

*Serpents
Uncoiled*

*"I am that which hath become
OMNIPOTENT, eternal, boundless
The immutable principle upon which all speculation is possible
The transcending force of human conception
I become as beyond the range and reach of thought
UNTHINKABLE and UNSPEAKABLE
I become my own absolute reality
For I am all that shall ever be
And all that ever was."*

Karl Sanders – The Forbidden Path Across the Chasm of Self-Realization

Councilor,

Please find contained in this document my findings. It has been three months since I received my orders. It will seem as if it by pure luck that I acquired the desired information. Thus, I shudder—we all know what serendipity is indicative of. Nonetheless, I swear by the authenticity of the information, even if the leaps in its discovery stretch belief.

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Foreword

On what transpired to make this story as desired.

It was shortly after completing the adventures of **Masquerade in Chicago** that the players were offered a choice between two proposals for a next chronicle. One of the players, Mark (in the continuity so far, most notorious for playing Brian Milov Parker and most renowned for playing Graham Fearghasdan) would be out of the country for a while, and whatever would be played next had to be completed upon his return. After scouring some of the backups, the original proposal the players went for as it was written back then popped up:

“This isn’t your first time around in the World of Darkness. You’ve felt what it means to be a pawn, to rise in the ranks, and all the disaster that follows. Everything you have seen is at the mercy of the Sects. You’ve learned there’s no way to beat them. The most you could hope for is to hide among them. What you certainly can’t do, is join them and excel. No plot or scheme has yet placed you at their top. So what to do?

Is it possible to avoid them? Is it possible to simply shun them and go your own way in this World of Darkness? To defy the Jihad and determine your own fate—could it be? Welcome to the Independents.”

Then, on a page the players never got to see, an outline described:

*“The characters have the whole of the World of Darkness’ night to explore as we venture into an open-world chronicle. Personal horror will stand foremost in theme and the players’ wishes determine direction. Deeper in the background, **Vampire: the Masquerade** metaplot will occur globally.*

Virtually all clans and backgrounds are open to the characters, so long as they are a unified whole. Suggestions for their coterie concept, which comes first, include a traveling underground metal band, Noddist scholars, a rogue Sabbat pack, an Anarch gang wrought on tearing down every Prince’s throne, etcetera.

Importing characters is possible from the Chicago chronicle, if they end up so inclined as Independent.”

So, before long, players and storyteller got together one night to figure out what this 'Independents Chronicle' was going to look like. After a night of fantastic ideas and some disappointments regarding comeback-characters from previously played one-shots, it was decided: Setites. The experimental element of a global plot and limitless freedom for the characters to travel across state lines eventually led to the roving, Winnebago-driving, all-corrupting gang of serpents. Not long after, the first session of **Children of the Typhon** was underway.

What follows is not a log of how exactly scenes

FOREWORD

turned out, as **Chicago Unmasked** was. Instead, the main body of this comparatively small book consists of the scenes and hooks chronologically written out as they were prepared by the storyteller before each session of play. These are then annotated with extracts from players' notes, which, it must be said, didn't live up to the expectation of serving as a log for this chronicle.

In a word, **Children of the Typhon** was wild. Where a storyteller might be used to lightly baiting hooks here and there and giving a sharp tug on the line when necessary, with this chronicle, it was more like herding bison off the inevitable cliff and watching them flounder in the shallow water at the bottom. As will become

evident in the reading to come, the freedom given to the characters (combined with a sporadic schedule for sessions) left material here and there untouched. By the end of the story, the characters were left with more questions than had ever been answered. If nothing else, that's what **Serpents Uncoiled** is for.

That said, **Children of the Typhon** was wild! The characters were an endless fount of delicious deviance. We had a staggering amount of fun and I'm sure that if the players think back to some of the insane crap they pulled, they will start grinning immediately. Here's hoping that reading **Serpents Uncoiled** produces that same effect manifold.

“You want to serve Set, dog? Very well. There is a woman in Kansas City who offers to teach Camarilla whelps the secrets of Golconda. Find her and kill her.”

– Someone the characters did not chance to meet



Setting

On what was written before the player characters even had names.

The Head of the Snake

The eldest among the characters must lead their cult. All lore on the Followers of Set is funneled through this character and thus this character bears the responsibility of guiding the others in their path of enlightenment as well as teaching the others Serpentis. This character may decide how the cult is structured. Beyond selected information provided, the leader will have to make Intelligence + Occult rolls when the others ask for guidance or lore.

It is a certainty that the leader's sire has had control

over his or her heart since it was carved out using Serpentis. It is again up to this character if the same ritual has been performed on his or her childer. There is a strict dogma forced on the Followers of Set. How this is implemented should weigh heavy on this player's mind. Disloyalty to the clan or faithlessness to the Dark God should be met with instant destruction.

For as far as the character sheet is concerned, the Head of the Snake must have the highest score in the Path of Typhon of all the characters. He or she must also practice Akhu, the Setite form of blood sorcery, as per his or her sire's demands.

Handout for the Cult Eldest

Your sire, Maghul'Iswid, has taught you much over the years. His nights are spent dealing with the complex political machinations within the clan in Egypt while his two childer do his bidding over the rest of the globe. Your brother-in-blood is Jicho, now a dark-skinned serpent, once a man from the east of Africa. He is your elder by about a century and serves your sire as fervently as you do yourself.

At least once per year, you meet with your sire in person. Usually your childer travel with you, a prospect they dread. Your sire is harsh and powerful. He is the pinnacle of your love, respect, and terror. He holds your heart in an urn by his sarcophagus as a constant reminder of your duty to him.

After the years you spent learning the dark arts under Maghul'Iswid, your sire let you loose upon the world like he had let Jicho loose before. He gave you two duties wherever you decided to travel: to contribute to the

corruption of the rest of the world, and to contribute to bringing about Set's resurrection.

Set, the god-progenitor of your sire's sires, once ruled openly in Egypt. So your sire lectured you. Two millennia ago, however, He disappeared, prophesying His own return. The Followers of Set have never left the Dark God's service, remaining fiercely loyal.

While all the other clans of vampires claim descent from kings and beggars, the Setites know they are descended from no mere man given the Embrace. Their blood is divine, for Set, also known as Sutekh, was a god. Your sire made you recite the history of Set and Osiris every night when you underwent your initiations. To this day, the words are engraved in your memory:

*Set and His brother, Osiris, were the descendants of Ra, the sun god.
Osiris betrayed Set when he took the throne of divinity and banished his brother.*

*Out of revenge, Set tricked Osiris to step into a sarcophagus He had created.
When Osiris lay inside, Set closed the lid of the device and threw it into the Nile.*

*Osiris would have drowned if it wasn't for Isis, his wife and sister.
When she tried to use her magic to find Osiris, Set resolved to mutilate his brother's body
and scatter the pieces far and wide across the desert.*

Determined, Isis traveled the breadth of Egypt to gather Osiris' limbs.

Her magic held him together long enough for her to conceive a child from him.

*Horus, as the son of their union was named, grew up to challenge Set while Osiris
dwelled in the lands of the dead.*

All the allies Isis, Horus, and Osiris could have gathered were not enough to displace Set.

Set destroyed and scattered all his enemies, never to return to Egypt.

The story of Set is the foundation of your religion. Vampirism itself was a curse on Set from Ra, the sun god, something He has proudly passed down the generations. The Path of Typhon teaches this spread of corruption. The outside world sees only debauchery and filth. The truth of the Theophidians, however, lies in liberation and immunity from corruption.

The devout of the Path of Typhon cut out all roots of morality and conscience in themselves. All dictates of society are lies. The devout deliberately confront those acts that revolt them so that their influence might be broken. They do the same with their own desires, sometimes desensitizing themselves to them by over-indulgence. Eventually, the devout will hate nothing but the enemies of Set and desire nothing but their own emancipation of others.

A true follower of the Path of Typhon infests institutions and corrupts those around him. He does this not to claim power for himself, but rather to wrest it away from others. When he controls these others through their own desires, he will eventually lead them to liberty as well. He would teach this lesson gently if he could, but nothing will open a person's eyes but the harshest revelation. Eventually, such a victim may devote his life or unlife to Set and begin a road to transcendence as another follower of the Path of Typhon, but only after he has seen the devastation of rock-bottom.

The Path of Typhon is the oldest Path of Enlightenment. It has been codified through evolutions. To this day, it welcomes variations and differences in interpretation. There are many ways to serve Set dutifully, after all. There is one exception to this and it lies with those who call themselves the Serpents of the Light.

The Serpents of the Light were once Followers of Set. Somewhere in the past centuries, however, they have allowed themselves to be corrupted. They were no better at resisting temptation than one of the uninitiated. Worse, it was the Sabbat that drew them away, who claim Set to be a mere Antediluvian. The Sabbat have pronounced war against all those they consider Antediluvians. Therefore, the Serpents of the Light oppose Set and seek his destruction. Their weakness betrays them and they shall all be purged.

As Played

As might be clear to the players immediately after reading the first sections here, the way it happened isn't quite the way it was written in many cases. Examples of this will become even more evident in the scenes to come. Comments on these cases will be marked with more 'As Played' sidebars.

Plot Arc

Through the eldest among them, the players' cult descends from an ancient Setite who resides in Egypt. This ancient has another child operating parallel to the cult, but he does so alone. Their sire instructed both to spread their coils throughout the world and work toward two things: the corruption of the world and the resurrection of Set.

So far, the players' cult has been focused on and successful in the former. Their rival has been focused on the latter and, as the story develops, he becomes successful. Tension rises as the ancient sire begins to prefer him over the characters.

At the same time, the Children of Osiris are working against the Followers of Set. They begin to hunt the cult indirectly even as they move from city to city. Simultaneously, a powerful mummy, a Follower of Horus, succeeds in taking over their ancient sire and begins manipulating the characters to destroy their own kind, starting with their rival. It quickly becomes clear to the characters just how many have named their clan nemesis as they also have run-ins with the Silent Striders and the Serpents of the Light. Everything is being orchestrated by the mummy manipulating the characters to their end.

When the characters finally catch up with what is going on, they must confront the mummy holding their master in its grip. There, it will destroy him and the characters must flee into the lands of Egypt. Eventually, their only option is to bargain with one of the darkest creatures on the surface of the planet: one of the seven Bane Mummies.

On a note on theme, the whole story, though it takes place all over the world, revolves around Egypt. It should become apparent how this land is relevant to the Jihad and the World of Darkness like no other. Examples include the history of Set, Osiris, Horus, and Isis and their struggle as well as the hint that the Second City may have stood within its borders. Also, it is worth noting how, as Followers of Set, the characters are loathed wherever they go. A defining mood may revolve around what it means to be truly hated.

