

montreal unhallowed

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Prologue:

Uprooted

Character Creation

The players may think of character concepts with one basic core notion. This notion is simply that they would never in their lives want to meet their own characters. Before the first dot is placed on a character sheet, the player must justify a concept by how much it personally unnerves him or her. More than most mortals, these characters are haunted by unvoiced fears. Their specific fears define them as much as anything as these drive them to a life that spirals out of control. What follows as a prologue is an exploration of how exactly the character feels utterly powerless before the revelation of their induction changes them.

Concerning the dots, the characters start with the customary virtues, with 5 dots to distribute amongst them. Furthermore, the players may consider the archetypes mentioned in the Guide to the Sabbat as well.

The characters' Disciplines are not filled in yet, and their Freebie Points are not distributed yet.

Thinking ahead of what clans the players may want to explore, they may list preferences. Which one of these it will have turned out to be is left for the story itself. There are possible exceptions, keeping in mind the established potential player-controlled sires in the continuity. Lanzo and Evan in particular may both serve as (grand)sires directly. It may also be possible for a player to use a (distant) descendant from a Dark Ages Origins story elder.

The Monstrous Terror

We begin with a macro view of a night in the characters' lives. The year is 1994. Winter is about to give way to spring. Allow each character to describe what he or she gets up to. They're in New York City. How long

Player Logs #1

Frederica has made an appointment with her two accomplices. They are in the middle of their third wedding scheme and things aren't going that well. The latest young couple had asked a question to the 'hired' catering service directly instead of through their wedding planner. Things have to be sorted out. If the couple loses their trust, it's over.

She doesn't notice the ripples on the surface of her wine. Her hand is shaking slightly with anxiety. It's an old feeling, a fear for tomorrow and a fear for her home. At last she sees her accomplices down the street, and then a ruckus just in front of them. Some worn circus clown starts beating on another onlooker after leaving the first bleeding on the pavement. The crowd isn't paying much attention to that anymore, however. They are all running away from an alley. A cop nears the scene and Frederica jumps into the alley to avoid him, only to find a monster, huge and clawed, its body consisting of only blackened bones. All she remembers is seeing what the monster was doing to a young woman before she ran with the rest of them.

Player Logs #2

Xander's day starts in the afternoon, as usual. After grabbing yesterday's leftover pizza for breakfast, he prepares for his street performance on Broadway. While putting on his makeup, he recites parts of the play 'Endgame' by Samuel Beckett, the play he is focusing on today. It saddens him that so few can appreciate one of Beckett's masterpieces. 'It must be that the majority of the crowd aims to fully understand all details of absurd theatre, and are put off when they realize the play is not meant to be fully comprehended. Yes,' Xander says to himself. 'Tonight I will teach them to appreciate Beckett's brilliance!' That, and he was behind on last month's rent.

Xander's performance does in fact amuse some of the crowd on Broadway, but it is not due to his acting skills. Instead, people are amused by the absurdity that an obese man in makeup is trying so hard to perform all four characters of a strange play. Some onlookers yell at him to go home, others start to make fun of Xander. They try to disrupt the play by pretending they are other players in the piece, but when that gets old the sadistic onlookers became more physical. Xander, in the meantime, feels his rage starting to grow rapidly. His counterparts remind him of his youth, when he was bullied fiercely because of his eccentricity. In fact, the bullying back then started after he played the main character in the family comedy 'Home Together'. Xander had learned to effectively neglect the bullying, but his onlookers are not planning to stop any time soon. When one of them grabs the remains of a tossed hamburger and starts stuffing it into Xander's mouth, Xander can not restrain himself anymore. His fat fist is able to find the young man's head and soon Xander sits atop his victim punching away at the pretty face.

Commotion follows, and Xander continues his rage until his fists are covered in the young man's blood. When he looks up for the first time again, he sees a cop approaching and calling for backup. Now for the first time realizing what he has done, Xander panics and decides to make a run for it. He sees a crowd fleeing from an alley and decides it would be his best shot. Upon entering the alley, he sees the reason for the fleeing crowd. A tall onyx figure stands in his way, all of his skin scorched, at some places even to the bone. The only color comes from the blood of a dead woman that he is holding above his head. Xander runs the other way and, to his surprise, is able to get away without being followed. At least, so he thinks.

Player Logs #3

It is a quiet night for a police officer named Matt and his partner as they patrol their regular route by car. The evening is so eventless that Matt lets his mind wander behind the wheel. He can't help but think about his black market contact located not far from his current position. This wouldn't have been a problem had he not been caught working undercover by this associate. To prevent being exposed, he now has to juggle his profession as a cop and the smuggling on the side. Human trafficking and the illegal harvesting of organs are a few steps away from the average bent cop's moonlighting. Matt can't shake the fear where this train of thought leads. He begins to sweat and nervously takes a wrong turn on accident. They drive into a bad neighbourhood, where the police normally don't patrol, heading directly for Matt's contact.

"What are you doing?" his partner asks.

"It's so quiet today, I wasn't paying attention. But, seeing as we're here now, why not patrol this district?" answers Matt in an attempt to brush off his mistake.

"Hell no. How about some coffee instead?" he says, barely buying Matt's cover-up. They continue to the nearest shop where his partner heads inside to leave Matt with the car.

He patiently awaits for his partner to return with some caffeine but he is taking his time blowing off steam instead. In the meanwhile, a woman who is walking her dogs lets one of them answer nature's call on a porch while the others growl at pedestrians as she passes the patrol vehicle. Matt lowers the window and tells her "I'll let you off with a warning if you keep your dogs in check, ma'am." Before she can react, he hears a commotion that seems to have erupted around the bend, further down the street. He uses his walkie-talkie to notify his partner that he intends to see what's going on. The man continues to enjoy his peace and advises Matt to be careful if he still wants to go do what he must.

Matt parks the vehicle around the corner to get a quick look without his partner. There, he watches a crowd fearfully trying to get away from the street where a fat giant of man sits on top of a young fellow, clobbering his defenseless face. As Matt calls for a halt, the obese man panics and lumbers toward a nearby alley. He takes up pursuit as he calls for backup and beholds the true reason of the mass hysteria when he arrives in view of a nearby alley.

There stands a hulking monster made of entirely of scorched and blackened bones engulfing itself under a torrent of blood coming from a lady it holds aloft with one mighty claw. As soon as Matt reaches for his service pistol, he realizes that all other onlookers have fled and notices the nightmare's gaze slowly shifting towards him. Fear takes a hold over his body and he dashes for the car while hoping that the terrifying creature does not give chase.

Player Logs #4

Alma is walking three of her pit bulls through the New York City streets, occasionally frightening some peaceful bystanders. These pets are the only creatures she really likes and they come in handy scaring away people who try to come close. It is a quiet night and as usual Alma has no trouble keeping the violent beasts on her leashes in check. She likes controlling them, making them do what she commands. They provide a generous income as well, fighting for their lives in pits. She drops by one of the illegal blood fighting arenas and registers for a match next week.

On her way home she passes a street where a riot is going on. She decides to take a look and things seem to escalate quickly. Screaming bystanders start running away from the commotion and in the fuss one of them gets tangled in Alma's leashes. The dogs start growling and show their teeth, ready to attack. But with a single word from their master they toe the line.

When Alma nears the cause of the disturbance she sees a man fearfully running from an alley. Three others came to see what was going on as well; a fat clown, a neatly dressed woman, and a cop on duty. In the darkness of the alley they set eyes on a creature out of this world making even the dogs crawl away in fear. Alma doesn't take a second look before she flees away to what she thinks is the safety of her home.

they've been there is up to them. All the fears discussed previously are on their mind.

Allow the player to describe what has happened the past couple of days, leading to a situation where they can't afford to be home right now. For each of them, a great reckoning is coming. Deep in the night, after a thrill and a setback, the character each witness a horror beyond their imagining.

This ensemble of characters will forever be joined by the happenstance that brought each of them in the vicinity of the same alley in New York City on this fateful night. They stumble upon a Sabbath vampire in the act of feeding. The monster had covered itself with a long trenchcoat, but its talons and arms were unmistakably inhuman. Blackened bone crushes the life out of the victim before their eyes. The lifeless corpse held high, blood flows down into the monster's maw and down the sides of its onyx skull. It turns around and sees the characters, each of them.

The characters' only option is to run for their lives in all directions. They will make it back to their homes, but when they lift the curtains, the creature in the trenchcoat will be waiting for them. Sometimes he vanishes for hours on end, but every night that follows, the creature will be out there.

From here on out, we see how long the characters can endure the terror. They become paralyzed with fear as they find bloody footprints leading up to their door, but not back. Animal carcasses are stuffed in their mailbox. Their neighbors haven't made a sound in days.

Whether it's the moment the character finds the courage to step outside at night, or if the monster has to come and find them, in the depths of their terror, each character will hear a voice from behind. When the character turns around, there's nothing there. Turning back, there's the silhouette of a figure. The moment before they get their head kicked in is brief, but long enough to see the monster in full. Their assailant is skinless, with bones enough to constitute several individual persons, all scorched and burned black. More than anything, though,

the characters notice its deep, merciless, alien eyes.

Malformation

With a swollen face and a mouth full of blood, the characters lapse in and out of consciousness. They are dragged, carried, and dropped. When at last they come to, they are outside, slumped on the cold wet ground. They can hear a river nearby, maybe the Hudson. Eight other victims are bound like them, at the edge of a recently dug ditch.

The characters are lifted to their knees by the monster and they can see they are lined up in front of a gathering. "Be at peace my child. I can see how you shake. The terror that grips your heart—it will be over soon. Tonight, you die and reap what you are owed." Nine figures including their captor slowly approach them, silently deciding between each of them.

Quick as lightning then, they are killed. Their sires drink only little of their blood and let the rest fall in the chasm behind the characters. The characters remember the blood they drink before one more blow to head sends them into darkness. Deep in the womb of earth, nine Cainites then rise into frenzy. Allow each player to justify in detail how they survive at the cost of the others. When they rise, they can each feel they have decimated their Humanity and with it, decimated their fears.

Each characters' Humanity drops to at least five. The players may further decide if they relinquish Self-Control for Instinct and/or Conscience for Conviction, starting at one dot. Either conversion earns the character an appropriate Mental Flaw and represents the severity of their reshaping trauma. Furthermore, the characters may now distribute their Freebie Points, accounting for such factors as their Generation with these.

Upriver

"Welcome to the afterlife." A sweet voice brings the characters back down to earth. A thin woman with black hair, neat clothes, and leather gloves past her elbow, is staring out across the river. She was one of the nine sires

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from last night, though she is mildly irritated at the fact that her child didn't make it. Her name is Lucille, although she tells the characters they will address her as 'Mistress' before she motions them to follow her.

A small vessel is tied to the nearby shore and aboard it, another monster lumbers around, carrying jerrycans of fuel. Lucille introduces the characters to Varg, telling them he is a servant even to them. For a fleshcrafted ghoul, it still looks quite human. It even speaks, albeit in a low, droning tone with no more than three words to a sentence.

Lucille instructs the characters to get below deck, feed, and sleep. She has no patience for their questions now.

Varg guides the characters to a room with no windows. Only when he turns on the light, the characters see the ship's previous crew, a family of four on a vacation trip most likely, hung upside down from the ceiling. "Existence is blood," are Varg's parting words.

Over the next few nights, Lucille still has little patience for the characters. She often locks herself in a private room. Slowly, the vessel makes its way upriver past the estuary flow of the Hudson with Varg steering it the whole way without sleep. One night, Lucille is staring south from the boat's stern. She calls for the characters, addressing them as 'Licks'. She explains the details of their situation.

Player Logs #5

At home, Frederica tries to forget. All of her neighbors had gone quiet since yesterday. Eventually she gets over herself and arranges the meeting she should have arranged yesterday with her accomplices and the young couple. She goes out to find the streets are emptier than they should be. She hears something behind her but sees nothing. Turning around, she catches a quick glimpse of the monster before a blow to the head fades the world to black.

When Xander finally wakes up the next day, he feels he had better stay inside for the day to lay low. He orders a pizza but it never arrives. Xander calls the place a second time, but his food never arrives. After a third fruitless call Xander decides to head out for a burger at the O'Tolleys around the corner. Halfway there, however, he is instantly knocked out by an unseen assailant.

With the sight of the monster still on her retinas, Alma lets her dogs sleep indoors tonight. When she wakes up, she reassures herself that this all must all have been a nightmare. Soon, however, she discovers the contrary. Peeking outside, Alma to her horror sees bloody footprints leading to her doorstep and a circle of dead animals lying in her backyard. When she goes out to clear them away before one of the neighbors notices, she is harshly snatched up by the monster.

After reaching home safely, Matt can't shake the thought of the night's horrors and decides to take a few days off from work. He dares not to go outside and spends his time recalling what transpired and trying to write a rapport on it. Before his time off is over, Matt receives a call from his supervisor saying that his partner hasn't been seen or heard of since that particular night. When the week passes, he musters up all of his courage to go back to the precinct and help his colleagues to find his partner. As Matt reaches for the door handle of his car he hears something behind him. When he turns to look he blacks out by an incoming kick to the face.

Bound and gagged, the four of them regain consciousness. They've been brought to a river, the Hudson. Five others are in a similar position, all in front of a huge ditch freshly dug. Other figures stand in the distance and after a short while they jump at the nine victims. Helpless, the mortals see their own blood flow into the grave, much more than they can live without. They remember they died there, before all hell broke loose.

The nine of them rouse in the dirt, hungry and out of control. Driven mad, they attack and kill any of the others within reach. Frederica lays absolutely still and waits patiently until an ankle passes by. She bites down, hard. Alma was one of the first to fight her way up. She knows exactly where to bite and scratch her rivals, imitating her own dogs fighting in the pits. Xander is able to overcome his competitors by sheer mass and force, holding them down tight until their efforts to struggle are futile. Matt employs arm locks, trapping anyone in his path and leaving them behind with crushed bones and necks.

Only the four of them surface. They know they died, yet somehow they seem to be alive. A woman with raven hair speaks to them. They are to refer to her as 'mistress' and follow her onto a moored boat. Onboard there is Varg, a huge being, taller than Xander even and with the lower jaw of a wolf somehow integrated into his skull. The mistress tells them he is her servant, as well as theirs. Below deck a newly dead family hangs suspended from the ceiling. The four of them drink their blood eagerly, and go to sleep slowly realizing what they have become.

The boat heads upriver, but Varg can't tell them anything about where they are going. The characters share their names and some more of who they were. Later, the mistress shows up and she walks to the back of the ship, facing south. She calls the characters to her and allows them to ask their questions. They learn that they are going to Montreal to retrieve a handwritten copy of something called the Book of Nod. Apparently, it is some kind of bible for the immortal beings they turned into called Cainites, children of Caine. Xander recalls passages from the bible mentioning their namesake's misdeeds.

The woman's name is Lucille, but they may call her 'L.' She works with someone called Maniscalco. In Montreal they will have a hotel room and they will help Lucille with the retrieval of the book. She informs them that afterwards, it will be decided if the characters deserve to be unmade and she seems pretty serious about that. Lucille also gives them each a letter from their sire.

Prologue: Uprooted

The characters have been made immortal by the blood of Caine. They have yet to prove that they deserve this gift. It can still be taken away. The boat is headed for Montreal, a city inhabited by more of Caine's childer, or Cainites. Lucille has business there on behalf of her associates, some of them the characters' sires. She has a letter for each of them, written by their (grand)sires in the

characters' own blood on the night they were made as they are now. Before they open the letters, this is their chance to ask questions of Lucille. Given the content of the letters, and the next few nights the characters will spend on the river spent discovering their nature, the players may choose their characters' starting Disciplines.

Player Logs #6

Lucille gives the pack letters from their sires. All are neatly bound, except for Alma's. To Xander she hands a mug as well. It is filled with dirt and has a picture of Broadway on it.

On the boat they talk about their past and get to know each other better. Xander proudly informs the others he played the part of the lead character in a movie made twenty years ago. Frederica is apparently not the kind of person who interacts voluntarily with cops that often. Alma tells about the dogs she kept and bred and how they are all dead now, killed by the monster. Then they discuss their letters. Alma's starts with 'listen up bitch' and Xander's letters is signed 'Sarris'. His sire urges him to 'get rid of his disgusting corpulence' in his letter.

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Act I:

Hearts & Rivers

A Stop at the Border

Lucille calls everyone together as the boat reaches the Canadian border. Varg steers into the Saranac River, stopping at a park shore in snow-covered Plattsburgh. The characters are to get off here and feed. She expects them back within an hour. Meanwhile, Varg is going to find more fuel and Lucille is going to look for a payphone.

Vaulderie

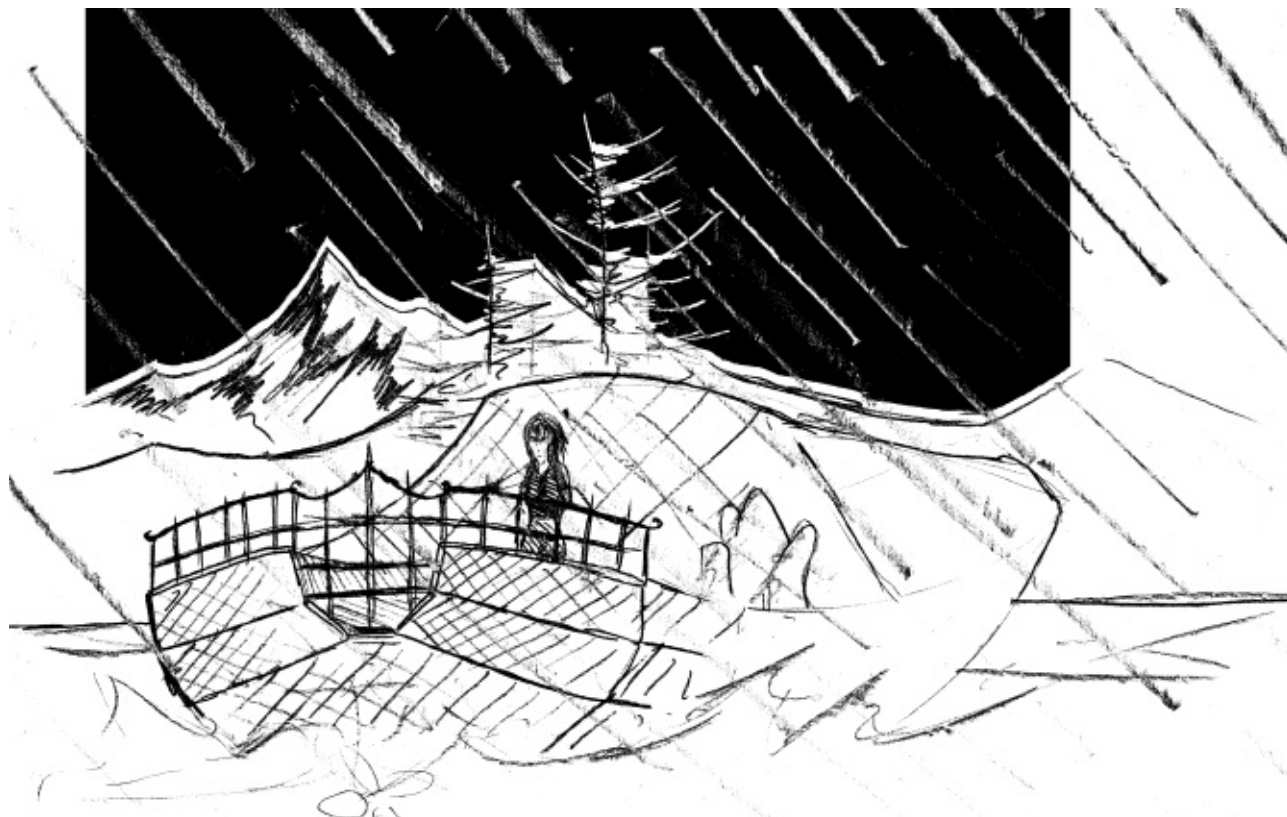
Lucille explains to the characters what the Vaulderie is and how crucial it is. She will lead the characters in one, where she uses a silver bowl and a black-handled letter opener to gather everyone's blood. She mentions how every pack has its own style and version of the rite, but all retain a critical significance. Lucille utters a prayer in

Player Logs #7

When the boat approaches the Canadian border the rain abruptly turns into snow. The pack arrives in Plattsburgh to refuel the boat and Lucille orders them to return with full bellies. They cross a park and lots of graveyards before they find themselves in the suburbs. It is different here than in New York City. The white picket fences look bright, even in the moonlight. They agree to break into the poorest-looking home where only two cars are parked. Frederica spots the alarm on the front door in time and takes the lead in breaking into the garage. Xander is too fat to fit through the small window so the others have to open a door for him once inside.

They spot a bag of dog food behind some storage facilities indicating the family owns a dog. Alma carefully opens the door to the rest of the house, but the dog starts growling and barking loudly, causing the family to wake up. She tries to grapple the dog and manages to drink him dry after a short scuffle. Frederica is the first to walk up the stairs and she hears a male voice telling his family to 'stay in here'. Xander follows her steps and then enters the room the voice came from. When he opens the door he gets hit in the head with a baseball bat. In the far end of the room a wife and children stand shivering. Xander bites his attacker and drains him dry in one full gulp. Matt squeezes besides him to quench his thirst with the wife's blood. Frederica feast on the two small children. They drain and kill the entire family in only a few minutes.

Then they notice a telephone in the bedroom with the receiver off the hook. Their victims must have called 911. Before the emergency services arrive Frederica changes into the clothes of the wife and Alma grabs a knife from the kitchen. The group has to flee when they hear sirens entering the street. To get away they climb a fence in the backyard. Frederica struggles but gets help from the others. She leads the way and they have no trouble evading the police. On their way back to the boat Matt points out that killing wasn't what they agreed on, but that the drinking felt so good, he just couldn't stop. Everyone agrees it was ecstatic. Xander tops it by saying that what they did was 'elegant, no fight, no pain'. Frederica thinks it is wise not to do this every night although she would love to. Then they all think by themselves about how 'mortal' everybody is and that unlike those weaklings, they are not cattle anymore.



Frederica Bowman

Player: Ria
Nature: Chameleon
Demeanor: Capitalist

Concept: Con Artist
Fear: Frederica is terrified of being left all alone in the world.

Clan: Toreador *antitribu*
Generation: 8th
Sire: Mildred

Strength ●●○○○
 Dexterity ●●○○○
 Stamina ●●○○○

Alertness ●●○○○
 Athletics ○○○○○
 Brawl ●○○○○
 Dodge ●○○○○
 Empathy ●●●○○
 Expression ●○○○○
 Intimidation ●○○○○
 Leadership ●○○○○
 Streetwise ●●○○○
 Subterfuge‡ ●●●●○

Conviction ●○○○○
 Self-Control ●●●●●
 Courage ●●●○○

Willpower ●●●●●○○○○
 Humanity ●●●●●○○○○

Charisma ●●●○○
 Manipulation† ●●●●○
 Appearance ●●●○○

Animal Ken ○○○○○
 Crafts ○○○○○
 Drive ○○○○○
 Etiquette ●●●○○
 Firearms ○○○○○
 Melee ●○○○○
 Performance ○○○○○
 Security ●●●○○
 Stealth ●●○○○
 Survival ○○○○○

Resources ●●○○○
 Retainers ●●○○○
 Generation ●●●●●

Perception ●●○○○
 Intelligence ●●●○○
 Wits ●●●○○

Academics ○○○○○
 Computer ○○○○○
 Finance ●●○○○
 Investigation ●●○○○
 Law ●○○○○
 Linguistics ○○○○○
 Medicine ○○○○○
 Occult ○○○○○
 Politics ○○○○○
 Science ○○○○○

Auspex ●○○○○
 Presence ●○○○○
 Celerity ●○○○○

† Persuasive
 ‡ Lies

Frederica's Letter

Good evening,

I'm sure you must be very confused. I know I was when I was in your position. A Cainite is what you have become, or 'vampire' if you prefer a term more common to mortals. You stand above them in the food chain, but don't get full of yourself. We serve Caine. Never forget this. He is the original vampire. He had only a few children, but they had children as well, and so forth until down the line there is you.

There is much you need to learn but I'll keep it simple for now. The obvious facts include: don't ever meet daylight; a wooden stake will paralyze you, but don't believe the stories about garlic. Running water is fine too, since you're on a river right now that should have been clear.

The grandchildren of Caine are the foundation of the Thirteen clans. You have the blood of the Toreador coursing through you. This means you, just like I am, are also a descendant from the creature possibly even named Toreador in a long forgotten language. I'm a closer descendant than you are, though. We count this in so-called generations. We count them in steps from Caine himself. Toreador was third, and you are eight steps away from Caine. This doesn't mean that I am loyal to Toreador however, and neither should you be. This makes you Toreador antitribu, part of an 'anti-clan'. The reason for this is that the third generation destroyed Caine's first childer, making them enemies of Caine.

Nonetheless, with the blood of Toreador you have also inherited some of Toreador's instinctual powers. You should develop and train them. The first of them I never learned myself. This power allows you to see and sense more than a mortal or even most other Cainites can. The second is all about speed. You've seen movies, right? It's like hitting the fast forward button, but then only for you, not the people around you. The third is more subtle. Mainly, it will make people like you more, toying with the emotions of those around you.

In blood is power. You will learn this soon enough. Behave, do as you are told and one day you will explain all this to someone else. Learn what you can about Cainites, about Lupines, about Spectres, and about Demons. Yes, each of those are also very real things. Lastly, do me a personal favor and pass down any information you come across about demonology in Montreal for my own studies.

Your grandsire,
Evan

Latin, ending in 'Potestatem in Tenebris', before drinking of the blood herself and letting the characters do the same. As the Vinculum settles on each of the characters, she accentuates again how this rite is performed regularly, before an important mission or at solemn moments of revelation. It purifies each member of the pack.

Entering Montreal

The boat merges with a far larger river in Canada before their journey continues downstream. In the distance, they can see the skyline of Montreal approaching. The city rests on an island surrounded by branching rivers. A great mound rises behind the tallest buildings, Mount Royal itself. Nearing the harbor, the characters understand the monicker 'City of a Thousand Steeples' as they are overwhelmed by the looming architecture all around them.

Varg will be instructed to take the stolen boat away before it's noticed and meet up with them later. Lucille and the characters will meanwhile check into their hotel. The walk from the Old Port to the Hotel Gault will take them past the great Notre-Dame Basilica. Lucille checks in under the name Elizabeth Laroche in perfect French and before long, the characters accompany her to a suite of interconnected rooms with access to a terrace. Lucille claims the master bedroom for herself and ensures its window is blocked. The characters are to make their own arrangements for the encroaching daytime while she steps outside to find a payphone, leaving through the terrace up to the roofs.

