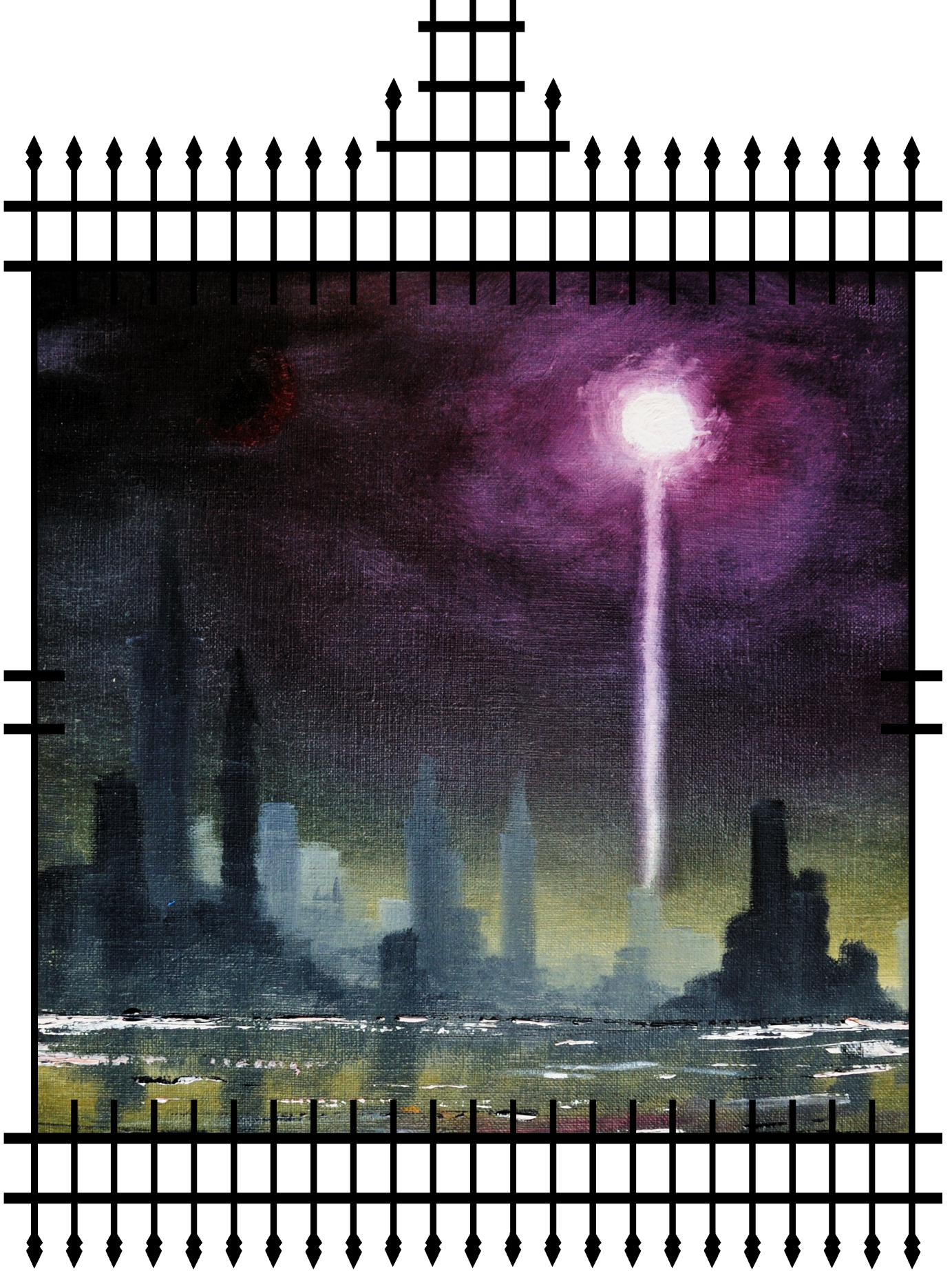
When he returns home, Graham sees his garage has been set on fire. While he questions potential witnesses, a bright light envelops the sky. Not far from the Near North, *something* ascends into the heavens, and radiates crimson catastrophe.

⁵ Near the garage Mark Decker and Graham are using as a base of operations.

Those Absent

Inyanga often feels tension in the air ahead of time and takes to the roads before something strikes. Although she is on better terms with the Lupines than any of the other Chicago Kindred, she did not hear the word of danger from them.

Tyler, however, has had ample warning from her contacts within the Sabbat, the true enemy here. While the plot against Chicago was being hatched, Tyler was approached by a Black Hand scout. There, she was forewarned and blackmailed all at once. In exchange for her aid in setting Chicago up for the taking, she bought safe passage to New York City under the protection of one Lambach Ruthven, whose identity falls outside the scope of this chronicle. As we saw earlier, she bartered for two more to do the same—a standing favor owed to her.



As Chicago's skies turn red, Graham rushes back to Lodin's office, where the Prince witnesses the spectacle, standing by a window. Graham witnesses his shock before Lodin flees. Graham decides to turn to the Tremere.

Evan meanwhile visits the Succubus Club, where on the roof he stands gazing north with Eletria, Brian, and Helena alongside him. Helena recites how her city of Pompeii was attacked by a powerful fire spirit of Menele's and that she knows this thing is a Celestine, another powerful spirit. She immediately incriminates Menele in whatever has just been released into the night sky.

All of Chicago's Kindred go to ground afraid, but not before Evan stalks the streets and kills again, in Drakonskyr's name. He hates the demon for driving him to commit these atrocities, but he fears it more for what it might do to Evan if he did not obey.

7th January 1993

† **When the Pale Wolf Awakens**

‡ **Under a Blood Red Moon**

During the daylight hours, Jim Antwiler feels a momentary tug as the Jupiter Celestine ascends further. This spirit activity awakens Menele. Jim feels this split-second Summoning, but it stops instantly.

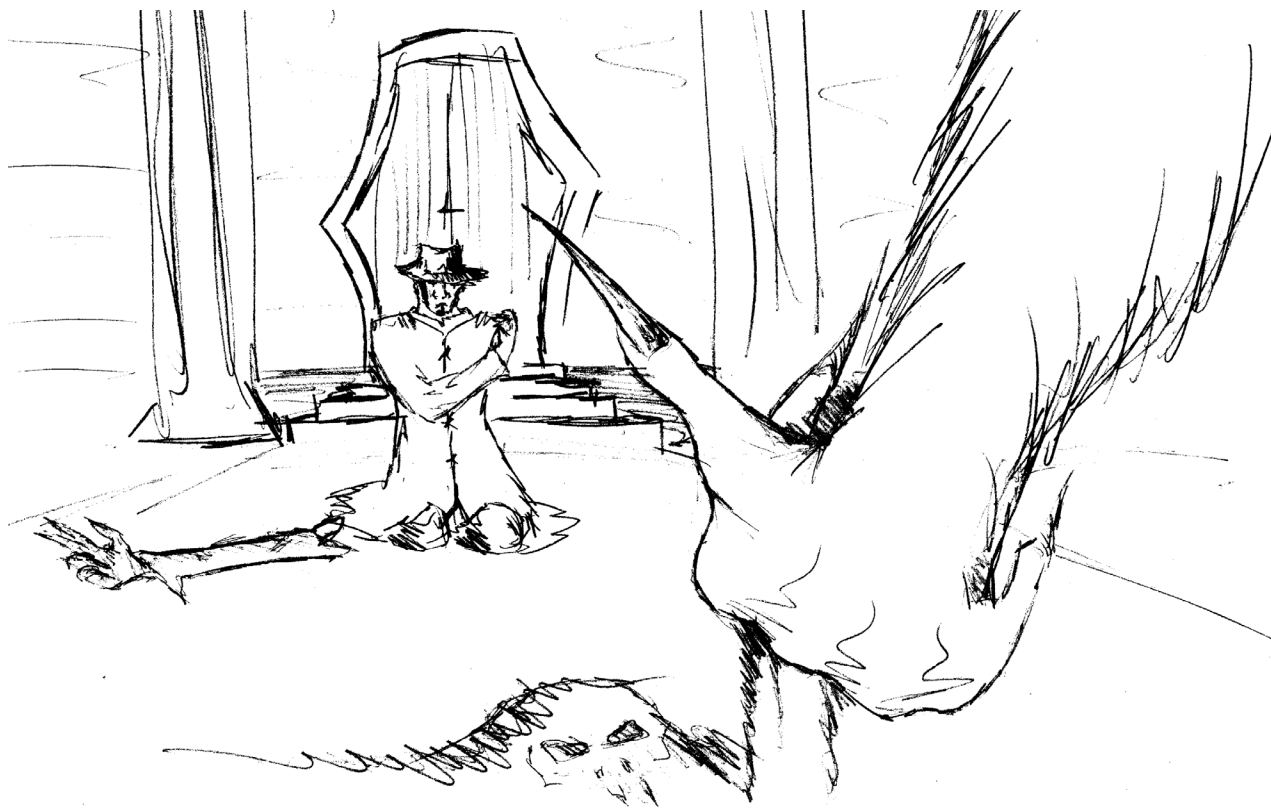
Once the sun has set, the characters wake up to a red storm and decide to meet. Jim picks up his silver shotgun shells. They first go to the Prudential Building to confirm Lodin has gone into hiding. They muster their courage

and decide to try to find the source of the nightmare in the sky. When they leave the Prudential Building, however, they see four leather-clad men entering behind them. They engage them in the lobby to discover they are battle-eager werewolves here to destroy the Prince. One of them turns around to deal with the characters. After a barrage of silver bullets, they succeed in putting it down. It howls a death rattle and its friends come down the elevator again to chase the characters.

As they try to get away, Jim crashes his car, forcing the characters to face their three pursuers. In the first strokes of combat, Jim falls to torpor as one of the Lupines is put down. Evan, with his potent blood, manages to Dominate another into fleeing. As the characters are nearly decimated, Avfyra uses Thaumaturgy to burn out the eyes of the last werewolf before Graham chases it down in his own wolf form. Then, as that last Lupine's blood is drained and spilled over the city's streets, it howls its own death rattle. From different directions all around the characters, three packs answer with cries, only a few blocks away.

The characters drag themselves into what cars still work and head with all haste to the Tremere chantry, hoping its walls can protect them. When they arrive, still nervous of being chased, they witness carnage in its courtyard. It appears Lupines attacked the chantry, killing Garwood Marshall, and irreversibly costing Dusable an arm.

While Avfyra tends to her mentor, Dusable, the rest of the characters make arrangements to shelter themselves in the chantry. Only Evan steps outside the chantry walls



once more. He has not even tried to resist Drakonskyr's threat, has not questioned it, and tonight he kills again.

8th January 1993

† Abrupt Return

‡ Under a Blood Red Moon

The characters awaken within the chantry's walls. They are advised to stay put while news flows in of what has gone on in Chicago. Soon, reports of casualties come in. In their daylight pass through the city, it seems Clan Brujah was the first to be targeted. Including Garwood Marshall, those already confirmed having met Final Death number eleven. Also, reports are coming in from multiple sources of one warband hunting not during the day, but exclusively at night, arming their opponents first, and then slaughtering them.⁶ Lastly, a short message from Mark Decker gets through. He mentions finding an ally, but is then cut off.

While the characters keep pacing the chantry, the elders confer via telephone. Finally, Nicolai informs everyone that they won't survive another daylight attack. The Lupines seem to have intimate knowledge of where to find their victims' havens. The Regent is determined to remain in Chicago, however. He hints at the two Tremere characters that he will not abandon the research done here. It is decided that the Lupines need to be pacified this very night. The plan is to round up mortal allies of the Lupines, their very families, and hold them hostage. Lodin's childe Kevin Jackson has already set up a warehouse for this purpose. The plan seems to have been communicated via the Primogen, who got it from Ballard, originating with Lodin himself.

Graham splits off from the rest at this point, however, to find Decker. The rest of the characters get hold of an address where Lupine Kinfolk can be found. They head over and subdue an entire family using Dominate, including a young teenager on the brink of rage.⁷ When they deliver them to the warehouse, Kevin Jackson introduces himself as the family is put in a cage by the street gangs he controls. Antwiler offers him a case of silver bullets, for which the Ventrue is grateful. He begins to share his suspicions of Lodin, how it is not unlike him to use a catastrophe like this to his own advantage by taking out those he distrusts in the crossfire.

Then, the characters hear howling outside. A lone figure approaches the warehouse. By the time he tears open the sliding doors, Evan shoots and the figure falls. Impressed by the effectiveness of their silver, the characters approach the corpse. The man was wearing a hat and dirty clothes. Jim Antwiler levels his shotgun over the unmoving body and shoots again for good measure. Everyone is surprised then, to see the corpse turn to ashes.

⁶ These are the Wittelsbachs.

⁷ And dangerously close to a First Change, at that.

Casualties so Far

Peter Walenski
Neil Graham
Hank Cave
Theodore Dooley
Marc Levesque
Travis Fett
Priscilla Gibbs
Derrick Stack
Jimmy Holcomb
Jackie Goodman
Garwood Marshall

A Missed Opportunity

There's one thing that slipped by. The storyteller had intended to make one message from Lodin reach the characters. There was never a good moment, however, to do this elegantly. Long before starting **Under a Blood Red Moon**, a note was written at the bottom of the list of future ideas, something to prelude the Prince's inescapable Final Death. This, at the time of the sessions detailed here, became:

"A message from Lodin gets to the characters, noisy, on a deep private line declaring he has done much for the characters in keeping them alive, back in '91 up to their reintroduction. He has always counted on their loyalty. He says 'If I die, you die.'"

Graham, meanwhile, is using his leopard amulet to find Gangrel in the area, hoping it will lead him to Decker. The amulet first leads him to Rose, who's hiding in the outskirts.⁸ Graham insists she help the war effort and Rose deceives him into thinking she is earnest when she agrees. Graham leaves her and turns to the other trail sensed in the amulet, which is speeding away from Chicago along the interstate.

Graham has a difficult time of catching up to Decker, but when the trail stops moving, he finds himself standing before Inyanga and Decker both. Decker looks wounded and broken, his clothes smeared with blood and torn in tatters. Inyanga and Decker seem to be on the same side when they vouch to Graham about Gangrel neutrality. Decker tells Graham about his run-in with the one called Pariah, a Lupine who survived an Embrace. Decker reveals how the Sabbat are behind the attacks, working

⁸ Not so much from the Lupines as from her own actions. In her romanticized view of nature, Rose betrayed the havens of several of Chicago's Kindred to the werewolves, enough to get them started in killing and interrogating for more.

together with the Black Spiral Dancers—two groups of vultures pitting Kindred against Garou. In the middle of his explanation, Decker stops talking.⁹ He looks back, in the direction of Chicago, and in near-frenzy steps on his motorcycle and breaks away. As Graham pursues him in the shape of a bat, Inyanga watches them disappear, and casts a worrying glance at Jupiter's influence on the night sky.

Meanwhile, Jim splits off from the rest after the ashes begin to blow in the wind. He finally manages to get a moment alone to fulfill his urgent desire to find Menele. He visits Critias and beholds the Methuselah standing there, in the flesh, awake. Menele turns around and hears Jim out. Critias and Menele seem strange when they are together. They don't just seem cold. Rather, they harbor not a single emotion. Menele admits he did not expect Jim's loyalty. He did not mean to Summon him at all. At Jim's plea, however, Menele accepts him into the fold, although Critias objects.

Evan, Avfyra, and Archer have meanwhile gathered up Pariah's blood-mixed ashes and are taking it to the Tremere chantry to study. There, using the Path of Blood,

⁹ He feels his Blood Bond with Pariah breaking as the Abomination meets Final Death.

they discover the creature was indeed both werewolf and vampire. None of the Tremere in the chantry have ever seen such a creature. Dusable advises the characters to stay in the chantry. At Evan's request, they decide to go to the Succubus Club anyway.

Eventually, Graham and Decker arrive at the warehouse where Pariah was headed. Graham knows this is the place they were directed to bring hostages. It doesn't take long for Decker to go into a frenzy as he starts tearing apart the mortals keeping the Kinfolk locked up. Kevin Jackson immediately gets into a car and drives off with a loyal ghoul. Graham intercepts the car at full speed and tears through the windshield to make the car crash. He drags Jackson back as he tries to get away. Decker barely gives him an opportunity to explain and slaughters the child of Lodin instead.

Slowly, after Decker has calmed down, the both of them decide to hunt Sabbat. They still have no idea where to find the culprits. Desperate for leads, they head for the Succubus Club. Decker keeps his distance, however. The club is still recovering from the attack. To his surprise,

Decker's Tale

Mark Decker, our hero with an addiction to pure-bred Lupine blood, had left Chicago on the 5th to try to persuade the Gangrel of the area to fight for the city after the Wolf Pack had declared neutrality. In his efforts, he caused a ruckus in the outskirts that quickly set Lupine on his trail. Before he could learn the truth behind the attack on the city, he was attacked by an equally misguided pack of werewolves.¹

They overcame the Sheriff of Chicago by the element of surprise and sheer numbers. It was Pariah, the Abomination, who came to his aid. The ragged individual positioned himself between Decker and the pack and reminded them of Decker's clan and the agreement of neutrality toward the Gangrel. The pack, disgusted by the Abomination, cursed and spat on Pariah. They attacked the both of them anyway. Pariah then protected Decker and himself with Obfuscate, but not before he was torn within an inch of his own life.

After they shook the pack off, Pariah left to hunt for blood. When he returned with a fresh deer, Decker had already fallen into torpor. Pariah had sought out the Sheriff of Chicago to arrange a truce. The Garou refused to listen to him while he had seen the Sabbat's involvement in the orchestration of this war. Decker was his only hope. Pariah fed Decker blood from his own veins in an attempt to awaken him.

Pariah's blood was once a Silver Fang's, a pure specimen the likes of which Decker loves better than anything. Transformed by the Embrace, this blood made Decker fall in love immediately, if cautiously. Decker insisted Pariah drink from his veins as well, to make them even. Pariah, shocked to find a friend in his existence, agreed.

After they both recovered slightly, Pariah explained what he was and how he came to be. More direly, he explained what the Sabbat and the Black Spiral Dancers were doing to the city. The way Pariah speaks forever changes Decker's view of Kindred and Lupines. They decide to wager approaching the Lupines to negotiate for peace.

After an arduous trial in getting an audience, the terms for peace are simple. It appears the Kindred have started kidnapping Kinfolk. They need to be set free. Furthermore, the Lupine casualties in this war can be traced back to Lodin's Blood Hunt. He must meet Final Death. After these terms are met and they have been left in peace, the Garou can retake the Fanum and bind Jupiter again. If the Fanum is forever left undisturbed, so will Chicago's Kindred.

¹ Even if they knew better, many in the area know the name Mark Decker, and few Lupines would spare his life for what he has done to their kind in Milwaukee.

Jim's Significance

Menele has slept in countless places since falling into torpor. His mastery of both *Auspex* and *Dominare* allow him to observe and affect his surroundings while he sleeps. It is thus that he influences those who cross his path or indeed, guide choice individuals' paths to cross his.

Around the time our story started its telling, Menele was in the company of the rogue ghoulish Roarke. After being awake for nearly a year, Helena was closing in on Menele's resting place. The following skirmish in their endless war resulted in the events of *Ashes to Ashes*, where Roarke's exposure endangered Menele.

Jim Antwiler was the unseen pawn that could, at the time, slip by Helena's notice and relocate Menele. Helena, cursing the oversight, quickly infiltrated even this group of younglings. Soon after, Jim threw Menele's torporous body in Lake Michigan and the Methuselah felt far from safe again. Rather than directing the young Brujah's every action, Menele decided to call upon yet another guardian to relocate him. In Ublo-Satha's company, Menele was safely and secretly hidden deep within the Tremere chantry.

Jim Antwiler, however, did not give up. He had become obsessed with the Methuselah. In his fanaticism, he told Dusable more than he should have. Soon, Antwiler was needed again to extract Menele from the chantry as Helena took notice again and directed all her efforts into penetrating the chantry.

Soon enough, Menele decided he needed to finally involve his own child. Critias, Ublo-Satha, and Jim were joined to keep Menele safe. Involving so many overtly is a risk all on its own. It was Critias that acted on this. He interjected himself as a buffer between the chaotic and unthinking Brujah neonate and his own sire. Later, he betrayed Ublo-Satha during the time Jim Antwiler spent sleeping and had the Gargoyle guard an empty coffin. By his direction, everything calmed down and Menele was once again safe. Jim Antwiler had one purpose remaining in Critias' eyes: his proximity to the equally chaotic and unthinking spies of Helena's.

Now, awakened and stirring up unwanted attention again, Jim Antwiler is accepted by Menele despite Critias' counsel.

Graham finds not only Jim Antwiler, but the rest of the characters present there as well.¹⁰

As all the characters stand gathered, they decide to head out for a minute and talk things over. As they discuss things down a quiet alley, it quickly becomes apparent how Graham and Decker attacked the place the others had tried to defend. Graham does not mention Kevin Jackson's Final Death, however. As Graham listens to the others' side of the story, Jim mentions how he dealt the final blow. Decker had been waiting around the corner and at hearing that, steps into view. He gives Jim a look that promises pain.

The Sheriff explains about the truce and the Lupines' demands—about Lodin. He and Graham also explain precisely how the Sabbat are to blame for all that has happened to the city. Decker announces he is going to confront the Lupines alone. He expects they know where the Sabbat can be found and he believes the Kindred can still come to a truce with the werewolves. While Decker goes to face them, the characters stay put.

Graham eventually goes looking for Decker and finds him as he is just coming back from a meeting with the Lupine war council. He has learned where the Sabbat hide out, although he can't believe it himself. He insists Graham goes back to the South Loop, back to the abandoned hotel they had scoured earlier. Apparently, they truly had

been there all along. Decker can't join him in the final confrontation as he has promised to bring the Lupines the last part of their agreement. He has promised to find out where Lodin is hiding.

Graham gathers the rest of the characters and they all head out to the South Loop together. Between them, they have investigated the abandoned hotel multiple times before. As they stand before it now, however, they find a trail of carnage leading up to a room they are sure never existed before.¹¹ A warband of Lupines got here before them. Four separate piles of ashes mark the floor. In the hidden room itself, a large 'W' is spray-painted on the wall.¹²

Investigating the haven carefully, the characters uncover maps and reports about the Chicago Kindred. Most of it is compiled in a log that seems to belong to the one known as Phillippe.¹³ What stands out, is a very recent report of the location where Lodin is hiding out. Then, they hear something approach the building from the outside. As the characters head back to the streets, they come to stand face to face with the two orchestrators of the Sabbat incursion in Chicago. There stand Wendy and Phillippe. What follows is a brutal confrontation where Wendy reveals her Tzimisce nature as she adopts

¹¹ It was always Phillippe's mastery of *Obfuscate* that hid the Sabbat haven, even despite Wendy's indiscretions.

¹² It was the Wittelsbachs, with Roxanna marking the kill.

¹³ Which they leave behind and do not come back for later.

¹⁰ Not for the first time, these earnest coincidences brought all the characters together at a critical moment.



Decker's Fate

After the Wittelsbachs dealt with Lodin, they turned back to Decker. They had not harmed him yet. Despite the truce discussed by the war council, they could not let this serial killer of Garou walk away from his sins, however. Albert Viktor Wittelsbach proposed a one-on-one duel and Decker accepted.

The entire scene was played out without any influence from the storyteller. Selma Wittelsbach went head-to-head with Mark Decker (controlled by Graham's player). The use of silver was permitted. That, in combination with Decker's Celerity, ensured Selma never stood a chance.

Decker walked away from the encounter, although the werewolf family had immense difficulty containing themselves and keeping with their word of honor. Albert Viktor made sure Mark Decker would never return to this part of the United States, however.

a horrendous war form. Graham faces them head on and beats Phillippe to a pulp after the others knock him out of his Obfuscate while Archer holds Wendy at bay and Avfyra sets her aflame. While he squeezes the life out of Phillippe, Graham recognizes the Gangrel nature in the Sabbat soldier, distinguishes his French accent, and then finally recognizes him from centuries before in Nova Scotia, before the creature is reduced to ashes.

The characters continue straight on to Lodin's hideout. By the time they get to the secluded estate, Mark Decker has already learned of it and is waiting outside anxiously. When he sees the characters he insists they head out and don't look back. The Lupines are about to enact their revenge on Lodin, sealing the truce Decker has tried to build. The characters think it over only shortly before they get in their car, and leave the Prince to his fate. In their rear-view mirror, they can just make out figures emerging from the shadows by the road. Before they envelop Decker, the characters can see him dropping his weapons to the ground.

The characters all head for the chantry. There, they go to sleep.

Unfortunate Development

After considering for a long time not to put this to paper, in the end it should be better to explain what happened. At this point in the story, the storyteller confronted Jim Antwiler's player with the block his character's actions had become for the story. These things happen.

What the player saw as Jim's fanaticism for Menele resulted in the majority of his decisions revolving around stubbornly visiting Critias and making demands. The most of these incidents were omitted from the logs above. The realistic thing to occur would have resulted in Jim being removed from Chicago by Critias, if not worse. Instead, the problem was allowed to fester until Critias' patience and tolerance became outright unrealistic. As the behavior became more frequent, the player soon saw nothing in the chronicle but his imagined right to stand alongside Menele, regardless of any other storylines that were presented to him. What's worse, it took the storyteller this long to sit down with the player and make the problem absolutely clear once and for all.

The discussed solution then, was as follows. Jim got what he wanted. Menele accepted him despite Critias' wishes. However, it was ruled that some of those times Jim bothered Critias, the elder had actually been Conditioning him. This way, the previous behavior might as well have been Jim's loyalty to Critias. The truth remains that Critias protects Menele from Jim's rash actions. If Jim wants to persist in getting close to Menele, he may continue to attempt it with the acknowledged obstacle that Critias presents.

For Critias' Conditioning, four of the times Jim bothered him were chosen as opportunities. These four rolls returned a total of 9 successes. Based on Jim's Self-Control score, the required successes for complete Conditioning was set at 17.



HISTORIES VII: ON AGATHODAIMON

A Lie is Born

In the religion of ancient Greece, there were many benevolent and benign spirits of nature. The Latinized term for these creatures was daemon or daimon. Ages ago, one such visitor was called into this world in the city of Carthage, where it introduced itself as Agathos Daimon, a 'noble spirit'. The people living in Carthage recognized this spirit as the daemon presiding over their vineyards and fields of grain. His presence brought good luck, health, and wisdom.

In truth, however, this was not the same entity the people of Greece worshipped in temples. Not only had the creature never revealed his real name but it had never even shown its true face. In truth, it was a demon bound to very soil of the city of Carthage. It manipulated the representations people made of what they believed him to be and gained the trust of its inhabitants.

Meanwhile, Agathodaimon worked together with the darker denizens of the city. There, he began his devil's work of enslavement.

Exile

While Agathodaimon grew and spread through Carthage, tragedy befell the great city as it was attacked by Rome. The demon made its escape from the ruins in the

Why all the Splat?

Demon: the Fallen has been discredited as a splat book for the World of Darkness by many as far as the storyteller can make out. The reader might well argue the introduction of its Earthbound antagonists is unnecessary, especially after having messed around with **Wraith: the Oblivion** in a **Vampire** chronicle already.

In truth, there's a lot to be said for making the infinite hosts of Hell adhere to predefined canon and systems. Agathodaimon in particular ties together so much of the Chicago's loose ends, from Gulfora to the later-introduced Baali presence in Carthage, that a greater demon was precisely what was missing from the setting. Mostly though, this storyteller is a devout heretic in the belief that the World of Darkness is a single, jagged-edged entirety.

clutches of the vampire who summoned him, though this required no small amount of manipulation.

Agathodaimon was then forced to endure his travels. The demon required time for its ultimate plan. Carthage had taught him much about vampires and how they could be used, but his keeper quickly sought solitude after the demon had pushed him too far. In the uneasy alliance

between them that followed, all the demon could do was wait for the man to settle in one place.

On the other side of the world, thousands of years later, the demon's patience paid off. Torpor claimed his keeper while other circumstances grew to attract both more people and more vampires to the area. Slowly, Agathodaimon was able to rekindle his connection with worshippers.

New Roots

By the time Greek immigrants settled in the blooming city, he saw an opportunity to begin manipulating icons of his namesake again. With active worship, Agathodaimon's power grew and soon he was recognized as a leader among others of his own kind. He called for demons to serve him and over the years, they answered.

First, a succubus agreed to subservience in exchange for the place Agathodaimon promised her in his vision of what the city could become. Later, lesser Specters and Banes fell under his sway.¹ The demon's patience paid off until his captor's rival awoke in the city. Suddenly, he was forced to act before his keeper resumed his travels or worse, they were found and destroyed by his nemesis.

The next stage of Agathodaimon's plan required servitors among the vampires and as luck would have it, one of the old blood of Carthage's truly damned entered the area to the north.

The Noble Demon

Sorting through the lies, a deeper truth is well-hidden by the demon calling itself Agathodaimon. His forgotten identity lies with the Celestial House of Heralds. These angels were the first, the leaders and princes of the Celestials. Lucifer himself was among them.

What remains of them after the Fall is fractured and corrupted. Agathodaimon has forsaken all he once was, seeking only to become the leader of his own empire comprising all denizens of this world. It his insane vision for all of Creation to become subjugated under him.

¹ Not least among which was the Lamia encountered in *Prelude to a Red Moon*.



Agathodaimon

Nature: Enslaver

Demeanor: Pedagogue

House: Namaru (Devils)

Lore of Radiance ●●●●●, Lore of Humanity ●●,

Lore of Contamination ●●●●●

Faith ●●●●●



ACT VI: THE REVOLUTION

A Change of Pace

From this point on, the end of the chronicle came in sight. One of the players would be out of the country for the better part of a year in a few months and all the canon material for Chicago was spent, so wrapping the chronicle up seemed like the sensible thing to do.

At first, the thought of getting all the characters around one table again for some joint purpose was played around with. Characters like Jim Antwiler were completely self-focused however, making this difficult if not impossible. Instead, the chronicle was split from this point on into private sessions for each character. This allowed the storyteller to craft five different, personalized endings to the **Masquerade in Chicago**. Often, these storylines would overlap with different combinations of characters, interweaving and diverging again.

Of course, this meant five times as much work for the storyteller. This paid off, however, in the fact that it was possible to focus on a few small things again, like the characters' Beasts and just how cold January can be in the Windy City. The theme shifted back a bit to the personal horror that had slowly been taken over by large-scale plots. What follows for the reader then, is the logs presented in a split fashion, as the sessions were, with no more hooks or modules, and in much greater detail.

9th January 1993

The characters awaken in the Tremere chantry. As they gaze up outside, they find the red storm is gone. News flows in quickly that Lodin has met Final Death, along with a shocking number of other Chicago Kindred. There is no trace of Mark Decker. Avfyra excuses herself from the rest to tend to Dusable, whose wounds show no signs of improvement. The others talk things over in a local bar before Evan and Jim are both called away.

Jim finds Menele at the university. The Methuselah explains that he was in torpor to ponder the matter of Carthage. He attributes his awakening to the strong spirit activity in the city the last few nights. He seems to intend to remain awake.

Evan, meanwhile, finds Helena at the Succubus Club. The place is open again, but the clientele is scarce. Helena insists, again, that Menele is to blame for the carnage inflicted on the city. It appears that the club was attacked once more, this time in the depths of the Labyrinth itself.

Helena made short work of the intruding Lupines, but not before they tore Prias apart.

When Evan leaves the club, he is approached by Agathodaimon once more. He shows sympathy at the realization of what Drakonskyr has been putting Evan through. Agathodaimon reminds Evan he warned him about just this eventually, but also admits this is no reason for him to be cruel to Evan. He suggests Evan must resent the Dragon, that he probably loathes all demons when one is presented in this way. But, Evan is already stuck with them, he adds. Lastly, he suggests Evan might as well reap the benefits of such relationships.

Evan becomes intrigued and lets it show. Agathodaimon offers to give Evan the knowledge he needs to extract Drakonskyr's True Name. He claims to know of a ritual. But first, Evan would have to learn Thaumaturgy

from him. Evan agrees and dives right into the demon's teachings. Much later, when Evan meets up with the rest again, he lets the offer Agathodaimon made slip in Archibald's hearing.

10th January 1993

Jim

For the first time in a long time, Jim takes a moment to watch the news after he wakes up. He learns of the impact the bleeding sky had on the mortal population of Chicago. He decides to visit Rajiv again. Jim tries to put Rajiv off the idea, explaining to him the curse of the Beast. Rajiv is persistent, but they decide to delay the Embrace, for now.

Jim continues to visit the Succubus Club. He realizes the place is dead. Rex is still working there and he approaches him. With Brennon Thornhill's Final Death, he will soon be out of a job. Tonight is the last night they're keeping the club open. More urgently, Rex will be out of a source of Kindred blood. Later, they meet in a bar. Jim learns of his past and takes him under his wing. Rex receives Jim's blood and they make plans to Dominate the other Succubus Club ghouls into forgetting about the existence of vampires.

When he gets home, he speaks to Evan over the phone to check up on him.

Evan

Evan wakes up and heads to a nearby bistro to feed. He uses Presence to make a couple start to follow him. Evan

Total Death Toll

Neil Graham
 Hank Cave
 Theodore Dooley
 Marc Levesque
 Travis Fett
 Priscilla Gibbs
 Derrick Stack
 Jimmy Holcomb
 Jackie Goodman
 Charles Waterstone
 Paula Smith
 Ben Smith
 Horace Turnbull
 Johann Weltmann
 Elzbieta Jurofsky
 Jurgis Rudkus
 Peter Walenski
 Tommy Walker
 Sophia Ayes
 Sharon Payne
 Michael Payne
 Henry 'Sir' Johnson
 Tamoszius Kuszleika
 Garwood Marshall
 Lodin
 Tommy Hinds
 Edgar Drummond
 Kevin Jackson
 Lawrence Ballard
 Frank Gaughan
 Pham Hong
 Brennon Thornhill
 Prias
 Pariah

Rajiv's Conviction

Rajiv had taken to a spiritual bend after his recovery. His bookcases are lined with volumes comprising the Rig Veda. When Jim warns him of the Beast, he answers:

"I have nothing to fear from any Beast. It will empower me and I will control it. I have seen you wield your blood. You control it. It does not control you."

Traces of Destruction

In the time they had, the Lupines got far down the list of known Kindred. Most of those Kindred who were not destroyed survived simply because they were not home. Jim Antwiler's haven was among those hit. When he returned, he found it completely trashed.

is shocked to realize he deeply desires to flood the floors of the establishment with the blood of its patrons. His Beast growls on the surface of every thought. He manages to run away from the mass of people, but the couple follows him outside. Only by a shred of resolve, does Evan get away from them before blood is spilled.

Evan continues to the library, completely avoiding contact with anyone he sees. He pours all his focus into his project and starts researching Chicago's history. He finds out a lot about the Black Hawk War in 1832.

After the library closes, Evan finds another sacrifice for the Dragon. He no longer bothers finding true criminals and begins to toy with an innocent victim. Too late, Evan realizes he is enjoying himself. In his sadism, he begins to manifest Agathodaimon's teachings as he revels in the Path of Phobos.¹ Now, he cannot keep the Beast shackled. In frenzy, he kills several others before coming to his senses deep in an alley. He had been licking a severed hand, long since cold.

Evan attempts to wash his clothes in Lake Michigan, as he can hardly return to his hotel soaked in blood. He only ends up freezing his clothes in the wind. Eventually, he simply Dominates his way into a family's home and steals a set of clothing. It's already quite late when he continues straight to the Succubus Club to find it closed for good.

Later, Evan returns to his hotel room and sits down in the dark. He contemplates what's become of him² and decides he has to try to gain control again. Evan chooses to strive for redemption. Then, the phone rings. Eletria tells Evan he can inspect a ritual with the Tremere tomorrow at midnight, but he must be discreet. This ritual appears to be similar to what Agathodaimon offered.

Lastly, Evan speaks to Jim over the phone and relays what happened tonight.

Avfyra

Avfyra starts studying the Path of Aether's Father under Dusable's tutelage. From dusk until dawn, she makes progress toward manipulating Time itself.³

Archer

Archer rises to find Avfyra is still in isolation with Dusable, making both unreachable. He goes to the chantry's library and begins a session of self-study into the Path of Aether's Father. It becomes clear, however, that he will need a mentor to put into practice. Archer musters his courage and approaches Nicolai. The Regent quickly dismisses the intruder, but tells him Erichto will meet him within an hour to see to his teachings. When she does, Erichto suggests they do it in the bar down the



road.⁴ Archer then makes his progress in the path as well.³ Erichto suggests they should meet again.

When Archer returns to the chantry, he decides against Erichto's offer and approaches Nicolai again instead. He puts his services before the Regent and Nicolai accepts.⁵ Nicolai puts him to work immediately. Earlier, Archer learned the Path of Aether's Father originated with a Kindred named Yaryan. Nicolai seems to believe the Path of Chaos' Mother, the Thaumaturgical path of Fate, can also be found in that bloodline's polar twin. He suggests Archer look for it in Evan Jackson. Out of fanatical loyalty, Archer immediately reveals what Evan mentioned

1 A Thaumaturgical path of fears and nightmares.

2 Evan's Humanity has sunk down to 4 at this point.

3 Both Avfyra and Archer learn their first dot of the Path of Aether's Father: Chronos Orientation.

4 This private session was actually played out in a bar with just the storyteller and Archer's player.

5 He would never refuse a new, willing toy.

The Path of Aether's Father, Continued

Avfyra and Archer realized to perils of this path quickly. Firstly, the use of the path seems to conflict with Celerity and one must discard all knowledge of the latter to begin learning the former. Furthermore, given the Kindred condition of immortality itself begin a manipulation of time keeping it in stasis, the use of this path endangers their very lives. Every use of this path beyond the first dot can potentially skew this stasis in the Thaumaturgist. Dusable and Erichto both believe this is what happened to Nicolai to make him stuck as a child.¹ To compensate for this, the first dot of the path, Chronos Orientation, must be performed every time a higher level of the path is invoked. This results in two separate Willpower rolls at the difficulty of the attempted level. If Chronos Orientation fails, the Thaumaturgist's stasis will shift by decades or more in either direction. For Avfyra, given she was Embraced at an old age, this is an even more dangerous prospect.

¹ This is a lie enforced by Nicolai to gain more respect within his chantry.

Nicolai's Obsession

By 1993, Nicolai is fully under Helena's grasp. He has suspected about her and her nemesis for a much longer time and he has jumped to a few conclusions to suggest Yaryan descends from Menele. Nicolai had figured out Evan's lineage long before Evan himself had. In his (incorrect) belief that the powers of Fate lie hidden in Helena's blood, he has always seen Evan Jackson as the perfect target for experimentation. Just as Yaryan gave him Time, he believes Evan can give him Fate.

about learning Thaumaturgy from a demon, a vile notion to the Tremere Regent. Nicolai declares this will mean Evan's Final Death.⁶

Graham

Graham awakens, rising from frozen soil. He goes looking for Inyanga, who tells him of her involvement with containing whatever it was that had risen in the skies. She furthermore commends him on his actions with the Sabbat and says she intends to nominate him for a duty in the city. She expects a war of Princes ahead, and wants

⁶ But not before he has extracted what he seeks from him.

to name him Protector during this period of turmoil, someone who can ensure peace between Kindred and Lupines, peace between Kindred and other Kindred, but most of all peace between Kindred and mortals.

He checks on the other Gangrel in the city, as usual in the shape of a bat. He also flies to the Prudential building to check on Lodin's old office. There, he sees Ballard sitting in the dark, plotting. Graham continues to check on every place in the city where he remembers violence occurred. To his surprise, the city is quickly forgetting all about everything that happened.

He checks on the Succubus Club and finds it is very quiet. At midnight, they close for good. Graham sneaks toward the Labyrinth. There, he overhears voices. Eletria seems to be telling Kip to lay low and stay away from Evan for a while.

Graham then continues to the Navy Pier, where Nathaniel startles him. The creep clearly hasn't forgotten how Graham and Decker drove him from his position as Sheriff. As a last stop on his patrol, he then checks on the Bone Gnawer's den in the South Loop. He finds it burned down and evicted.

11th January 1993

Avfyra

Avfyra spends even more time alone with Dusable. The two have taken a liking to each other, sharing a wisdom found only in those who are Embraced at an old age. Dusable confides in her his plan to become Prince. While he focuses on his political campaign, he asks for her help in acquiring the one thing that will guarantee his success. He asks her to pick up where he left off in his research into the Path of Chaos' Mother. Avfyra gladly agrees. Dusable tells her everything about his research so far.

It is then up to Avfyra to choose a direction in which to pursue Dusable's research. She decides to try to find the old artifact Dusable lost called the Erciyes Ankh, which was bought off him by a traveling Setite called Aniyah. To learn more, she calls Evan, one of the only other Kindred she knows in Chicago, realizing Evan was around back when Aniyah presented herself to Dusable. Evan promises to get back to Avfyra on that. Meanwhile, Avfyra spends the rest of the night enmeshed in research.

Jim

Jim spends hours cleaning up the mess of Brennon Thornhill's old ghouls. Rex brings them over to a local park, where Jim Dominates them into believing they are coming off heroin instead of Kindred blood. Graham awakens nearby and visits Jim, commending him on his care for the Masquerade. Jim tells him how he intends to do this for all the abandoned ghouls he can find. What both of them don't realize is that many of those ghouls will

Dusable's Research

Dusable reveals a truth to Avfyra that runs along a deeper vein in the story so far:

Erichto and he used to research the Path of Chaos' Mother together. To this day, they both believe there is a path concerning Fate that may be extracted from wraiths. In obscure studies, they learned of a society of wraiths who practice the telling and manipulation of the tides of Fate.

For a long time, both of them failed to affect wraiths, however. They trained themselves in the Thaumaturgical Path of Spirit Manipulation. This path allowed them to contact the spirit world, but not the Underworld or the Faerie Realms.

One day, a wraith's fetter came into Dusable's possession and he thoroughly experimented with it. As Dusable puts it, Erichto had an irrational fit because of it and the two of them had a falling out. In his experiments with the wraith's fetter, he was certain the Path of Spirit Manipulation would prove useless. He eventually managed to affect the wraith through the use of an artifact Dusable had lying around called the Erciyes Ankh.

After Erichto stole the fetter from him, he was stuck again. When a traveling Setite called Aniyah offered far more for the Erciyes Ankh than Dusable thought it was worth, he sold it. Since that night, he has regretted selling the artifact, as none of his other leads have panned out. Still, Avfyra may find progress in one of them where Dusable did not. The possibilities left to them are:

- The direct manipulation of wraiths through Necromancy: The Tremere have no way of learning this on their own, however. Dusable knows that there were Kindred associated with the Giovanni in the city years back, but they did not part on friendly terms.
- Studying an ancient path found only in texts, Rego Mentem: It is rumored to be the source of the current Path of Spirit Manipulation. Unlike that path, Rego Mentem once allowed contact to all outer realms. The last records of it being used are from the late middle ages, when it was learned by Infernalists from demons. By then, the path was called Rego Manes. Although it might be possible to learn this path, the knowledge is not available in the Chicago chantry.
- Finding the Setite who bought the Erciyes Ankh and retrieving it: Dusable only met 'Aniyah' once and he doubts it was even her real name. Still, if Avfyra could discreetly find a way to contact the wicked clan, the retrieval of the ankh would be worthwhile, if dangerous.
- Contacting Erichto: Dusable scoffs at the notion and he likes this option the least. There is a small chance that Erichto has learned more since their falling out, however.

suddenly age or drop dead, another Masquerade breach all on its own.

Before long, Jim is Summoned by Critias. There, the elder stares out his window at the snowy courtyard deep in contemplation. When he turns around, he begins challenging Jim about his convictions and learnedness. He is interrogated about his views on platforms of government and about the nature of Kindred society.⁷

When Jim's answers fall short of Critias' expectations, Jim makes a save by announcing his willingness to learn. At that, Critias finds an opportunity to continue his Conditioning of Jim⁸ in his response. He also informs Jim of the new Sheriff and lets him know about the Elysium to inaugurate him tomorrow. Knowing Jim is under his control, Critias starts to confide in him. "You know..." he says, staring far out the window again, "I *loathe* the Camarilla."

Jim asks after Menele. Critias informs him the Methuselah has taken to wandering the streets all night.

⁷ Whether it is a necessity for survival, a means for power struggles, or a pawn for Antediluvians to use in the Jihad.

⁸ Another three successes add the total up to 12/17.

After the long torpor, movement appears to soothe him. It helps him to think and it makes it harder for Helena to find him. Critias further reveals Menele's strength is still minimal, having just woken up. Also, Critias confides that despite his own contempt for what he calls the 'usurper' Brujah,⁹ Menele desires a unification of all Chicago's Brujah. He mentions how, long ago, before migrations brought many more Kindred, Chicago was a haven for Brujah. He mentions there was another Brujah elder named Procet on the Primogen, who disappeared years ago.¹⁰

Evan

After awakening, Evan spends hours locked in his hotel room, meditating and focusing on his resolve against the

⁹ Critias simply detests the reputation his clan has had for the better part of the last millennium. Unlike more distantly related True Brujah, he does not believe the rest of the clan descends from a usurper Troile. He knows he descends from Troile, himself.

¹⁰ Critias does not care to mention Procet was his very own child. This does not even register on an emotional level with him.

Beast.¹¹ He receives a phone call from Avfyra, asking about a woman who was around in '91. Evan isn't sure, but promises he will ask Jim about it. Later, Graham stops by, informing him of the position he may take upon himself. Before much longer, Evan heads over to the chantry.

Archer

When Archer awakens, he approaches Nicolai again. He asks for a means to contact Erichto. The Regent gives him her address before dismissing the intruder again.¹² Archer then continues to the library. He spends a long time researching the nature of demons until he faces a dead end when he cannot physically cross the threshold to the bookcase he needs. A ghoul politely informs him that portion of the library is restricted to Nicolai and Dusable.

He decides to visit Dusable then, but finds he is still in seclusion with Avfyra. He listens by the door and hears them talking, but cannot discern what they are saying. He does not disturb them and heads back over to disturb Nicolai. Before the Regent can lash out at being interrupted again, he is called away to an emergency meeting of the Primogen. Out of options, Nicolai Dominates Archer into showing Evan the ritual. He will be unable to speak of it to anyone else. Nicolai then leaves for his meeting.

Archer can understand the portion of the ritual written in Latin and he is prepared to explain it when Evan shows up at the chantry's doorstep. Archer guides Evan to the foyer, where they can talk in private. Before revealing the ritual, Archer questions Evan about Fate and his possible tie to it. Evan knows nothing about this, but Archer pushes him to keep an eye open for its manifestations. At first, Archer refuses to tell Evan about the ritual until Evan has learned more about the influences of Fate. Evan becomes suspicious and Archer soon realizes his hands are tied. He shows Evan the scroll anyway and translates the ritual for him.

Still, Archer doubts Evan can perform the ritual, lacking Thaumaturgical powers. He inquires about this and Evan lies, saying he indeed knows nothing. Archer then pushes the issue and warns him to equate the sin of Infernalism with that of diablerie. As a last attempt at leverage, Archer hints subtly at teaching him the direly-kept secrets of Thaumaturgy in exchange for Evan's cooperation in finding out more about Fate. Lastly, they briefly discuss the power struggle to come before agreeing to meet again later.

At the gates, Graham arrives at the chantry just as Evan leaves. Archer shows Graham in. They discuss the current state of the law before Graham feels himself being suddenly Summoned away. Archer, now alone, takes to

¹¹ Effectively, the character spends experience points on increasing his Self-Control.

¹² Nicolai is busy preparing the ritual to show to Evan, in secret, at Helena's request.

The Ritual of Odin's Sacrifice

This archaic, 3rd-tier ritual of Thaumaturgy can reveal components of the True Name of a demon as detailed in the scroll presented to Evan. The power of Odin's Sacrifice itself has many more applications, though most are lost to time.

The True Name of a demon is said to be a description of its true nature. Often, this includes the angelic purpose it had before becoming a demon as well as the flavor of corruption it has since then undergone.

The ritual takes three hours to prepare and then requires the Thaumaturgist to cut out his own eye. This act requires a Courage roll of difficulty 7 and deals one point of lethal damage. After this, within three hours, the Thaumaturgist may glimpse a supernatural anchor to this world, be it a vessel or a reliquary, and attempt to discern an aspect of the True Name of whatever is bound there. It is also possible to use this sight on a wraith's fetter to discern its identity and history.

To determine how much is glimpsed, a roll of Perception + Occult (+ Auspex) is made against a difficulty corresponding to the bound entity. More successes result in more information.

studying the ritual further. After a while, he makes an appointment to see Jim Antwiler tomorrow, at sunset.

Graham

After numerous visits around town, Graham is Summoned to a windy rooftop in the Loop. There, the Primogen stand gathered. They commend Graham on his efforts during the war with the Lupines and ask him to become, not merely Protector, but Sheriff.¹³ He swears an oath to the Primogen. While he recites it, Nicolai has his hands behind his back. Just as Graham finishes, the Tremere licks a drop of blood from his thumb. Graham's foremost duty is to strictly keep this city from falling to war in the coming conflict over the throne. There is not to be a single Final Death. An Elysium will be arranged tomorrow night to inaugurate Graham in the sight of Chicago's Kindred.

After being dismissed, Graham spreads the news of his position. First, he visits Archer, who he disturbs in his studies. Next, he visits Jim, when the sun will rise before too long. Graham voices his need for a means to be reachable, as he has neither a phone nor a haven. Jim offers his ghoul's services in taking messages and even suggests he might be able to find him a haven. Graham declines both and heads for a park to go to ground.

¹³ That is, *their* Sheriff.



Evan's Beast

Leaving the Tremere chantry, Evan can't stop thinking about what Archer kept asking him. He decides to take a taxi to a nearby park to ask Agathodaimon about Fate. On the way, sitting in the back seat, Evan can't stop focusing on the driver's pulse. To keep from giving in to the Beast, Evan throws himself from the moving car. Running away, he ends up in the middle of an empty industrial lot.

Desperate, he calls Agathodaimon's name three times. After the second time his name is spoken, the white statue appears. Evan asks about Fate, but Agathodaimon says he can't help him with that. Seeming earnestly concerned, he asks how Evan is doing. When Evan unloads his burden on Agathodaimon, the demon soothes Evan. He seems very sympathetic where the Beast is concerned. Evan has to drag it out of him, however, that he may have an alternative.

At Evan's insistence, Agathodaimon explains Humanity is but one of many ways to deny the Beast its desires. What Agathodaimon can teach Evan, however, is to become one with his Beast, to harness it, to wield it. He tells Evan to think about it. If he is truly interested, Agathodaimon will come back on it tomorrow.

Evan contacts Jim and shares what happened tonight, including Avfyra's question about Aniyah. After their conversation, Evan heads back to his haven. On the way, he kills a drug-dealer in the name of the Dragon, forsaking

redemption.¹⁴ The Beast howls within Evan, and another killing spree follows.¹⁵ Evan never makes it back to his hotel tonight.

12th January 1993

Evan

Evan wakes up huddled under garbage bags in a dumpster. He finds he had been clutching another severed hand all during the day. People notice him when he climbs out onto the streets and Evan makes a run for it with Celerity to the nearest park. He calls upon Agathodaimon and begs him for his teachings. Agathodaimon rises from an abyss again and agrees to teach Evan. First, he must swear oaths to place himself on what the demon says has been given many names throughout time.¹⁶ By any name, Evan swears to follow the demon's Path of Enlightenment and revokes Humanity.¹⁷

When Evan returns to his haven, a message has been left for him by Eletria. She invites him to an Elysium later tonight.

¹⁴ Forever.

¹⁵ Humanity drops to 3.

¹⁶ *Via Diabolis*, The Path of Screams, The Road of Sins, The Path of the Devil, and more besides.

¹⁷ Evan starts his new Path of Enlightenment at a score of 3.

Jim

Early after sunset, Jim meets with Archibald. They talk of many different things before Jim tries to pass something along to Avfyra through Archer. He tells him he believes Aniyah may have been a Setite who bothered an old friend of theirs at some point. She made her haven on a party cruiser somewhere out on Lake Michigan. Archer seems to know nothing about this, however.

After they part ways, Jim pays Evan's hotel room a visit. When he opens the door, Jim is shocked. He notices Evan's sunken eyes, unretracting fangs, and ill complexion. He is utterly frightened. Evan seems not to care when he lets Jim in. He changes the subject before Jim can ask too many questions and they call the chantry to reach Avfyra. They reach her, and tell her about Aniyah's boat and about Emily. Avfyra reveals it is all concerning an item in Aniyah's possession, an ankh.

Afterward, they decide to feed together. Evan isn't even hungry, but wouldn't mind indulging. Jim tries calling Madame and Dooley's brothel, but there is no answer.¹⁸ He tries calling one of the Madame's former competitors, a place in Chinatown, and has four prostitutes come over. Evan can't restrain himself, however, and kills one of them. Jim is disgusted and sends the rest away. They leave the body behind for now.

Graham

The Primogen gave Graham some cash to get him any supplies he may need in his duty. As soon as he rises tonight, he uses the money to buy a car. Then, he visits Inyanga, who he finds up a tree in her leopard form. Graham explains how he needs a haven and Inyanga says she will have Doyle arrange one for him. Then, Graham heads over to the opera house early to inspect the security of the place for tonight's Elysium.

Avfyra

Avfyra awakens and decides to find out what Archer has been up to. The two of them are slowly growing suspicious of each other. Avfyra decides to stalk him.

She is interrupted by Dusable, however. He informs her of Graham's rise to the position of Sheriff and that there will be a last-minute Elysium to officially instate him later tonight. He expresses she should stay behind in the chantry, however, to progress in her research. He counts on her.

After Dusable leaves, Avfyra manages to learn Archer has plans to meet with Jim. She then continues her studies in the Path of Aether's Father until she knows more about Aniyah. After Evan and Jim call, Avfyra decides to head over to the docks to find out more from the Nosferatu, now that she knows Aniyah had still been around.

¹⁸ Both of them were destroyed and Jim knows this. It appears no one runs the place anymore.

At the pier, Avfyra is startled by Nathaniel. He expresses he had been meaning to approach her mentor, Dusable. After Avfyra explains what information she needs, Nathaniel offers her a deal. He makes it plain he deserves to be Sheriff instead of Graham. Nathaniel already knows Dusable intends to make a grab for the throne and knows he has enough influence in Chicago to accomplish it, even if the rest of the city does not realize it yet. Nathaniel claims he knows something that could put Dusable in good light as the potential Prince, something that simultaneously harms Graham's standing. Nathaniel offers the sole rights to this information to Dusable. In addition, he will get Avfyra the information she needs. All he wants is for Dusable to vow that he will make Nathaniel his Sheriff once he becomes Prince.

Avfyra agrees to Nathaniel's offer. As a sign of good faith, Nathaniel freely tells her that the boat she describes had been on Lake Michigan for a long time, up to a few weeks ago. It sank to the bottom after an attack by werewolves. If Dusable agrees to the deal, Nathaniel will dig into what happened to that boat and its occupants.