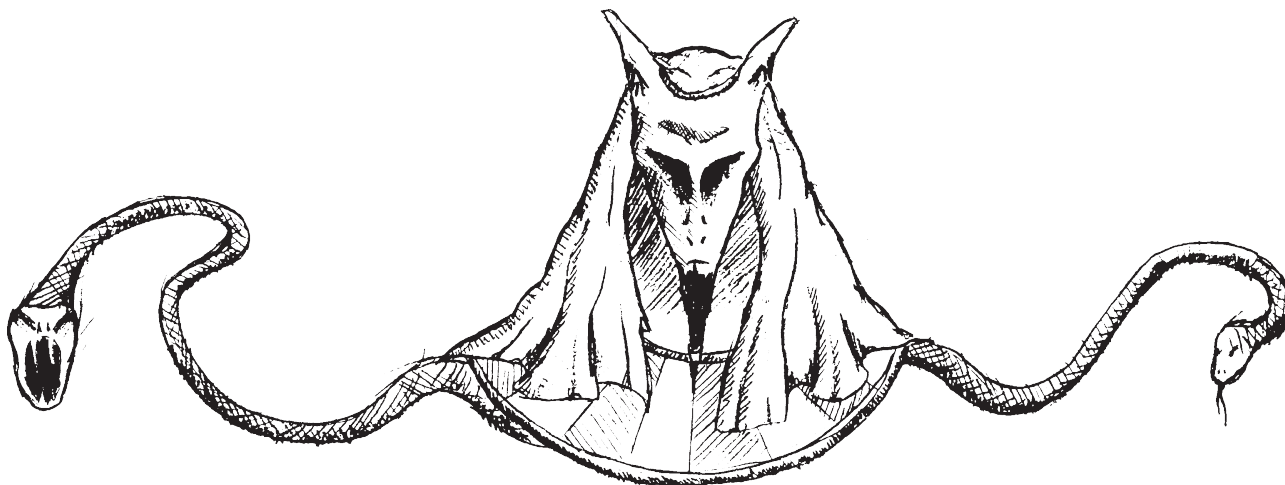
Lexicon of Objects, Locations, and People

Apepnu: A dynasty of unholy mockeries created by Set. These abominations are the result of an incomplete, stolen Spell of Life, through which the unfortunate victims of the spell were torn body and soul, the latter replaced by an evil spirit called a Bane which now enjoys the same cycle of resurrection that other Immortals do.

Bane Mummy: See Apepnu.

Bubasti: A race of werewolves who are bound to the lands of Egypt. In contrast to the curse of the Silent Striders, it is said of the Bubasti that if a generation of them ever leaves their homeland, that generation will be the last.

Children of Osiris: Vampires who have banded together in secluded temples to teach Osiris' methods of gaining control over the Beast. While they were once composed of Osiris' children, the cult allows membership to all who are repentant, regardless of clan.



It all starts with the corpse of a woman I found trying to cross the border from Serbia. All signs indicate she knew where she was heading, a thought I am sure you doubt. One wonders and fears, however, what this 'Grand Undying King' knows, or as it may be, knew.

Cult of Isis: A once-great cult of mortal priests. Since the ancient times, they have been subsumed in a greater order of mages.

Dave: A college drop-out who has a gift for electronics, especially in the department of surveillance and security. Although it has never even been hinted at, he hopes to be found worthy of the Embrace one day.

Deluge Tablets: Three tablets made of clay, sealed in a way similar to ancient Babylonian contracts.

Emilia: A former ghoul, who after years of abuse found shelter among the Children of Osiris.

Iese: Ngeshshasha's beautiful Ishtarri servant. She is completely dependent on her master, who treats her as if she were a trifling hag. Iese mostly serves as a multilingual, charming voice to Ngeshshasha's malevolent and brutish intents.

Jicho: Faesid's mysterious sibling in blood. Once a mortal from somewhere in eastern Africa, he is now a master of Akhu. Jicho never works with other Followers of Set, although he does maintain allies among the African Laibon.

Maghul'Iswid: An elder Follower of Set who inhabits a temple in a forgotten part of Egypt. His sire is Neferneferuaten. Jicho and Faesid are his only childer. They do his bidding in the wider world.

Men-Kau-Ra: A truly old Shemsu-Heru who possesses intimate knowledge of Necromancy, the power of death, and Ren-Hekau, the power of true names. His own true name is Am-Nehahra.

Mon-o: A dangerous, if comparatively young, Serpent of the Light. His affiliation with other Setite *antitribu* residing in—or currently in exile from—Montreal is a complicated matter which remains beyond the scope of this work.

Mummy: See Shemsu-Heru.

Neferneferuaten: An ancient Follower of Set who lies in torpor. She is Maghul'Iswid's sire, a hierophant of the clan, and one of less than a handful of Setites in existence today who walked next to the Dark Father himself, who remembers Set before his disappearance.

Ngeshshasha: A devious Mla Watu whose greed for occult treasures matches Jicho's. They have a long-standing partnership in which neither has proved the most vicious, yet.

Nostradamus: A strange Malkavian *antitribu* who is deeply entrenched in the Sabbat politics of Phoenix. He acts as a Bishop for his coven of adopted childer, who make up a menagerie of *antitribu* loyal to him. The man is prone to visions and has achieved great success through them so far. Few realize however, that he is a master of the self-fulfilling prophecy who simply happens to be prone to seizures.

Osirian League: A conspiracy sworn to avenge the destruction of Osiris, led by Horus. In the modern nights, the league has nominally disbanded and its members usually combat Set and his followers independently. They were composed of: the Silent Striders, the Bubasti, the Children of Osiris, the Cult of Isis, and the Shemsu-Heru.

Ournourta: A misshapen Laibon completely blood-bound to Jicho. Serving his master like a dog, he does not do the Nagloper legacy justice.

Saatet-Ta, Darkener of the Earth: One of the seven Bane Mummies. Other than that she was once a beautiful woman, nothing is known about Saatet-Ta life before her transformation. Now, her skin is blackened and cracked. Among the Apepnu, she is known as the weakest of all seven. This has led her to inventing ever more dramatic sobriquets, though they only fool inferior creatures.

Sands: A Toreador of calm elegance and impressive self-control. Once an architect from England, his motives for lingering in Las Vegas are of a personal nature. Nonetheless, he is easily as influential among the Kindred as the Prince.

Serpents of the Light: A group of Setite *antitribu* originally from the Caribbean who have joined with the Sabbat, effectively denouncing Set.

Shemsu-Heru: The oldest Undying in the world, also known as Immortals, the Reborn, or mummies. They were created by Isis and her sister with the Spell of Life to follow and serve her son Horus.

My name is Emilia and together with my companion, we are the last of our Temple. In case our journey is intercepted, I will not put to paper the destination of our urgent mission. If something happens to us, however, and an ally to the Grand Undying King finds these writings, know that it is critical that what I write is preserved before him.

Silent Striders: A nomadic, introspective tribe of Garou who are forever banished from their homeland of Egypt.

Velden Simpson: One of the many guises of the Shemsu-Heru known among his kind as Men-Kau-Ra. As Velden, the mortal world knows him for being the Luxor's architect.

Vic: An androgynous *antitribu* loyal to Nostradamus, and a part of his menagerie.

Player Characters

Nico Mendez

"This new shit is off the hook."

Nature: Rebel

Demeanor: Conniver

Player: Stef

Born and raised in San Diego, Nico has a mixed descent of many ethnicities but is mostly Hispanic. He grew up with a caring family, not in a troublesome neighborhood. It seemed that he didn't have any bad influences in his surroundings. Rather, he was inherently so. Nico was relatively easy-going, which made it simple for him to make friends and rationalize their tricks. Everything started with rebelling against authorities and daring one another into mischief. Eventually, the peer-pressure turned to drug abuse and theft to finance their new endeavors. By this time, he and his friends could be called a gang. Nico's favorite poison is heroin and the use

of it became a habit after his father passed away, a result of gang-related violence. He devastated his body and resilience by heavily abusing the substance. One day the chance presented itself for Nico to start working for his contact and supplier as a dealer. The drug use became less frequent in order to perform this new tasks well enough. It seemed that everything he ever did had always been about the money and the thrill of it all. He continued like this for a long time, until one of his supposed friends got busted and set him up in the end. Even jail did not stifle his need for excitement, however, which would one day become too overwhelming.

Faesid: "Scariest fucking chick I've ever met!"

Madison: "Note to self, never show her my tattoos."

Sem: "Mommy-issues."

Setites: "Family my ass, this shit is worse than every smack induced bad trip combined."

Fred "Sem" Tucker

"I like you and all but if you try one of those pills I'll straight up murder you."

Nature: Bon Vivant

Demeanor: Celebrant

Player: Minkers

Clan: Followers of Set

Generation: 9th

Fred Tucker rolled with the proto-Hell's Angels bikers in the mid to late 40's. He partook in the organization's first conflicts with the law. With no education, nor any

Nico's Sheet

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

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

Contacts ●●○○○

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

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

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

(Potence) ●○○○○

Perception ●●●○○
Intelligence ●●●○○
Wits[†] ●●●○○

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

Conscience ●●○○○
Self-Control ●●●○○
Courage ●●●●●

[†] Ambushes

Sem's Sheet

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	○○○○○
Generation	●●●●○	Obfuscate	●●●●○	Conviction	●●●●○
Haven	●●●●○	Presence	●●●●○	Self-Control	●●●●○
Contacts	●●●●○	Serpentis	●●●●○	Courage	●●●●○
Resources	●●●●○				

Path of Typhon ●○○○○○○○○○
Willpower ●○○○○○○○○○

[†] Bullets

[‡] Sexual

^{††} RV

exceptional skills, crime and bullying became his tickets to free beers, half cooked burgers, and cheap motel sex. Still though, Fred couldn't think of a single thing that needed to be taken seriously and the MC was no different. The quickly expanding organization could offer Fred's life no sense of direction.

When approached by Faesid Haya his outlook changed, but only slightly. As a ghoul, he slowly took her words about Set to the heart he still owned and in time he embraced the religion, but not without joking and laughing about it.

After the Embrace he took on the nickname Sem in an attempt to please his sire. But unfortunately the Embrace did not diminish his appetite for sluts, leading to many clashes with Faesid. Sem's unlife would have ended soon if he didn't have his uses. His years on the road made him dependable behind the wheel and he has driven his clanmates across the U.S. multiple times. Also, he maintains a steady network of prison connections functioning as a gateway in the gunrunning trade. In later years the car gave way to an RV and the vehicle became a treasure trove of various vices.

In recent years Sem struggles with his desire to please the Followers of Set and his urge to unwind every once in a while. He also took note of how his sire's punishments become more erratic when she is under stress and can't

really find a right way to deal with that. He bows his head and smirks but fears that one day soon she might start passing death sentences.

Nico: "Nah, don't worry about him, he'll come around."

Faesid: "You. don't. disrespect. Momma."

Madison: "Lil' Sugartits is all fun and games and usually a good sport."

The Camarilla: "Easy pickings."

The Black Hand: "Not so much."

Lupines: "Don't know why these fuckers are pissed off all the time, don't know for what reasons they chill out either."

Madison

"My daddy didn't let me have a dog. So, I took his. It was a picture on his arm."

Nature: Competitor

Demeanor: Caregiver

Player: Ria

Clan: Followers of Set

Generation: 8th (through diablerie)

For Madison, there is not much to remember of her mortal life. She was a tough kid from Texas, not liked at all by her family and neighbors. She gave them the creeps, torturing insects and pulling potentially harmful

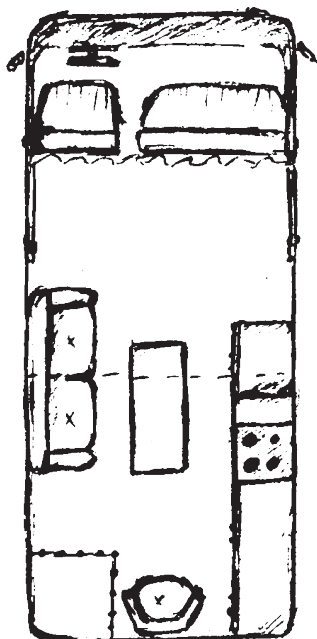
Madison's Sheet

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 ○○○○○
Generation ●●●●●	Obfuscate ●●●●●	Conviction ●●●●●
Path of Typhon ●●●●●○○○	Serpentis ●○○○○	Self-Control ●●○○○
Willpower ●●●●●○○○	Akhu ●○○○○	Courage ●●●○○
	(Corruption) ●○○○○	

[†] Obfuscate
[‡] Parents

pranks. There were none who appreciated her behavior, before she met Faesid. After the Embrace, Madison welcomed the tales of Set. Her child's mind never once doubted their truth.