Lucille has instructed the characters to stay inside no matter what. They may make their sleeping arrangements in the suite but before long, they will get bored. By the time they find the remote control for the TV, they will

Xander Murray

Player: Mark
Nature: Bravo
Demeanor: Gallant

Concept: Failed Child Star
Fear: Xander is deeply terrified of rejection.

Clan: Tzimisce
Generation: 10th
Sire: Sarris

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	○○○○○
Conviction	●○○○○	Fame	●○○○○	Vicissitude	●○○
Instinct	●○○○○	Resources	●○○○○		
Courage	●●●○○	Generation	●●●○○		
Willpower	●●●●●○○○○			† Lifting	
Humanity	●●●○○○○○○			‡ Bludgeoning	
				†† Bullets	
				‡‡ Oratory	

Xander's Letter

Dearest Creation,

I have taken some of your blood and here, spread over these pages, I have returned it to you. Dearest Lucille informs me that of the nine books we placed in the ground, you are among the survivors. You owe it all to my gift, I assure you.

You are the third. Twice before have I expended my most precious vitae more precious than any other, though now is not the time to rewrite your lineage and both times I was forced to reclaim what I had created. I was perfect to the vision of my sire and so shall you be without flaw to mine.

First, you will obey Lucille in everything and show her nothing but respect. She will provide me a direct and detailed evaluation of your quality when you return. Second, you will exemplify grace and cruelty both in everything you do. If you believe these to be mutually exclusive traits, reconsider. Lastly, when we meet again, you will have rid yourself of your disgusting corpulence. Search deep within our blood and you will find the power to mold flesh as you desire. Use the craft of flesh sparingly, however, lest you end up a tasteless carnival display like Manisabco.

Amputate all flaws and return to me a magnificent child worthy of love.

With devotion,

Sarris

P.S. Find enclosed a gift I hope you will cherish.

Matteo 'Matt' Giroux

Player: Stef
Nature: Director
Demeanor: Conformist

Concept: Crooked Cop
Fear: Matt feels the constant terror
of possibly being caught.

Clan: Lasombra
Generation: 10th
Sire: Donna

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	●○○○○
Conviction	●○○○○	Contacts	●○○○○	Dominate	●○○○○
Self-Control	●●●○○	Generation	●●●○○	Obtenebration	●○○○○
Courage	●●●●○	Influence	●○○○○	Potence	●○○○○
Willpower	●●●●●●○○○	Resources	●●○○○		
Humanity	●●●●○○○○○				

† Grappling
‡ Disarming
†† Lies
‡‡ Motive

Matt's Letter

Dearest hilde,

Only briefly have we touched, not a word spoken, yet now we are sire and hilde. Know that there is sentience in all the barbarity you will encounter over the coming nights and that we, the Lasombra, exemplify this. Now, you are one of us.

The one who made me, your grandsire, who in turn shares the same sire as your mentor Lucille, is keen to see you return from your mission in Montreal with outstanding qualifications. He instructs you to learn more about your new society, the Sabbat, as well as Montreal in particular. It is a city of many mysteries and you have rare opportunity to witness them from up close. Try to forge alliances when you are settled there. Gather as much insight as you can so that you may have a chance to be prepared and perhaps gain the upper hand against our mutual enemies. Guide your fellows and shape them into a strong and united pack. Heed Lucille until you have proven your merit.

Show everyone that our choice in you is well placed.

*Potestatem in Tenebris,
Donna*

Alma Brinkman

Player: Lotte
Nature: Survivor
Demeanor: Bravo

Concept: Dog Fighting Trainer
Fear: The act of being betrayed is what terrifies Alma.

Clan: Gangrel *antitribu*
Generation: 10th
Sire: Ursa

Strength ●●●○○
 Dexterity ●●○○○
 Stamina ●●○○○

Charisma ●●●○○
 Manipulation ●●●○○
 Appearance ●●○○○

Perception ●●●○○
 Intelligence ●●●○○
 Wits ●●●○○

Alertness ●○○○○
 Athletics ●○○○○
 Brawl† ●●●●○
 Dodge ●○○○○
 Empathy ●○○○○
 Expression ○○○○○
 Intimidation ●●●○○
 Leadership ○○○○○
 Streetwise ●●●○○
 Subterfuge ○○○○○

Animal Ken‡ ●●●●○
 Crafts ○○○○○
 Drive ○○○○○
 Etiquette ○○○○○
 Firearms ○○○○○
 Melee ●●●○○
 Performance ○○○○○
 Security ○○○○○
 Stealth ●○○○○
 Survival ●○○○○

Academics ○○○○○
 Computer ○○○○○
 Finance ●○○○○
 Investigation ●○○○○
 Law ○○○○○
 Linguistics ○○○○○
 Medicine ●●●○○
 Occult ○○○○○
 Politics ○○○○○
 Science ○○○○○

Conviction ●○○○○
 Self-Control ●●●●○
 Courage ●●●○○

Resources ●●●○○
 Generation ●●●○○

Protean ●●○○○
 Fortitude ●○○○○

Willpower ●●●●●○○○○
 Humanity ●●●●●○○○○

† Animals
 ‡ Dogs

Alma's Letter

Listen up, bitch.

You are a fucking monster. The night, full of monsters. And the wild, full of monsters. The others are going to be your packmates soon. You are going to drink their blood and they are going to drink yours. But they will never know. They may have the night to make them a monster but YOU and ME also have the wild. Let them see you are not like them. Call yourself a Gangrel and spit blood when you say it. Let them see you are worth having around. Make them want to have your loyalty.

Loyalty is a bitch. I was loyal once and now I am loyal again. Betrayal and loyalty, betrayal and loyalty, it goes back to the first monster. In the bible they called it Caine. You gotta choose who has your loyalty and then you can stay loyal. But it has to be your own fucking choice.

I chose Caine and I chose my pack. Now it is your turn to choose.

But, whatever you do, never trust anyone who says they are family of the Wolf Mother. Kill them or they will enslave you. Destroy what they build or they will not fear you.

Survive and hunt and kill and be loyal. Maybe we will hunt together one night.

URSA

Player Logs #8

When everybody is back on the boat Varg steers back to the Hudson. Lucille doesn't say a word. In their quarters Xander tries to change the shape of his ear which has been wounded by the baseball bat. He forces the blood out of it and discovers he can easily coerce it into a different form. But when he does so the newly made asymmetry in his face catches his eye. With the mirror shard he is holding he cuts open his other ear to reshape that one as well. It only hurts for a short moment. When he stares in the mirror again he concludes he already looks better and sees a 'Hollywood face' in the making. This fleshcrafting is already very addictive for Xander. He doesn't know how long he has been staring in that mirror shard when Matt comes down to get him on Lucille's behalf.

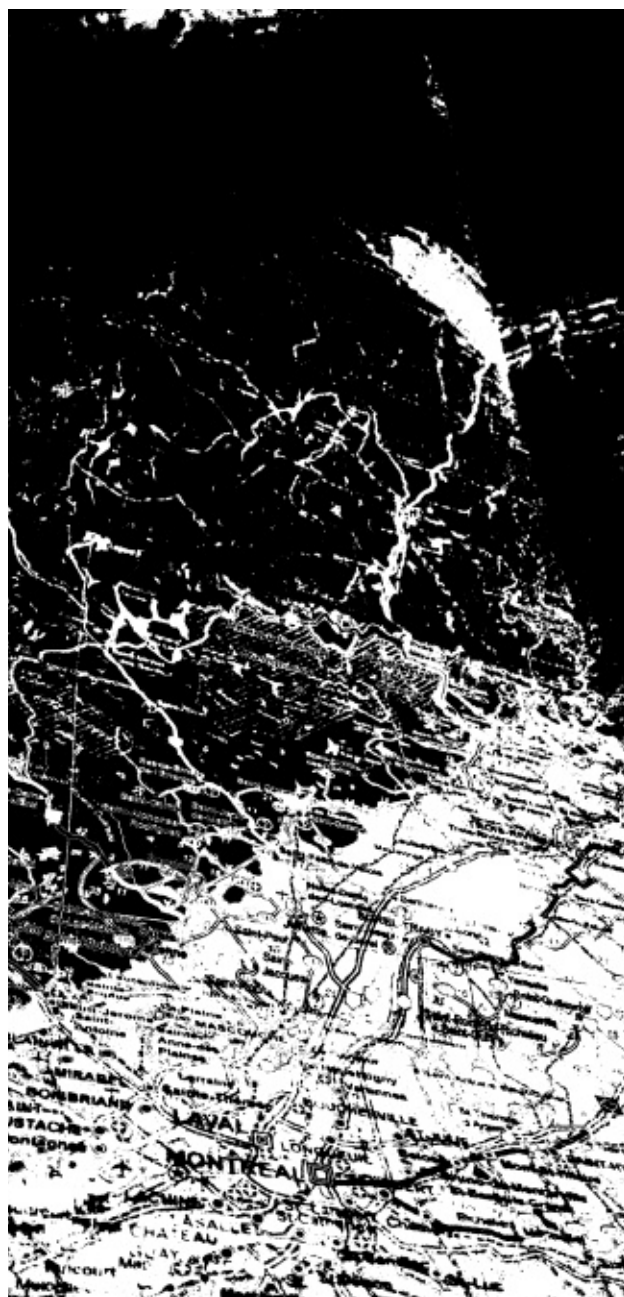
She called them together because she wants to tell the group something she thinks they should have knowledge about: a ritual which will save, bind, and purify them called 'the Vaulderie'. She carries a clean silver bowl and a letter opener. Then slits her own neck and forces some blood out of her veins into the bowl. They all do the same, passing it. When it is back with Lucille again she whispers above it in Latin and drinks from it after saying 'Potestatem in Tenebris'. After all have drunk from the bowl, she heads back to her private chambers.

Player Logs #9

The boat approaches Montreal and Varg announces 'we're here'. Even Lucille hears it from below deck. The skyline of Montreal comes into sight. The city is located on a mountain in the middle of a river. It is nicknamed 'City of a Thousand Steeples' because of the immense number of churches built throughout the city.

The boat arrives in Montreal and docks at the Old Port. Lucille commands Varg to take care of the boat while she enters the mainland. The characters follow her when she makes her way to their hotel by foot. During this walk they take in the towering buildings with their European looking facades, there is not a single simple rectangular concrete building like they were used to in New York. It is four A.M. when they check into the hotel called 'Hotel Gault'. It's a fancy hotel with a rustic flavor. Lucille speaks in perfect French when she checks in as 'Elizabeth Laroche'. She won't let go of the black suitcase she carries with her and when the hotel boy offers to carry it upstairs and she scares him away. The pack settles in the luxurious corner suite that has a private terras. Lucille claims the bedroom and starts blinding it for sunlight. The others find themselves a spot to spend the day as well. Xander claims the two person tub which he is able to fill all by himself. Alma makes her bed in the storage room. Frederica places the sofa next to the tub and Matt demolishes some panels from the kitchen cupboard to fit there for the daytime.

Lucille leaves to find a payphone. Frederica finds a remote for the TV next to a bible in the nightstand. Matt starts reading the passages from Genesis. Frederica passes the time by watching the news. There is something going on in Congo, there was apparently a shooting somewhere and the reporter tells something uninteresting about the monster of Loch Ness. Everyone except Alma takes a shower. When it is Xander's turn in the bathroom he manages to fleshcraft himself further, into a less fat, and more muscular being. Again he comes out better looking. He seems to have a real talent for this craft. He thinks the shaping of the flesh is a fascinating and beautiful thing and a new passion is born.





Player Logs #10

Around five A.M. Lucille returns, from chin down caked in half frozen blood. She has the same neutral gaze in her eyes as ever. She strips off her dirty clothes and explains that her contact won't pick up his phone. She places a page from the phonebook on the table with a highlighted name and address. Then she disappears into the bathroom. With one hour of daylight left, they decide to investigate the address of Lucille's contact: Florian Obertus.

Frederica has some cash left in her pocket and Xander and a cab driver haggle about the price in French, but when the driver learns the group is from New York he lets them know everyone in Montreal speaks English too. He also tells them that the neighborhood they are going to is on university grounds. They smalltalk a bit about the city as they pass church after church. The cab driver tells them churches are about community and that people tend to forget that.

When they arrive at the given address they see the ground floor used to be a bookstore, but is now closed and boarded up. The pack walks around the block and finds a fire escape. Alma breaks the thin, one-layered glass of the apartment window with her knife handle and they enter through the opening. Being under time pressure, they split up to search the rooms. Matt finds anti-anxiety medicine in the bathroom. Xander finds out that the bookstore has been closed since about a month ago. Alma finds university study books on anthropology and a computer with floppy disks.

The group comes together in the hall and they notice a blinking answering machine. Two messages play, the first already played before, the second is new and both are from Lucille: 'This is L. I will be arriving in the city tomorrow night. Expect my call around the same time, to set up a meet.' And the second: 'This is L. Pick up. Your incompetence is not going unnoticed. If you've lost your nerve and informed your masters you will regret it. And not just because you're out a million dollars.'

The pack decides to head back to the hotel. Alma leaves a note near the phone with 'Call L.' They are about to go through the front door, when they suddenly hear the phone ringing. They hurry back upstairs and Frederica picks up the phone. A man talks on the other side of the line, but Frederica never answers. 'Florian. Florian? You never showed up at Alexandrium. Beatrice is very disappointed. We all are. I took it upon myself to make sure your sister knows just how much [...] don't test me again.'

The group wakes up the cab driver and they quickly return to the hotel. They have about fifteen minutes left until daylight. In the suite they walk into Lucille and Varg, standing in the middle of the sitting room. Varg is on his knees, licking Lucille's bare palms. Calmly she puts her glove back on and turns to the pack, curious. They inform her of what they learned at Florian's apartment. Lucille is a bit distressed that the group didn't delete her messages. She decides they will discuss this tomorrow and she sends Varg to the apartment to delete them, just in case someone comes there during the day. The pack makes themselves ready to go to sleep. The last thing they hear is Lucille whispering to Varg in an uncharacteristically sweet voice, saying that he is going to do something for her.

notice a bible in the same drawer.

Lucille returns after more than an hour, again making use of the roof and terrace. She has blood on her chin and hands. Her contact has been dodging her calls ever since they set off from New York City. Lucille hands the characters a page torn from a phone book and points to a name 'Florian Obertus' with a highlighted phone number and a downtown address. She estimates there is an hour of daylight left. What the characters do is up to them. Lucille intends to take a bath.

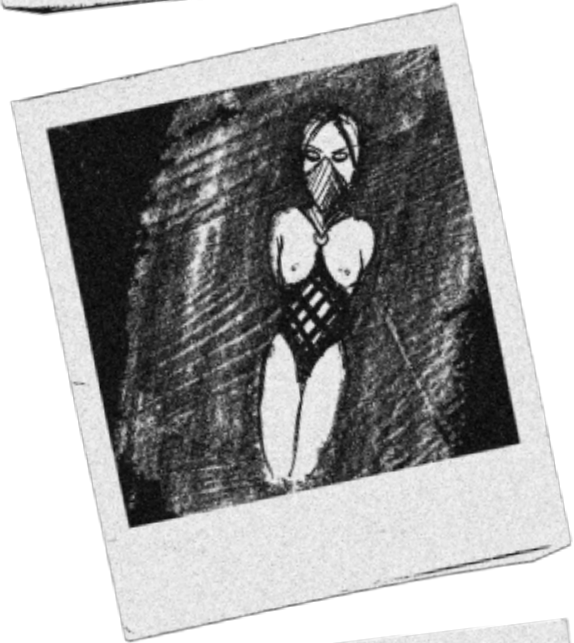
Florian's Place

The Revenant ghoul's place borders Gill University. If they hadn't already, the characters notice just how much of Montreal is French. The address leads them to a boarded-up bookstore. The top floor serves as Florian's apartment. However they break in, inside the characters will find the place abandoned. The store downstairs has been collecting dust for months at least. Upstairs, they find plain furnishings tidied meticulously. The food left in the fridge is still fresh. Two messages have been left on an answering service, both from Lucille. Only the last one has not been played yet.

"This is 'L. I will be arriving in the city tomorrow night. Expect my call around this same time to set up the meet." [...] "This is 'L. Pick up. Your incompetence is not going unnoticed. If you've lost your nerve and informed your masters, you will regret it—and not just because you're out half a million dollars."

If the characters scour the bedroom, they may find a trunk under the bed with a padlock on it. Inside, a carefully organized collection of camera lenses and cleaning tools is arranged in sections. The camera itself and a lens are missing. Far more disturbingly is the collection of Polaroid photographs hidden under a false bottom. They are organized by date and time, handwritten on the back, each new date starting with a photo of the same red leather door on an otherwise unremarkable building. The stacks date back almost a year, the visits spaced out by roughly a month at a time. Each time, the photos show deeper parts of the building's interior and the ever more perverse acts the photographer engaged in. The very last photo is dated in February and shows a dark corridor ending with a large steel door. At first it seems a man and a woman await the photographer at the door, but closer inspection reveals they are molded into the door itself, their flesh warped and faces stretched in agony.

The characters' investigation is interrupted by a phone call. If they let the machine take it, a dark voice will say: "Florian... You never even showed up at the Alexandrium. Béatrice is very disappointed. We all are. I took it upon myself to make sure your sister knows just how much. Don't test me again."



Reevaluation

When the characters return to the hotel, they will walk in on Lucille feeding Varg her blood. The creature grunts and licks her bared palm before she calmly covers the wound up with her glove again. Desperate, Varg hunches on all fours and begins to shake.

After the characters explain what they found, Lucille will be more upfront with the plans that now seem to be unraveling. While never explicitly discussing it, she suspected the revenant intended to steal the tome from Montreal's Sabbat rather than representing them in this exchange. This suited her just fine. Montreal has a history of pretentiousness about their collection of Sabbat history and Cainite lore, never letting the books leave their city. Since the characters are the ones who witnessed the evidence first-hand, she allows them to suggest how to proceed. They could pursue Florian to see if he's still alive and capable of going through with the deal. They could approach his masters and take the negotiations through an official channel. They could even go looking for

another method of stealing the tome.

A Plan to Fall Back On

While the character leave to pursue their leads in the city, Lucille will tell the characters to expect her back only later that night. In case they are discovered, they will need a place other than the hotel to fall back on. Varg will remain in the room as a shared point of communication.

Scouring the Main

The characters, on their search for the mysterious red door, will have to traverse the length of St. Laurent Boulevard. They had glimpsed enough of a street sign in one of the photographs to be led here. They may discover soon enough that the road passes through the Main, the primary center of nightlife in Montreal. The downtrodden, the thrill-seeking, and the simply idiotic traverse its length. The characters will have to mingle among them, perhaps in the larger clubs like Metropolis and Foufs, to learn of the red light district in the north of the Main.

Player Logs #11

The next night they wake up. They notice Alma, Xander, and Matt wake up earlier than Frederica and Lucille. They walk into the sitting room to discover Varg has returned, with a bored and sad look on his face. He brought with him a big trunk. When Xander asks him if he succeeded at his task he simply answers 'machine speaks no more.' Varg tells them that 'Mistress' told him to 'find secret', that is why he brought back the trunk. Frederica and Lucille wake up as well. Frederica joins the three but Lucille appears to have a dusk routine and she enters the bathroom first.

The trunk has a simple padlock, and Frederica breaks it open. They wait until Lucille is out of the shower before opening it. Varg says it 'smells bad', but the characters don't notice anything. Varg says it smells like shame. When Lucille is ready, they open the trunk. It appears to be a storage trunk for a photo camera and a collection of lenses and tools. One lens and the camera itself are gone. Lucille is disappointed at the contents and in Varg, until Alma points out it has a hidden bottom.

They find stacks upon stacks of carefully arranged photos by both date and time, to the minute. The pictures are polaroids and the contents are very disturbing. Each stack begins with a picture of a red leather door. Deeper in the stacks pictures are seen of the photographer himself, Florian, in different states of arousal and the occupants of the building in different states of undress. Deeper into the stacks, they find deeper levels of the building, and now more perverted acts are unveiled. The stacks are dated a month apart each, and each stack covers one evening. The latest stack dates back roughly one month, leading the group to conclude that Florian could be still at that establishment right now. The last few stacks are hard to understand, and the very last stack pictures a hall. The hall ends with a steel door, with two people, that are part of the door. Their mouths forever still in a silent scream.

Frederica studies the first picture of each stack, and notices a street sign on one of the pictures. It starts with 'saint' or 'street' and the name itself includes an 'L' and has five to eight characters. They look at the map of Montreal and conclude it must be St. Laurent Boulevard, a very long street all throughout Montreal.

*Lucille decides they need to reevaluate their position and she wants the characters' input, since they saw most of the evidence firsthand. Her contact is unreachable at the moment which puts them in a predicament, but she has no intention of returning to New York without the handwritten copy of *The Book of Nod*. Although they never explicitly discussed it she suspects that Florian intended to steal the book from the Montreal Sabbat. He never really officially represented them in the exchange but he pretended to. It was a thin facade, but it was fine for Lucille. Montreal has a history of being rather pretentious of their collection of Sabbat history and Cainite lore. They consider their city to be more stable than the rest and so they never let any of their books leave the borders. But, maybe for the right price, they could also go through the official channel. Lucille shows the content of the suitcase she was so protective of. She carries half a million dollar in cash with her.*

The pack has to decide: find Florian, if he's still alive, or go through the official channel. A long discussion follows and the plan is as follows: first they find the building with the red door, see if Florian is there. If that fails they go to this 'Alexandrium', and the third place to look for Florian would be at his sister's. If he is dead, they will go the official way and try to trade with the local Sabbat.



Player Logs #12

Lucille confirms the plan, and while the pack heads out she is going to do some business of her own. The group learns that Saint-Laurent is a town on the other side of the island. The street stretches across the whole island, and is a forty minute drive.

When Alma withdraws some money, they realize that they are withdrawing money from human bank accounts in Montreal, and that the four of them are probably reported missing back in New York.

In a cab they drive past theaters, parks, then cafe's and clubs, and an industrial area. In the alleys they sometimes see shapes of people. They want to investigate this area, but decide first to follow the rest of the road. When they haven't seen the red door as they reach the other side of the island, they go back to the industrial area and get out.

The neighbourhood is dark. The sidewalks are only barely lit, and covered in a thin layer of ice. They hear a loud bang some streets away. A gunshot or maybe a car that backfired. They enter the alley and encounter a prostitute. Xander approaches her with the photograph, but before he can ask anything she looks at it and simply states 'I don't want anything to do with that,' and she quickly walks away to her pimp. When he refuses to talk about the brothel as well, the group concludes that at least it is well known around here.

The characters will frighten away a sequence of prostitutes who want nothing to do with the place they describe before they stumble onto it at number 7667, having learned nothing more of the place other than a whispered horror: 'The Heart'.

The Heart

Beyond the red leather door, a sequence of corridors and rooms await the characters, all playing to select desires. The characters find a room full of portraits

painted with some form of wax, slowly melting away under heat lamps. Two other adjoining rooms feature the screams of men and woman respectively, played back from a tape recorder on a loop. Anonymous patrons drift from room to room, engaged in a private affair. Each room has its own strong aroma of incense. Deeper in The Heart, the characters find a room where patrons huddle around a lifeless, naked woman, pale and not breathing. A pool of blood slowly grows around her. A single black flower is placed on her stomach, as if protruding from her belly button. All along the way, there have been smaller, private chambers where the characters hear the sounds of patrons in the act.

Raphael has meanwhile spotted the characters and starts following them. When they are alone in one of the corridors, he appears to them briefly as an angel bright as the golden dawn, before the characters blink and see a hideous, sharp face. A glimmer of gold remains visible around him as he speaks. He is fascinated by the newly-Embraced. They are the recently fallen, all at once worthy of redemption. He offers to hear each of the characters' confessions when they are ready.

Delving deeper into The Heart, the characters will have stood witness to ever more depraved acts, straining on their own instincts toward frenzy. Eventually, in the deepest parts, they will find the long corridor that ends in the steel double doors with the fleshcrafted figures transfixed in agony on its surface. Beyond, the septangular room displays the shrines to the Seven Deadly Sins. The characters will have stood transfixed by Pride (A vastly beautiful woman weeping, holding a mirror) and Lust (A bald, fat man holding his camera) when the doors open to let in Black Lotus, the woman the characters had thought dead on the floor earlier. She remains completely naked except where she is stained red with vitae. Mockingly, she moves over to the dais in the center of the room and fashions a dress out of handfuls more blood. She introduces herself as Black Lotus and

Montreal Unhallowed

asks the characters their business, or if they prefer, pleasure. Florian Obertus was most recently Black Lotus' client. She openly revels in taking from the pack she calls the Librarians and shows the characters their servants transfixed as her shrine to Lust. Florian has been stripped of all he ever was, now little more than a half-conscious animal. Black Lotus starts to play cat-and-mouse games where she grabs Pride by the neck, eliciting a response to

prove the statues are truly still alive, or offering the characters access to the video feeds of what the shrines get up to when they are freed from their pedestals. An observant character might notice the coiling tattoos of serpents encircling both her legs as she slithers around them. If the characters play along with her teasing, they might find her welcoming of causing further harm to the Librarians. She can give them information about the pack

Player Logs #13

In a different alley they bribe another whore to tell them the location: Saint Laurent Boulevard 7667, known as 'The Heart'. They investigate the building. In the trash they find only empty bottles and glass shards, covered in blood. In front of The Heart, they make up a plan. The pack is unsure how to proceed, but decide to ask for Florian inside. If they would be asked why, they would simply refer to 'business' and that he went missing. Then a man in a white trenchcoat enters The Heart. When the door opens they hear booming club music coming from inside.

They cross the street and Xander opens the door and they step inside into a dimly lit hallway. They can see four doors, with scratches on them. They pick a door at random, the first on the right. Behind it is a room full of mirrors. Some of them are broken and some are stained with blood. Frederica notices Matt doesn't have a reflection, they make eye contact, but she doesn't speak a word about it. The next room contains portraits on big canvases. A heat lamp is accompanied with every portrait. The paintings are made of some kind of wax and slowly the faces melt away. A handful of people are in this room too, sitting in front of the portraits, observing the process fanatically. Some patrons walk by, paying no attention to the group. The next door reveals a spiraling steel stair going down.

They continue down some stairs, where they encounter two doors. Behind the doors are the screams of a man and a woman, consecutively. They open the door with the woman's screams, but instead of a scene of torture, they simply encounter a tape recorder playing the sound over and over. Stepping through the next door, they enter a circular room with patrons crowded around a scene. From this scene, blood streams on the ground wet the feet of the bystanders. The scene contains a dead, naked woman with a black lotus on her belly button.