Archer

After his meeting with Jim, Archer returns to the chantry and approaches Nicolai. He updates the Regent on what happened with Evan the night before. Nicolai seems lost in thought, however.¹⁹ The Regent changes the subject and tells Archer to fetch Dusable and Erichto. Archer begins to suspect Nicolai is being manipulated. When he returns, Nicolai explains how they will be attending the Elysium tonight, with strict etiquette and presentation. All the while, tension is apparent between Erichto and Dusable.

The Elysium

At midnight, the Elysium commences at Chicago's Lyric Opera. Present are: the entire Primogen, Eletria, Nathaniel, Ballard, Kip, Dusable, Erichto, Blackjack, Anita, Damien, and all the characters except Avfyra. The Tremere make a regal entrance, where Archer announces the entry of each of his clan members and all eyes are drawn to Dusable. Capone was invited, but he does not make an appearance.²⁰

Eletria makes a point of dismissing Kip as soon as Evan walks in. Later, when Evan, Annabelle, and Eletria talk, Evan is poured a glass of Helena's blood.²¹

Graham is made to approach the stage, where he is officially instated as the Sheriff of Chicago. The Primogen dictate there are to be no Masquerade violations under his watch, no progeny until a new Prince may give permission, and most importantly: not one Final Death. Graham

¹⁹ He is confused at sorting through his own memories surrounding Helena's Domination to reveal the ritual to Evan.

²⁰ He has already met Final Death at Ballard's hands.

²¹ Making Evan fully bound to Helena again.

makes an adequate speech before everyone joins him at the front to offer their gratitude and congratulations. Nathaniel teases Graham about knowing something that links Graham with the Sabbat. Graham scoffs at the notion and gives him a handshake that expresses his dominance. The Brujah Joshua, better known as Blackjack, expresses his earnest gratitude to all the characters in person for their actions in destroying the Sabbat.

Jim has a longer conversation with Blackjack. Anita and Damien seem disinterested. Joshua appears to know who Jim's sire really was.²² He offers to take Jim out tomorrow to meet some people.

Ballard soon begins a speech about centralizing Chicago's Camarilla resources. The suggestion that all the power lies with him and that he should be acknowledged as Prince is thinly veiled. It is Dusable, to everyone's surprise, who speaks up. He plainly, and calmly, expresses his disdain for Ballard's plan, calling it a tyranny. Ballard flies into a frenzy at that.

Graham rushes to the front and manages to contain Ballard's bulk as he thrashes to get at Dusable, who adopts an expression as if only disappointed in the Ventrue while preparing to defend himself with Thaumaturgy if it becomes absolutely necessary. Meanwhile, Evan shows no such restraint in the uses of Thaumaturgy as he begins to play with Ballard's fears using the Path of Phobos without anyone noticing. Eventually, Damien assists in hauling Ballard out of the building.

Outside, Graham speaks to Ballard when he has calmed down. Graham is surprisingly tactful as he expresses no judgment against Ballard. Ballard recovers his dignity only by thinking ahead and begins to act as if touched by Graham's words. He expresses his desire to speak further with the Sheriff later before Graham returns to the Elysium and Ballard takes off.

When, slowly the Elysium begins to dwindle down, another overt confrontation presents itself. Never having exchanged a single word before, Critias and Eletria suddenly prove their disdain for each other. Eletria calls Critias a pervert, a claim he only dismisses with a sexist remark. The enormous tension between them silences the room, before Eletria leaves first, dragging Annabelle with her.

Evan speaks to Eletria outside while Jim follows Critias. Critias begins to tell Jim about Maxwell, the Prince of Chicago before Lodin's time. He says that if anyone can achieve the unification of the Brujah, it is him. They are interrupted when Graham runs after them, wanting to hear Critias' opinion on the candidacy for Prince. Critias dismisses him, saying he has no opinion to offer. When they are alone again, he tells Jim he will be taking a trip soon, to New Orleans, where he will search for Maxwell and extend him an invitation to return to Chicago. In

Ballard versus Dusable

Horatio Ballard and Abraham Dusable are both more alike and more contrasting than most in Chicago realize. They both come from mortal families of lawyers in the 19th century. Ballard's father was both a legislator and a businessman and he pursued to become the latter himself. Dusable was capable and cultured, but despite his great skill as an attorney, was a black man in a racist world.

By the time Dusable was born, Ballard was already worth millions. Both of them had mortal families they left behind in Chicago. Ballard overtly dominates his entire family in the giant industrial operation the city has become for him, placing select progeny in high positions. Dusable on the other hand, faked his own death and hid far away from the sight of his beloved. Still, Dusable retains contacts among the more modest lawyers in Chicago, a strong influence few know about among the Kindred.

Both of them are prolific, greedy, and have one goal in mind: power. Their conscience has always been forsaken in the light of this goal and both would do anything to achieve it.

doing so, Critias continues his Conditioning of Jim.²³ He tells Jim of Maxwell's nomadic existence on the waters of the Gulf of Mexico and that New Orleans is a good place to start his search.

Graham

After the Elysium, Graham decides to arrange meetings with more of Chicago's elders. He means to gauge everyone's opinion candidate Princes. To this end, he first visits the Tremere chantry to inquire after Dusable's intentions. Archer receives him and guides Graham deep within the chantry itself, to Nicolai's private office. There, Nicolai denies Dusable is running for Prince. He claims his child only spoke up out of the Tremere's preexisting duty to this city. When Graham leaves, he has just enough time to visit both Jim and Evan before finding a haven. All the while, he wonders what happened to Capone.

Evan

When Evan goes his own way, he goes by several shops until he finds one with a mannequin behind the window. He smashes the window and tears off the hand. Agathodaimon had hinted at finding common ground with the Beast, claiming it has a personality all of its own. Evan knows by now that his Beast likes severed hands.

²² This has not been a secret in Chicago for a long time, now.

²³ With four more successes, Jim is one success away from being fully Conditioned.



When he returns to his haven, he places the mannequin hand next to the other works of art in his expensive hotel room.

Before much later, Jim visits Evan to get rid of the corpse still in the room. When all the lights have gone out below Evan's room, Jim throws the remains from the window and Evan dumps them in the nearby Lake Michigan. It isn't a pretty sight, but they were lucky not to get noticed.

Afterward, Jim insist on speaking to Evan at length about his Humanity. Evan denies his help, saying: "Are we really all that damned?" His choice has been made. When Jim leaves, he throws up the whisky he had been drinking to cope.

In their conversation, Jim mentioned he might be going to New Orleans. Evan calls Eletria to notify her of Critias' orders. Later, Archer calls him. He asks after Evan's progress with learning of Fate and tries to determine how Evan managed to arrange what would have been a private meeting with Nicolai. Evan says it was Eletria who arranged it.

It is late when Graham shows up at Evan's door. Graham asks after the Toreador and their intentions. Evan cannot tell Graham anything concise. Evan denies losing a battle with the Beast when Graham asks.

When Evan turns to his daytime sleep, the effects of using the Path of Phobos manifest in him. He begins to experience horrors that penetrate his deepest sleep.

Jim

After leaving Evan's place, Jim goes home. He calls Rajiv to arrange some reading material. Jim is interested in studying psychology and mediating. Rajiv, meanwhile,

is clearly already becoming impatient for progress toward his permitted Embrace. When Jim reveals how he will be leaving Chicago for a while, Rajiv puts an ultimatum before him. Jim promises progress when he returns.

After he hangs up, Jim is visited by Graham. They talk the city's situation over. Jim mentions he will be going to New Orleans for Critias to Graham as well. Jim tells Graham he believes he is being used as a pawn. Graham expresses his concerns about Nicolai's use of Thaumaturgy when he swore his oaths on the rooftop.²⁴ After Jim asks Graham to keep an eye on Evan, Graham heads over to Evan's hotel.

After Graham leaves, Jim calls Archer. Keeping up the illusion that he is investigating his lineage for them, he tells the Tremere he is leaving for New Orleans to benefit this very pursuit.

Archer

After his conversation with Jim, Archer makes the call to Evan to learn more of what could be manipulating Nicolai. Eletria is mentioned. After the conversation, he remembers how Evan mentioned several opportunities to get rid of the demon that is plaguing him. To Archer, it as an epiphany that Eletria must be behind everything. His anger at the situation gets the better of him and his Beast takes over.²⁵ He rips into a ghoul in the hallway but cannot stop.²⁶

²⁴ While the implication continues to haunt Graham, Nicolai was merely using Thaumaturgy to observe if the new Sheriff was being earnest.

²⁵ Archer fails the Self-Control roll.

²⁶ He botches the next Self-Control roll to regain composure.

Avfyra

When Dusable returns to his chambers after the Elysium, Avfyra is waiting for him there. He informs her of all that transpired and that they expect Graham at the chantry soon. Avfyra informs Dusable of Nathaniel's proposition and the two decide to head over to the pier before the Sheriff arrives.

On their way, Avfyra tells Dusable about her mastery of the theory in the Path of Aether's Father to advance to the next stage. Dusable offers to put it to practice right there in the car. When she attempts it, however, she cannot follow his explanations of several strange concepts²⁷ and they decide to continue this some other time.

When they meet with Nathaniel, he passes a sealed document to Dusable. After hearing the terms and reading what Nathaniel has to offer, he agrees to the Nosferatu's deal. Nathaniel, delighted, promises to get Avfyra the information she seeks as soon as possible.

When they return to the car, Dusable reveals the contents of the document to Avfyra. Apparently, the Nosferatu obtained a manifest belonging to the Sabbat pack that Avfyra herself helped destroy when their clan was made to clean up the mess in the name of the Masquerade.²⁸ It contained many articles of sensitive information, among which was the revelation that the Gangrel Doyle had been aiding the Sabbat. During the time Graham was known to associate with Doyle and his sire over the past year, Doyle had already passed the initiation rites.

Dusable explains that if he presents the evidence and achieves Doyle's capture, in effect conducting a Prince's right of the Blood Hunt, it will mean much for his consideration as a candidate. It will put Graham's competence in question, however, and rumors are sure to spread about his very loyalty. He intends to go through with it and Avfyra agrees.

When they return to the chantry, they encounter a blood bath. Archer's frenzy has cost several ghouls their lives. Nicolai, furious, explains what happened and orders them both to clean up the mess, lacking the ghouls to do it. The one-armed Dusable lets Avfyra take care of it.

13th January 1993

Archer

In a sewer ditch with a pile of corpses on top of him, Archer awakens, smeared in filth and blood.²⁹ He drags the corpses to a deeper section of the sewer before returning to the chantry as soon as possible. The bodies he left behind have been moved away and the place has been cleaned.

²⁷ Avfyra fails her Intelligence + Occult roll.

²⁸ This is the very same journal the characters left behind.

²⁹ He has lost a point of Humanity.

He approaches Nicolai first thing, who uses Movement of the Mind to throw him across the room into a chair. The Regent looks fierce and Archer fears for his life. Just then, Nicolai decides to start Conditioning Archer by showing mercy and forgiveness.³⁰ He produces a blue scarf he had prepared for his loyal friend. Nicolai had noticed Archer applies the Pavis of Foul Presence³¹ to his tie and made him this scarf to use instead, which offers the same effects permanently.

Archibald concedes to the Regent's will. Nicolai orders him to start shadowing Jim Antwiler wherever he goes.³² He is to find a good reason to remain near to the young Brujah.

Outside Nicolai's office, he lets out a needless sigh of relief. Archer continues to call Jim, who hangs up in a hurry, saying they will speak tomorrow.

Graham

Graham rises from the frozen soil and immediately takes to his duties after feeding. He decides to visit the Nosferatu. At the pier, the girl Tammy take his hand and leads him straight to Khalid, who sits alone in a dark, empty office.

As they talk, Khalid quickly finds Graham tedious and unintelligent. Eventually, the Nosferatu Primogen admits to Graham that he is conflicted. He had meant to take something into his own hands, but since the Sheriff is here, he will put the matter before him. He claims there is an evil entity that needs to be eliminated within Chicago. His name is Kip Barrel O'Marvin, he says. In exchange for Graham's leaving this with Khalid and not interfering, he reveals to the Sheriff that Capone has already been destroyed.

Graham then continues to the Prudential Building to speak with Ballard. Ballard lies, claiming he is looking for Capone himself, that he needs him. Ballard continues his act in humbling himself before Graham, illustrating how all change brings excess harm. If Graham decides to support Ballard, he will extend his reach to become Prince, he says, otherwise he won't. He claims he is most ideally suited to pick up where Lodin left off and that this would be best for Chicago. He even goes so far in his act of humility that he claims his best interests lie in leaving Chicago, but that he would serve the city instead if it suits the Camarilla.

When Graham leaves, he decides for himself that the strongest party will make the best-suited Prince, and that he will support only the strongest. He continues to the chantry, where Archer opens the doors. Graham puts Ballard's claims and his own views before Archer as they walk to Nicolai's office. Naturally, Archer claims Ballard

³⁰ Two successes are achieved.

³¹ A Thaumaturgical ritual which reverses the effects of Presence used against him.

³² Nicolai is now firmly under Helena's spell and desires to use Antwiler to find Menele.

weak if he himself admits to needing the Sheriff before running for Prince. When they reach Nicolai, the Regent dismisses Archer. Nicolai goes on to agree with everything Graham says and makes an official proposition of Dusable becoming Prince.

Leaving the chantry again, Graham decides to visit Ballard again in the time he has left. After Graham suggests his new criteria, Ballard gives up his charade and says, as his old, foul self, that he never intended to leave Chicago and that by tomorrow, his display of power will have affected the whole city and Graham will need to make his choice. Graham spends the rest of the night patrolling before going to ground.

Jim

Jim wakes up and the first thing he does is to call Rex. When he tells his new ghoul about his departure to New Orleans, Rex asks to come with him. Jim agrees. Meanwhile, the reception down in Jim's building let him know a message was left for him. It appears Rajiv acquired the books Jim asked for and invites him over to his place.

Before Jim has a chance to follow up on that, Blackjack and Anita show up at his door. They pick him up in their car to go to a Rant, an Anarch meeting. In the car, Damien and Tyler are also seated in the back. Jim doesn't recognize the driver but this is in fact Maldavis, who is less afraid to show her face now that Lodin is gone.

As they drive far south, Jim is asked about his opinion on the division of power in Chicago. The conversation quickly shifts to the accusation that Jim serves Critias like a lapdog. It is clear Tyler has a particular hatred reserved for the elder, as does Damien. Jim tries his best to present himself as willing to learn.

When they finally arrive, they have entered the city of Gary, where Juggler and another Anarch called Evelyn meet them at an abandoned steel mill. They gather around a bonfire and start their meeting with a round of mourning. As Anita announces her mourning for her sire, it becomes apparent she is a childe of Dooley's as well. It also appears Blackjack was Karl's sire.

When they get to business, the Interdiction of Gary is spoken of as if it is already lifted and the Prince of Gary, Modius, is mentioned. When Jim starts talking about Maxwell, he is pressed for more information until he is made out to be Critias' lapdog again. At the end of the meeting, no plans have been discussed and Maldavis mutters: "This is bullshit."

In the car ride back to Chicago, Jim tries to reclaim some esteem with regard to Critias, but only makes himself appear like that much more of a suck-up. From the curb where he gets out, he immediately takes a cab to Rajiv's place.

A Sulking Jim Antwiler

When Archer first sees Jim, he asks if anything is the matter. Jim answers:

"Can you tell me if I still speak the English language? Okay, it appears that my—you know what, do you want a drink? Goodie. It appears no one, for some reason, gets my meaning today. For example: 'We'll speak tomorrow,' or 'I'm your friend,' or 'Hello,' even."

There, it becomes clear Rajiv has been approached by another Kindred.³³ Rajiv makes a point of it that he still prefers his arrangement with Jim, but that if he keeps stalling, he will take the other vampire's offer. Jim tries to force a Domination on him immediately to uncover the vampire's identity but does not learn his or her name. He does learn it was someone of Clan Ventrue. Jim continues to try to remove Rajiv's recollection of the Ventrue's visit, but doesn't succeed. Rajiv then throws Jim out of his apartment.

He goes home and sulks. While he is in the middle of changing, Archer knocks on his door. He opens it, shirtless, and without saying a word walks back into his apartment, leaving the door open for Archer. After Jim explains his problems with Rajiv, Archer makes the wild suggestion that Nicolai could arrange permission for Jim to Embrace. Eventually, Jim makes a call to Rajiv and promises to present him to the Primogen when he returns from New Orleans.

Archibald then edges in further, suggesting he might help Jim somehow. Antwiler deflects, suggesting he stay in Chicago. As Archer begins to show signs of a different intention, the conversation gets away from him. Eventually, he stumbles on the sudden claim that he has Tremere business in New Orleans as well and should accompany him. Jim then agrees, but is already very suspicious. They intend to leave tomorrow night, but not before they've had a chance to learn more about their destination's Kindred population. They arrange a meeting for tomorrow night.

Avfyra

Avfyra awakens and is forced to feed outside the chantry, as the remaining ghouls in the chantry are still upset, pending severe Dominations by Nicolai. When she returns, she overhears Nicolai's moment of wrath directed at Archer before she continues to the library.

While she is waiting to hear back from Nathaniel, she begins to prepare herself in case she has a confrontation with a wraith. She already has a considerable amount of occult knowledge on the subject, but learns several

³³ Brian was feeling particularly vengeful after he was sent away from the Elysium.

things in practice, including the fact that Disciplines like Dominate will not work on a wraith. There's an exception to this, she realizes, when the wraith is possessing someone. After scouring the library for hours more, she finds a reference to a so-called 'guild' of wraiths called the Oracles, who maintain the knowledge she seeks to transform into a Thaumaturgy.

In the last hours of the night, Avfyra continues her attempts to learn more of the Path of Aether's Father under Dusable's tutelage. This time, she succeeds at the next tier. Attempting it, she manages to use Chronos Orientation safely.

Evan

When Evan wakes up, his sheets are soaked in the blood sweat of his daytime nightmares. After cleaning himself up, he goes back to the library to do research for his script. Out of curiosity, he also looks up subjects of Fate per Archer's request, but does not find anything.

He applies for a library card in his own name and rents a number of books so he can keep working from his haven. Before the library closes, he manages to compile information on 1832 and 1833, including the cholera outbreak and the Yankee immigration.

Outside, Evan approaches a man getting into his car. He Awes the man and gets in the car with him. They drive into an alley, where Evan begins to drain the man. Already, his Beast is content to leave Evan alone when he refrains from drinking the last drop. He leaves the man to freeze to death outside nonetheless.

Evan then steals the car after tearing off the license plates and drives back to his hotel. There, Kip is waiting by Evan's hotel door. He says his master wants to speak to Evan, despite Eletria's wishes.

Drakonskyr's voice resounds around Evan soon after that. The Dragon is pleased with the lives Evan has ended so far.³⁴ The demon then asks Evan to perform a specific, vile task. Apparently, a minister living in the South Loop called Patrick O'Malley is taking souls away from Kip's cult. Evan is to murder him.

After Kip leaves again, Evan heads back outside to the nearest park. He says Agathodaimon's name twice before his mentor appears. Evan asks to continue his lessons.³⁵

Afterward, Evan looks up the minister's address and checks it out. He can't find any alarm systems and makes a note of the layout. He drives back to his hotel then, and calls his actress friend from a while back to meet up for drinks tomorrow night. Evan spends the rest of the night studying the books he had borrowed from the library and makes it through most of the 19th century in his notes.

³⁴ A system akin to Demonic Pacts from **Vampire: the Dark Ages** was used to give Evan experience points which could only be spent on Dark Thaumaturgy.

³⁵ Evan learn the second tier of the Path of Phobos and a ritual which allows him to communicate with Agathodaimon at a distance, akin to the ritual Communicate with Kindred Sire.

Archer

Before turning in, Archer reports back to Nicolai. He claims to have gotten closer to Jim. The Regent impresses on him how Antwiler is the weak link in a longer chain. Archer must consider Critias completely off-limits. He must not even be aware of Archer's manipulation.

Archibald cringes under the pressure and begins to list his worries. He complains about Jim having private business and asks Nicolai to tell him how to do this. He complains past Nicolai's patience, who tells Archer he is of no more use than a Gargoyle if he can't figure out a way himself. When lastly, Archer asks Nicolai to instruct him further in the Path of Aether's Father, his master assures him he will make time tomorrow night.

14th January 1993

Avfyra

When Avfyra awakens, she visits Dusable to discuss the nature of wraiths. She also asks after the condition of his arm and he informs her there is little progress in mending the wound. Afterward, Avfyra contacts Nathaniel, who has just learned something of interest to her. The Setite boat was hauled from the bottom of Lake Michigan shortly after the incident. The police investigation is still pending and Nathaniel has discovered the location of the warehouse where it is being held for inspection.

Avfyra orders up a car to take her to the warehouse. In the car, she performs a ritual that will allow her to walk through walls. Outside, she spots no security cameras.³⁶ Avfyra walks straight through the walls of the building.

Inside, she finds the evidence files catalogued on shelves. The police took photos of what they encountered, among them a photo of a dead snake. Avfyra discovers how the boat hit the lake's bedding and tore open the hull, spilling the boat's contents below Lake Michigan. Deciding she needs to find out where the boat sank exactly, she looks through more files to discover the exact coordinates.

Avfyra leaves the warehouse again and returns to her car. She returns to the chantry and reports to Dusable. Tomorrow, she intends to search Lake Michigan.

Jim

Jim calls Rex when he wakes up to let him know things are moving forward. After this, he and Archer meet in a café. The tension and anticipation are apparent in every word they exchange. To find out more about New Orleans, they decide to visit Critias. Archer waits in the car while Jim walks up the building.

With Critias, Jim relays lists worries and complaints about his meeting with the other Brujah. Critias,

³⁶ Although there certainly are cameras.

Bret's Revelation

After Prias' destruction, Helena reached out to Bret to serve her in every way her ghoul once did. He is fanatical about her and delivers her all the fresh Kindred to feed from as she desires. When he stands faced with Antwiler this evening, he suspects a trap, also having learned of Menele and Critias recently.

impatient, stops him by saying: "You mistake playground excuses for elder politics."

When Antwiler persists in talking about Tyler, Critias confronts Jim with the letter he and Evan wrote to Lodin long ago, incriminating, generalizing, and insulting Critias by making him out to be an Anarch on Lodin's council. The rebuke initiates the final step toward fully Conditioning Jim.³⁷

When Jim asks after details of New Orleans, Critias suggests he speak to one of the Toreador. Bret Stryker, for example, who seems to have visited the place before. Also, Critias warns Jim not to trust the Tremere joining him at all. All the while, a naked, dead, 8-year old boy lay slumped on the couch.

After returning to the car, Jim tries to get a hold of Bret Stryker through Evan. Evan tells him he will call Eletria for him. Jim calls him again, and Evan makes an excuse for not hearing back from her. When Jim calls and asks Rex, he thinks he can get a hold of him through mutual contacts in their industry.

When Rex calls back, it appears Bret is working at an office party gone wild. They pick him up at the building as he finishes his shift. Bret wants nothing from Jim and Archer at first. They convince him to come along when Jim offers to send for prostitutes to feed from. In the car, Bret hints at the lawyers' strike instigating the party he just came from.

Eventually, Bret tells them about New Orleans' Prince, his childer, and where to find other vampires, a place called the Twilight Club. After he leaves, Jim takes care of the prostitutes while Archer goes back to the chantry.

Graham

Graham wakes up and feeds from a man walking his dog. Then, he feeds from the dog. Next, he visits Jim, who is on his way out for his meeting with Archer. Graham asks after any news and Jim tells him about Archer going to New Orleans as well. Jim then enlists Graham in the Rajiv situation. He explains what happened and pleas for a good word with Inyanga, as a stepping stone to getting permission from the Primogen. Graham says he can't help Jim. He must remain neutral. Besides, the Primogen

³⁷ The last success to make a total of 17 is achieved.

forebode Embraces until there was a new Prince. Jim does give Graham Rajiv's address, in case anything happens.

Graham leaves then and tries to find Inyanga. She is just coming back from checking up on the Fanum when Graham runs into her. He expresses his doubts about the maneuvers going on around him. Concerning Nicolai's use of Thaumaturgy when Graham swore oaths to the Primogen on the rooftop, Inyanga says she believes it was harmless. Inyanga also informs Graham that Doyle has found a haven for him.

The Sheriff then seeks out Doyle and discovers he has arranged an out-of-use meat packing plant just west of the Loop. The phone line is dead, however, which is what Graham was looking for. Doyle suggests he gets a mobile phone. Graham likes the idea, but doesn't have the money.

Since Graham does not want to grovel to the Primogen, he decides to steal from the unvirtuous. As a bat, he scours the city and finds a drug dealer and his bodyguard working out of an alley. In his confrontation, the bodyguard is far stronger than Graham predicted, and he end up having to feign is his own death. He drains the bodyguard while he dumps Graham's body and finds himself under the effects of a large dose of amphetamines.

To replenish himself, Graham then goes to feed in his usual manner. When Graham tries to grab someone walking out of a bar, the man slips on a patch of ice and break his neck.³⁸ Graham tries to rush him to the hospital, but the man is dead before they get there.³⁹

Jim resents the fact that he is the first one Graham turns to in helping him to get rid of a body. Jim notices the bullet holes in Graham's coat and goes through the man's pockets. To their horror, they discover he had a wife and kids. Jim tries his contact Dominic to see if there are any construction sites in the area. It's late when he calls, however, and Dominic begins to resent Jim.⁴⁰ In the end, they leave the body back on a patch of ice and hope people will believe it was an accident.

In the car, on their way back, they hear of the lawyers' strike in Chicago, where citizens find it ridiculous on every level, but no one seems to be able to reach the lawyers themselves for an interview. The consequences of the strike are dire, however, putting much of Chicago's industry and government in peril. Graham drops Jim off and continues to Lodin's old office, where Ballard sits triumphant.

He doesn't deny any part of it. It was him, he says, and it cost him minimal effort. He states this city needs him and that it would fall to pieces without him. He has to repeat himself before Graham has heard enough. Finding Graham slow in the mind, Ballard laughs loudly as he

³⁸ Graham botched his feeding roll.

³⁹ He succeeds a Conscience roll and does not suffer Humanity loss.

⁴⁰ He botched his Contacts roll.

leaves. Graham spends the rest of the night patrolling before he goes to ground, hungry.

Evan

Evan rises and heads for his appointment with the actress. Her name is Amy. He waits outside and intercepts her when she arrives. She gasps in horror at Evan's transformed face, however. Evan bluffs his way into claiming he has fallen ill. He takes her back to his hotel room and feeds her his blood mixed in wine. This soothes her.

Evan continues to explain everything about his project and asks Amy to check out the History Museum tomorrow, during the day. Amy relaxes more and more and agrees to all cooperation. When Evan turns on the radio for music, he hears about an absurd lawyers' strike, but does not think much of it. When Amy leaves, she appears to think this was a date.

Evan, after speaking to Jim, does call Eletria, but for his own purposes. He warns her Jim was looking for Bret. Eletria continues to ask after Evan, about the situation with the demon. As soon as it is resolved, and not a moment sooner, Helena would like to speak with Evan. Evan agrees and, after hanging up, uses his new ritual to speak with Agathodaimon. Evan wants to learn more, and they meet in a park on the way to the priest's home.

Agathodaimon teaches Evan the third point after asking after the reason of his eagerness. When Evan tells him about the Dragon's recent visit, Agathodaimon agrees to teach Evan the ritual of Odin's Sacrifice right then and there, eliminating any need for the Tremere. Agathodaimon explains that Evan will need to get close to Drakonskyr's anchor, this thing where the demon is bound to keep it returning to Hell. Evan suggests gaining the Dragon's trust and Agathodaimon is pleased at his pupil's duplicity. Lastly, Agathodaimon impresses upon Evan how it is anathema among his own kind for world-dwellers to know this ritual, and trusts Evan is grateful.

Evan continues to the minister's house. He uses the Path of Phobos when he spots him going to bed and the minister flees his bedroom with only a crucifix and a bathrobe on him. He flees out the front door, into the cold, where Evan awaits him with Awe, guiding him into his car. The priest clutches his crucifix, but his faith is nothing compared to Evan's depravity.

In the car, however, Evan explains he is here to save the priest, licking bared teeth in hunger unconsciously. Evan drives into an alley and barely restrains his Beast from taking hold. Evan does what the Beast wants, then, locking the priest in and tearing him apart. The windows drip with blood as Evan breaks off the minister's hand at the wrist and satisfies his urge.

After the deed is done, Evan still has doubts about his new philosophy.⁴¹ Evan cleans up and dumps the body in Lake Michigan.

Evan spends the rest of the night on his manuscript. Tonight, he discovers much about the Haymarket Riots and the anarchists of the time. Jim interrupts him with a phone call at one point, telling him he is leaving. Evan hangs up quickly on the distraction.

Archer

After he returns from his preparations with Jim, Archer decides he should speak to Avfyra. He approaches Dusable's laboratory and, this time, disturbs them. He tells Avfyra about his departure to New Orleans and asks her if she would be interested in teaching him her ritual of passing through walls. In exchange, he would teach her a ritual of his own. Avfyra dismisses the suggestion, saying there would not be enough time.

Next, Archer wants to warn her of the manipulations that are influencing Nicolai, but for the Dominations in effect, he finds he can't. He leaves it at saying she should be watchful. Archer also asks what Avfyra has been up to. She reveals she has been working on research in the paths, but has nothing to present yet.

Archer then continues to Nicolai to receive further tutelage in the Path of Aether's Father. He spends two hours trying to understand the Regent's meaning, but cannot make any progress.⁴² Nicolai is clearly disappointed in Archer. The Tremere furthermore arrange the flight for tomorrow during the day and Archer is told of the state of the New Orleans chantry. He lets a ghoul call ahead to one Mr. Boltcon, there, telling them of his coming.

15th January 1993

New Orleans

Archer and Jim awaken, trapped in suitcases. During the day, they were both picked up in their stasis by their retainers and brought to the airport. Rex accompanied them on their flight and is now lugging both of them through the Marriot Hotel, on the lakeside shore of New Orleans. When finally, he gets both of them up to their rooms, they are released. Rex explains where they are before falling asleep on one of the beds.

Antwiler leaves a glass of vitae for when Rex wakes up before they head outside. Jim and Archer split up at this point. After all, Archer's story is that he has business of his own in the city. They agree to meet at the Twilight Club in a few hours.

Archer then heads over to visit the Tremere of New Orleans. He steps out of a taxi across from the Lafayette

⁴¹ He botches a Conviction roll and does not go up in his Path of Enlightenment.

⁴² Failing his Intelligence + Occult roll.

cemetery, where the chantry manor stands. Sebastian Walcott receives Archer, curious about his business here. Sebastian dresses informally, contrary to Archibald, and seems to be the only Tremere around. Archer asks him to arrange a meeting with the Prince of New Orleans, so he can present himself.

Before leaving the chantry, Archer asks Sebastian about the city. He learns the Twilight Club is considered an Elysium of sorts, that the Prince is considered quite just, and that things are relatively peaceful here. Before heading over to the Twilight Club, Archer stops by an electronics store and buys radio surveillance equipment to use on Jim, including three small microphones he could plant on his person.

From the hotel, Jim heads over to the Twilight Club right away, where he spots a relaxed atmosphere. He cannot distinguish which patrons might be Kindred, but notes a great variety in visitors. He approaches two sitting at a table who turn out to be Ravnos refugees. When Jim asks after information about someone traveling around the Mexican Gulf, the Ravnos begin to mess with him. Jim ends up feeding a patron his vitae and gets kicked out of the bar by personnel who frown on such acts. When the Ravnos meet him outside, they rob him blind with Chimerstry. In the process, they do mention the Setites' presence in the docks, giving Jim a good lead to follow up.

When Archer arrives in the busy French Quarter, he meets Jim outside. Archer tells him about meeting the Prince tomorrow, but that he only arranged the meeting for himself. They decide to try more bars after Jim explains he isn't welcome in the Twilight Club just now. They crowds of mortals in debauchery outside makes a heady contrast to Chicago's cold streets for the two vampires. They end up in a place called Gary's Den where they split up again at midnight. They agree to meet at the Twilight Club again in three hours' time. As Jim stands up to leave, Archer tries planting the microphones on his person. Jim notices feels his touch, however, and Archer bluffs his way through. Archer tries again as Jim turns around, desperate, and succeeds this time.

Jim takes a cab to the harbor after trying to find more Kindred unsuccessfully. There, he is unsure of what to

look for in Setites and eventually blurts out the name Maxwell to a mortal drug dealer who approaches him. Eventually, he resigns himself to a bar where a mysterious man approaches him. He has an intricate, twined beard and introduces himself as a Setite.

The man tells Jim how his colleagues noticed him and asks after what he wants. Jim explains he's looking for a man called Maxwell, how he is said to roam the Gulf of Mexico, and how he's from Chicago himself. The man is intrigued and tells Jim he might be able to arrange something. He intends to return here tomorrow to quote him a price. For him to think on the price, he needs Jim to promise payment in either favors or cash. Jim chooses favors. Tomorrow at 8 pm they will meet here again. Lastly, the man introduces himself as Lucius.

The hotel is close to the harbor and Jim walks back after his meeting. There, he finds Rex is still sleeping. He calls Rajiv to let him know where he is and that things are progressing. Before meeting Archer again, Jim decides to read up on the psychology books he had brought. When he takes off his jacket, he notices the microphone.

Archer listens to his recording devices while he makes his way to the Twilight Club. He socializes with the bartender there for a while before he takes a cab back to the chantry. When he arrives, he begins to intrude on Walcott's hospitality when he asks him to put him in contact with the Nosferatu and asks him to take the time to teach him the ritual Avfyra would not. When Walcott begins to do so, Archer leaves shortly after to meet with Jim again.

Jim is a little late in meeting with Archer, and when they do meet outside the Twilight Club, Jim confronts Archer with his spying. Again, Archer bluffs that he removed just such a device earlier but didn't want to say something in case it would alert whoever placed the device there. To accentuate his point, he produces the other bug. They destroy both microphones and head back to the hotel.

Before they retire to their separate rooms, Jim tells Archer to simply arrange a meeting with Nicolai about the Ublo-Satha business. He makes it clear Archer no longer has to protect him in the affair.

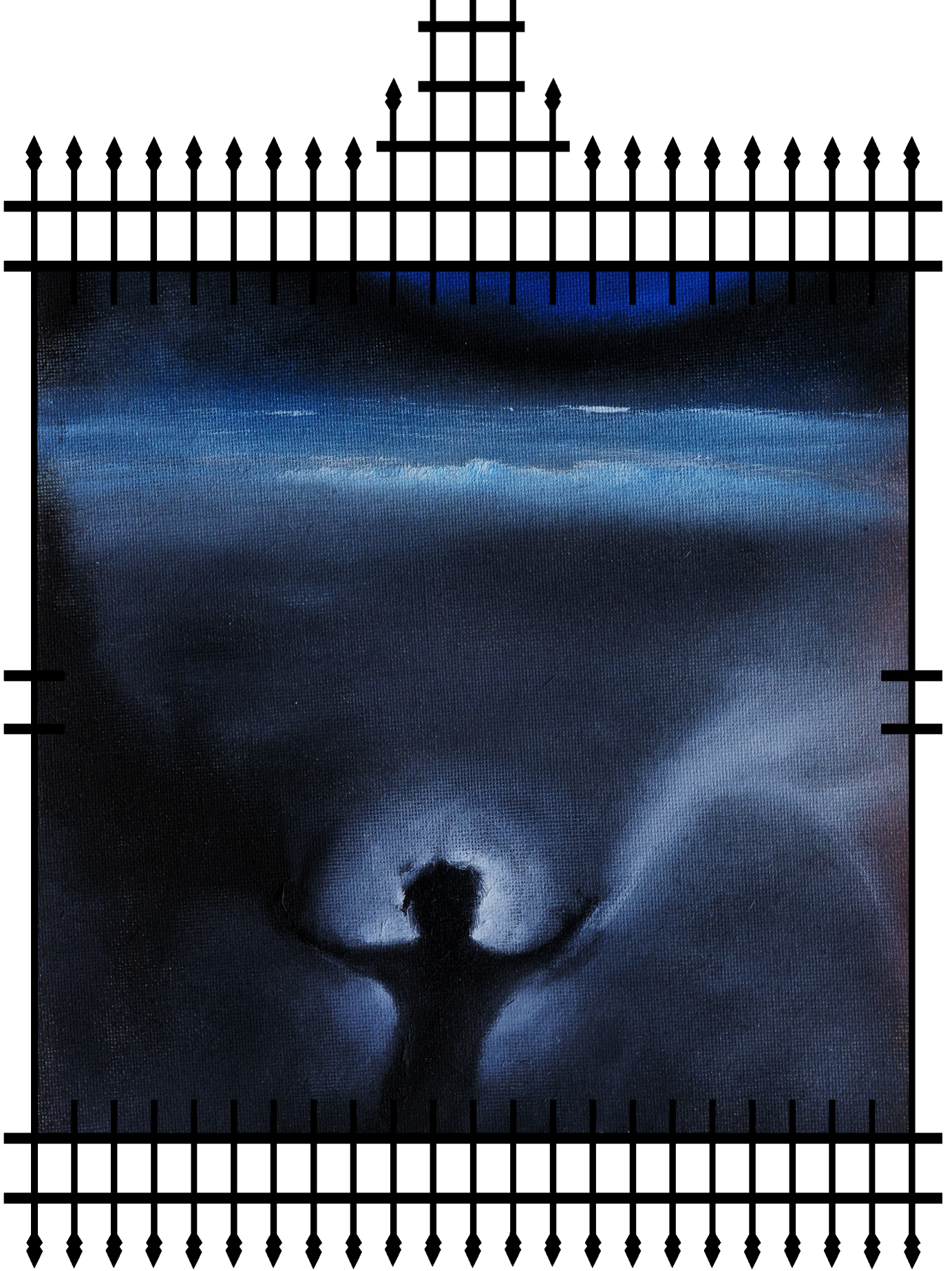
Archer skims through the whole night's recordings and overhears Jim's meeting with Lucius, learning about Maxwell. Meanwhile, Jim sees through Archer's thin lies and decides to leave for the docks first thing when he wakes up.

Evan

Evan awakens, still experiencing terrors during his daytime sleep. He calls Amy and asks her over. Evan prepares another bottle of wine with his blood mixed in. When she drops by an hour later, she produces photographs of several finds in the museum she visited for Evan. All the while, he is oblivious to an awkward

The Old Sheriff-in-the-Alley Trick

Outside, the Ravnos lead Jim to an alley, where they begin to tell him what he wants to know, about the Sabbat and the Setites. Suddenly, someone holding a shotgun claiming to be the city's Kindred Sheriff holds them up and starts frisking them. By the time he's left the alley, the two Ravnos are gone and they have stolen everything they could find in Jim's pockets.



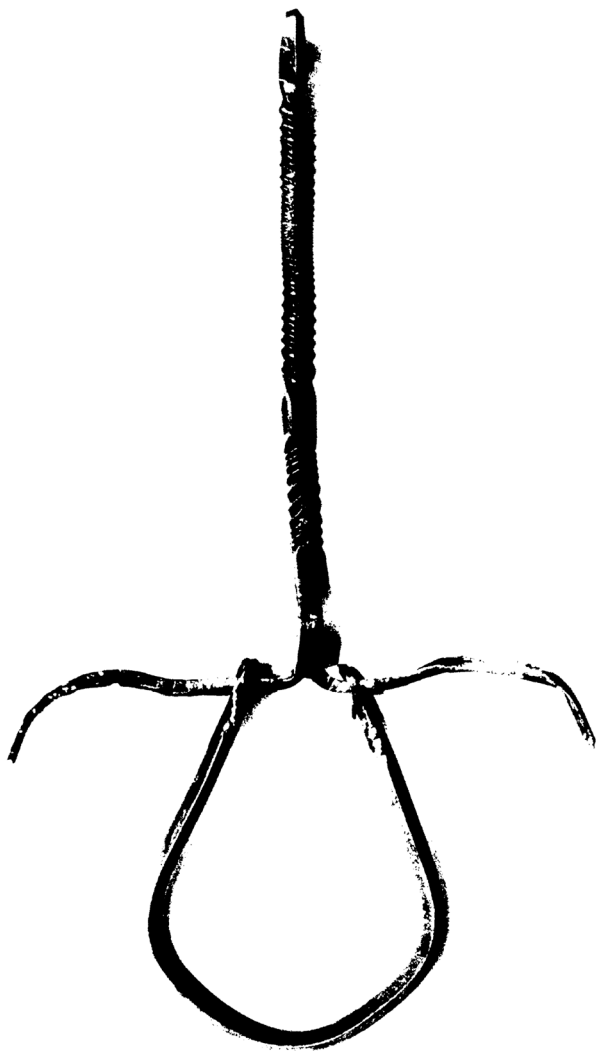
tension that rises between them. When Amy tries putting her hand on Evan's, she recoils from the cold touch.

After Amy leaves, Evan tries to find a victim. When another drained corpse hits the pavement, Evan decides against visiting Kip. Instead, he spends the entire night working on his script. He finishes it up to the Pullman Strike and the unions being in power in the beginning of the 20th century.

Avfyra

Upon awakening, Avfyra performs her ritual in preparation of going out on Lake Michigan. She asks after a description of the ankh and Dusable explains it is made of a type of metal. Avfyra orders up a waterproof metal detector to help her in her search. Then, with a rented boat and a map, she heads out onto the water. She successfully navigates her way to the determined coordinates and anchors her boat to a nearby buoy.

Avfyra then drops down into Lake Michigan's depths for nearly two-hundred feet. She uses Auspex to see when



A Lurking Shadow

After the Class of '91 photograph was torn in half, the wraith of Morris had only one fetter remaining in the area. His love of the water is something he has carried with him since his childhood days by the Scottish coast. He often drew from Lake Michigan itself for his Thaumaturgies in the Path of Neptune's Might.

Morris, slowly losing a battle with his Shadow, has dwelled in these depths for a long time. The Erciyes Ankh attracts entities from both the Underworld and the living realms and so Avfyra and the wraith converge on this one artifact.

Dedicating himself to his passion of saving what remains of the Class of '91 is the one thing that might bring Morris some distance from his Shadow, from Oblivion itself. He has become a twisted being who will stop at nothing to achieve this. Morris' Shadow, however, is a devious creature. It assists Morris in taking over Avfyra's body, having a nefarious agenda of its own.

she hits the bottom, surrounded by murky shapes. She quickly loses track of where she is going, but regains her bearings again after a while. Eventually, she finds her way to a large underwater ridge and recognizes the mark the ship left behind. As she starts investigating, she finds all manner of buried jewelry and figurines.

After some time spent searching, she finds the Erciyes Ankh itself embedded in the sands. She reaches out and touches it with her bare hands. Avfyra glimpses a momentary flash of the Underworld itself and sees the horrors it contains before one of these horrors lunges at her and invades her body.⁴³

Avfyra watches her own hands as, beyond her control, they wrap the ankh in a soaked shawl. Then, her legs begin to march back toward the coast.

Graham

When Graham rises from the cold, he needs to feed. He resists his Beast's nagging and feeds carefully, yet thoroughly. After leaving one man staggering from an alley, he takes another. The Sheriff then continues to the pier, to speak with Nathaniel. He only teases Graham about already having sold the information he hinted at to the highest bidder. Graham leaves, frustrated.

Still in need of money, Graham goes looking for signs of more criminal activity. He ends up, after a long while,

⁴³ With Avfyra's high Willpower, Morris' Shadow Dice actually don't make a difference in his odds. Amazingly, the roll succeeds nonetheless.

in Chinatown.⁴⁴ There, he finds a local drug den. While Graham is checking the place out from the outside, a man walks in to shoot the place up. He runs out with his pockets stuffed with cash and drugs. Graham intercepts him, violently skidding across the asphalt, just as three men walk out of the building with Uzis. They recognize Graham's aid. Once they're convinced he isn't a cop, they press some heroin and a bribe of \$1000 in his hands to keep silent.

Graham uses the money to buy a mobile phone. He then continues his rounds and patrols. When he arrives at Lake Michigan, he spots a figure coming out of the water. He changes into a bat to inspect. Then, Graham recognizes Avfyra as she shakes off some of the water before she suddenly falls to the ground. He takes her body back to the car, distinguishing soft mumbblings. Meanwhile, Avfyra forces her body into a willing torpor with much difficulty as Morris' Shadow tears at the inside of her skull. She decides it is her duty to trap the wraith inside herself before it inhabits anyone else.

Graham attempts to wake Avfyra up by feeding her blood from a cat, but nothing happens. He then gets behind the wheel with Avfyra in the back and makes for the chantry with haste.

When he arrives, Dusable intercepts him at the doors and they make for his private laboratory. A package falls out of Avfyra's coat as they enter and Dusable picks it up before Graham can ask any questions. They place Avfyra on a table and Dusable begins to inspect her. He tells Graham she appears to be in torpor, nothing more.

Dusable takes Graham upstairs again and, out of gratitude, reveals Nathaniel's sensitive information

⁴⁴ Where he is lucky that Pham Hong is no more.

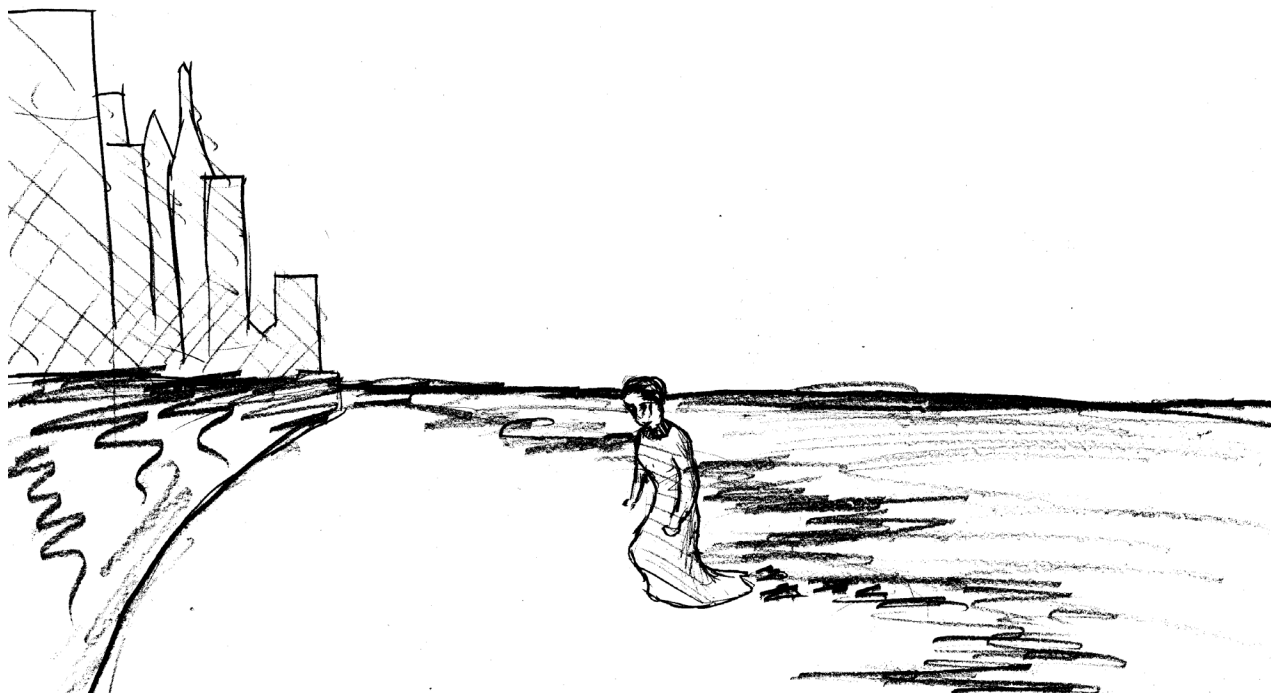
regarding Doyle. Dusable offers for Graham to handle it, so that at least his reputation isn't tarnished by what is to come.

Graham immediately uses the leopard amulet to find Doyle. He learns his clanmate is already on the run. The scent is headed west, out of Chicago and into nature. The two confront each other after Graham abandons his car to pad through the woods as a wolf. They meet on the shore of a small lake. Doyle stands at the edge of it, strong and expressionless. Graham barks at Doyle to come quietly. All Doyle says is: "Let one of us meet a true death."

Graham advances as Doyle grows claws. He manages to sink his teeth into the traitor's arm, but Doyle doesn't feel a thing. Graham is crippled in a single blow when Doyle begins to crush Graham's temples under his grasp.

The Sheriff turns back again and attempts to fly away as a bat. Doyle changes shape as well and pursues him. Graham makes it to his car with a head start and drives off before Doyle can give chase.

Graham returns to Chicago to feed and heal. When he's recovered he decides he needs the team that managed to bring down Ublo-Satha if he's to defeat Doyle. He tries to call Jim, but he has already left for New Orleans. The same appears true for Archer, but while calling the chantry he reveals to Dusable what happened. Lastly, he tries visiting Evan, whose studies he disrupts. Graham is shocked at the evidence of the Beast surfacing in him. He reveals what happened before deciding to try Rajiv's place. There, Jim former ghoulish is humbled by Graham's visit. He leaves a message for Jim through him and lastly impresses on him how his Embrace had better not turn out to be illegitimate one.



16th January 1993

Avfyra

Dusable spends hours trying to get through to Avfyra until the two find a way of communicating through Avfyra's Thaumaturgy, where Avfyra is able to answer 'yes' or 'no' from the depths of her torpor. Dusable asks critical questions to determine what happened to Avfyra. After he puts it all together, he promises to find a way to release her from the wraith's hold.

Meanwhile, Avfyra tries to confront the wraith directly. Constantly, it rails and wails at her for release. Avfyra begins to realize the wraith's identity when she makes the mistake of taunting it and it hurts her, tearing at her insides.

Evan

The terrors still haven't left Evan alone. He dreams of Helena losing control of her Beast and of confronting people he knew in his mortal life—his worst fears. When he is released by the sunset, he calls Eletria and asks to see Kip. Eletria allows it and gives him the address of the hotel where she's put Kip up, on the other side of the Loop.

Evan drives over and goes up in the elevator. When he reaches the right floor, the lights flicker and go out. He witnesses dark shapes struggle around the door to Kip's room and leaves before he sees any more, dashing into the staircase and running down. As Evan leaves the hotel again, everything has gone silent. He waits around outside and eventually leaves a message for Kip at the reception desk. He does notice a window has been opened on Kip's floor.

On his way back to the car, Evan kills again. He demonstrates careful control over his Beast as he commits the act. Afterward, Evan communicates with Agathodaimon. He asks the demon if it's possible for Drakonskyr to be bound within Kip himself. Evan learns powerful demons can only be contained in such vessel for a short time. The anchor is likely an object infused with great power.

Graham

When Graham awakens, his wounds are still not yet fully restored. He feeds again and again as he forces the blood to restore him. In between victims, Khalid suddenly appears before Graham. A gruesome, black-oozing scar runs down his face to his chest. He's near to frenzy when he explains his childe has met Final Death, that they underestimated Kip, and that he has brought a demon to Chicago. He proclaims war on Kip, but does not expect anyone one to join him. He claims his duty to this city ends at informing Graham. His crusade is a personal

A Tortured Soul

Brian tries to heal his wounds, limping away from the attempt on his life, still clutching the Sword of Nul. Silently, he damns Khalid for his convictions but rejoices at giving the man another scar for the rest of his existence. Reducing Nathaniel to ashes also felt pretty damn good. The confrontation confirmed one thing for Brian, however. A demon really has followed him back to Chicago. Khalid made that pretty clear.

To this night, he remembers being reduced to nothingness by Anthony Archer. He shudders to remember—Final Death itself. It is when Eletria has found him a quiet place in the Labyrinth to sit that Brian Parker can no longer deny that is must have been this demon who restored him. As soon as he does, however, his eyes widen. *Not a demon*, Kip thinks. *No—Christ himself*.

one. Graham does offer his aid, for after he has dealt with Doyle.

After Khalid leaves, Graham continues to the Succubus Club.⁴⁵ He breaks in through a vent as a bat, following the ducts until a filter stands between him and the Labyrinth. He overhears voices, but does not recognize them right away. Attempting to break through the filter, he makes a lot of noise and cries out when he cuts himself.⁴⁶ Still, he moves forward.

After getting closer, he can hear a voice saying: "You've got to help me!" followed by an answer: "You've done nothing but bring havoc down on us!" Then, the voices go silent as they have heard Graham. Still, he presses on.⁴⁷

By now, Drakonskyr begins to manifest in his Apocalyptic Form. Flames and chaos begin to roar behind Graham and he starts running through the Labyrinth. For a split-second, Graham glimpses the monstrous, deformed Dragon. He then changes into wolf and tries to find a way out. In one crossing, he comes face-to-face with Kip holding an ancient sword but manages to escape his reach. Drakonskyr begins to tear the Labyrinth apart by the time Graham has found the exit and bursts through its door, flying away as a bat. He heads for the chantry right away.

There, he relays everything that happened to Dusable, who tells Graham to wait in the foyer. Dusable means to confer with Nicolai. The Tremere arrange a room for Graham to stay during the day. It will be the first time since his mortal life that Graham sleeps in a bed.

⁴⁵ To the storyteller's surprise, and to disastrous consequences.

⁴⁶ Due to a botch.

⁴⁷ Failing his second Stealth roll.

Evan

Evan is sitting quietly in his hotel room, researching Chicago's Prohibition and Al Capone when Eletria calls. She asks him to come over to the Succubus Club immediately, telling him something had gone direly wrong with Kip. Evan heads over and finds Kip leaning against a wall, weeping tears of blood and clutching something underneath his coat.

Eletria is both furious and worried when she explains what happened and expresses she cannot exercise any control over the Dragon. All she can do is try to keep Kip calm. Eletria relays how he came over after Khalid and Nathaniel apparently attacked him. She tells Evan that she thinks Kip's Final Death is long overdue and that Helena cannot find out about this.

When Evan approaches Kip, Drakonskyr begins to cackle in the background. As he tries to lay a hand on Kip's shoulder, he turns around, brandishing the Sword of Nul in Evan's face. It takes a moment, but Kip does calm down. He begs Evan to hide him from the rest of the city. Evan takes him back to the lakeside hotel.

On the way, Kip mentions he needs to pick up someone who can help them in their situation. Evan starts asking questions to relate to Kip. He steers the conversation towards the sword and learns Kip believes it to be his crucifix. When they arrive at the building Kip meant, he entrusts Evan to keep his crucifix safe while he goes inside.

Evan takes the opportunity to study the sword, but decides against performing the ritual right then and there. He is certain it must be the anchor, however. Kip then returns to the car with a corpse slumped over his shoulder while behind him, a receptionist calls the police and people stare in shock. He dumps the corpse in the back and tells Evan to step on it in a very different voice. In the rear-view mirror, Evan recognizes Rajiv.

When they make it to the hotel, Kip compacts Rajiv's body in a bag and they make their way up unnoticed. Evan tells him to stay in the bedroom with the corpse and makes it clear he is not to be disturbed outside. He also ensures the sword is visible through the door's keyhole.

Then, Evan begins to lay out everything he needs to perform the ritual of Odin's Sacrifice. When he is ready to go through with the act of cutting out his own eye, there's a knock on the door.