Before long, she was able to make herself useful to her new mother by collecting many flavors of blood. It seemed there was quite a market for diverse specimens,



not the least of which catered to Ventrue elders. The deranged little girl also developed a personal hobby of collecting tattoos, expanding on what began with cutting a wolf tattoo off her biological father's arm. An unfulfilled goal that remains to this day for Madison is to learn the rumored craft of the Tzimisce, the power to mold flesh and bone. In all things, however, she understands that serving Set comes first.

Faesid: "Mommy can be really cruel and all, but deep down she loves us. She has our hearts."

Nico: "He is funny."

Sem: "He is stupid and doesn't understand corruption at all."

Humans: "They come in many flavors."

Lupines: "Shit-shit-shit!"

Vampires: "Without our guidance they never change."

Setites: "What would the world be without us?"

Faesid Haya

"Pay attention and do as I tell you. Now let's spread some corruption."

Nature: Pedagogue

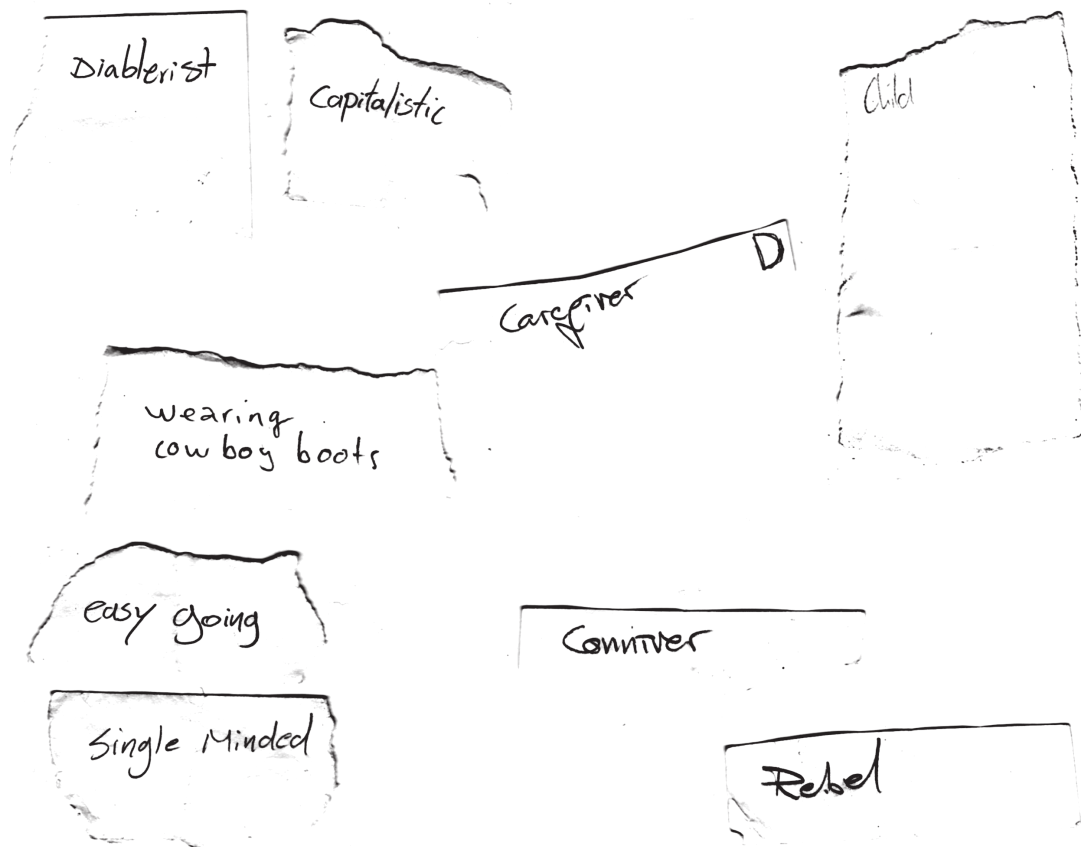
Demeanor: Director

Player: Lotte

Clan: Followers of Set

Generation: 8th

SETTING



Foesid's Sheet

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	○○○○○
Generation	●●●●○	Obfuscate	●●●○○	Conviction	●●●○○
Path of Typhon	●●●●●○○○	Serpentis	●●●●○	Self-Control	●●●○○
Willpower	●●●●●○○○	Akhu	●●●○○	Courage	●●○○○
		(The Immanence of Set)	●●●○○		

[†] Men

[‡] Extract secrets

^{††} Childer



Daisy Fae Ash was an English nurse working near the construction of the Suez Canal in the 19th century. Her husband had been deployed there amidst political turmoil which eventually led to his death. Left on her own, Daisy decided to stay in Egypt because in truth she believed there was no place left for her at home. The choice was between a widow's life in England, or that of an independent woman in Egypt. She had her duties as a nurse to support her and integrated into the exotic culture seamlessly. She never even questioned the contact that arose only shortly after her husband's death with the mysterious Maghul'Iswid.

Over a century later, the servant of Set called Faesid Haya does not resemble the widow Mrs. Ash in the slightest. Faesid looks as if she was raised in dry deserts and speaks English as if with a foreign, forked tongue. She could not say if the enigmatic night-dweller and his brood seduced her into believing as they did, or if she had simply been desperate for something, anything, to believe in after her husband's tragic and violent death. She could not question her faith and her dedication to the resurrection of the Dark God. She may not even realize she has surrounded herself with children as if they were

the family she always wanted to bring into this world.

What she knows is that she gave up her heart willingly to her master and serves his every whim to the fullest. She knows fear and she knows purpose, and that's all she will ever need. Only Maghul'Iswid could say why he chose her when all she knows of the dark mysteries of the world is what he told her. Jicho, her sire's eldest child looks down on her as if she were an unamusing house pet. And yet, she might outlive them all.

Madison: "My eldest child, I can trust upon her."

Sem: "You shall feed for another week on rats!"

Nico: "The harshest revelation will open his eyes."

Sands: "What's his plot?"

Maghul'Iswid: "Must. Obey."

SETTING

*“I see you have tried to outreach death.
And you! You have succeeded.”*

– Someone else the characters never encountered



Prologue: Nevada

On what led the characters to linger in Las Vegas for a few nights, and what made them leave in a hurry.

Las Vegas. (Nights of Prophecy: Hunters Hunted.)

The Luxor has just opened, as has Treasure Island (both opened in October). The New York-New York doesn't exist yet.

Prince Benedict's rules are: don't Embrace without permission, don't endanger the Masquerade, don't kill other Kindred, don't lose more than ten million in one night, don't interfere with the mob.

Other prominent Kindred include: Montrose (Benedict's Nosferatu ally), Rothstein (Gianni powerful enough to rival the Prince), and Sands (elder Toreador everyone respects and listens to, more than any other).

Where we begin, it is late in November and the Creep Show is due to open in a few nights.

Prologue from a Player

It's a couple of hours before dawn when an RV stops beside Interstate 15, just a few of miles south of Cedar City. The vehicle, an Amera Coach from 1991, creaks as if it has made more miles than its relative youth would suggest. Its door opens and three figures emerge, black silhouettes against a night sky which grows dangerously pale.

One of these figures is a woman. The other is a heavy set man. Lastly, a little girl in cowboy boots steps down. In the privacy that only the endless desert can bring, the woman addresses the rest of her entourage. She explains to them, as she has countless times before, the importance of their main prayer. Her audience takes these words seriously, as if they are hearing it for the first time.

After her sermon, the matriarch addresses a new issue. She has overheard conversations between her followers and it appears that the man, who she calls 'youngest childe', believes that venturing in the drug business would be beneficial for their cause. For this to be successful however, the group will need to introduce a new soul to their family.

While the matriarch agrees with this line of thinking she appears to be disappointed that the little girl, who she calls 'eldest childe', has not come up with this. In defense of her lack of initiative the little girl states that it would've felt weird to grant the Embrace while she herself looks so young.

The ancestress charges her youngest childe with finding an appropriate candidate to join them in the nights to come. As the one who came before him, this candidate will be tested through ghouldom to see if he is worthy of joining the group in their cause. When asked where to look for this new prodigy the matriarch simply states: Las Vegas.

With dawn fast approaching the cult makes themselves ready for the daylight hours and as they do so a chant is carried by the desert winds.

“Oh Set, victor over his enemies, grant us thy capacity for malice.”

“We shall not defy our elders.”

“We shall corrupt all others.”

“We shall venerate Set.”

“We shall further Set’s resurrection.”

“We shall aid all followers of Set.”

“So we swear, oh Venerable Set, banisher of foes. We thank thee for thy attentions.”

16th October 1993

It is night time when inmate Nico Mendez is brought before his new councilor. Some shitbag who was going to decide whether the prisoner is fit for parole or not. His appointment is late, a strange occurrence in the strict prison, but stranger still is the man who walks in, a man who seems to look like a biker and nothing short of a crook.

After a few shallow words about Nico’s behavior the real nature of the conversation is revealed when the counselor, a fat tattooed man calling himself Fred “Sem” Tucker, reveals his approval of the dealer’s methods and skills. It is after this that Nico opens up and shares his pessimism in his recovery towards a crime-free life, thinking parole useless and his appointment with a counselor a scam. He is more than a little right about this.

The counselor does urge the inmate to be careful during his parole. Fred did enough research into his client’s history to know that it was betrayal that got Nico in trouble. Nico expresses the need to be more reclusive so that there isn’t a web of others to stab him in the back.

The councilor hands Nico a phone number for a support group. The words “new family” are mentioned. All the while a cobra watches from a brief case.

15th November 1993

The hearing with the counselor worked in Nico’s favor, to his surprise, and it is today that he is released from prison on a strict parole. The corrections officers do stress the rules of his parole. Namely, that Nico needs to find

employment and a support group, how he needs to stay within state borders, and that he has a duty to report to his parole officer on a weekly basis.

After his belongings are returned to him, the former inmate gets a ride to Las Vegas. Upon arrival in the blistering desert sun he finds himself a payphone and makes a call to his new support group only to find the number unresponsive.