They look for Florian in the audience but don't see him and go another level downstairs. From the adjacent rooms they hear the sound of clients getting their fix. The landing to which they arrive is cold and they have no idea how far they are beneath street level now. Behind them is a patron coming down the stairs too. Alma looks over her shoulder first and, for a brief second, lays eyes upon the image of an angel. When the others turn their heads as well it's gone and a bald man with crooked teeth and black eyes is all that remains. He speaks to them 'You are the recently fallen, are you not?' After a short conversation he concludes that he will be there for them when they are 'ready to confess'. When Matt wants to know more about him he starts undressing, leaving his clothes on the ground. He walks up to Matt while stroking an angel-like tattoo on his shoulder telling him he should ask for Raphael in The Old Seminary when he is ready.

In the corridor are three doors, two silver and one black. Behind the black doors are pleasure rooms where naked women try to lure the group in, offering their services. The silver door leads to another staircase going further underground. They go down and immediately recognize the long corridor with the double steel doors from Florian's photo's. Behind them a naked woman follows on the stairs. The pack is shocked to discover she is the same dead woman they saw earlier. She introduces herself as Black Lotus.

Seductively she asks the group what it is they came for. She is quite interested in what they desire, what they long for. They don't answer this question to her satisfaction by asking about Florian. But, she knows him and leads them into the room on the end of the hallway. The steel doors have human bodies embedded in them, just like they saw on Florian's pictures. Inside they find the man they are looking for, at least what is left of him. Together with six other unlucky visitors of The Heart he stands patronized on a pedestal in the corner of the oddly-shaped, seven-angled room. All of them are clearly alive, unable to speak or move but it is unclear if they are conscious. Each of them represent one of the seven deadly sins. Florian, with his camera still hanging from his neck, is the embodiment of lust. Black Lotus makes it no secret she is responsible for his lugubrious fate and is even a bit proud of it.

In the middle of the room stands a fountain with blood flowing through it. Black Lotus covers up her nakedness by smearing its contents all over her body, like a dress. The four characters keep asking a lot of questions about Florian, but Black Lotus is only interested in what they really desire. She answers their questions but makes no attempts to conceal her boredom. While the pack stand around indecisive, she amuses herself by mutilating her seven victims. Out of all options the characters finally acknowledge they are looking for an item that Florian was going to steal for them. Black Lotus shortly enlivens, but her mood quickly sinks again when they tell her it is The Book of Nod they want. She has no interest in this 'boring old book'. She tells them Florian is a servant of 'The Librarians', a coven antagonistic to her and her packmates at The Heart. She hints she would have no problem with one of their members paying a visit to her. Apparently she has some kind of plan worked out for when Florian's sister would ever fall into her hands, since Florian spoke of her often. Her name is Abbey and she lives at the University Campus. It is not clear whether she is a servant of the Librarians as well. Now that the characters have the information and the lead they came for, they leave The Heart, fortunately unharmed.

Act I: Hearts & Rivers



and their lair if not more. Should they ask after it, Black Lotus does know of Florian's sister. She studies at the university and helps the Librarians in her familial duty. Her name is Abbey.

Black Dog

From the moment they leave The Heart, the characters will be stalked. The figure is hard to spot, but can run fast enough to keep up with a car. If glimpsed hiding in an

alley, or prowling down the street a block away, the characters will see a large dog with shaggy black fur and eyes a deep dark red color. It will flit in and out of view, but remains on the characters' trail.

A Plan Resolved

Not long before dawn, the characters will find Lucille back at the hotel room. She has written down the address of a downtown garage box for them and hands them a

Player Logs #14

The group hails a cab and heads back to the hotel, making a detour to Florian's apartment to steal some of his clothes. The apartment is in the same state as they left it except for trails of Varg's presence. Florian's wardrobe consists of just gray pants and shirts but it is still better than the blood- and dirt-stained clothes they are wearing now. Matt and Alma pick an outfit but Xander is too big to fit into any of them. When they leave they spot a dog. It has a deep black fur and shaggy deep red eyes. One of the characters remembers to have seen it outside of The Heart as well earlier. Was it following them? They rapidly conclude this can't be a normal dog because no animal would be interested in chasing a cab throughout the city. They way the dog looks at them is unnerving and they decide to confront it. When the group approaches the animal it starts walking away, growling every time they speak to it. Although the beast is hostile, it doesn't attack until Frederica sets it off by implying it is a coward. The black dog jumps up to her and firmly tears through her face. Alma grows her clan's claws and mingles in the fight. She gets bitten too, but not as bad as Frederica. After this the characters back off. Before they leave the dog speaks to Alma, asking her 'The bear is destroyed, do I need to destroy you as well?'

At the hotel Xander takes a look at Frederica's mutilated face. It won't heal like other wounds do. Because she can not show herself like this among mortals he fleshcrafts her injuries into a passable mess of scars. When Lucille comes back they consult with her on what they found out. Though there is only one hour of daylight left, they go out again to take a look at the University campus where Abbey lives. It is not difficult to find her apartment, the group only has to search the name tags at the flat's front door. While Alma looks for cameras, Frederica breaks the lock and the company sneaks in. They check out the building but don't try to make contact with the girl yet because there is not enough night time left. Before they go back the next night they all have to feed, especially Alma and Frederica need blood to heal their injuries.

key. It will serve as their backup haven if anything goes awry. She mentions, "Montreal may be very dangerous." The characters are at the brink of their commitment to the plan of having Abbey steal the tome for them. After this, there will be no going back from knowingly betraying the Sabbat of Montreal.

Abbey's Lot

The characters will need to go through the university's administration to somehow find an address for Abbey Obertus. She lives on campus in a dorm together with an overprotective roommate after what Christianus did to her for her brother's absence. The characters may find it easy to push past Vivian until she pulls a gun from her nightstand. The characters will find most acts of callousness here to harbor disastrous consequences, from adjacent dorms hearing the gunshot to the roommate's careful aim to the head. On the roommate's terms, the characters may speak to Abbey, a contusion visible on her neck. Otherwise, Abbey is sharp and strong. She can immediately identify the characters as Cainites through her use of Auspex. She has not yet decided what to do and she may yet be persuaded to steal the book for the characters. In return, she demands enough money to get her and her girlfriend out of Montreal. The characters may leave their address and hotel room number. She will contact them when she has made a decision.

The Call

The characters rise the next evening, anxious to hear the phone ring. One of the last snowfalls of the year beats down outside as Lucille temper frays at inaction while relying on a pubescent mortal. When at last, the call is made, Abbey coldly lists concise instructions for the characters to follow. The exchange will be held in two locations simultaneously. The money will be handed over in the Underground City of Montreal, near the station Place-des-Artes, between the opera house and the contemporary art museum. The Book of Nod will be handed over on the slopes of Mount Royal, under the arched gateway to its cemetery. Vivian will be in the Underground City and Abbey will be at the cemetery. The characters may only send one representative to each location. The others are to stay more than a mile away. With any breach of these terms or at the first sign of possible treacheries not yet discussed, Abbey and Vivian will ensure the local Sabbat learn of the characters and their plot. Lucille will insist on being the one to meet Abbey, using the name Elizabeth. Abbey will concede to meeting her even though they have never met, on the condition that the exchanges take place immediately, with no room for any devious preparations. After the characters have chosen among them who will deliver the money, Abbey hangs up.

Player Logs #15

The next night, they take a cab back to Abbey's apartment. When they knock on the door her roommate and girlfriend Vivian opens up. After a tentative talk they may come in and find Abbey lying injured on her bed. Then Vivian suddenly pulls out a gun and points it at the group. They cautiously explain who they are and what they came for. Abbey cooperates and it soon becomes clear she has had enough of the Librarians and Cainites altogether. When she and Vivian hear about the half a million dollar on the table for stealing the book of Nod they are undoubtedly interested. The girls ask the group to leave so they can deliberate on the offer and make their decision this very night. The group leaves their hotel's contact information on their way out.

Lucille has been busy today finding a safe house, in case needed, and hands over the key when they are back at the apartment. She also confirms Alma's presentiment that her sire Urta was destroyed recently, probably by the black dog or its associates. Lucille is enthusiastic about the girls' interest but also increasingly nervous in the hours before their call. When the phone finally rings Vivian states they will do it.

The girls call after sunset with the message they have obtained the book during the daylight hours. A list of demands for the deal follows. The exchange of the book and the money have to take place in two different locations. Vivian will collect the money in the Underground City at the Place des Artes between the opera house and the museum. Abbey will hand over the book at the cemetery on the west side of Mount Royal. There can be no one else of them nearby in a one mile radius. Lucille's only condition is that the transaction happens right away and that she herself will collect the book. They hang up the phone and Xander and Lucille leave immediately to close the deal.

The Exchange

The characters may not be aware yet of the vast Underground City in Montreal and will be surprised at its vastness. If they did not follow the instructions on approach to the Place-des-Artes, Vivian will be gone by the time the appointed character gets there. When they stand face-to-face, they will not be alone. Visitors to the expositions stroll through the same tunnels.

Vivian has her back to a wall and only stares at the character until they are in speaking range. She has a radio on her hip and a concealed weapon down her back. In the interest of transparency, Vivian will insist the character doesn't hand over the money until they get a signal from Abbey. She radios in that they have made contact and Abbey responds over a cracked and noisy signal that she is in position at the gates. As they wait Vivian hesitates but in the end offers the character an additional arrangement. Without going into details, she will state that if she wants to spend her life with Abbey without withering before her

Player Logs #16

The Underground City turns out to be a vast maze all throughout the city. When Xander finds Vivian she has a large radio with her through which she communicates with Abbey. Lucille has not yet arrived and they have to wait for a while. Vivian takes this opportunity to manipulate Xander into selling some of his blood. She even brought a bottle to collect it. Xander feels like he has nothing to lose. Vivian wants the blood because she and Abbey are planning to spend the rest of their lives together and she wants her life to be prolonged just like her girlfriend's. Then finally Abbey announces Lucille has arrived on the cemetery. Both girls hand over the radio so that Xander and Lucille can survey the deal. Then the critical moment arrives and the exchange is made. It doesn't take a second for Vivian to put in on a run when she lays fingers on the suitcase and she disappears into the underground crowd. A great relief falls over Xander when he hears the other end of the exchange has been successful as well. Over the radio Lucille comments on how the book looks and feels in her hands. She opens it and starts describing the inside. Then, when Lucille is mid-sentence, they lose contact for a short period of time due to Xander entering a metro. After this there is only radio silence.

Meanwhile the three other young Cainites are eating themselves up in the hotel, with no idea of what is going on. When Xander gets to back everyone is alarmed about Lucille's absence. Varg especially begins to gnaw on his own flesh. They decide to wait for some time and in the end, after waiting for three hours, they go out to investigate. Varg is in no condition to be left alone and they have no other option than to take him along. Xander has to bribe a cab driver not to ask any questions about his disturbing appearance. The group first makes a stop at the garage box Lucille designated as a safe house. It is located near the new port and is not difficult to find but there is no sign of Lucille or the book. By this discovery Varg breaks down mentally and they have to drag him along, back into the cab. The group heads for the cemetery as fast as they can.

girlfriend's eyes long before Abbey shows any signs of aging, she needs vitae and she's willing to buy it. She can't use any of the money that's part of the exchange, but she has five \$20 bills to fill a gallon jug (7 vitae), or however much the character can spare. She will wistfully grin, saying the character can just kill some other girl like her—one who isn't carrying a gun, she will remind—and make some easy money.

Whether or not the character accepts, before long Abbey will radio in that she's spotted Lucille (Elizabeth). Abbey then reveals how the exchange will take place before both she and Vivian mute their radios. Abbey has thrown her radio to Lucille. Both exchange are made simultaneously. Lucille and the character will be able to

talk once both exchanges are made and Abbey and Vivian are both on their way out. The first message that will get through is Lucille's voice, distorted as a train passes loudly underground, saying she has the book. She describes the antiquated leather, which she seems to believe may be of human origin. She continues to say she will meet the characters back at the hotel. She may be late as she is taking a detour just to be safe, not going back the way she came, but going through the cemetery instead. "Chronicle of Caine, Chronicle of Shadows, Chronicle of Secrets—nothing new there," are her last words before nothing the characters transmit elicits a response.

Player Logs #17

Once at the west side of the Montreal they easily find the spot where Lucille and Abbey met. Her footsteps in the snow can be traced into a direction heading east, to the hilltop from where the famous, now purple-lit cross looms over the island. Lucille seems to have crossed the large steel fence surrounding the cemetery but strange enough, her footsteps indicate that she walked right through it. The group on their part has to climb over it. Surprisingly, Varg jumps over it effortlessly.

On the other side of the fence the footprints change pace suddenly. From this point on Lucille must have been running. There are no other tracks visible in the snow. The trail leads into a clump of trees where the characters find broken branches. Behind the trees lies a road with a slope on the far side. Lucille crossed over and climbed it and so do the characters. Once above it they find themselves on the peak of Montreal under the purple-lit cross. Everyone present immediately starts to feel very uncomfortable. The snow around the cross has melted away and thankfully they spot the Book of Nod lying on the edge of snow and dirt. Alma takes off her coat and wraps up the antiqued book carefully without touching it. The others look around for clues of what might have happened to Lucille but this place is slowly driving them mad. Everything about it makes them want to leave and they have to fight the overwhelming urge to do so. Then Matt and Xander can't take it anymore and storm off into two different directions as fast as they can without looking back once. Varg takes it upon himself to chase them down but does this without consent. After seeing this, Alma keeps a safe distance between her and the cross now that she is holding the book. Only Frederica successfully forces herself to investigate the area further.

When Frederica has seen enough she and Alma head back to the garagebox, hoping to find the others there. They aren't, but it doesn't take long before Varg arrives with both Matt and Xander in his grip. Frederica was just about to open The Book of Nod.

Montreal Unhallowed



Act I: Hearts & Rivers

Perdu

The characters may think Lucille's radio has run out of batteries or they may be instantly worried. Abbey and Vivian will be long gone and no one is there to greet them at the hotel but Varg, who seems particularly uneasy. They might try their backup rendezvous, but Lucille doesn't show up there either.

When the characters decide to trace back her steps, they will find themselves following clear tracks in the freshly fallen snow. When they reach the gates of the cemetery, the snowfall from above ends. Lucille's tracks slip through the bars where the characters may need to climb. Walking along the graves, they will turn to find the radio lying on the ground. It seems to be perfectly intact. From here, Lucille's tracks turn to a sprint in a different direction, toward the cover of trees. The tracks stop at a road but are picked up on the other end, scrambling up a slope and finally ending at the foot of the Mount Royal Cross. All around it, the snow has melted away. Basking

in the deep purple light of the Lent lights of the cross, the Book of Nod lies neglected. The cross causes the characters great discomfort. They cannot stay there for more than a few moments without consequences.

Later, down among the streetlights, with the Book of Nod tucked under their arms, the characters can piece together clues from what they saw. There were no the tracks behind Lucille's across the cemetery. There may have been broken branches overhead in the woods, though. Near the cross, there was clearly a scuffle, with no tracks leading away from it. Characters with excellent reasoning may even conclude Lucille knew to run toward the cross as a beacon of faith.

Almedeo's Book of Nod

The characters still have in their possession the book they had set out to retrieve. Its contents may puzzle them as well as enlighten them. They may take their time to browse it and ultimately decide if they're going to keep it.

Montreal Unhallowed



Act II:

Lies & Faith

Player Logs #18

The group wakes up the next morning. Varg has been up the whole night, pounding his head against the wall in anxiety. A large bloodstain has appeared where his head hit the wall over and over. Xander, Matt and Alma wake up before Frederica but wait for her before opening the Book of Nod. They designate one person to study the book first in case the content would provoke a frenzy. They can't be careful enough since they have no idea what exactly happened to Lucille. Xander volunteers, but Matt is a better choice because he is less heavy and easier to contain in case he would go into a rage.

Matt opens the book and starts reading out loud. The first sentence says 'my name is Amadeo'. He is the translator and copyist. The last page contains the Roman numerals 'I', 'II' and 'III'. Number II has a streak of blood through it. Matt reads out the chapters' titles first to have an idea about the book's content. Xander comes up with the idea to split up. Two of them could study the book while the others try to find Lucille. The others think it is better to stay together. One by one they read out the book, passing it along.

before he relies on violence to subdue them. He does not know what the characters have been doing in Montreal, but he realizes they're in some sort of trouble. He mainly wants to talk.

"I am Gharston Roland. I work for the Archbishop. Let me give you a chance to introduce yourselves." [...] "Having a bad night?" [...] "Why are you in Montreal? You here for knowledge? For faith? Blasphemy?" [...] "You haven't even been through your Creation Rites, have you?"

If the characters are straight with Gharston, they may soon learn he can help them out. At the same time, they will realize their new friend is dangerous. He's happy to explain a lot about the city, from established packs to a hint at its troubled past.

"You're going to have to come to the Temple of Eternal Whispers." [...] "At midnight, each night, there's a ceremony down there in Caine's chapel."

Gharston can give them instructions on how to find one of the many entrances to the communal haven. His parting words echo: "Notice how you're still in one piece? Am I doing the right thing? Are you?" [...] "Concordia Salus."

Gharston

Valez' hitman has been watching the characters for longer than they'd like to speculate. When they see him approach, he will have a loaded pistol resting comfortably in each hand. "Hold it, all of you," he commands them. If the characters don't cooperate, he will rely on Chimestry

Varg's Touch

Varg will, at one point, take an interest in the Book of Nod. His use of Auspex leads to a sinister omen, voiced in his hampered tongue: "Pain. Betrayal. Denial. Betrayal. Loneliness. Betrayal. Lies. Betrayal." He then looks deep into the characters' eyes, tears half of blood streaming down his cheeks, imploring them: "No betrayal."

Player Logs #19

After few hours of reading, Varg suddenly stops banging his head against the wall. It is Xander that first hears the footsteps on the solid concrete outside. Frederica notices an additional rustling sound of metal on leather. Everyone is immediately in a heightened state of alertness and Alma grows her Gangrel claws. Then the footsteps come closer and someone knocks on the garage door repeatedly. After some hesitation Xander opens the door after Matt hides the Book of Nod under his clothes. Their visitor is a man with big leather boots, jeans, a long leather jacket, blond greasy hair and two nine millimeter pistols in hand. He makes a relaxed impression, like he is in charge of the situation.

Xander: 'What is it you want?'

Visitor: 'Hold it, stay where you are, stay away from the door.'

Alma: 'Who are you?'

Visitor: 'Gharston Roland, I work for the Archbishop.'

Gharston: 'Let me give you a chance to introduce yourselves.'

Xander: 'Alright.' (Everyone shares their name).

Gharston: 'Having a bad night?'

Alma: 'Not really, why?'

Gharston: 'Why are you in Montreal?'

Frederica: 'We are newlings. We are here for our Creation Rights. To prove that we are worthy to you and to the Archbishop of Montreal.'

Frederica told a harsh lie to Gharston, but made the bluff work through years of experience swindling people in her previous life. Gharston seems to buy it and also likes the reason for their stay in the city. When he asks more about their business, Alma adds to Frederica's lie, telling him they were supposed to meet a woman in Montreal, but that she never showed up.

When Alma asks Gharston how he found them he tells he had orders from the Archbishop. To the discomfort of the characters he asks them if they are loyal to the Sabbat, because after all, there is only one Sabbat. Everyone is aware of how deep in trouble they would be if it would come out that they helped steal the Book of Nod.

Then Gharston tells the group to visit the Temple of Eternal Whispers in which a Sabbat ceremony takes place every night at midnight. It is located under the train tracks northwest of the main station in the old part of the city. They can enter through a maintenance shaft. When the group agrees to come and visit the temple he leaves while saying something the characters don't understand.

Restless

Xander has been feeling weak ever since the night they went after Lucille. In truth, this has less to do with what they found on the slopes of Mount Royal as it does with the fact that his mug of soil has been left behind in the hotel. As per his Tzimisce weakness, his dice pools are

halved every consecutive night. After Xander realizes this is the cause of his restlessness, it may be worth taking inventory of all their possessions and where they are spread out by now. If nothing else does, this may lead them to visit their old hotel room, where Lucille has left behind some of her belongings as well.

Player Logs #20

In the garagebox the characters have a nervous discussion about their place in the city, their loyalty and about what to do next. Alma lists her priorities for this night and the rest agrees. First, they should find a way to secure the book. Second, they are going to find Lucille.

Everyone agrees Varg is the designated person to keep the book safe because he has proven himself to be really protective of Lucille and her belongings. Xander and Frederica take off first to feed while Alma and Matt stay behind in the garage. Xander victimizes a woman in an alley. Before drinking her dry he fleshcrafts her mouth and nose into one impermeable whole, making the woman's last living moments on earth a hellish nightmare. When Xander is done quenching his thirst he uses her drained body to practice his fleshcrafts on. Also he takes the sixty dollars she had on her. When he leaves the alley her body has changed into a clothesline.

Frederica seduces a young clumsy man in a bar. They make their way to his apartment where he thinks he is going to get laid. He is very wrong. Inside, Frederica ends his life and sucks him dry. When she comes back to the garage it is Alma's turn to feed. She looks for a proper victim in a park nearby and finds a man walking his dog. She creeps up on him saying 'nice dog' with a mean grin on her face. She pets the interested dog for a minute and then digs her fangs deep into animal. The owner is long gone when Alma looks up again. When it's Matt's turn to go out he simply lures a fat man eating a burger into an alley and doesn't hesitate a second to end his life, sucking the rich blood out of his veins.

Player Logs #21

When everyone is back in the garage they notice Varg stopped pounding his head against the concrete wall. It seems like he's finally asleep at first, but when they investigate further they see a large wound on the back of his head. It is bad and the bone of his skull is visible. Xander tries to fleshcraft his injuries until the wound closes. He botches it up, with catastrophic consequences. He tried to extract some of the skull bone but failed, leaving him with pieces of brain on his fingertips. Varg's condition worsens rapidly and Matt jumps in to force-feed the creature. When this doesn't bring immediate results Frederica and Alma join in and pour vitae into his mouth as well. But all of this is in vain. Varg dies there on the cold hard garage floor, holding the Book of Nod tight in his arms.

A long moment of silence follows in which everyone grieves deeply. After a while Alma says 'you tried to help.' To which Xander replies 'we all did.' More silence follows.

Frederica goes out to steal a car to move Varg. They want to bury him on the cemetery near the cross where Lucille was last seen. After driving there the group finds a nice spot and Alma starts digging the grave with her claws. She tosses up chunks of earth and ice in a beastly way, growling subconsciously while she does so. In the meantime the others investigate the clump of trees where Lucille walked through yesterday for the second time. At first they find the same tracks and broken branches as the day before and large claw marks on the trees. But now that they stay between the trees a little longer the sky seem to become darker despite the lack of foliage. Then the three of them notice the fluttering of wings but get distracted when Alma calls them when the grave is ready.

When Varg is lowered into the grave the group feels more exposed than ever. When they finish covering his body with earth Alma wants to hold a little ceremony in his honor. She licks her palm, kneels and presses her hand to the earth, thinking about how Varg used to lick Lucille's palms. The others follow.

On their way back to the garage they withdraw all the money they can from an ATM. Alma secures five hundred of her nine hundred dollars for later, burying the money deep below the surface of a park called Jardin du CCA.

They make up a plan for the next night. First, they will find a safe place for the book. The loss of Varg draws heavily on them. They will buy a polaroid camera to photograph the seventy-five pages of the Book of Nod so that they will have access to its content at all times. Then they will visit the temple Gharston informed them about. There they will ask about their associate 'Elizabeth', the false name Lucille used earlier. Also, they wish to find out more about the purple-lit cross.



Lucille's Room

Back at Hotel Gault, the room is just as the characters left it. Should they dare intrude on Lucille's room, they will find it completely dark. Its windows have been shrouded with black masking tape and the bedcovers. Searching around, they may find Lucille truly had as little belongings with her as it seemed. The only thing careful investigation will reveal is a New York telephone number scrawled on a pad in her handwriting.

Messy Eye on Lies

There's a homeless man more disgusting than most. He wanders around the industrial lots where the characters currently hide out. Anyone who comes close notices the wrecked, pus-seeping eye set in a socket that seems to suffer necrosis. Each night, he has a different proclamation scrawled onto his cardboard picket sign. Few survive ignoring its portents, so he claims. The first night the characters pay attention to him it will read: 'THE LIE IS THE LEAST REWARDED SIN'.

Above the Hall of Hollow Saints

Depending on the time of night the characters decide to follow up on the Nosferatu Raphael's promise of hearing their confession, they may find him in either secluded prayer or engaging in more nefarious interests with the child Cherubim. He may tell them of the holy ground they stand on if they ask before he takes them to a small, adjoining room, where he will start: "How long has it been since your last confession?" As the characters will soon learn, Raphael is more keen to listen to their stories than to answer questions.

The Temple of Eternal Whispers

The characters find one of many entrances to the crypts below the city by traversing maintenance tunnels in the Underground City. Gharston may have instructed them to venture down a particular shaft in McGill station. This shaft becomes steadily narrower and before long, the wiring and pipes stop short at a dead end. All along the length of one of the wall, there had been low arches acting perhaps as vents. It's pitch dark beyond and by touch the

Player Logs #22

The characters awaken in the cold garage box, and Xander feels particularly down. With the death of Varg, the scars on Frederica's face, and, especially, having slept without his mug of earth, he feels incapable of doing anything. The scars appear to be permanent, and ruined Frederica's beauty. Xander just can't get rid of an odd, uncomfortable feeling.

The pack heads out to the hotel suite to retrieve their belongings, but first Alma goes out to feed. In a bar she offers a drink to an obese businessman. He takes her for a prostitute and after scanning her extensively he approves and they take off together. Outside Alma pushes him into an alley and drinks him dry behind a dumpster. When she is done she empties his wallet and walks away with a full belly and two hundred dollars.

Surprisingly, the hotel suite has not been touched since they left. The door of Lucille's room is locked, but Frederica manages to pick it. Inside there is nothing but a note with a phone number from New York area. Before they leave they pick up the hotel's bible, Florian's chest, two bathrobes, and some free shampoo and soap bottles.

Before heading back to the garagebox the group buys a polaroid camera to take pictures of each page of the Book of Nod. With these photos they can consult the book whenever they want, without bringing it in danger. However, they still haven't found an appropriate hiding spot to put it.

Xander and Matt take care of the photos while Frederica and Alma look outside for a park or a patch of grass to bury the polaroids. After they find one they call the New York number on a payphone. A man with an accent answers, and Frederica tells him that Lucille has gone missing. She hears him swear in Italian and he replies that 'If you don't find Lucille, bad things will happen. Find her!' He hangs up the phone without warning.

With little time remaining before the ritual at midnight, they head toward the train station to enter the temple. The Book of Nod is left behind beneath the double bottom of Florian's trunk in the garage. The fresh polaroids are temporarily stored in a locker at the train station.