New Orleans

When Jim wakes up, he packs his bags and bails out of the hotel with Rex. By the time Archer awakens, there is no trace of either of them. He discovers they have both checked out and heads for the chantry. There, the ghoulish Boltcot answers the door and says his master isn't at home.⁴⁸

⁴⁸ In fact, Walcott is having one of his fits of depression and cannot be seen.

Archer then makes his way to his appointment with Prince Marcel. After driving out to Le Rubis d'le Nuit, a servant guides him through the plantation house to where the Prince is having his portrait done. Archibald is told to explain his purpose in the city. He rambles on through a long chain of intentions, where the Prince has to ask him to get to the point several times. Eventually, Archer says he has an associate, but refuses to name him, who is in the city looking for a man named Maxwell. By then, the painter insists Marcel has to sit still and Archer is made to return in an hour when he has his story straight.

Meanwhile, Jim has made his way to the harbor and finds the boat the Setites operate from. Rex is told to wait in the bar with his suitcases. Jim first goes through an entire change of clothes behind a container to make sure he isn't bugged again. Then, he approaches the boat and explains he is forced to push his meeting with Lucius forward.

Antwiler is led to a cabin on board built like sauna, where Lucius sits with two undressed women to feed from. When they get to business, Lucius names his price. He wants Jim to play something he calls the Fact Game. Lucius is interested in some insider facts on Chicago. The idea is, Jim names a fact, and Lucius responds with something Jim wants to know. Lucius reveals their method of manipulating other ships on these waters after Jim reveals Maxwell may become the Prince of Chicago again. Their discourse ends with Jim heading out to sea on a small boat, approaching Maxwell's ship, the Altamira. Lastly, Lucius adds that when Jim finds Maxwell, he might tell the elder that the Setites have a deal in mind they want to make with him.

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The sheer size of Maxwell's ship coming through the mists shocks Jim. The waves it creates actually send Jim falling into the water.⁴⁹ A host of armed men get Jim on board as he is taken to Maxwell himself. He finds the Brujah elder's chambers to be nothing short of a war room with tactical maps and weapons everywhere. Maxwell himself appears gruff, with an enormous, unkempt beard and a worn military uniform.

After Jim explains his purpose, Maxwell is silent for a long time. Finally, he asks after Procet. Jim answers he never met the man, that he is no longer in Chicago. Suddenly, Maxwell becomes pensive and philosophical yet enraged and violent all at once. He slings a strip of

⁴⁹ Failing an Athletics roll.

The Fact Game

While Jim reveals the string of events that led up to the Lupine attacks, Lodin's death, the current war of succession, and a little bit about Maxwell, Lucius reveals the following:

- Maxwell is a Brujah with a significant reputation around the Mexican Gulf.
- He operates from a cruise ship called the Altamira.
- It is supposedly named after his Methuselah sire. He named it so as a calling card and a warning.
- He seems to be behind a number of guerilla wars in Central and South America. Many of those involved claim Maxwell to be their sire.
- He has been off the charts for the past months, holed up somewhere upriver down south.
- The Setites have found him, however, returning back to the Gulf at this very moment.
- Maxwell has dealings with those who dwell in Haiti. Lucius will say no more on that matter.
- The Setites control the shipping forecasts in the area and use them to their advantage when they need to maneuver other ships around.
- They can lend Jim a small boat to take out to sea with a set of coordinates where the Altamira will be passing through within an hour's notice.

ammunition off his shoulder and throws his rifle to the ground, then heaves his table against a nearby wall.

By the time he cools off, Maxwell orders the Altamira to make port in New Orleans. Jim decides to tell Maxwell of the Setites' offer. When they hit dry land, Maxwell leaves his lieutenant in charge of the ship while he visits the Setites, alone.

Jim waits outside until Maxwell returns, after which they waste no time. Jim fetches Rex and their luggage

while Maxwell arranges a private flight back to Chicago that leaves within an hour.

Archer meanwhile calls the Chicago chantry, nervous of Nicolai's wrath again. When he informs the Regent that Jim is looking for a man named Maxwell, it appears this information alone mean much to the Regent. Archer is relieved when Nicolai changes the subject before he can report on much more. He tells Archer to return to Chicago immediately, that there has been a dire development.



Archibald then calls the Prince's estate to make his excuses. He promises Jim will meet with him instead. Then, he takes a last-minute flight out of New Orleans.

Jim

In their private plane, Jim answers many of Maxwell's questions about the current state of the city. Notably, Maxwell speaks highly of Inyanga but makes Nicolai out to have betrayed him. He has never met Khalid and many of the others mentioned. He does remember Maria, but speaks of her as if she means nothing. Jim says he believes Portia is in fact Maria.

When they arrive at O'Hare, armed officers try to intercept Maxwell and Jim. Maxwell, unafraid, dominates his way through. Jim mentions that Tyler may have been behind that, but Maxwell does not recognize that name either. They take a cab to Critias', where they find Khalid was meeting with him. Khalid's horrific injury is still apparent when Critias introduces him to Maxwell. Khalid announces his presumption that the Brujah before him must be Lodin's predecessor. Maxwell replies by saying he will also be Lodin's successor.

Before Khalid disappears, he tells Critias that if he wants to help, he will need to know by tomorrow. Critias' eyes follow Khalid's obfuscated shape until he is far away before greeting Maxwell formally. Critias explains the Nosferatu Primogen was here concerning the Final Death of his child, Nathaniel.

When Jim leaves the two elders, Maxwell acknowledges his service. Outside, he rejoins Rex and asks if he can stay at his place for a while. He decides to visit Evan. Before he does, he calls Rajiv to let him know he is back, but has to leave a message.⁵⁰

Jim then heads over to Evan's hotel. When he knocks on the door, Evan steps into the hallway to speak with him. Jim asks after Nathaniel's Final Death and Evan confirms Kip destroyed him. Evan explains that he has Kip in his hotel room right now. Evan is more interested in hearing about Jim's progress with finding funds for his documentary. Jim says he needs to rekindle his relationship with Dominic but hides how the two had a falling out. At that, Jim takes his leave.

He calls Critias on a payphone about what he has learned. Critias knows much already, but can't name all the implications about Eletria over the phone. He says he wants Jim to investigate what the Sheriff intends to do. Jim

⁵⁰ Rajiv has already been taken.

then swings by his haven to check his messages, where he finds one from Graham. When he calls the Sheriff's new mobile number, Graham sounds impatient, telling him to come by chantry. Jim says he won't make it, hangs up, and retreats to Rex's place.

In the last hour before dawn, Jim changes his mind and makes two more calls. First, he calls Graham. They go over the night's events one more time before Graham tells Jim they expect to find Kip in the Labyrinth.

Jim knows better, however, and calls Evan. He says the Tremere, Graham, and he are hunting Kip. Evan insists he will take care of it himself. When they keep talking, Evan explicitly talks of his intentions with the Dragon and Kip. Suddenly, the phone line gets cut off.

Evan

After Jim leaves, Evan returns to the ritual. He demonstrates enough bravery to cut out his own eye and succeed in the Thaumaturgical feat that follows. With his divining sight, Evan approaches the keyhole and inspects the sword. The revelation takes Evan aback as he realizes the true angelic history of the creature that now only knows wanton destruction.⁵¹

Then, Jim calls and Evan makes the mistake of thinking the Dragon cannot hear him. He notices the line goes dead. On his knees, he crawls toward the bedroom door. He peers through the keyhole and sees the enormous double-lidded eye of Drakonskyr looking back, full of hatred, fully aware of Evan's intentions, now.

While Evan begins to call on his powers of Celerity, the door is reduced to splinters and Evan beholds Drakonskyr's Apocalyptic form. By the time Evan makes it out the door, destruction envelops the entire floor. Evan makes it out of the building and heads for Lake Michigan's nearby shore. The building is wreathed in an inferno by the time Evan is safe from the sun, deep underwater.

Archer

When Archibald finally arrives back in Chicago, he has little time to spare in getting back to the chantry before sunrise. To his surprise, Graham is pacing the halls when he arrives. The Sheriff fills him in on everything that has happened and Archer realizes his worries are far from over.

⁵¹ With 4 successes, Evan glimpses enough to later try to formulate an utterance that will function as a True Name.





HISTORIES VIII: ON MENELE & HELENA

Many stories laid down the years in legends are compacted, changing things. The true story of Menele and Helena is not described in the Trojan War myth.

For starters, as the reader may have seen by now in their entries in the Dramatis Personae chapter, they have never met as mortals. To understand more of the conflict that arose between them, then, one must hear the different sides to the story.

Eletria's Story

After Helena rescued Eletria from the mob attacking her manor, she took the young artist to a dark cave. The year was 86 B.C. and they were in Sparta. Dawn was approaching and Helena bade Eletria to watch over her while she slept. Come nightfall, all would be explained.

Eletria did not move a muscle that entire day. She sat frightened to the point of catatonia in the darkness of that cave. When Helena finally awoke, Eletria had had neither food nor water, and stared at her in fear.

Helena became angry at Eletria for her weakness. At that point, she rejected her plans to Embrace Eletria and attacked her instead. Only Prias' arrival saved Eletria from a bloody death. It was Helena's lover who displayed careful skill in calming Helena down before even convincing her to give Eletria her blood, so that she might heal. In the process, Eletria was Embraced.

When they emerged from that dark cave, Helena sent Eletria off on her own to travel through Greece. For centuries she continued the life she had led as a mortal, perfecting her arts and enjoying every night. After over five hundred years, she grew bored of Greece and began to travel to the west. When she came to Italy, she met with a king who turned out to be her kinsman. His name was Theodoric the Great and it appeared that not only was he of Clan Toreador as well, but that they shared the same sire.

She spent many years at the king's side, even after he gave up his seat of power to travel with Eletria. From him, she learned of Helena's rule over Pompeii and its destruction at the hands of her nemesis. After many years, they continued their travels separately again, until one night, Helena appeared before Eletria again as she was sculpting. She had not seen her sire for over fifteen hundred years, but suddenly she demanded Eletria accompany her on a voyage to the New World.

When they departed from Spain, Eletria saw the multitude of progeny Helena had created over the years. She had brought all her female childer on this voyage for only one reason: to feed from them. Helena drank from her own daughters, often losing herself when Prias was not around and destroying them. She would always choose the most beautiful woman on the ship to devour first. To Eletria's shame, it is only because Helena was disgusted by her that she survived to see the shores of their destination.

In the time she spent with her sire in South America, Eletria did horrible things to serve Helena. All she could hope for was to be discarded by her sire before she destroyed her. Over the nights, however, Eletria became jaded and subject to Helena's every whim. She lost much of her own will and identity until finally, Helena left her behind to rule over the city of Veracruz while she and her remaining daughters ventured further north.

In Veracruz, Eletria tried to recapture her former life but never fully succeeded. She began a correspondence with Theodoric again and learned what Helena was hunting here in this forsaken part of the world. He wrote to her about Menele and the war between him and Helena. All Eletria could hope was that she found her nemesis and destroyed him before she was needed again.

Critias' Story

After he was Embraced by Menele for his skill at logic and debate, Critias joined his sire in his travels. They travelled from Athens to Cyrene, then across Mediterranean North Africa. By the third century B.C. they arrived in Carthage.

There, the former Sophist was swept up by the ideals of the local Kindred and he too began to dream of the rulership of the philosopher-kings. Because of his debating prowess, the city appointed Critias as their envoy to other communities of vampires.

Soon, Critias roamed the world in search of allies to their cause as word spread of Carthage's intentions. His trips kept him away from home for the next two centuries until one night, he heard news of war. While he was in Cathay, word reached him of the destruction of Carthage. According to the messengers, the rulers of Rome had rallied against Carthage by the schemes of its Ventrue and Malkavian overlords.

Critias took a ship to Rome as soon as he could. By the time he reached its harbor, however, he realized his hatred was a cold one. Instead of giving in to frenzy, Critias began a long and calculated revenge. By his schemes and manipulations of a great many kings, Critias ensured the decline of the Western Roman Empire.

Here, Helena's own agents were blind to Critias' actions even as he manipulated the Goths, one of whom Helena would later Embrace. Menele had taken careful precautions to ensure Helena knew nothing of Critias' existence. Critias himself was convinced his sire met Final Death in Carthage.

The old man lost his fervor over the centuries, however. Where he once joined the battlefield himself, he now found himself in perpetual ennui of his own plots. In time, Critias ceased his agenda and left others to pick up the ruins of the empire.

He traveled and saw the world, always impressing his peers and leaving before his colleagues expected a

revelation from him. Sometimes he would even rule a domain as Prince from time to time. Critias was in a remote monastery in Switzerland when he suddenly felt the urge to explore the New World.

Prias' Story

After Prias stormed Argos and drove his spear through Minos' heart, he watched in horror as Helena devoured the blood of her husband, smiling as it poured down her chin. He realized soon after what the love of his life had become, how she had remained young while he had aged.

Despite what she was, she loved him still and Prias loved her. Though he did not wish to be what Minos forced Helena to become, he agreed to remain by her side for eternity by drinking her blood. Without realizing it at first, Prias felt his love for Helena change. It took him several years to discover the full effects of the Blood Bond that was placed upon him.

Helena had always known, however. At first, she tried very much not to abuse the grip she had over him, but eventually she began to force her will on him. Shortly after they arrived in Carthage, having heard tales of its splendor under vampiric rule, Helena wanted to join the fray and fight alongside the Brujah for Carthage's supremacy. It was Prias who objected, saying they should stay above the fighting.

Helena began to use Prias to destroy her enemies while they slept. Then, one night, Helena changed her mind. Prias was made to arrange her escape from the city as they headed for the other side of the Mediterranean Sea. There, Helena met in private with the Malkavians and the Ventrue of Rome. All Prias knew, is that after their meeting, they were given a domain of their own.

While ships were launched against Carthage, Helena and Prias were made the nocturnal overlords of Pompeii. After the eruption of Vesuvius, he joined her in travels again, all too aware that they were being pursued. In 1415, Helena was finally able to overcome her nemesis, Menele, with Prias' help. After their victory, she became the hunters and Menele went into hiding.

Over the centuries of pursuit that followed, Prias remained loyal to Helena through every trial. One final confrontation in the north of the New World then sent her into torpor. Prias rescued her and cared for her, but he refused to drink from her veins, fearing it would destroy her. Over the time Prias drank the blood of other Kindred, he began to notice all his love for Helena fading. The Blood Bond subsided and Prias began to realize the truth of his existence.

As Chicago grew around him, Prias had often considered destroying Helena himself. One night, though, she awoke from her slumber and that option was taken from him. He remained loyal at her side, but managed to abstain from drinking her blood again.

Menele's Story

After Menele was Embraced by Troile, he journeyed across Europe and Asia. In Persia, he learned of spirits and spent a century studying alongside the mystics there. In India, he learned of inner peace and tranquility.

One night, he met an already ancient Brujah who spoke of a mighty city in North Africa. It was still growing and rivalled Enoch itself for its splendor. The travelling ancient praised the city for its harmony with the Canaille. She said mortals and immortals together would create a wondrous, eternal city of peace, progress, and equality.

Menele become entranced by the idea and set out for Carthage. There, he found the city to be everything it was promised to be. Vampires and mortals labored together on great arts, studied all branches of the sciences and the occult, and found ways of progression of the spirit. He was even reunited with his sire, who made his haven here.

In this time, great cities rose. For one of the first times in history, one place could support several vampires without decimating the mortal populace. With the rise of Carthage and Rome, Kindred began to live in societies.

Where Kindred collude, however, distrust grows faster than loyalty. While many Toreador supported the Brujah of Carthage, other clans became suspicious. The growing city of Rome was controlled by an uneasy alliance between Malkavians and Ventrue. When Carthage proclaimed the intention of supremacy, they answered with war.

Menele sent his childe Critias to gather support for Carthage. After Rome's first attacks on the city, he ventured out himself to seek alliances. It was Menele who persuaded the beautiful and powerful Toreador Helena to fight for Carthage.

The wars that followed lasted for more than a century. Finally, after years of siege, Carthage fell. At the time, Menele was away, gathering support from the Gangrel and Nosferatu. When he returned to Carthage, he was greeted by ruins. The Roman legions had destroyed the once-beautiful city. They salted to the soil to prevent Kindred melded into the earth from ever rising again. The libraries that had been Carthage's pride were burned.

Menele fled into the wilds, foreswearing cities and civilization. It was centuries later that he heard from a chance-met Gangrel about the beautiful Toreador ruling over Roman Pompeii. The manner in which the traveling vampire described her beauty left Menele with no doubt that it was Helena. There had been rumor that a Toreador had betrayed Carthage and Menele knew instantly that it had to be her.

When Menele visited the city in secret, he witnessed Helena's frivolity, the luxuries that surrounded her, and worse, her joy. That very night, Menele frenzied for the first time in his existence. Beforehand, he prepared a Thaumaturgical ritual that brought a raging, powerful fire

spirit down on the city. Pompeii was torn apart. Menele survived only because he was thrown off the harbor before everything was consumed by flames.

Helena's Story

When Helena made it to Carthage with Prias, she quickly became caught up in their ideals, their dream. The Brujah Menele had promised her much, but all he said of the city proved to be true. She admired the man greatly and made sure they had a chance to talk whenever he came back to the city with a fleet of new allies.

Slowly, though, Helena saw the enlightenment of Carthage turn to desperation. Every influx of cultures brought new studies, new pursuits, and new religions, but no single enlightenment proved to be worth the sum of its parts. Helena became frustrated as the promised vision, the promise of peace and progress, became stale.

The decline Helena saw around her reminded her of the decline of her love with Prias. In an attempt to reclaim the sensation of love she had lost, Helena began observing a local woman, young and unquestionably the most beautiful among her people. She became fascinated as the girl eloped with an immigrant to the poorer parts of the city. She watched as the woman became pregnant.

One night, Helena fed off the woman and returned to Prias, feeling through the blood everything she once felt for Prias when they were still mortal. They rekindled their passion and Helena recovered some hope for their kind.

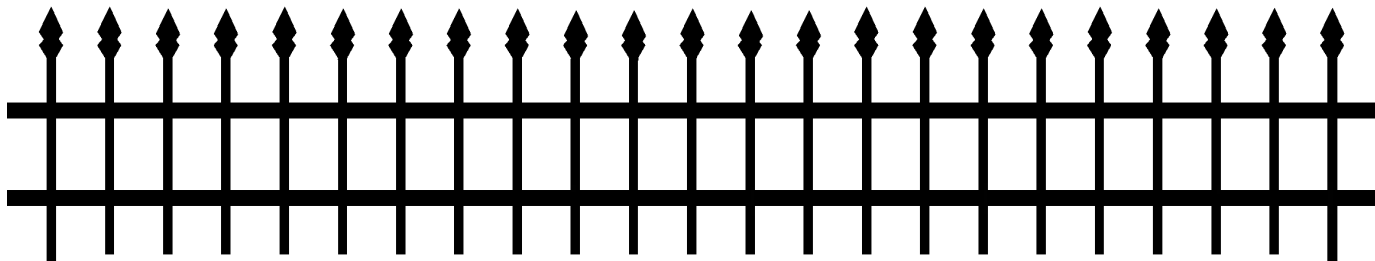
When, several months later, Menele returned again and Helena told him of her revelation, the Brujah ridiculed her. He called her frivolous and ignorant before he set off again for South Africa. Helena sought to comfort herself by experiencing the girl's love again when, that night, she saw her leave her home and head out through the streets.

Helena followed her vessel up to the temple of Ba'al-Hammon, a new god to the city. There, she watched as the woman entered through its underworks. What Helena witnessed underneath that temple shook her to such disgust that she never again believed such a thing as love could exist. The Kindred of Carthage had allowed the vilest corruption into the city. She watched as her vessel sacrificed her unborn child in the name of the vampire before her claiming divinity. They slaughtered mortals and bathed in their blood in large pits. Worst of it all, Troile sat in the shadows, watching everything, smiling.

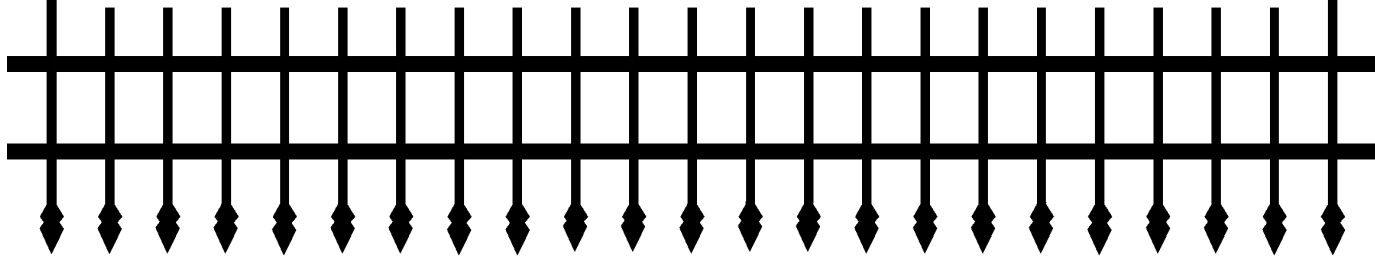
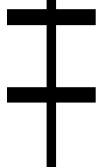
At first, Helena tried to use Prias to extinguish the Baali from Carthage, but she soon realized they had spread everywhere. All the while, Carthage cried for supremacy. She booked passage to Rome and told them everything.

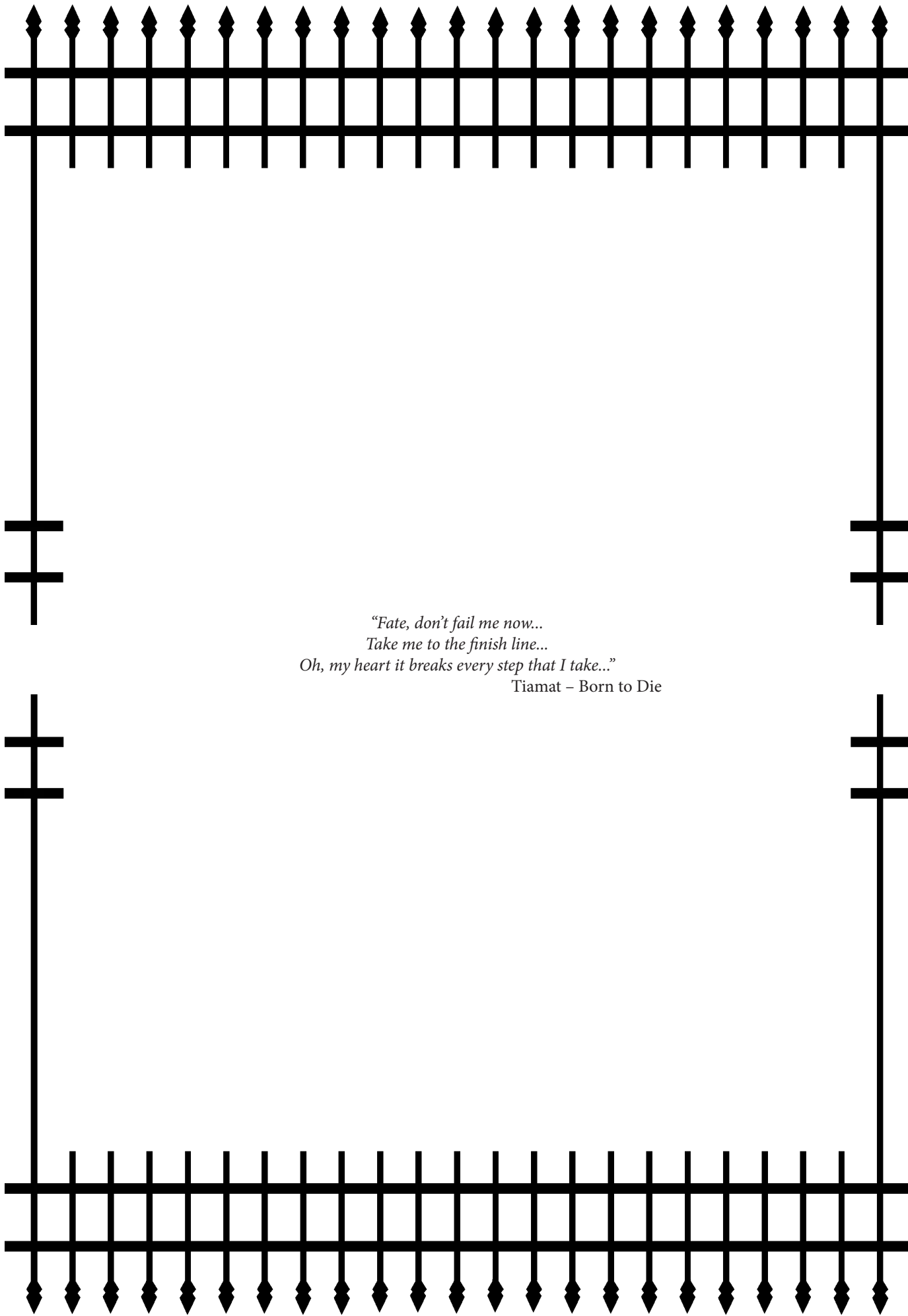
Two millennia later, Helena awakens in Chicago. At her command Prias brings her childe Maria to her. Thirsty, Helena drains her until she falls to dust before her feet. "There's no such thing as love," she reminds Prias, before she sets her mind to revenge.





ARC V:
ZEAL &
ZENITH





*"Fate, don't fail me now...
Take me to the finish line...
Oh, my heart it breaks every step that I take..."*
Tiamat - Born to Die



ACT VII: THE ZEAL

17th January 1993

Jim

Jim awakens and begins making a few calls. First, he calls Rajiv, but he doesn't pick up. Next, he calls Evan, but the number appears to be disconnected. He tries calling Rajiv again, but no answer.

Jim takes an axe and borrows Rex's car. He drives straight over to Rajiv's place and finds police tape over the door. After asking the receptionist, he learns that Rajiv's corpse was dragged outside and put in a car before the assailant drove off. As of yet, the culprit has not been found.

He calls Critias. The elder claims he doesn't have long and again can't discuss details over the phone. When Jim heads over to the university, he sees Critias and Khalid preparing for battle. For the first time, he notices Critias' warrior physique.

When Jim clearly has something he wishes to say in private, Critias makes time stand still in the room but for Jim and himself. Antwiler explains everything before Critias stops him. He explains Kip is irrelevant. What matters now, is that Eletria's sheltering him is reason enough for Khalid and he to assault the Labyrinth. Khalid does not need to know Kip is elsewhere, he says. The two of them stand a chance at eliminating Eletria. Critias

suggests Jim can help by ensuring the Sheriff shows up at the scene.

After Critias allows time to flow for Khalid again, Jim takes his leave. Outside, he calls Graham from a payphone.

Avfyra

Avfyra, in her willing stasis somewhere between the sleep of day and true torpor, notices Dusable's voice mingling through Morris' torments. He apologizes for leaving her side, claiming other dire matters require his attendance. Avfyra is left all alone.

Somewhere in the darkness, Morris' Shadow takes complete control. As it thrashes against Avfyra's unmoving limbs, she asks it where it so eagerly desires to go. It answers with agony, growling only "OBLIVION!" and scraping the inside of her skull again.¹

Archer

Archer rises to serious doubts about the wisdom of his course of action in following Nicolai. He takes a moment, but ultimately decides to stay the course. When he approaches the elder's chambers again and opens the door, he finds Nicolai is sweating blood. The Regent is clearly conflicted with the information presented to him

¹ Avfyra has now suffered a total of four points of aggravated damage and cannot keep the wraith contained much longer without risking her own destruction. She persists, however, and goes up in Humanity when she declares she would rather face that fate than see the creature released upon the mortal world.

last night. He insists Archer needs to stall the others. Their actions directly endanger Nicolai's standing with Helena.

When Archer makes his way downstairs, he finds Graham and Dusable addressing each other respectfully. He gets them to agree that in the face of an evil as ancient as demons, preparations are essential. After a while, Nicolai comes down as well. He announces he must urgently confer with some of the other elders. He orders the rest to stay behind and prepare, nothing more.

During their studies, Jim calls. He tells them how Critias and Khalid are heading for the Succubus Club at that very moment. After he hangs up, they decide someone should be sent to stop them running into there, facing a demon unprepared. Graham tries calling back, but Jim appears to have already left for the Succubus Club. They decide to try to stop Khalid and Critias with the three of them.

They arrange for a chantry ghouls to drive them. On the way, Dusable arranges bottled vitae for everyone to replenish themselves. They toast to their duty to the Camarilla. Graham breaches the topic of making contact with Lupines for aid. Dusable quickly puts an end to that notion, rebuking him with his one good arm.

Evan

When Evan awakes, he is finally released from ceaseless terrors about the Dragon. As he lies in the cold depths, he debates staying where he is. Eventually, he decides attempting his ritual to communicate with Agathodaimon underwater. After he succeeds, the sympathetic devil shows his worth.

Evan asks him what options there are. The last of those Agathodaimon names is one he assures Evan to be an

undesirable one. After he insists, Agathodaimon admits he could protect Evan but that he will not want this. Evan needs to insist again for him to reveal it will mean making their relationship a permanent one. It will mean selling his soul to the demon.

Evan does not object. Immediately, Agathodaimon rises into the murky waters. He asks: "Evan Jackson, vampire of Clan Toreador, will you give your soul to me?" Evan answers yes.

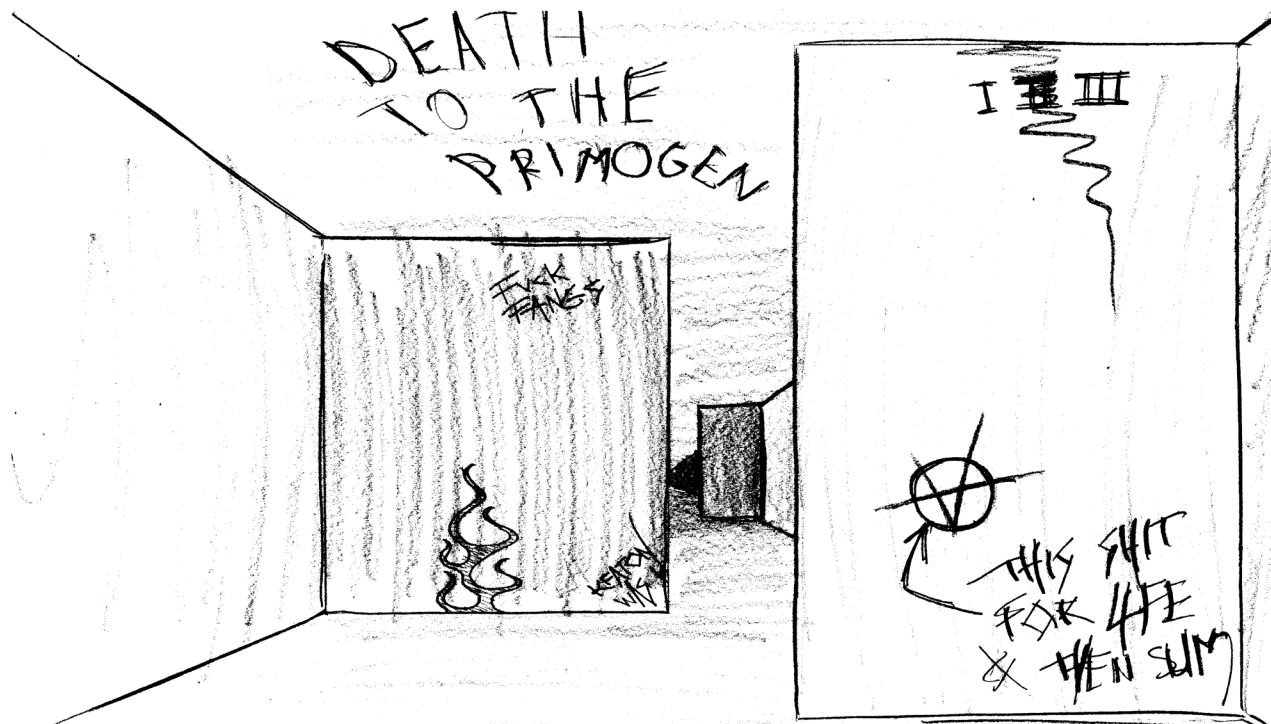
A Demon's Bargain

Agathodaimon has taught the storyteller much. Eventually the most effective lesson in prying loose a character's soul appears to be that sincerity and modesty sell, even if they are both feigned.

Graham

When they arrive outside the Succubus Club, the building seems empty and the streets are quiet. They meet Jim and he explains he has seen no activity, although he can't be certain that they haven't already gone in. It is Graham who decides to investigate inside while the others keep their eyes open in case they have yet to arrive.

As before, he tries going in through the vents. Again, he hears voices when he gets inside. He takes the shape of a wolf to pad along, getting closer and closer. After one bend of the Labyrinth, the voices suddenly stop. He turns around and looks back. Then, he meets eyes with Portia.



She beckons and he approaches. Helena wastes no time Conditioning him² and further Dominating him into telling everyone the Labyrinth was empty. As an afterthought, she makes sure he will return here tomorrow, to serve her.

When Graham walks outside, the others ask him what he found. He says there was nothing. Archer and Dusable agree that they should return to the chantry and continue their preparations. Jim and Graham decide to visit the pier in the meantime, to try to find Khalid.

In the car, Graham struggles against his Domination. Through an extraordinary force of will, he beseeches Jim to stake him. Confused, he stops the car. Graham demands to be kept staked for two nights. Jim complies with all his might and in two thrusts, the deed is done and Graham lies paralyzed.

Archer

When Dusable and Archer return to the chantry, Dusable excuses himself to make his way to his laboratory. Archer meanwhile goes upstairs to see if Nicolai has returned. There, he is immediately punished by the enraged child for letting the others approach the Succubus Club.³ Nicolai eventually dismisses Archer after he has vented enough, telling him he is behind on his studies on the Path of Aether's Father.

Avfyra

When Dusable returns to Avfyra's side, he has prepared a ghoul to use as a vessel for her to release the wraith into. The ghoul is restrained and Dusable promises he will recover after they have dealt with Morris. Their plan is for Avfyra to allow herself to awaken and Dominate the wraith by meeting her own gaze through a mirror. She will then force the wraith into leaving her body and entering the ghoul's.

When it comes down to it, however, Avfyra only manages to order the wraith to 'Leave!' and thus the wraith leaves Avfyra, but instead of entering the restrained ghoul, Morris makes his escape.

When Dusable realizes their folly, he tries calling the Sheriff. After two tries, he can't get a hold of him. Avfyra tries calling Jim and Evan instead. Jim doesn't appear to be home. When she tries to call Evan's hotel, Avfyra discovers the building was set on fire.

Avfyra decides to see what became of Evan. Dusable explains the city's developments surrounding Doyle, Graham, and Kip and leaves the ankh in her care before she leaves. By now, the whole of Chicago is aware of the two Blood Hunts.

When Avfyra arrives at Evan's hotel, she Dominates her way past the authorities. She manages to get to the ruined floor Evan was staying on. There, she finds the wreckage

² With five successes.

³ Conditioning him further for three more successes.

So What Happened?

Critias and Khalid *had* gotten there before Jim. They faced Eletria down in the Labyrinth but it became clear to Khalid immediately that the demon wasn't here. Critias still wanted to take the opportunity to eliminate Helena's lieutenant, and so he pressed on.

At this point, the storyteller decided the conflict hinged mostly on who could control Khalid: Eletria or Critias. The Nosferatu Primogen has a Willpower of 10, however, making it one hell of a roll. When the storyteller rolled, both Eletria and Critias botched.

Khalid walks away from the encounter cursing the evil of all Kindred. Critias and Eletria, meanwhile, decide a one-on-one physical confrontation would not be deterministic and Critias leaves as well. All the while, Helena is away from her haven, meeting with Nicolai and scolding him for involving others in her secrets.

of his room. Investigating, Avfyra discovers it all started inside that room. Peculiarly, she finds a mannequin hand wrapped in an evidence bag.

When she leaves the hotel, she heads for the pier. Where she had expected the Nosferatu to intercept her as they usually do, the place appears to be empty. She doesn't linger and returns to the chantry.

There, she interrupts Archer in his studies of material Avfyra has already mastered. They catch up on a lot. When they get to the present state of affairs, Archer is surprised to hear about both the destruction of Evan's haven and the fact that Graham cannot be reached.

They are interrupted when Nicolai storms into the library. The elder is sweating blood again and demands Archer if he knows where Evan can be found. Archer admits that he does not and Nicolai calls him useless before storming out again. At a loss, they decide to visit all the places they can think to find Evan or Jim.

Jim

As Jim starts the car again, Graham's phone starts to ring. Jim fishes it out of his jacket and listens to the other line. He recognizes Dusable's voice demanding: "Mr. Fearghasdan? Mr. Fearghasdan!"

He hangs up and turns the car around, heading for Rex's house. When Dusable calls again, Jim does the same thing. When he arrives, he asks Rex if he can borrow the car a while longer and gets him to find a New Orleans phone book, so Jim can call Prince Marcel and explain what happened.

Back in the car, Jim takes Graham's other stake, his phone, and his leopard amulet. Then, he drives to the

university. There, he finds Critias recovering from his encounter. The elder explains what happened. Jim then starts asking a lot more questions about demons and brings up Verus.

Critias explains how he believes demons could prove to be valuable allies, how their kind were indeed present in Carthage, and that Verus' lineage was tied to these powerful entities. He tells Jim to find out more about the demons Evan is associated with. Otherwise, he believes all their attention should be focused on Eletria, who will not let today's affront go unanswered.

Lastly, Jim tells Critias about Graham's staked corpse in the trunk of the car downstairs. Jim relays his suspicions of Graham being Dominated by Helena and Critias says he would prefer to decapitate the Sheriff if that is true. In the end, he agrees to keep Graham's body safe in his office.

Lastly, before Critias retrieves the Sheriff from the car using Temporis, Jim asks after Maxwell. Critias tells him he hasn't settled on a haven yet, but is wasting no time in his agenda. Jim suggests Maxwell should be clued in on what is really happening in the city. Critias sternly rebukes the suggestion.

Jim then continues to Evan's haven. Before approaching it, he buries the leopard amulet in a park nearby.

Evan

Evan does not emerge from the waters until he has formulated an epithet that encapsulates Drakonskyr. When he does, he sees the crowd formed around the hotel and the mortal authorities still at work. In mingling with the crowd, he overhears people as of yet suspect a terrorist attack. After deciding that will do, Evan finds a man in an alley and drains him before stealing his clothes.

He then tries to find a payphone. After Eletria appears to be unreachable, he tries to reach one of the others. Eventually, when he calls Graham, Jim answers while he is walking away from a nearby park. They meet and Evan explains what happened in his haven.

Jim pleads to Evan about how Graham was Dominated in the Labyrinth and demanded to be staked afterward. He explains how Graham must have been ordered to destroy Jim. Evan says if Helena wanted him dead, he would already be gone but Jim insists it is all to do with him.

The Hubris of Jim Antwiler

It appears that the idea that he means very little to the elders of Chicago, let alone the eldest, still has not gotten through to Jim Antwiler. He insists that the Sheriff's need to be staked is all about him. As Jim's hubris grows, he begins to write his own downfall.

Jim further insists that Evan must want to rid himself of all that is happening. Evan gives Jim a foul look and says nothing. He is well aware of what needs to be done. Jim persists, claiming that he can help Evan. Evan responds by telling Jim the truth about Kip: that he is in fact Brian Parker, returned.

Suddenly, Jim knows what vampire of Clan Ventrue could possibly know about Rajiv and have reason to take him away from Jim. He shouts a torrent of profanities into the night air.

When Evan suggests he goes back to Critias, Jim says he told the elder Brujah about Drakonskyr. At that moment, Evan's Beast has had enough. It loathes Jim for his meddling, for his constant yapping, for his insolence, and for his weakness.⁴ It wants to see Jim's head removed from his shoulders.

Evan agrees with his Beast and uses Celerity to overcome Jim before he can react. While he resists the fears Evan induces through the Path of Phobos, he is grabbed by his throat and pounded into the ground. Evan starts to tear his neck apart and Jim hangs on to his courage by a thread. Although he can barely talk, he forces out the words: "Evan, all the hardships we have endured, have not ended yet... but we promised to endure them together!"

Evan takes a long moment before he decides he still needs Jim. His documentary is important to him. He allows Jim to live only because he promised he could arrange funding. Evan makes it very clear he wants Critias and Jim to stay away from his affairs.

Clasping his ruined throat with both hands, Jim asks if he can tell Critias about Brian, at least. Evan tells him not to, that it will get Jim into trouble. Jim asks: "With you?"

Evan answers "No," before leaving Jim collapsed in the alley. Agathodaimon speaks up as he starts walking away: "That was very interesting, Evan."

Before he gets very far away, Evan changes his mind about something and walks back to Jim. He tells Jim how Rajiv was Embraced by Brian, much like Jim expected. He loses control as he shouts: "His days are fucking numbered!" before Evan Dominates him to be quiet.⁵ After Jim calms down, Evan asks after the funds of his documentary.

Jim lies that he will simply call Dominic tomorrow and accomplish it.⁶ Evan insists he does it sooner. Jim promises he will make it work. Then, Evan does leave.

He heads for his hotel. There, outside, he overhears people in charge of forensics mention to a driver that they have gathered everything they need. Evan approaches them and sees the truck full of evidence. He Dominates his way past the driver and reclaims his notes on Chicago's history as well as his mannequin hand.

⁴ Evan fails his Instinct roll and Jim fails his Empathy roll to see it coming.

⁵ Despite Jim's Conditioning and frenzy.

⁶ Dominic still resents Jim.

After sending the mortals on their way, Evan returns to Mycroft's old haven. He stores his two possessions in its depths and locks the door with Lanzo's old key. Just as he does so, Evan hears a car approaching.

Archer and Avfyra step out and approach the haven.⁷ Evan greets them, making no attempt to hide his new nature from Avfyra. Evan explains how Drakonskyr was in his haven.

Archer, after a while, makes it clear how they can't find Jim or Graham. Evan says they won't find Graham, but reveals Jim now has his phone. They decide to try calling that number again.

Jim

From his encounter with Evan, Jim returns straight to Critias. There, he tells him everything that happened while the elder stares out the window, hardly listening. Graham is laid out on the couch, perfectly still.

After a while, Critias begins to confide in Antwiler again, out of nowhere. He expresses his utter pessimism. He says he does not believe in Brujah unity, does not believe in Maxwell, and hints at not believing in anything. He explains how Eletria must be destroyed and how he had considered sending a pawn to destroy her pawns before he confronted her. He admits that was when he realized he is but a pawn himself, just as Eletria is.

Antwiler speaks up, then. He insists they can win through unity. In response, Critias sends him on his way to, in his words, grasp at whatever futilities he desires while he contemplates how to continue.

Then, Graham's phone rings again. Jim picks up and answers this time. Avfyra asks Jim all about what happened to Graham. He explains Graham was staked because of what he found under the Succubus Club, naming only 'Kip and some of his associates' as the guilty party. The others ask to meet him, but Jim refuses. He says he intends to lay low.

After they hang up, Jim goes out to feed. Once he is sated, he decides to approach the Nosferatu for aid. When he visits the harbor, however, they are nowhere to be seen. Again, Jim persists, positioning himself before a security camera and refusing to leave.

After a full fifteen minutes, Khalid appears from nowhere, on the brink of frenzy. The elder grabs Jim and hoists him in the air. He refuses to listen to Jim's pleas and tells him in very simple terms that he announces what he calls a Shadow War on all sinners in Chicago. When Khalid releases Jim again, he is gone.

Archer, Avfyra, and Evan

After Jim hangs up, Archer and Avfyra convince Evan to come with them to the chantry. Archer quickly calls Nicolai, promising to deliver him. Evan retrieves his notes

⁷ Not for the first time, the characters chance upon a great coincidence. This was the second place they looked.

Khalid's Shadow War

Khalid has suppressed his nature as a crusader for a long time. In his losing battle with the Beast, strict dogma is one of the few things that kept him in line. Now, his control is gone. He is in a perpetual state of near-frenzy where his only thoughts are bent on avenging Nathaniel and cleansing evil. On some level he even realizes he is doing what Nathaniel always wanted: killing all those sinners.

After what Critias and Eletria did, there is no saving Khalid. He can only be stopped. Clan Nosferatu in Chicago is no more without him.

first and then joins them in the car. As he goes through them, he almost frenzies at the realization that parts of it are lost.

When they reach the chantry, Nicolai receives them graciously. This puts Evan on edge. In the foyer, Nicolai asks Evan to begin explaining the situation with Kip. He interrupts him after a short while to let Avfyra know Dusable was looking for her. Not much later, he sends Archer away with the excuse of continuing his studies. Then, Evan and Nicolai are left alone in a room at last.

Avfyra continues to Dusable to discover he intends to hold an Elysium tomorrow to make his political move. Meanwhile, Archer truly does continue his studies.

Nicolai drops his charade in front of Evan and urges him to hurry along with Kip's elimination. When Evan assures him he has no idea where Kip has gone, Nicolai offers to help him. After Evan explains the details of the Nosferatu's attack on Kip, Nicolai guides Evan back into a car.

Just before dawn, they investigate the scene outside Kip's hotel room. They find nothing but a single reddish bit of carpet. There's only a very small chance it is actually Kip's blood, but Nicolai intends to analyze it nonetheless. Evan returns with the Regent to the chantry and sleeps there for tonight.

18th January 1993

Avfyra

Avfyra awakens and heads for Dusable's chambers. There, he explains about Ballard and how he ensured the top offices of lawyers in Chicago are on an absurd, Masquerade-endangering sabbatical. Dusable has countered this out, however, with his considerable influence among more modest offices of lawyers. He intends to present this at the Elysium later tonight.

Before then, they have more pressing concerns, however. Morris got away last night, but Dusable may have

a lead. One of the chantry's ghouls, Henry Fitzgerald, has not shown up today and seems to have disappeared last night. Dusable believes Morris may have made his escape by possessing him instead of the vessel they had prepared.

They can perform the same ritual they used weeks ago to find Ublo-Satha. While Dusable continues preparing for the Elysium, Avfyra is to gather the ingredients for the ritual.

On the second floor of the chantry, the Tremere keep a repository of blood samples on their associates. Avfyra approaches the room and passes through the first ward, which prevents ghouls from entering. She cannot approach the cabinet itself, however, for the second ward in place. The cabinet then begins to unfold as it appears a Gargoyle is embedded in the room's pillars.

Avfyra appears to have the authorization required to retrieve a vial of the ghoul's blood. She also gathers a piece of slate from a shed in the yard outside before she returns to Dusable.

They then perform the ritual and prepare the slate with Henry's blood. When it is done, Avfyra decides not to use it yet, but to save it for after the Elysium.

Jim

Jim wakes up and goes straight to the university. Almost as soon as he starts driving, Archer calls him. Jim remains particularly foul to him while Archer tries to smooth things out. The Tremere asks after his wellbeing. He answers by explaining again how he is going to lie low. With Archer too, he claims Eletria tried to have him killed by Graham.

They talk about their departure from New Orleans and how Prince Marcel was expecting to hear from Jim. When Archer asks about it, Jim also tells him how Rajiv has been Embraced by Kip. Jim invites Archer to figure out for himself what links the Brujah with Ublo-Satha, suggesting he speak to Blackjack. Then, Archer hangs up.

Evan

Nicolai slithers up to the door of the guest room Evan is staying in immediately after sunset. The Regent informs Evan of the Elysium later tonight and tells him he needs more time with the sample to determine if it can be useful. Evan is invited to occupy himself in the library until then.

Meanwhile, Nicolai asks Archer to keep an eye on Evan, interrupting his conversation with Jim. Mostly, Archer is to make sure Evan doesn't find anything on Thaumaturgy lying around. When they find each other in the library, Evan is looking through the anthropology section.

After Archer mentions his conversation with Jim, Evan decides he should speak with him as well and calls him. Archer leaves the room to give Evan some privacy. After Jim pitches more about Eletria wanting him dead, Evan asks about the funds for his documentary. Now, Jim insists he can't arrange those affairs until Eletria has been staked. Evan makes an enormous effort to restrain himself and only calls him a coward.

Jim continues by insisting he will chain himself up against being Summoned by her. Evan calls Jim an idiot and tells him about the Elysium tonight. Jim insists he won't be there unless Eletria is eliminated.

After they hang up, Agathodaimon speaks up. He asks Evan about his mercy toward Jim until it is clear that the reason Evan had to spare his life last night no longer holds. Evan decides to find Jim and deal with this.

When Archer rejoins Evan again, he asks after the conversation with Jim. Evan simply calls Jim paranoid. Archer asks Evan for Blackjack's contact information, but Evan doesn't know.

Evan then considers something before dialing Jim again. Evan tells Jim he's had a chance to calm down and offers to speak with Eletria on his behalf. Jim consents before Evan says he wants to meet before the Elysium. They agree to meet at Mycroft's old haven.

The time they have left Archer and Evan spend studying. Evan manages to fill in the gaps of his notes again with books available in the chantry. All the while, Archer means to ask and tell Evan about things regarding his dilemma with Nicolai, but cannot for the Domination still in effect.

After a while, Evan excuses himself to a private room to commune with Agathodaimon again. He asks after Helena in particular and Agathodaimon describes how he was watching when Verus was torn apart. He witnessed her fury before Verus was torn from his flesh to Agathodaimon's side. At Evan's request, Agathodaimon will try to learn more about Helena.

An Impatient Watcher

All the while, Morris is waiting outside the chantry for Evan to leave. Compared with Avfyra, Henry Fitzgerald is a mere ragdoll and easy to control. As his patience runs out, he decides to reach out to Jim first, to warn him.

About Henry Fitzgerald

The ghoul that disappeared had a specific function within the chantry. He arranged the chantry's phone connections and digital security. Apart from maintaining camera's and sensors, he has ensured all the chantry's telephone conversations are recorded.

Archer

When Evan walks back into the library, Archer is called away by Nicolai. The Regent asks for his assistance in a ritual. When they are alone, he asks Archer to find three mortals. It appears they are to be sacrificed for a divination Nicolai is working. If he accomplishes it quickly, Nicolai promises to guide him through the next stage of the Path of Aether's Father.

One way to get unresisting participants here in a short time occurs to Archer, although he is momentarily conflicted by the suggestion. In the end, he decides to go through with calling upon his contacts in the Masonic Lodge to guide three initiates into his grasp.

He manages to, very quickly, find out about a number of recruits in the area and arranges for them to come to the chantry immediately for a trial of some sort. As an exercise in trust, he blindfolds them and leads them to his master's chambers. In his fanaticism for advancement among the Tremere, he allows them all to die by Nicolai's hands.⁸ His chambers are painted red.⁹

Under Nicolai's tutelage, Archer then learns the second tier of the Path of Aether's Father. The child is particularly kind in his reward for Archer and Conditions him further.¹⁰ Then, Nicolai dismisses Archer to dump the bodies somewhere.

⁸ Archer's Humanity drops to 4.

⁹ Archer never will find out what Nicolai was doing to require such sacrifices. In fact, with rituals known only to the Regent, he has extended his sample of Khalid's blood to allow him several experiments.

¹⁰ For three more successes.

The Tremere know of a place nearby where the bodies will never be found. When Archer begins unloading corpses there, he discovers he is not alone. A wandering figure approaches him. He has a long mane draped down a worn trench coat. The man warns Archer of what he has gotten himself into and that he should want to break free. He directs Archer to return to Jim and make amends. He claims they will need each other before 'this' is over.

By the time Archer returns to the chantry, the Tremere are assembling to head out. Evan has already gone, leaving a message for Archer that he had to drop something off before Elysium. Avfyra will be joining them this time as well. They leave all in one car to pick up Erichto and head for the opera house.

Jim

After being called three times on the way, Jim arrives at the university. When he enters the office, Critias is bent over Graham's staked corpse, staring at him. Jim lists a few of his ideas about dealing with Eletria, all of which Critias dismisses as childish and unconsidered. By the time Critias has explained there is no such thing as ratting out another elder to the Primogen, he does become intrigued by Jim's suggestion of turning to Agathodaimon. Critias appears to recognize the name, saying there was a water spirit by that name in Carthage.

So long as Jim does not mention Critias, he is encouraged to petition Agathodaimon to oppose Eletria. Meanwhile, Critias says he will speak with Menele, a prospect he seems to loathe, to see if Menele is aware of this Agathodaimon and his actions.



When Jim walks back to his car again, Khalid emerges from nowhere and assaults him again. He repeats the same words he spoke last night and makes sure Jim will spread word of his Shadow War to the other Kindred. He repeats: all sinners will be purged, starting with Kip and ending with Khalid himself.

Jim runs back inside and tells Critias about Khalid's intentions before finding a safe place to hide. He goes to a bar near his haven with a view of anyone visiting his place.¹¹ After a long wait, he then leaves to meet with Evan.

Evan

When Evan gets to the maintenance shaft, Jim hasn't arrived yet. He places his manuscript down the long stairs again and in the depths of the shaft, communes with Agathodaimon one more time. The demon assures Evan that Jim's existence should be put to an end.

Jim then arrives and makes his way down below. When Evan begins to voice his disappointment with Jim, he quickly realizes something is wrong. That's when they both hear the door far above them opening and another figure descends.

At first, they don't recognize the chantry ghoul. The figure's movements are stunted and twitchy. A voice they do recognize mutters something about protecting them. By the time Jim and Evan realize it is Morris, his Shadow takes over completely. It roars for Evan to "KILL HIM!"

Jim tries to get away, but the ghoul possessed by Morris' Shadow stops him. When Evan begins to lash at Jim, Morris makes a final attempt to wrest control from his Shadow. He tries to protect Jim, but fails, muttering: "I had to claw my way back into this world and crawl out of the depths of my last fetter just to get here!"

Evan tears Jim apart until he is on the brink of torpor. Then, the door above swings open again and Evan holds back to see what approaches. Into view comes a figure draped in a long, worn coat with long black hair. Jim instantly recognizes him to be Menele.

The Methuselah addresses Agathodaimon directly, saying: "Remember our arrangement or I will sever the chains that bind you to this world. You *will not harm humanity*." He then chances a look at Evan before adding: "Where there is any left to be found."

Menele shouts for all but Jim to leave and Evan complies without another word. Outside, Agathodaimon speaks to Evan in a voice Evan has never heard before. There is no hint of his usual triviality when he says: "Find... a Park."

By the time Evan does, Agathodaimon emerges from an abyss in the soil. The demon screams his rage and all semblance of his statue's perfect image is gone. Agathodaimon swears he will rid himself of the patriarch Menele. He dictates they will destroy Kip and then join with Helena. He decides Evan will offer her a deal.

¹¹ Jim fails his roll to notice a chantry ghoul showing up at his door, however.

Agathodaimon says when Menele is destroyed, he will be in control of his own reliquary again.

Evan agrees with Agathodaimon's decisions before leaving the park. He drains a man dry on the way to Elysium.

Jim

Jim, heady from his pummeling, shouts how he is not worthy to be in the Methuselah's presence. All Menele has to say is: "All creatures, no matter how dark, should be able to coexist," before he leaves abruptly.