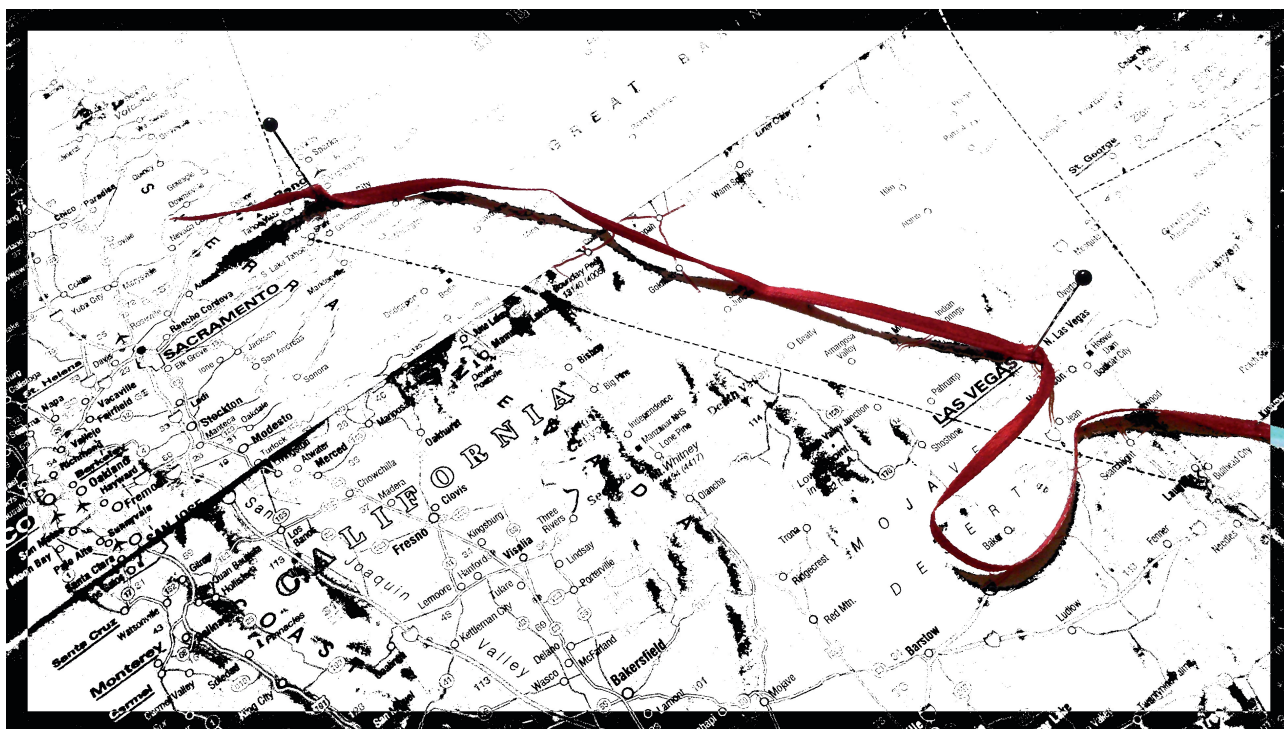
He spends the afternoon trying to find a job or at least some change for food but the outside world is unkind to his predicaments. Within hours, Nico has to resort to scavenging food and some hobo's smack; he relapses into his old habits and makes additional mistakes. In a moment of clarity he finds the wits to make another phone call to the support group and mutters the name of the street where he currently sits out the worst of his drug-induced delirium.

After night has fallen, three serpents uncoil. Faesid, Madison, and Sem listen to Nico's messages on the carphone's voice mail. Knowing that the city of Las Vegas is a mere hour away they take the time to discuss their plans. The matriarch dictates that the new ghoul is to be forced the vitae of her youngest child. Only after he has proven himself worthy will he be told of their true nature. It is her childer's responsibility to find out Nico's weakness and corrupt him in the name of Set. The group's second goal in Vegas is to find money to fuel their trades and to find a contact that can bring the Setites to the nearest temple. Lastly she states that Nico's upbringing and well-being is going to be a waste of her childer's time, not hers.

Before long, the group's RV rolls into Vegas on the long road that will eventually lead to The Strip. From the car they see all the revelry that the city has to offer. Among the various casinos like the Mirage and Caesar's Palace, the most noteworthy is the massive pyramid-shaped Luxor.

It is on the street corner of a back alley where the Children of the Typhon find their recruit. Nico meets his new family whom he, in his drugged up haze, never expected to show up at this hour. He is surprised to see that one of them is an eight year old girl in cowboy boots, the other his counselor, and the last a business woman.

Faesid is impressed with Nico (and doesn't suspect his being high in the slightest) during their first encounter, much to the surprise of her childer. Sem offers the newcomer a beverage from his hip flask. Nico gets his first taste of the precious vitae.



If the woman's mission, as she relays it, was successful, it may well have been this leader among her kind who knew enough to direct her to the castle. The location and its secrecy is beyond my purview, I know. Thus, I trust you, Councilor, have insights into this matter that offer relief.

As Played

In the characters' first visit to a shabby casino, the following results were achieved in no particular order:

Faesid killed the lobbyist in a Frenzy. Madison steals someone's wallet and is seen despite an attempt at Obfuscate. Sem set off a fire alarm and stole a cash register. Nico was just gambling.

Business

Faesid may try to ply her trade in secrets and information in Vegas. The division of power between Benedic, Rothstein, and Sands may be discovered. If the balance is disturbed, mayhem could ensue. This being the first city for the cult, they must think very carefully on what they want to happen. Tearing the city down to make way for the Sabbat is not a good thing.

Meanwhile, Madison might expand her collection of rare samples of blood. Benedic is rumored to be a child of Charlemagne. Sands is rumored to be a very old elder. In truth, both are a few centuries old, both 8th generation.

For Sem and his arms dealing, things are a little more difficult. There is potential to sell to the mob, but it's very dangerous.

Lastly, Nico might dive back into dealing drugs to impress his new benefactors. Everything goes in Las Vegas if one is but moderately discreet. Drugs are sold to every layer of society, by every layer of society. The cops can't know about it, but they won't snoop too much. The danger is knowing when you're stepping on the mob's turf.

A Delay

To find the temple, the cult must look for a hidden pattern in graffiti tags on the streets. This is custom with Setites in new foreign cities. The tags lead others to the haven of a Setite contact, usually a ghoul ("Finding the shah in the circle of serpents."). When they find the ghoul's apartment, however, it seems he is out of town, due to return in a few nights.

The Creep Show

When the Creep Show opens, the character may notice quickly how vampires are drawn to the place. The characters may use the opportunity to learn of some of the business opportunities listed above. With Sands' endorsement, the place becomes immensely popular, quickly. Already, rumors can be overheard of Kindred disappearing in the northern end of the strip. Over time everyone is thinking the same thing: hunters.

Revelers

Along the strip, the characters will notice a group of overjoyed visitors to the city. A writer from L.A. named Hulio has just won an extraordinary amount of money, enough to self-publish his book. He promised everyone sitting around the craps table a drink and a party. Hence, they've followed him into the street. The man himself is proudly cheering his winning roll: "yo," "yo-leven," "six five, no jive," "front line winner," "good field and come." He has earned a total of fifty-thousand dollars. Most of it is still in the casino, though, held in his name.

As Played

All this time, Nico has spent his nights trying to sell vitae-infused mints for his new masters. His days, he spent in the van, with strict orders not to open the doors, not even where he was sitting. Compliant to the letter, Nico escapes through an opened window to score a hamburger and fries.

Faesid, much to her player's dismay, is unwittingly enamored with Sands. He is not stingy in his use of Presence. For a laugh, I invite the players to look up 'Inspector Sands'.

What escaped the players' notice at the time, is that their characters actually saw the mummy in the Luxor, where they visited out of curiosity. He had a thin beard and an expensive suit. For another laugh, I invite them to look up the Luxor's architect.



Return of the Contact

After a few nights, the Setite ghoul contact in the city will return. He will meet with the characters, gladly. Talk of hunters puts him on edge. He has already heard the rumors. He suggests meeting somewhere on the strip, preferably the south end if rumors hold true. The characters may pick a casino.

They may learn of Jicho passing through town, also asking after the temple. Apparently, Jicho was on the trail of an incredible treasure, one that had the local Setites invite him into their inner sanctum. Since then, the temple has gone into enclave, shutting its doors. The ghoul is there to serve the characters and he offers to show them the way to the temple, although he is very nervous about it, considering there are hunters in town. During the conversation, then, the Creep Show is set on fire. At the same time, the Luxor's immense light display

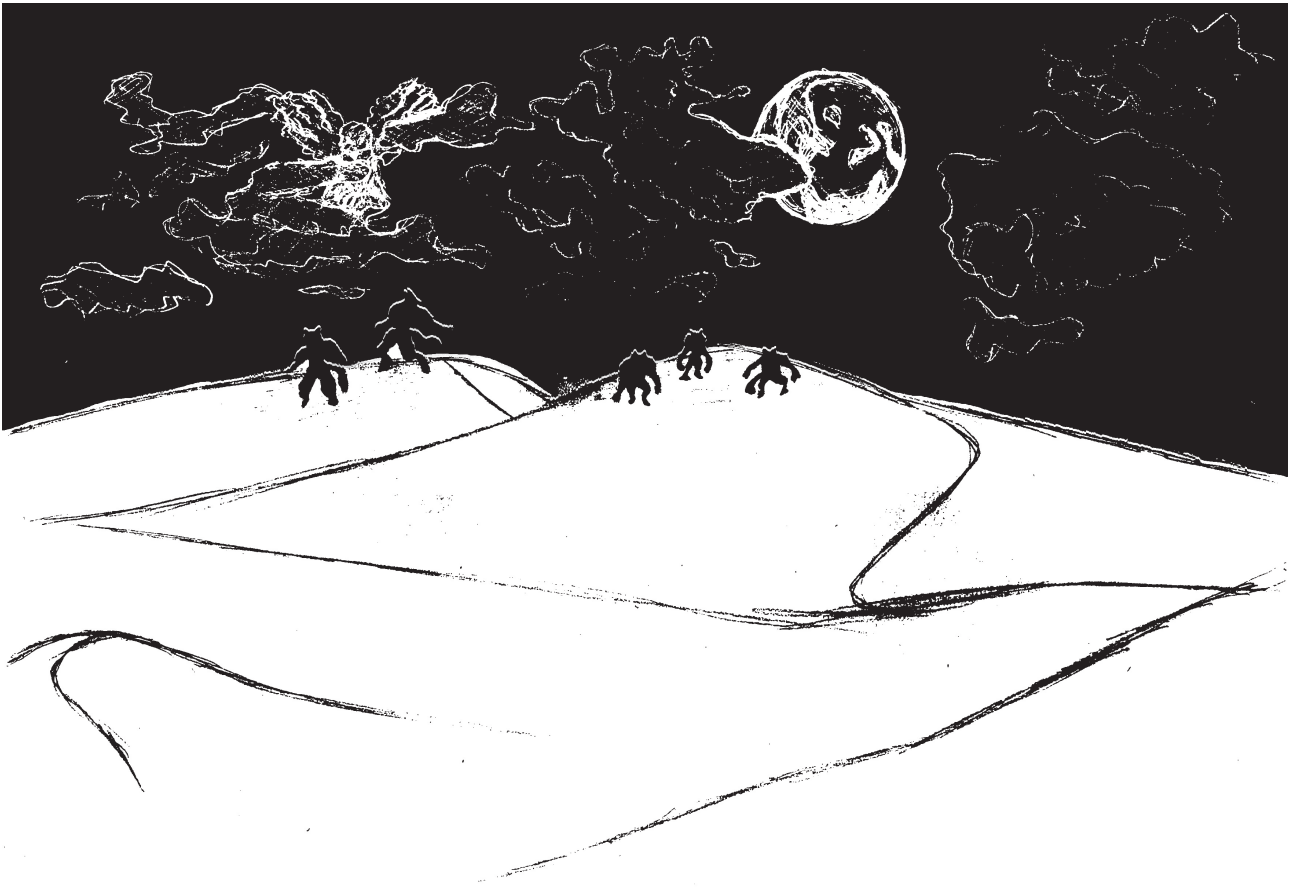
is turned on, signaling the death and ascension of all Kindred inside.