Matt draws some attention of local security when they enter the maintenance shaft. They decide to stay in complete darkness while navigating through the tunnels. Thankfully Alma is able to see in the darkness and she can guide the rest. After a while, they hit a dead end. However, there are six small arches on the floor, only big enough to fit one's head and shoulders through. Xander's big shoulders are an exception. Alma uses her claws to widen the space of one of the arches and Frederica follows. Matt and Xander stay behind, as they do not want to destroy the entrance and Xander does not dare to fleshcraft his way through, not in his current state.

When Alma and Frederica return they've spoken with Gharston, who told them about another way in. Downtown, two blocks east of the McGill University, between an old sushi place and a closed bar is a sewer entrance which leads down the street to a door with red and black tape. They also saw a throne of bones and Black Lotus wrapping herself around a pillar obscenely.

On their way back to the garage box they bury the polaroid pictures and some of Alma's money. The rest of the night is spent reading the book of Nod. They will attend the ritual together the next night.

Player Logs #23

The pack starts their night by paying a visit to Raphael at the seminary near the Notre Dame Basilica. On the way there they encounter a homeless man holding a sign 'The lie is the least rewarded sin'. When given five dollars and asked for explanation, he replies that all other sins have some reward (money, to claim a life), but lies do not lead to anything except politics. Also, when they ask him about the cross, he tells it is purple these days because of Lent.

At the seminary, a small girl opens the door and leads them to Raphael. For a moment they all see him as a beautiful angel but then they notice the blood on his hands and the mean look on his face. The pack explains that they are not here to confess, but for help in finding Elizabeth. Raphael has not heard of her, and inquires if they really have no sins to confess. The pack tells him about the time they murdered a family in cold blood, and Raphael seems to be somewhat pleased by the confession. He says that Cainites are between the two extremes of good and evil and that they ought to think one night which extreme they think fits best in the eyes of god. When they have an answer, they can return to him.

characters feel no surface within reach. A light draft flows through. One by one, they will have to crawl through the narrow space and let themselves fall into darkness. The fall is more than twice their height. When they land, the characters feel a narrow stone ledge. This narrow passage is filled with tombstones.

After collecting themselves, the characters may hear strange sounds. At first, it sounds like many whispers, but as they follow the corridors into the crypts of Montreal's 19th century cholera victims, one deep voice becomes

more discernible. With truly perfect hearing the characters may pick up stray mutterings without being certain which voice spoke them: "Rotting..." "The many diseases..." "The flames..." "My own hellfire..."

Eventually, they come to a choice in the crypt's hallways. Either they follow the direction of the draft, or they follow the direction of the dark voice. The draft leads them to the great hall of the Mausoleum. The direction of the voice will offer them a chance to hear the words "Sangris did this to me..." before the voice stops, noticing



Player Logs #24

The pack goes to the Heart, hoping they might get some information there. When they enter, they notice a tall dark woman staring at them. Xander approaches her and asks if he can help her. She asks for their names and Xander starts introducing each one of them. Alma, however, tries to quickly say a fake name, Daisy, before Xander can tell her real name, but Xander fails miserably at playing along. The woman, who introduces herself as Rose, dominates Alma into cooperating in a bit of bonecrafting. She creates a bone in Alma's jaw that penetrates her tongue, making it hard for her to speak. Rose's voice, in the meantime, is a gentle woman's voice toward Alma, but a deep man's voice toward Matt and Xander. Rose leads the pack a few stairs down to Black Lotus. Black Lotus offers the pack a drink from either a lawyer or a tax accountant, who lie dead with their arms amputated. The pack accepts and they drink some of the blood that still remains.

When the pack says they lost Elizabeth at the cross at Mount Royal, Black Lotus is very clear that they should never go there. Apparently, no Cainites return from that place. She cannot give any additional information, but this does help the pack in understanding there is at least something at the cross. Apparently they should be thankful that they have returned. They make their way out, explaining they will be at the midnight ceremony at the temple later, where they might see her again. Alma bluntly asks 'Will you be touching yourself again?'; and Black Lotus is not amused. She commands Xander to punish her, and he does so reluctantly. He is handed one of the dead men's legs, and acts as if hitting her hard with it. Alma fails to play along, and Black Lotus is now infuriated. She commands the others to step back while she lifts Alma. She imparts hallucinations of crawling serpents everywhere. The visions persist long after the pack has left the Heart. Xander manages to do something about her bonecrafted mouth later.

the characters. Deeply hidden with potent powers of Obfuscate, the voice's owner surrounds the characters. "The Whisperers demand to know your names." [...] "Your full names." [...] "Yes. You have seen the slopes. And the slopes have seen you."

The mysterious entity then engages a combination of Serpentis, Presence, and Dominate to overcome the characters. Entrancement is used to get the characters' complete attention. The Eyes of the Serpent is used to paralyze the characters into maintaining eye-contact one by one. Finally, Mesmerize is used to issue an oath: "You will reveal nothing of our meeting here to anyone. You will not even discuss our meeting amongst yourselves. To show my appreciation for your loyalty, I will impart knowledge on you.". All this appears to the characters as a pair of golden eyes shimmering through the darkness. Only vaguely will they recall the outline of a man's physique. As the eyes recede back into complete darkness, the voice finally adds: "Archbishop Valez will not have reigned for long." When the mysterious figure is gone, a perceptive character will notice that the whispers remain. As they near the great Mausoleum itself, they may notice the echoes only resound louder in its massive hall.

Mausoleum

The characters enter the vast and unthinkable marvel that is the Temple of Eternal Whispers' Mausoleum through a spiral staircase leading further down from the crypts. The characters are not alone. At the far end of the great hall, a number of Montreal's Cainites gather around the archway that leads to Caine's Chapel. They are waiting for the Toast of Midnight to begin. The characters' entry does not go unnoticed. Only some of those gathered talk in small groups. Most patiently wait alone in silence. The characters recognize two such sole Cainites. Black

Lotus has wrapped herself around one of the pillars and is touching herself as she stares at the characters with a wicked grin. Those gathered who aren't fascinated with the characters are fascinated with her instead. Meanwhile, the characters also notice Gharston leaning on a far wall. With his hands in his coat pockets, he slowly nods.

If the characters isolate themselves from the gathering, they will find themselves the target of much sneering and thinly veiled threats. They can also decide to wait with either Black Lotus or Gharston. Either of them would enjoy telling the characters about the hall's architect, Dumas, or anything else that comes to mind. If they are truly attentive, they may notice there is talk of a new arrival in the city other than the characters. A pack called 25:17 is coming to the city, intending to settle here. The concatenation of implications is long. Not only is it a Black Hand pack recently honored for their role in the great crusade against Chicago, but their leader Ezekiel is also the child of the previous Archbishop returning home at last.

Caine's Chapel

At some point, Valez will declare the Toast of Midnight is to begin. The characters only glimpse her briefly, wearing black leathers over a translucent white blouse, as Gharston approaches to whisper something in her ear, pointing at them. She answers "Vampira non grata? They wait outside." Their view is then long since blocked by other Cainites entering chapel.

They can hear the ceremony even if they aren't permitted to see it or take part in the Vaulderie. Instead of the customary Sermons of Caine, Valez calls for a recital of the Code of Milan, to remind everyone of their duties. The man who reads it has a rich, old voice. Afterward, the Vaulderie is performed, ending with a promise from

Act II: Lies & Faith

Valez: "Concordia Salus."

Though they can't overhear what is discussed afterward, the characters may conclude that this nightly ceremony is used by Montreal's Cainites to speak about matters openly with their Archbishop. Only after everyone has gone will Valez consider hearing the characters out. Inside the chapel, the characters may glimpse the great inscription over the entrance to the Alexandrium.

Valez asks them plainly if there is anyone in her city willing to vouch for the characters. Gharston will slowly shake his head if the characters consider mentioning him. If the characters can't think of a sponsor, Valez will simply state that they have to leave the city this very night. They are unwelcome here and should find their Creation Rites in New York instead. She turns to Gharston, saying: "Soit les regarder à bord de l'avion ou les tuent tranquillement. Faites ce qui est plus facile pour vous." The characters may notice her French is passable at best.

Escort

Gharston will tell the characters it is in their best interest to make this as easy as possible. He reasons if even one of their sires has an interest in them, killing the characters in Montreal can become problematic. He takes them up to the surface and into a car. He inquires after the characters' creature, intending to ship him separately. He will call ahead to arrange flights that very night. Then, he drives them past their garage box to collect their belongings. When finally they on their to the airport, Gharston's car is rammed from the road. Perceptive

Player Logs #25

The pack makes for the temple, now entering through the sewers near the university. When they cross the catacombs, they notice whispers coming out from the walls, something Alma and Frederica also noticed last time. They enter through the balcony and make their way towards Gharston. In passing another group of Cainites, one of the group remarks 'Don't you know you are among monsters?'. A little later, they overhear the group saying 'He is coming back to the city.' 'No he was already here.' And another time later: 'Not only is it a Black Hand Pack, they were recently honored for their role in the great crusade against Chicago.'

Then the ceremony starts, led by Archbishop Valez, who has been the Archbishop of Montreal for two years now. From Gharston they learned that her predecessor was an infernalist (one who deals with demons) and that had been burned for his acts. The company is denied access to the chapel but is still able to overhear the prayers inside when standing close to the door. When the ceremony is over the gathered slowly leave the temple but some of them stay behind to talk to Valez. apparently this is the nightly opportunity to speak to her directly. She lays eyes on the pack and raises an eyebrow. They then feel obligated to introduce themselves before her. The Archbishop gets directly to the point by asking the pack 'Who is willing to vouch for you?'. They answer this question with the name Elizabeth Laroche but she is unfamiliar to Valez. She claims to know every Cainite in her city. When the pack can't come up with another name she orders Gharston to escort them out of her domain.



characters may notice the black shape jumping out from behind the trees. Very perceptive characters may have noticed it stalking the car at an incredible speed long before.

The car crashes into an oncoming SUV, sending it spinning off the road. Through blinking lights and smoke coming from the hood, the characters can just make out the shape of the black dog ahead, waiting for them. Gharston is wounded but assures the characters that the

only way they're going to get out of this is if they work together. He thinks they have been assaulted by one of the tribes of werewolves that surround the city. He asks which one of the characters is the best shot and hands him or her one of his guns. The black dog will shift forms, revealing a Native American man, wild and huge. Either he or Gharston is going to meet Final Death tonight. The characters' actions may tip the scales.

Waking

The characters will one by one awaken back in their garage box. Gharston lies motionless in the corner, his arms crossed over his chest with a death grip on both his pistols, while his head is supported by his trench coat folded up. Gharston has been awake for a long time when the last of the characters rises, but he remains motionless nonetheless, listening. When he decides he's heard enough, he will start talking while keeping his eyes closed. Unless their banter clearly pointed to betrayal, Gharston will insist on performing the Vaulderie with them. He will offer for one of the characters to take the lead.

Vouching

Gharston will tell the characters he's not going to put them on a plane, nor is he going to kill them. He isn't, however, going to vouch for them either. He tells them

Player Logs #26

Gharston drives by the characters' garagebox to give them the chance to gather their belongings before he drops them off at the airport. It seems like nobody in the city still has a clue about them possessing the Book of Nod, otherwise they would already have taken it back by now. The group carries their belongings in Florian's trunk, on top of the secretive double bottom. Meanwhile they try to persuade Gharston to make a quick stop at Raphael's because they think he might vouch for them (if they would confess about the book to him). Only, Gharston has no interest in wasting time or taking risks and goes straight to the airport. Alma tries to beseech him by asking about his own Creation Rites, but he remains indifferent to their situation.

On their way to the airport, the car suddenly gets hit by a shaggy black creature, leaping out of the nearby forest. The car slips out of control, crashing into another driver on the other lane. Out of fear for a werewolf Gharston hands over one of his guns to Matt, who is sitting next to him in the passenger's seat. In a blink of an eye Gharston empties a full clip into the mist, hoping to kill the beast before it is able to strike again. Gharston orders them to work together if they want to make it out alive.

Xander and Alma quickly grow claws while Frederica steps out of the car carrying a kitchen knife. Matt fires at the wolf who jumps onto the car out of the mist. From above it claws through the roof and strikes at Alma. In response she claws back at the creature. Frederica attacks the wolf with the knife but it isn't strong enough to pierce his thick skin and snaps. The wolf turns on Frederica while Matt and Gharston keep firing and Xander lashes out at it.

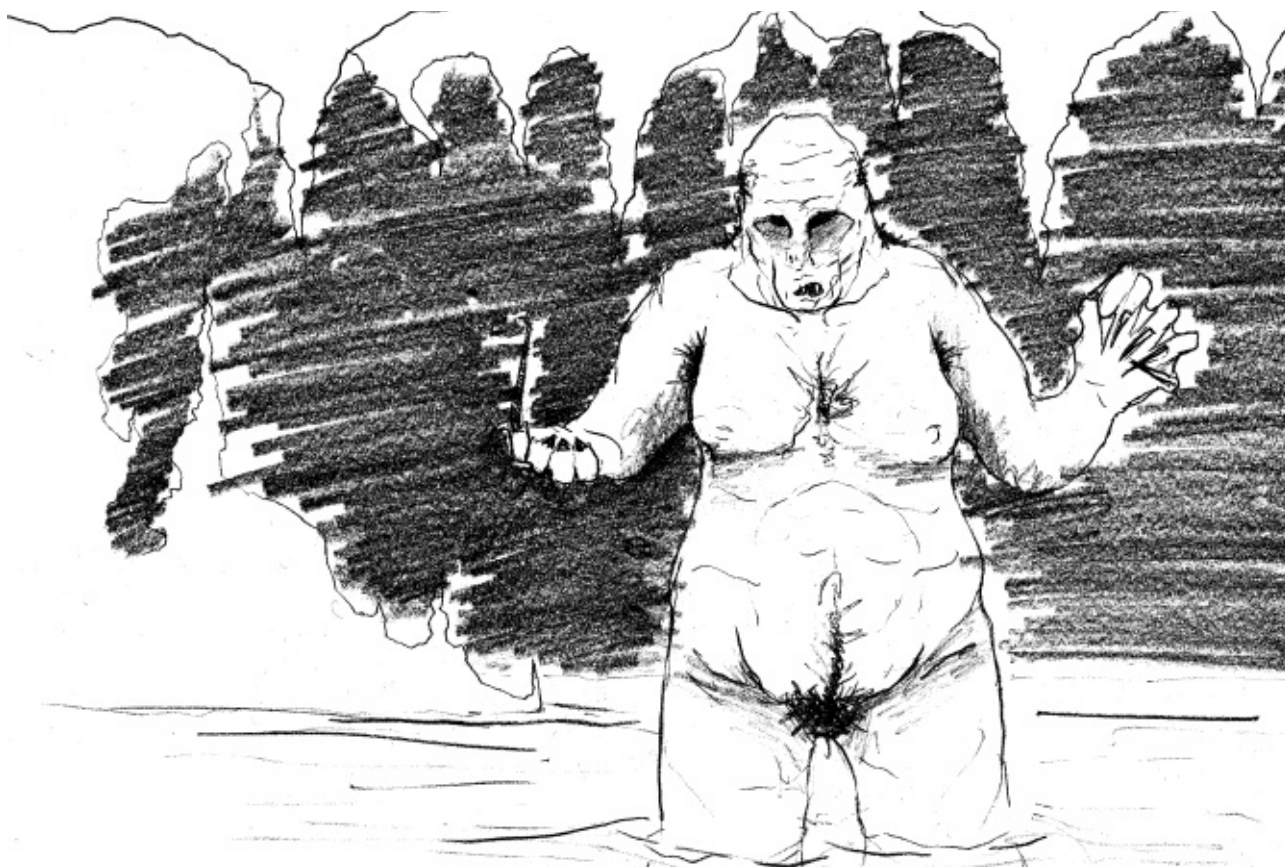
The fight ends when Alma steps out of the car and delivers the final rend with her claws. To everyone's surprise the creature slowly crumbles to ash. Alma puts the pieces of the puzzle together and explains that the vampire came after her because she inherited some kind of bloodline. She thinks she has betrayed it by allying herself to the Sabbat. Gharston's anger grows when he finds out they have been attacked by 'Camarilla scum', a term unknown to the pack. Now that they have a common enemy, Gharston intends to arrange for them to stay in Montreal. Before they run Xander drinks from a badly wounded car crash victim while the others attempt to collect the trunk which is stuck on the back seat. Gharston compels them to leave it behind, not knowing what's inside, but they eventually manage to pull it out.

Player Logs #27

As the sun goes down the pack and Gharston start to rouse in the garagebox. Alma, Matt, and Xander are the first to wake up as they whisper about what to do with the Book of Nod. Frederica wakes up and joins the conversation when, too suddenly, Gharston starts "Do you remember what we agreed upon yesterday on what to do today?" This startles the pack, and Alma then states they have something to confess. Gharston suggests "Something about a book, am I right?". The pack then tells him about the Book of Nod and about Elizabeth. Gharston threatens to execute the pack on the spot, but somehow the pack manages to convince him they are going to follow Caine's will and the Archbishop's. In the end, Gharston lets them go as he adds that a storm is coming over Montreal and every Cainite, however young, is required in the fight.

Gharston tells the pack of some of the 'paths' that Cainites follow in the city. After the pack shows a particular interest in one of them, Gharston tells them where to find Caroline Bishops of the Queens of the Mercy pack. Lastly, he tells them the Librarians are hard to reach as they are too focused on their studies. He also tells them none of the Librarians is less than a century old. However, to approach them and make amends for stealing the Book of Nod, they could contact their supplier. Elias the Whale makes his home deep in the sewers.

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Player Logs #28

After Gharston has left, the pack feeds. All find their prey and drain them without second thought. Each kill goes with even less remorse than the last. Xander is especially far gone. He wakes from the rush of feeding as he is nibbling on a man's liver. He decides to make a figurine out of the organ.

The pack heads for the sewers and they make their way down. When they reach deeper levels, they notice deep scratches on the walls, all different in size. They then reach a clearing.

An enormous, monstrous, rotting figure shows himself and introduces himself as the Whale. The repulsive Cainite is less amicable than the pack had thought. He demands they to hand over the book as soon as they mention it, or he will devour them. Elias refuses to give the Cainites any guarantee that he will tell the Librarians that the pack returned the book for them. As the pack thinks on what to do Elias soon grows impatient and advances. Alma counterattacks with her claws, as Xander, who is still considerably smaller than the Whale, manages to tackle him. After the brief struggle is settled, they strike a deal with Elias Frederica and Alma to stay behind while Matt and Xander fetch the book.

Xander and Matt make haste to get to the garagebox, but they reek of sewer. With no better alternatives, they hail a cab, who, naturally, does not want to take them. As the cab driver rolls up his window again, Xander smashes it in with brute force. The cab driver reaches for a concealed gun, but Xander manages to grab it before he does.

At gunpoint, the cab driver takes them wherever they want. The whole scene took place in public such that witnesses have already called the police. Sirens are heard in the distance as the cab makes haste to get to the garagebox.

When they arrive at the garagebox, Matt and Xander send the cab driver away so as to not draw any further attention. They wrap the book in plastic and make their way back. This time, they try to buy their way into a cab ride, but they don't manage to come up with enough money for a cab to take them. They walk for a while to the nearest subway entrance and make the rest of their way back underground.

Meanwhile, Frederica and Alma are stuck with the Whale. At one point, he demands they sing a song or tell him a story. Hesitatingly, Frederica starts to recall what was in the Book of Nod.

Alma doesn't understand what she said to cause it, but after saying something about Enoch, the Whale becomes infuriated and calls them faithless. He attacks them and it quickly becomes a struggle between the Whale and Alma alone. She yells for Frederica to make a run for it. When her packmate is clear, Alma calls on her blood and melds into the ground.

Player Logs #29

Xander and Matt arrive at the clearing with the book in hand as they notice there has been a struggle in the meantime. The Whale emerges from the water and demands the book. After inquiring about Frederica and Alma, he tells them he ate their friends, and he will eat them if they do not hand over the book. After some hesitation and anger, Xander and Matt comply, handing over the book. Further on in the sewers, they are happy to see Frederica again, who had fetched a fishing net and was returning to the clearing to help. Alma was able to sneak out after Elias left. The pack has returned the book, they hope, now they must decide whether to seek their Creation Rites in Montreal.

there's a storm coming for Montreal, and that it will take all the Cainites in the city to work together to weather it, no matter how young. He has faith that the characters will do the right thing. Gharston also says that he's not the one they have to convince. He intends to go back to Valez right away to report on what has happened. The characters' fate will be postponed until he can explain what happened, why they were attacked. In that time, the characters will have to find someone to vouch for them, somewhere to dedicate themselves for the Creation Rites. That, Gharston explains, all lies in the Path they choose. That said, it's not unheard of for a pack to share different Paths among its members.

Gharston will tell the characters little about the Paths of Enlightenment active in the city beyond listing them, insisting they should consider them without bias. He will only say that the Path of Honorable Accord is his and that it is the iron backbone of the Sabbat all over the world. For each Path, he will give them an indication of where to go and who to see. The rest is up to the characters.

Lastly, Gharston will ask the characters to list

everything they know about the attack on the road. Then he assures them that if they try anything unexpected now, he will be the one to put the characters down.

Messy Eye on Faith

When the characters leave the lot to go about their business this night, they will see Messy Eye standing in the distance, holding his latest sign: 'EVEN SHALLOW MEN DROWN IN FAITH.'

Spoiled Meat

The next time one of the characters feeds, they will happen upon a victim particularly suited to his or her needs. The victim is a little delirious and a little desperate. Feeding is almost too easy. Only very careful inspection will reveal the symptoms covered up by powders and perfumes. The character is unlikely to draw any conclusion from how the blood feels a few degrees warmer than normal. After the deed is done, the character will have become a carrier for the victim's deadly disease.

Verdict

At the start of the session, the players set aside their characters for a moment to dimly illuminate something that happens across the border to the south, in New York. Five voices utter:

[Sfregiato] "We must find her and return her home, it is that simple. Her loyalty surpasses all of yours. Is anyone here unwilling to do what it necessary?"

[Lanzo] "No. I am willing."

[Evan] "Not unwilling, no."

[Sarris] "Anything for your daughter."

[Maniscalco] "She must return to the flock, there is no doubt."

[Sfregiato] "Good. Lucille spent half a century traveling the globe, searching for me when I was... lost. One of you will venture north, not to return until you have found her."

Player Logs #30

The pack rises to hunt and Xander shreds his unlucky prey into pieces. Afterwards they go to the underground city to find some clean and fitting clothing. Each goes their own way inside one of the malls. Xander tries to feed on a lady in one of the changing booths but loses his self control and gives into his Beast even further. The store's security responds quickly and soon more screams start to erupt from that part of the mall. When the rest of the pack finally notice the gruesome scene, Xander is already sitting within a circle consisting of neatly arranged heads, mumbling 'Love me'. The alarms are ringing as they all nab a handful of clothes and make their escape as quickly as possible. A few more mall cops fall as they head for a park with sirens on their heels. Once there, it takes some time before Xander slowly recovers from his frenzy.

He is scolded for losing control and not abiding the agreements they made. Once more they agree that they should not go on a rampage too often even though it feels good and especially not by losing one's self to these deep urges. Afterwards, nearby the river, they see some sort of humanoid figure flying over between across the moonlight. The shape is unclear and as quickly as it comes, just as soon it disappears from sight. Unable to follow it, the pack finds a cab and continues its way to the clubs. The cab driver tells them that the north-eastern area they are headed is named the Village, an open minded multicultural part of the city. He mistakes the pack for being gay but gives them directions to the clubs they are looking for. They pay the driver and go straight to the first club they think they might find the Queens of Mercy.



[Sarris] "What of our nascent descendants? They were in contact not long ago."

[Lanzo] "Indeed, what of them?"

[Sfregiato] "Without Lucille there to guide them, I have no delusions of thinking them loyal. Do you?"

[Evan] "So fuck them. What about Montreal's established ranks? I've heard some... disturbing stories."

[Sarris] "They crossed a line when they assassinated Ursa."

[Maniscalco] "Dark clouds gather over their city. Judgment will come."

[Lanzo] "Actually, there is no evidence, nothing at all to link her death with Montreal."

[Sfregiato] "Silence, my brothers. This not the time for debate. He who goes north will decide his own methods. Such is the faith I place in you all. I gathered us here tonight only to elect the one of you to depart for Montreal this very hour."

After hearing this, without knowing the names that belong to the voices, the players must vote. The one with the most votes will in the story have been the one decided to venture to Montreal from New York. He will be arriving soon.

Beast in Us All

The characters have slowly degraded in their Humanity. Without a new Path of Enlightenment to keep them focused, they will start to devolve in their Beast. The next time the characters rise, those of them with Humanity 3 or less will need to be coaxed into bothering with the grand scheme of things. In what remains of their minds, all that is starting to matter is the hunt. There are other stances to take on the threat Montreal poses to them.

The Navigators Return

The characters may be going about their business in the city under the open sky when one of them notices a dark shape moving overhead. It's difficult to make out, but a character with a good eye may see clearly that it is a humanoid figure with great wings. The creature is gliding towards the harbor. The characters be alarmed instantly at sighting such a creature, seeing a possible connection with Lucille's disappearance. The flying shape is Erinyi of the Navigators pack, a Gargoyle. The characters may follow her enough to see her land on her pack's cargo vessel in the river.

The Queens of Mercy & The Path of Harmony

By the time the characters track down the Queens of Mercy pack in one of the many bars suggested by Gharston, its members will be on their way out. The rain outside washes away the last of the snow on this street corner. Sebastian and Caroline are on their way to meet with a pack visiting from New York. They are called the Mattachine. If in the scene Verdict, the players elected Sarris to travel north, he will be among them.

Bullets and Choices

The next night, the characters rise, unaware that their time has run out. A Cainite is coming to kill them. He is a young Gangrel, an early riser who has spent the daylight hours under the park soil nearby. He is waiting for the characters just outside their door in the parking lot. Meanwhile, the young Gangrel is himself being hunted by none other than the Black Hand member Reza Fatir, who has tracked his movements for the past three nights after he found the upstart spying on his pack's haven. Reza found him taking orders from the Librarians and

Player Logs #31

Inside they bribe the reluctant bartender for information about Caroline Bishops. They are told that she does not frequent the place anymore but goes to the Heaven club instead. While heading there, the pack is approached by group of revellers. Matt and Frederica just keep walking past the intimately dancing people and Xander intimidates the one guy that approaches. As soon as Alma is touched by a lady she snaps her wrist. Everyone goes their own way as a commotion follows and Alma eventually also intimidates her way through the crowd until they all finally arrive inside the Heaven club.

Again they inquire at the bar and the guy glances further down at a man and woman as he asks "Why are you looking for Caroline Bishops?" a little too loud. The young couple check their watches and make for the exit but are interrupted by the pack. After a short introduction they learn that the woman is indeed Caroline Bishops and she is willing to talk after they have gone to a meeting. Frederica gets on the back of Caroline's bike and Xander does the same with the young man while the rest tries to hail a cab. Frederica gives her a short rundown of why the group wants to talk with her, while Xander fails to explain this to the man, mistakenly mentioning Raphael. After arriving near the old harbour it does not take long before Alma and Matt reach the others. They make an appointment with Caroline in the Heaven club at midnight. The couple then continues to the harbor to meet with their "friends" of the Mattachine pack arriving from New York.