Jim picks up Evan's belongings from the floor and goes to feed. He makes the mistake of healing too quickly and finds himself at the mercy of his Beast in hunger.¹² He loses control and murders a bystanders. When he comes to, Jim cannot believe what he's done. Despite all that happened, despite his life being saved, no one can save him from his Beast. It's always there. He becomes paranoid.¹³ Distraught, Jim heads for the Elysium.

The Elysium

Tonight's Elysium has a far greater attendance than the previous had. The Primogen are all here except for Khalid. The Tremere have all come. The delegation of Toreador consists of Annabelle, Portia, Eletria, and Bret, this time. All that remain of Lodin's childer are spread out throughout the hall. Many more besides are present, as are all the characters except for Graham.

When Jim arrives, he hands Evan the mannequin hand and the manuscript before walking to the front. He obtains Nicolai's leave to announce something on Khalid's behalf. Jim then relays Khalid's exact words. When he gets to the order in which Khalid intends to perform his assassinations, Annabelle intervenes and takes the stage from him.

Annabelle reassures everyone that the Primogen will personally look into Khalid's disappearance and that there is no need for fear-mongering, giving Jim a sharp look. She continues to announce in choice words how the Primogen have decided to retract two of Lodin's edicts that they feel were of a personal nature. She proclaims the Blood Hunt for Maldavis and the Interdiction of Gary have both been lifted.

Inyanga furthermore approaches Jim and interrogates him about Graham's disappearance. Jim directly reveals Critias has the Sheriff. Meanwhile, Nicolai approaches Evan to say he completed his rituals and has determined the blood did not belong to Kip, but that it was Khalid's. He points out that according to Jim's announcement, however, Khalid is currently on Kip's trail.

Then, all eyes are drawn to the entrance. Before long, the whole of Elysium is filled with shocked gazes. Although he

¹² He botches a Self-Control roll.

¹³ Gaining the Paranoid derangement after his Humanity sinks back to 4.



looks tired and unkempt, the man walking toward the front is undoubtedly Lodin. Through everyone's silence, he begins to explain how he ran away from the werewolves who came at his door. He says he has spent all these nights hiding far away and that he has no intention of returning. He admits himself to be coward, unfit for leadership. All he is here to do is relinquish the title of Prince to its rightful owner, he says. Lodin admits, long ago, he took it from Prince Maxwell unjustly.

Then, Maxwell walks in with a delegation of Brujah. He has shaved his beard off, leaving only an elegant goatee, and he is dressed in a fine suit. Carried over his shoulder, he has the staked body of Doyle. Lodin removes himself

from the stage for Maxwell. He begins by explaining how democracy isn't working for Chicago and that he won't even ask for a vote. Lodin elected him, he has proven himself, and he claims the title of Prince.

There is moment of silence, but no one speaks against Maxwell, not even Ballard. Then, the Primogen approach him to confirm his claim. While Maxwell is personally welcomed by a number of Kindred, Archer takes Jim aside. He offers Jim his apologies and tries to make amends. After he is acknowledged as Prince beyond any doubt, Maxwell puts Doyle to Final Death.

Maxwell dusts some of the ashes from his clothes before he leaves with the Brujah he came with. Blackjack,

A Deal with Snakes

When Jim told the Setites in New Orleans all about Chicago's current power struggle, they saw an opportunity to position themselves in Chicago. They knew of the Cult of Sekhmet that occupied a boat on Lake Michigan and they knew of its demise.

During Maxwell's meeting with them in private just before he and Jim flew back to Chicago, they offered him something that would nearly guarantee his becoming Prince. They mentioned an operative of theirs who specializes in impersonating others using Obfuscate.

In exchange for the Setites convincing the Chicago Kindred that Lodin had just declared Maxwell his successor, Maxwell agreed to a regulated presence of their clan in his city.

among them, acknowledges Jim as they pass each other, saying they should talk some time. He gives Jim his phone number. By now, most are leaving the Elysium.

Avfyra

Dusable has remained quiet all throughout the Elysium. When Avfyra rejoins him, his outrage becomes apparent. He did not even have a chance to present his deeds for the city before Maxwell barged in. Dusable rejects the idea of using the Path of Aether's Father to simply change what happened, saying such is not possible. All they can do now, is find the Path of Chaos' Mother to alter their very fate.

Avfyra agrees and leaves Dusable to find Morris. She cracks the seal of slate and follows the stars. Through Chicago's streets, she eventually finds the chantry ghoul wandering aimlessly, not far from the shaft Evan was using as a haven. Avfyra daringly wields the ankh and discovers she can indeed directly Dominate the wraith through it. All the while, she catches glimpses of just how horrifying the Underworld is.

His Shadow takes control several times to harm Avfyra before she manages to Dominate Morris into following her into her car. While she has the driver rush to the chantry as fast as he can, Morris' voice turns weak as he tells Avfyra he is losing to Oblivion. He says he will be no more very soon. As a last act, he offers Avfyra a deal: he will tell her anything she wants, teach her anything he can, if she swears she will keep Evan and Jim from harming each other.

Avfyra agrees to his plea and sees the desperation behind his offer. With the time he has left, Morris explains how Dusable tortured him, demanding the knowledge of the Oracles. He tells her how, after he was free again, he sought out this knowledge of Fate for himself. Even as a

mortal, he was never able to turn away from the lure of such powers once he learned of their existence.

Once a Thaumaturgist himself, Morris explains to Avfyra how it could be done with blood magic before he infuses the ankh with all she would need to develop it. He promises it still will not be easy to achieve the Path of Chaos' Mother, but it should be possible. Lastly, he tells her to never use the ankh again after this. He tells her to get rid of it, for the Underworld is a horrible place. After these words, the ghoul slumps back into the car seat, dead.

When Avfyra arrives at the chantry, she shares her news with Dusable. Obsessed, they begin to study the principles before them. With the progress they make tonight, they begin to believe it will be possible. It becomes clear that Fate manifests itself in strands. All people, mortal, Kindred, or otherwise, have their own strand. If these strands can be found and manipulated, the Path of Chaos' Mother will be theirs.

Jim

After the Elysium, Jim uses Graham's phone to call Blackjack's number. He leaves a message for him to call back at this number. After that, he swings by his haven to check his messages. Rex left one concerning the New Orleans phone number he was to look up.

Jim calls Le Rubis d'le Nuit right away to get a hold of Prince Marcel. He explains why he was in town, naming Maxwell. Prince Marcel appears both suspicious and bored with the affair when they hang up.

Morris Lost

Toward the true end of his existence, the following gives an indication of what remained of Morris in all his misery. From his character sheet as a wraith, and his Shadow's:

Life: Tremere rebel

Death: Executed by Sheriff

Regret: Not being there for his friends in trouble.

Arcanoi: Outrage ●●●, Puppetry ●●,
Fatalism ●●●

Passions: to protect my friend – loyalty ●●●,
to make my sire happy again – guilt ●, to make
someone laugh – desperation ●●●, to disrupt the
established order – defiance ●●, to reconcile with
my old family – resolution ●

Fetters: Class of '91 photo ●●●●●,
Castlebay coast ●●●, Lake Michigan's depths ●●●

Angst: ●●●●● ●●●●

Dark Passion: harm his friends – envy ●●●●,
bully lesser wraiths – wrath ●●●

Next, he calls Critias to ask after the relationship between Menele and Agathodaimon. Critias explains Menele left almost as soon as he began to explain the situation. Lastly, Critias encourages Jim to do as he pleases over the coming nights, whether it is to support this usurper or that, in his words. Critias hangs up after he says he feels an encroaching dread.

Before sunrise, Jim drives all the way to Arlington Heights. He hasn't been here since 1991. He discovers the place is burned to the ground. Only the cellars remain intact. The Lupines tore it all down. Jim sleeps below what was once Madame's brothel, where he was Embraced.

Evan

After the Elysium, Evan drives to the chantry in such haste he arrives before Nicolai and Archer themselves do. When he sees Evan, Nicolai dismisses Archer again and takes Evan up to his chambers. Nicolai has prepared a piece of slate inscribed with Khalid's extracted blood.

The Regent says this is as far as he can be of assistance. For his help, Evan offers Nicolai some information freely. He tells him that Ublo-Satha had been protecting a being called Menele.¹⁴

When Evan steps back into his car, he places his fire axe and his gun in the front seat. Then, he breaks the slate seal. He follows Khalid's constellation in the skies. The journey takes him across the city, eventually arriving in the South Loop from the north.

¹⁴ Nicolai knew about Yaryan, about Menele, and about Critias meddling with Ublo-Satha. Now, he can puzzle together more than ever.

Near the railway to the west, he has to get out of his car. The stars are still moving when Evan continues by foot. As he stalks forward over the train tracks, he hears voices in the distance. After a while, the stars stop moving and Evan can clearly hear Khalid addressing Kip that he is about to die by his hands.

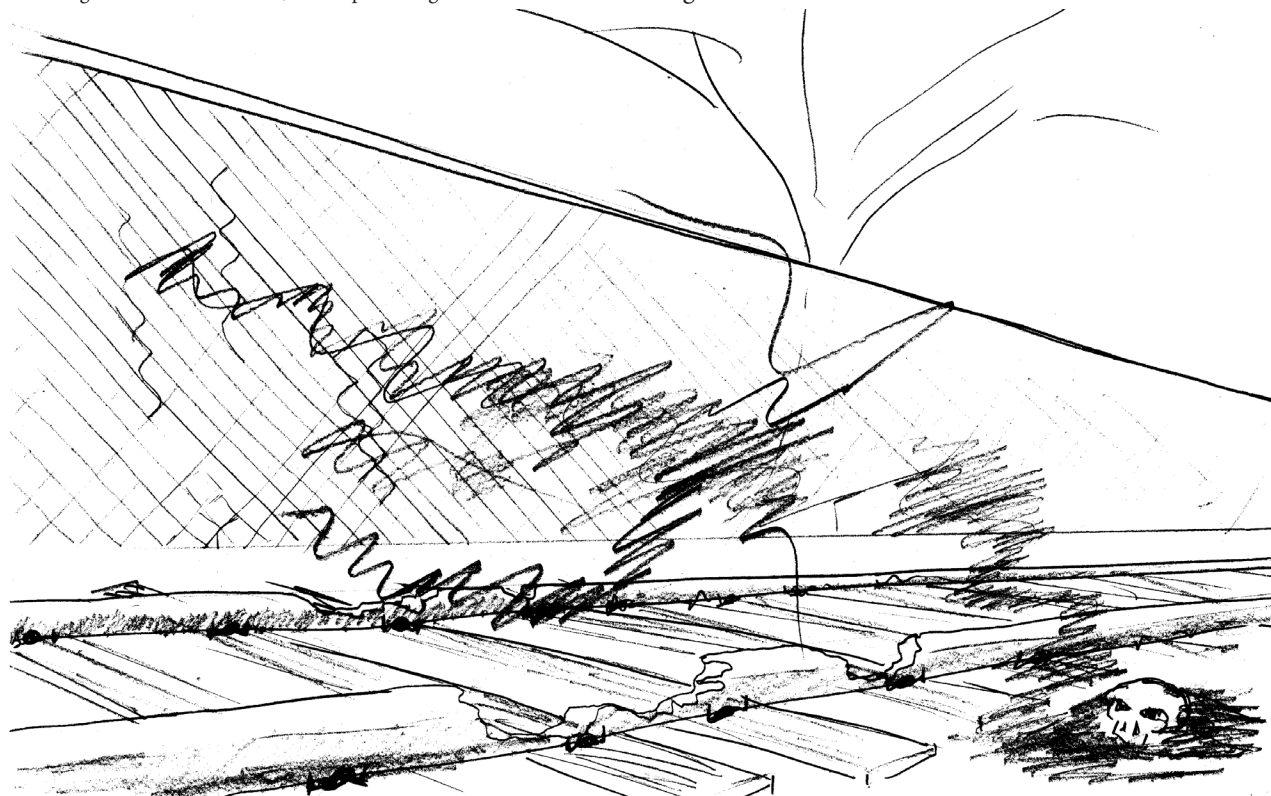
When Evan edges further, an enormous shape unfolds in the distance. Drakonskyr assumes his Apocalyptic Form and extends its wings, making a horrifying silhouette against Khalid's constellation. Then, the Dragon breathes fire, chaos, and disorder. The constellation dies out immediately as Khalid meets Final Death.

Within Evan's view, Kip then emerges from behind the Dragon. He asks if Evan is here to swear fealties. Evan answers no. Immediately, Drakonskyr unleashes more of his Lore of Chaos, melting the train tracks and boiling the very ground. Evan manages to resist both frenzy and seizures, although he begins to bleed uncontrollably from the ear.

Evan then addresses the Dragon directly, naming him: You, the Angel of Death who was the Victim of Corruption, to become an Aimless and Cruel Destroyer.

Suddenly, Drakonskyr seems compelled, staring at Evan in puzzlement. Kip, meanwhile, pulls a gun and fires. Evan, using Celerity, dodges and hacks Brian Milov Parker into pieces that fall to ash in three fell strokes. Still, the Dragon does not act.

Evan roots through the ashes to find the Sword of Nul. He asks the air around him what to do with it and Agathodaimon answers in his usual, calm manner. He



Secrets Gone to the Wind

Khalid has thus met his Final Death. His Shadow War is at an end and Clan Nosferatu has fallen in Chicago. With him dies the largest collection of Chicago's secrets. Not least among them, Tyler's history with the Sabbat.

says Evan could either dispatch the sword to some corner of the world Evan would never see, or he could hand it over. At his mentioning the last option, Agathodaimon's statue appears. Evan gives Agathodaimon the sword.

Drakonskyr dissolves back into his reliquary before the reliquary disappears with Agathodaimon. As Evan stands there alone, all that remains is the ashes blowing in the wind and the havoc the Dragon's breath caused.

Evan continues to look around the area and finds a small brick building where Kip appears to have been staying. There, he finds bottled blood¹⁵ and priest's clothing. On the way back to the car, Agathodaimon speaks again, elaborating on Helena's hatred for men. He believes they should propose the deal such that Helena has two Earthbound demons in her corner for her confrontation with Menele, in exchange for Agathodaimon's reliquary and Evan's freedom. They believe it must be possible, since Helena must have offered Magnus, Evan's sire, his freedom too at some point.

Evan gets in the car and begins to drive. At the first payphone in sight, he calls ahead to Eletria to announce the deed is done. Eletria is delighted and immediately invites her over to meet with Helena again. They appear to have great plans for this very night.

On the way to the Succubus Club, it occurs to Agathodaimon that Evan may still be bound to Helena. When Evan reveals it is a full Blood Bond, the demon insists they cannot continue. If Evan is fully bound, then they have no leverage.

¹⁵ Exclusively from teachers and recovering drug addicts.

Sidebar: A Haven for Two

The moment Kip fell to ashes, someone jumped up and ran from the brick building while Evan decided the Dragon's fate. Rajiv had been Embraced and immediately bound to Kip. With his ability to Summon him, there was no running away. When he felt the Blood Bond break, however, he made his escape as quickly as he could. In the last hours of the night, he runs to Jim's haven, but finds his old friend is not there.

Evan stops the car at that. Agathodaimon reveals that he has another servant who may be able to remove Evan's Blood Bond entirely, but he is far away.¹⁶ Evan decides to call Eletria again, to delay the confrontation. On the phone, he makes an excuse about the Dragon not being entirely dealt with after all. Eletria begins to insist he speak to Helena for a moment. Before the phone is passed on, Evan hangs up.

Angered, Helena begins to Summon Evan. He resists for as long as he can and demands that Agathodaimon stake him. What influence Agathodaimon can exercise on the stake Evan had left, he attempts, only to have the stake break in half.¹⁷ Evan insists Agathodaimon simply rend him into torpor with whatever he can find. Then, Evan can no longer resist the call. He gets back in the car and starts driving on Michigan Avenue, toward the Succubus Club.

As the consequences of what will inevitably follow dawn on Evan, Agathodaimon sends Evan into torpor. The car crashes into a nearby building at full speed.

Archer

After returning from the Elysium and being dismissed by Nicolai, Archer goes into the library. Without a book in front of him, he simply sits there to ponder. Given the mysterious stranger's words, he must choose whether to stay his course with following Nicolai or to abandon it, thereby abandoning this chance to rise among the Tremere.

After a long time spent considering, Archer believes he has found a road in between. He decides to visit Nicolai once more. Archer walks into his office to find the carpet is still wet with blood. Nicolai appears to be smiling in delight.

Archibald reports on all he knows about the Brujah lineage, moving ahead, seeking a conclusion behind the affair. Nicolai responds simply, that he has just figured it

¹⁶ He refers, of course, to none other than Lanzo, who currently holds a position among the Sabbat of New York City alongside his sire.

¹⁷ Agathodaimon botched.

Archer's Demise

The choice before Archer would be this character's last chance to redirect his set path towards the ending. Archer believes, moreover his player naively hoped, that there would be a road between the two options before him. The calamities of this story so far is proof to the contrary, however.

Now that Nicolai knows all he needs to know about Menele's childer and protectors, all he needs is to be back in Helena's good graces. Walking back into the Regent's office, forewarned, was the worst mistake Archer could make.

all out. Still, the Regent suggests there is another way for Archer to make himself useful.

Nicolai Dominates Archer, instructing him to venture below the Succubus Club and offer his services there in Nicolai's name.¹⁸ Archer is unable to resist and does as he is told.

When he gets to the Labyrinth, he faces Eletria and offers exactly what Nicolai commanded him to. Eletria brings him deeper through the corridors and into Helena's haven. There, the woman Archer recognizes as Portia lies reclined amidst naked, female vampires all in torpor. He sees Bret offering her another subject to feed from before Archer is made to drink Helena's blood.

To Archer, what follows next registers hazily at best. As he falls further in love with the women, they bid him to come with them on a little trip. Before he knows it, he stands before a door in a dusty hallway. They bid him to open the door and he complies.

Inside, the women clearly can't find what they were looking for. Instead, they happened upon the corpse of a man with a stake through his heart. Archer recognizes him to be Graham. It is Portia who walks up to the corpse and removes the stake.

Graham

Graham is finally released from his paralysis to witness just what he was trying to avoid by entering torpor. Portia is bent over him as she smiles and says: "Hello, dog."

Before he can even enter a frenzy, Helena's Majesty overcomes him. Eletria Commands him to drink from her sire's veins.¹⁹ Graham is powerless to resist and does as he is told.

He and Archer follow the women back, away from what they overhear them say was Critias' haven. They are further Dominated to remain at their side when they all go to ground under the Succubus Club.

19th January 1993

Avfyra

When she awakens, Avfyra delves right back into her research into the Path of Chaos' Mother with Dusable's help. They decide there are several ways to approach the development of the beginnings of the path. Avfyra decides to make a start with the assumption that the strands of Fate lie in the Underworld itself.

¹⁹ Initiative was rolled to see if he could enter frenzy. Next, Eletria succeeded her Dominate roll against difficulty 9. Lastly, in resisting the effects of Majesty, Graham fails his Willpower roll.

¹⁸ A total of three successes are achieved.

Developing a Thaumaturgical Path

As we approach the last nights of the chronicle, the long-term Tremere goal of finding the Path of Chaos' Mother comes into view. Naturally, the development of such a path could span a whole chronicle all on its own. How then, do we justify doing it in such a short time? Why, by suspending disbelief for the benefit of this—and only this, story—of course. With that disclaimer out of the way, here follows the mechanics behind Avfyra's great reward.

For the first dot, tentatively called Ananke's Sight, Avfyra would realize there are strands which must be made observable. There are three choices to attempt this, where only one may be pursued at a time. She could assume the strands are hidden away in people's auras and approach this with a hint of Auspex. She could also assume the strands are hidden away in the Underworld and approach this with the Erciyes Ankh. Lastly, she could assume the strands are hidden away in others' blood and approach this with prior knowledge of the Path of Blood. Only the first way would prove lucrative.

A horrible truth then reveals itself. Just like the Path of Aether's Father is at the root of Celerity and the two are mutually exclusive, so does the Path of Chaos' Mother share roots with Auspex. It must be unlearned before the Path of Chaos' Mother is available, a tough prospect for many Tremere. Avfyra may unlearn Auspex with a never-before-seen Willpower – Intelligence roll. She can recycle as many experience points as she has successes. Dusable cannot so easily unlearn his Auspex. It all falls to Avfyra for now.

For the second dot, Avfyra would have to choose between three manipulations attempted on the strands. In truth, the story never got this far. Nevertheless, it was the intent for her to decide on the one that will be the easiest to attempt. She could attempt to mess with her own strand, which is as dangerous as it sounds. She could also try to mess with others' strands. Lastly, she could try to bind or separate strands around her. Only the first one, again, would prove lucrative.

Then, it would fall to Avfyra's own sense of precaution to use Ananke's Sight after each attempt at meddling to see if Fate has not turned on her. The reason behind this may be interpreted in different ways, like the Norns noticing her activity or her own strand slowly withering at the Thaumaturgical touch.

Foresight and Flight

As a result of his high Auspex rating, Critias perhaps ironically does carry the gift of foresight. He is not aware that he is seeing Fate played out before him, but often he does receive such hunches. Tonight, Critias knew Eletria was coming for him. He was not prepared for Helena to join her, however. Critias fled the city. He is aware of his cowardice, but somewhere in his pride and intellect, he blames the world.

Critias is not the only one with such precognition. Inyanga has also always demonstrated foreboding knowledge of when to leave the city. As can be gleaned from the Garou Account of Chicago chapter, however, these Auspex-induced divinations are imprecise, and may as well turn out to become self-fulfilling prophecies.

In any case, an interesting link exist between Auspex and Fate, it seems. Its implications for the Tremere's ambitions toward the Path of Aether's Father are no coincidence.

After hours of unfruitful labor, Avfyra gives up and tries a different approach. She now assumes Auspex is the key. In the revelations that follow, Avfyra succeeds in glimpsing, for the first time, the strands of Fate around her.²⁰

As soon as she sees these fibers woven around her, she observes a nucleus of different strands swelling as they converge on a single point some distance away. She realizes that the Fate of many rely on an encroaching event somewhere in the Loop. After informing Dusable, they both head out to investigate.

Jim

Jim awakens in the basement of the Arlington Heights brothel. He starts driving back to Chicago. On the way, Blackjack calls him. He says he's standing near Critias' place and that the elder has disappeared. Jim decides to meet him there.

When Jim arrives, Blackjack and he search around the area for Critias. As they do so, Blackjack speak of Maldavis, revealing she was the one driving the car when they met with Juggler. He explains she opposes Maxwell.

After a while, they realize Critias is nowhere to be found near his haven. They decide to pay Maxwell a visit. Blackjack knows where to find him. Evidently, the new Prince has made haven in a large ship docked in the Burnham Park Harbor. When they arrive, the side of

the vessel is being painted with its new name. Again, Jim reads: 'Altamira'.

Maxwell awaits them in a cabin he is converting to a war room. All across the table, strategic maps of the eastern shore of Lake Michigan are spread out. With Critias' disappearance, Jim starts telling Maxwell about Graham. Again, he claims the Sheriff meant to kill him and that he has since disappeared.

The Prince hears him out and in the end, earnestly respects him and believes him. At Jim's suggestion, Maxwell tries contacting the Tremere for their aid in tracking Graham down, but both Archer and Avfyra seem to be out. Maxwell tells Jim he will his words in mind.

After leaving Maxwell's company, Jim realizes he may be able to find Graham with the leopard amulet. He sets out to recover it from where it lies buried.

Archer & Graham

When they wake up below the Succubus Club, Archer and Graham are unable to leave. The Dominations placed on them yesterday are still in effect, keeping them close. They both realize their growing love for the still-slumbering creature who lies only a few feet away.

Bret had stayed in the room as well. When he awakens, he begins to brush Helena down, straightening her hair and cleaning the blood from under her fingernails. Where this drives both of the characters to jealousy, Graham acts on his with fury. He draws a stake and lunges at the fair-faced Toreador man.

Bret is not incapacitated with the first thrust and he quickly tries to wake Helena up. Graham enters a frenzy, then, and discards the stake. With bare fists, he begins to beat Bret into a pulp. Helena awakens before Graham can throttle him, however. When Graham manages to resist the first wave of her Majesty, Archer steps in. He lifts Graham into the air with Movement of the Mind. Held there, he inevitably calms down.

Helena speaks, then. She bids Archer to drink from her. He cannot resist. Graham, however, manages to refuse submission.²¹ Helena counters the rejection with a mere smile. Slowly, enticing him with the thought of standing by her side, the prospect that she would love him in return, she seduces him.

She then speaks of her nemesis, Menele, painting him to be the greatest threat to all their kind. She tells them of the eruption of Vesuvius and the destruction of her Pompeii being his fault. She speaks of his blame in the presence of demons in Chicago and his blames in the attack of the werewolves and in Jupiter's release into the skies.

Without making him drink from her veins, without the use of a single Discipline, Graham agrees to do her

²⁰ The roll that warranted such a breakthrough so soon was nothing less than: 10 10 10 9 9 9 7 3 2 1.

²¹ It was agreed that unconditional submission was against every fiber of Graham's nature. Instead of whipping out Helena's immense dice pool, something more elegant was attempted.

bidding. Meanwhile, Bret gives him the foulest look he can manage.

At her descriptions, Archer says he believes he may have spoken to Menele himself and that they might be able to find him through Jim Antwiler. Helena sends Graham and Archer to find Jim Antwiler, then. After they have him, she says she also wants them to retrieve Evan, telling them he seems to have had an accident in the Loop.

The two try to find Jim first through his retainers. They can't find an address for Rex, however. Before they check on Rajiv, they head for the maintenance shaft Jim and Evan are known to frequent. There, they find evidence of the recent struggle. During their investigations, Graham begins to demand of Archer how he came to be around Helena. Again, his jealousy is thinly veiled. When Archer professes his love for her, the two decide to find Jim quickly before an altercation rises between them.

It is then that Archer remembers Jim has Graham's cell phone. They call Jim while Graham keeps silent. When he realizes it is Archer, Jim recites all he knows about his lineage to try to put an end to the matter. He does not reveal his location, but does express a desire to speak with Graham.

After they hang up, Graham and Archer decide to wait a while before letting Graham call back. They will have to come up with a story of his awakening. Meanwhile, they try to find Evan. They visit the location of the crash and start asking around. They discover from witnesses the driver was hauled off in a body bag.

Next, they head for the nearest precinct and manage to convince the officers that they knew the man who crashed. They let them go down into the morgue to identify the body.

The Nucleus of Fates

Down in the morgue, Evan hears Agathodaimon's voice resound in his head. The demon feeds Evan blood until he is able to heal himself to the point of awakening. Agathodaimon reveals his contact in New York City is ready. He advises Evan to remain where he is. When he hears Agathodaimon's voice again, he will have returned with the man who can help remove the Blood Bond.

When Graham and Archer find their way downstairs, Evan remains motionless on the slab as they enter. Meanwhile, Dusable waits in a car just outside as Avfyra passes through the building's very walls using Thaumaturgy. She sees Jim arrive at the front desk as he follows the amulet's scent to find Graham.

Jim manages to use the Forgetful Mind to convince the police officers he is a detective looking for someone matching Graham's description. They trust him and point him in the right direction. When he enters the morgue, he exchanges surprised glances with Graham and Archer. After their mutual, suspicious inquiries, Jim baits his trap by telling Graham about Maxwell, insinuating that

Graham would like the new Prince and agree with the man's philosophies—even that he reminds Jim of Mark Decker.

Before long, the door slams shut. Agathodaimon wasn't expecting an audience, but he is in a hurry nonetheless. He speaks, and Evan opens his eyes, rising from his half-way unzipped body bag. Agathodaimon makes the situation plain and blatantly offers that anyone present who does not wish to undergo the rites should leave immediately.

At that, a gaping pit of darkness grows near the doors and none other than Lanzo Orsini crawls out. He seems equally surprised at the act as the others. He accuses Agathodaimon before retrieving his hat. Graham is less than pleased to see him.

A discussion breaks out between everyone present while Agathodaimon notices Avfyra hiding in the walls. He demands she reveal herself and she complies. In the midst of everyone's protests and grudges, Jim Antwiler offers Agathodaimon the greatest indignance he can muster. The demon responds to his insult with the Lore of Radiancy, rendering Jim unable to move or speak.

Agathodaimon interrupts the ongoing discussion by repeating his simple offer. Those who wish nothing to do with the cleansing of Blood Bonds are to leave. Graham challenges the demon at first, but after one warning he backs down. After Graham leaves, Avfyra follows.

Lanzo then looks around the room and assumes those remaining will join him. When he confirms forsaking the Camarilla, however, Archer makes his exit as well.

It becomes clear however, that Agathodaimon does not intend to let Jim's insult stand. All he does, is suggest to Evan that he prove himself true to the road he chose. To Lanzo's shock, Evan assaults Jim. Lanzo attempts to come



between them, but fails to secure Jim's release.²² Jim is reduced to ashes by Evan's claws alone.²³

Lanzo cannot believe what he just witnessed. All Evan can say is he had to follow the path.²⁴ Agathodaimon

²² Lanzo botches.

²³ And he subsequently rises in the Path of the Devil.

²⁴ Lanzo has taken to his sire's Path of Enlightenment, not Agathodaimon's.

simply demands Lanzo continue with the proceedings. He obeys swiftly. Both he and Evan enter the abyss and leave Chicago.

Alone in the room, Agathodaimon laughs and says: "They always choose power..." Silently, he thinks: *Rest in Agony, Jim Antwiler. Three mercies are for more than you deserved.*

Jim's Decision

This session was announced before everyone to be the second-to-last one. Every character was set in their goals and struggles, except for Jim. When confronted with this in private, his player stated fatalistically that all he wanted was to take down his perceived enemies before he died. In the face of Critias' last wishes, the struggles facing Maxwell, his camaraderie with Blackjack, and many other avenues, he still finds no purpose.

Jim Antwiler's hubris, by now, proves to have grown to the point where in the face of all the dangers acknowledged by the others around him, his defiance of the creature that Evan colludes with supersedes all the other purposes named above. When he raises a middle finger to the ancient evil he nevertheless paints a fitting ending for the young Brujah. Not only is he a rebel without a cause, but the rebellion can achieve nothing from the start.

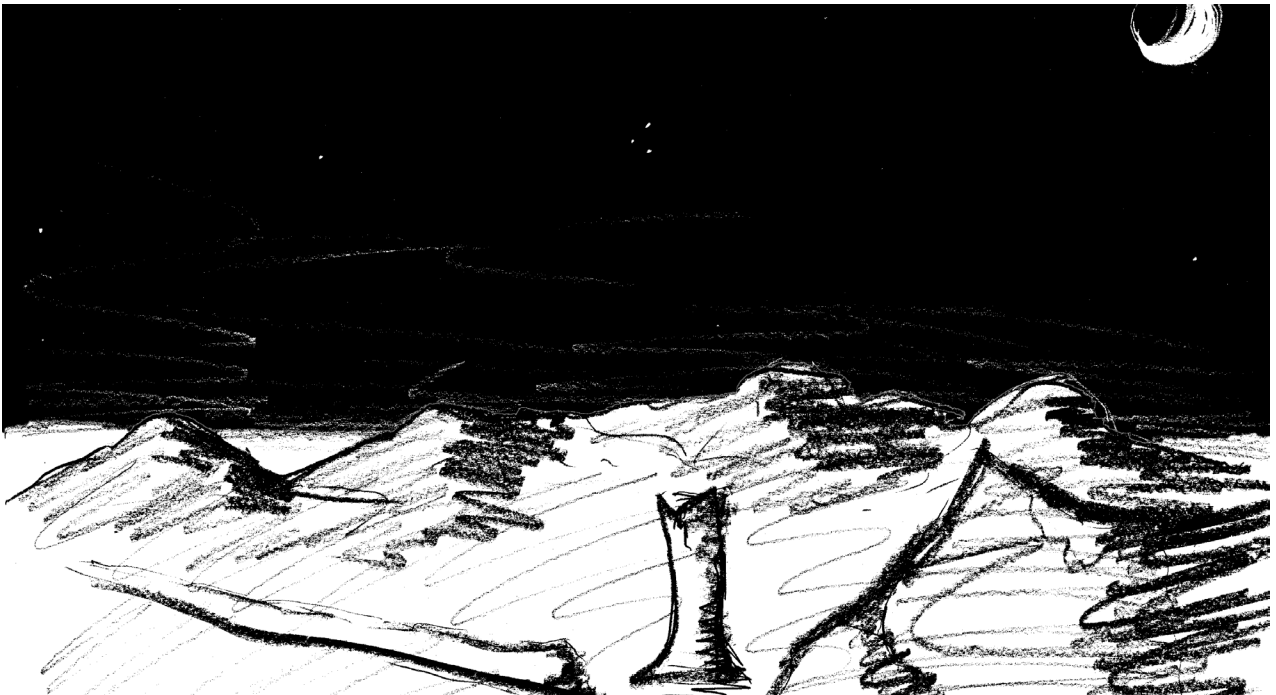
Looking back on this now, at the time of writing, the storyteller approves of this ending. Among those that have fallen in this chronicle, Jim's demise ranks way up there with Morris, Vitch, and Medusa. It seeps desperation, futility, and leaves one invested in this story melancholic. If there's one thing for contributors to this story to take pride in, it has proven to be the ability to cause melancholy in others.

"They say the beast inside of me's gonna get ya, get ya... yeah."

Type O Negative – Love You to Death

HISTORIES IX: ON CARTHAGE

The following words are nowhere to found on this earth in the modern nights. They were once scrawled in ancient Phoenician and left to be eroded over the years by desert winds. A translation might have occurred, though it is extremely unlikely.



I AM TANIT. THESE ARE MY LAST WORDS IN THIS AGE, FOR I AM TOO STARVED TO RISE ANOTHER NIGHT. I AM A CHILDE OF MOLOCH AND I AM DISGUSTED.

WE FOLLOWED OUR LORD TO THE JEWEL OF THE NORTHERN COAST OF AFRICA AND WE CLAIMED THE SHADOWS OF CARTHAGE AS ASSUREDLY AS THE BRUJAH CLAIMED ITS STRUCTURES. DO NOT LET THE DIASPORA OF SURVIVORS TELL YOU DIFFERENT. IN THEIR DESIRE TO BUILD SOMETHING GREATER THAN CAINE'S SECOND CITY, THEY CONSORTED WITH US. WHETHER IT WAS TO GAIN MORE POWER IN THE COURTS OF THEIR CITY, TO INCREASE PERSONAL WEALTH, OR TO IMPROVE THEIR STANDING WITH THEIR CLAN, YOUNG AND OLD BRUJAH ALIKE PETITIONED US TO ENRICH THEIR HOLDINGS AND HELP IMMORTALIZE THEIR CITY.

SLOWLY, DELIBERATELY, SUBTLY, WE DESENSITIZED THE BRUJAH TO THE GROWING BRUTALITY OF THEIR OWN ACTIONS. IT WAS SO MUCH EASIER FOR THIS CLAN OF SELF-OBSSESSED, VAIN 'PHILOSOPHERS' TO EMBRACE AND DRAIN THEIR VICTIMS AFTER WE CONVINCED THEM IT WAS FOR THE GREATER GOOD OF THE CITY TO DO SO.

OH, LET THE DIASPORA DENY HOW MOLOCH ROSE TO BECOME BA'AL-HAMMON, A GOD ABOVE US ALL. IN THE VERY BEGINNING, TROILE SIMPLY LOOKED THE OTHER WAY WHEN KINE SACRIFICED THEIR CHILDREN TO MOLOCH AND THEIR LIMBS AND ORGANS FILLED THE SCARCELY-HIDDEN WELLS. WHILE TROILE DESPISED THE BAALI PRESENCE, MOLOCH HAD A SPECIAL RAPPORT WITH THE ELDER THAT MYSTIFIED ALL WHO WITNESSED IT. MOLOCH SUSPECTED TROILE OF HAVING A TASTE FOR DIABLERIE AND ENCOURAGED THIS ACT. EVENTUALLY, TROILE WOULD

DRAIN OTHERS TO LESSEN THE NATURAL THIRST, SHARING FEASTS WITH, BY NOW BELOVED, MOLOCH.

OVER THE YEARS, IT BECAME EASIER FOR MOLOCH TO TALK TROILE INTO COMMITTING VARIOUS PERVERSIONS. IT STARTED WITH THE DRINKING OF CAINITE VITAE. AFTER A FEW DECADES OF THIS, THE BRUJAH ANTEDILUVIAN BEGAN ATTENDING RITES AT THE ORGAN PIT. WHILE WE CELEBRATED TROILE'S CONTINUING PLUMMET, WE DID NOT REALIZE THE DISGUSTING TRUTH. OUR LORD'S FRIENDSHIP WITH THE ANTEDILUVIAN HAD GROWN INTO AN ABOMINATION. THE TWO WERE BLOOD BOUND LOVERS.

WHEN CARTHAGE FINALLY FELL, THE BRUJAH DREAM WAS ALREADY DEAD. TROILE SUFFERED THE KIND OF QUIET DEPRESSION THAT EVENTUALLY LEADS TO THE TRIUMPH OF THE BEAST. SOME OF THE ANTEDILUVIAN'S CHILDER FLED OUT OF SHAME OF WHAT THEY HAD DONE IN THE NAME OF CARTHAGE, BLAMING MY KIND AND THE ROMAN VENTRUE FOR THEIR WEAKNESS, OF COURSE. WE HAD MERELY SHOWN THE BRUJAH THEIR TRUE FACES AND NOTHING MORE.

AS TROILE FOUGHT THE INVADING CAINITES WHO ACCOMPANIED THE ROMAN ARMY, I WATCHED AS MOLOCH FOUGHT ALONGSIDE HIS LOVER. I SAW THEM BOTH FALL, TWINED IN EACH OTHER'S ARMS, AND MELD INTO THE GROUND. THE ROMANS SALTED THE EARTH AND PERFORMED RITUALS TO PREVENT EITHER CAINITE FROM EVER RISING AGAIN. I COULD HAVE INTERCEDED, BUT I AM TOO REVEILED BY MY SIRE'S WEAKNESS.

From Clanbook: Baali, edited



EPILOGUE: THE ZENITH

The Last Session

What follows constitutes what was the last session of **Masquerade in Chicago**. The prospect of wrapping up the chronicle to the players'—all the players'—satisfaction was a daunting one. The storyteller spent all his evenings between these last two sessions crafting a session plan to achieve the best that could be made of the pieces left on the board.

To broaden the experience, another level of play was added to this session. Whereas the characters would all go through the final chapter of their personal stories, the players themselves were given another charge. They would all be present throughout every of the others' final scenes, observing for the first time many of the ordeals unseen up until now. This presented a difficulty in the timing of scenes, as spoilers would have to be avoided in favor of cliffhangers.

More than this, the players were given a new game element. Where their characters were mere victims in this city, the players had after all this time earned a say in the city's ultimate fate. Thus, all the players were given two so-called Fate Points. Over the course of the session, there would be ten opportunities to spend these points. In those decisions where the storyteller had before always taken the time to reason about every non-player character's influence on an outcome, the characters were now given

the vote. Of two options, the side with the most Fate Points invested in it would occur. If it were tied, a coin toss would determine the result. The eventual outcome of these ten contingencies would define the state of the city at the end of our story.

Furthermore, this session was the appended with several stages aside from the characters' scenes alone. These are presented below as they were followed back then. In the first stage, an introduction is made with several short scenes occurring elsewhere in the city, to hint to the players what is at stake tonight. Then follow the last personal scenes of the characters, where they may exercise the last efforts into directing their own ending. The third stage then, is the pinnacle, the zenith, the final scene for all to see. After this, **Masquerade in Chicago's** night-by-night is over. Over two stages, the curtains are then closed. First, long-term epilogues for each major character played in this story who still lives are discussed, using the majority of the above-mentioned Fate Points. Lastly, a discussion of what could have been concludes the last ever session of this chronicle.

Stage I

Scene I

Somewhere in the cold night, the last remnants of two piles of ashes are scattered in the winds. By the side of a

damaged railway track in the South Loop, the traces of two Kindred are forever lost. They are Kip Barrel O'Marvin and Khalid.

Scene II

Somewhere in a dark place, darker than any in the living world, the last shimmer of an old friend dips below a Sea of Shadows. He sinks toward the depths of Oblivion, until all that remains is a Specter of his former self. Morris is truly gone forever.

Scene III

Somewhere on the water, aboard his ship, the second Altamira, Maxwell sits secluded in his war room. His battle plans against the Sabbat city of Toronto lie abandoned on the table for now as he peruses two folders with concern and interest. The one is labelled 'Critias', the other 'Eletria'.

Scene IV

Somewhere in a high tower, gathered around a table sit the Primogen in session. The table is incomplete, however. Khalid's seat stands empty and Critias' seat is occupied by another. There sits Eletria, bearing a flirtatious smirk. The Primogen decide out loud: "It is decided, then. We will continue to recognize Maxwell... for now."

Scene V

Somewhere in a time long past, an enigmatic figure wanders in his own visions. Through his mastery of time, he looks back on the city of his dreams as he has often done before throughout the ages. Before his eyes, the city rises from the sands, flourishing. There is peace despite the corruption and the organ pits.

Alongside his own sire, the dark-haired ancient serves the city by calling and binding a great water spirit into the very earth under Carthage. This is the peak of the city's glory. Its downfall follows treachery.

Soon, the vision turns to the invading ships, the battles in the streets, and his sire's last stand before Troile and the 3rd-generation Brujah's lover meld into the earth for

sanctuary. The man watches the vision unfold as the Romans salt the earth, trapping them for an eternity after.

The vision ends and Menele takes a small chest from his tattered coat's pocket. He opens it, and emotion shows on his face.

Stage II

Avfyra

Avfyra has just retreated from the police precinct and rejoins Dusable in the car. She could not resist staying hidden in the walls after her departure. As a result, she bore witness to Jim's ultimate destruction. In all her years as a vampire, her ambitions in Thaumaturgy have never led Avfyra astray from her Humanity. Now, she remembers the vow she made Morris in exchange for his aid. She recognizes the lives her search for the Path of Chaos' Mother have cost.¹ Guilt wracks her and looking out the window, she begins to weep.

Dusable harshly tells her to stop her foolishness. He decides to call a conclave for tomorrow night, where Avfyra may present her findings before the rest of the Tremere of Chicago. His eagerness and greed for control over Fate have not subsided. The fact that his mastery of Auspex stands in his way frustrates him to no end.

Rajiv

When Rajiv feels the diluted, but still present Blood Bond with Jim breaking, he is not the only one. Before Rajiv leaves the haven he now knows his former master

¹ She rolls her Conscience, and does not suffer degeneration.

Introducing: Rajiv

Jim's player agreed to take part in this last session to wrap up one more loose end. The recently-traumatized Rajiv presented the storyteller with one minor storyline to complete the picture. It came to a surprise to all the other players now, however, when Minkers pulled out Rajiv's character sheet.

The Ventrue he has become is an interesting character. He sympathizes with recovering drug addicts and feeds exclusively from them. Another insight into Rajiv is perhaps his first line of thought when we enter him in the story, as dictated by the storyteller. He is still holed up in Jim's haven, who never came home again. Then, what little remained of his Blood Bond to him shatters and Rajiv realizes Jim has met Final Death. He then ponders: *Jim was a real talker, incompetent, and full of text-book charm—but he was a good guy, especially for the world he was in.*

Fate #1

Has Menele just seen what he has sought all this time? Does he have the last insight to attain enlightenment?

Not all the players are at all familiar with the concepts presented in Menele's vision. In the end, only Minkers votes in this.

Yes | No
1 | 0

will never return to, Rex shows up at the door in anguish. They quickly become better acquainted.

Rex knows of Maxwell and the service Jim provided the new Prince. He intends to see Antwiler avenged and knows Maxwell is the man to do it. Rajiv asks him to arrange a meeting with him and Rex leaves to make a few calls.

Eventually, they know to visit the Altamira. There, they relay Jim Antwiler's Final Death in the Prince's war room. Rage boils to the surface in Maxwell before he shouts: "Get me the Sheriff!"

Graham & Archer

At the end of the 19th, Graham and Archer find themselves empty-handed. Out of shame and fear, they dare not return to Helena having failed. To make matters worse, dawn is approaching all too quickly.

Graham decides he wants to speak with Maxwell. With another astounding feat of resolve, he rejects Helena's devotions and ventures to seek him out, intending to reveal everything to the Prince.

He calls ahead to the chantry to see if Nicolai might tell him where Maxwell is. It is Avfyra who he gets on the phone, who informs him Nicolai is still out. After Graham asks to speak to Dusable, he is bidden by the man to inform Archer he is expected back at the chantry for a conclave. Archer and Graham then split up before both fall to their sleep.

Graham

When Graham awakens and rises from the soil, he continues his struggle against the mere thought of Helena.² During his search for Maxwell, Inyanga finds Graham first. She approaches him in her leopard form and informs him that she has sensed danger in the city again. As always, Inyanga intends to leave on one of her travels until it blows over. She invites Graham to join her, to leave the city to its fate. When Graham rejects her offer, she expresses she does not believe they will ever meet again. Before she leaves, she tells him where to find Maxwell.

Graham finds the Altamira and is led immediately to Maxwell's office. He finds Rajiv inside as well. The door is closed behind him as Maxwell approaches slowly. While shaking hands, Maxwell refuses to let go and not even Graham's strength is enough to escape his grip. The Prince then accuses Graham of Jim Antwiler's murder and subdues him.

At Graham's denial of the accusation, Maxwell calls for fire and begins to torture Graham for the truth. Before Rajiv's eyes, Maxwell proves himself barbaric and ruthless. For Graham to continue claiming the truth, he must keep spending Willpower, reducing his chances of resisting

² He spends Willpower to force himself to cast aside his desires in favor of duty and work against her.

Fate #2

Does Maxwell believe Graham is innocent after all?

This choice would have come eventually either way, but for Graham's efforts it arrives before all his Willpower is spent. Mark spends a point to save himself and no one objects. If this choice had fallen the other way, Graham and Maxwell would have fought to the death.

Yes | No
1 | 0

Helena. Eventually, Graham manages to induce doubt in Maxwell.

Evan

Far away from Chicago, in New York City, Evan stands before Maestro Ductus Sfregiato, Brother Lanzo, Sister Lucille, and a Tzimisce priest called Il Reverendo Signore Maniscalco. The priest has no skin, only blackened bones, layered ribcages, and exoskeletal coils to cover every inch of his body.

It is Maniscalco who addresses Evan, preaching to him about the Antediluvians, about Gehenna, and about Caine rising to punish all those who serve the Third Generation, those who murdered Caine's first childer. He preaches to



Lanzo's Older Sister

Lucille Grenat, first introduced in the **Bloody Hearts** interlude, had back then been determined to be the other childe of Lanzo's sire as an extra gimmick. When Maestro Sfregiato suffered his amnesia, his eldest childe lost contact. As Tyler hinted however, their reunion would be imminent at their return to the Sabbat.

Evan about serving Caine and about becoming one of the Sword of Caine. Evan vows to join them.

The priest then begins a set of trials laid out for Evan to prove himself for conversion. Agathodaimon begins to laugh inside his head when the first is presented to him. The Sabbat have captured Evan's mortal parents, who lived in this very city. Evan is made to destroy all ties to what made him mortal. He does so, brutally.

Archer & Avfyra

Early in the night, the Tremere have all gathered in the chantry for their conclave. Even Erichto has been sent for. Nicolai begins the meeting by discussing Maxwell's rise to power. Dusable objects when Nicolai decides to offer no resistance. The Regent, in fact, orders him to give up his attempt at becoming Prince.

Next, all listen intently as Avfyra gives a full account of her ordeal over the past nights. When Morris is mentioned, Dusable vents his frustrations by giving Erichto a foul grin. She just barely holds her temper. Avfyra eventually reveals she has been successful in establishing the first principles of a Thaumaturgical path to manipulate Fate.

The Tremere raise the goblets in reverence to her accomplishment. Eventually, the events of the last night come forward. Nicolai says he needs to think carefully on how to proceed and brings an end to their meeting. Archer is told to accompany him.

Avfyra

After the meeting, Erichto pulls Avfyra aside for a private conversation. She is weeping blood for Morris and pleads for Avfyra not to share the Path of Chaos' Mother with Dusable. She begs her to see sense. Erichto claims to recognize how Avfyra has a heart left, a rarity among their kind. She claims she does as well, herself.

With much at stake, Erichto risks much by reaching out to Avfyra. She says if Avfyra would leave the fate of the city in better hands, Erichto will take her to the right person immediately. Avfyra agrees to go with her.

Archer

When Nicolai and Archer have removed themselves from the others, Nicolai asks after his service to the most

beautiful women in the city. Inevitably, Archer must admit his failure. Again, he cringes and expects the Regent to lash out again.

Instead, Nicolai shows unnatural mercy once more.³ The Regent offers to teach Archer more of the Path of Aether's Father for the rest of the night to prepare him. Tomorrow night, Archer is to return to the Labyrinth and place all the blame on Graham. He is to show Helena how loyal Nicolai is to them, and deserving of her gifts.

They continue to do just that for the remainder of the night, where Archer succeeds in accomplishing the third tier of the Path of Aether's Father.⁴

Graham

Maxwell believes Graham and releases his grip on him. He expressly does not apologize, but swears sincerely he will make this right again. After Graham explains more of what is going on, the subject of hidden elders in the city is breached. At the notion, Maxwell says the situation is dangerous and that Graham might want to consider locking himself up in case he is Summoned. Graham thinks it over and decides to let Maxwell contain him on his ship until the elder conflict is resolved. Maxwell looks forward to having Graham as his Sheriff when all this has blown over.

Rajiv

After Graham is secured below deck, Maxwell makes Rajiv confirm he is of Clan Ventrue. He then makes a call, demanding to speak to Ballard. It takes a while, but once he mentions the name 'Capone' and a cremation home off in Bridgeport, he gets him on the line. Maxwell orders him to send a clan envoy to take in a newcomer. How Rajiv is treated within the clan will reflect how Clan Ventrue is treated in *his* city, he says.

An hour later, Lorraine shows up, high out of her mind. Rajiv leaves with her in the back of an expensive car and notices she is under the influence. She drowsily adds that

³ Conditioning Archer further and acquiring the very last success required.

⁴ Which allows the Thaumaturgist to slow down time around someone else. While this can grant benefits akin to the previous tier, it has a more terrifying use as Jim Antwiler witnessed long ago.

Fate #3

Who does Ballard send to pick up Rajiv: Lorraine or Schumpeter?

With no idea of the implications, not one player voted on this. The coin toss came down to Lorraine.

Lorraine | Schumpeter
0 | 0

she needs to make one stop before she takes Rajiv to meet Ballard.

Before they get there, Lorraine begins to drink massive amounts of blood stored in bags, to purify the heavier narcotics out of her system. By the time the car comes to a halt, she commands Rajiv to wait in the car as she gets out in the western end of the Loop.

Evan

At Evan's feet, his family lies butchered by his own hands. The three Lasombra all remain expressionless, hiding either their reveling or their disgust. The Tzimisce priest continues to announce Evan's last trial. He says he intends to mark Evan to signify where he belongs.

Evan is made to remove his shirt before the priest causes him excruciating pain, as he begins to flay the skin off of Evan's chest. Evan's Beast takes over then, and Evan cannot resist its primal instinct to flee. He does not regain his composure until he is well outside the building, cowering in an alley.

Once he's recovered, Evan forces himself to face the priest again, though Maniscalco is sceptic and disappointed. The fiend mercilessly digs into Evan's flesh, harder and more painfully. Evan manages to hold his ground this time as the priest begins to blacken his very bones, leaving the mark of the Sword of Caine.

Maniscalco does not stop there as he begins to bend Evan's ribs. While he does this, he asks: "Do you know why a stake to the heart paralyzes Cainites?"

"It holds more than half the blood in your body..."

"If I point this one rib an inch closer, your heart will burst and your blood will gush all over the Canaille at your feet. Do. Not. Forget. Your. Vow."

Meanwhile, Lanzo painfully rubs his own chest, remembering. Lastly, Maestro Sfregiato produces an ancient cup made of gold and all those present drip their vitae into it. Evan is bidden to do the same before the priest mumbles a vow to Caine. Then, the Vaulderie is performed and Evan's Blood Bond to Helena is broken.

Maniscalco shouts: "All bonds are removed. We choose to serve Caine!" Then, Evan is told to finish his business in Chicago tomorrow night and then return home to New York. For now, dawn approaches.

Avfyra

In Erichto's company, Avfyra drives toward the Loop. At the banks of the Chicago River, they get out of the car and approach a lone figure standing by the water. Erichto introduces Avfyra to Maldavis. She doesn't go into any detail about this meeting yet. Maldavis says they're still waiting on someone. Moments later, Lorraine shows up, aghast that a stranger is present. Erichto makes a point of it that they're taking an enormous risk here, but that she is convinced Avfyra will do the right thing. When Avfyra asks what the meaning of this is, Maldavis jokes: "Don't

worry, this is no feminist conspiracy." Erichto finishes: "Humanists is what Chicago needs."

Avfyra becomes intrigued with the women as Erichto curses Dusable as an unfit Prince. Maldavis assures her he will never achieve the title. When Avfyra presses the issue, Maldavis reveals the truth of her Embrace. Lorraine then adds how Maxwell is a dictator and a terrorist, having just returned from waging guerilla wars. She calls him a liar and explains how she knows through the breaking of her Blood Bond that Lodin met Final Death during the Lupine attack.

Maldavis continues with: "You know what the Anarchs call me nowadays? 'The Anarch who would be prince.' I have no desire for the throne. What this city needs is a council of humanists to balance out the Primogen. Not one puppet, but a united force to keep our values straight. That council, ladies, should be us." She further explains how, years ago, she tried taking the city by force, and that she's never forgiven herself for the lives lost. This time, they don't need violence. No one in the city will want Dusable or Maxwell as a prince when the truth is out.

On top of that, they explain as they look at Avfyra, the Fate of the city is in their hands. Avfyra concurs with their intentions. They all split up again, with plans to start tomorrow night.

Rajiv

When Lorraine gets back in the car, she knocks on the glass and the car drives straight to the Prudential Building. There, they take the elevator up to Lodin's old office, where Ballard awaits them. Rajiv notices right away the telling signs of a junkie in a man bent on his knees before the enormous vampire. Lorraine quakes with desire at the sight of him.

Ballard holds in his hands a needle poised to be emptied in the junkie's arm. Immediately, Lorraine spills out every detail of her meeting with the conspirators. "You did good..." he mumbles grotesquely, after Lorraine tells him everything. She then jumps at the junkie while Ballard administers the dose. He then turns to Rajiv, saying: "Did my research, whelp. I hear you're quite the businessman. So, be smart. You can become a partner in this empire of mine, or..." he simply looks at Lorraine, drooling doped up blood with her eyes rolling back.

Rajiv is painfully familiar with the sickening display before him and chooses to cooperate with Ballard.

Evan

Evan erupts from an abyss in front the Succubus Club. It is time for Agathodaimon and him to make their deal with Helena. They approach and are received by Eletria. She leads them to find Helena being fed on Kindred supplied by Rex. Evan makes the offer Agathodaimon suggested: Evan, Agathodaimon, and Drakonskyr will aid Helena in defeating Menele. In return, Evan gets his

freedom just like Magnus once did and Agathodaimon gets his reliquary.