Desolation at the Temple

The characters may head for the temple after all, only to find it was ruined just as the Creep Show was. An enormous force seems to have torn through the underground lair. Careful inspecting may hint at werewolves. The ghoul contact will, in utter shame, offers his life's blood to the characters in sacrifice, saying he has failed and the best way for him to serve now is to feed those who may endure.

All the temple's scriptures have been burned. What's more, when the characters get to the sacred heart of the temple, they find one of the attackers was overcome. The body of a man lies among the ashes with his bowels hanging out. His skin is tinted. In fact, he is Egyptian. Slowly, his wounds heal, however, and he rises again in

After the fires died down and our enemies fled the approaching dawn, my companion and I crawled from our hiding places. We made sure there were no other survivors before we set off. Given his unique past, we were able to learn much from each other and put together how this tangent of catastrophe came to be.



Crinos form to attack. He is one of the Silent Striders instructed to attack this place. His packmates thought him dead. In the desert, there is no place the characters can run from this beast. Perhaps they can lock him up somewhere. Otherwise, they will have to face the werewolf out for Setite blood.

The rest of the Silent Strider pack is still nearby. If the characters are not careful, they may come running back.

Hunted by the pack, the characters will have no chance of reaching their car before they are shredded to pieces. With their Totem spirit helping them however, the Silent Striders may realize these Setites can help them find their true target if they let them escape.

If the characters contact their sire, the news will be met with the appropriate severity. Their sire will confirm however, that Jicho has not met Final Death. He went

As Played

The characters fought and fought with the healed werewolf. They managed to bring it down, only to have it slowly start to heal. Dave, the Setite contact in Las Vegas, accompanied the characters at their request. He and Nico were on watch outside when they heard howls in the distance, approaching the temple. The two ghouls ran inside to warn their masters, where Sem quickly pushed a gun in Nico's hands, insisting he shoot the healing werewolf in the head.

Nico hesitated. Amidst the confusion and shouting, the werewolf got up again and the characters fought bitterly to bring it down. Furious, Sem put two bullets in Nico's foot. Then, the other Silent Striders entered the temple.

As they ran to flee with the approach of the healing werewolf's friends, Dave sacrificed himself to allow the others to escape. They made it to a back exit of the temple, sealed by a pair of doors. There was no way to lock them from the outside, except by jamming the handles with something. In the middle of the desert, however, the characters had to resort to amputation. Nico would continue his horrid life without his leg.



straight for the coast before the characters entered Las Vegas. Maghul'Iswid is worried. He has not heard from Jicho since he sent word that he had entered the Anarch Free State.

As Played

After leaving Las Vegas, it was entirely up to the characters where they go. While they intended to head for Los Angeles, as soon as they heard from Maghul'Iswid that Jicho had gone that way, Faesid decided to avoid it if they could. Instead, they went to Phoenix after causing a bloodbath in a gas station.

PROLOGUE: NEVADA

*“From the Sun came Water and Air
From Water and Air came Earth and Sky
From Earth and Sky came Set and Osiris and Nephtys and Isis
Osiris married his sister, Isis. Set married His sister, Nephtys.
These things we all know.
Osiris then took Nephtys for himself.
These things none of us deny...”*

– A sermon that went unattended

Instrumental in our downfall were a family of vipers operating in the United States. They are led by Faesid Haya, a cruel serpent of unknown origins. According to my friend, she descends directly from an elder Follower of Set, one of the generation that never left Egypt.



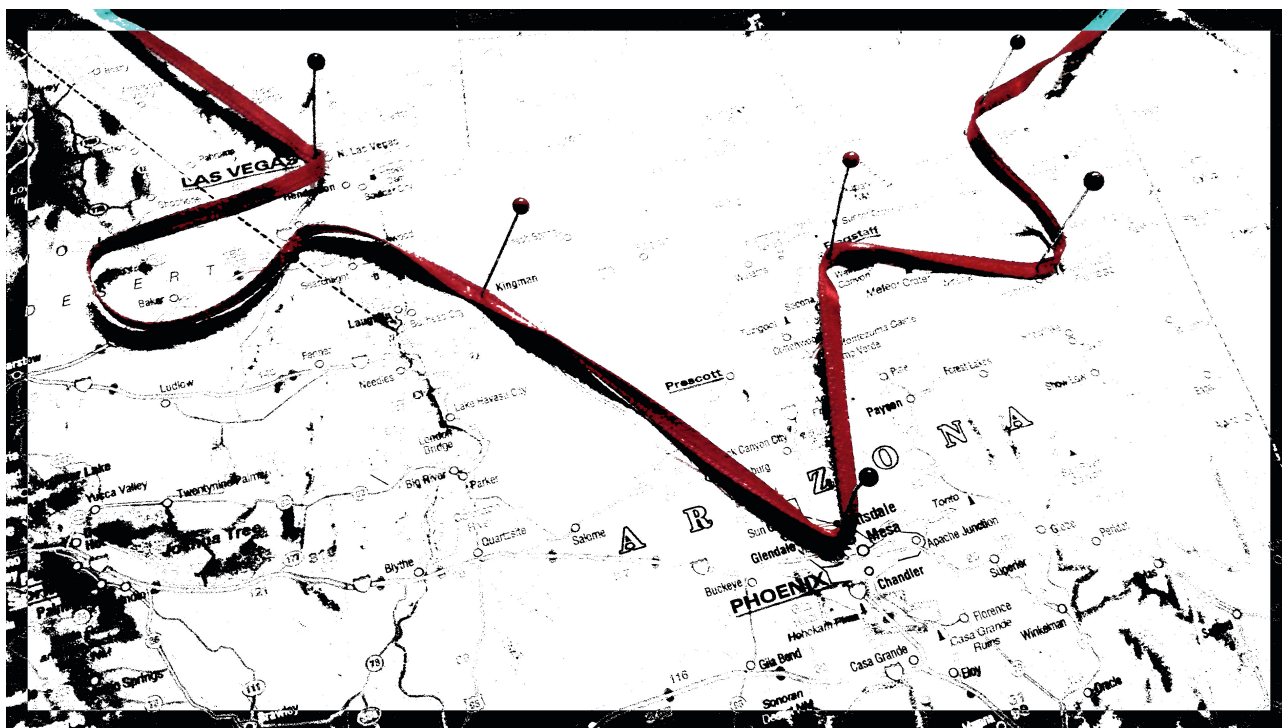
Act I: Arizona

On what the characters were doing in Phoenix, and what Phoenix was doing to the characters.

Phoenix.

From the previous session, the characters are headed for Phoenix, Arizona. There, they intend to focus on their business, for now, avoiding the recent machinations unfolding around them.

Phoenix, however, is a Sabbat city, one with contacts (strong ones) to Montreal and the Serpents of the Light there. They flee Ficho, endangering their ultimate (preen)ssie's plans.



As Played

Before they reached Phoenix, the characters made a stop in Kingman, Arizona. Faesid insisted on a ritual of contrition for Sem. On top of minor mistakes, Sem was ultimately responsible for Nico's behavior. Thus, he had been given the punishment to only feed off rats. When he disobeyed, the characters stopped the car in Kingman.

Given his known vices, Sem was to enter a strip club without losing control. He was, however, unable to keep his hands to himself, thus proving himself truly vulnerable to corruption himself. Not wanting to make the tip to Kingman a complete waste, they picked up a worn-out accountant called Kenneth and stuffed him in the back of the van, in a cage, for Madison to exercise her hobby of draining blood on.

Nostradamus' Envoy

Soon after the characters enter Phoenix, they may see signs of decay in the night. The foremost realization is that in their ambitions of corrupting another part of the human population, this city is already pretty far down in the dregs. This year shows the city its highest numbers in crime yet and since.

They might discover the city belonged to the Camarilla until recently. About a year ago, it was brutally conquered by the Sabbat during one of the city's worst haboobs (dust storms) in decades. Since then, the invaders have not managed to elect an Archbishop to rule the city yet. One candidate, however, takes an interest in the characters' arrival.

The characters will after some time be approached by an enigmatic figure, catching them unawares, pretending to be a mark for them. Walking up to them in a close-

fitting, tailored suit is a person with short, blond hair parted over one side. The characters can't, for the life of them, determine whether it is a man or a woman. He or she introduces himself or herself with 'Vic'.

Vic tells the characters about a vision, a prophecy. This vision came from Nostradamus himself. In Vic's words, it comes down to this: Crime is at an all-time high in the Valley of the Sun. When Phoenix is left in the shadows of the night, dark hands struggle to pluck its feathers. The domain spirals and stretches and grows, while everybody knows: You must burn the Phoenix down to make it rise again.

Nostradamus had another vision, Vic says, though this one is a secret. It spoke of snakes crawling into the city, blind snakes who would be crushed underfoot by the Phoenix and swallowed whole. All Nostradamus' servants were bidden to be his eyes on the streets, to find the characters. Vic then passes the characters tickets to a

As Played

The characters, in exploring Phoenix, stumbled into the Feather, a club densely inhabited by *antitribu*. There, they glimpsed a dark man seated on a balcony. He was one of the Serpents of the Light, called Mon-O, visiting from Montreal.

play in the Orpheum Theater downtown, the Urfaust, balcony seats, for the following night. In parting, Vic only says: “You have more enemies than you realize.”

If the characters ask Vic his or her clan, he or she will simply say: “I descend from Caine first, His murdered child second, and not at all from his killer.”

Urfaust

At the theater, the characters are guided to their seats, surrounded by an audience of mortals. Their balcony is simple, but comfortable. It affords a view of the stage from the side, and looms over the seats below. A pair of elegant binoculars are left at the edge of the railing.

Before long, the play starts. The actor playing Faust catches the eye in a peculiar way. The actor is no longer young, but very good. A voice then suddenly enters the characters’ minds, interchangeably interrupting the story of Faust. After every time Nostradamus has spoken in their minds, the character using the binoculars may try to spot him in the audience. The elder is seated in a balcony on the other side of the room. He is staring right at them every time he ‘speaks’. The man is entirely bald, with deep wrinkles all over his face. He has a blanket wrapped around his shoulders. At his side, the characters will also spot Vic and three other figures, all eccentric.

As Played

Kenneth, the man the characters kidnapped on the road to Phoenix, found a few moments during the daytime to catch Nico’s attention. After several nights’ of being tortured, he managed to nearly convince Nico to run away with him to Cuba. It all culminated into him screaming for help when the characters were parked near a department store. After escaping from sirens, Faesid cut off the man’s tongue and Kenneth bled to death. Just before his body was dumped in a ghetto, made to look like gang violence, Madison skinned an interesting tattoo from the man’s arm to add to her collection. It showed a family tree of his wife and kids.

“Is omniscience something that frightens you? You may nod if it does.”

...

“I’m afraid you have much to be frightened of... Children of Typhon.”

...

“You know better than anyone what it means, to be hated. It is the price of your dark father’s ambitions. The sins of the father are a devious inheritance.”

...

“I have seen your enemies closing in around you. You would be shocked to learn how numerous they are. You would be frightened by what was uniting them.”

...

“Excuse me a moment, I adore this part of the play.”

...