The pack tries to look for the flying figure they saw earlier this evening, but can't manage to find anything. They decide to head back early to the Heaven club to await Caroline in a secluded booth at the back of the bar with glasses of vitae. She arrives on time for the meeting with the pack. Because of Xander's earlier slip of the tongue she neutrally asks what the group thinks about Raphael before she talks with them. They say that they hold nothing against him personally but that his way is not really up their alley. Somewhat pleased with the answer she tells them about different paths and her path, the Path of Harmony, in detail. "There is a natural order in this world." The core of this path is to find a place in this natural order but it was all relatively new to her as well. She and her mentor Celeste are currently the only followers of the path within the city. She explains that she is the leader of the Queens of Mercy pack. The man who was with her earlier is named Sebastien and is a member of her pack. The last member of this pack is Alex who is a childe of Sebastien. She explains that they follow the 'selfish' path which is better known as the Path of Power and the Inner Voice.

suspected an unsanctioned Final Death was to be dealt this night.

The Dark Angel will save the characters from the frenzied beast only to learn they are no true Sabbat. Once Reza realizes who the characters are, he will see no reason

Player Logs #32

Just a few moments after the characters wake up they hear footsteps outside the garagebox, followed by someone (or something) leaning against the door and the tearing something sharp across it. Then, suddenly, every sound dies and an unnatural silence remains that prevents the pack from communicating verbally. Xander and Alma respond to the matter by growing claws and Frederica and Matt also prepare themselves for the worst. It is Alma who fearlessly claws her way outside to face the intruder but gets rewarded with an axe in the back. Their opponent has similar claws and his body is hard as concrete. Alma, hurt and terrified, strikes back in a frenzy.

In the meantime Matt summons shadows and Xander takes another hit from the axe. The beast then picks up Xander and Alma and smashes their heads against each other, leaving Alma in torpor. Frederica tries to trap the beast by throwing a net over it. Then Matt spots another figure approaching from the alley adjacent to the garage. He pulls out his gun and empties a full clip into their opponent's head causing him to immediately fall. He has dark skin and braided dark hair adorned with golden rings. When he takes a good look at the pack the sound floods back into the alley and he introduces himself as Reza Fatir. The group learns from him that the Archbishop has sentenced them to Final Death. Reza Fatir himself states not to serve her. It is clear that the pack owes him a great deal after what just went down. As this sinks in Reza Fatir shamelessly drinks his motionless victim dry. Meanwhile, Matt force feeds Alma to get her back on her feet. When Reza Fatir is finished he orders the pack to gather their belongings and to take no more than they can carry while running.

not to tell them that the Archbishop indeed intends to call a hunt on them, to torture every last piece of information out of them before subjecting them to a brutal death. Still, he insists the young Gangrel was acting out of place as this hunt had not yet been announced. He also announces the characters have a life-debt to him, now, before he diablerizes his prey. He orders them to come with him, taking only what they can carry while running and even then only essentials.

Candles in the Night

Reza takes the characters to an abandoned oil refinery in the East End, the home of Les Orphelins. From the perimeter of its gates, the characters can already hear howls of predators and the screams of prey. As they near Pierre Bellemare's pack, they pass strange braziers holding strange black clumps like enormous burning candles. Reza stops to address a young-looking woman with red hair. She wears a studded and torn leather jacket and leans against an oil drum, far away from the others. The Assamite calls her Cairo and explains to her that the

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characters belong to him. He needs Les Orphelins to take them in for a few nights at the most. Meanwhile, he will confer with Ezekiel and see what he intends to do next. In absolute silence, Reza Fatir then leaves.

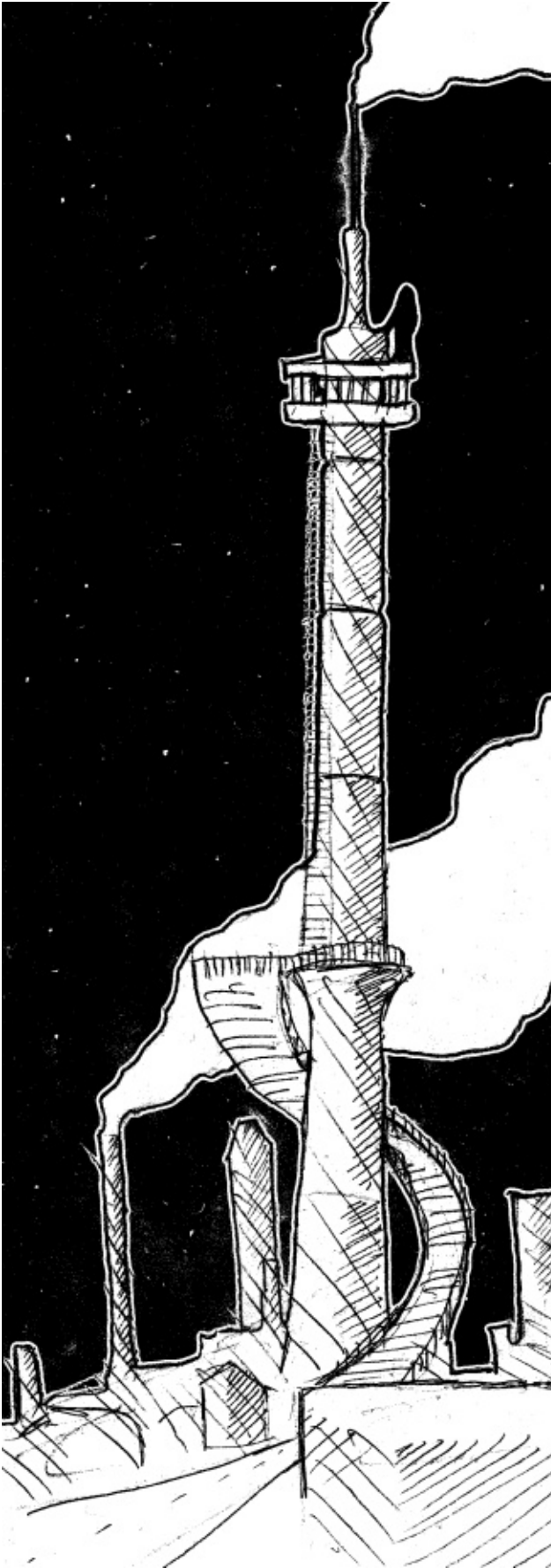
Cairo takes the characters to meet their caretakers. The scene they had heard from afar then becomes clear to them. Philippe, Pierre's child, has a mortal suspended by

the arms on chains in the light of the burning braziers. His screams are drowned out as Philippe pours gallons of gasoline down his throat before locking his jaw in place with barbed wire. Cairo tries to get Pierre's attention, sitting calmly nearby on his motorcycle, observing his child at work with delight. He brushes her off and tells her to look as Philippe sets fire to his latest candle. At the

Player Logs #33

The same unnatural silence from before surrounds them again as the pack follows Reza Fatir. Some of them have trouble keeping up, but eventually they all make it to an old, deserted oil refinery where Reza Fatir greets a woman named Cairo with the words 'these belong to me'. Reza says he has confer with Ezekiel and leaves the pack at the refinery. They take notice of a man in the distance forcing oil down a mortal's throat. They watch the horrified human burn like a candle when he is lit from his mouth. On the sideline another man on a motorcycle is calmly watching the spectacle. The pack learns his name is Pierre but they are to address him as Mr. Bellemare. His pack is known as les Orphelins. He asks them about their innermost fears and demands that they prove themselves worthy. He challenges the pack to pull the entrails out of the burning man's body. To everyone's astonishment, Xander manages. Henceforth, Pierre refers to Xander as "Mr. Big Balls". They are sent away with the instructions to get back within an hour with a motorcycle each. Pierre suggests they obtain the bikes from the M.C. called Rock Machine.

They make haste towards the hangout of this M.C. and they notice it is packed with bikers. They attempt to enter through the backdoor that is guarded by two bikers, but they fail to pass by unnoticed and the bikers open fire on Xander. The two are quickly destroyed, but every biker in the building is alerted. Alma makes haste as she rips apart the backdoor with her claws. In return, she is met with full automatic gunfire and falls. Xander rushes in next and takes the following salvo, but manages bite through most of it. He frenzies and starts ripping the bikers apart. Matt and Frederica revive Alma as they join in the slaughter. All but Matt succumb to a wild frenzy. They turn the scene into such a massacre Matt loses his appetite, unable to feed.



first sign of shock, Cairo will tell the characters “You had better reject that impulse. It’s too human. And if you can’t, hide it better.”

Riding with the Orphans

After hearing the characters’ story, Pierre will make it his personal mission to toughen the characters up. He won’t have his allies come collect them without showing any signs of Les Orphelins brushing off on them.

First, he will order the characters to find themselves a mode of transportation. They have one spare motorcycle which belonged to their recently departed member, Lars. His thick, aromatic blood still stains the seat. There’s also enough spare parts in the back to make a whole new one. With far more delight, Pierre suggests they steal them, telling them of an up-and-coming gang called Rock Machine M.C. here in the city.

Meanwhile, Pierre’s childe Philippe will take a particular interest in Frederica. From his feeding practices, the characters may have first hand evidence of the many diseases he carries, hence the name Philippe la Peste. He seems to enjoy the contagions he induces and claims to feel drawn to Frederica, as she is a host to a cruel strain herself. None of this deters Les Orphelins later that night when Pierre demands the characters participate in a *Vaulderie* before they join them on the road.

Two Murders and a Kidnapping

At first, all Pierre will say about their outing is that he owes somebody. Later, as they shut off their engines near

Player Logs #34

Xander, Alma and Frederica calm down from their frenzy as they gather guns, keys, jackets from the massacre. All get on a bike, but not everyone is experienced with them. Alma and Frederica fall off their bikes and mess them up so much that they decide to continue on the back of Xander’s and Matt’s bikes.

They arrive at the refinery where Cairo welcomes them. She warns them that the look on their faces earlier that night was too human. They should not do that again. On their way to Pierre, they run into Philippe. As he gets intrusively close to Frederica, she notices he smells horribly: a mix of hospital, rodents, and fungi. He snarls at the pack that if it weren’t for Reza, he would have made them into candles as well.

Pierre seems to be satisfied by the pack’s efforts. They made it back within the hour. He announces that since they succeeded, there will be no punishment. He sends them off, and will call for them when he needs them again. Philippe takes Frederica apart from the pack and tells him they are both “the carrier of a cruel strain”. He aims to “imbibe” Frederica’s, saying he will drink her blood later. Meanwhile, Xander climbs on a chimney to catch a glimpse of what is happening in Montreal.

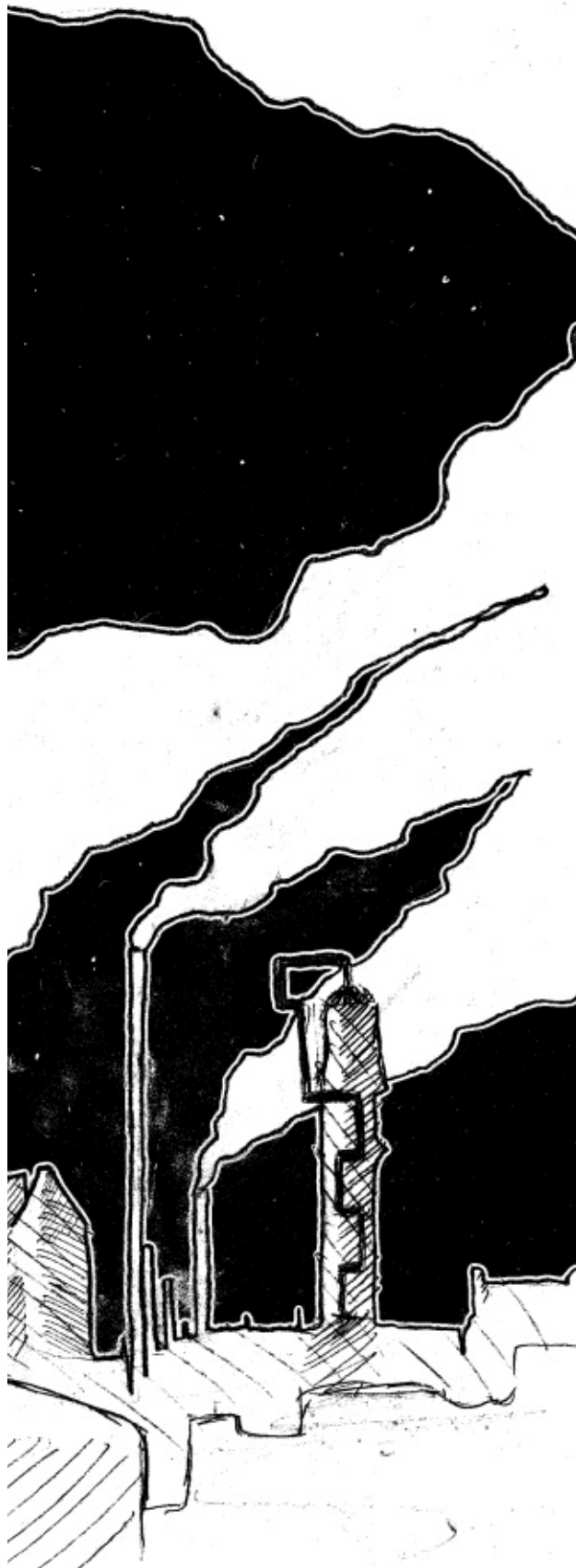
Player Logs #35

Pierre shouts for the pack; "Mongrels!" They comply and report. They are to join him on a little trip. He has a favor owed and a beating to give. He gets on his bike and kicks off. Matt, with Frederica on the back, manages to keep up. Xander and Alma have more trouble. Xander nearly hits a truck first, then later Xander slips up again and rides into a crowd of pedestrians, making a bloody scene. The bike stalls, drenched in gore, and it requires some effort to get it going again. Luckily, they hear the other bikes stopping not far off.

After regrouping they all enter an apartment building, armed and ready. Pierre heads directly towards the elevator. When everyone's inside, he pushes the button for the right floor and as the doors close he says: "If there's one thing I can't stand, it would be the screaming of bystanders. That's where you come in. It's your job to keep that to a minimum." They head for the apartment and burst through its door when an elderly lady opens. Pierre pushes past her and a younger woman to find a middle-aged man. Both of the ladies start to scream as he starts to beat the living shit out of the man he calls Robert. Matt immediately calls for the elderly lady's shadow to envelop and ultimately strangle her. Alma tears away at the younger woman while Xander manages to rip her head off. Frederica watches it unfold and Pierre says "You are quite effective. Stone-cold killers. Now restrain Robert here." During the struggle they've picked up that Robert is a police officer and thus Matt decides to look for his handcuffs. He finds them and puts them on the beaten man. They hear the sirens headed towards them when they go back downstairs.

As the elevator arrives at ground floor, Pierre tries to make his way through the crowd of cops while he holds a shotgun to Robert's head. The pack decides that attack is the best defense and Xander assumes a form more horrid than any act of fleshcraft he has performed so far. He manages not to frenzy as he starts ripping and killing, not feeling any of the bullets tearing through his carapace. The cops retreat, but Pierre is not particularly impressed. Xander tries to get back to a more casual form, but fails to grasp the subtleties of bonecrafting in the heated moment. As he moves the wrong bone he severely hurts himself and lets out an extremely loud scream of pain. He tries again, but fails yet again. This time, he falls to the ground unconscious, and Pierre orders the pack to leave him behind. Alma refuses, shreds out the back of a cop car and drags Xander on. Meanwhile, Pierre sets off with Robert and Matt follows with Frederica on the back of their bike. Alma heads out in a different direction as she attracts all of the police's attention. The police chase drives Alma to head for the river to hide in its depths for the day.

Pierre, Matt, and Frederica manage to shake the police off their trail. They arrive on grounds which seem to belong to a hospital of some kind. Matt easily hurls Robert over the fence after being ordered by Pierre. "Two birds with one stone," Pierre remarks as they start to make their way back to the refinery.



a downtown apartment complex, he says he owes somebody a favor, and somebody else a beating. He waits until somebody enters the building, smiling all the while, and follows in after them despite their objections. "There's just one thing I can't stand," he continues explaining to the characters while they get in the elevator, "and that's where you come in. I can't stand the sound of civilians screaming. Anyone who does, you're going to shut up for me, quickly, and efficiently. Make me proud, you sad motherfuckers."

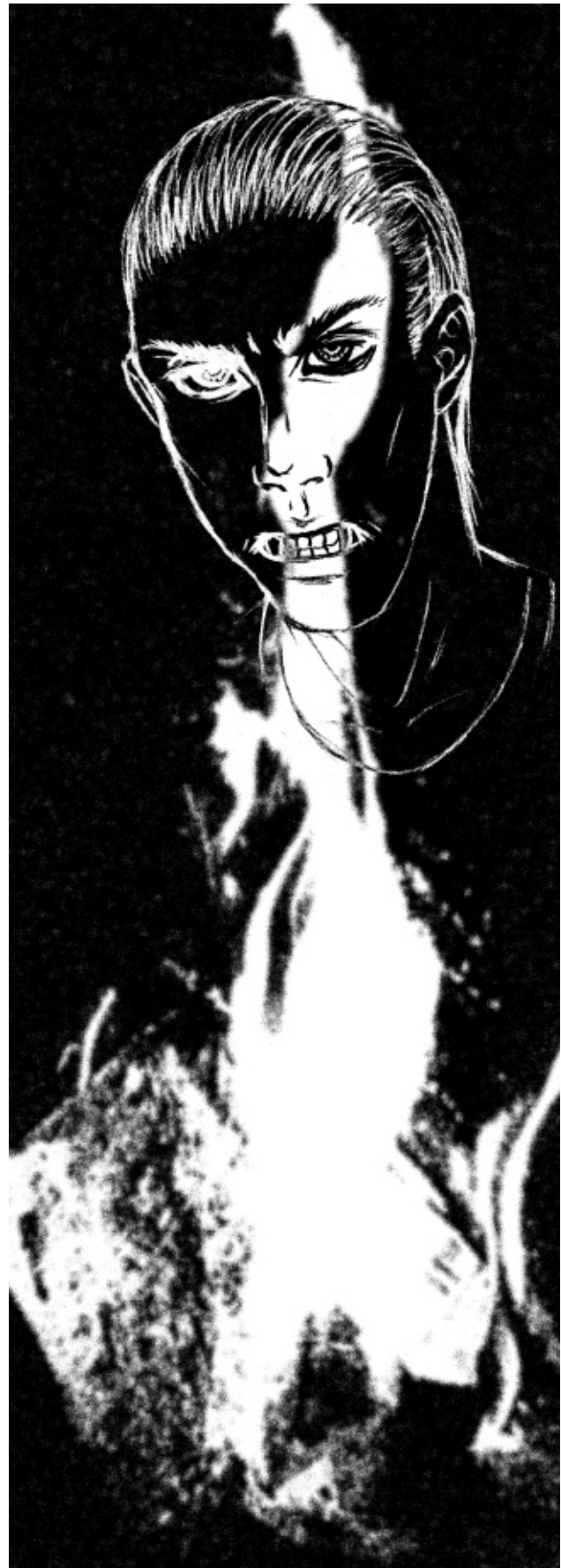
Soon, Pierre will find the door he's looking for and storm through it. Inside are Officer Robert Marlowe, the target, and two family members, an aunt and a grandmother. Immediately, the latter two start screaming. Pierre will come at Robert with his bare fists, saying something about a setup going sour, mentioning an M.C. and Robert's bribes. When Robert is beaten to a pulp, Pierre will tell the characters to tie him up a like a hog. Meanwhile, the pack leader takes an interest in a photo of a woman in uniform by the mantlepiece. He tears the photo from the frame and finds the writing on the back. "Evelyn, huh? I fucking like her."

Anyone stopping the characters' exit is shot in the face by Pierre. The police arrive with wailing sirens before the characters have had a chance to start their engines. Pierre shouts for them to keep up and to no matter what, keep Officer Robert intact. He reminds them that he still owes somebody. The chase will lead them in a winding course around Mount Royal towards Douglas Hospital in Verdun. Not even Pierre will go through the mountain roads.

Cairo and Philippe are waiting on-route to intercept and harass the police cars, sparing neither bullets nor passersby. After they have managed to divert the sirens, Pierre guides the characters through an unlit back road, leading to the mental institute's rear entrance. Pierre tells the characters to drop Robert at the gates. He assures them they don't want to meet the residents. He cuts a mark into Robert's cheek to make sure the recipients know it was from him. "Two birds with one stone," he finishes.

Heart to Black Heart

After the characters return to Les Orphelins' compound, Pierre closes the rolling gates behind them and tells them to wait inside one of the rundown offices. Cairo and Philippe are still out, so Pierre eventually turns his attention to the characters. He takes a seat across from them and starts talking. He asks whether the characters realize how dangerous Reza Fatir is. He mentions other names to look out for in this city. "Lots of names in this city, in this Sabbat. In these dark nights, you'll see the faces that they belong to. One by one, they will appear before you, confront you. These names...Yithzak, Santiago DeSoto, Yasmin the Black... beware these names." The



Act II: Lies & Faith

characters have an opportunity to ask Pierre questions of their own before the gates open once again.

The Lord of Montreal

When Pierre and the characters head outside again, ready to welcome Cairo and Philippe, they find a different party entering through the gates. Pierre supplicates himself before the boyish figure walking in front saying only, "My lord..." to him. The characters see both Reza Fatir and a huge man wearing a long brown coat flanking the pack leader at either shoulder. A woman follows from a few steps back, obscured in a black gown and a hood that hides her face, revealing only bright red hair emerging from under it.

Ezekiel is here to inform Pierre of the latest developments and to make use of his loyalty. The characters hear the beginning of what they talk about before Reza Fatir breaks off from the group to speak with the characters in private. Before then, the characters may

have heard Ezekiel's name being used, Pierre will have inquired about the recruitment of the Wretched pack, and they will discuss the arrival of the Navigators, how Archbishop Valez must have called them in after hearing about Ezekiel's return and how unsubtle Erinyi's display over the city was.

By then out of earshot, Reza gives the characters orders. They are his, he emphasizes again. The Lord of Montreal has sanctioned it. He tells them to stay with Pierre this night. After that, they will not let the characters sleep in the same haven two nights in a row. After sunset tomorrow, they are to report to the abandoned mansion of Ravenscrag. He declares that their new existence has begun.

Messy Eye on Blood

The characters may have left the garage box behind, but Messy Eye still walks the night. The second to last sign of his that the characters will ever see reads: 'THE

Player Logs #36

Alma and Xander wake up at the bottom of the river. Three lights come closer and closer, then a scream and bubbles emerge from a diver. Xander, still in his warform grabs one of them and Alma claws her way to another fleeing to the surface. The divers are signaling, but dragged underwater and murdered before anyone could take action.

Xander attempts to transform back. Not because he really cares, but to prove that he can. His transformation succeeds, and he looks like a whole other person yet again.

Alma and Xander swim upstream to an island, where they can see the towers of the oil refinery on the other side of the river.

Matt and Frederica wake up at the refinery. At the main building, they hear Cairo scream in agony. She has deep scratches in her face. When the two get there, Phillip and Cairo leave, while Pierre stays. Frederica asks if there is anything planned to which Pierre plainly answers 'never'. She asks permission to go out and feed, and so Matt and Frederica are tasked to bring one for Pierre as well.

They set out to a run-down neighborhood. At one building, they find three people smoking outside. Matt manipulates the shadows around one of them and grabs another by the throat. Frederica grabs the third by surprise. While they feast, the first finds his way to the car. Matt throws the guy in the trunk and they drive back to the refinery to deliver Pierre's meal.

Pierre wants Matt and Frederica to, if they come back at all, make it clear to Alma and Xander that there will be no more 'fuckups' like last night. They sit down to make a plan.

Meanwhile, Alma and Xander discover the island has a theme park, Xander is naked, so they search for someone of his size to steal clothes from. They find a parking lot by the exit of the theme park, and there are still people there. Alma finds a lone man walking to his car. She offers the man fifty bucks for a ride, and then leads them to Xander. There she kills him without spilling a drop on the clothes. With the yet another stolen car, they drive back to the refinery.

When Xander and Alma arrive they are welcomed by Matt and Frederica. They throw the flayed remains of the meal they had brought before Pierre at their packmates' feet. At first Xander laughs, but Matt and Frederica are serious. 'This is what Pierre will do to you the next time you fuck up.' Xander then agrees: 'No more fuckups.'

Then Pierre summons the pack and appoints them as 'his dogs', except for 'pretty eyes'. Pierre seems to have taken a sudden liking to Frederica. He informs them about 'the big ones', Yithzak, Santiago de Soto, Ezekiel, and Yasmin the Black who are all feared Sabbat in the city. Santiago is known for burning the previous Archbishop to Final Death. Everyone is sure he is still in the city somewhere but no one knows exactly where he is holding up. Ezekiel is this previous Archbishop's child and he is said to be the Camarilla's worst nightmare, from the numbers he has destroyed in his crusades. Pierre expresses his hatred for the Camarilla by stating they are all 'fucking servants of the Antediluvians' who need to be destroyed without hesitation.

Suddenly a couple of figures approach through the gates of the refinery accompanied by Reza Fatir. Pierre rushes outside to supplicate himself before the smallest of them, Ezekiel himself. Pierre utters 'my lord' before him. They speak about two packs: the Wretched and the Navigators. Then, the characters are ordered to report at Ravenscrag, an abandoned mansion north side of the city's center, tomorrow. They are also told not to sleep more than two nights on the same spot from now on. They leave the refinery at once.



WORST LIES BLOOD WILL TELL.

Angel's Fall

The next sunset, the characters will rise in the refinery's bowels together with Les Orphelins. Pierre awakens in a foul mood and takes it out on Cairo, shamelessly beating her, then cutting her. Meanwhile, the characters are expected in the lavish mansion-turned-asylum of Ravenscrag.

The imposing front doors are unlocked. Inside, the characters see signs of the place being converted into a nightclub. Reza's voice sounds from a balcony on the second floor, "Up here."

Reza gives the characters their orders for tonight. He expects them to report back here after they have investigated the haven of the assailant from before. The Gangrel antitribu had not gone back there in the time Reza was following him, but he obtained the address from a contact. If the information is correct, the Cainite was acting alone and had no remaining pack to speak of. He once belonged to a group of nomads, traveling from place to place in French Canada. The other members all perished in a raid they weren't ordered to conduct.