Helena refuses, blatantly. She is about to pounce on Evan when Agathodaimon speaks up and sweetens the prize: Menele is in possession of his reliquary, he says. So long as Menele carries it, Agathodaimon can find him.

At that, Helena agrees. She sends out a calling for her minions and sets out for a confrontation immediately. On their way, Annabelle and Archer answer the Summons.

Stage III

Early in the night, Menele walks alone in Lincoln Park. He has foreseen the coming encounter, and waits expressionless as a troupe of figures emerge from the shadows to face him. Outnumbered, he addresses Helena and accuses her of the destruction of Carthage. Helena scoffs at the notion, saying the place was corrupt and doomed, shooting: "I saw the organ pits under every street!"

Helena accuses Menele of the destruction of Pompeii. At that, he counters that he has never frenzied again since that night and that he has passed this tranquility on in his blood, calling it the true blood of Troile. Helena has heard enough and calls for Agathodaimon and Drakonskyr, whose shapes form menacing before Menele.

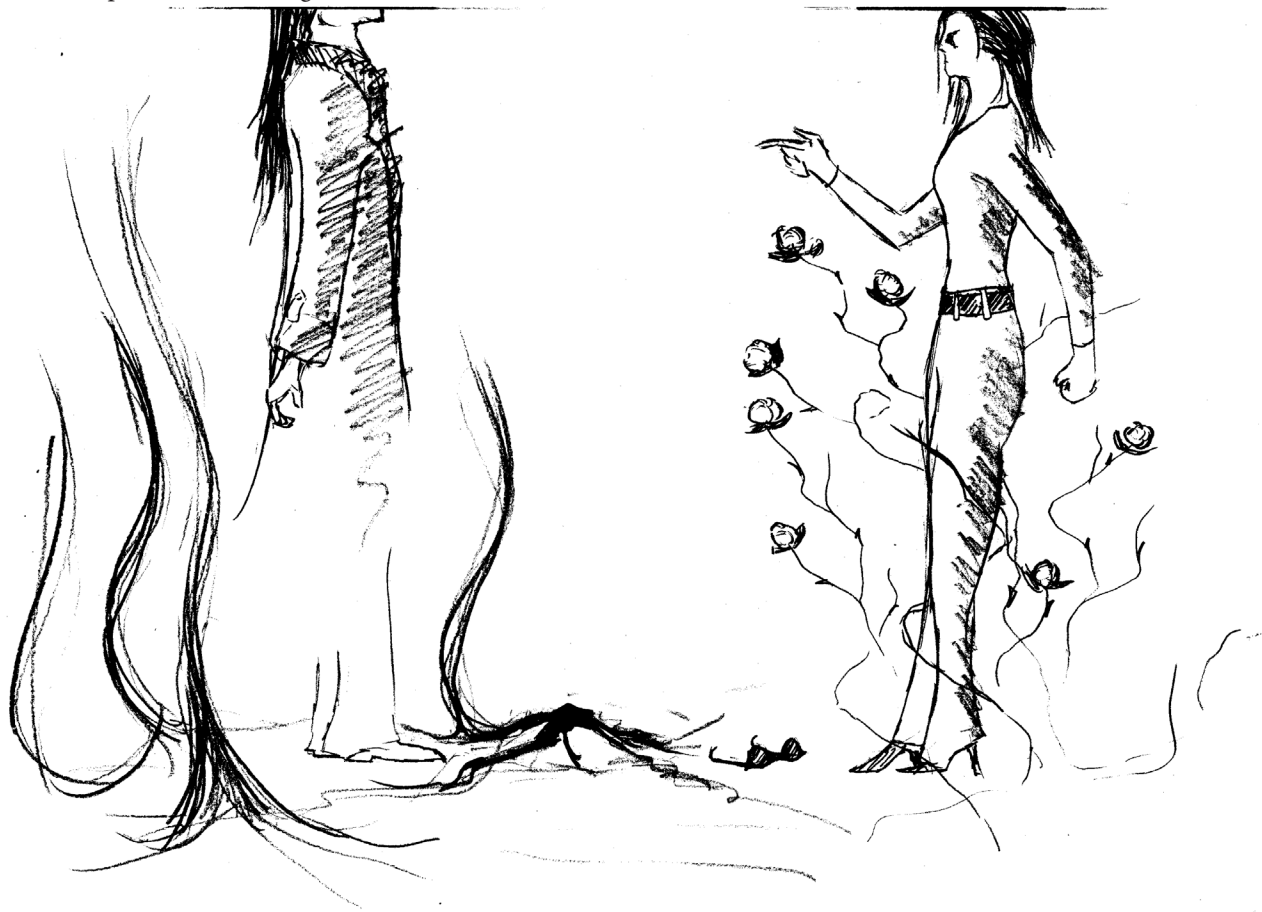
The Brujah Methuselah then reaches under his coat and produces a handful of soil. He mutters "For the hurt I caused by allowing them to remain," before he sunders the handful, destroying Agathodaimon's reliquary. As the demon disappears, howling, Drakonskyr joins him, and Troile is destroyed oceans away.

Helena becomes enraged, verbally accosting Menele about what other tricks he has prepared. She thrashes and asks if he intends to summon another atrocity from the furthest realms, and continues to name his mastery of the elements and of Time.

Menele answers simply that he has no such tricks in mind, that he has chosen his Fate. He spreads his arms and bares his neck. Helena charges him alone. She tears into his neck and begins to drink. After long draughts, Helena pulls back, confused. Blood streaming from her lips, she threatens Menele in his ear: "Even if you pull another one of your tricks on me, my childer will never stop hunting you."

At that moment, Annabelle produces a stake and rams it into Eletria's back. "When I am gone," Menele says, "you should release them from your tyranny." Furious, Helena can't but tear into his throat again.

Through the agony of being drained of his last drops, Menele manages to remain where he is, perfectly still. Helena releases him and screams, furious and unable to



drain the last drops. She leaps on him, violently trying again, only to pull back moments later, calmer and confused.

Evan and Archibald watch as Helena falters and Menele takes her into his arms. Menele, pale and weathered, announces they will leave this part of the world, together. He intends to sleep somewhere until the world has forgotten them both. Helena gives in to him, completely.

Stage IV

Brian

While he is already destroyed, there is one detail about Kip's actions back in England that was left undiscussed. He reclaimed the Sword of Nul, now banished back to Hell along with its owner, from Anthony Archer. But, did Kip kill Anthony? The player decided that rather than destroy him, Kip would have tortured him with the sword. Anthony Archer thus remains a playable character for Minkers in future chronicles.

Avfyra

As Avfyra begins to develop her control over Fate, whether she uses it for the city's politics or not, an agent of Fate notices her meddling. A Euthanatoi Mage finds her and no claim of humanism can convince him a Tremere is doing non-vulgar work.

Evan

After Evan makes his escape from Chicago, he rejoins his new pack in New York City. In doing so, he leaves behind his documentary, a great passion. Lanzo and Evan both have lost their demonic mentor.

Archer

In the past few nights, Archer has been under a great deal of pressure. He betrayed the Masonic Chapter and it will not go unnoticed. Furthermore, the Regent will keep using Archibald until he is spent, possibly enmeshing him in the child-elder's machinations forever.

Graham

After several of the elders Graham mentioned vanish from the city without a trace, Maxwell releases him and asks him what he wishes to do now. Graham answers in favor of fighting the Sabbat with the Prince.

Rajiv

Without the need to spend a Fate point, Minkers was asked how well Rajiv would be treated among the Ventrue. He answered that it would be poorly.

Ludovica

Fate #4

Will Avfyra be able to shake the Mage off her trail?

Lotte voted on this, nervous about Ludovica's epilogue yet to come.

Yes | No
1 | 0

Fate #5

Will Evan and Lanzo work toward bringing Agathodaimon back into this world?

Ria voted for this to be the case, enthusiastically.

Yes | No
1 | 0

Fate #6

Will Nicolai spiral out of control after Helena left without a word, leaving him bereft of all her promises of power?

Here, Stef voted against that outcome. But, risking Ludovica's fate, Lotte voted for it. A coin toss was made, and indeed, Nicolai will go down in flames, leaving the chantry's leadership up to Dusable. Although Stef voted against this, this means Archibald is free again.

Yes | No
1 | 1

Before she was staked, Ludovica had just learned that her sire still lived. She still has a greater purpose to fulfill. As she is exiled by Jim and Evan, it only seems Chicago is not the city for her to plant the seed.

The City

Lastly, the culmination of Ballard's last edge over Lorraine, Maldavis' new vision for the city, and Maxwell's iron grasp on the throne, is decided with what Fate Points the players have left. Because it was decided that Rajiv is treated poorly within Clan Ventrue, Maxwell's promise to Ballard ensures the Ventrue are kept from holding more power in the city.

Fate #7

Does Ludovica find her sire, Tsura again?

Since Lotte had already spent her two Fate Points by now, she was at a loss. In the end, Mark cast his vote in her favor.

Yes | No
1 | 0

Fate #8

Will Maldavis wrest control over the Anarchs from Juggler?

No one voted on this. The coin toss resulted in her favor.

Yes | No
0 | 0

Fate #9

Will Maldavis' conspiracy unite and function as a contender against Maxwell?

Minkers voted on this, to keep Maxwell in power.

Yes | No
0 | 1

Fate #10

Will Chicago's Kindred have stopped infighting early enough to nurture a new Nosferatu presence into the city in time to save it from the Sabbat of New York City?

At this point, only Ria and Stef have a Fate Point remaining. Ria votes in favor of the Sabbat, Stef votes in favor of the Camarilla. The coin toss, then, results in Ria's favor. Chicago will be assaulted by New York City's Sabbat.

Yes | No
1 | 1

Stage V

With Chicago's fate determined, the following hypotheticals, given the range of freedom the characters had always had, are daunting:

- What if Archer had chosen Erichto as a mentor when she offered it, instead of approaching Nicolai?
- What if Jim Antwiler had listened to Critias when he scorned him, saying to leave everything about the Methuselahs alone, or else he might force Helena's hand and bring the inevitable forward in time?
- What if Jim Antwiler had not thrown Menele into Lake Michigan?
- What if Ludovica had been more subtle around the Scourge, not betraying her motives with the Camarilla?
- What if Brian had not called his sire from Milwaukee after the Vitche and Medusa encounter?
- What if Albino had remained close to the Class of '91?
- What if the characters had not felt compelled to serve Lodin?
- ...



CURTAINS CLOSE

They're gone. Both of them.

GONE?

Menele achieved
Golconda—

DID YOU HAVE A HAND IN
THAT?

No, Councilor.

CONTINUE.

They confronted each other.
Helena attempted diablerie,
but failed. As I said, Menele
achieved Golconda. After
three drinks, she was his.

YOU REPORT
INCONSISTENCIES,
MONITOR.

He—

CURTAINS CLOSE

EVEN YOU SHOULD FEAR
DIABLERIE, YOUNG ONE.
HAVE YOU FORGOTTEN
RAMA?

I thought—

FURTHERMORE, THE BLOOD
BOND CANNOT BE ACHIEVED
WITHIN A SINGLE NIGHT'S
TIME.

That, I can—

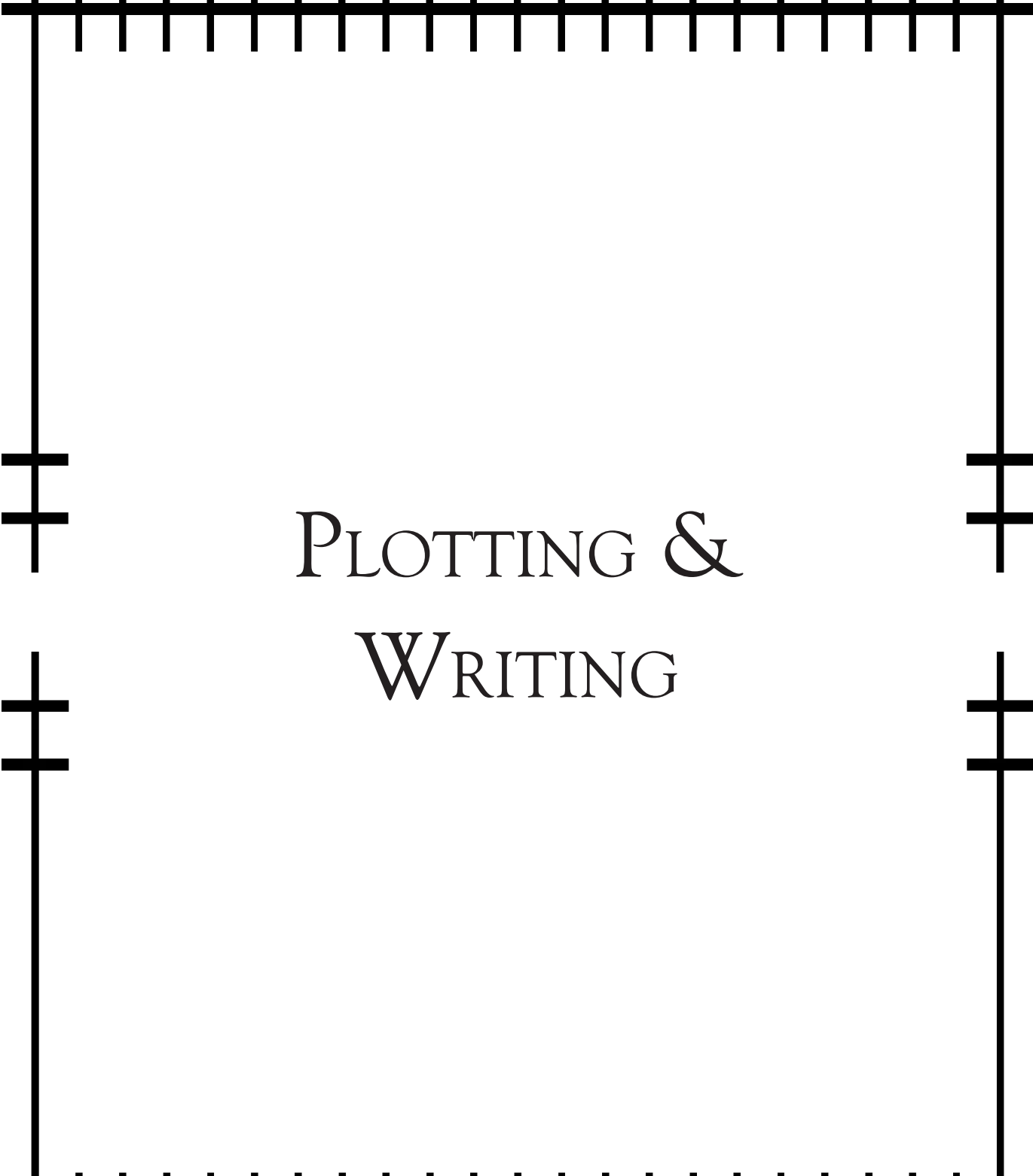
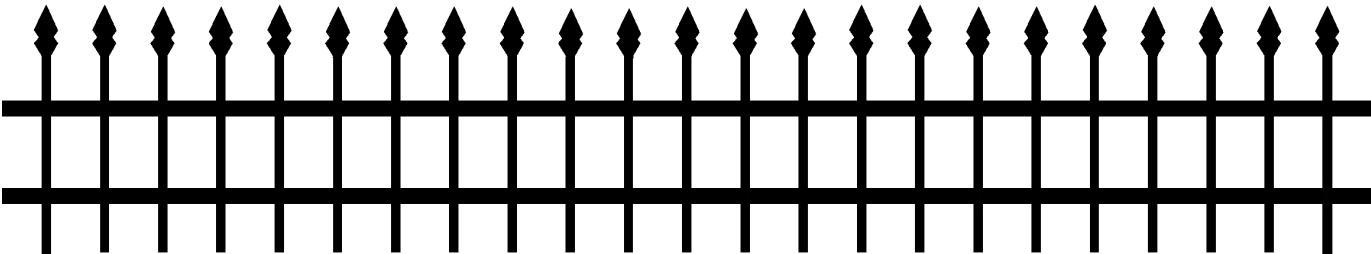
ENOUGH, MONITOR.
YOUR WORK IS FAR FROM
COMPLETE. FOLLOW THEM
AND REPORT BACK WHEN
THEY HAVE ENTERED THEIR
SLEEP.

I must leave this city?

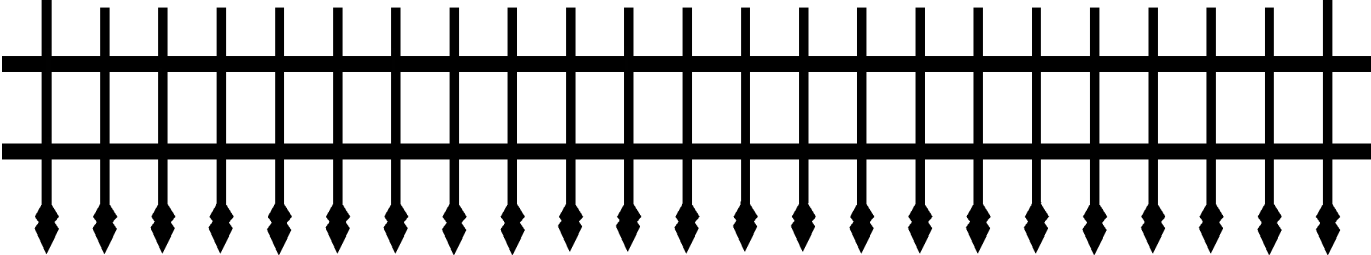
YES. YOU HAVE MEDDLED
FAR MORE THAN WE CAN
PERMIT. LEAVE THEM TO
THEIR FATE.

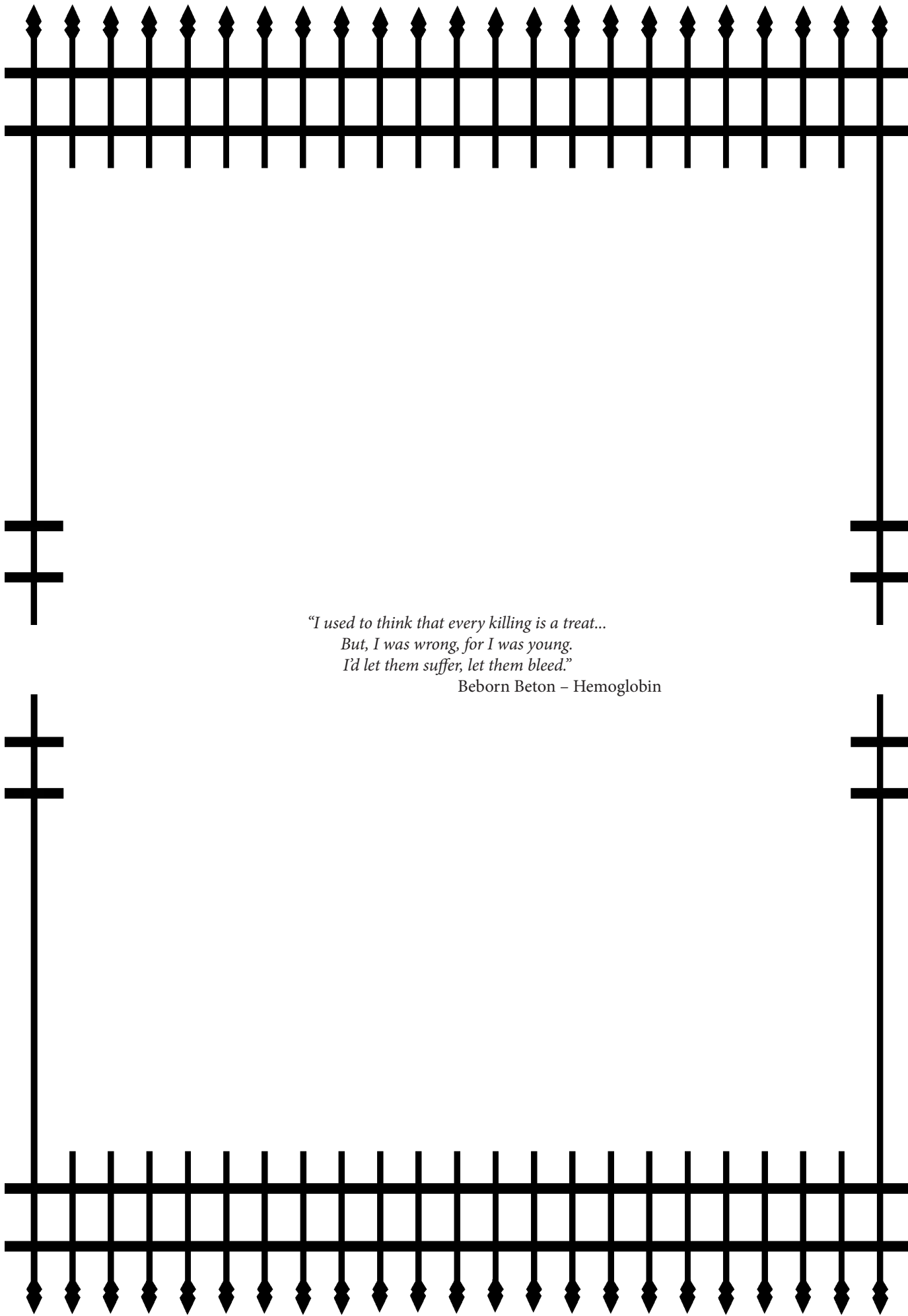
...

What if I refuse?



PLOTTING &
WRITING





*"I used to think that every killing is a treat...
But, I was wrong, for I was young.
I'd let them suffer, let them bleed."*

Beborn Beton - Hemoglobin



MODULES

From the very beginning, **Masquerade in Chicago** was intended to derive a heavy influence from the metaplot for the **Vampire: the Masquerade** line. We all had a healthy aversion to railroaded one-dimensional games as well, however. In the end, the modules below were not so much stories for the players to run through, but rather described city-wide events the characters would become entrenched in only up to a point.

Below are a few notes on how the modules fell in our chronicle. For the reader's ease, the logs above have been tagged with the symbol ‡ for each of these modules and they have been organized alphabetically here.

Annabelle's Party

This module was presented as a part of the **Elders' Seductions** hook very early in the story. It served mostly to introduce a lot of the Chicago Kindred. Not only was it an opportunity for the characters to see several important figures from up close, but it also served as the first impression the characters would leave for them. Where the module continues to describe the plot going on behind the ruination of Annabelle's evening, the characters left such investigations unexplored, which was fine. They would not learn of Drummond's hand in the whole affair, nor of the one who was secretly steering him.

Ashes to Ashes

This is one of the more prominent pieces of plot for the Chicago series. It was inserted when the characters' need for revenge led to Balthazar's execution, leaving the city without a Sheriff and Lodin relatively unprotected. For a hint as to where some of the undiscovered motivations behind these events can be found in this work, see Roarke's history in the *Dramatis Personae* chapter.

Blood Bond

Where this module assumes the characters to be curious enough to remove the stake from Jefferson's heart, our characters already had too many suspicions of the Sabbat to do such a thing. The module's intent was for Jefferson to begin tormenting Neally over a longer period of time, slowly corrupting him. With us, the story found its continuation much later, however, even after **Ashes to Ashes** had passed. The real importance of this module for our story, however, was the opportunity to illustrate several implications of Blood Bonds surrounding the characters at the time, such as Keaton's disappearance and Neally's manipulations through Emily.

Bloody Hearts

The use of this module was entirely non-essential. It was during the large break of pace between 1991 and 1993 that the storyteller decided to throw it on the table as well

after Mark mentioned his intentions for Brian's exile to pass through Great Britain with the intention of diablerie.

Fundamental Differences

This module was intended as a reminder of the characters' damnation as well as test of their Humanity right after their dive into politics and personal advancement within the city. It showed its signs during the **Bret's Party** hook and exploded soon after, leaving the rest of the module obsolete in the above-named purposes.

Player of Pawns

Again, this module was a part of the **Elders' Seductions** hook. After delaying their influence on the story, **Player of Pawns** was used to introduce several of Chicago's Brujah and, as a consequence of the events in this story, the Anarchs (as a part of the **Road to the Anarchs** hook).

Psychomachia

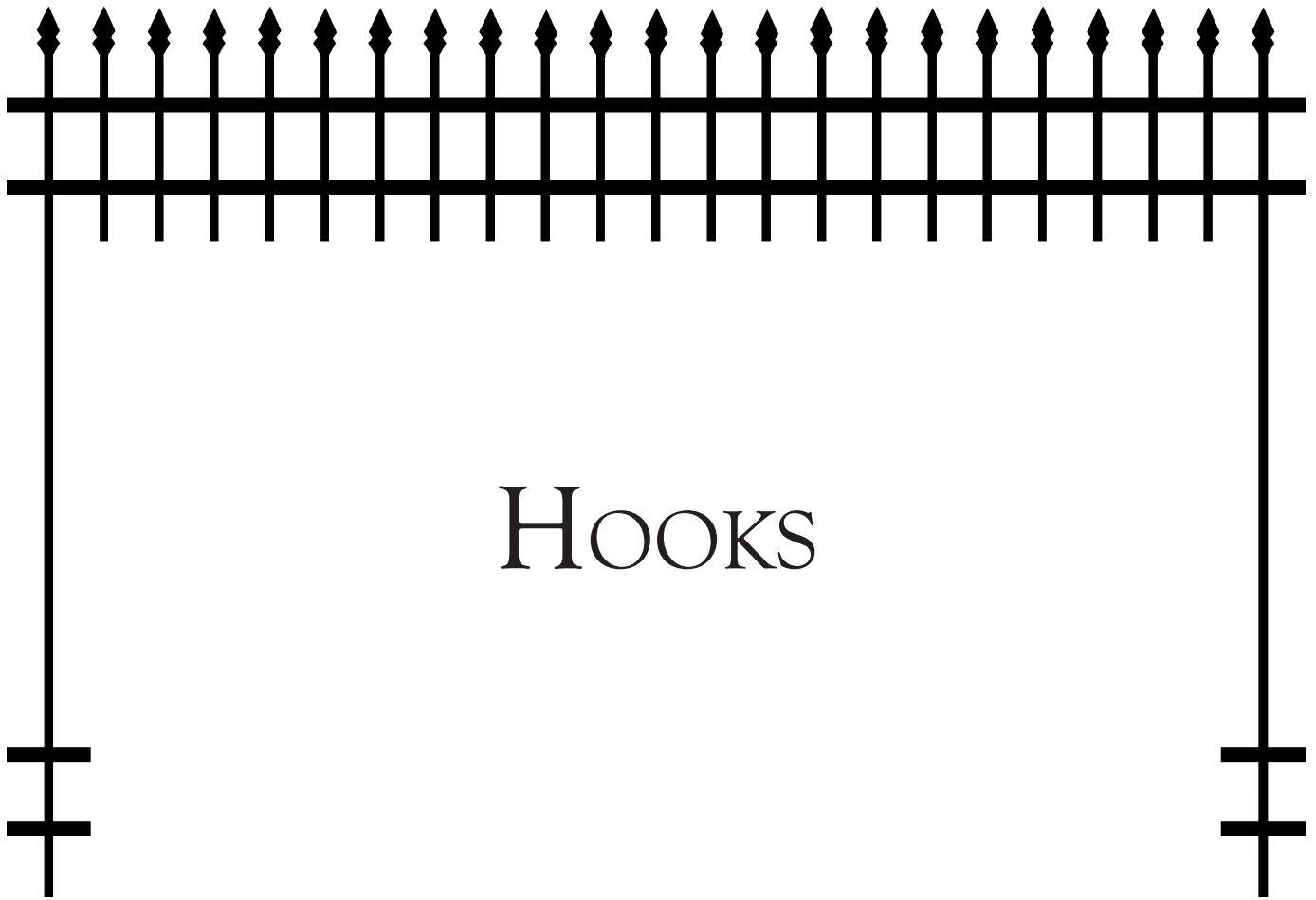
As 'the Scourge', the characters are sent to Milwaukee. This module served as the first look at Camarilla vampires outside Chicago itself. As always in this chronicle, the story's future was in the characters' hands, where in the very back of the storyteller's mind it was always possible for the characters to remain in Milwaukee if a fresh start was what they wanted. Of course, after the events of the module and the way the characters handled it, their course was again set on returning to Chicago with several new threats looming in its shadows.

Under a Blood Red Moon

The final module in the published Chicago material was long anticipated throughout the length of this story. A prelude from the perspective of the Lupines was used to raise the stakes further before the hectic nights of war were unleashed on the Kindred characters. The aftermath of this module prophesized the approaching conclusion of the entire chronicle and paved the way for a revolution in the city's hierarchy.

Unused Modules

There were in fact two more modules in the Chicago series that were left unexplored. Firstly, **Death's Sweet Sting** did not appeal to the storyteller in its concept of a disease among vampires, although it probably would have been played if there was more time. Secondly, the two-part module **Child's Play** actually was introduced in the minutest sense right before our characters fell to torpor. It was omitted from the logs, but perhaps the player reading this will recall Evan mentioning something about a text he was to find for Annabelle. This request paled in comparison with the tension in the coterie at the time and was lost to insignificance before Jim and Evan awoke again in 1993.



HOOKS

These hooks represent the chronicle in so far as it was written. For sure, many other things happened, and not all of these were entirely improvised, but these small pieces of labelled notes represent all the writing that was involved for the chronicle. Aside from the modules used, pretty much all the rest of the story in this chronicle followed directly from the characters' actions and the chain of events they set in motion throughout the rest of the city. The long considerations the storyteller made of how Chicago's Kindred reacted to these developments never met paper in any consistent way.

Thus, for a small insight into what went on behind the scenes, here are the chronicle's hooks presented in the same format as they were long ago written in and preserved in an ever-growing list. For the reader's ease, the logs above have been tagged with a † for each of these hooks and they have been organized alphabetically here.

Abrupt Return

Tyler will return abruptly from a coincidental absence during the War of Chicago. Her absence will lead to rumors all around Chicago. In this gossip, several other names will come up as well, having been absent suspiciously.

Alfrede's Fate

If the characters try to contact him, Alfrede will have disappeared off the face of the earth. The characters will be introduced the first signs of the Anarch Movement,

and it turns out to be considerable. Tyler will subsequently pick Evan up in a luxurious car driven by none other than Alfrede, who is now silent as never before as Tyler's ghoul—his tongue has been cut out. This hook is a part of **Elders' Seductions**.

Blood Hunt

The hunt for Keaton is on, but as Lanzo overhears in the Succubus Club, another name has been added to the list – Albino. Eventually he is probably killed by Balthazar.

Breach

Vitch and Medusa were being held by Lodin for experimentation. Unintentionally, the characters get involved when they escape.

Bret's Party

Evan was promised an invitation by an angry Annabelle. The characters will all be able to attend. It will be held in the Succubus Club. It will soon become apparent, however, Annabelle has set a social trap. Social combat will ensue, where Annabelle aims to wrest all potential leadership for Evan in Clan Toreador away.

Changes

The characters recently awoken from torpor in 1993 may notice significant changes from 1991.

- The former Scourge members lose their Status background point.
- Eletria has come to town somewhere before the Elysium in October last year.
- Nathaniel stepped down as Sheriff to make way for Mark Decker.
- Antwiler is remembered only as that Brujah sucking up to the Prince, who lied about his heritage and was in fact Madame Zharinsky's random childe Embraced during a drug-induced fit.
- 21 months have passed, whereby Antwiler's Blood Bonds are all reduced by 2 and Evan's by 3.

Child's Wish, A

Nicolai will simply offer Evan a luxurious haven, guarded by blood sorcery (and secretly surveyed). If Evan stays with the Tremere, Nicolai can promise to try to unveil his lineage, his clan, through Thaumaturgy. This hook is a part of **Elders' Seductions**.

Civil Meeting, A

Dooley gets himself indebted to Critias when he asks the patriarch to bring his errant childer together under one roof. Jim Antwiler is invited by Critias to have a long-overdue chat, as he puts it. When Jim arrives at his office, he finds Dooley and Madame waiting there as well. Critias poses questions about Antwiler's priorities and whether his wish to disassociate with what he believes falls under the label of 'Anarch' is at all justified. What does he truly believe in? Why does that not take precedence over all else? Dooley adds that Antwiler is his own man, he has proven as much, and that as such, he should be able to decide for himself with whom he associates. It becomes clear that Dooley now has a stake in Madame's operation and that she is left a pawn again. Reconciliation is possible. Damien might even show up.

Defectors, The

Vitch Varga and Medusa will find increasing companionship in each other. While Vitch finds himself drawn ever more to Addams Park, where he unawares learns of Vicissitude sleeping in its soil, he wills himself to be rid of his gout, and even becomes visibly younger. Gradually, in his friendship with Medusa he attempts and succeeds in countering her Nosferatu curse. When finally, it becomes clear he is practicing Vicissitude, he defects to the Sabbat and Medusa, now styling herself 'Persephone', joins him as an *antitribu* for her restored vanity. It turns out Vitch Varga's sire was an elder Tzimisce from Europe who had tracked down a distant relative through the two Sabbat agents currently in Chicago. These agents welcome the two defectors and hide them from Camarilla eyes. It might surprise the characters, though, to recognize one of them wandering through the streets one night.

Demise of the Demented Irishman

Morris will stick with the characters more firmly, now. His habits and recklessness cannot be ignored by them. They will inevitably lead to his execution. See **A Stone Friend**, **Diablerist's Consequences**, and **A Sacrifice and an Execution**.

In the aftermath, Morris' sire will visit the characters and give them the photograph of the 'Class of '91' and Morris' Ouija Board (one of which he might be haunting).

Diablerist's Consequences

Morris gained temporary insight into Chimerstry, but only temporary. The victim was of equal generation, so Morris remains 8th. In general, he is disappointed and retains black veins in his aura for one year. This hook is a part of **Demise of the Demented Irishman**.

A Dissection with Dusable

Dusable may one night, to introduce the concepts of this path of Time, invite the Tremere to his quarters, where he dissects, in agony, the volunteering Garwood Marshall. He shows them the intact internal organs, as per his studies, and asks the other two Tremere what they believe causes a vampire's immortality. Is it not that we are each kept in stasis, kept from the changes of time?

Dragon's Sword, The

Kip, currently under the delusion of being his alter persona, the Sword of Christ, will follow Evan after he leaves and in the streets of Chicago, offer for him to meet his Lord and Savior. That Christ asks to speak to Evan. Then, Drakonskyr may appear, a foul darkness and a vicious demon. Kip inexplicably interprets the demon as the Holy Jesus. Drakonskyr is new in town, but has noticed Evan's debt to Hell.

Elders' Seductions

Evan is approached by many elders of the city, to be seduced to their agenda. After Annabelle's Party, he is approached by other elders. Possibly, a hint of a split is to be noticed here between the two Methuselah puppet masters. See **Media Repercussions**, **Alfrede's Fate**, and **Player of Pawns**, the module, as well.

Enter Giovanni

Two Dunsirn reveal themselves to the characters, never revealing a link to the Giovanni of course. They are interested in Morris, the Ouija business, and the books left to the characters. The Dunsirn had lost Morris, but after his death, they could pick off his spirit from the Shroud. He told them enough of what they wanted to know about lost family secrets that they knew to look in Chicago. Also, the Dunsirn are interested in the Tremere of Chicago and their ability to manipulate time. That is,

after they approached the Tremere for Morris' affects, who forwarded them to the characters.

At first, Errig, the Dunsirn cannibal werewolf, will approach the characters. They are after a blue folder (contains a ripped page from Dunsirn, A Threefold History and the same picture Elinda shows them) in Morris' possession that contains family secrets. They already recovered Morris' picture from the Tremere, and now need the rest of his belongings.

Evan's Lineage

Evan Jackson has long since discovered his sire, Magnus, was a powerful Toreador and 'brother' to Eletria of Veracruz, Lodin's mentor. Eletria will eventually move to Chicago at the behest of Helena, her sire, and apparently, Evan's grandsire. Evan discovers he is actually a 6th generation Kindred when Helena confronts him.

Falling Out, A

Brian's sire has for some time now been in correspondence with Lanzo's sire and in one particular letter, he strikes a foul string. In suggesting Mycroft actually *is* Malkavian, the paranoid elder disappears for a time, while rumors begin to spread about his demeanor resembling a Lasombra (also Marvin's fault, as he needed the Prince of Boston's signature in exchange for this favor: getting rid of Mycroft). This hook is a part of **Rise of the Prolific Irishman**.

Favor Owed, A

Evan still owes allegiance to a demon. Whether this will be Agathodaimon or Drakonskyr is yet to be seen. Agathodaimon will play the benevolent spirit while Drakonskyr means to ruin Evan's Humanity. At the core of this, Evan may learn he was marked long before making his deal with a demon: that it was in Gulfora's kiss that drove him in this direction long ago.

First Elysium

The characters are notified upon entering Chicago that they have two nights before they are to appear before Prince Lodin in the Prudential Building, floor 34. Here, the characters will arrive to find heavy security awaiting them, and two of Lodin's childer present in his office (Ballard and Neally, leaders of his two broods). Neally demands of them their clan, their names, their sires' names, and the neighborhood they will be staying. Ballard will list Lodin's Laws. The Prince will then allow the characters their say.

Haunted Chicago

The Farwell Building in Streeterville has stood empty since 1984. The building is actually some sort of haunted. The characters tried to rest here on their first night. They were quickly sent away on account of Lanzo's vision of fire. The truth is, it is the haven of an illegal immigrant

Kindred. A Ravnos will try to scare away anyone coming too near.

Hunt Progresses, A

Graham and Decker catch on to the fact that werewolves have always been in Chicago when the frenzies caused by the Setites are noticed in the South Loop. This will lead them to a trail of the Wittelsbachs from the **Prelude to a Red Moon** story.

Inauguration

The characters are granted their new position, that of investigators and overseers for the Camarilla in Chicago. The Prince gives them a lesson on the Camarilla's structure (Inner Circle, Justicars, Archons, Prince, Primogen, etc.) and says the characters are unto him as this structure is: diverse clans to serve the goals of the Masquerade. He names them Scourge, which he explains was the term that later became Sheriff. It is theirs to find those who pose a threat to the Camarilla and eliminate the threat.

The Prince continues to grant them an office. He refuses to return to his haven in the Sears Tower after **Ashes to Ashes**, so the characters may have that after it is stripped down to furniture. Neally will inquire what the offices should be furnished with. The characters are also awarded a free point in Status for the Camarilla.

Irmatrix's Past

Irmatrix was a child called Brody Ermitt from Clinton, Iowa, before being taken. His mother, Natalie Ermitt, a single parent, has gone to great lengths to chase him down, and has taken several steps beyond the curtains of the Masquerade to get to where she is now in her search.

She was attacked by a Gangrel, her child taken from her in the hours before dawn just as she was about to put him in her car. She tracked the creature down and slew it during daylight, but her son was already Embraced, a macabre discovery. She tried to nurture her child and protect him. She slept with the child in her arms that night, but found him gone when she woke up. Over the next weeks, she followed newspaper articles and police radios about a series of assault involving a child. She followed this trail over state lines into Chicago, but here the assaults stopped.

She then contacts a local private investigator: Lanzo, or Ennio, at first. The truth is that the Tremere found the rampant 7-year-old gorging itself wherever it could and took him in at first at Nicolai's insistence. When the two got into an argument while playing, Nicolai decided to turn the child into a Gargoyle, an art he had witnessed in Vienna but never tried himself.

Lanzo can discover that the trail of assaults ended around the 19th of February. Of course, a few nights later, Morris showed up with Irmatrix kidnapped. If Lanzo digs deep, he can discover that the last assault involved a large black man walking around with a white child (Nicolai and

Dusable were attacked by the boy and Nicolai insisted they take him in). The Nosferatu can tell Lanzo the whole truth, costing him another favor.

Keaton's Fate

Keaton, when inducted into the Sabbat, was cleansed of all Blood Bonds to him via the Vaulderie, much as Neally and his Blood Bond to Emily in **Blood Bond**. This module will be inserted to clarify this, before it becoming clear Keaton has in fact defected as well.

Lady in the Sewers

The characters have made a name for themselves and are in a new position within the Camarilla. The Nosferatu would now like to start asking for favors. In light of what they know about the characters' recent actions, they will consider it—not a favor—but a sign of friendship if they did not mention what they know and the characters try to discover something very specific from the Toreador. (This is going to sound very strange to the characters.) The Nosferatu have been disturbed of late in their depths by a naked creature of stunning beauty and they would know more of it. They may be able to see everything the Toreador do, but they do not have the means to speak to them. (This may leave the characters to conclude strange things about Maria's disappearance, why not.)

After they have made the inquiry, the Nosferatu learn more of what they are dealing with. They intend to take care of it themselves. Since Khalid started about it, however, the characters have the right to claim this as a favor they may repay. It is their choice. Khalid will say they have discovered it is not a vampire at all, but an ancient evil.

Lodin's Broods

For the continuation of **Schumpeter's Fall**, the characters need to want to discover the identities of all Lodin's childer, to get Schumpeter named where Liz, in the company of Morris, can hear it. This will be instigated by the letter Brian receives. Any other character may witness Schumpeter in particular feeding before that, however.

Mad Touch, The

Mycroft and Lanzo are unsure of their clan. In truth, they might as well be Lasombra as Malkavian. All can be explained in both scenarios, except the visions. This hook is spread out over a large span of time.

The first vision they both receive states that 'One of the Blood' has been murdered in Chicago a couple of nights ago (26th of February). The second is of a far greater oncoming threat, something vague, something greater than **Ashes to Ashes**, a premonition of **Under a Blood Red Moon**.

Now, Lanzo may discover the truth about his sire and his lineage once and for all. The truth is that Mycroft is in fact

Lasombra, always has been. All he can say he remembers is a vague image of himself forever a 'king among his kind'. In fact, he was a part of the Sabbat, where he got tangled up in a power struggle with a Malkavian *antitribu* (who, as *antitribu*, did possess Dementation) in the Third Sabbat Civil War. The Malkavian wiped Mycroft's memory, leaving him a husk wandering around New England, ending up in Boston. The events scarred Mycroft's mind and he does not even recollect that the name he bears now was given to him as a gimmick nickname by some of the first Kindred he met then because of his investigative qualities. The Malkavian cursed Mycroft in this manner because Mycroft had waved off his competitor's significance, mocking the clan. Now, he is forever scarred by the Curse of Malkav himself. In his last moments of lucidity, he devoured the Malkavian, solidifying what would become his paranoia and his link to the Malkavian Madness Network. Mycroft is technically a Lasombra *antitribu*. Given he passed some of his qualities along in the blood, there is evidence of a bloodline tangent. The stigmata is a remaining mystery.

Lanzo must simply be pushed to enquire about his sire's past to realize part of it is missing from his memory. All that remains as a clue then, is a broken mask Mycroft bore (Lasombra ceremonial). Mycroft has long since given up the search, as whenever he thinks on it, he admits, voices start screaming in his head.

Madame's Confession

One detail Priscilla has not told her childer of Keaton's Embrace, she tells him as an afterthought. Keaton never said who his sire was, only that the one who did it was a vampire who was angry about an ad he had done. This can be traced back to the Black Panthers parody that drove Keaton into Dooley's crosshairs, or a black vampire for as far as the character can know, in any case.

Media Repercussions

Clan Nosferatu knows of Evan's slip up feeding near his haven. The only thing that's keeping them from exposing it to the Prince is a favor for their leader, Khalid (a member of the Primogen and a contact of the type Lodin forebode). It's a dilemma between either angering the Prince or angering the Prince. This hook is a part of **Elders' Seductions**.

Methuselahs' Grasp

By now, the characters have garnered Menele's and Helena's attention. They are reaching out to Blood Bond the characters, through the human vessels they feed from. The next few feedings of the characters' are instigated by these Methuselah and contribute to their binding toward either side.

Also, Jim Antwiler may discover Menele is no longer at the bottom of Lake Michigan, where he left the ancient. In truth, Ublo-Satha was Summoned by Menele and thus

drawn to his haphazard location. The Gargoyle now hides and protects Menele.

Modern Scourge, The

In truth, these modern nights, the Scourge is often reinstated in cities for the sole purpose of murdering the thin bloods. The characters might find themselves facing this fate if they are no more particularly useful.

Morris and Oblivion

Morris is a wraith trapped in the Class of '91 photo, now in Lanzo's possession. As per his previous wishes, the characters may decide to burn the picture. As soon as they do, however, Morris objects. It was his Shadow that desired Oblivion, not Morris.

News from Milwaukee

Chicago may hear of Mark Decker bringing Final Death to Prince Merik. Subsequently, it seems Hrothulf and Gracis sprang back into their long-dormant feud. One version of the story may be that they slew each other, or Decker slew one of them. All stories tell of Mark Decker's Final Death. None of this is true, except that Mark Decker slew the Prince.

Our Best Friend is a Witch

One of the other neonates of Chicago has done his homework and knows where to find the rest. Before the first Elysium, he gathers them together in the private booth of an Irish pub, O'Shaenies. Everyone is introduced to Vitch and Medusa as well.

Later, after the character begin to confide in one another, Morris lets out he is Tremere, but illegitimately so. If the characters show interest, he tells them of blood sorcery and will even steal a tome for them.

Paragon of Art, The

Eletria has noticed Evan's return to the waking world. Later, a visit to Eletria is in order, where first she will have a private, heartfelt conversation, later stepping into a room where Portia is present. Others might be there as well (Annabelle, Kip Barrel O'Marvin, and Prias, or Bret of he's dead already).

Paragon of Philosophy, The

The characters are not nearly frightened enough of Critias. Through some means, they may discover that he is in fact of fourth generation blood (the Tremere may investigate him with Thaumaturgy after he destroyed Ublo-Satha). Some of the characters witnessed this happening themselves, when he diablerized Dimitri the Russian in **Player of Pawns**. They may also learn how ancient he truly is, or they may witness his ability to predict anything people say before they say it.

Path of Chaos' Mother, The

Nicolai is less in the dark than he lets out, but he knows it is dangerous to tell anyone. Nicolai knows there are two great ancient Methuselahs in Chicago from the time of mythology where their World Egg fascination originated. From Yaryan, he extracted Temporis. He does not know Menele's identity but knows a Methuselah ancestor to Yaryan is around. He also knows there is another one, though has not realized yet it is Helena, only knowing Eletria must be related. He—wrongly—believes the other Methuselah is the source of fate and destiny. It is why he was so interested in Evan's blood all this time. As the war of the ancients comes closer to the surface, the Tremere will make their attempt at achieving the Path of Chaos' Mother. All the while, Nicolai is completely enslaved by Helena.

Pulling the Cords

Brian's sire, Marvin, has drawn a line for Brian's coterie members. Now that the Tremere have openly accosted them, he considers the foolish neonates a risk not worth taking any longer. Marvin has gone into Kindred society to mingle a better reputation for himself and his childe and intends to make Evan the scapegoat for all that has gone wrong.

Return of Mr. Parker

Brian Milov Parker, who was bound by Helena on his way out of the city, may be Summoned back to Chicago, while everyone believes him dead, when tension rises between the Methuselahs. He is burdened by the demon Drakonskyr and his new derangement, schizophrenia on top of the megalomania he possessed. While much of the city is fooled by his guise, enforced by Helena, Khalid sees through his new identity. Khalid, who facilitated Brian's escape from Chicago in order for him to find redemption, finds he returns with a demon. A demon, when it was his vow to Brian he would find Brian's sire's murderer, and they rallied against true damnation.

Revenge of the Tremere

The characters are notified that Nicolai has demanded an audience with the Prince concerning affairs with the Scourge, and so their own meeting is pushed forward by one hour. First, they meet with the Wolf Pack, a little while later, the Tremere show up as well. At the meeting, they will attempt to ruin them.

Rise of the Prolific Irishman

Brian Parker's sire has an agenda of his own. O'Leigh arrives in Chicago and demands of his childe a place to stay and that list of Ventrue in the city he's asked for. He attempts to create an embassy for the East Coast here in Chicago. See **A Falling Out**.

Road to the Anarchs

Either with Critias' approach to Evan in **Player of Pawns**, their possible subsequent friendship with Damien, or Jim's discovery of his great-grand sire Dooley, the characters are on the brink of coming into contact with more and more Brujah of Chicago and subsequently, the Anarch Movement. In a meeting they can attend there, they may pick up a copy of An Anarch Manifesto.

Sacrifice and an Execution, A

Soon, the characters will find themselves in a combat they cannot overcome, where Morris saves their lives through Masquerade-breaking blood magic. When this catches the Prince's attention, past crimes become evident as well (the illegitimate Embrace, Liz Schumpeter, the diablerie, the Gargoyle). Morris dies a horrid execution. This hook is a part of **Demise of the Demented Irishman**. See **Vitch's Vendetta**.

Schumpeter's Fall

Jacob Schumpeter's younger daughter, Elisabeth, or 'Liz', will come to town to give her father Final Death. She does this, masquerading as a mere ignorant mortal, hanging around with the regular blood dolls. She finds her way into Kindred society through Morris, and the characters' entire coterie by association. She will be present at most meetings of the coterie, where the Kindred of the city are discussed, waiting for mention of her father. Now in tears, it is up to the characters to decide her fate, if she is allowed to go after her father or if she is forced to leave town.

Settling In

The very first thing the characters should do when they are in the city is find a permanent haven and work out all their other Backgrounds such as Contacts, etcetera. Take some night to build up to this as the characters familiarize themselves with the city and with feeding. Note that they have been told nothing of the Prince's rules and know little of where Kindred congregate. Many of the encounters in the core material can be used here.

Sheriff's Demise, The

The characters have sworn vengeance on Balthazar for Morris' execution. The following, they might discover soon: Balthazar was responsible for several ritual killings in homes around Chicago, one of them leading to the highly forbidden Embrace of poor Neon. Neon is kept secret and protected by Damien. Damien appears in **Player of Pawns** as another chess piece of Critias', where he may discover who his sire is, but more importantly where he may meet the characters, who he has much in common with. The characters may confront him with this just as Balthazar returns with Albino.

Snakes on a Boat

One night, Lanzo may return home to find Emily returned, inebriated, and with a guest. While Emily remains slumped on the couch, her guest introduces herself as Aniyah. She has long, black, curled hair and dark skin. Although she is subtle, she and her associates are Setites. What's more, she is the leader of a Cult of Sekhmet, making a temple out on Lake Michigan in a luxurious anchored cruise ship. From there, they pollute and corrupt. They deal drugs and hold exquisite parties which often turn into orgies.

Spreading Corruption

The Baali, masquerading as a Ventrue called Verus, will slowly try to corrupt the characters. He has business in Chicago and may keep in touch. With Ludovica he will make the deal that she says nothing of the past she apparently remembers. In return, he will say nothing of Ludovica's involvement with the Sabbat. All the while, the Baali seeks a purpose of his own as he tries more and more to divine what his scattered and lost bloodline was intended to do on this earth. He arranges more meetings with the elders of the city under different guises to this end.

Stone Friend, A

Morris rescues a Gargoyle from captivity, Irmatrix, foolishly risking much. This hook is a part of **Demise of the Demented Irishman**.

Truth behind Morris, The

The characters are told that Morris lied about his identity and that the reason the Tremere kept him from Vienna are more complicated than at first was revealed. Morris, they hear, was a Dunsirn mortal mage (pre-Awakening, this is where it gets complicated) who fled from Scotland to Ireland, and later the United States, aided by his Tremere sire. All his possessions belong to the Dunsirn and are hoarded by the family. One folder, in particular.

Vitch's Vendetta

The renewed Vitch embraces his clan all too quickly before learning of the atrocities committed against his kin by Clan Tremere. One night, Vitch will be waiting for the characters, and without fear or restraint, will present himself as newly formed, citing "Why would I retain attributes of Humanity? Did the first amphibious land-dwellers regret the loss of their gills and fins?" before laying it down for Morris, and wanting him dead, breaching all facets of the Masquerade.

When the Pale Wolf Awakens

After Jupiter's release from the Fanum, Helena and her troupe insist this is Menele's work, after the way

he used an equally powerful spirit of fire in Pompeii to destroy Helena's domain. In truth, Menele had no hand in releasing Jupiter—but it did wake him up.

Where the Pale Wolf Sleeps

As the characters learn the steel sarcophagus Ublo-Satha was guarding is entirely empty, the question arises: Where is Menele? In truth, Critias has been busy since 1991 and has contacted Yaryan through his trapper retainer. The two have never met, however. Critias decided Menele would be safest with Yaryan, who he believes remains a mystery to all of Chicago.

Woman in the Red Dress, The

Lanzo is involved in a heated affair with Neally's ghoul, Emily, as per the Blood Bond module. Ever since Jefferson's destruction, Neally had started feeding Emily again. At the third drink, Lanzo will be indirectly Blood Bound to Neally. As soon as Neally has exercised his power, this goes into full effect.

World Egg, The

The Tremere of Chicago have long practiced a Thaumaturgical path known only to them. The two new Tremere player characters may discover depictions of an egg encircled by two serpents while living in the chantry. Studies may reveal the Sanskrit Brahmanda or the Hiranyagarbha from the Rig Veda, or many other sources of the concept of the cosmic egg. Particularly, it comes down to Time and Inevitability, Chronos and Ananke, according to Epiphanius. The Tremere have developed a core Thaumaturgical path of Time, which they call the Path of Aether's Father. They accomplished this by siphoning off the True Brujah's Discipline of Temporis, present in Chicago in Menele's descendants. What the chantry now furiously seeks, is what they call the Path of Chaos' Mother, a Thaumaturgical path of Fate to accompany their path of Time, to encompass all of creation. If so inclined and gifted, the characters may be invited to research this as well.

Unused Hooks

These two hooks remained around the end of the chronicle. The first one will certainly get some of the players' hearts racing. It stood at the top of the list of hooks for a long, long time, right up until the very end. It was delayed intentionally until an opportunity to present a clue came along, which never really happened, not elegantly, at least. The other hook below was written around the time the use of hooks was discarded in favor of private ending storylines for each character. In light of everything else going on, the storyteller left his pet Baali in the bottom of the drawer where he belonged.