Before telling the characters all he intends, Nostradamus is overtaken by a heavy seizure. After his onset of visions, he is dragged away by his followers. Their confrontation is abruptly ended. The characters may stay to watch the culmination of the Faust play or they may leave. Of Nostradamus, there is no trace.

Rumors

The characters might, in the meantime, attempt to learn more of what is transpiring around them. Through several means, they may learn:

- Jicho has met with a secretive dealer in Los Angeles.
- They chose L.A. because its status as Anarch Free State gives them neutral ground.
- Jicho is buying ancient Babylonian contracts.
- Sabbath patrols outside Phoenix have been running into werewolves.
- More than that, there were others with them. Some say they were mortals, others say they were vampires. Others still say they were mages.

As Played

In a private moment, Madison took a stroll through a seedy park deep in the night. There, she witnessed a prostitute plying her trade with a local scumbag. When she used her Path of Corruption power *Contradict*, the whore continued to perform several demeaning acts Madison could not—and would never—understand. After her client left, the prostitute gathered up a good deal more money than she usually received, only to watch as a little girl tore it up in front of her.



- The current candidate for Bishop in Phoenix has strong contacts with the Sabbat of Montreal.
- Montreal is home to several Serpents of the Light.

Proposition

After he has recovered, Nostradamus will reach out again. They are to meet him at the Orpheum Theater, which apparently serves as his haven. There, they will meet behind the curtains of the stage, Vic guiding the characters.

Nostradamus stands rigid, leaning on a walking stick and still shrouded in a dark blanket. He will tell the characters:

“I have seen it all: your faults and failures, your missed chances, and the roles you have yet to play in the sins of

your father. I have seen more: the ruin of this city and its rebirth, rising from the ashes of its Cainites...

“Now I have a choice. I can betray my visions to you, snakes, and ask for something in return, or I can sell you out to your enlightened cousins in Montreal and make my ambitions manifest on your demise. I am your Faust, you are my Mephistopheles. Convince me.”

If the characters agree to Nostradamus' proposition, he will have the actor from the Faust play brought forth, a greatly attractive, wizened elder man. Nostradamus will demand the characters give him what he needs to burn Phoenix to the ground. First, they must tell the actor everything about their Set's legacy. Nostradamus insists he will know if they are lying. After they have informed the actor of as much as a fledgling Setite would know, Nostradamus insists the eldest among the characters

As Played

The characters replied, with flair:

“Child of Malkav you are, and you have been right so far.

You should tell us some of these secrets, thus:

It is the truth we seek as well, for we would not like to play the devil in hell.

Of course we should not dare, we only want to be fair.”

Madison ended up giving the actor the Embrace, but not before the characters told him about what he was about to inherit. They related the history of the Set in ancient Egypt, and then they were forced to hand the actor over to Nostradamus' menagerie. Not a moment later, Nostradamus told them that he had already warned the city against the characters and that they had best leave.

Embrace the actor, for him to keep as the means to burn down Phoenix.

After complying with his wishes, Nostradamus will tell the characters:

“The tale of your dark father tells of many wronged by him, exiled from his land by him.

“There were once Lupines in Egypt, who to this day wander restlessly, unable to ever go home. They harbor nothing but wrath for Set’s children.

“Osiris has children of his own who follow the antithesis of all your doctrine. They hide in the shadows, remembering the sins of your dark lord.

“There are those within your own clan who have turned away from Set, those who have seen the light. They know the truth of your treacherous father and joined us in the Sabbat to wage war on him and all other Antediluvians.

“The feline shapeshifters, the Cult of Isis—your enemies are everywhere, but there are none for whom Set’s treachery is as well-remembered as it is for the Shemsu-Heru, the Followers of Horus. A child of Horus will be your father’s undoing. He is powerful, he is wealthy, and he is immortal. Some would say he cannot be killed and they would be more than half-right. His names are many and all but one are hidden from me. As he walks this earth now, those around him call him Velden, Velden S., and he walks with great speed to some great purpose. It is he who is behind the orchestration of your demise. It is

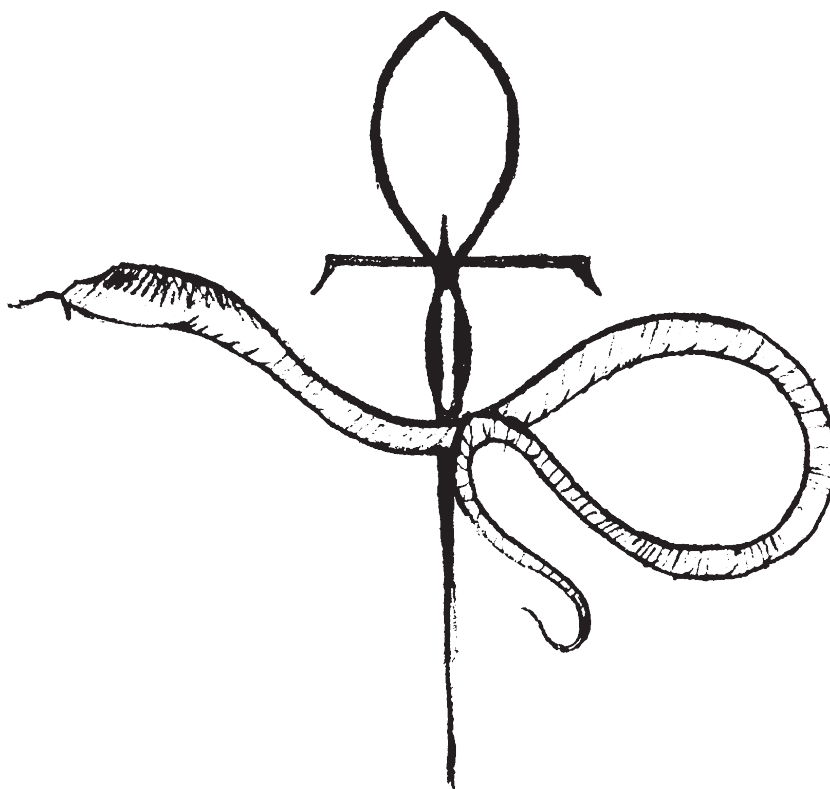
he who has united all your enemies against you and your father.”

At that, Nostradamus will send the characters away, warning them he has told the rest of the city about them. They had better leave the state of Arizona in a hurry if they intend to survive.

Last Message from Maghul’Iswid

When they are almost out of the state, irrespective of the direction they were going, Maghul’Iswid will contact his child again. He warns them that Jicho is in trouble and orders them to help him. He has acquired a wondrous thing from the time of Set’s exile, an artifact of the Second City itself. However, he is being pursued out of Los Angeles.

Maghul’Iswid speaks of a monumental road through this part of the world, the New World he has never seen. It leads from the City of Angels to the Windy City, and Jicho is running for his life along this road. The characters may realize he is speaking of Route 66. Maghul’Iswid only knows that when Jicho contacted him (just now) he was two hours outside of Flagstaff, Arizona.



ACT I: ARIZONA

It has been a long journey to the other side of the world, but we are nearing our new salvation. After the sun sets, we are to meet with the Grand Undying King. Some say he'll be...

Excuse the charred notes. What knowledge in the woman's notes was lost by the fire, I was able to reconstitute with the sights and smells she imparted in the ashes. I saw the fire and I saw it burn this 'Grand Undying King' along with his Temple. A conversation preceded the inferno and while the details of their audience with this magnate were imperceptible to me, I learned enough to conclude definitively that they were the Children of Osiris, perhaps the last of them.

“The vices of our once-warm flesh, you think you understand them? I remember the way it was before they huddled in halfway houses and down shallow alleys. I remember when they all gathered around fires away from the shore, away from the settlements, away from everyone. There, they came for their delicious decay, and there they came to die.”

– Another voice unheard



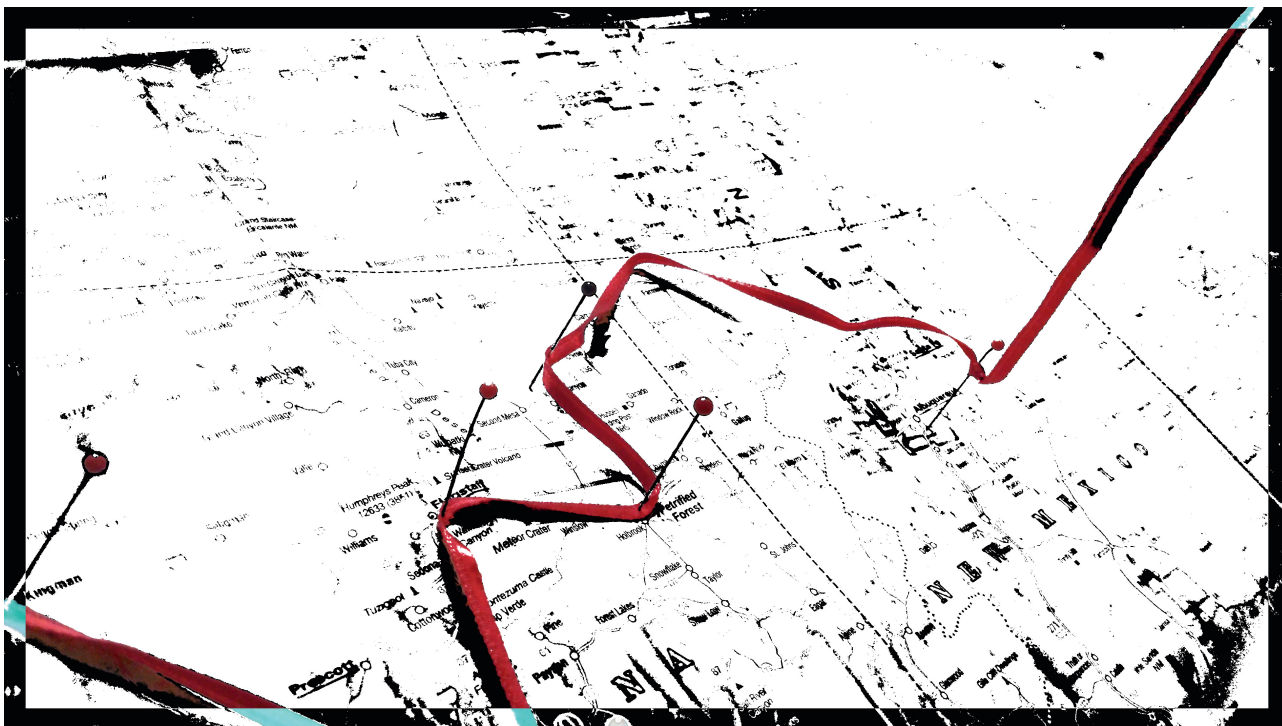
Act II: Route 66

On what drove the characters toward salvation, and how fast they drove to get there.

Route 66:

Trying to catch up to Jicho is difficult. The characters will have to break the speed limit to get to Flapstaff before he does, risking the police and an even more significant delay.

At the same time, Maphul'Iswid is compromised by the mummy. Jicho will have felt a momentary call of distress from his master, then all remains silent. Maphul'Iswid cannot be summoned.



As Played

The characters were chased out of Phoenix by the Sabbat. After a pileup of a dozen cars and a helicopter crashing in the distance, the Serpent of the Light from earlier showed himself. The scene ended with Nico hanging from the car, Uzi in hand. Sem held on to his one remaining leg and was proud to see their new prodigy blowing the *antitribu* to shreds.