Dead Bait

The address leads the characters to small restaurant with stained-glass windows out front. A sign in the window reads 'Out of business'. Otherwise, the place seems to be in perfect shape. If the characters break in, they will find everything long abandoned except for traces of the back entrance being used. The kitchen nearby grants access to a deep cellar. Here, signs of at least one inhabitant are evident. The power is cut off, and the characters may need to use the occupant's collection of candles taken from upstairs. A few rags in the corner comprise a bed of sorts. Beside it lie bottles which once contained wine, but have more recently been used to store blood. The rest of the cellar is bare, save for a single possession: a combined road map of Quebec and Ontario, featuring someone's scribbled handwriting: 'Sang des sorciers' with an arrow down interstate 75. Lastly, two metal doors lead from here into a freezer. It's locked firmly and the key is nowhere in sight. If the characters listen carefully, they may hear shuffling and even groaning beyond it.

Should the characters manage to break through the freezer, faint candlelight will reveal a young woman chained to the ceiling. The last of the cold air inside slowly escapes from inside. The woman's fierce, hungry gaze and unretracting fangs betray her nature. Her clothing is torn through what appear to be claw marks, though the wounds have disappeared. Burns further mark her skin which have not healed. She is blindfolded and can't see the characters, though she screams that she still cannot understand French and that she would tell her

Player Logs #37

The pack heads to the mansion by car and motorcycle. Ravenscrag, once a mental hospital, isn't hard to find. The building is being rebuilt into a nightclub and when they arrive a podium is just being installed. From one of the higher balconies Reza Fatir gives them their new order. They are to check out an address: the hideout of the very Cainite who attacked the characters at the garage box.

When they arrive at the given address they face a closed restaurant. An 'out of business' sign hangs out front. Nonetheless it looks neat inside and the pack agrees it would be best to enter through the back. Frederica easily picks the lock and they enter through the kitchen. After some snooping around they notice the entrance to a cellar. There is nothing to find except for a combined map of Quebec and Ontario and a freezer door. On this map, a highway in Ontario is highlighted by an arrow pointing south to Wisconsin. The words 'sang de sorcier' are scribbled nearby. Matt knows that to mean 'blood of sorcerers'.

In the freezer they find a starving, blindfolded woman chained to the ceiling with unretracted fangs. Her body is covered with scars, burns, and she just screams when she senses their presence. The pack interrogates her, but the girl, named Lilah, states she has no idea why she is kept down there or by whom. She calls herself Kindred from clan Tremere, embraced back in January in Chicago. She insists that she never drank the blood of the inner circle, but no one in the pack knows what she means by it. When the characters are done questioning her, they stake her with a table leg and take her paralyzed corpse with them.

captor anything if only he brought someone to translate.

The woman is a Camarilla fledgling. She was captured in Chicago while her attackers were after her sire, the Tremere elder Erichto. Erichto made short work of the rest of the pack, but the Gangrel antitribu escaped with her child, intending to later use the fledgling to draw out her sire. Lilah will tell the characters this and anything else they ask without hesitation.

Miracles in the Blood

When they return to Ravenscrag, Reza Fatir will appreciate the characters' prize. During their full report, Yasmin will have approached slowly from behind. After hearing that the Camarilla fledgling is a Tremere, she asks Reza for her: "I desire her, Dark Angel. Her eyes will see clearly beyond the veil." [...] "You may have her eyes, Yasmin, but I need her heart's blood for another matter. Loyalty must be rewarded. I wish to awaken your flame in one of them. They will need it." [...] "You wish to perform a Promethean Rite?" [...] "No, Black One, I wish for you to perform the rite. What is your price?" [...] "Give up your life-debt on the one I choose." [...] "Very well." Lilah whimpers as Yasmin the Black takes her arm and motions

for the characters to follow them.

Yasmin takes the characters to an old operating room where she instructs the characters to tie Lilah to a table once used for electroshock therapy. Yasmin makes it clear that she intends to select only one of the characters for a purpose. First, they are told to extract blood from Lilah and mingle it with their own in a nearby bowl. As Lilah is deprived of what little she had, she starts to scream: "You must be the most deranged of fanatics. What on this earth drives you to do this? What is the point of all your savagery? What am I dying for?" Yasmin only stares deep into her eyes, and a yellow light can be seen underneath her hood. "Death is its own purpose. Yours will be more significant than your life ever was." Yasmin pours her own blood into the bowl as well and speaks the words: "The theft of fire predates the theft of life. The sunset predates the sunrise. Our bond will predate our actions." Then, everyone drinks. While Lilah succumbs to frenzy behind them, Yasmin encourages the characters to search deep in the blood they have consumed and answer these questions: "Do you fear to die again?" [...] "What do you crave more than knowledge?" [...] "What is your true name?"

The character whose answers please Yasmin most will be offered to walk the Path of Death and the Soul behind Yasmin. This character will be educated to become the pack priest. The first step will be to diablerize Lilah (8th generation Tremere).

When the characters return to the main hall of Ravenscrag, Reza Fatir will have been joined by Ezekiel and Soldat. Yasmin walks behind them, carrying the stained bowl used in the Vaulderie. The characters see the pack's leader clearly for the first time. He stands broad and strong, with long blond hair thrown back over his shoulders. The characters have never seen so much power and confidence in a face so young. He looks at them sternly before suddenly his eyes flash and gold irises shine from its deep black pits. Without instruction, Yasmin begins to draw a circle around the characters with her own blood mingled through the remains in the bowl. "Tell me everything," Ezekiel demands. "Leave nothing unspoken." The others slowly surround the characters. "Attempt to subvert me, and I will gorge myself on your agony until Gehenna comes. Justify yourselves to me and you will never need to justify yourselves to anyone in Montreal again."

Ezekiel will be satisfied if the characters name their sires and admit their involvement with the theft of the Book of Nod. He will release his Eyes of the Serpent and tell his packmates to back off. "I will consider your Creation Rites," he lastly says before walking off to the upper levels of the mansion. Reza Fatir takes the characters aside, telling them that tonight, they must sleep away from the city, in the island's soil. Their orders for tomorrow are to retrieve the Book of Nod from Elias. As

Player Logs #38

The pack backs the car up into the alley where they place Lila's body in the trunk in an attempt to remain unnoticed. Afterwards, they continue to Ravenscrag. They take her inside and give their report to Reza. When mentioning 'sang des sorciers' they are interrupted by a cowed lady who they did not hear approach. 'Sorcerers?' she asks, 'I desire her, Dark Angel. Her eyes will see clearly beyond the veil.' Yasmin and Reza seem to negotiate over both the girl and one of them.

Yasmin then removes the stake and guides Lilah and the pack to an old operating room as soon as they are done delivering a full report to Reza. They comply when she tells them to strap Lilah to the operation table. Matt proceeds to suck out some of her blood and spits it into a container. She starts to scream and plead as Yasmin adds her own blood to the container. The others follow her lead and do the same.

Yasmin asks the pack questions and after evaluating the answers she is unsure who she will choose for her purpose. She ultimately decides that Matt and Xander must drink from Lilah's throat and the one who drinks her heart's blood will become her pupil. It is Matt who succeeds in extracting her soul.

Afterwards, they return to the main hall where Reza is joined by Ezekiel and a giant of a man. The young lord's dark eyes sprout golden irises while Yasmin draws a circle of blood around the pack. He commands them to tell him everything truthfully and they leave nothing unspoken. After answering, Ezekiel says he will consider their Creation Rites, before leaving with Yasmin and the giant. From what the pack told them, Reza commands them to retrieve the Book of Nod from Elias. Deep inside, the pack knows that failure is not an option.

They formulate a plan and head northwest to hunt first. They break into a house to find some easy prey to feed on but once again, Xander loses control. As he creates another massacre, he sees Alma as his new prey when she tries to get him to leave. They struggle as Matt pushes them both into the car. Frederica manages to silence the witnesses. Alma finally restrains Xander on the backseat while Frederica drives the car. After about an hour of reckless driving they regroup outside the city. Matt arrives with his bike drenched and dripping with blood. Matt, furious, borrows Frederica's knife and cuts Xander open in order to take his liver.

'You don't need this, you're dead. This is mine now. Every time you fuck up, I will take a part of you,' he says before he goes to remove the gore from his bike. Alma is the only one who finds this all strangely amusing. They continue to find a good place to dig themselves in for the day.

The next night Alma digs herself out first because she is closest to the surface. She quickly notices that someone has been there in what she considers her territory. Furious, she tries to find the intruder. Frederica surfaces second and tracks Alma's trail. She finds her in a tree with a torn note that starts with:

"Meet me at 2 P.M. - a concerned friend."

always, failure is not an option for the characters.

Cadaverous Menagerie

The characters awaken to find their resting place has been visited during the day. Footprints have walked all the way here from the nearest road and left a note under a rock. The paper is still dry and in the distance, the characters can hear an engine starting, the car driving away. The note only reads 'Parc & Milton, 2 AM, Your concerned friend' written in cursive.

When the characters return to the sewers, they will find the previous route they used has become obstructed by a collapsed section of the downward-sloping shafts. The room is flooded, with only slits in the walls allowing the rest of the refuse to be drained. If they listen carefully, the characters can make out strange noises echoing faintly from those slots. At first, it seems high-pitched, a ringing sound, but later it is drowned out by a pained snort.

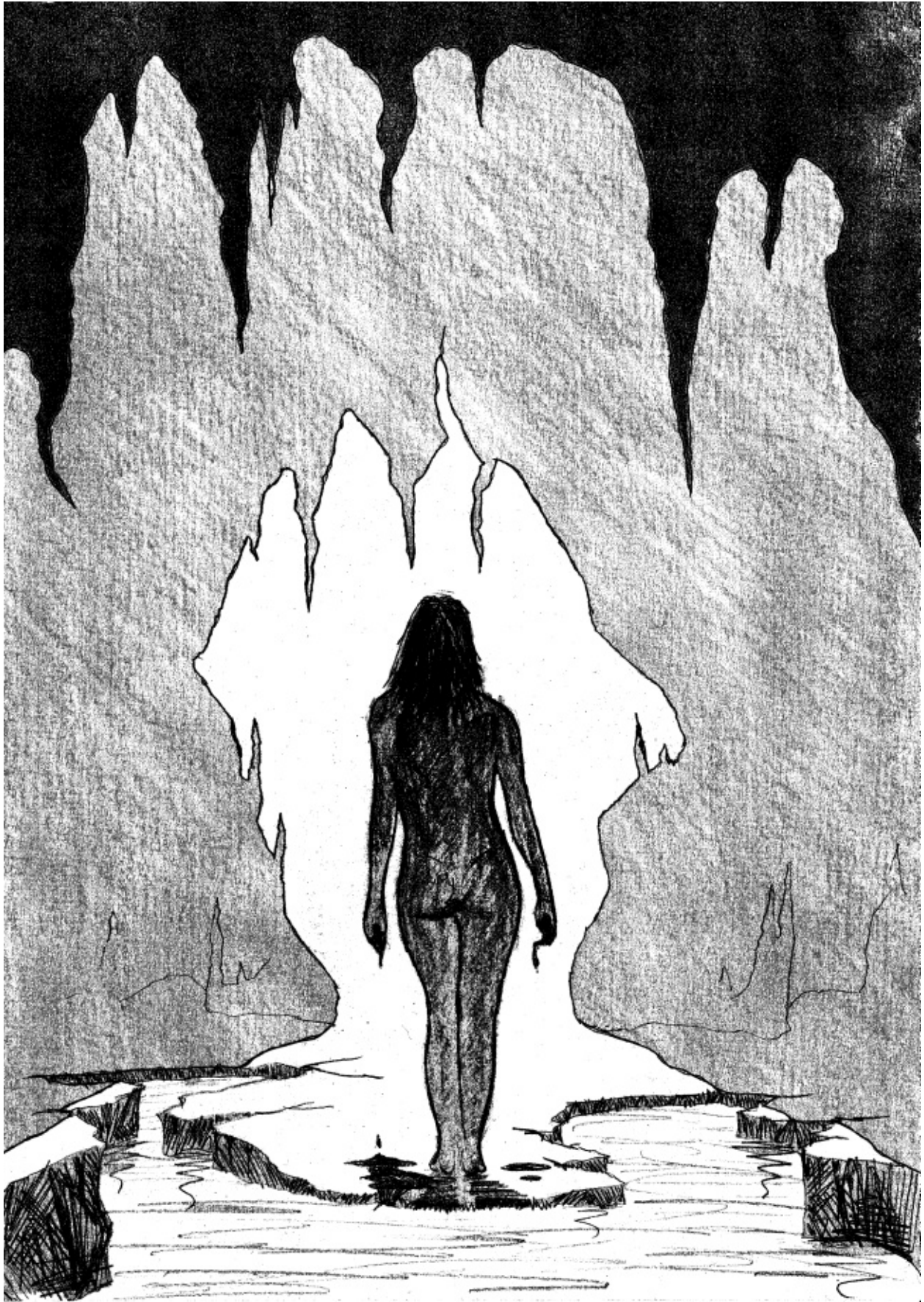
The characters need to go around and find a new way down. Entering from a different part of the city, they will find the noises return when they descend deep enough. The walls soon seem more like a natural cave as they widen and lead the characters into a series of caverns, not unlike the one they first met Elias. The characters will need to wade through a pool of water to exit the cavern in either of two directions. The strange sounds have only become clearer. High-pitched singing flows from the western cave and a faint, flickering light can be seen. Perceptive characters may realize that way leads in the direction of Mount Royal, to which they have already come awfully close. A mangled creature leaps from that direction, heading toward the eastern cave to join the growls of others like it. In a brief flash, the characters see it is a strange amalgamation of a Cainite and a mountain goat. It sees the characters, howls, and leaps at them. The

Player Logs #39

The pack goes down to the sewers for the second time looking for Elias the Whale. The subterranean tunnels have changed, however. They are flooded with rubble and waste and they have a hard time making their way down. Also, strange sounds erupt from the drains. The way to Elias is blocked and the pack decides to take an alternative path. While they traverse an underground lake, a monstrous beast attacks them. Although the pack successfully destroys the beast, Alma has suffered a grievous bite. Maggots fester in the wound, eating away at all her dead flesh.

The way splits into two caves. In the western cave singing can be heard, in the eastern grows the sound of more beasts. They take the eastern cave and find Elias there. He tells the pack that 'a little man' took the Book of Nod from him. They head back and hide as they hear something approaching. A naked woman walks past, followed by numerous beasts.

Act II: Lies & Faith



Montreal Unhallowed

thing is reckless, biting and tearing at the characters' dead flesh with no regard of self-preservation. Wherever its teeth have sunk, the characters suffer aggravated damage. Flies are attracted to the wound until it heals and maggots hatch from it within minutes of the fight.

After the confrontation, the characters can find a way around the other monsters in the tunnels left between where they are and where Elias makes his haven. The sound will stay with them long after they pass by, however. The monsters seemed to be devouring something. More unnerving is that the characters think they heard words amidst the growls: "Existence. Blood."

When the characters enter Elias' cavern, they will see him wading in the middle of his pool with his back to them. He starts sniffing as the characters approach. [...] "The book? I no longer have it." [...] "It did not belong to you. It belonged to the Librarians... But it was stolen from

me! Stolen from here! Were you behind it?! Does the little man work for you?! How are you still alive?! The Archbishop wants you dead!" Should the characters mention they are under 25:17's protection, Elias will let them go, though he will drive them back the way they came.

Retreating their steps, the characters will notice the monsters have left the corridor they passed earlier, though the singing can now be heard from the depths there. Finding their way back to the first cavern, they will see a small group of monsters surfacing on the side of the lake that leads under the mountain. A completely naked woman gets out with them, her silhouette showing small stumps extending from her shoulder blades. She follows the other shapes into the cave. Dripping from both hands, she makes her way into the light, showing she was dripping not water, but blood.



Act III:

Flood & Fire

Lost Property

The characters have an arranged to meet with the contact from New York City. When they arrive at the crossing of Avenue du Parc and Rue Milton, there won't be a familiar face in sight. There are two small squares on either side of the crossing. On one of them, a payphone starts ringing. Lanzo is watching from an apartment above a nearby cafe. He does not introduce himself. "Who knows that you are here?" [...] "Do you remember the last time we spoke?" [...] "I told you that if we were ever brought to the situation we are in now, bad things would happen." [...] "It is cards-on-the-table-time. I have the Book of Nod by Amedeo. Your turn." [...] Should the characters raise the topic of Ezekiel, Lanzo will have heard of him. He may mention that he knew many who were killed by the young Black Hand champion. In conclusion, Lanzo will tell the characters: "This city is a dark place, darker than any I have sensed since I have walked the night. I have heard it being called the City of Black Miracles, but these are not miracles that have taken place here. It's more like plagues rule this island." [...] "Here is what we will do. You may have your freedom for all I am concerned. I can arrange transport back to New York City if that is what you wish. I can disappear and ensure you will never be bothered by my associates again. You may choose, after you have provided me with the information I need to find Lucille. Stay in touch. Until then, I'm not going anywhere." Then, he hangs up.

Now, it is up to the characters to decide what measures they will take. If they return to Ravenscrag without the Book of Nod, they will have failed. They may realize

Lanzo must have had eyes on the street crossing. What they might not have realized is his Dominated mortal assistant, the same one who dropped off the note earlier that evening, sitting on the other terrace with a concealed weapon.

25:17

Either with or without the Book of Nod, the characters return to 25:17. Ravenscrag's transformation is complete. A sign above the door now reads 'Angel's Fall' and pounding music can be heard within. Ezekiel's pack is preparing for a late-night opening. They have invited the packs of Montreal under their roof. When they arrive, Reza Fatir begins to order the characters around. He does not wish to hear their report yet, not a word about the Book of Nod is to be spoken this night. He expects visitors to arrive shortly. The characters are going to serve as attendants to the festivities. There is a truck out back with chained mortals. Soldat only just snatched them up from the Main, most of them club goes already out of their minds. If any guest is thirsty this night, the characters will ask the guest to describe the prey they desire and bring them a cup of appropriate blood. If such blood is not among what lies in the truck, they will go out and find it in the city without delay.

By the time Reza has pointed the characters to their attire for the evening, Yasmin will intercede on Matteo's behalf. She reminds Reza that he has been freed from his service. Instead, she takes Matteo below to show him something. While the other characters change their clothing, Matteo enters what might have once served as a

Player Logs #40

The characters make their way back to Ravenscrag, which is now decorated with a sign that reads "Angel's Fall". Inside, Reza immediately hands out orders: 'Between now and an hour, all of Montreal's packs will set foot in here, so the report about obtaining the book can wait.' The group is to act as attendants during the gathering, which involves fetching the guests cups of blood from the palette of people chained in a truck outside. If a visitor were to request something that is not available, it's up to the pack to go out and find it for them in the city. They are given bloodstained butler's uniforms to dress in for the evening. The truck is full of people snatched from the streets and Xander has to pull all his self control together not to drain them all dry at once.

Yasmin beckons Matt to come with her instead and leads him to the morgue downstairs. There is a broken bottle on the table containing two liquids in suspension, oil and vinegar. Yasmin asks Matt to think about how to merge these two ingredients together. Then she gives him a sharp object and the instruction to gather vitae from his associates. Matt has trouble making his way back up the stairs in the dark which displeases Yasmin. Upstairs, Alma and Frederica are willing to provide the vitae he needs and Matt returns to the morgue which now is illuminated with candles. Yasmin studies the fluids and then adds some of her own blood to the bottle. Using the oil and vinegar as a metaphor, she teaches Matt the secrets of the Vaulderie.

wine cellar and later as a mortuary. She shows him two immiscible liquids in a broken bottle, one a wine she found here that had turned to vinegar, the other oil from the lamp she used to light their way. She makes the point that it is a foolish Cainite who in his callousness of the cattle forgets the knowledge they procure and pass down through history. If they had an emulsifier (such as mustard), the mixture could be stabilized. Yasmin then douses the lamp and Matteo is left in complete darkness. He feels something of glass being pressed into his hand. "Procure enough vitae from two of your colleagues to fill this and return to me."

Meanwhile, upstairs, the other characters may have examined the chain of club goers shivering with fear inside the truck. About half of them are either drunk or on some kind of drugs. The other half includes bartenders and others who were working on the boulevard.

By the time Matteo returns to Yasmin, she has lit sconces on the walls of the cellar. She tells Matteo to study the immiscible blood in the bottle and study it well. If he is to become pack priest, he will need to demonstrate the powers Yasmin has awakened in his blood. His blood must become the emulsifier to complete the Vaulderie. If he succeeds (Intelligence + Occult applies), Yasmin will whisper in his ear after dousing all the lights once more: "Look at you. You are nothing without your lost morals, a

trembling thing here with me in the dark. All your ideas, they were formed in a different life and not even a second one was enough to open your eyes. This shall be your first lesson on the cold road ahead. The basis of all your ideas, all your thoughts, all your goals in this life has been wrong. You must forget it all and reforge your mind with the knowledge that death is not the end, not for you, not for them." Yasmin suddenly lays a hand on his chest. "Your life has meant nothing." Then she suddenly grabs his crotch with an ice-cold grip. "Your flesh means nothing."

Last Hours

When the first guests arrive, 25:17 stands shoulder-to-shoulder at the foot of the staircase. The characters flank the way from to door to them. Over the course of the next hour, pack representatives join the gathering. In order:

- The Wretched: Stephanie l'Heureux and Spider. Spider seems uncomfortable. Stephanie explains he only wants to return to the razor-wire webs.

- Les Orphelins: Pierre Bellemare, Philippe la Peste, Cairo. Pierre keeps finding ways to speak in private with Ezekiel. Cairo's mask of Chimestry may fall now and again, revealing half her face and most of her clothes were burned away on the way here.

- The Queens of Mercy: Sebastien Goulet. He only shows up to pay his respects to the Black Hand pack. He stares daggers at Spider and Pierre. Unless he's stopped, Pierre will enjoy provoking Sebastien.

- The Librarians: Beatrice l'Angou, Molly 8, Christianus Lionel. The members of the Librarians coven are some of the eldest in the room and it shows immediately. When the characters ask what any of them want to drink, Christianus grabs one of them by the throat and simply answers 'You' until Beatrice stops him. She only stares at the characters with her all-black eyes and smiles. Matteo may notice Yasmin talking with Molly 8 and pointing him out to her.

- The Shepherds of Caine: Alfred Benezri, Yithzak, Frere Marc, Raphael Catarari, Cherubim. The Shepherds have come in large numbers, more than any other coven. They earnestly welcome Ezekiel back to the city. Somewhere in Alfred's speech, he mentions that he still recalls overseeing Ezekiel's Creation Rite, calling him the light brighter than that of a dying star. It is also mentioned that Ezekiel's induction in the Black Hand was preceded by his tutelage under the Librarians. A rumor circulates that Sabrina isn't here because she is debasing herself with Elias the Whale, who is also absent.

- The Navigators: Miguel Santo Domingo, Celeste, Erinyi. The characters will first stand surprised at the enormous Gargoyle entering the building by folding her wings behind her. At second glance, they may even recognize her from the silhouette darting across the sky a few nights ago. She can't seem to take her eyes off Ezekiel.

Player Logs #41

Cars pull up the driveway of the nightclub. With the first, horrid figures approach. One of them is a woman with razors shining through from under her skin. She bleeds from many wounds and foregoes clothing. Her mouth is sewn up and metal spikes stick out from her joints. Nevertheless, she makes an elegant entry compared to the man beside her, skittering on all fours. They make their way to Ezekiel and his pack 25:17 greets the woman as 'Stephanie'. When Xander offers her a drink she has to think long before telling him 'It doesn't matter, as long as it was hurt.' Matt attempts to get the beverages from the truck but loses control over his Beast when he opens it. When he doesn't return, Frederica and Alma check up on him. Outside Frederica spots Pierre, Philip, and Cairo arriving on their motorcycles and in a blink of an eye she notices Cairo has burn marks all over one side of her body, but the image disappears in an instant. At the truck, Frederica and Alma get hold of Matt by grappling him, just after he devoured his third victim in a frenzy.

Inside Ezekiel addresses Stephanie as 'Madame l'Heureux' and her companion as 'Spider' who together form a pack called 'the Wretched'. When Xander is ordered to fetch drinks for Pierre, Cairo and Philippe, he takes his chance to get back at Matt by telling him 'It seems that someone else fucked up.' Having said that, he keeps an eye on Matt while Alma fixes Stephanie's drink by flaying the victim's skin. She draws off four cups which Frederica brings to the guests inside, only Pierre is not satisfied yet and asks for something stronger.

In the distance they hear another motorcycle arriving. Moments later Sebastien storms in angrily. His anger particularly seems to be directed to Pierre and Spider, for some reason. Not long after an expensive car pulls up. Slowly three Librarians alight. Xander remarks that the driver resembles Florian and Abbey closely enough that they might be family. Two of the Cainites are very old and walk like statues. The first wears a long coat and round sunglasses, smelling of something chemical and foul, and the second is a woman with unnaturally white skin and bright red hair and green eyes. The third visitor has deep black pits for eyes and slender, long limbs. It is unclear whether it's a man or a woman. The three walk up to Ezekiel and the pack learns the man with the long coat is called Christianus.

Meanwhile Pierre seems to be busy provoking Sebastien, who struggles not to bite. Then another costly car arrives 'right on time' according to one of the Librarians. Five Cainites step out of the vehicle. The characters recognize two of them as Raphael and the little girl who showed them into their school. Her hair is braided and she wears leather gloves and a large collection of knives strapped on her back. One of the other three figures is a horrid-faced man who looks ancient, with scars all over his face. The second looks even older and has dark eyes and long hair. The third is dark skinned with bright blue eyes and a goatee, wearing a silk robe embroidered with inscriptions. Every other guest steps aside when they enter Angel's Fall.

- The Widows: The Rose, Creamy Jade, Black Lotus. At first, the characters don't recognize the leader of the Widows, as she has changed her appearance once more. The Widows haven't forgotten about them, however. Creamy Jade walks around with a small child who has been Embraced in her arms. The thing is vicious and screams until it is fed. Black Lotus approaches Raphael at some point in the evening and seduces him in front of the whole gathering.

- The Lost Angels: Marie-Helene Dutoit. The only representative of her coven, Marie-Helene apologizes for the others' absence in French. She furthermore invites Ezekiel to a private audience with Archbishop Carolina Valez. In the silence that follows, Pierre Bellemare loudly asks: "... Who?" at which Ezekiel doesn't try to suppress a thin smile.