Blood Hunt, Continued

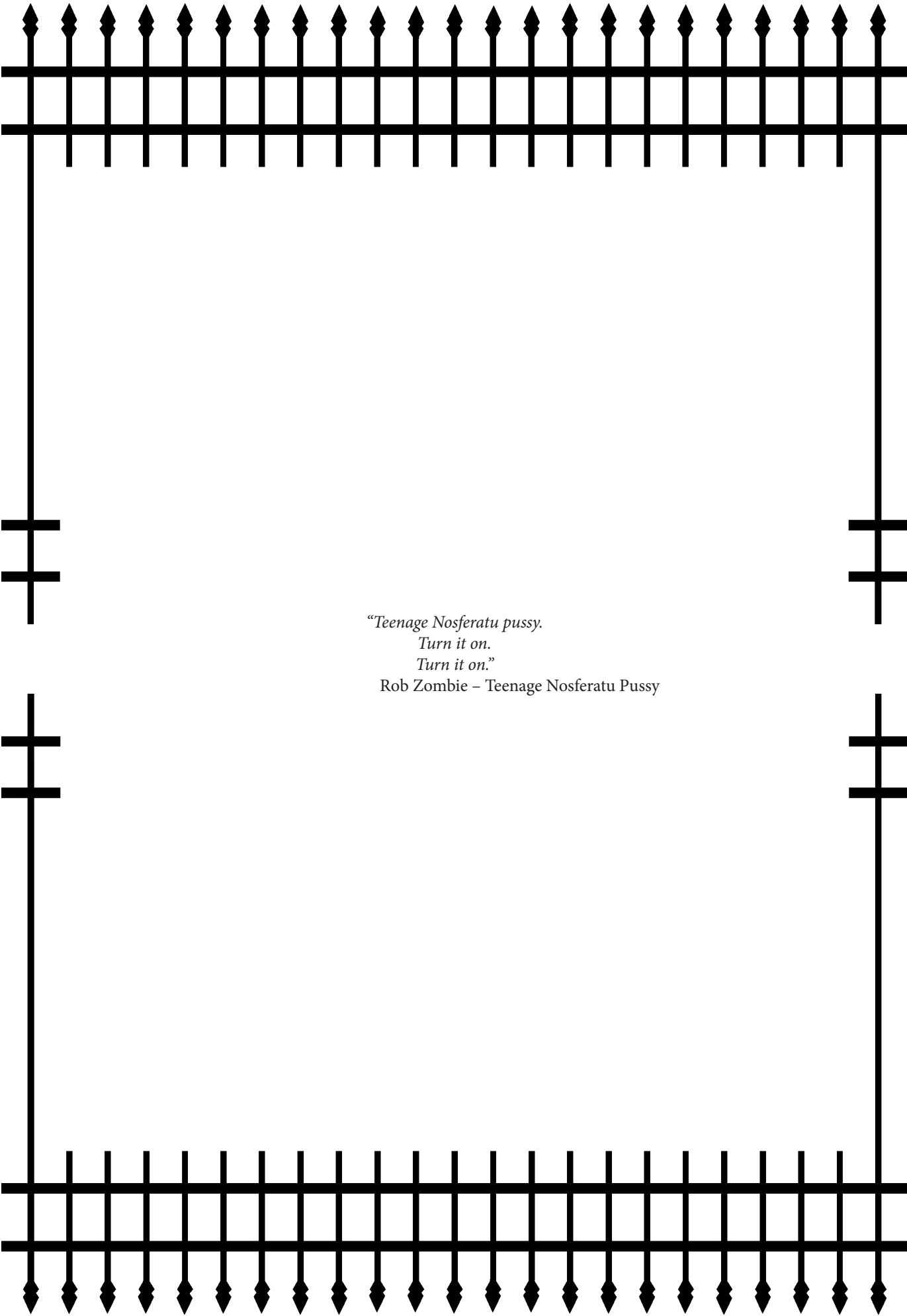
The hunt for Keaton is still on, even if the trail is getting cold. In truth, he had been scheming with the Tremere of Chicago before his defection. Actually, the Tremere were dangling this promise but never intended to pay up. Keaton is still seduced by the idea however, and seeks out House Goratrix in Mexico.

Secrets Gone to Hell

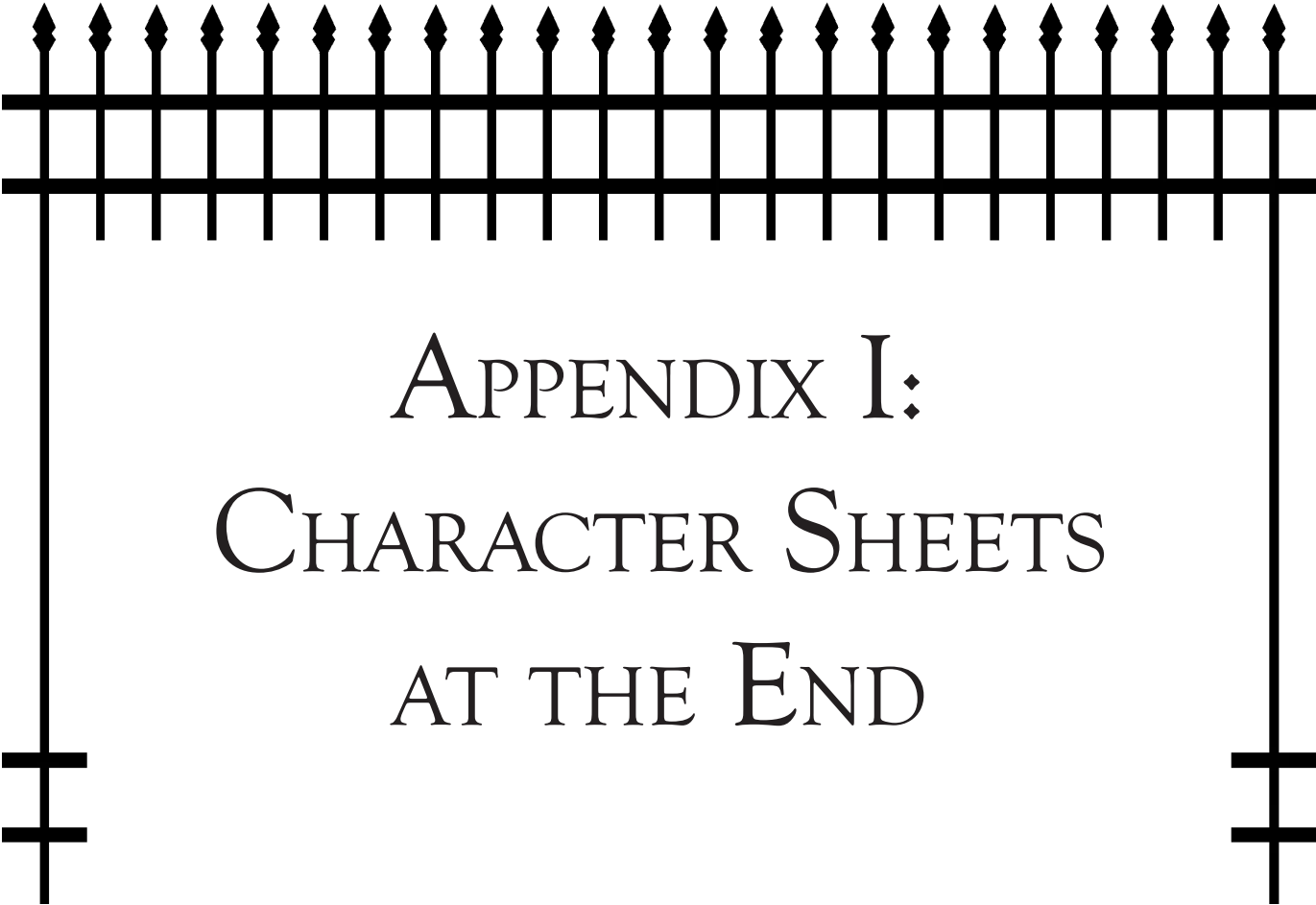
When Verus died, he took many secrets to Hell with him, such as a true history of Carthage, the location of Ludovica's sire, and much more. To obtain these secrets, however, they will first need Verus' own deepest kept truth: his True Name. It can be used to summon him. Several hints at his identity were in Lanzo's possession, but there exists a ritual in Thaumaturgy as well to extract True Names.



APPENDICES &
INDICES



*“Teenage Nosferatu pussy.
Turn it on.
Turn it on.”*
Rob Zombie – Teenage Nosferatu Pussy



APPENDIX I: CHARACTER SHEETS AT THE END

Presented here are the protagonists' character sheets at the end of the story. As with the information provided at their introduction, the players have written up something for their entries here: first, a quote befitting their character, followed by a list of stereotypes from their perspective. Naturally, these stereotypes correspond to a certain moment along their character's development.

Leaving the Stage: Brian Milov Parker/Kip Barrel O'Marvin

Player: Mark

Clan: Ventrue, **Generation:** 9th, **Nature:** Rogue/Celebrant, **Demeanor:** Autocrat/Penitent

Strength ●●○○○	Charisma ●●○○○	Perception ●●○○○
Dexterity ●●●○○	Manipulation ●●●●●	Intelligence ●●●○○
Stamina ●●○○○	Appearance ●●○○○	Wits ●●●○○
Alertness ●○○○○	Animal Ken ○○○○○	Academics ●●●○○
Athletics ○○○○○	Crafts ○○○○○	Computer ○○○○○
Brawl ●○○○○	Drive ●●●○○	Finance ○○○○○
Dodge ○○○○○	Etiquette ●●○○○	Investigation ●○○○○
Empathy ●●●○○	Firearms ●○○○○	Law ○○○○○
Expression ●●○○○	Melee ○○○○○	Linguistics ●○○○○
Intimidation ●●●○○	Performance ○○○○○	Medicine ○○○○○
Leadership ●○○○○	Security ○○○○○	Occult ●○○○○
Streetwise ●○○○○	Stealth ○○○○○	Politics ●●○○○
Subterfuge ●●●○○	Survival ○○○○○	Science ●○○○○

Specialties: Manipulation (lying, fast-talk)

Disciplines: Presence ●●●●, Dominate ●●, Fortitude ●●

Backgrounds: Mentor ●●, Generation ●●, Retainers ●●, Resources ●●●●, Herd ●●

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

Humanity ●●●●, Willpower ●●●●●

Merits/Flaws: Permanent Wounds (2)

Derangements: Megalomania, Multiple Personalities

“Pardon anything, but your clanmate was quite ugly... and suicidal over it... Vitch managed to craft her to a more healthy and prettier being”

Brian to Nathaniel during his interviews

Stereotypes

Evan: Fighting a dangerous and lost fight for humanity.

Jim: Clumsy, but he has his uses.

Lanzo: Always suspicious of everything around him, and making himself suspicious often as well. His knowledge and power to see is very important.

Ludovica: Ravnos, says enough. What the hell is she up to? I don't trust her for one small bit.

Marvin: The best sire a Ventrue could wish for. We enforce each other to rise to power.

Ventrue: The founders and true leaders of the Camarilla.

Nosferatu: Ugly beings, but the Camarilla can't function without them.

Brujah: Pft.

Gangrel: Rabid dogs. Get them under your control or stay away.

Toreador: Bunch of cats licking their balls all days, thinking highly of themselves. The true power lies with Clan Ventrue.

Tremere: Power hungry mysterious bastards. Keep them as friends, but beware of the blade behind your back.

Camarilla: The only sustainable way a vampire society can be run successfully.

Sabbat: Vile creatures of chaos, possessed by their Beasts like rats. Though rats are smarter.

Leaving the Stage: Ludovica

Player: Lotte

Clan: Ravnos, **Generation:** 13th, **Nature:** Architect, **Demeanor:** Loner

Strength ●●○○○	Charisma ●●●○○	Perception ●●○○○
Dexterity ●●●○○	Manipulation ●●●○○	Intelligence ●●●○○
Stamina ●●○○○	Appearance ●●●○○	Wits ●●●○○
Alertness ●●●○○	Animal Ken ○○○○○	Academics ○○○○○
Athletics ●○○○○	Crafts ○○○○○	Computer ○○○○○
Brawl ○○○○○	Drive ○○○○○	Finance ○○○○○
Dodge ○○○○○	Etiquette ○○○○○	Investigation ●○○○○
Empathy ●●●○○	Firearms ●○○○○	Law ○○○○○
Expression ●●●○○	Melee ○○○○○	Linguistics ●●○○○
Intimidation ○○○○○	Performance ●●●○○	Medicine ●●○○○
Leadership ○○○○○	Security ●●●○○	Occult ●○○○○
Streetwise ○○○○○	Stealth ●●●○○	Politics ○○○○○
Subterfuge ●●●○○	Survival ○○○○○	Science ○○○○○

Specialties: Manipulation (lying)

Disciplines: Animalism ●●, Chimerstry ●●●●●

Backgrounds: Fame ●●●, Allies ●●

Virtues: Conviction ●●, Self-Control ●●●●●, Courage ●●●●●

Path of Paradox ●●●●● ●●●, Willpower ●●●●●

Derangements: Obsessive/Compulsive

“Hell is empty and all the devils are here.”

William Shakespeare, *The Tempest*

Stereotypes

Jim: Ever seen a chicken with its head cut off? Ever seen a Brujah without a clue?

Evan: We value the same thing, but I just practice better what I preach.

Lanzo: Want to see right through me?! Then try me, I will make you see things...

Brian: Ventrue vermin, but I like his ambitions.

Verus: I won't forget his lying tongue.

Camarilla: A house of cards waiting for me to blow.

Sabbat: In their belief to be the army of Caine they only bring chaos and destruction.

Leaving the Stage: Lanzo Orsini

Player: Stef

Clan: Lasombra, **Generation:** 8th, **Nature:** Director, **Demeanor:** Judge

Strength ●○○○○	Charisma ●●●○○	Perception ●●●●○
Dexterity ●●●○○	Manipulation ●●●○○	Intelligence ●●●●○
Stamina ●●○○○	Appearance ●●○○○	Wits ●●○○○
Alertness ●●○○○	Animal Ken ○○○○○	Academics ●●○○○
Athletics ●○○○○	Crafts ○○○○○	Computer ●○○○○
Brawl ●○○○○	Drive ○○○○○	Finance ○○○○○
Dodge ○○○○○	Etiquette ○○○○○	Investigation ●●○○○
Empathy ●●○○○	Firearms ●○○○○	Law ●●○○○
Expression ●●○○○	Melee ○○○○○	Linguistics ●○○○○
Intimidation ●●○○○	Performance ○○○○○	Medicine ○○○○○
Leadership ○○○○○	Security ●○○○○	Occult ●●●●○
Streetwise ●●○○○	Stealth ●●●○○	Politics ○○○○○
Subterfuge ●●●○○	Survival ●○○○○	Science ●○○○○

Specialties: Perception (attentive), Intelligence (book knowledge), Occult (demonology)

Disciplines: Auspex ●●●, Celerity ●, Dominate ●, Obfuscate ●, Thaumaturgy (Taking of the Spirit ●●●)

Backgrounds: Allies (police, lawyer) ●●, Contacts (librarian, mobster, city hall) ●●●, Generation ●●●●●, Mentor ●●, Resources ●●, Retainers (Ennio) ●

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

Humanity ●●●●●, Willpower ●●●●● ●●●●●

Stereotypes

Brian: Let him wallow in his arrogance when he doesn't observe his shadow. This is when I will paint a target on his blind side.

Evan: Even though he requires guidance and makes as much trouble as a younger brother, he is still a good man and friend.

Jim: If you ever need to see things from a different perspective, I guarantee that he can provide aid in this matter since he always takes the opposing side of your argument.

Ludovica: She has changed and this makes me doubt the wisdom of our choice to trust her.

Leaving the Stage: Jim Antwiler

Player: Minkers

Clan: Brujah, **Generation:** 13th, **Nature:** Fanatic, **Demeanor:** Director

Strength ●●○○○	Charisma ●●●●○	Perception ●●○○○
Dexterity ●●○○○	Manipulation ●●●●○	Intelligence ●●○○○
Stamina ●●○○○	Appearance ●●○○○	Wits ●●○○○
Alertness ●○○○○	Animal Ken ○○○○○	Academics ●●○○○
Athletics ○○○○○	Crafts ○○○○○	Computer ●○○○○
Brawl ○○○○○	Drive ○○○○○	Finance ●●●●○
Dodge ○○○○○	Etiquette ●●○○○	Investigation ●○○○○
Empathy ●●●○○	Firearms ●○○○○	Law ●○○○○
Expression ●●●○○	Melee ●●●○○	Linguistics ○○○○○
Intimidation ○○○○○	Performance ○○○○○	Medicine ○○○○○
Leadership ●●●○○	Security ○○○○○	Occult ●●○○○
Streetwise ●●●○○	Stealth ●●○○○	Politics ●●○○○
Subterfuge ●●●●○	Survival ○○○○○	Science ○○○○○

Specialties: Charisma (criminals), Manipulation (criminals), Subterfuge (Dominate)

Disciplines: Dominate ●●●

Backgrounds: Allies ●●, Contacts (city planning, police) ●●, Influence (high society) ●●, Resources ●●●●, Retainers (Rajiv, Daren) ●●, Herd ●●●

Virtues: Conscience ●●, Self-Control ●●●●, Courage ●●, Humanity ●●●●, Willpower ●●●●●●●●

Derangements: Paranoia

“I think it’s about time that we made a decision. Are we the Class of ‘91 or are we the Scourge of Chicago?”

Jim on the road to Milwaukee

Stereotypes

Evan: I befriended this clueless boy for his potential. When my pragmatism changed, so did he. Now I fear for the both of us.

Ludovica: Take care with that one. Behind her friendly and ignorant facade lurks something malicious and quite deadly.

Lanzo: Indecisive but reliable. It is his caution has kept us out of the worst of troubles, I’m sure. Then again, his absence shows that sooner or later trouble follows even the likes of him.

Brian: Speaking lowly of Clan Brujah did little to change the fact that you’re dead and I’m still pretty much alive. If you’re going to follow someone blindly, better make sure you choose the right man.

Archibald: He has Nicolai’s fake friendliness and is just as clingy. The Tremere cannot be trusted.

Avfyra: Can. Not. Be. Trusted.

Graham: I appreciate how he does what needs to be done but maybe he needs to take a moment longer to ponder what that is.

Lodin: The fact that I was capable of tricking him and his brood no longer than two weeks after my Embrace speaks volumes. So does saving his ass from Roarke. Unfortunately his gratitude seems to be short lived.

Critias: I cannot fathom how he does not follow his sire with the same unyielding loyalty as I. Wise but unwilling to share much of that wisdom. But who else is there for me to go to?

Menele: In this man I see the sole salvation for my clan. Following his example, we can rise from the debris. He has not told me this, he has hardly told me anything at all. But I can feel it in my blood. I was right to reforge the bond.

The Camarilla: A tolerable stability until something better comes along. That better system is not going to be the Sabbat and unfortunately it may be a while until it is the Anarchs.

The Anarchs: Their hearts are in the right place and they can do some real good for this city. I think they’re all good lads. But then I remember Gordon Keaton’s tyranny and keep my distance.

The Sabbat: Rather not.

Leaving the Stage: Graham Fearghasdan

Player: Mark

Clan: Gangrel, **Generation:** 10th, **Nature:** Trickster, **Demeanor:** Architect

Strength ●●●●●	Charisma ●●●○○	Perception ●●●○○
Dexterity ●●●○○	Manipulation ●●○○○	Intelligence ●●○○○
Stamina ●●●○○	Appearance ●●○○○	Wits ●●●○○
Alertness ●●○○○	Animal Ken ●○○○○	Academics ○○○○○
Athletics ●●○○○	Crafts ●○○○○	Computer ○○○○○
Brawl ●●●○○	Drive ○○○○○	Finance ○○○○○
Dodge ●●●○○	Etiquette ○○○○○	Investigation ●●●○○
Empathy ●●○○○	Firearms ●○○○○	Law ○○○○○
Expression ●○○○○	Melee ●●○○○	Linguistics ●○○○○
Intimidation ●●●○○	Performance ○○○○○	Medicine ○○○○○
Leadership ●○○○○	Security ○○○○○	Occult ●○○○○
Streetwise ○○○○○	Stealth ●○○○○	Politics ○○○○○
Subterfuge ○○○○○	Survival ●●●○○	Science ○○○○○

Specialties: Strength (fists like anvils, grappling)

Disciplines: Protean ●●●●●, Fortitude ●●

Backgrounds: Generation ●●●, Status ●●●

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

Humanity ●●●●● ●●, Willpower ●●●●● ●●●●●

"I'd rather share me bed with a Frenchman than drink yer blood."

Graham to Helena just before she seduces him

Stereotypes

Evan: Dark creature with much too low humanity. Expressed helpfulness, but take great care.

Jim: Good fella.

Lanzo: Mysterious bastard, fled when we were hunting the Sabbat. That one will answer to me next time I see him.

Nathaniel: Spineless prick, obsessed by religion and seems hostile to everyone except for the Nosferatu. It's good that he 'resigned'.

Nosferatu: They do their job, and they're pretty good at it. They're great, though some of them can whine from time to time.

Brujah: Most of them are just fine, some are compensating for their small cocks.

Ventrue: Fat plotting bastards.

Gangrel: The clan vampires are meant to be. No bullshit, fight the war that needs to be fought.

Toreador: Pussies.

Tremere: Powerful ally of the Camarilla, though they always want more of that power.

Camarilla: The least bad system to run a vampire society. The traditions are great, the play of power can suck my hairy balls.

Anarchs: I like their struggle for freedom, but they lack any form of competence.

Sabbat: Kill on sight. These French bastards destroyed Nova Scotia after entering with a peace flag. They are the true evil.

Leaving the Stage: Archibald 'Archer' Carlyle Radigan

Player: Stef

Clan: Tremere, **Generation:** 10th, **Nature:** Fanatic, **Demeanor:** Bon Vivant

Strength ●●○○○	Charisma ●●●○○	Perception ●●○○○
Dexterity ●●○○○	Manipulation ●●●●○	Intelligence ●●●●○
Stamina ●●○○○	Appearance ●●●○○	Wits ●●●○○
Alertness ●●○○○	Animal Ken ○○○○○	Academics ●●●○○
Athletics ●○○○○	Crafts ●○○○○	Computer ○○○○○
Brawl ○○○○○	Drive ○○○○○	Finance ○○○○○
Dodge ○○○○○	Etiquette ●●●○○	Investigation ●○○○○
Empathy ●●○○○	Firearms ○○○○○	Law ○○○○○
Expression ●●●○○	Melee ○○○○○	Linguistics ●○○○○
Intimidation ●○○○○	Performance ●○○○○	Medicine ○○○○○
Leadership ●●●○○	Security ○○○○○	Occult ●●●○○
Streetwise ○○○○○	Stealth ●○○○○	Politics ●●●○○
Subterfuge ●○○○○	Survival ○○○○○	Science ●●●○○

Specialties: Manipulation (persuasion), Intelligence (book knowledge)

Disciplines: Dominate ●●, Thaumaturgy (Movement of the Mind ●●●●, Aether's Father ●●●)

Backgrounds: Allies (freemasons) ●, Contacts (freemasons) ●, Generation ●●●, Influence (freemasons) ●●, Mentor ●●, Resources ●●●●

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

Humanity ●●●●, Willpower ●●●●●●●●

Stereotypes

Avfyra: Utmost respect goes to my kin, especially those whom I can name colleague.

Evan: This man attracts and fuels flames ceaselessly unlike Avfyra. Caution is advised lest you wish to be caught when he goes nova.

Jim: Dress a monkey in a tuxedo if you must, however this does not alter the fact that it remains a monkey.

Graham: Quite a useful, pragmatic hound of the Primogen. I must remind myself to give him a treat once in a while.

Kip: Too bad he brands such a stain upon the waistcoat of the Camarilla. Better if it's steamed clean promptly.

Leaving the Stage: Avfyra Grundare

Player: Lotte

Clan: Tremere, **Generation:** 9th, **Nature:** Celebrant, **Demeanor:** Rogue

Strength ●○○○○	Charisma ●●○○○	Perception ●●●○○
Dexterity ●●●○○	Manipulation ●●○○○	Intelligence ●●●○○
Stamina ●●●○○	Appearance ●●●●○	Wits ●●●●○
Alertness ●●●○○	Animal Ken ○○○○○	Academics ●○○○○
Athletics ○○○○○	Crafts ○○○○○	Computer ○○○○○
Brawl ○○○○○	Drive ○○○○○	Finance ○○○○○
Dodge ●●●○○	Etiquette ●○○○○	Investigation ●●●○○
Empathy ○○○○○	Firearms ○○○○○	Law ●○○○○
Expression ○○○○○	Melee ○○○○○	Linguistics ○○○○○
Intimidation ●●●○○	Performance ●●○○○	Medicine ●○○○○
Leadership ●○○○○	Security ○○○○○	Occult ●●●○○
Streetwise ○○○○○	Stealth ○○○○○	Politics ○○○○○
Subterfuge ●●●○○	Survival ●●○○○	Science ○○○○○

Specialties: Appearance (impress from up close), Wits (enigmas)

Disciplines: Dominate, Thaumaturgy (Lure of Flames ●●●, Aether's Father ●●, Chaos' Mother ●)

Backgrounds: Generation ●●●, Status ●●●

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

Humanity ●●●●● ●●, Willpower ●●●●● ●●●●●

"They say there's no smoke without fire, so please... let me help you."

Stereotypes

Jim: You may judge this book by its cover.

Evan: Another Toreador lost in his own tragedy.

Archer: We *could* make a great team, but maybe I'm just better off on my own.

Graham: I admire his perseverance, but physical exertion won't always do the trick.

Dusable: I cannot blame him for his greed for we pursue the same goal.

Camarilla: Only the fools and weak think they're above the law.

Sabbat: Antediluvians, right? Happy to serve Tremere.

Leaving the Stage: Evan Jackson

Player: Ria

Clan: Toreador, **Generation:** 6th, **Nature:** Celebrant, **Demeanor:** Architect

Strength ●●●●○	Charisma ●●●○○	Perception ●●●●○
Dexterity ●●○○○	Manipulation ●●●○○	Intelligence ●●●○○
Stamina ●●○○○	Appearance ●●○○○	Wits ●●●○○
Alertness ●●●○○	Animal Ken ●●○○○	Academics ○○○○○
Athletics ●●○○○	Crafts ●●●○○	Computer ○○○○○
Brawl ●○○○○	Drive ○○○○○	Finance ●○○○○
Dodge ●○○○○	Etiquette ●●○○○	Investigation ○○○○○
Empathy ●●●○○	Firearms ●○○○○	Law ○○○○○
Expression ●●●○○	Melee ●○○○○	Linguistics ○○○○○
Intimidation ●●●○○	Performance ●○○○○	Medicine ○○○○○
Leadership ○○○○○	Security ○○○○○	Occult ●●○○○
Streetwise ○○○○○	Stealth ○○○○○	Politics ●○○○○
Subterfuge ●○○○○	Survival ○○○○○	Science ●○○○○

Specialties: Strength (weight lifting), Perception (technology)

Disciplines: Celerity ●●●, Fortitude ●●, Potence ●●, Presence ●, Dominate ●, Thaumaturgy (Phobos ●●●)

Backgrounds: Generation ●●●●●●●

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

Road of the Devil ●●●●●●●, Willpower ●●●●●●●

“I believe that humanity is the key to true happiness and efficiency.”

“Are we really all that damned?”

“Tell Nicolai to fuck himself!”

Stereotypes

Jim: He's a good man. Always looks out for me, always puts everything aside to help me. He has my complete trust and respect.

Lanzo: When it comes to ethics we usually agree. An honest man and a great friend.

Brian: Traitor. A typical Ventrue. I don't know which I hate more, him or the fact that I trusted him.

Ludovica: I can't make any sense of her way of thinking. It surely is fascinating, but it has also proven dangerous. There is more than just something odd about her.

Graham: Brutally honest. He's not dumb, but he wouldn't plot against you just because the option doesn't cross his mind.

Archibald: Useful Tremere tool and Nicolai's bitch. He get tossed around and it's quite amusing to see how he knows nothing of anything that is going on.

Avfyra: The wiser of my Tremere 'friends'. I know little of her powers so I should proceed contact with some healthy caution.

Camarilla: The idea could work so well if the kindred would just stop backstabbing each other, which of course they won't.

Sabbat: Monstrous savages that the world would be better without. I despise them.





APPENDIX II: DAWN, SHADOW, & SERVICE

Verus was introduced to the majority of the characters in Milwaukee in 1991. He soon joined them in heading back to Chicago, where it became apparent that everything he said was a lie. Ludovica is the only one who knew a shred more of his identity, having met him in a dungeon in Vienna after World War II. There, he introduced himself as Andromalius but soon removed all traces of his passing from her memory. Here, then, it is revealed where he truly came from.

A sketchy comic:

Dawn, & Shadow, Service

Andromasius,
Michael Drekauc,
Verus;

The lies of Alan Besafel.

†‡† FI PM TRIP HFE BMM† NFE

The Dawn

†‡‡‡

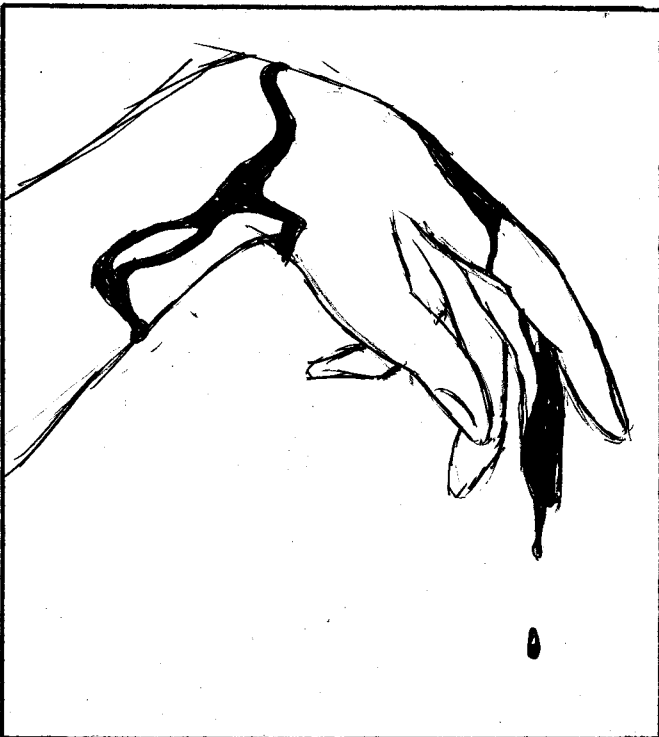
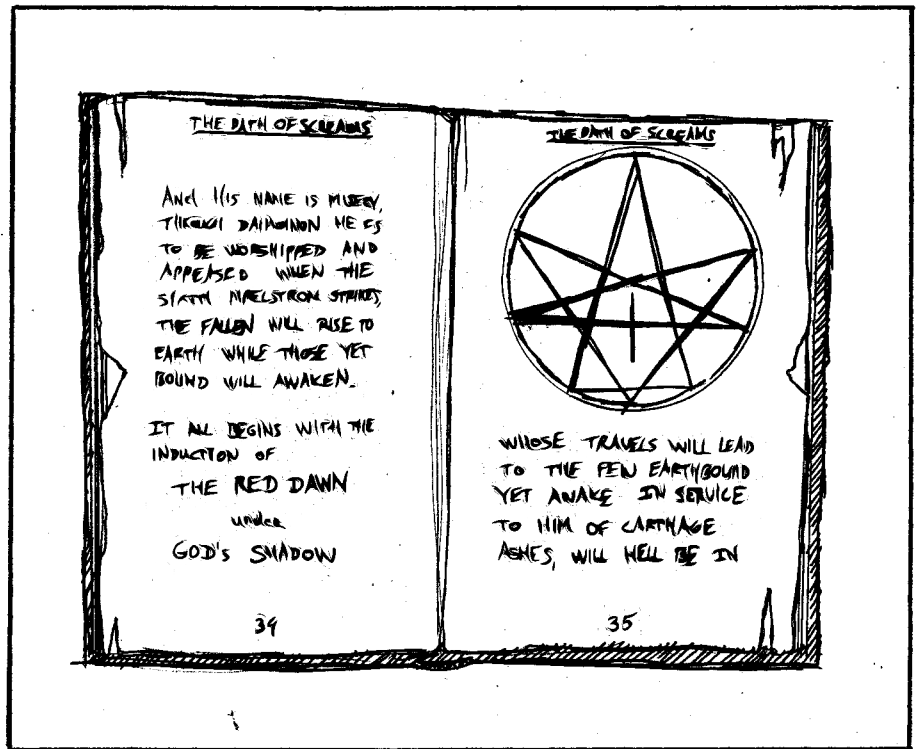
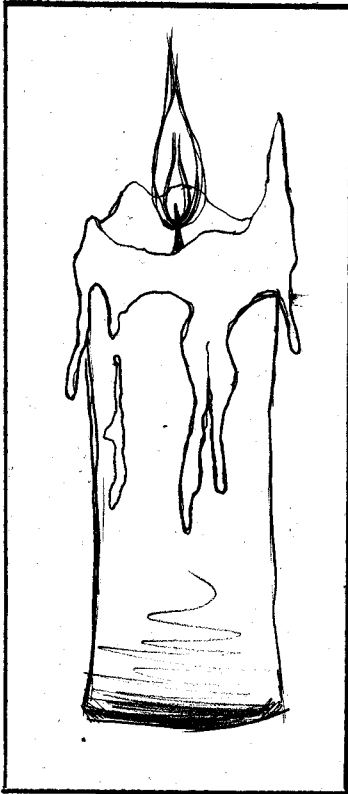
19th century

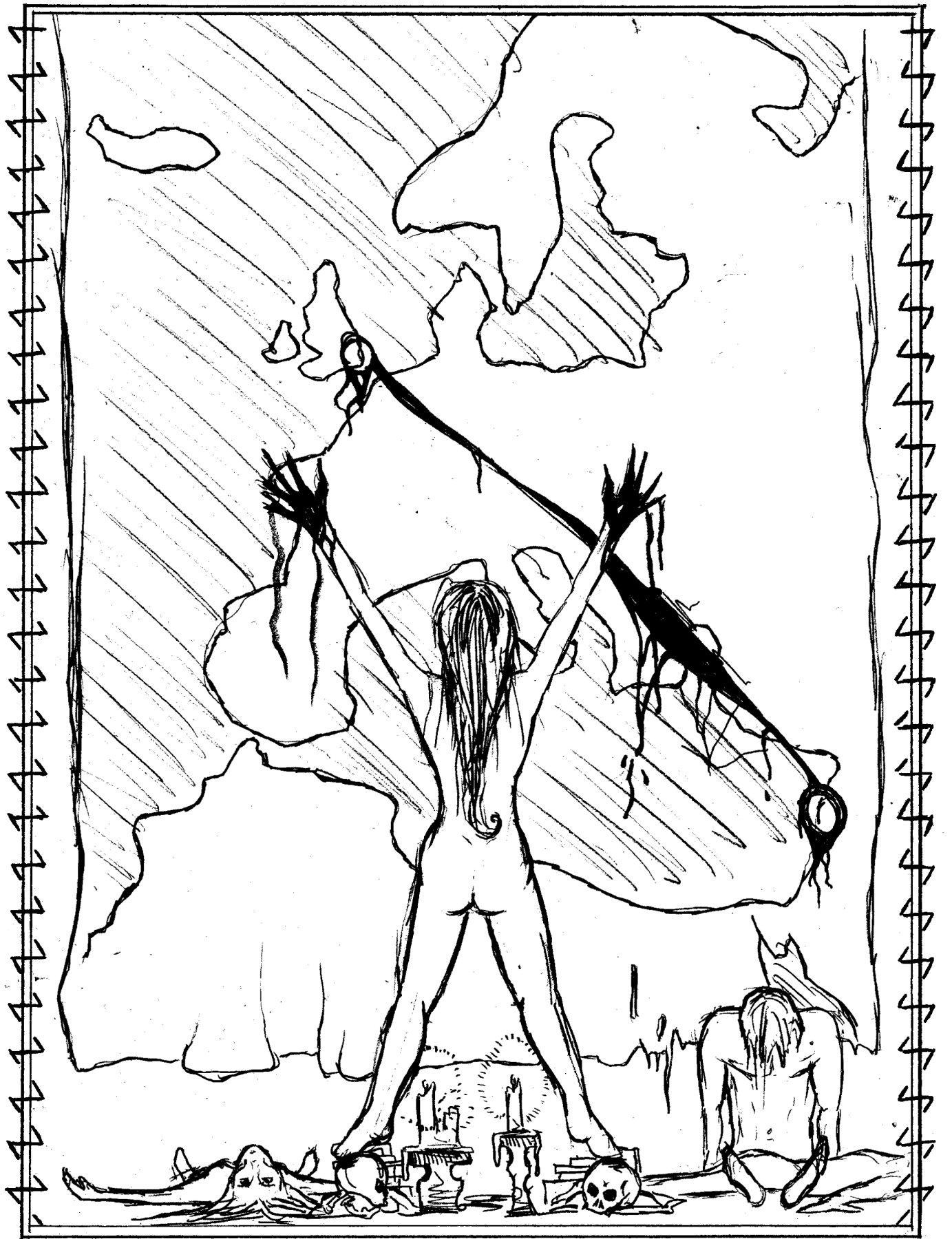
England

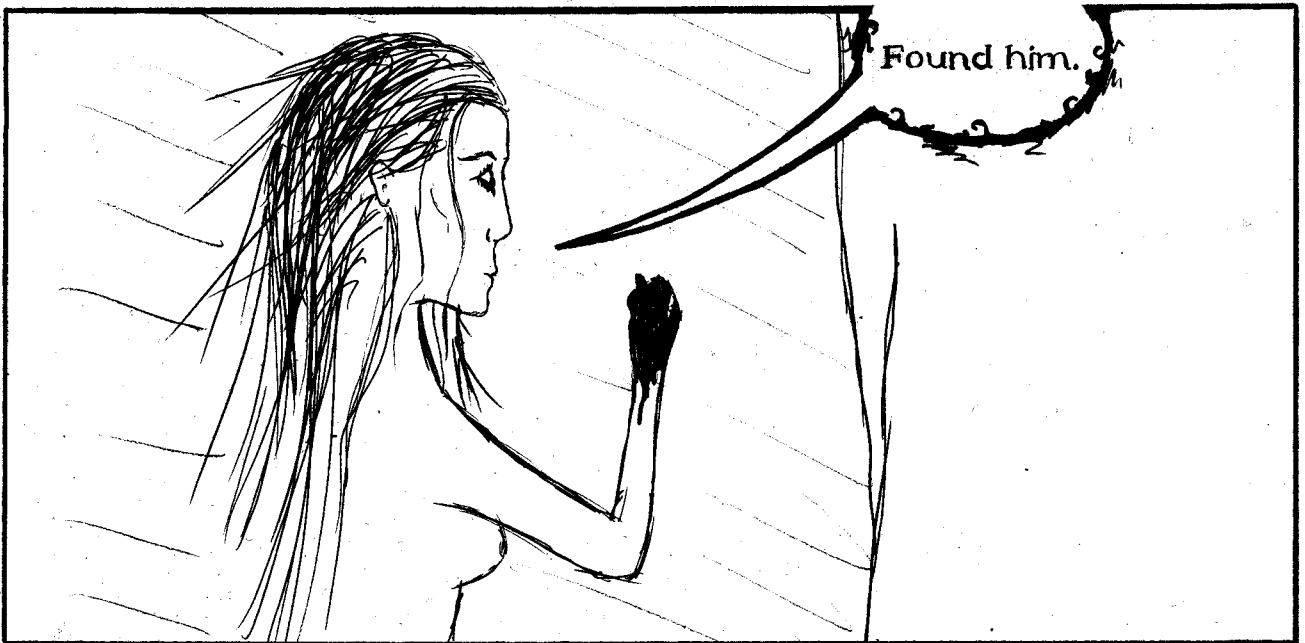
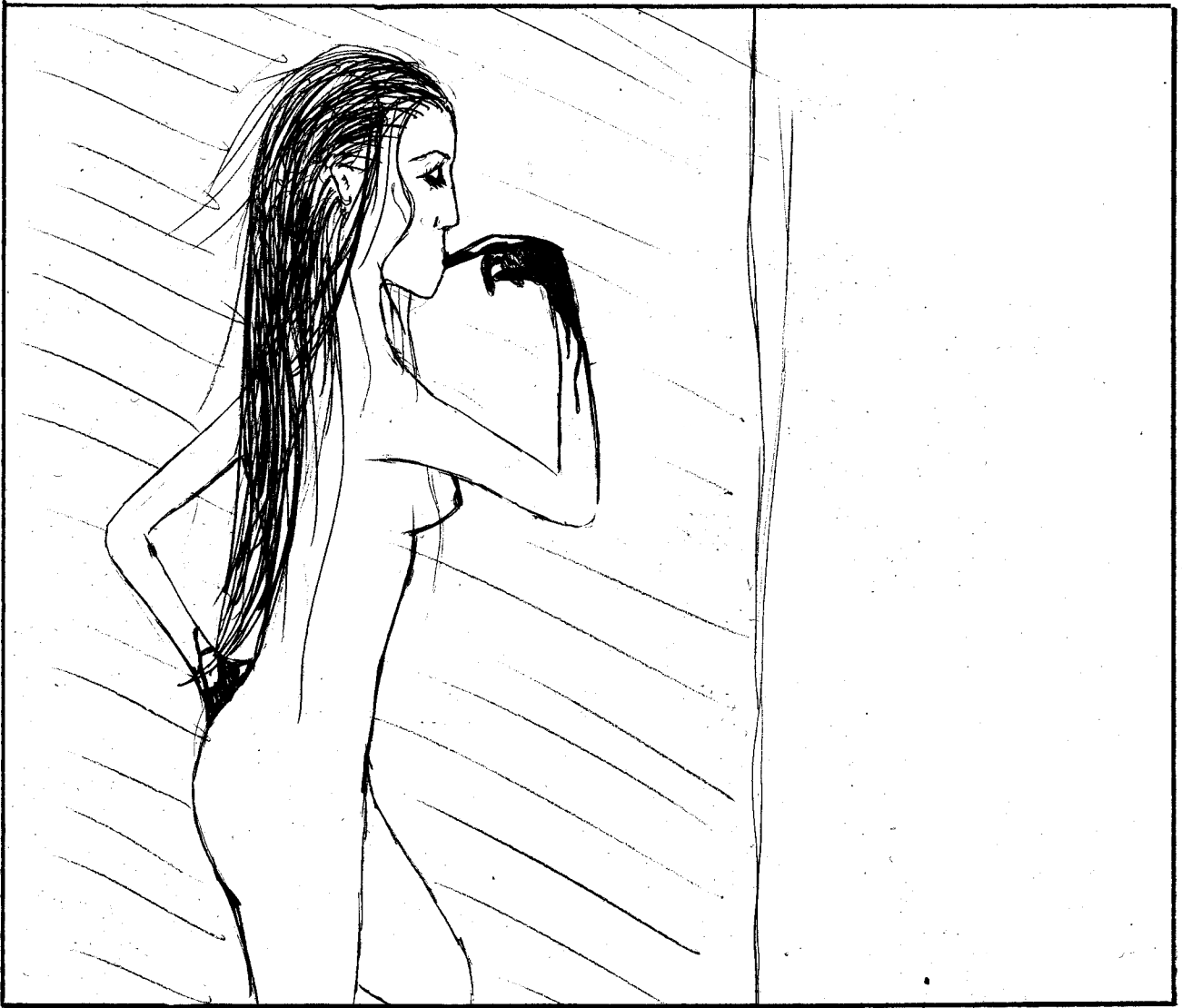
London



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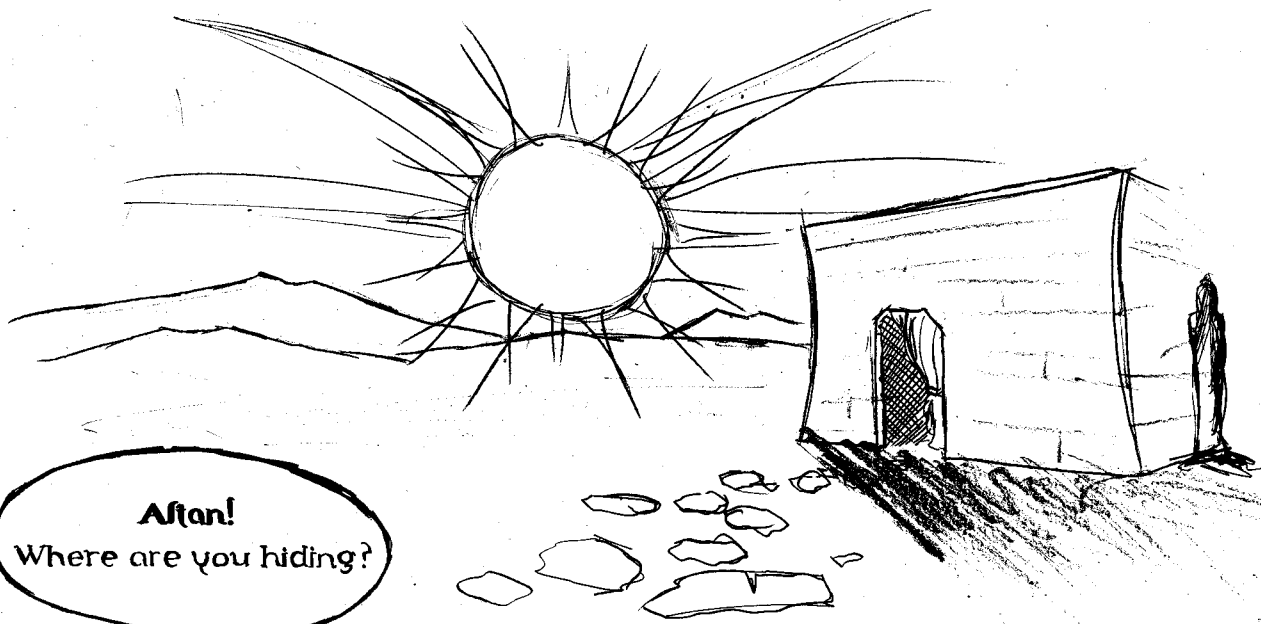




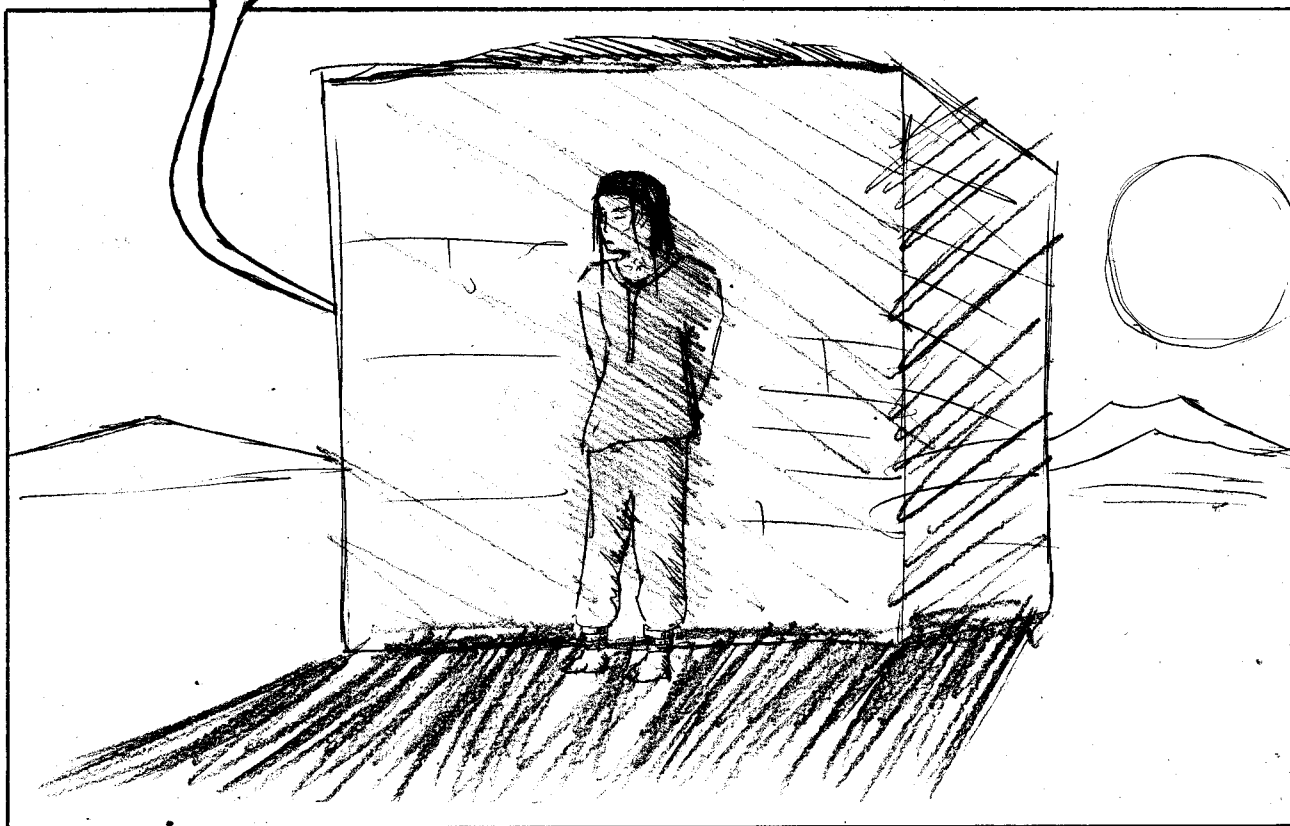


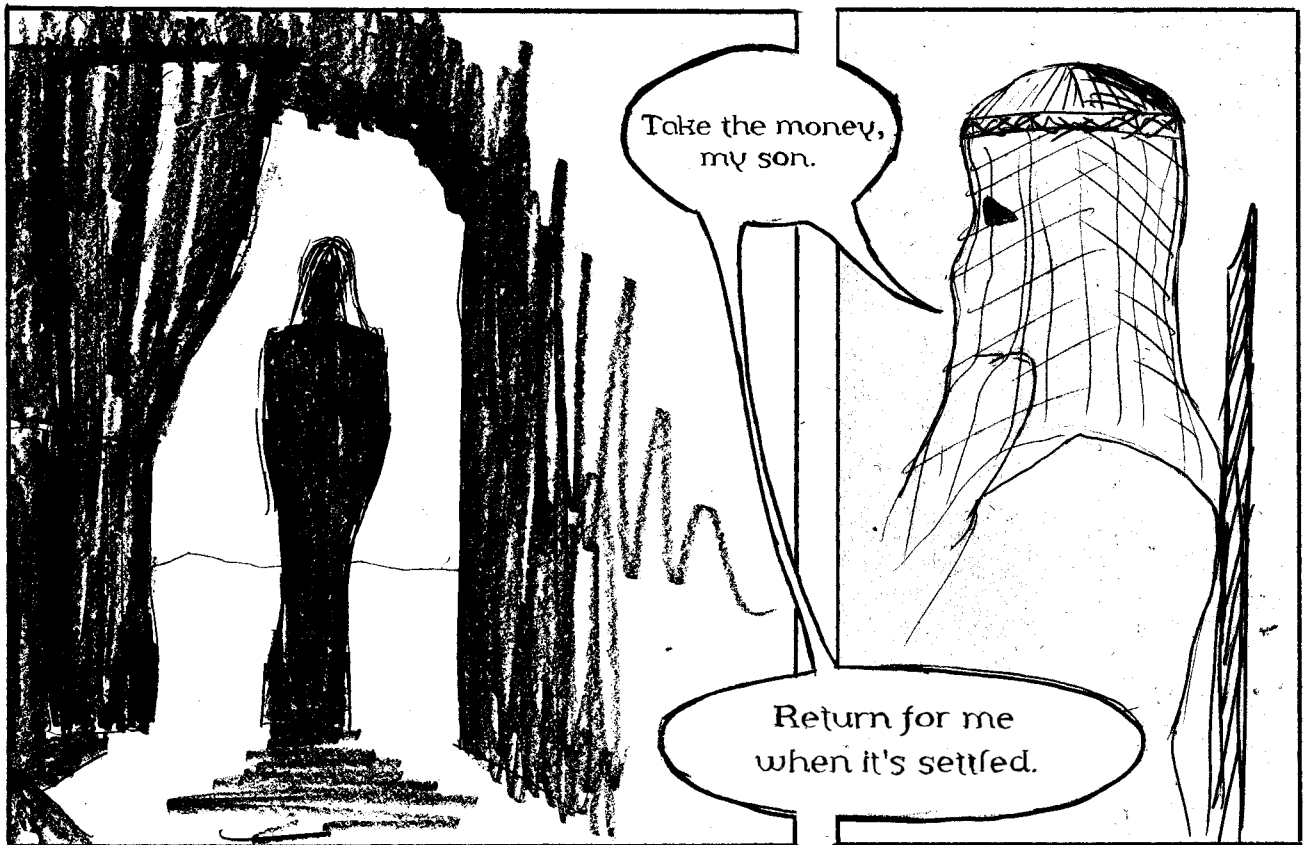
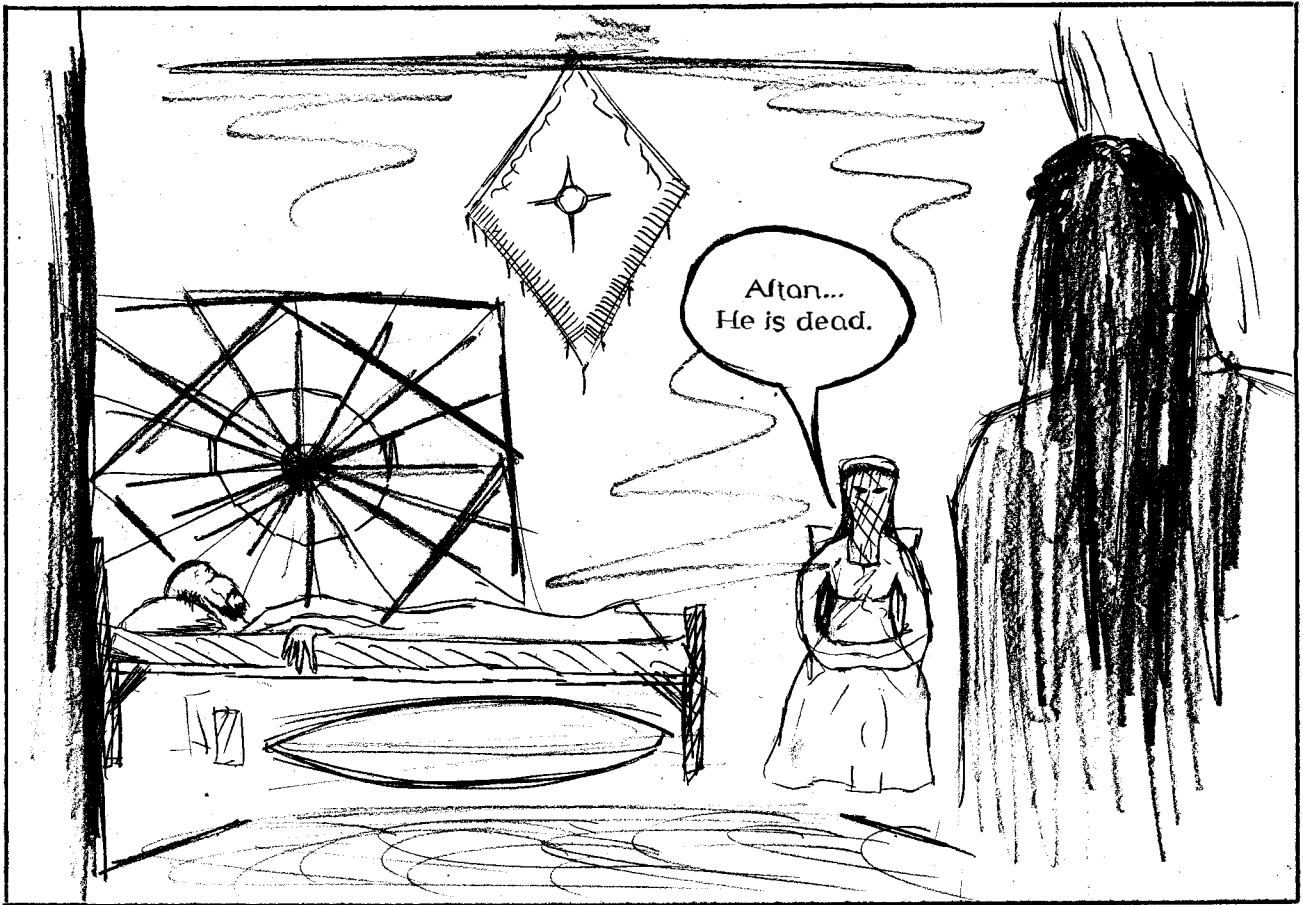
Ottoman Syria