Flagstaff

The characters will join up with Route 66 in Flagstaff. By then, Jicho is east of them, on the way to Albuquerque.

The driver may roll Perception + Alertness (difficulty 7) to spot the Route 66 onramp sign has a poster tied to it that says: ‘The Route to Salvation’.

By the time the characters have to make decisions concerning how to look for Jicho and whether to park the car for the daylight hours, they may notice they are being followed. The car was a long way behind them before they turned on Route 66 and seems to be stuck in that place in the rear-view mirror.

In the car are a pack of Sabbat shovelheads hired out to a Serpent of the Light dignitary from Montreal. At the

characters quick betrayal in Phoenix, they are being chased. The dignitary, called Mono, brandishes a lucky rabbit’s foot in one hand which allows the user to ignore a ‘1’ rolled in any action, though the effects of the foot wear off in a few nights’ time.

Needle in a Haystack

After their encounter with the Serpents of the Light, the characters have a dilemma. They need to find Jicho, who has a head start towards the east. They don’t know where Jicho is headed, whether he will stop during the day, who is after him, nor what vehicle he drives.

Whatever the characters decide, they will find themselves heading east, wondering where Jicho was going. Was it Albuquerque? Oklahoma? ... Chicago?

Before long, the character may start noticing ‘S’ shapes spray-painted on some of the Route 66 signs.

Dawn will be approaching before they get to Albuquerque. Near dawn, the characters may spot something truly terrifying. Anyone may roll Perception + Alertness + Auspex (difficulty 6) to recognize a familiar shape in a cloud up ahead. In the far distance east, a cloud seems to be stretching into the shape of an owl extending its wings.

Tracking down the omen in the sky, the characters may notice more ‘S’ shapes spray-painted on every other Route 66 sign. Before long, the owl-shaped cloud will be north of the characters instead of east. Around that time, an exit will turn up, saying ‘Exit 292, Keams Canyon’ on Route 77. Next to the ‘77’, a line of spray-paint says:

'Salvation'. Observant characters may note that signs further off the road proclaim the area to the north to be the Hopi Indian Reservation.

If the characters keep following signs saying 'Salvation' or 'S', they will eventually veer off from the 77 onto a dirt road in the middle of the clear plains. By now, the owl-shaped cloud has disappeared and the characters pass an overturned car ripped to shreds. This was Jicho's car, as might be recognized from his taste and style.

The dirt road continues and winds through a couple of rock formation. Meanwhile, dawn is truly approaching, however. The characters may roll Perception + Alertness (difficulty 8) to see three figures in the distance, running through the desert. They seem to be running away from wherever the road leads. Before long, one of the starts digging wildly.

The characters might meet up with Jicho's allies before they bury themselves underground. Among them are Ngeshshasha, Iese, and Ournourta. Jicho was with them before they all split up to run in different directions. Much like they did with the characters, the Silent Striders used their totem to find Jicho, picking him off from the rest. The artifacts acquired in Los Angeles disappeared along with Jicho.

Ournourta is a Nagloper fiend with little self-control. He is completely blood bound to Jicho and serves him as a dog. He howls and moans for his master as he claws at the ground. When he is nervous, bristles the size of spikes on his back stand out, making it impossible for Ournourta to wear his stolen hoodie. The Nagloper has truly black skin, with wild, unmaintained gray hair.

Iese has relatively light skin, though she is still clearly of African descent. She wears a long dress with enigmatic patterns woven all throughout. Her shawl is undone from her head and hangs loosely across her narrow shoulders. She is truly beautiful, a true Ishtarri. Once the characters look her in the eye, it is hard to look away.

Lastly, Ngeshshasha wears an old, grey suit, too wide for his narrow, ghastly frame. On his head, he wears a turban which hangs down across back. He says absolutely nothing and the expression on his face is stretched and unreadable. He is one of the Mla Watu and has made a malevolent partnership with Jicho. Iese is completely under his control.

Iese is the only one of the three who speaks English. Ournourta's yelping for 'Jicho' is distinguishable, but little more, and Ngeshshasha says nothing at all. Iese openly refers to Ngeshshasha as her master while he implants what she is to say telepathically.

While Iese speaks of their problems and how Jicho has been taken, Ngeshshasha tries to invade the characters' minds with his Ancestors' Insight (Auspex). He tries to find weaknesses in their group and will

Legacies of the Laibon

The players may be immensely curious at the mention of the terms 'Ishtarri', 'Mla Watu', and 'Nagloper'. Indeed, they are denizens of sub-Saharan Africa's night. Few, even among the North African Setites, have even a shred of knowledge on the subject of these legacies. Those who dig deep find there are those who have called themselves 'Laibon' for longer than anyone remembers. More than this, only Jicho knows.

discover first that Nico is mortal as his mind is easiest to read. Roll Intelligence + Subterfuge (difficulty subject's Willpower) for him to discover how Nico has been treated.

Iese meanwhile explains how they have investigated the place where they took Jicho. Hidden by the rock formations is a compound of clay adobes. When they tried to approach the doors, however, they were mystically held back, unable to approach.

Whatever the characters do, they must let their ghoul drive a safe distance away from the area before the Silent Striders go looking again. Note that Ournourta must sleep underground. During the day, they can be scouring the area. Eventually, they leave the Hopi Reservation entirely.

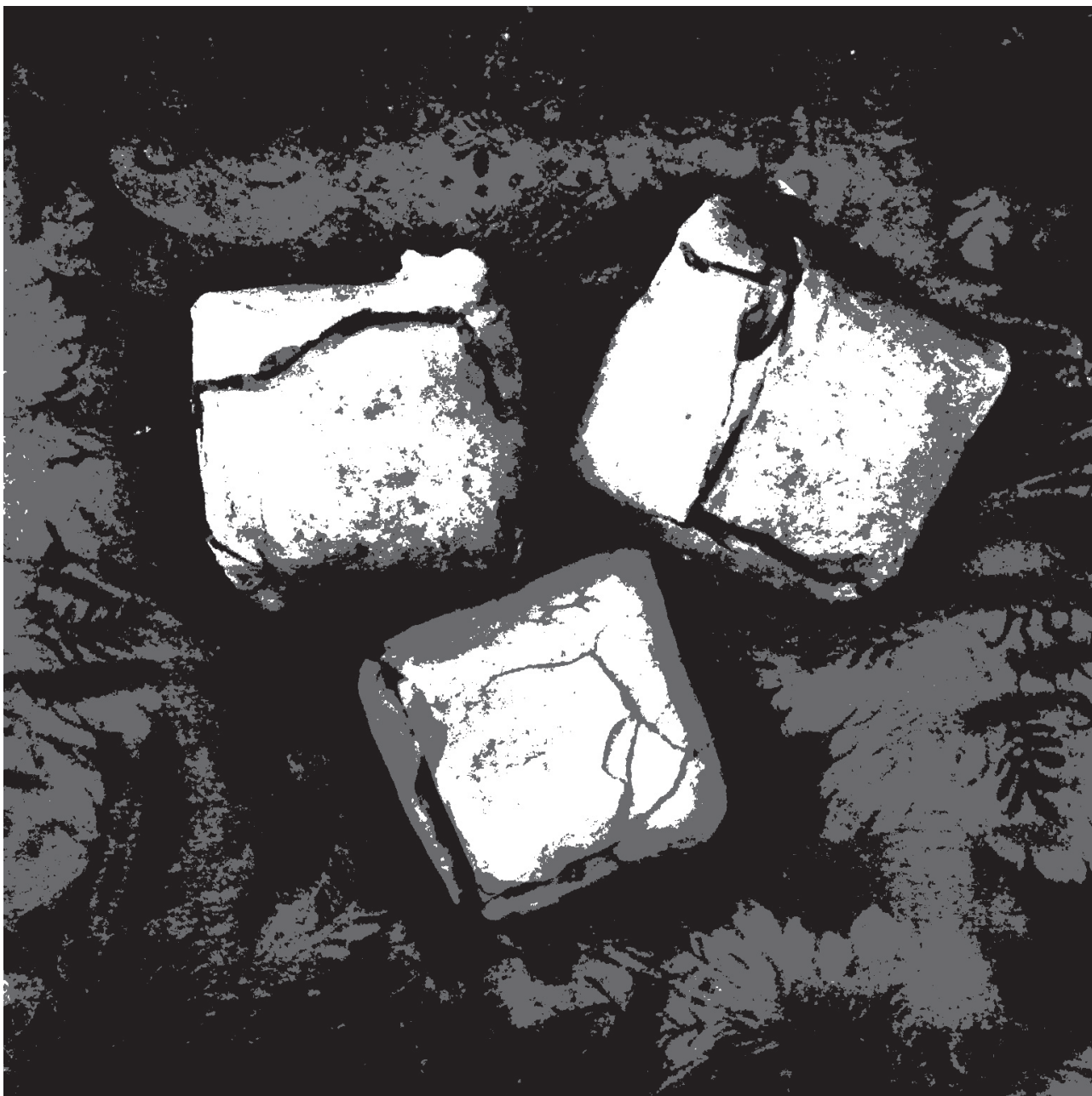
The Doors to Salvation

The next night, Ngeshshasha, speaking through Iese, will be the one to suggest a purer soul must enter the compound. He cares little for Jicho's recovery and has so far only needed him to acquire the artifacts he refers to as the Deluge Tablets.

The Mla Watu will try to conniver images into Nico's head of freedom and protection from the Setites. If he only returns with the tablets and not with Jicho, he will even offer to give Nico immortality that very night.

In truth, both vampires and mortals may enter the compound, but they must have some Humanity left in them. Other than what the presence of the Silent Striders might indicate, no one in the present company has any idea who the compound belongs to.

If the characters inquire further about the tablets, they might learn that they are ancient clay stones, engraved with sacred text. They are sealed in an outer layer of clay. A roll of Intelligence + either Law or Occult (difficulty 8 and 6, respectively) will reveal that this sounds like one of the world's first forms of contracts, namely those used in ancient Babylon. The outer layer of clay preserved the written word from tampering and was broken open only



when the contract was needed in court.

When Nico enters the complex, he will find bare halls furnished only with reed furniture and blankets. A middle-aged woman, a mortal living here, begins to stalk him. She is curious, thinking Nico has come for enlightenment.

In some rooms, if Nico goes looking, he can find men and women garbed in simple, white robes kneeling with their eyes closed. They are meditating, and ignore Nico until he becomes a threat. He will inevitably come to the center of the compound, where a large circular hall contains a great pillar, a clay obelisk engraved with the ankh, the crook and flail, and the atef crown.

The woman will speak up: “You are no vampire.” She will engage Nico, not in a hostile fashion. She believes he has come here just as she did years ago, a refugee looking for salvation from the world of vampires. Her name is Emilia and she was a ghoul to an abusive Ventrue for decades. After his Final Death, she followed a group of young Anarchs looking for Golconda. The trail led them here, to the Children of Osiris. They eventually moved on, but she stayed.

She asks Nico about his life. Emilia points to the pillar when she explains that the power of this place allowed him to enter because Osiris judges he is capable of redemption. If Nico is truly here for redemption, she

Bardo I-V

The details of the Bardo abilities are omitted here. Still, the players might find the names of their tiers sufficiently interesting.

- 'Restore Humanitas'
- 'Banishing Sign of Thoth'
- 'Gift of Apis'
- 'Pillar of Osiris'
- 'Paradox'

will offer to introduce him to the hierophant.