In these last hours of the night, the characters have the chance to get an impression of any character attending using an Empathy roll. Few Cainites will be openly hostile to the characters, not while they are so clearly under Ezekiel's protection, though their story has gotten around. Beatrice will at some point seek out Matteo however and strike up an insignificant conversation about scripture. Meanwhile, she lays a curse on him using the Mytherceria power Chanjelin Ward. Lastly, an unannounced guest poses a more direct threat to the characters. Gharston Roland arrived with Marie-Helene, but never entered the building. After having watched from afar, he will wait in hiding for the characters near the truck, intent on sending them all into torpor and bringing them back to the archbishop. With all tonight's visitors, suspicions will be cast in every direction, so Carolina Valez reasoned. When a certain Cainite has been waiting for his drink for several minutes, the characters may get suspicious. The smaller the group to approach the truck, the easier it is for Gharston. He lies in ambush in a nearby tree with his ghouled hounds ready to retrieve bodies and drag them out of sight. He aims at the characters' heads and takes his time before firing the silenced rifle.

On the Run

Frederica is in Gharston's grasp. She was the only one he was able to take before the rest of the characters alerted all attendees at Angel's Fall to the presence of a sniper. Gharston is being pursued as he tries to make it to his van. Frederica vaguely remembers hearing hounds and gunshots. Presently, she is coming back from the depths of torpor as Gharston feeds her with the blood of a pair of hikers they encountered in the woods. "Drink," he tells her urgently, "I need you on your feet and I need you to run. I will destroy you if that is the only option I am left with." He has his sniper rifle slung on his back, but knowing him it won't be the only firearm he's carrying. Looking around, Frederica can see they are in the middle of the woods. The dire realization follows that they are on



Player Logs #42

Frederica and Alma fetch drinks for Raphael and the little girl called Cherubim. They learn the name of the black-eyed Librarian who just arrived is Beatrice l'Angou and the dark skinned eastern man is Alfred Benezri. Beatrice wears a playful smile on her face which drives Matt crazy, making him suspect she has something to do with Lucille's disappearance. Alma offers her a drink and lets her choose between sober and drugged blood. She chooses the sober cup and asks for her name and those of her packmates, which Alma provides. Meanwhile Frederica and Xander go out to find 'corrupt' blood for Raphael. With not much of a fight they manage to kidnap a pimp nearby Saint Laurent Boulevard.

Another group of three comes in, the Navigators. One of them is an enormous woman with gigantic wings, all made of stone. One of the two figures behind her is a very tall men with a crucifix around his neck. The other is a muscular woman with eyes that reflect the light every way she looks. When Xander and Frederica return and get back to serving the guests, Frederica overhears a speech from Alfred Benezri to Beatrice and Christianus about Ezekiel's Creation Rights. He calls him 'the light, brighter than a dying star'. The others speak of Ezekiel's tutoring under the Librarians for many years. Despite all of this, Ezekiel's Embrace happened only in the '80s, it is revealed.

For a moment everyone is silent when the Widows enter. The characters recognize Black Lotus and The Rose, but don't know the name of the third woman. She has short hair and an oriental appearance. She carries a vicious tiny infant in her arms. It twitches and shows sharp teeth, and it doesn't breathe. When The Rose steps forward toward Ezekiel all the other guests bow. The woman carrying the infant approaches Xander and when he asks her what she would like to drink she answers 'lots'. Frederica fetches her drink but at the truck she suddenly feels a sharp pain before becoming disorientated. Somewhere from afar she hears beasts growling and then another sharp pain deep inside her head.

Meanwhile, the last guest arrives. One woman comes alone. She is not very beautiful and seems straightforward with what she wants. In French she apologizes for the absence of the Archbishop and offers a personal invitation for a meeting between her and Ezekiel. The characters grow uncomfortable when Frederica does not return and they go outside. They spot drag marks leading away from the truck and a glimpse of light from the trees. Xander, who glances just around the corner, then takes a bullet shot from afar. He quickly hurries back inside to tell 'They got Frederica, there's a sniper!'

a slope. Gharston shares a knowing glance with her. "I know. They're not leaving me much choice."

In the distance then, Frederica and Gharston can hear a short yelp. The last of his ghoulded hounds has just been put down. Gharston insists that they move on. It's a downhill trek from here to where he had parked. When they get to a small cliff, Gharston will motion for

Act III: Flood & Fire

Frederica to lower herself onto the ground. Peeking over the cliff with a loaded rifle, Gharston is studying every corner of the van and its surroundings. Frederica may notice someone is sitting in the driver's seat, waiting. "All right, let's go," Gharston says.

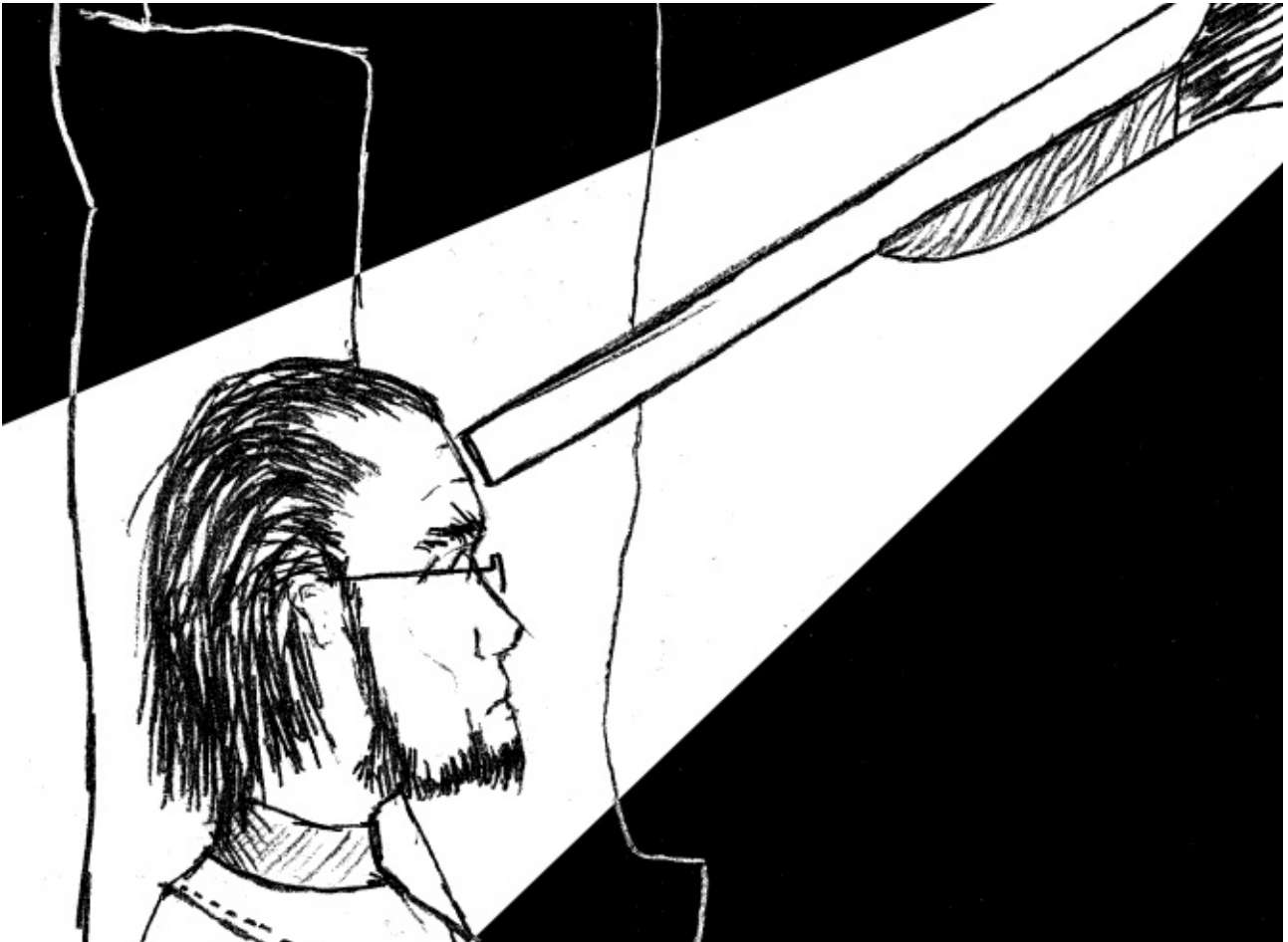
After they scale the cliff, Frederica recognizes the woman in the van from Angel's Fall. It's Marie-Helene Dutoit of the Lost Angels. Gharston grabs Frederica by the arm and drags her along. "You fucked up, Gharston," Marie-Helene says, grimacing. "One is enough to interrogate," he answers, urging her to move over while she doesn't move a muscle. Then, another voice sounds from behind her. "No, little man, she means it. You *really* fucked up." It takes Frederica a moment before she recognizes it's Pierre's voice. He had been hiding behind the driver's seat, on top of the dog cages. He has a shotgun to the back of Marie-Helene's head, which he slowly turns into view. Gharston will try to hold on to Frederica and draw a gun to her head as well. Even if he succeeds, Pierre will laugh at the poor exchange of blood on their hands, were they to both to pull the trigger. Gharston will try to lean on a sense of honor in Pierre. It will end with Frederica and Pierre blowing both Marie-Helene's and Gharston's head off after he suggested "You wouldn't cross the Archbishop, would you Pierre?"

Giving Chase

Focusing back on the other characters for a moment, we follow their hasty hunt through the woods. Ever since breaking off from Angel's Fall the excitement of the chase has spread across the different packs. Even those with little interest in the characters find their instincts fueled by the manhunt. Before long, the characters find themselves chasing a trail of their own, trying to prove their worth in forest alive with maniacal predators. If they take initiative and roll sufficient successes, they may be the first to find the last hound on the run. It stands its ground and it will yelp before it dies. Following the direction in which it was going, the characters may be the first to find Gharston's van. They are keenly aware that they are at the foot of the mountain. They may pick up on the evidence of what happened here, but will find no bodies. The van lies here abandoned, with a trail of at least two walking back up through the woods, climbing up Mount Royal. The characters have to decide whether they follow it or wait here for the others.

Black Miracles

Meanwhile, Pierre has indeed led Frederica up Mount Royal. He said it was to hide the bodies before the ashes set in the soil, leaving all the evidence a thaumaturgist



Player Logs #43

Frederica regains consciousness when she is being fed warm blood. Three dead and blood-drained hikers are scattered around her. Gharston orders Frederica to follow him when he starts running. Slowly they make their way uphill, which alarms her even more than the approaching dawn. Gharston is not willing to answer any question about his intentions but Frederica has no choice but to follow him. From afar they hear dogs hunting them and Frederica decides to leave a trail of hairs she pulls out of her head. When the two arrive at a cliff where a van is parked below, Gharston studies it through the lens of his sniper. Frederica can see someone sitting in the driver's seat. Slowly, they follow a narrow path down the cliff and Frederica now recognizes the woman in the van. It's Marie-Helene, who just visited the Angel's Fall gathering on behalf of the Archbishop.

'You fucked up Gharston,' she tells him, and he replies by mumbling excuses. From the backseat of the van comes another voice. It's Pierre and he's holding a shotgun pointed at Marie-Helene's head. As a response Gharston immediately points a gun at Frederica's head. He wants a simultaneous exchange of the women, but the moment that Gharston lowers his gun Frederica uses Celerity to get away. They struggle but in the meantime Pierre doesn't hesitate to kill Marie-Helene. Pierre laughs at Gharston's hesitation. He gives Frederica the shotgun and tells her to end Gharston. She's conflicted, but eventually pulls the trigger.

Player Logs #44

Inside Angel's Fall Ezekiel calls out 'No one attacks my coven!' whereupon almost all guest frenzy instantly, including Xander and Matt. Alma keeps her wits about her and shepherds them into the direction where Frederica disappeared. She manages to pick up the hounds' trail. Catching up with them, Xander and Matt devour the animals until their hunger is satisfied and they can calm themselves a little. While they look for a sign of Frederica, the Librarians close in. They return Matt's jacket, saying only "You dropped this." The pack continues their search for Frederica and eventually they find the clearing with the van in the middle and follow tracks going up the cliff.

might need. At first, he seemed very callous about it. "What's the big deal? You've been up here before haven't you?" If Frederica is too resistant to the idea, Pierre will drop his cover in a heartbeat, aiming a shotgun at her and telling her to keep walking.

Pierre seems to know his way up the mountain. Before long, Frederica will realize he's taking them to a cave entrance well-hidden in an overgrown section of forest. A buzzing of flies intensifies as they get closer. There's an unnatural pit dug close to the mouth in the rock. Pierre unceremoniously dumps Gharston in and motions for Frederica to do the same with Marie-Helene. There was singing coming from that pit, and growling.

"You have seen the slopes. And the slopes have seen you," a dark voice booms from deeper within the cave.



Player Logs #45

Pierre tells Frederica he doesn't want the Archbishop to find out what just happened so he insists on hiding the bodies, dragging them all the way up the cliff. He seems to know his way around the mountain, like he has been here before. Frederica leaves another trail of hairpins and before she knows it they arrive at a well-hidden cave entrance. There's a pit close to the entrance and Gharston drops the bodies into it. Then, golden eyes flicker deep within the cave, telling Frederica to come closer.

"We meet again, young one. There is no turning back now. Come closer." Golden irises flicker deep in that dark cave. "The plague is a miracle," Pierre says behind Frederica by the time she isn't able to turn around anymore, "and faith is a disease."

"Come closer," the dark voice repeats. "You are already a carrier. You will be an ideal vessel. You will spread faith for us all." Frederica can make out the figure's broad silhouette and something more deep within the cave, something hulking that doesn't breathe. "Do you believe in miracles, apostate?"

At a command, the hulking figure then moves closer and Frederica can't believe her eyes. Now long ago, when Frederica was last on the mountain with the others, they buried Varg here after Xander killed him by accident. Their attempts at reviving Lucille's creature with their vitae had no immediate effect, yet the Embrace had taken hold while Varg lay buried. Then, the same fate awaited him as all the other Cainites once buried at Mount Royal. Varg now steps into view, more twisted than ever before but unmistakably him. "Existence. Blood," he repeats.

Before she is allowed to leave, 'Sangris' will once more use Dominate on Frederica. He wants her to remember what happened here and doesn't interfere with her memories. He only commands her not to reveal the truth.

The only story she may tell is that Varg found her here after her kidnapper forced her to venture up the mountain. Pierre was never here tonight. This cave entrance does not exist. It was Varg who killed Gharston and now returns to the pack with her.

Falling into Place

Whether the characters can reunite with some privacy depends entirely on what the rest of them did after they found the van. If they waited, Frederica will walk into view with Varg for all to see. Otherwise, the characters may radically reconsider their plans. Varg's vocabulary has not improved, but the characters may rethink what they saw in the tunnels below the city to supplement what they can get out of him. The conclusion eventually drawn will be that Varg can find Lucille. The circumstances of this conclusion and what the characters decide to do now will shape this third act's ending. They may completely distance themselves from Montreal's Cainites or they may run to them for help. They may involve Lanzo early on, or only reach out to him for an exchange with the Book of Nod. Most importantly, the characters need to decide whether they want to remain in Montreal or return to New York City.

Mortal's Due

On their way to the nearest payphone, the characters may notice the thunderous roar of motorcycles just down the road. As the gang passes, one of them recognizes some of the unmistakable characteristics among the characters. There is a short, sudden whistle and an exchange of shouts before the whole gang turns around. The leather on their back displays 'Rock Machine M.C.' in broad letters. Out for revenge for their decimated charter, the eight motorists perform a series of drive-bys before trying to pin the characters. A particular favorite of theirs is to span a chain lock between two of them and drag a victim for as long as they can. The characters may decide

Player Logs #46

The others go up the mountain and discover two trails, one of brown locks of hair and one of hair pins in another direction. Then suddenly they hear a large big thing crashing through the trees nearby. Xander immediately turns into his warform, Alma grows her claws and Matt uses his Obtenebration to cloak them in darkness. When the crashing comes closer they hear Frederica's voice saying "this way" to a creature that turns out to be none other than Varg. Matt drops his shadows and they are reunited, but there is no time to explain because it is getting light quickly. Alma digs a hole and they all spend the day in the earth.

The next night they crawl their way out to see Varg standing in the middle of the clearing, holding his wrists up offering blood. Alma drinks a modest amount but Xander can't control himself. Frederica and Alma have to combine their strength to stop him from draining Varg. Then Frederica orders Varg to take over and he replies to her with 'Yes, mistress.' While Xander is pinned under him he keeps mumbling "soul, soul," over and over again and when Xander finally stops thrashing Varg speaks "No betrayal".

Frederica tells the others she has not much memory of what happened. "We went up the mountain, then Varg found us and he killed Gharston." Frederica claims never to have been near the van or the cliff. When interrogating Varg they find out he has seen eyes the color of the sun and that he heard voices, "Singing voices, whispering voices."

to cause more open bloodshed in the streets or they may decide to keep everything contained, maybe even disappear as quickly as possible. Whatever their actions, all of Montreal will soon be looking for them.

Weakening Grip

The powers of Dominate used against Frederica were not as effective as the wielder had assumed. Frederica's will was stronger than anticipated for a fledgling, for any false Sabbat. After their escape from the gang, Frederica may notice that the powers holding her tongue in place are not infallible. If she wishes, she may say anything she likes over what happened on the mountain last night.

Friends in Darkness

On their way away from the scene, the characters will pass through alleys and into the wide streets under night. The characters reflect that when they first entered Montreal, they had witnessed its last snows. Now, the city is long past thawing and getting warmer. By the time they pass the first payphone, they notice it is already ringing.

Lanzo is tailing the characters in a newly-acquired rental equipped with a car phone. The first payphone where the characters pick up, he will approach slowly before blinding them from a distance with his lights. "Did you think I wouldn't keep an eye on you?" [...] "I see you

have my sister's creature back." [...] "This is about as long as we can continue this conversation without being monitored. Listen carefully. My associate will get out of the car and approach you. You will tell him how much longer we have to stay in this porcheria of a city. I warn you: do not disappoint him."

Out of the car steps the silhouette of a man, seemingly plainly and simply a man. As he comes closer, the characters notice broad shoulders and short, blond hair half-concealed under the hood of a sweatshirt. The figure stops a few feet from the characters and the light from the car further obscures his features. He says nothing. Varg takes a step closer in recognition and seemingly, admiration. "He can see your soul, you know," are the first words out of the figure's mouth. Varg steps forward when their eyes meet. "Kneel," Evan commands. Varg complies and stifles a viscous scream. The characters can't see what is happening, but they know the figure is hurting Lucille's creature. A tiny whimper and a soft howl escape as Evan draws away hands drenched in blood. He licks them. "My, you've changed," he notes before pushing Varg away with his foot. An uncomfortable silence grows around the characters and Evan. It's broken when Evan asks: "A baptism in fire, a trial in blood, that's what you want isn't it?" [...] Varg looked up at Evan for a moment. In turn he spurns the creature, saying coldly:

Player Logs #47

The pack awakens and everyone needs to feed. They head to a nearby apartment building and Xander tricks one of the inhabitants into letting them inside by pretending to be a courier. It's a special delivery, he says, and Xander repays the man for his hospitality by using him to improve his fleshcraft. Frederica has her fun with a visiting hooker who was taking a shower. Alma kicks in the door of a neighbor and she and Varg feast on the family living there. Meanwhile, Matt entertains himself with a kitchen knife and the other neighbours. After Frederica finishes off the prostitute, her hunger is not satisfied yet and soon another apartment gets trashed. Others follow, until they hear sirens coming their way and they leave through the fire escape on the south side. It's a long way down but everyone except Matt manages to get away unseen. He has been feeling a little strange since last night. All he can think of are quick, violent solutions.

Away from the commotion, the group searches for a payphone to call their 'concerned friend'. Frederica calls him, since she is the one who had contact with him earlier. Before the line is established, a thunderous roar crosses by. Eight members of the M.C. they attacked a handful of nights back has spotted them and try to take get their revenge. They ride for the payphone at full speed. A drive-by shooting follows and Varg gets hurt most. Xander intercepts one of them but gets hit himself. Matt uses his shadows to make it dark before the eyes of their opponents, but they start to shoot blindly through the murk. Then Matt finds two crashed bikers to feed to Varg, who is in really bad shape. Alma watches the scene from above in the shape of a bat and turns back as quickly as possible to assist her packmates. She and Frederica steal a car to get out of there when they hear a police helicopter circling above them. With Alma at the wheel, they drive into the darkness Matt created and hurry everyone into the vehicle. Matt grabs one of the dead bikers' motorcycles. When they see the police line up at the end of the street, they decide to ram their way through.

The pack heads to the river for their escape. They successfully make it to the water and the last thing the police helicopter sees is Varg's grotesque head going under. Xander uses the opportunity to grow appendages not unlike flippers. The pack swims upriver and out of the city. After a few miles Frederica notices she starts to feel more willful. Something has changed since last night. There is no sign left of the compulsion she felt earlier. It's odd, but it allows her to tell what had really happened last night with Gharston.

Alma scouts ahead to see if they have been followed and meanwhile Frederica looks for another payphone. When she finds one it suddenly starts ringing and Alma notices a parked car across the street. When they answer the phone, the caller demands to see Varg. When they bring him over a man steps out of the parked vehicle telling them 'He can see your soul, you know.'

When the man is done speaking to the characters, a deep terror has entered their hearts. All they know is that they need to find Lucille.



"Don't look at me you piece of shit. I'm not the one that hangs if the perfect little daughter is never found. I won't mourn your little bitch master if she's gone for good." Looking back at the characters, Evan says: "No one ever said it would be easy. I see that now. What is it you want again?" [...] After gaining their trust and hope for a Creation Rite, Evan will unleash his long-honed infernalist gift of the Path of Phobos. The players listed their characters' greatest fears as a part of their character creation. These fears are now magnified and cling to the characters as strong as the Beast itself. The last desperate tugs of Humanity surround them and weigh them down. In everything they do, the characters are driven by their fears unless they succeed a Courage roll (difficulty 8). Willpower may be spent to avoid the effects for one scene. This tremendous fear lasts until Evan decides to lift it. Before their terrified eyes, Evan then lifts up two hands with outstretched thumbs as if envisioning a shot on camera. "Go find Lucille," he says, "and... action!"

Lost to Terror

The characters flee from Evan with Varg trying to keep up behind them. Xander in particular botched his first Courage roll. All the characters want is respite from their fears. An hour deeper in the night, Matt, Alma, and Frederica find themselves huddled under the canopy of a tree in an overgrown part of Charron Island. They can still hear the traffic in the distance. The only thing keeping

them focused is looking each other in the eye. Worms writhe in the soil at their feet and Varg and Xander are nowhere in sight. They thought they were right behind them. The characters know they need a plan.

Varg's Voice

Xander slowly emerges from a deep dark part of himself, one filled only with the terror of a caged animal being prepared for the slaughter. When he comes to, he finds that his head hurts. Varg's close by, tearing open a hiker's chest. He brings Xander a still-warm heart to calm him down further. After drinking his fill, Xander may notice Varg is trying to tell him something.

Varg keeps pointing to his jaw. In fact, he's begging Xander to do something about it with his Vicissitude. He wants to be able to articulate something properly. Should Xander give it a go, he will notice that due to the malformation of Varg's jaw, speaking has always been unyielding agony to him. It was pain that stopped him, not any lack of sentience.

After pulling back some of the hooked splinters of bone, Varg says: "Mistress Lucille, we have to find her. It's all that matters. She's the closest thing to an angel there ever was. You have to be brave." By then, Xander notices Varg wince as the bones in his throat are already regrowing. "Brave. Decide. Whether. The Mountain. Confront." Varg howls by then, lastly saying only: "Angel."

Player Logs #48

The pack flees from Evan and they swim back upriver. When they come closer to the city the terror only sets in deeper. Climbing onto an island in the river, Frederica, Alma, and Matt notice Xander and Varg are not with them anymore.

Xander and Varg lost track of the others. When the two of them reach dry land, Xander bonecrafts the barbed hooks in Varg's throat that keep him from speaking. However, the bones grow back and Varg has only a tiny window to say they have to find Lucille, that they have to be brave, and that she is the closest thing to an angel there ever was. Then suddenly a thick mist sets in and Varg smells fear and coughs blood.

Frederica doesn't remember much about her time up the mountain. Nevertheless, they try to think of a plan of how to get to Lucille. They go to feed and also notice a thick mist. They spot an owl, but it is already drained when they get to it. Varg and Xander catch up to the others then. Everyone is still under the influence of Evan's thaumaturgy, the fear only growing.

The mist gets ever thicker now and bats that seem to have come out of nowhere, fluttering all around them. Suddenly Varg shouts for them to run and everyone heads for the river. The mist seems to have concentrated in one place and when they leave they see the clear skyline of Montreal. The characters spend the day on the bottom of the river.

Faith in Blood

Varg rejoins the other characters on Charron Island with Xander in tow. He could smell their fear from miles away. The characters all know they have to find a way to conquer it. The first step, they may all realize, is to perform a *Vaulderie*. This will allow them to think clearly, if only for a moment.

The characters know where Lucille is. They may have no conception of the dangers of going there, nor will they be able to get many details out of Varg. Their direction is clear, and it's a terrifying prospect. They need to go back to the heart of Mount Royal. First, however, they need to find a place to stay for the night. The sun is rising.

Stalked

When the characters awaken the next night and prepare to find their way back into the city, they will likely either hail a cab or steal another car. On their way, any characters sitting in the front may attempt a Perception + Alertness roll to see what it was before it crashes into the front of their vehicle. A great hound with thick fur leaped into the streets from an alley. The impact is enough to bring serious harm to the characters. A gasoline leak spreads over the pavement while the characters realize it isn't smoke coming from the hood, it's a distinct rising mist. Outside, a shape is forming from the mist, a tall man with thin, white hair and a beard. He's

Player Logs #49

Xander wakes up starving and swims to the docks in a near frenzy to find a dock worker to eat. Alma joins him and they both snatch their prey by pulling them underwater. Frederica tries to do the same but loses control. The others follow her in an attempt to rein her in, but this only feeds her Beast and she runs off. Alma follows her trail of corpses and crime scenes in bat form and it leads along familiar places and ends in the garage box they used to use as a haven. There is blood everywhere inside and Frederica is busy organizing the heads of her victims. Police sirens are coming closer and Alma tries to persuade Frederica to leave. When she doesn't cooperate Alma has to intimidate her saying 'If we don't leave now your head is going to be part of the artwork too!' Together they smash the heads and flee.

Xander and Matt wait where they last saw Frederica and try to think of plan once more. Varg is clearly upset. Eventually Frederica and Alma return and they can continue on their daunting task.