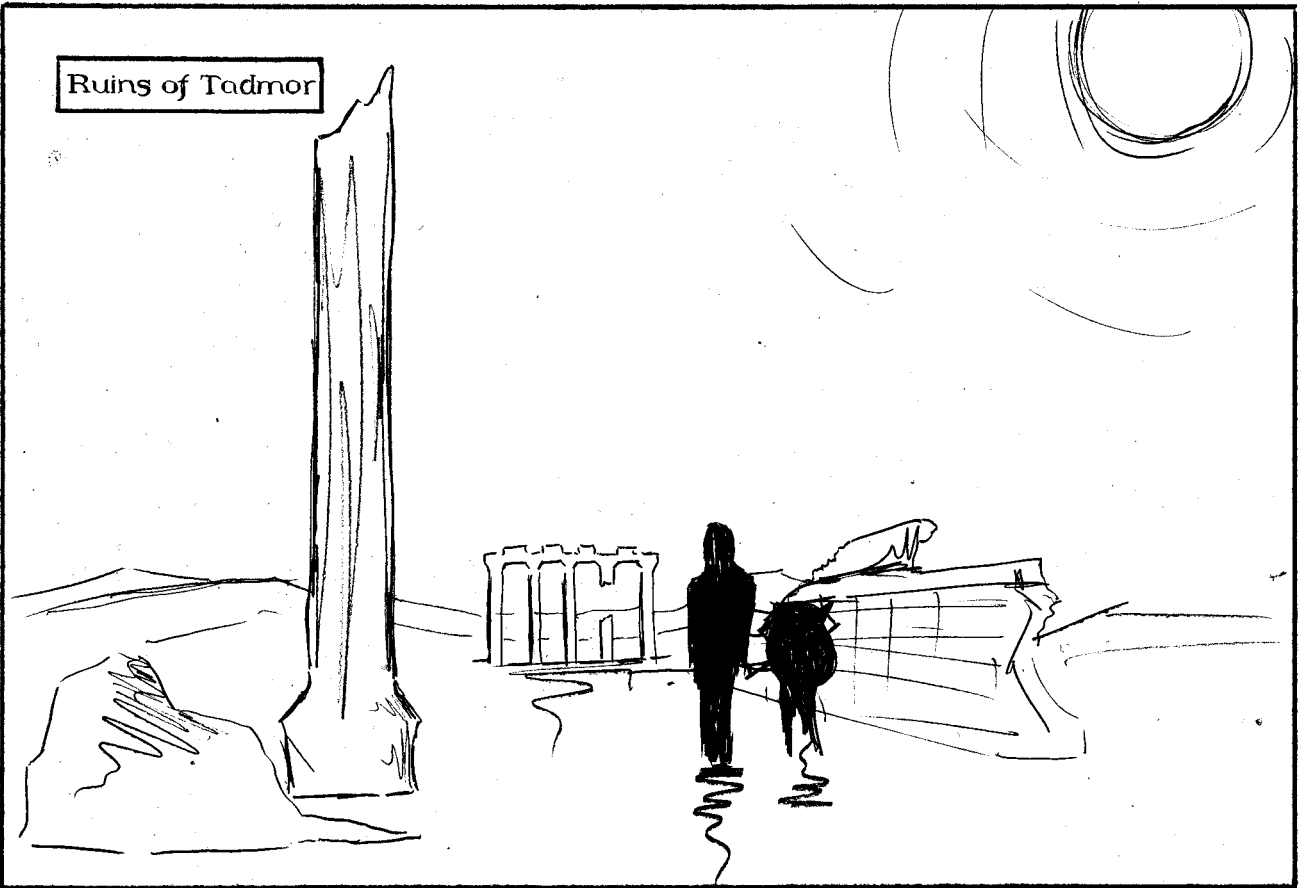
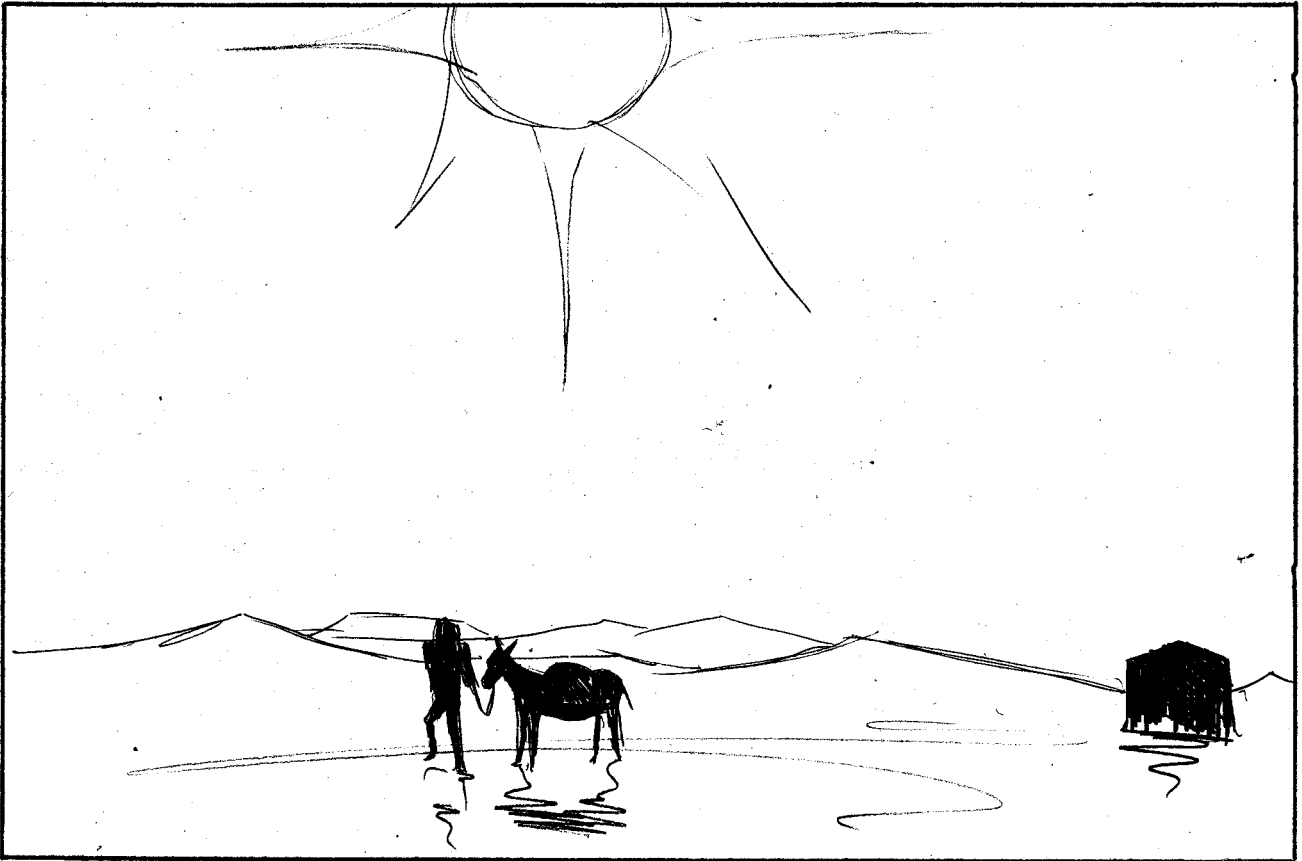
Somewhere between Damascus and al-Sukhnah



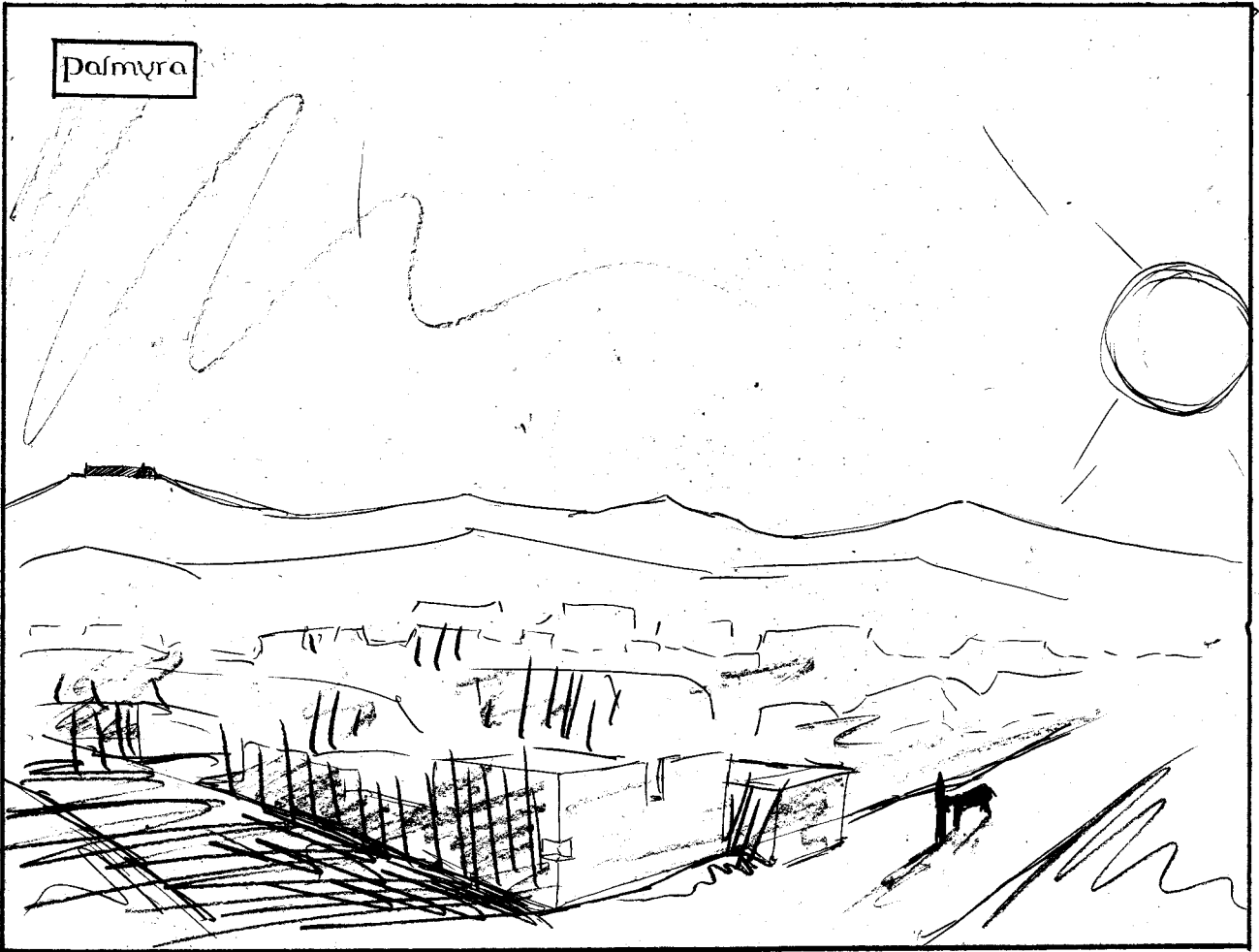
Aftan!
Where are you hiding?

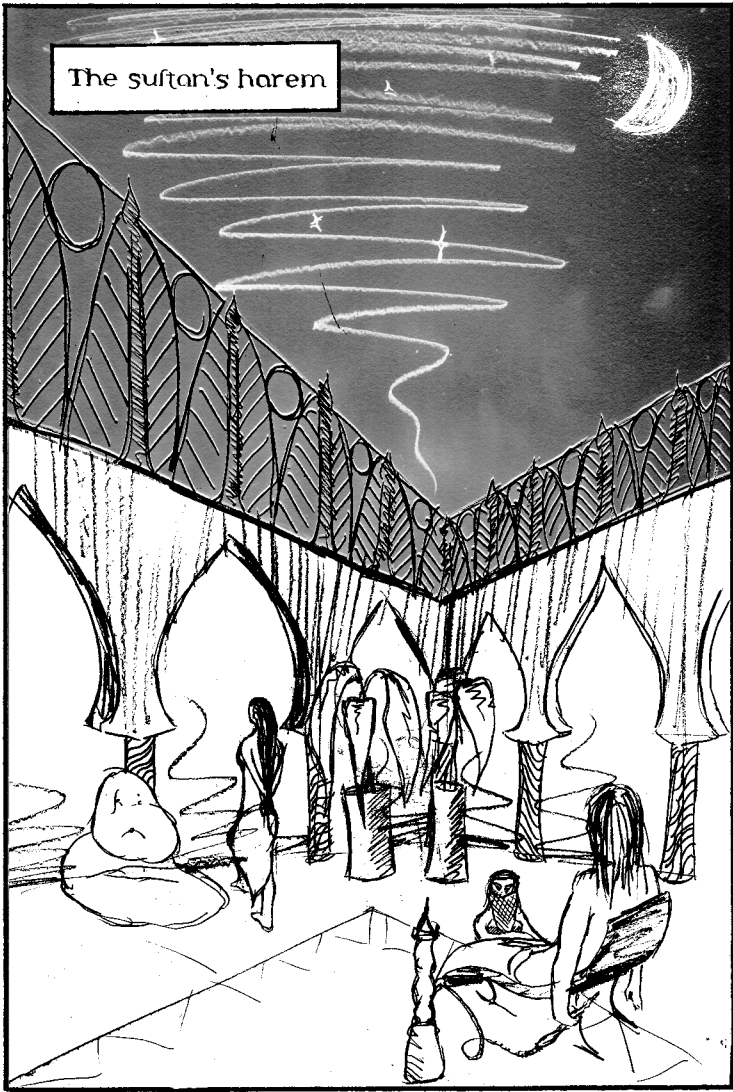




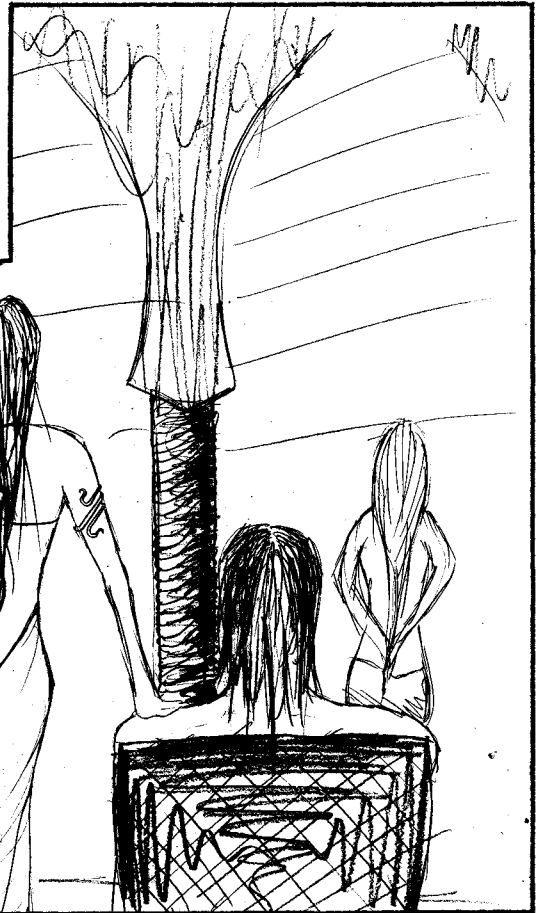


Palmyra

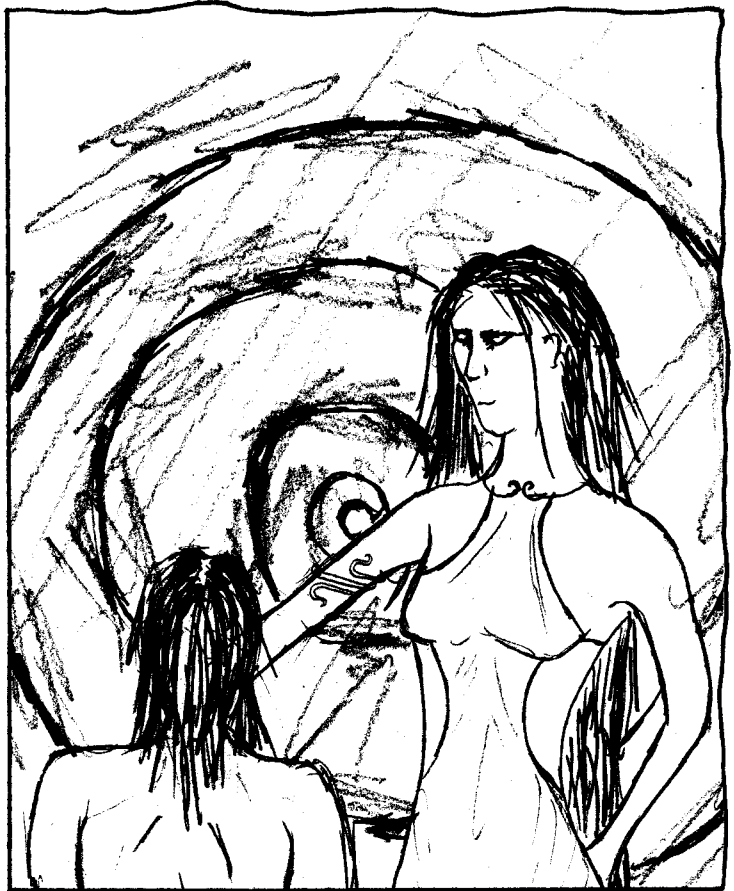




The sultan's harem

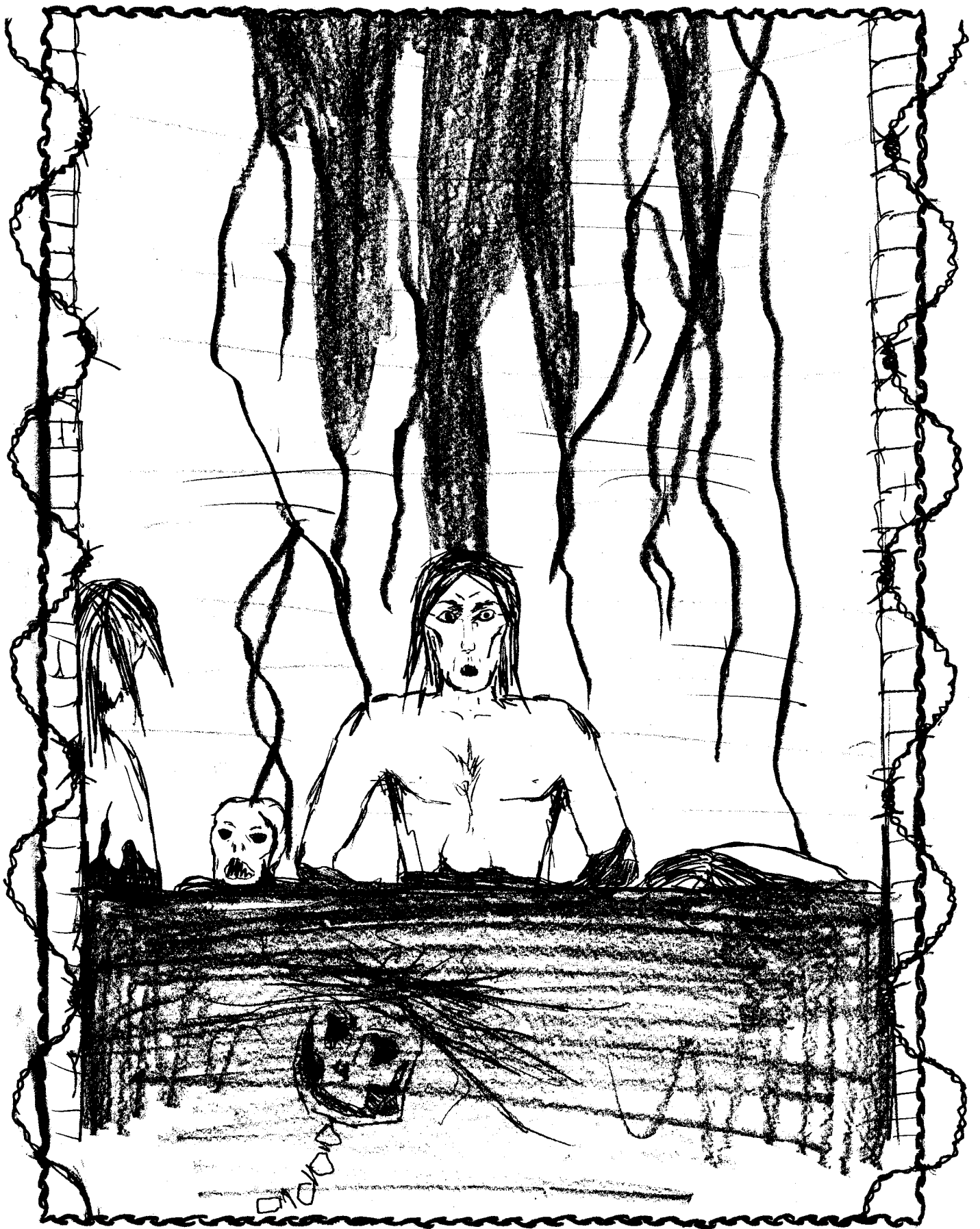


Celebrating life?

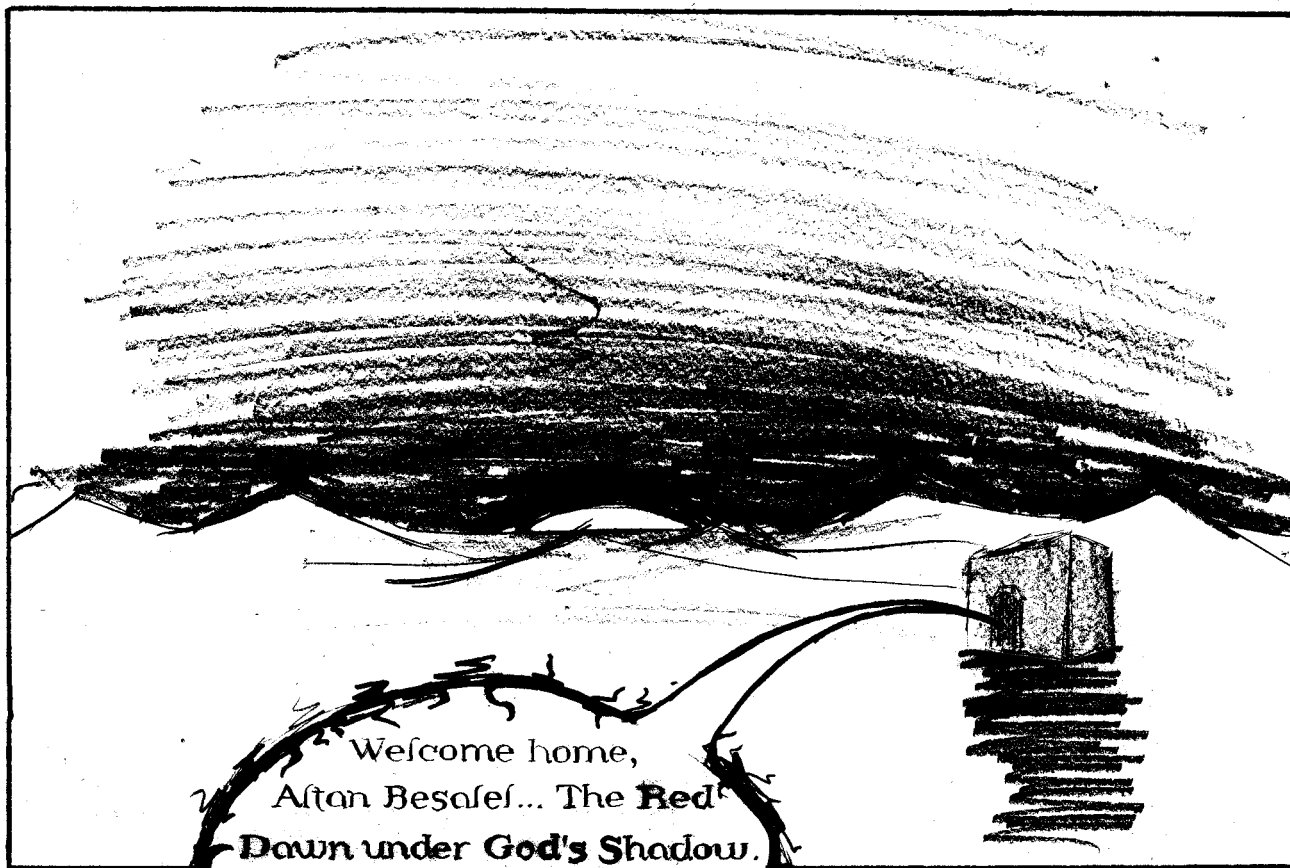
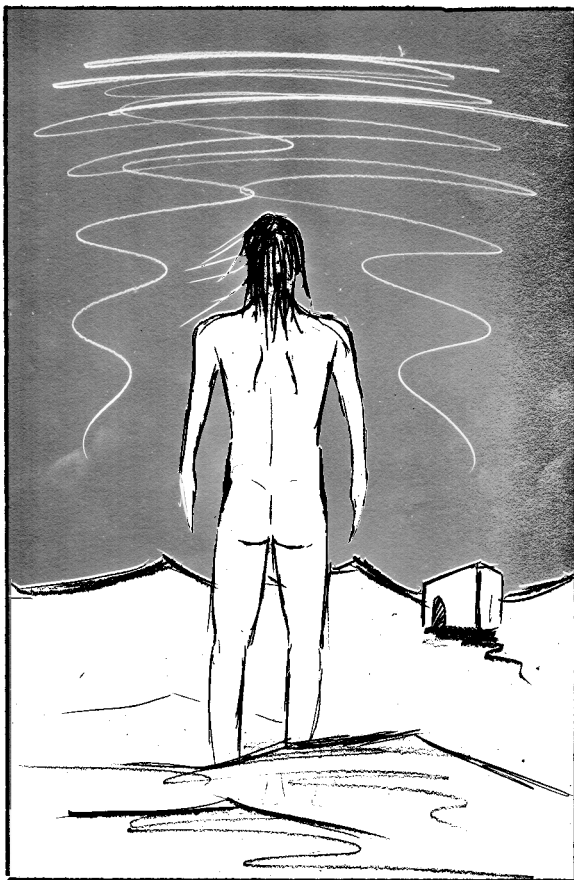












From a selection of lies:

Astan Besafel was a disappointing son, and his father a ruthless man. He was a poor practitioner of the faith, and his environment a fierce one. He was evil by all definitions and so he had been told all his life.

Among the Baasi, a traditional Embrace, not always performed to the letter, was to drain the mortal to dregs and have him scour the depths of an organ pit. Somewhere in the organ pit would drift a heart recently torn from another's chest. In preparation of this rite, the sire would fill that heart with her own vitae. Thus, if the mortal were to become an immortal, it would have been through his own strength and will.

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The Shadow

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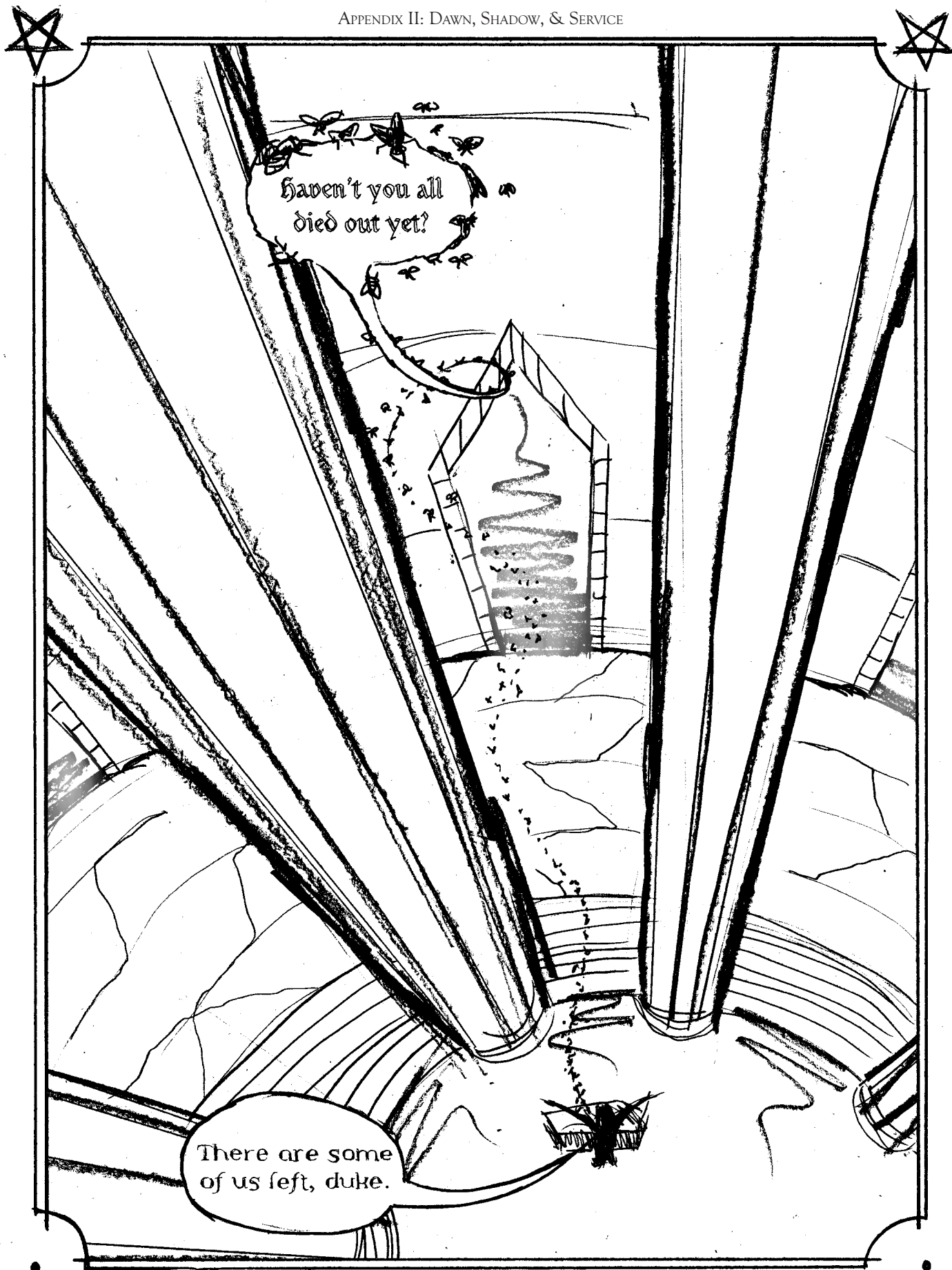
The Temple at Tadmor



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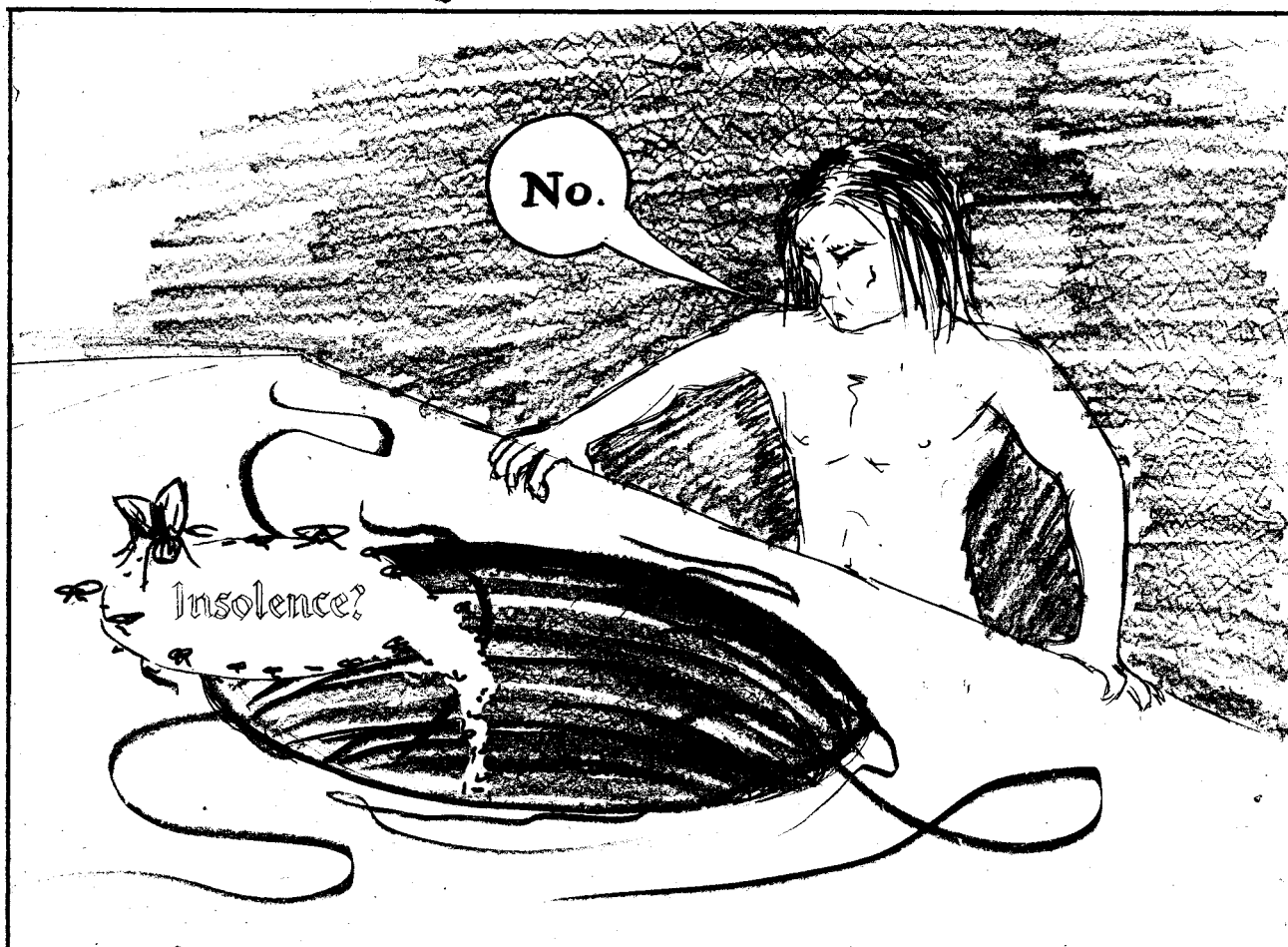
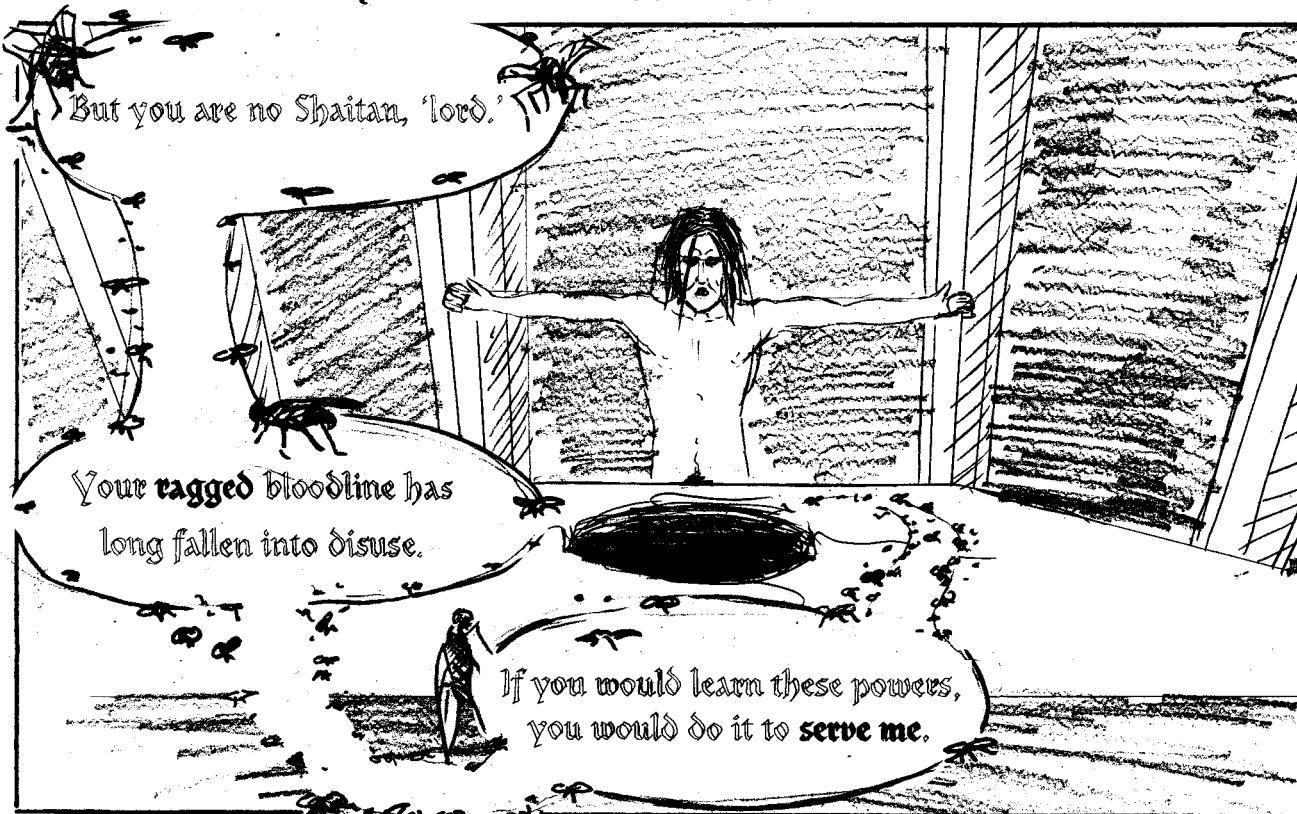
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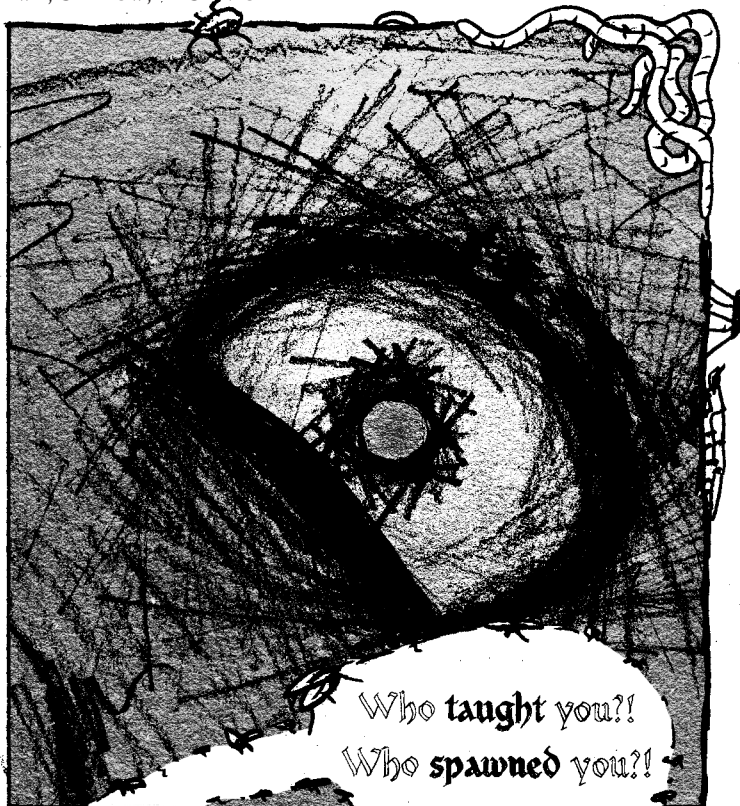
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Haven't you all
died out yet?

There are some
of us left, duke.



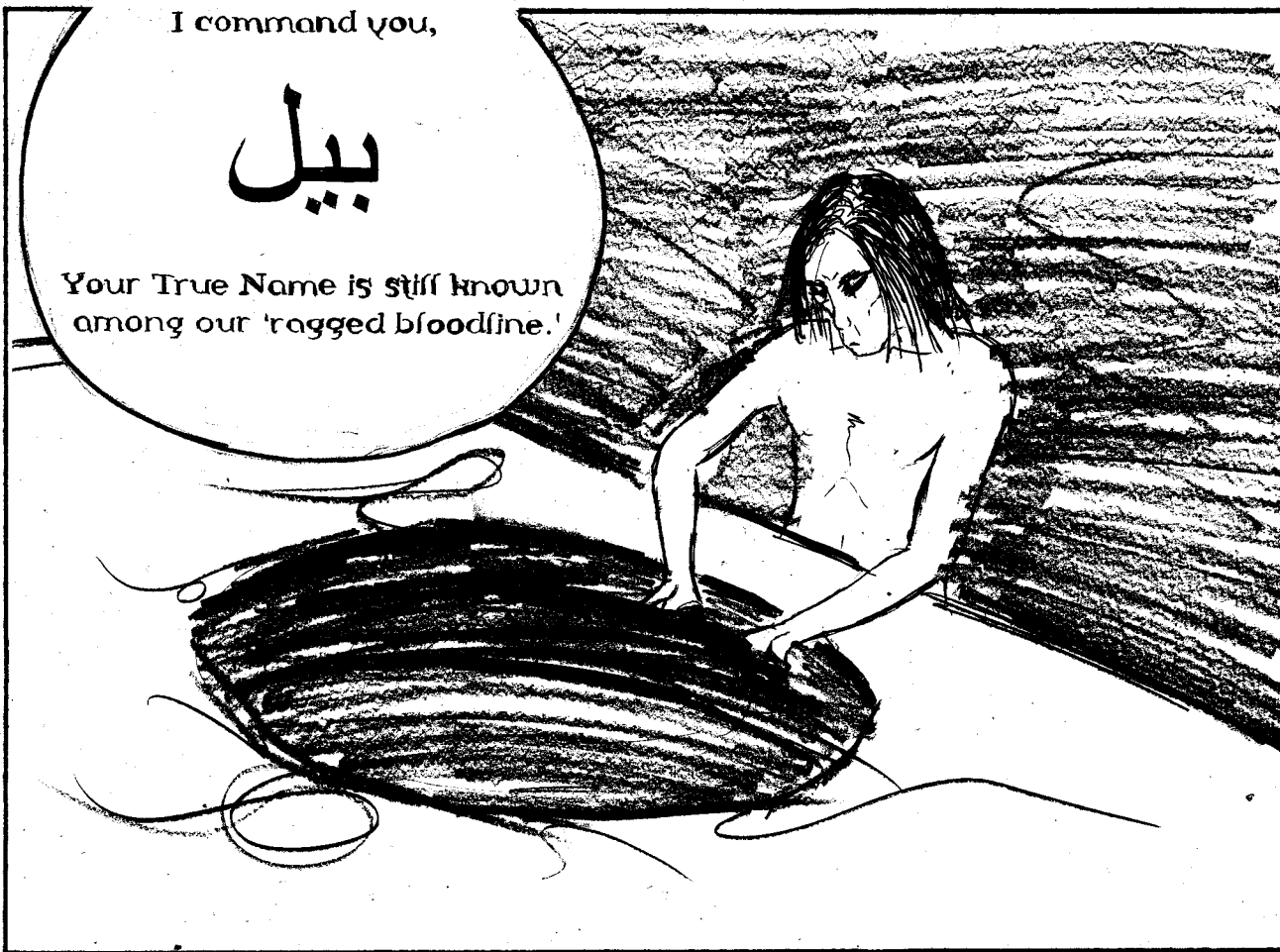


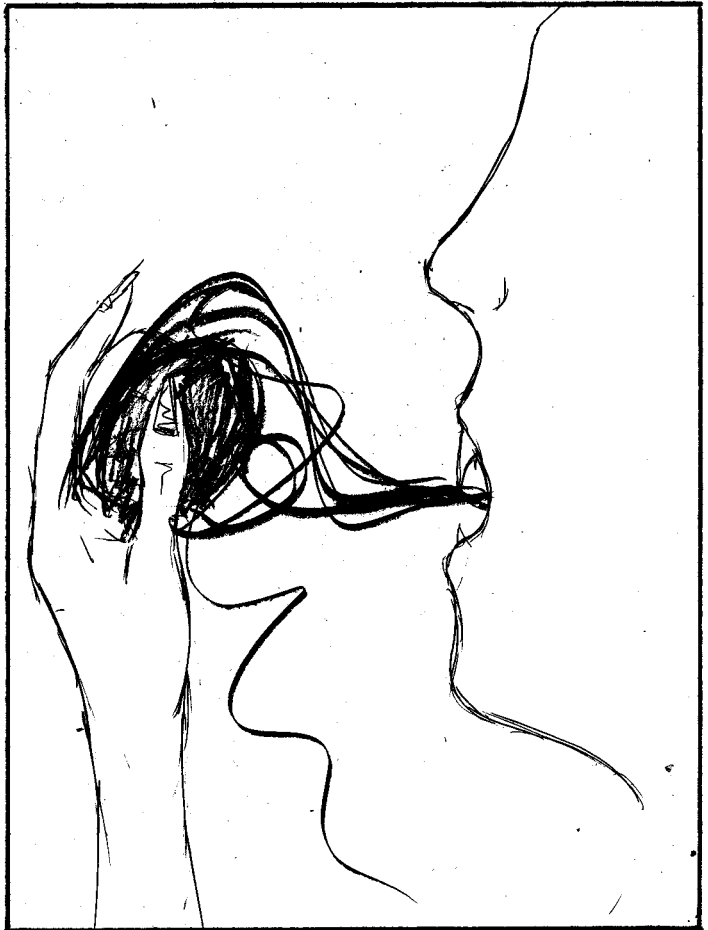
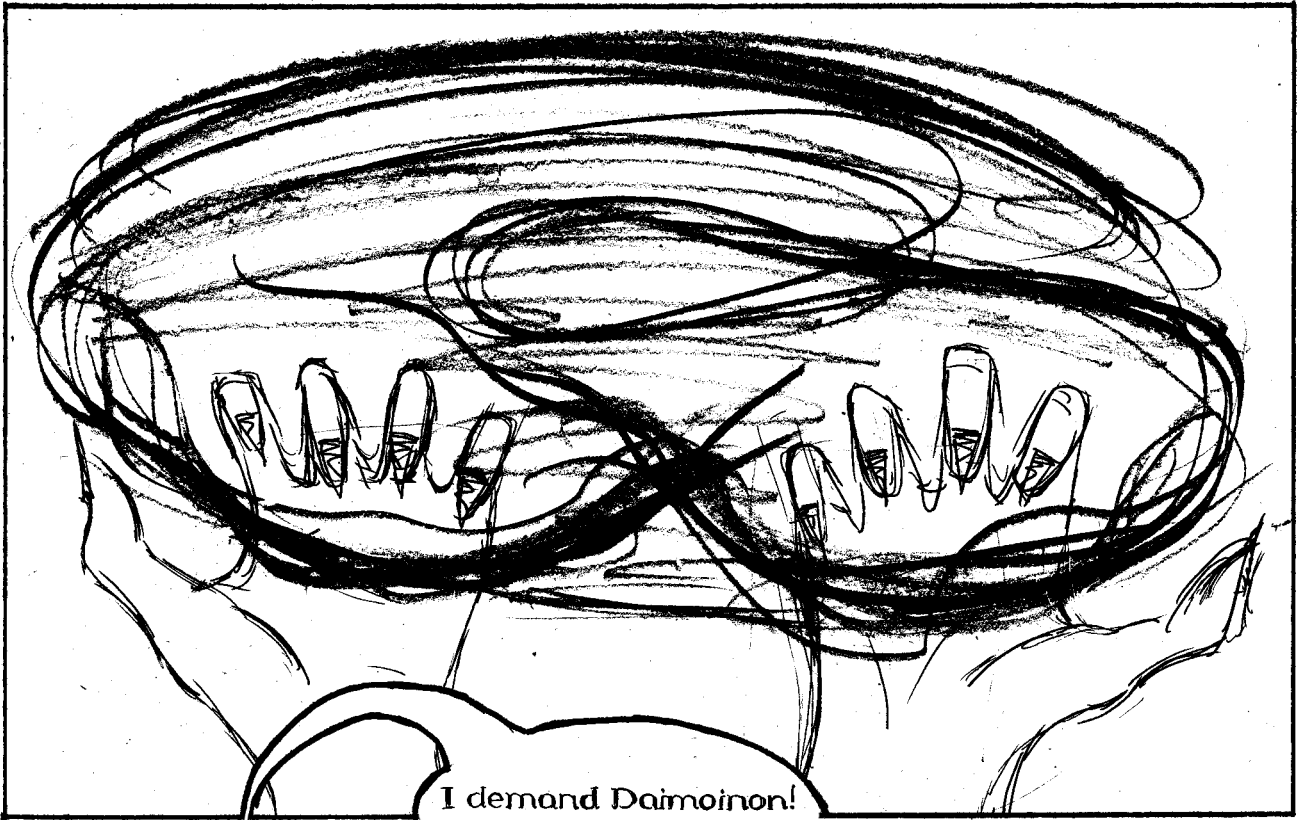
Who taught you?!
Who spawned you?!

I command you,

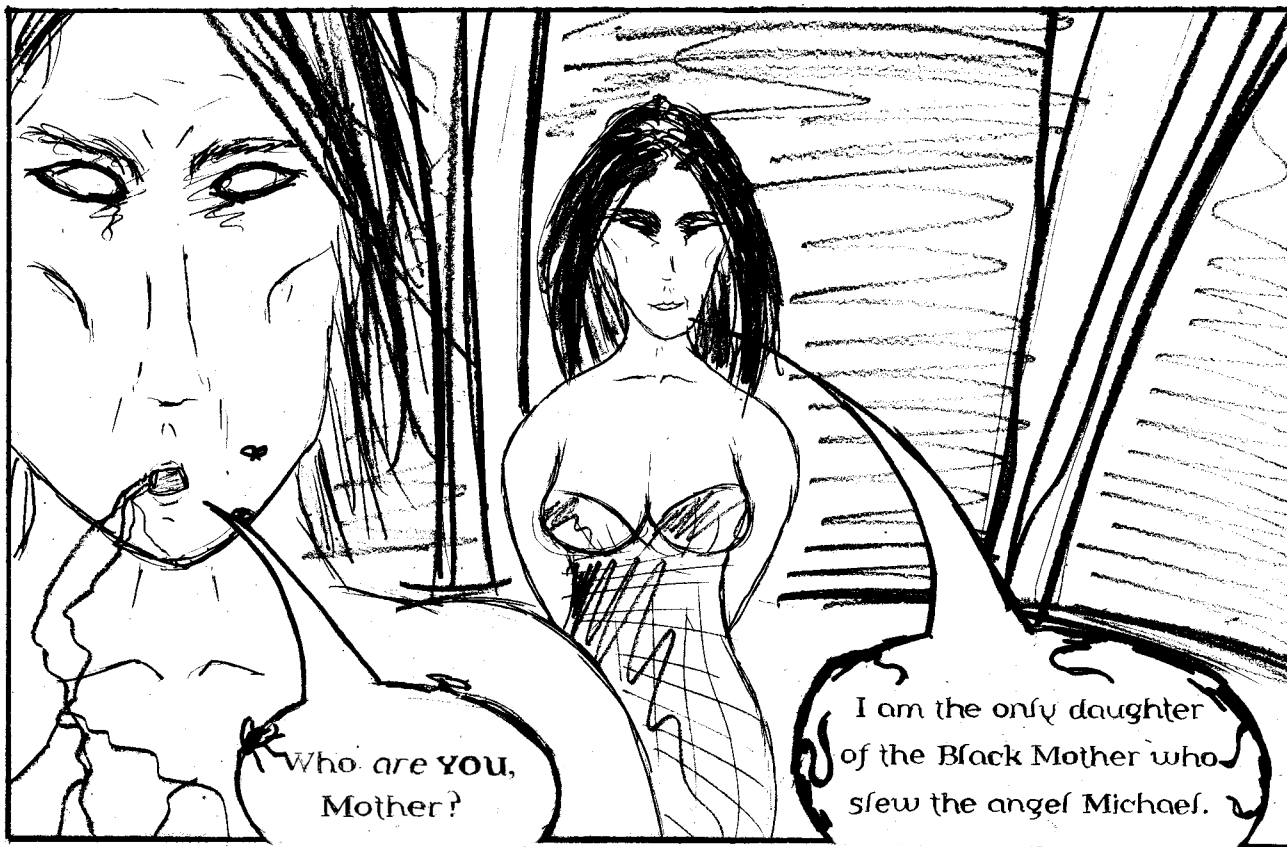
بیل

Your True Name is still known
among our 'ragged bloodline.'





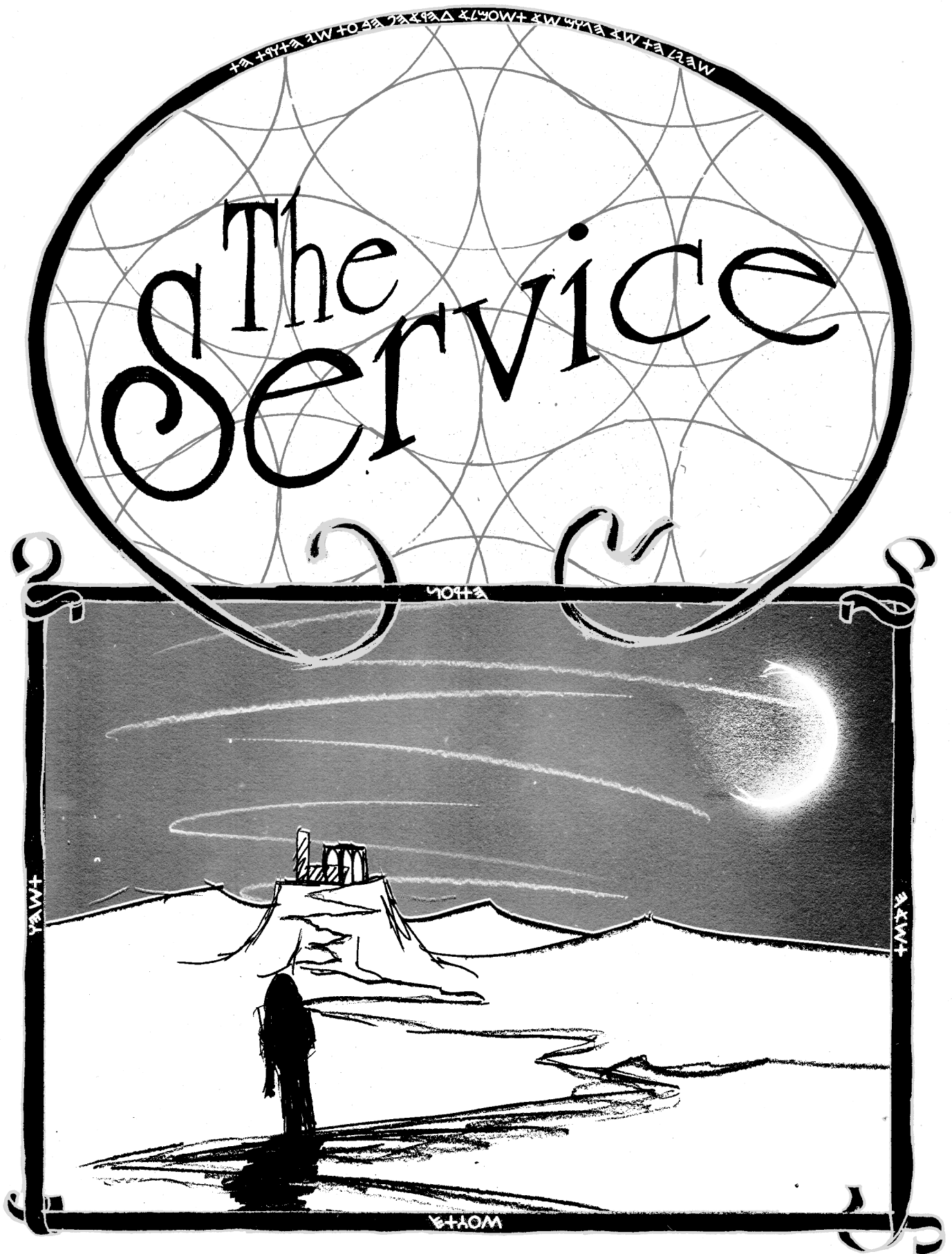


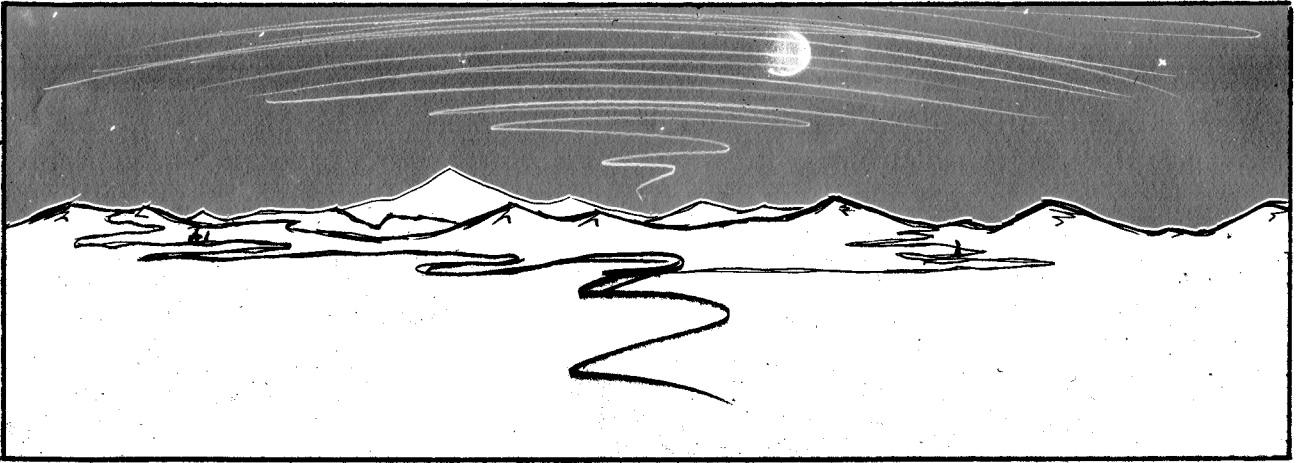


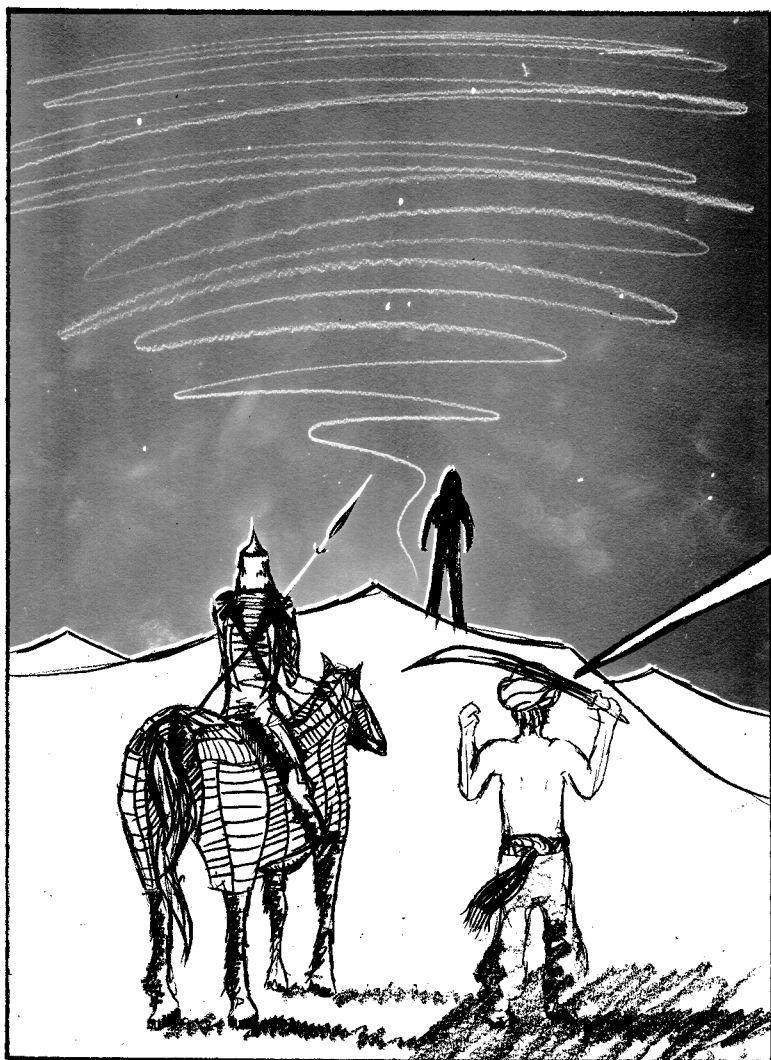
From a selection of lies:

Clan Baafi has historically rallied under the banner of one known as Shaitan. Disappearing throughout the millennia, this mantle is assumed every other age. With their numbers far dwindled by the 19th century, such a unification is not something many of the survivors contemplate.

Daimoinon is a jealously guarded secret. Even ghouls subservient to the Baafi are slain instantly if they exhibit any knowledge of it. With the mastery of this dark gift comes the power to call forth from hell itself, the great Beast Himself.

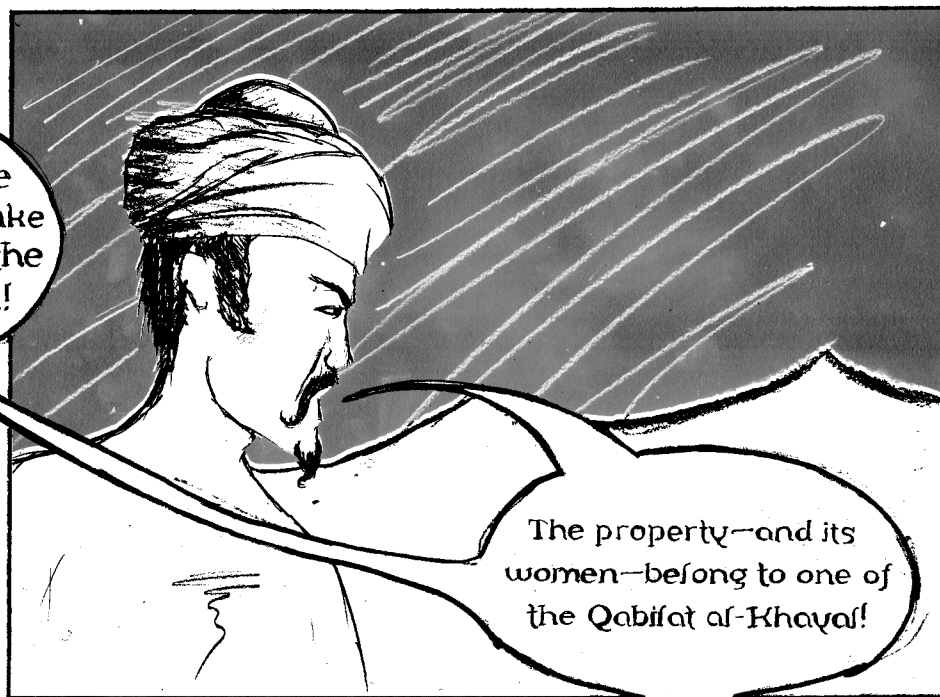




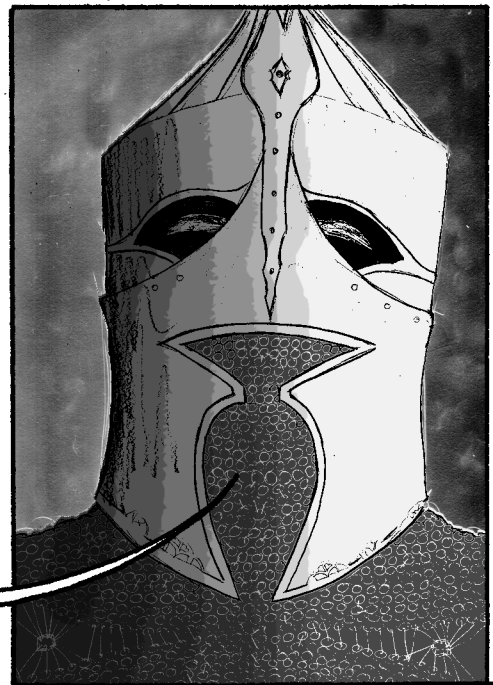
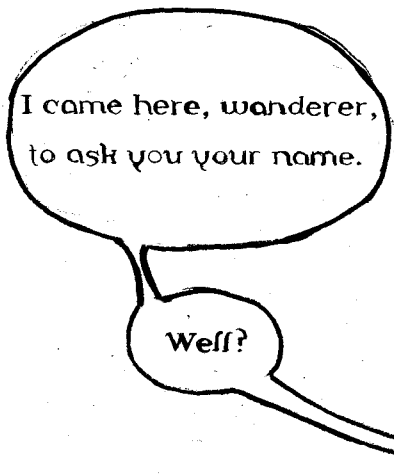
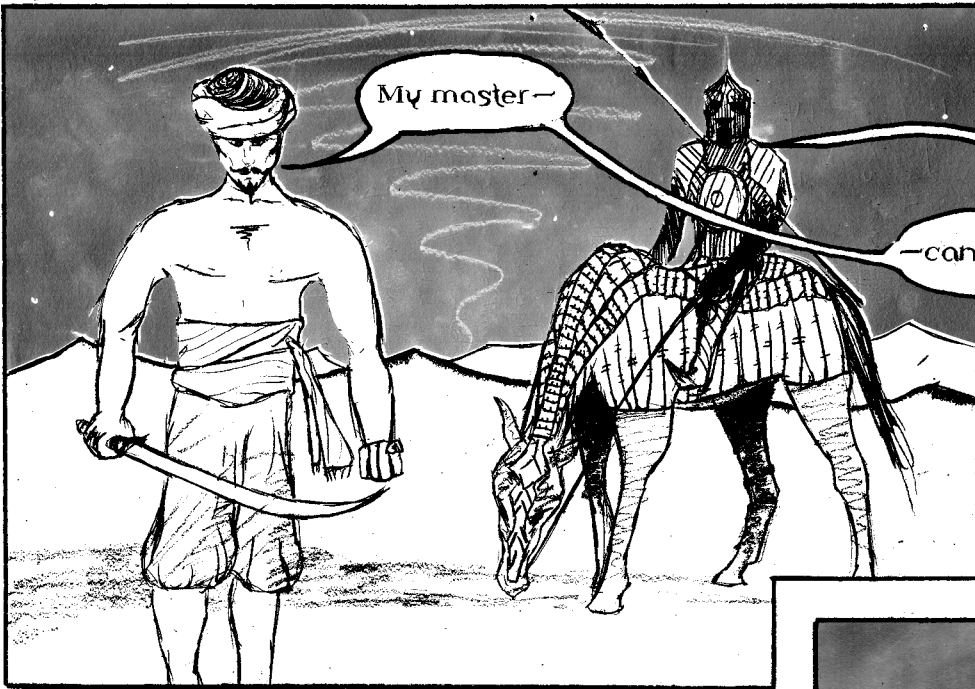
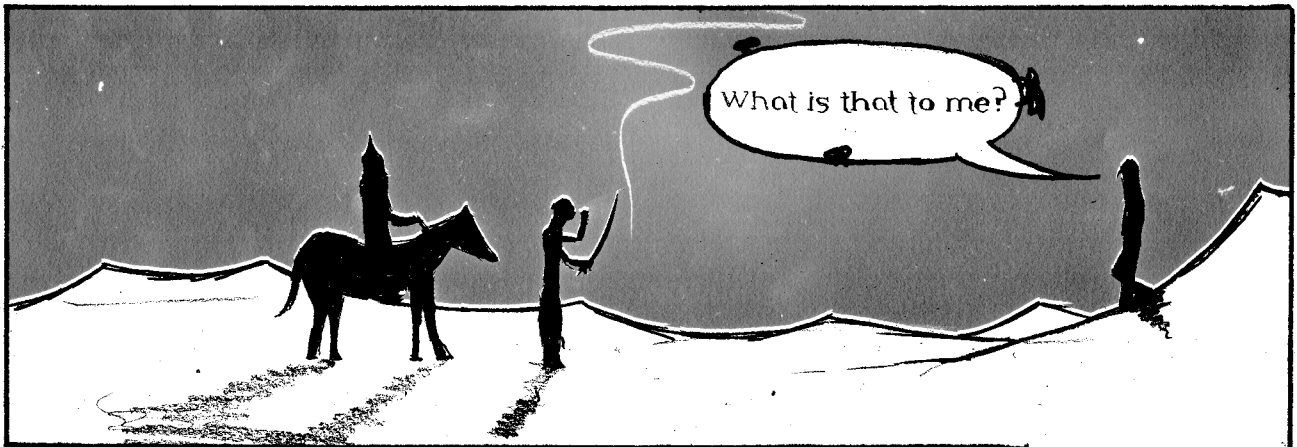


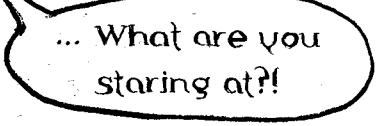
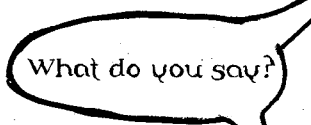
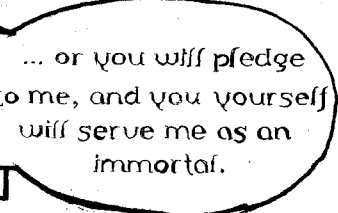
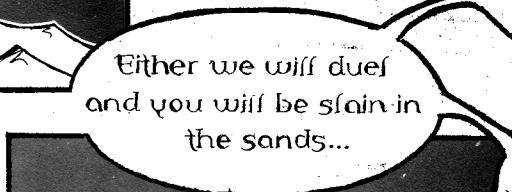
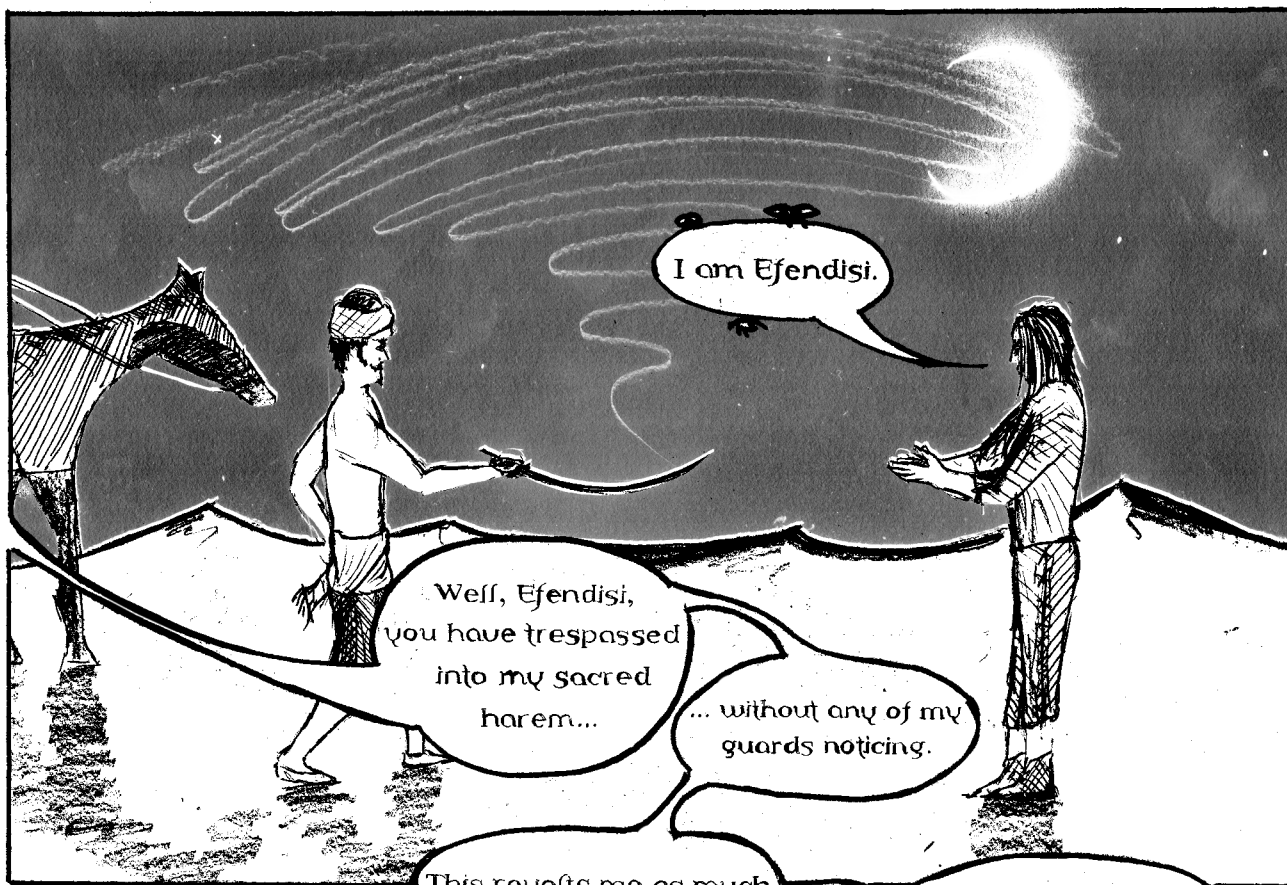
Haft,
wanderer!

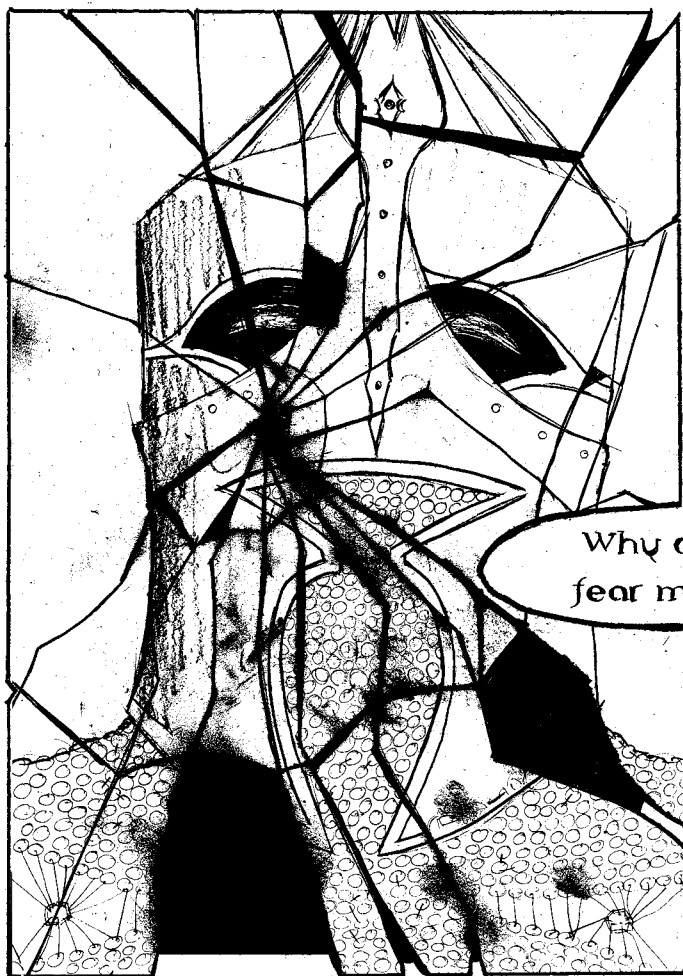
You have made
a grievous mistake
wandering into the
sultan's harem!



The property—and its
women—belong to one of
the Qabifat al-Khaya!







Why do you
fear mirrors?



Who are you?!

Master, set me
slay this cur!

One day, I will pledge
myself—my **soul**—to
an eternal service.

But not yet...

And never to
a mere vampire.

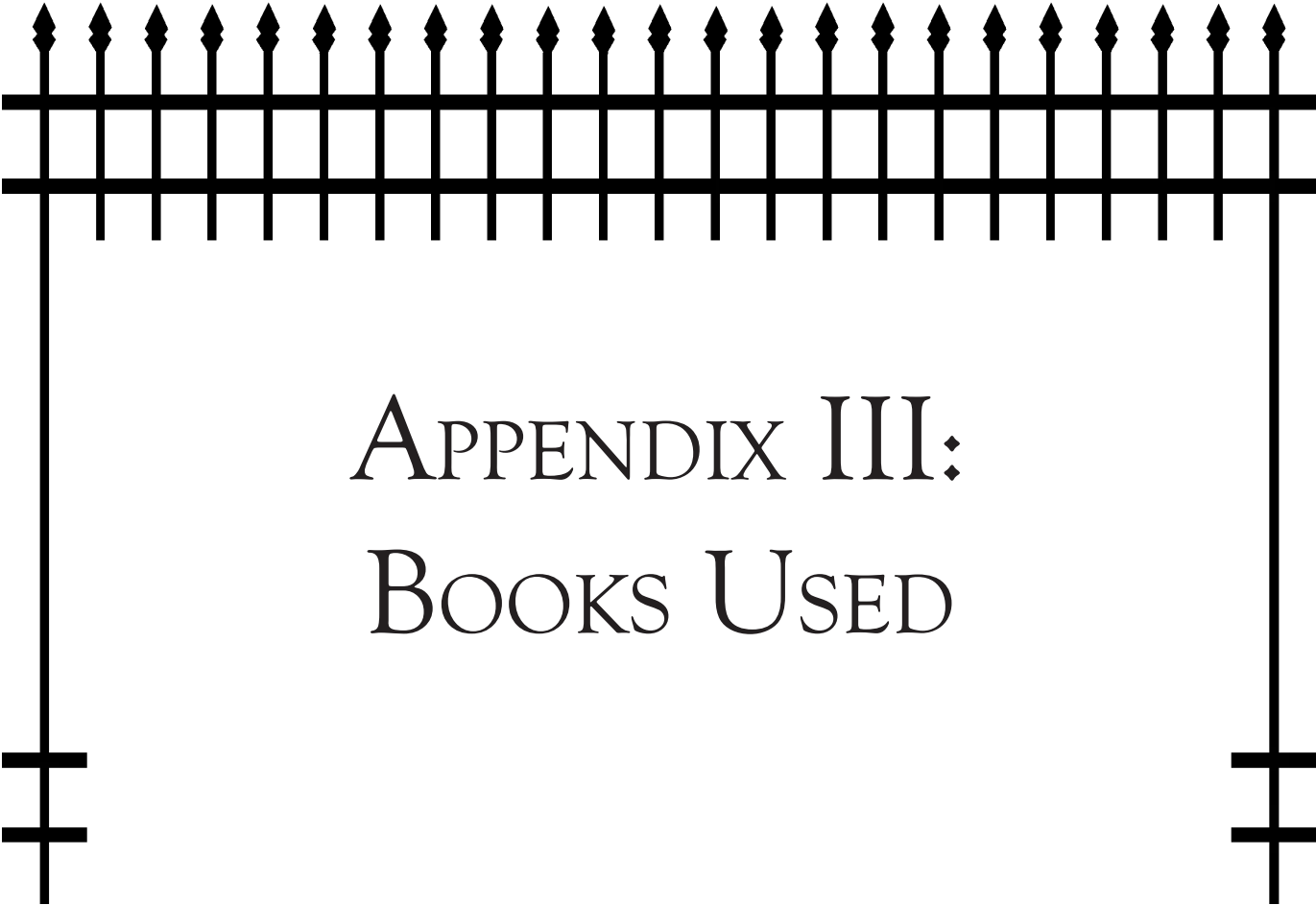
The End

Waverley

From a selection of lies:

Clan Lasombra is known as the Qabifat al-Khayal in the Muslim world, where they are known as the Faithful. By the 19th century, the Ottoman Empire is declining towards its own dissolution. Where historically the Clan of Shadows may have seen such Muslim Lasombra, they are soon to be pushed out by the Christian majority.

When the empire falls, The Red Dawn under God's Shadow will have wandered far, but its agents will still hunt him and his sire. The Banu Haqim will be their demise when the Black Mother sacrifices herself to save what she believes to be the fulfilling of her blood's destiny. The truth will wander for a century more, seeking that destiny.




APPENDIX III: BOOKS USED

Over the course of play, the following books were collected and used for this chronicle.

- The Anarch Cookbook** – for An Anarch Manifesto
- Ashes to Ashes** – for the module
- Blood Bond** – for the module
- Chicago by Night** – for our starting playing field
- Chicago by Night Second Edition** – for our final playing field
- Children of the Inquisition** – for a Tyler’s expanded history
- Children of the Night** – for Pariah’s expanded background
- Clanbook: Baali** – for a truth in the history of Carthage
- Clanbook: Giovanni** – for the Dunsirn
- Clanbook: Lasombra** – for the whole of Mycroft and the hints leading up to his identity
- Clanbook: Nosferatu** – for the Undercity Tunnels
- Clanbook: Ravnos** – for Ludovica’s history
- Clanbook: Setite** – for Aniyah and her cult
- Dark Ages Companion** – for some Infernalism, including Demonic Pacts
- Demon: the Earthbound** – for Drakonskyr and Agathodaimon
- Demon: the Fallen** – just for kicks
- Diablerie: Britain, Bloody Hearts** – for the module
- Elysium** – for our elders
- Guide to the Camarilla** – for the characters’ challenges in their ambitions
- Guide to the Sabbat** – for Ludovica’s prequel
- Kindred of the Ebony Kingdom** – for some extra insight behind Inyanga
- Milwaukee by Night** – for an away game playing field
- New Orleans by Night** – for Antwiler’s exodus
- Storyteller’s Companion** – for Hilde von Rotenreich
- Storyteller’s Handbook** (revised) – for Verus’ bloodline in the modern nights, and the truth behind Menele’s blood
- The Succubus Club** – for its modules and its interior

APPENDIX III: BOOKS USED

- The Succubus Club: Dead Man's Party** – for Social Combat during Bret's Party
- Under a Blood Red Moon** – for the module
- Vampire: the Masquerade** (first edition) – for the Gary characters
- Vampire: the Masquerade** (revised) – for our core ruleset
- Veil of Night** – for Verus' history
- Werewolf: the Apocalypse** (revised) – for **Prelude to a Red Moon**
- World of Darkness: Gypsies** – for Ludovica's destiny
- A World of Darkness Second Edition** – for Ludovica's progress
- Wraith: the Oblivion** – for Morris' fate



APPENDIX IV: MASQUERADE VIOLATIONS

After one session toward the end, the players were all asked to recall Masquerade violations throughout play so far. Below is an excerpt of what they could name:

In the very first scene of the play, Evan fed unsubtly off someone in the bathroom of the airport.

Evan fed unsubtly again in the suburbs to the point where police were called for and Brian had to get Evan out of there, driving off a bridge.

Ludovica created a Tzitzimitl illusion in the streets of Milwaukee.

Ludovica terrorized the mortals below the asylum after Maureen committed suicide.

Ludovica torched the Succubus Club while it was full of mortals when the characters first met her.

Evan's first murder for the Dragon was in front of a witness.

Morris' confrontation with Vitch was seen by all along the shore.

Damien's frequent use of Potence in the mosh pits of the Labyrinth was far from within the Masquerade.

Gary Marble, after Brian's departure, became a walking Masquerade violation, possibly even a hunter.

Medusa's pet dog Cerberus was a terror to mortals.

Although it was set straight, Brian broke the Masquerade when he tried to score a gun in the South Loop with the gang 37AVE. They shot him and he did not relent.

APPENDIX IV: MASQUERADE VIOLATIONS

The Carmilla play where the Sabbat barge in broke the Masquerade, as was intended.

Evan's frenzies toward the end frequently broke the Masquerade, and cost many their lives of course.

Balthazar's serial feedings violated everything.

Liz Schumpeter's existence was a threat to all vampires.

Many other frenzies of the characters' broke the Masquerade, like Archer's rampage from the chantry out into the streets.

Not all the confrontations between Kindred and Lupine during the war of Chicago went unseen through the werewolves' Delirium.

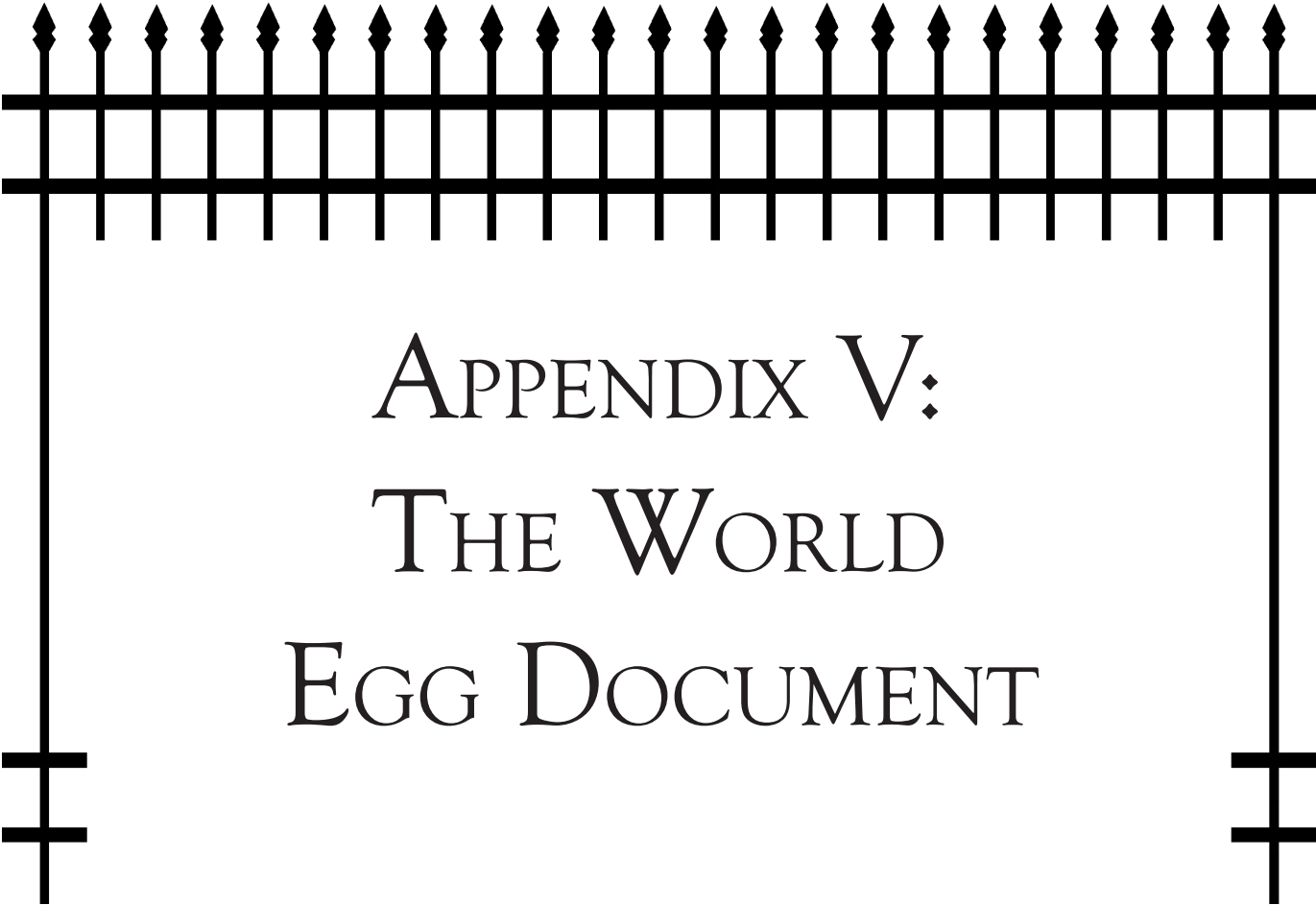
The mortals the characters dragged with them into the Farwell Building saw much they shouldn't have.

Marvin's feeding subjects all broke out after Mycroft's assault.

Evan and Nicolai had dinner at one point and corpses were left behind.

Mycroft's retainer, Mr. Burgundy, was left behind dead after Lanzo and his sire left Chicago.

Avfyra was seen by security cameras when she broke into the warehouse that held the Setite boat.



APPENDIX V: THE WORLD EGG DOCUMENT

The following document was used in play as a part of the Tremere characters' research into the paths of Time and Fate. It is included here for the curious.

Also, hidden away here, are the outlines for the Thaumaturgical paths described:

The Path of Aether's Father:

- Chronos Orientation: Allows the character to sense, without seeing the sky, the time of day in this part of the world, the position of the moon, and the position of the earth in its circle around the sun. This serves as an absolute measurement of time since the previous time this ability was used.

- Inward Stasis: This level allows a character to move faster, receiving extra actions according to the total points in the Path.

- Outward Stasis: One selected target is forced to experience the world around them moving slower.

- Freeze the Soul: Stops time in an area 'momentarily', does not affect vampires.

- Reach Back: Once mastery of the path is achieved, the character may step onto the line of existence itself and see in the one direction the past, in the other the future. Try as one might, passage forward is impossible. That is the domain of Fate. With this level, one can pull the past forward, however, to witness, but not alter.

The Path of Chaos' Mother:

- Ananke's Sight: Allows the character to sense the thickness of the strands of fate in people around her.

- Swell Strand: Allows a character to thicken her own strand of fate, involving her in greater patterns more thoroughly. This can be either beneficial or disastrous. Aside from the obvious story elements involved, a character now subtracts '2's rolled from all dice pools as well and rerolls '10's.

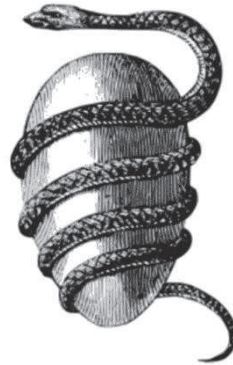
- Manipulate Strands: The character can now manipulate the strands of others around her seen with Ananke's Sight. The strand can be made to swell, as per the previous ability, or to shrink, which leads to a die less on all pools for the target and a faded role in the story per the storyteller's discretion.

- Weave Strands: The character may bind any two strands of fate earlier seen with Ananke's Sight to draw their fates together. This could mean they fall in love, meet each other on the street, or fight to the death.

- Reach Forward: Once mastery of the path is achieved, the character may step onto the line of existence itself and see in the one direction the past, in the other the future. Try as one might, passage backward is impossible. That is the domain of Time. With this level, one can pull the future backward, however, to witness, but not alter. As soon as something is witnessed, that fate cannot be escaped.

World egg

A **world egg** or **cosmic egg** is a mythological motif, originating in antiquity Sanskrit texts and found in the creation myths of many cultures and civilizations. Typically, the world egg is a beginning of some sort, and the universe or some primordial being comes into existence by "hatching" from the egg, sometimes lain on the primordial waters of the Earth.^{[1][2]}



Vedic mythology

The earliest ideas of "Egg-shaped Cosmos" comes from some of the Sanskrit scriptures. The Sanskrit term for it is Brahmanda (Brahm means 'Cosmos' or 'expanding', Anda means 'Egg'). Certain Puranas such as the Brahmanda Purana speak of this in detail.

The Rig Veda (RV 10.121) uses a similar name for the source of the universe: Hiranyagarbha, which literally means "golden fetus" or "golden womb". The Upanishads elaborate that the Hiranyagarbha floated around in emptiness for a while, and then broke into two halves which formed Dyaus (Heaven) and Prithvi (Earth) - concepts that didn't exist in any other philosophies of that time. The Rig Veda has a similar coded description of the division of the universe in its early stages.

Greek mythology

The **Orphic Egg** in the Ancient Greek Orphic tradition is the cosmic egg from which hatched the primordial hermaphroditic deity Phanes/Protogonus (variously equated also with Zeus, Pan, Metis, Eros, Erikepaios and Bromius) who in turn created the other gods.^[3] The egg is often depicted with a serpent wound about it.

Many threads of earlier myths are apparent in the new tradition. Phanes was believed to have been hatched from the World-Egg of Chronos (Time) and Ananke (Necessity). His older wife Nyx (Night) called him Protogenus. As she created nighttime, he created daytime.

He also created the method of creation by mingling. He was made the ruler of the deities and passed the sceptre to Nyx. This new Orphic tradition states that Nyx later gave the sceptre to her son Uranos before it passed to Cronus and then to Zeus, who retained it.

Egyptian mythology

In the original myth concerning the Ogdoad, the Milky Way arose from the waters as a mound of dirt, which was deified as Hathor. Ra was contained within an egg laid upon this mound by a celestial bird. In the earliest version of this myth, the bird is a goose (it is not explained where the goose originates). However, after the rise of the cult of Thoth, the egg was said to have been a gift from Thoth and laid by an ibis, the bird with which he was associated.

Phoenician mythology

A philosophical creation story traced to "the cosmogony of *Taautus*, whom Philo of Byblos explicitly identified with the Egyptian Thoth—"the first who thought of the invention of letters, and began the writing of records"—which begins with Erebus and Wind, between which *Eros* 'Desire' came to be. From this was produced *Môt* which seems to be the Phoenician/Ge'ez/Hebrew/Arabic/Ancient Egyptian word for 'Death' but which the account says may mean 'mud'. In a mixed confusion, the germs of life appear, and intelligent animals called *Zophasemin* (explained probably correctly as 'observers of heaven') formed together as an egg, perhaps. The account is not clear. Then *Môt* burst forth into light and the heavens were created and the various elements found their stations.

Following the etymological line of Jacob Bryant one might also consider with regard to the meaning of *Môt*, that according to the Ancient Egyptians *Ma'at* was the personification of the fundamental order of the universe, without which all of creation would perish. She was also considered the wife of Thoth.

Chinese mythology

In the myth of Pangu, developed by Taoist monks hundreds of years after Lao Zi, the universe began as an egg. A god named Pangu, born inside the egg, broke it into two halves: the upper half became the sky,

while the lower half became the earth. As the god grew taller, the sky and the earth grew thicker and were separated further. Finally Pangu died and his body parts became different parts of the earth.

Finnish mythology

In the *Kalevala*, the Finnish national epic, there is a myth of the world being created from the fragments of an egg laid by a diving duck on the knee of Ilmatar, goddess of the air:

*One egg's lower half transformed
And became the earth below,
And its upper half transmuted
And became the sky above;
From the yolk the sun was made,
Light of day to shine upon us;
From the white the moon was formed,
Light of night to gleam above us;
All the colored brighter bits
Rose to be the stars of heaven
And the darker crumbs changed into
Clouds and cloudlets in the sky.*

Representations

- In the temple of Daibod, Japan, it is represented as a nest egg floating in an expanse of water.
- On the island of Cyprus, the egg is represented as a gigantic egg-shaped vase.^[4]

Modern mythology

In 1955 poet and writer Robert Graves published the mythography *The Greek Myths*, a compendium of Greek mythology normally published in two volumes. Within this work Graves' imaginatively reconstructed "Pelagian creation myth" features a supreme creatrix, Eurynome, "The Goddess of All Things",^[5] who arose naked from Chaos to part sea from sky so that she could dance upon the waves. Catching the north wind at her back and, rubbing it between her hands, she warms the *pneuma* and spontaneously generates the serpent Ophion, who mates with her. In the form of a dove upon the waves,

she lays the Cosmic Egg and bids Ophion to incubate it by coiling seven times around until it splits in two and hatches "all things that exist... sun, moon, planets, stars, the earth with its mountains and rivers, its trees, herbs, and living creatures".^[5] ^[6]

See also

- Brahma
- Brahmanda
- Hiranyagarbha
- Orphic egg
- Phanes (mythology)

Notes

1. "Mundane Egg —".
2. "Brewer, E. Cobham. Dictionary of Phrase & Fable. Mundane Egg (The)".
3. West, M. L. (1983) *The Orphic Poems*. Oxford:Oxford University Press. p. 205
4. Northvegr: The Northern Way
5. ^a ^b Graves, Robert (1990) [[1955]]. *The Greek Myths* 1. Penguin Books. ISBN 978-0-14-001026-8.
6. "Books: The Goddess & the Poet". TIME. July 18, 1955.

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- Eino Friberg, trans., *The Kalevala: Epic of the Finnish People*. Otava Publishing Company, Ltd., 4th ed., p. 44. ISBN 951-1-10137-4
- Elias Lönnrot, *Kalevala*. (1849)

On Aether and Chaos, and their sires

Time

Chronos (Ancient Greek: Χρόνος, "time," also transliterated as *Khronos* or Latinized as **Chronus**) is the personification of Time in pre-Socratic philosophy and later literature.

Chronos was imagined as a god, serpentine in form, with three heads—those of a man, a bull, and a lion. He and his consort, serpentine *Ananke* (Inevitability), circled the primal world egg in their coils and split it apart to form the ordered universe of earth, sea and sky. Chronos was confused with, or perhaps consciously identified with, due to the similarity in name, the Titan Cronus already in antiquity,^[1] the identification becoming more widespread during the Renaissance, giving rise to the allegory of "Father Time" wielding the harvesting scythe.

He was depicted in Greco-Roman mosaics as a man turning the Zodiac Wheel. Chronos, however, might also be contrasted with the deity *Aion* as Eternal Time^[2] (see *aeon*).

Chronos is usually portrayed through an old, wise man with a long, grey beard, such as "Father Time". Some of the current English words whose etymological root is *khronos/chronos* include chronology, chronometer, chronic, anachronism, and chronicle.

References

1. LSJ entry Κρόνος
2. Doro Levi, "Aion," *Hesperia* 13.4 (1944), p. 274.

Fate

In Greek mythology, **Ananke** /ə'næŋki:/, also spelled **Anangke**, **Anance**, or **Anagke** (Ancient Greek: Ἀνάγκη, from the common noun ἄνάγκη, "force, constraint, necessity"), was the personification of

destiny, necessity and fate, depicted as holding a spindle. She marks the beginning of the cosmos, along with Chronos. She was seen as the most powerful dictator of all fate and circumstance which meant that mortals, as well as the Gods, respected her and paid homage. Considered as the mother of the Fates according to one version, she is the only one to have control over their decisions.^[1]

According to the ancient Greek traveller Pausanias, there was a temple in ancient Corinth where the goddesses Ananke and Bia (meaning violence or violent haste) were worshipped together in the same shrine. Her Roman counterpart was Necessitas ("necessity").^[2]

References

1. Abril Cultural (1973). *Editora Victor Civita Dicionário de Mitologia Greco-Romana*. Editora Victor Civita. p. 134. OCLC 45781956
2. Chisholm, Hugh, ed. (1911). "Necessitas". *Encyclopædia Britannica* (11th ed.). Cambridge University Press

Aether

In Greek mythology, **Aether** or **Aither** (*Æthere*, Ancient Greek: Αἰθήρ, pronounced [ajtʰɛːr]) is one of the primordial deities, the first-born elementals. Aether is the personification of the upper air.^[1] He embodies the pure upper air that the gods breathe, as opposed to the normal air (ἀήρ, *aer*) breathed by mortals. Like Tartarus and Erebus, Aether may have had shrines in ancient Greece, but he had no temples and it is unlikely that he had a cult.

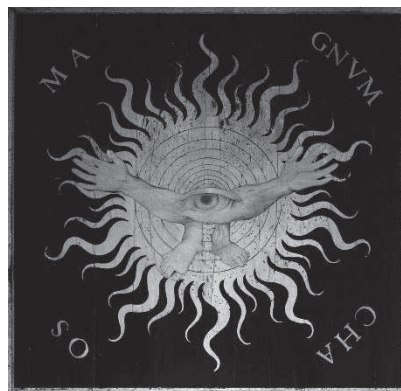
References

1. Grimal p. 22; *The Oxford Classical Dictionary*, "Aither", p. 33.

Chaos

Chaos (Greek χάος, *khaos*) refers to the formless or void state preceding the creation of the universe or cosmos in the Greek creation myths, more specifically the initial "gap" created by the original separation of heaven and earth.

For Hesiod and the early Greek Olympian myth (8th century BC), Chaos was the first of the primordial deities, followed by Earth (Gaia), Tartarus and Eros (Love).^[1] From Chaos came Erebus and Nyx.^[2]



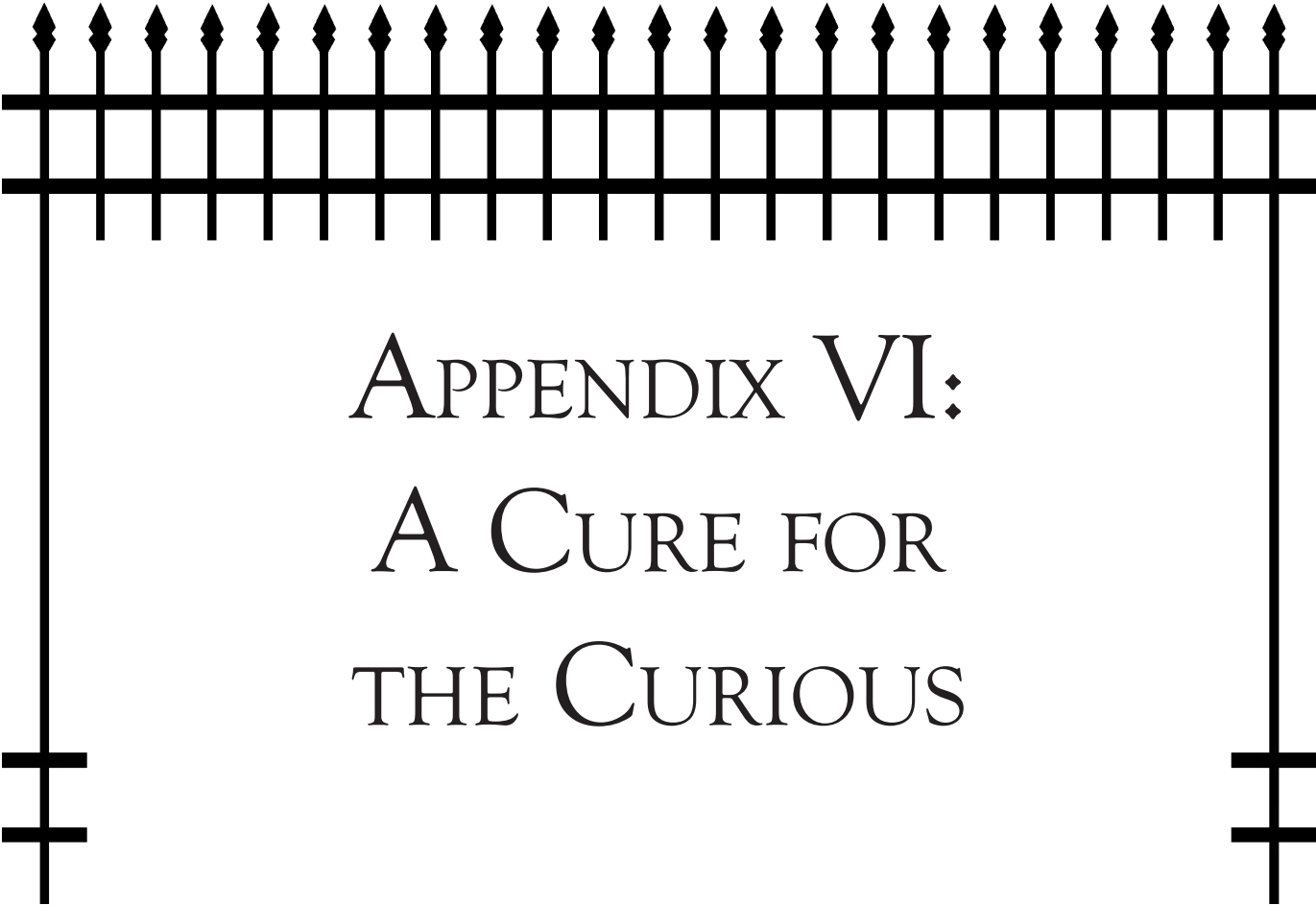
Passages in Hesiod's *Theogony* suggest that Chaos was located below Earth but above Tartarus.^[3] Primal Chaos was sometimes said to be the true foundation of reality, particularly by philosophers such as Heraclitus.

Ovid (1st century BC), in his *Metamorphoses*, described Chaos as "a rude and undeveloped mass, that nothing made except a ponderous weight; and all discordant elements confused, were there congested in a shapeless heap."^[4]

Fifth-century Orphic cosmogony had a "Womb of Darkness" in which the Wind lay a *Cosmic Egg* whence Eros was hatched, who set the universe in motion.

1. Hesiod, *Theogony* 116–122.
2. Hesiod, *Theogony* 123–124.
3. Gantz, p. 3; Hesiod, *Theogony* 813–814, 700; cf. 740.
4. Ovid. *Metamorphoses* 1.5–9
 - a. Ante mare et terras et quod tegit omnia caelum
 - b. unus erat toto naturae vultus in orbe,
 - c. quem dixere chaos: rudis indigestaque moles
 - d. nec quicquam nisi pondus iners congestaque eodem
 - e. non bene iunctarum discordia semina rerum.

"Before the ocean and the earth appeared— before the skies had overspread them all— the face of Nature in a vast expanse was naught but Chaos uniformly waste. It was a rude and undeveloped mass, that nothing made except a ponderous weight; and all discordant elements confused, were there congested in a shapeless heap." (trans. B. Moore)



APPENDIX VI: A CURE FOR THE CURIOUS

Did you know...

At the end of our story, Tammy Walenski is the only known Nosferatu left in Chicago?

She is nothing with Khalid's guidance?

She and Peter were orphaned after their abusive parents died in a fire?

Their parents' ghosts continued to haunt the house while the children used it as a haven?

Peter joined them after he was mauled by a Lupine?

Tammy is now driven mad by the sight of her parents torturing Peter all over again in death?

Nathaniel was responsible for the flood of 1992?

He was trying to murder Khalid and any other Nosferatu in the sewers?

Khalid remained blind to his child's true motives?

If Neally had not died, he would have had to choose a side in the war of the Princes?

His aid could have drastically changed the outcome?

Emily would have suffered?

Before Evan destroyed him, Son had been successfully blackmailing Ballard?

He did it just for fun and got him to do the most embarrassing things?

Erichto and Dusable were born within eight years of each other, as mortals, before the turn of the century?

Emily is still a few years older than both of them?

The players met Smiling Jack on one occasion?

Menele first learned of Carthage from Altamira, Maxwell's sire?

Magnus' true mortal identity lies deep in the beginning of the Middle Ages with the Ostrogoths?

He was known as Theodoric the Great?

As a king, he was far from a kind man?

At a banquet to celebrate the document he had signed with the first King of Italy to state they would rule the land together, he killed his rival with his bare hands?

He was the one invading Italy?

Afterward, he had his rival's wife stoned to death?

He did worse things to all their children?

Nicolai has long since convinced everyone in the chantry that his childish appearance is the result of a Thaumaturgical experiment gone wrong?

Lodin left behind a mortal child he has never seen?

Lorraine is actually, and quite perversely, Lodin's great-great-granddaughter?

Neither of them is aware of this as they cavort?

Critias' nature as a Curmudgeon makes him a walking hypocrisy, and he knows it?

Patricia Bollingbroke changed her name to Tyler after Wat Tyler, one of the leaders of the 1380 Peasants' Revolt in England, her lover?

In the modern nights, Tyler is aware of the slew of progeny that follow from her own blood in Chicago alone, and actually cares for them a great deal?

She diablerized Procet at the end of the Council Wars?

Tyler has had her eye set on diablerizing Critias ever since?

Critias was the sire of Procet?

His ennui with life and sheer lack of emotions rendered him uncaring about his own child's disappearance?

Maxwell claims not to know anyone named Tyler, but the two have in fact met before?

They met briefly, long ago, when Patricia used yet another identity?

He thus recognizes her when they do meet in person in Chicago?

Maxwell still does not suspect Tyler is associated with the Sabbat?

In Ludovica's prequel, we saw her at the mercy of a Ventrue calling himself Hardestadt?

Tyler diablerized the elder called Hardestadt around the time of the Inquisition?

This is not an inconsistency?

Modius, the Prince of Gary, is actually a pawn Annabelle created to put pressure on Lodin?

Keaton had also been dabbling into deals with the Tremere before Jim ruined his life?

The Tremere never intended to teach him anything about Thaumaturgy but kept him baited nonetheless?

Keaton sought the same powers with abandon after his induction into the Sabbat?

He fought, a lot, with the other members of his pack?

He overheard rumors about House Goratrix from Wendy?

Keaton finally bailed on his pack and set out for Mexico City, where he intended to seek out the chantry of Tremere *antitribu* and learn the secrets of Thaumaturgy?

In 1993, he is still at the bottom of the food chain there?

Mark Decker is a 9th generation Gangrel whose sire, called Lucian, bought him an estate before leaving him to fend for himself?

There is an 8th generation Gangrel described in **Vampire: The Masquerade** (first edition) called Lucian, living in Gary, Indiana?

He is described as a fairly decent individual who speaks proudly of having slain his own sire in the 12th century?

As a mortal Lucian served under *the* Julius Caesar?

Inyanga's promise to Graham that they would never meet again proves true?

Menele had many servants in city other than Critias?

Inyanga is one of the only ones to have been aware of him?

Menele knows better than to let them collude together?

In the end, he wanted none of his servants to aid him?

Inyanga will, however, track Menele in his travels with Helena after they leave Chicago, to see that he is safe?

Annabelle had been peeled away from Helena's grip, toward Menele's?

Her attack on Eletria was also largely motivated by jealousy?

Maldavis has always been but a pawn?

The Primogen protected her while they manipulated her?

They were not the only ones?

Someone was looking in on the city, using her as the lens?

She was also teaching Maldavis about Golconda?



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