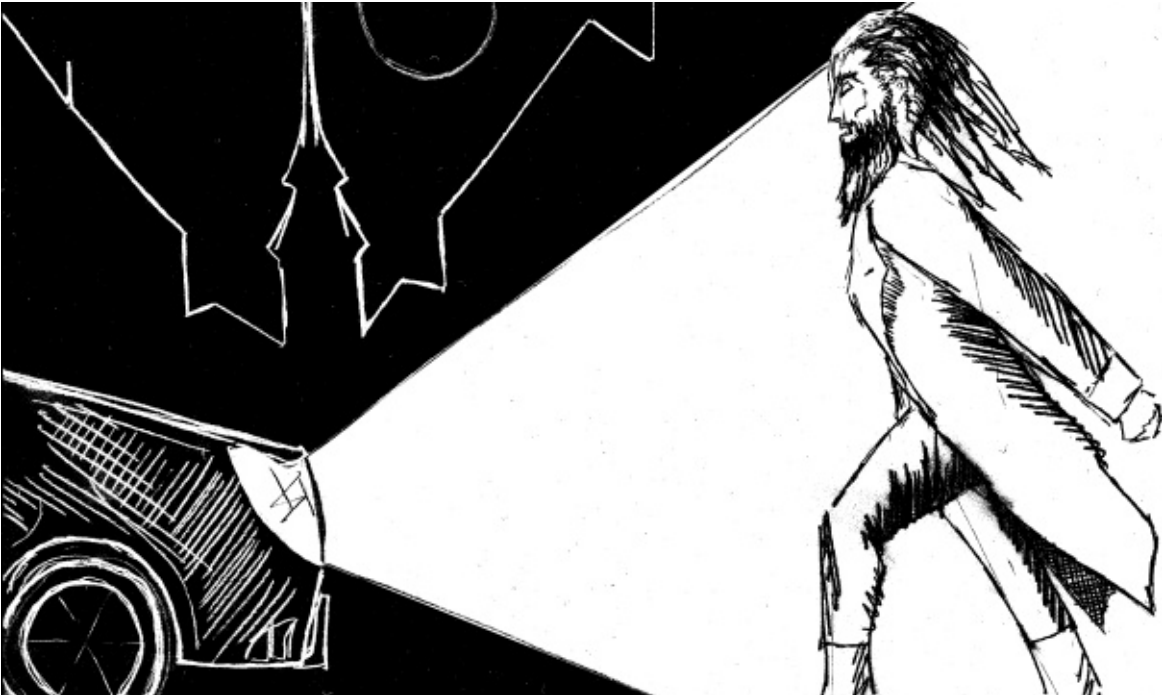
*First they perform a *Vaulderie* in which they use a nearby car's wing mirror as a container. Matt leads the ritual and reinforces the pack's spirit. The blood tastes foul and it seems to have gotten worse with every *Vaulderie* performed.*

Frederica, Matt, and Alma go into the city to buy flashlights and a vehicle. Xander and Varg kill time by preparing wooden stakes. Matt tries to enter a store but the mortals there are too irresistible. They're pulsing vessels of blood walking around. Matt looks like a creature returned from the grave and the customers are repulsed by him. Matt is the first to lose all control and he turns the store into another bloodbath. He ends his frenzy on the roof. Similarly, Alma and Frederica go to a dealer to buy a car, but end up killing its employees and stealing one instead. The pack resorts to buying flashlights at a gas station.

As they make their way to the sewer entrance, a great hound with white fur jumps out of an alley in front of the car. They nearly hit it and the thick mist from earlier sets in again. They get out of the car and a man's shape forms from the mist which calls Alma's name and speaks in a foreign language. Then he launches at Alma, crippling her in an instant. Xander tries to stake him while Matt holds it down. Before they harm the man enough to kill him he dissolves again, leaving nothing but mist.

They get back in the car and help Alma onto the backseat. The last thing they see on Montreal's streets before heading underground is the very same homeless man with the picket sign who used to hang around the docks near their garage box. His sign reads: 'The inquisition will bring back the flood.' and the man opens his collar to the characters as they drive by.

shouting Alma's name. "Alma! Alma, jeg er her for deg." Baring fangs and growing talons from under his thick brown overcoat. "Du myrdet min eldste, Alma!" A deep gash runs down the man's face. He's clearly close to frenzy and won't stop until he has destroyed Alma.



In truth, this is Hvitulv, the sire of the black dog chasing after Alma in the first act. His bloodline demands vengeance, but he stole ahead of the pack to be the one to exact it. He made a fatal mistake. He's wounded and out of control. Still, even outnumbered he poses a great threat. If given the chance, before Final Death, Hvitulv will disperse into mist again to rejoin his family and plan a more organized attack.

Messy Eye on the End

En route to either a sewer entrance, or back up the mountain itself, the characters will catch one last glimpse of Messy Eye. He stares right at them. The sign in his hands reads 'THE INQUISITION WILL BRING BACK THE FLOOD'. After they have read the sign, Messy Eye seems to bare his neck to the characters.

Siren's Song

Whether they decided to take the underground route or the way up the mountain, the characters will eventually find themselves wandering into the depths of Mount Royal. Before long, they hear familiar noises, the grunting of beasts. Varg follows in tow behind them, knowing those sounds all too well. In the distance, the singing starts once more. Before long, the characters realize the song is guiding them, showing them the way through the tunnels.

Before long, the characters start to glimpse the awful creatures all around again, flitting in and out of view. The song becomes stronger and stronger until the characters enter a cavern where her voice echoes.

For the first time, the characters see the woman who has been humming to the beasts under the mountain,

Muse. She hardly reacts to them, merely stands on a natural stone outcropping, singing to keep the monsters at bay. Varg is visibly calmed by Muse's presence. The characters notice her blindfold, her beauty, and her strange leather coat before two other figures enter the cavern.

Two twisted figures the characters recognize approach: Gharston and Marie-Helene, both transformed. They demand that Varg belongs to the mountain and must stay with them. They point to a cave on the other end of cavern, telling the characters their road lies that way, that they have no choice but to enter, and that they must leave the light behind them.

Facing Terror

The characters walk through the ever deepening darkness. The walls close in a little further with every step. By the time the characters need to use hands and feet to find their way ahead, something just ahead of them opens gleaming, golden eyes. "You have come far," says the voice that only two of the characters recognize. [...] "It is time." [...] "You are ready to fulfill your purpose." [...] "You are here to save her. And you will." [...] "She is weak, starving." [...] "You must make her strong again."

Seeing Lucille

Lucille is seated deep down a narrow cave. A single, thick candle burns, reeking of something other than paraffin wax. Her hands are working a needle and thread to enact another horror upon the world and she weeps with every stroke. "Father..." she begs, not noticing the characters until they are far into the light, "Father, please! Make it stop... Save me from this place." Then the

Player Logs #50

Underground, the pack wanders into the flooded roots of Mount Royal. Alma is still badly wounded and turns into a bat. All but Varg move stealthily through the water. When he makes too much noise, Matt muffles his footsteps under the weight of dark shadows. Xander assumes his war form and Alma scouts ahead with her night vision and sees the creatures all around them, fighting among themselves in the dark. Frederica uses her heightened senses to pick up the singing and recognizes it is in the exact same tone and even the same melody as before. The singing originates in a lit cavern and a dozen of the beasts are listening to it. To avoid a confrontation, the pack looks for another way but the beasts seem to be everywhere and there is no choice but to cross through. When they come closer the melody calms the pack and it even makes Varg smile.

Terror returns only when from one entrance of the cave come two familiar figures who should be beyond the barrier of Final Death: Gharston and Marie-Helene. Suddenly, Frederica remembers dragging their bodies up the mountain after she killed Gharston and Pierre killed Marie-Helene. The two figures point at one specific corridor but urge the pack that Varg must stay with them. The group enters the pitch black corridor which gets narrower and darker with every step. Even Alma has trouble seeing despite her night vision. When they're already very close she can see a broad figure standing in the middle of the passage. When he becomes aware of their presence, he opens gleaming golden eyes. When he speaks only Frederica and Alma recognize the voice.

Voice: 'You have come far, it is time.'

Frederica: 'Time for what exactly?'

Voice: 'You are ready to fulfill your purpose?'

Alma: 'What purpose?'

Voice: 'You are here to save her, and you will. She is weak, starving. You must make her strong again.'

When the figure closes his bright eyes he is simply gone. Frederica knows this is the same pair of eyes that she saw up the mountain when she found Varg.

The pack rounds the next corner and all they hear is crying. It is Lucille, begging. She has grown gigantic black leathery wings stretching from her back, filling the whole cave. When she sees them she says 'The oldest things cannot be killed. It's down here, a reminder of what is wrong with creation from the very beginning. It is here for our souls.' Lucille looks pale, fragile and very weak.

characters see she weeps for the two children she is stitching together on the stone slab before her, their faces forever contorted into a noiseless scream, their eyes following the characters across the room.

When Lucille notices the characters, she twitches, dropping the needle and thread. The dark roof of the cave seems to twitch with her. It is then the characters notice

the darkness above them are wings stretching from her back. She tries to retract them, folding them behind her back, but she clearly is still getting used to them.

"You fools," is the first thing she says. [...] "You should have stayed away. You should have fled this city!" [...] "It is down here. With us." [...] "It's old, very old." [...] "The oldest things cannot be killed." [...] "It is a remnant, a reminder of what was wrong with Creation from its first dawn." [...] "It has colored our history with a singular purpose." [...] "It is here for our souls." Shock and terror never leave Lucille's eyes.

The characters may try to calm Lucille. They may try to defend their actions, or even apologize, or try to explain things. In the end, they may offer to take her away from here. All she says, trembling, is that she can't. That's when the characters see that she is indeed weak and pale. The only thing that's keeping her from a frenzy is how close she is to torpor. She isn't coherent.

The Will of the Mountain

What happens next will determine how the story ends. It is entirely up to the characters. They can try to fight their way back out, though taking Lucille with them will slow them down to a crawling pace.

Player Logs #51

Xander: 'Come with us.'

Lucille: 'I can't.'

Frederica: 'Why not?'

Lucille: 'I'm not even strong enough to stand.'

Matt: 'We can carry you.'

Frederica: 'What has drained your power?'

Lucille: 'They haven't let me feed in a long, long time. I'm never going to leave this place now that you have set foot under the mountain. You should have fled the city nights ago.'

Frederica: 'We've set foot under the mountain before.'

Lucille: 'Then you're not going to leave this place either.'

The pack decides and acts quickly. They all force a generous amount of blood out of their veins into a leather coat they use as a container. When the smell reaches Lucille she loses the last inch of her control and drinks the blood as fast as she can while the others watch her finish in silence.

Alma: 'Let's leave.'

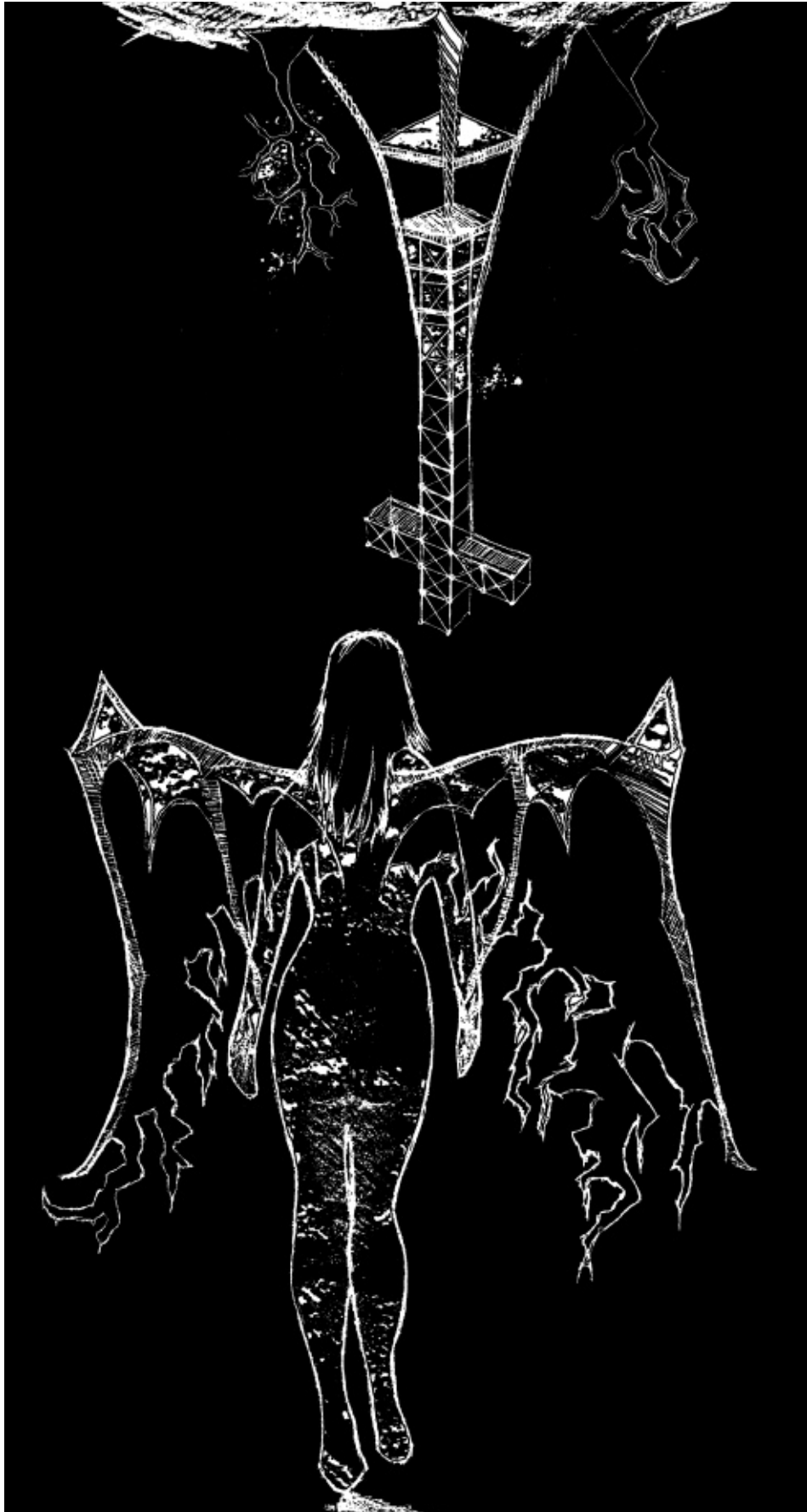
Lucille only nods and together they make their way back through the dark passage. In the lit cavern they find everyone, including Varg and Gharston, standing motionless, listening to the singing. Lucille is smiling and the pack heads for the exit as they can. The beasts flee and cower when they walk by, clearly frightened by Lucille's presence.

Matt: 'What will you do with your freedom?'

Lucille: 'New York.'

Matt: 'Good.'

Act III: Flood & Fire



Montreal Unhallowed

They can also go along with the Serpent's wishes and feed Lucille their blood. It will invigorate her, and change her, in a way she has been fighting not to change for weeks. Her eyes will grow dark and she will stop her trembling. The characters' perfect aggregation of plagues will solidify the thing under the mountain's hold on her. She will start walking with the characters, smiling by the time they leave the darkness. They will walk past Gharston and Marie-Helene, motionless. They will leave Varg behind, who only has adoring eyes for Muse and her song.

Montreal Unhallowed

Epilogue:

Unhallowed

Brother

When the characters, or what's left of them, stumble back into the open night's sky, their co-conspirators will not be far away. The car pulls up with Lanzo rolling down his window on the back seat just enough to peer through. If Lucille is with the characters, the driver will exit and open the door for her on the other side. Lanzo will tell the characters to meet them at the Old Port. He describes a boat and the dock it's moored at. They leave for New York at dawn. If Lucille isn't with the characters, Lanzo curses them and drives on instead.

Mother

As the characters make their way through Montreal's streets one last time, the mist begins to rise again. This time, they know that they won't get away. The fluttering of wings can be heard all around them and shapes barely seen through the fog glare at them. Eventually, the

characters will face a wall of them, standing shoulder to shoulder, the Beasts who have been gathering since sunset. They are here for Alma, because she has betrayed the bloodline.

Hvitulv will step forward from the crowd with an ancient, rusted sword in his hand. He makes it clear that they are all going to watch Alma become one with the earth. Whether they want to become one with the earth themselves is up to them. Before they give her final death, all the gathered Gangrel will say in unison: "Nafn Úlfur Móður."

Sister

The boat casts off at dawn. Whoever arrived on time may be stowed away safely below its deck in one of several wide crates. Though they know her well, no one listening can recognize the woman behind the voice when

Player Logs #52

It isn't long before they are on the streets of Montreal again and there is a car waiting for Lucille with 'our concerned friend' inside. He tells the pack to meet them at the Old Port. There, a boat painted green will be leaving for New York City later this evening.

Only a few minutes after the car has left with Lucille inside, it suddenly becomes foggy all around the pack again. The mist gets denser up to a point where they can't see the other side of the street. They hear the fluttering of wings everywhere.

Xander cannot control his bloodlust and wants rip someone's head off. He finds a woman in the fog, heedless of the white wolf's coming. Xander goes right after her into what seems to be the center of the fog. Bats manifest everywhere and Matt sees the wall of figures, beasts blocking the street building to building. Xander is still lost to his frenzy and walks right into the fray. They throw him to the ground, almost snapping his neck. The white wolf shows himself. Holding an ancient sword in his hand, he calls for Alma.

Player Logs #53

'Up here,' Alma replies, far out of reach. Sword in hand, the white wolf lunges for Matt. When Alma flies closer to the battle, he snatches her out of the air, holding her in an iron grip. She quickly transforms into her human form again and tries to claw his face open in an attempt to get away.

Hvitulv: 'Kneel.'

Alma: 'Only if you let them go.'

Hvitulv: 'Kneel, and I'll spare them.'

Alma complies and in name of Thea, the Wolf Mother, the white wolf decapitates her in one smooth motion. The wolves and bats leave not long after and Xander and Matt find Alma's body in the street. They pick up the pieces and make their way to a car that Frederica has hotwired. The situation looks dire for Alma as parts of her body are already crumbling.

Xander miraculously manages to graft her head back onto her body and with her last strength she holds on to her unlife. The construction Xander has fashioned is still fragile because the bones in her neck are not attached to one another. Xander has difficulty putting them back together. To stabilize her, he pulls out her cheekbones and attaches them to her collarbones as an exoskeletal brace that keeps her neck in place. Alma persists.

Frederica drives the pack safely to the docks. Before boarding, Xander needs to relieve some stress by feeding first. A man and the dog he was walking are torn to pieces. Xander is about to lose himself like he has been on the brink of doing for so long. His next victims wear uniforms and fire bullets at him. The pain only gets him going more. The blood flows endlessly. Only Matt is able to drag Xander back to the docks.

Eventually, everyone gets to the boat safely and when the sun almost rises they get below deck where crates are waiting for them to spend the day in. They hear Lanzo, Evan, and Lucille talking in the other room. They leave downriver, across the border, leaving Montreal far behind, for good.

she says: "It is here for our souls." [...] "It will flood the world in fire." [...] "But you know all about that, don't you brother?"

Sather

Downriver, across the border, a stern figure rises at sunset. After quenching his thirst, he orders his servants to take him to the docks. Unburdened by the realities of their extended leave, he expects his children to come home to him today, and he has heard a rumor that they have brought a gift for him.



Appendix:

Inquiries

Did 'Black Miracles' refer to the Black Death?

It was meant to refer to diseases, yes. I have to admit, unfortunately, that of all the diseases that have wracked the city of Montreal throughout its history, the Black Death isn't one of them. Please forgive the artistic liberty.

Could the characters have obtained the Book of Nod through negotiation with the Librarians instead of theft?

Yes, certainly. It was one of the core choices in the story. Dealing with the Librarians would have posed different challenges in the city, along with very different rewards.

Why couldn't the characters come near the cross on Mount Royal?

Specifically during Lent, the cross becomes a beacon of True Faith, strengthened by all the mortals of the city looking at it from afar. It is a small bastion of hope against a vast yet hidden malignancy.

Who did Messy Eye work for?

He didn't work for anyone, Cainite or otherwise. His words were earnest warnings from a mind cursed with visions and gifted with little else.

Who was Varg's sire? Did Matt Embrace Varg?

Yes, Varg was Embraced by the characters the night that Xander accidentally killed him with his botched Vicissitude. Yes, it was Matt's blood that did the trick before the others tried to feed him as well. However, by

burying him on the slopes of the mountain, Varg is irreparably changed. The bond to his master is far greater than his bond to his sire.

How long had Elias the Whale resided in the sewers before the characters met him?

Almost thirty years.

What was going on with Cairo, her scars, and the abuse toward her?

That's a great question. I really thought I could slip this one by you all as something seemingly irrelevant. Forgive me as I don't answer this question, because it would spoil plans I have for the next installment in the continuity.

What was the big flying thing?

One 'big flying thing' seen by some of the characters was a beast not unlike the ones the characters encountered underground. Later, the characters also saw the Gargoyle Erinyi making a pass over the city, which signified the return of the Navigators pack.

To whom did Pierre owe a favor?

The coven called Les Misérables, who have made their lair at Douglas Hospital for over a century.

What was Ezekiel's motive/purpose/agenda in Montreal?

His birthright.

Was it Ezekiel's plan to become Archbishop of Montreal?

Certainly.

Did Ezekiel commit diablerie to become as powerful as he was?

Diablerie has raised Ezekiel's generation from 9th to 8th, but it is not the reason behind his power.

How has Ezekiel come to be so powerful while being so young?

He is shrewd and fearless. All in Montreal remember the dark intensity which had come over Ezekiel after his Creation Rites. He was the only child of the Archbishop of the city and he received his tutelage from Librarians. Even after such a pedigree, he proved himself all over again when he joined the Black Hand. His inner power is of his own making.

Why did the nomad Gangrel pack capture Lilah? What did they want from her? What information were they after?

They were not after Lilah, but her sire. When they were unable to capture Erichto, they kidnapped the fledgling in an attempt to draw the Tremere out of Chicago for their next move. If Erichto were to fall into the hands of the Toronto Sabbat, it would strike a killing blow to the surviving Camarilla presence.

Who were these nomad Gangrel?

They were a pack originally formed in France, who came to the New World only recently after hearing of the crusade against Chicago. They had hoped to prove instrumental in the war effort and earn a place in the conquered city.

How were the characters' many massacres kept out of the news?

Few realize it, but Valez has an iron grip on the city's mortal population. In truth, the characters' actions, poorly contained though they were, are but a fraction of the heinous acts of a Sabbat city. The decision of leaving such acts overt or using other means to subjugate mankind in terror is a matter of personal style for an Archbishop.

Why didn't the Librarians kill the characters on the spot when they met at Angel's Fall?

They didn't dare anger Ezekiel on his own domain.

Why did Christianus have a chemical smell about him?

It is the smell of the poison gas at the second Battle of Ypres that marked his mortal death and Embrace into clan Nosferatu.

What was Matt cursed with when he lost his intellect?

It was a ward placed on his jacket by Beatrice. The nature of the curse lies with the unique powers of her bloodline, a discipline called Mytherceria.

Why has Santiago deSoto stayed in city for so long?

Has he?

Who was the golden-eyed figure at Mount Royal?

Santiago deSoto? All will be revealed in time.

Who was the woman singing underground?

The closest thing to a name she has is 'Muse'. She was once an active member of Montreal's Sabbat. After many disasters, she seemed to have disappeared until she was later rediscovered by Elias, wandering aimlessly through the sewers, always singing. He is currently responsible for her gradual reintroduction into the Cainite community.

What ancient creature lives under Mount Royal?

It is indeed ancient and it is indeed bound under the mountain. You already know what it is.

What were the misshapen beasts under Mount Royal?

They were once Cainites. Now, they are the twisted servants of their master.

How did Lucille obtain her wings?

They were a gift from her master.

What demon did the last acting Archbishop serve?

The dark devotions of Sangris cannot be conveyed in so narrow a line of inquiry.

Was this demon linked to the mountain?

You're not going to let this go until I spell out its name, are you?

What is the 'remnant' referred to by Lucille?

Very well. It is Metathiax, one of the 36 demons of its order, bound below Mount Royal, yet free to spread its dark influence all throughout the city. Disease is the weapon Metathiax has perfected in a war fought since the dawn of time.

Toward the end of the story, what diseases do the characters carry?

Your worst blood-borne nightmares. Some of them don't have names, not yet.

What's the impact of these diseases on humankind?

Contagion, then agony, followed by epidemic, and ending in death.

Would Ezekiel ever have given the characters Creation Rites?

Yes, in fact he already knew what they would consist of. The characters would each be forced into service for one of the city's covens and so make amends and prove their loyalty to Montreal as a whole. If each of the characters managed to prove themselves, they would have Cainites from all over the city's power structure to vouch for them. A powerful established pack would rise, loyal to Lord of Montreal, with relationships all over the city, exemplifying a single, united Sabbat. Whether the characters could have lived up to these expectations is another matter.

What will happen to Gharston and Marie-Helene?

They will continue to serve their master.

What is happening to Varg?

His bonds are breaking, his flesh is growing even less human, and he is preparing for true damnation.

What will happen to Varg?

He will continue to serve his new master.

What will happen to Florian?

He will remain where he is until Black Rose finds a more suitable embodiment of her art. Then, he will die.

Will Florian ever be as before again?

No, not possible.

Will Archbishop Valez be dethroned?

The players may be pleased to know their actions in the continuity may yet influence this. This also means I cannot give the answer. I will remind the players, though, that Valez is an outsider to Montreal. The reason (possibly the only reason) she was appointed to Archbishop is that she was a neutral candidate among very old powers in the city.

Will the characters get their Creation Rites?

Yes. At the time of the next installment in the continuity, the four of them will be an established pack in New York City.

Will someone ever find the photographs of the Book of Nod buried in the park back in Montreal?

Yes. Not a happy thought, is it?

Will Elias the Whale be punished for losing Amedeo's Book of Nod?

Absolutely. He made things worse for himself by trying to keep it a secret from the Librarians, at least for a time. The value of this book is such that they would have never have allowed Elias to study it. He wanted to make use of this opportunity to do so.

Was Amedeo's Book of Nod, the copy the characters stole, dictated word for word by Caine to Amedeo?

No, of course not. The Amedeo Manuscript, as the Librarians refer to it, has been well-researched in the privacy of the Alexandrium. Even though 'the Wanderer' cannot conceivably refer to Caine, the book's history carries great significance.

Was Amedeo's Book of Nod complete? Did it contain any additional information?

There are other texts claiming to be the Book of Nod that vary wildly, both in content and in phrasing. That said, there exists some consensus among the Librarians that the three chronicles: the Chronicle of Caine, the Chronicle of Shadows, and the Chronicle of Secrets constitute one of many categories of Noddist lore referred to as 'the Book of Nod'. Specifically, one might note that the resemblance with the Book of Nod proposed and published by Aristotle de Laurent is striking. However, the Amedeo Manuscript remains unique.

Appendix:

Retorts

*What will the pack who survived what
Maestro Sfregiato now calls 'the Montreal
Ordeal' be called?*

*What do you do, to this night, when the
terror sets in?*

What has the world done to you?

What will you do to the world?

What will you let happen to it?

Will it end?

When?

The future of the Sabbat and the fate of
Maestro Sfregiato's brood will be decided in
a later installment of the continuity:

The Inquisition