If Nico says yes, Emilia will leave through a door down a set of stairs that lead underground. Nico will have enough time to damage the pillar to let the others in, or he might wait and be introduced to the hierophant. The hierophant is a tall, bald man in white and gold robes. He is a very old vampire, but his potency does not radiate from him. Downstairs, he will have been in the process of mummifying Jicho by candlelight, with open letters on a desk nearby addressed to the Undying King in Nepal. The difficulty to notice these and the artifacts laid on a pillow



As Played

Among many of the characters' futile attempts, they eventually resolved to steal a car in town, which they set on fire before directing it, unmanned, toward the compound. After damaging the outer wall, this had little effect. After hours of wasted effort, Nico was still safely inside, resisting the urge to obey the blood in his veins with heroic efforts. Jicho and the Deluge Tablets remain out of the characters' reach. By the time the sun rises, the artifacts are given to a Silent Strider to begin a long journey to Velden S. in Egypt.

next to them is 8 unless Nico is actively searching for them.

The hierophant is understanding and patient, unexpressive. Jicho appears to be in torpor. Careful inspection will reveal tubes by which the blood has been forced from his body. Only once Nico has nothing left to say about himself and what brought him here, the hierophant will ask him what he wants. If it is protection he desires, he is welcome to stay and redeem himself, become independent of the blood he was fed. If Nico desires to leave anyway, the hierophant insists on using his powers to protect Nico from being Embraced, at least.

Resolution

There are many choices in the scene above. The range of possibilities extend from the Children of Osiris being slaughtered, for they are not strong and could be caught by surprise, and Jicho being returned to his allies, where Ngeshshasha has the Necromantic power to revive him from torpor, all the way to Nico never leaving the compound, leaving the others bereft of all they set out to achieve.

It will not take long, however, before the mummy has mastered Maghul'Iswid and his ritual to contact his childer. The Head of the Snake may roll Perception + Empathy (difficulty 4) to realize the voice is her sire's, but the words are not. The elder's voice will proclaim simply that he holds one heart in each hand and that he stands before a great cauldron aflame. Whether he tosses Jicho's or hers in the fire depends one thing only: obedience. He orders the Head of the Snake to destroy Jicho (if he made it out) and all three of his allies.

Hours after the bloodbath, the mummy makes contact again with the voice of Maghul'Iswid. He says only: "Come home."

As Played

The characters followed orders and killed the three Laibon back in town. Ultimately the characters had them outnumbered. One of them, they had to run over with their van. Ngeshshasha didn't go down without a fight, however, and he managed to curse several of the characters into decaying toward their true age. After the mummy contacts them again, they can only obey.

It has been two months since we set out from the Hopi Reservation and now all is lost. Neither of us has dared to say it, but we both know it may have been our carelessness that led the fiends straight to the Grand Temple. We endure on a minute shred of hope, heading to this place we heard of, nestled in the Carpathians. I don't doubt that they, whoever they are, may still be following us, but we simply have no choice.

As the pieces of the puzzle fall into place, I shall continue the telling from where I found the woman's corpse. There were numerous tracks, but I found one that seemed auspicious. It seems her companion had been dragged away, kept alive for interrogation. I found his torturers and proceeded to do some interrogating of my own. Even second-hand, the secrets this man, Nico, learned within the Temple at the Hopi Reservation are compelling. These, I think you will find, Councilor, constitute the fulfillment of my latest orders. They shed definitive light on the errant child of Typhon.



Act III: Egypt

On what lay at the heart of all the cult's troubles and what troubles befell their leader's heart.

Egypt.

The characters are in dire straits. Given the ultimatum of the Head of the Snake's heart, there is little choice but to go to Egypt. Along the way, however, they might consider a plan to give them alternatives. Also, they will need to make the arrangements of travel. If they use this time effectively, without the Mummy knowing, they might arrive in Egypt with a plan.

The Flight

The characters know they must make for Luxor airport, a ways south along the Nile. From Albuquerque, they would have to take a changeover to JFK. From there, a flight can take them to Cairo, from where they can fly to Luxor. The flights themselves take a full 24 hours. The characters can arrange for themselves to be shipped as cargo if they dupe a mortal. It might also be possible to arrange a private flight.

The characters saw Velden S. in the Luxor Casino back in Las Vegas and may even remember checking him out, being the owner. In the story coming full-circle, they might recall the occurrence with an Intelligence roll.

As the characters pass through Cairo, they note not for the first time how the city retains nothing of its ancient roots, so often has it been conquered. Faesid may tell her childer, disgusted, how a Caitiff has ruled it for centuries, now, and that before him it was ruled by a Ventruue.

As Played

The characters drove to Albuquerque made their flight arrangements by convincing a recently sacked businessman to take a vacation instead of returning home. Through the use of Presence, he gladly accepted to take their cargo with him to Cairo. Sem was unable to take his supply of firearms with him and naturally, at this point in the story, the beloved RV was left behind as well.

The Children, Part I

Where Nico managed to remain behind with the Children of Osiris, he may learn some lore of the ancient conflict he became involved in. The hierophant there treats with his children personally every night. As the hierophant puts it, Ra loved both his grandchildren equally, though Osiris was his true heir.

Set had always looked different, with the same red hair as some foreigners had. Nonetheless, both were dutiful sons.

After a time, Ra grew guarded and jealous in his rule.

The sun god slew Osiris' parents, so that none could usurp him in being king of the living world. After this act, Set abandoned his duty in keeping Apophis at bay and left Egypt, taking another name and traveling north.

Osiris inherited the title of king when his grandfather passed away. He ruled over Egypt with Isis at his side. Now that Set had left, however, the kingdom stood open for a servant of Apophis to enter. Typhon was its name and it Embraced Osiris against his will. Typhon said Osiris would be useful in a coming war and left soon after its coming.

Osiris battled against his new nature and vowed to turn away from it. He began a great toil in discovering what we now call the miracles of Bardo. We know that through this, Osiris was even able to walk in sunlight.

Maghul'Iswid's Domain

From Luxor, the characters need to rent a car and drive inland, to the west. On the road to Kharga, they must drive off the road, to the north for exactly 10 miles. There, Maghul'Iswid maintains his temple. It is an ancient structure surrounded with small houses. The houses are inhabited exclusively by ghoule families who serve under his tyranny. Cats usually roam the place as well in dozens. When the characters arrive, however, the surrounding village is completely deserted.

The humans and felines alike serve both as a supply of blood for the elder as they are a breeding ground of Bubasti Kinfolk. They were once a gift from his sire, for Maghul'Iswid to enslave. Currently, only one werecat has bred true and she is called Sharmoota. When the characters approach the staircase to the temple at the center of the village, she awaits them there. A chain rests around her neck, which trails far back into the open doors, into the temple's main hall. Usually Maghul'Iswid has no need to restrain his slaves.

Sharmoota is in her Crinos form, yet wears restrictive robes, revealing only her face. She growls for the characters to meet her master and ushers them inside. A Perception + Empathy roll can reveal she loathes her situation more than she usually does and fears for her master greatly.

Bardo VI-IX

At the mention of this astounding feat performed by Osiris, the characters may be curious as to the following hints.

- ●○○○ 'Boon of Anubis'
- ●○○○ 'Bring Forth the Dawn'
- ●●○○ 'Mummification'
- ●●●○ 'Ra's Blessing'

Lastly, there is a ritual called 'Rebirth' which requires Bardo ●●●● ●●●○.



After she has spoken, the chain around her neck is pulled, dragging her inside violently. The characters can see the inside of the temple, lit by great braziers. On either side, the temple is filled with the village's mortal population, standing at attention. Cats hiss uncomfortably as the characters pass them. At the very end of the hall, Velden S. is seated in Maghul'Iswid's throne. Beside him, Faesid's enthralled sire holds her heart above a large flame, ready to drop it at a moment's notice.

The Children, Part II

Nico's lessons continue. The hierophant urges him to interrupt at any time if he has a question.

When Set eventually returned from his self-imposed exile, he had himself been made into a vampire as well in the distant lands. Set was full of jealousy at this point for always having been placed lower than Osiris. Now,

seeing on his return that not only had the wife abandoned by Set become a concubine to Osiris, but also that Osiris had become a powerful immortal, the lost brother became infuriated.

Set murdered Osiris after betraying his trust. Isis, the great sorceress, found his dismembered body and restored him to life long enough to bear a son, Horus. After this miracle, Osiris found himself impotent. He was no longer able to sire childer or make ghouls, and this came to him as a great relief. It is for that reason that we, his adopted children, never sire childer or make ghouls.

Set retaliated, however, and finally slew Osiris and assaulted his son, Horus, so that he was dying. In the space of time when he was dead, however, Osiris had conferred with Anubis and sought his aid. The Lord of the Underworld agreed to help him create a spell that could oppose Set.

As Logged

The following notes taken directly from the haphazardly-typed logs may be amusing for the players.

We worden wakker in de cargo. Gast staat buiten te wachten, schrikt, faesid intimideert hem.

De Isis test. Alles hier arabisch. Curse is lifted. Auto gehuurd met wat jerry cans. Richting Carga.

Exactly 10 miles north. Dirt road door duinen zigzagt. Er komt een town zonder naam

We zijn hier ooit een paar keer geweest altijd is het kut. We worden niet ontvangen. Alles is verlaen. Er zijn geen katten die normaal overal rondlopen.

Sandstone naar een kleine tempel.

DI is normaal breeding ground van katten en . ANcient bloodline, soms een shapeshifter cat.

Laatst nog maar 1, was Shamuta. Zij staat bij de poort, in warform. Gigantisch kattenhoofd.

Er zitten kettingen om haar nek. Nooit eerder moeten ketenen, altijd volledig enslaved geweest.

Ze is nu echt hatend. "MY master likes to speak with you." ze wilt naar binnenw ijzen maar wordt door de kettingen getrokken.

Ales word verlicht met een braziers. Alle katten en mensen zitten daar binnen. Aan het eind van de hal zit iemand in MOgul ISwids troon, hij Staat daarnaast. Hij heeft een hart in z'n hand.

We herkennen vaag, de man in de troon.

Mummy's Blood

The blood of a Shemsu-Heru is a serious beverage. It is potent and has a unique effect on those who drink it. If a vampire were to consume some of a mummy's blood, his or her Humanity is increased. This sensation is often far from pleasant, characterized by self-loathing and guilt. It isn't something you would want to build up a dependency on.

Together with Isis and Nephtys, they created the Spell of Life, which bound Horus' broken spirit in an endless cycle of resurrection. The spell was complicated and its ministrations have been long lost to the world. But then, in the war against Set, many such Followers of Horus were created.

Blood of the Mummy

Velden S. regards the characters with contempt as he reels the chained Bubasti in. Just as they assemble before him, he wraps a linen strip across his wrist, from where blood had been flowing liberally into an earthen jug. He strokes his thin beard and rolls the sleeve of an expensive shirt back over the wound. If the characters hadn't realized it before, they recognize the man now from when they were investigating the Luxor in Las Vegas.

He addresses the characters as 'Servants of Apophis' and makes no secret of his loathing for them. Meanwhile, the once-imposing Maghul'Iswid, a bald, broad, and muscular man, averts his eyes and stares in fright at the blazing cauldron before him.

"The one who made you has told me much already," the mummy begins. "All you will be told is this. He and I met centuries ago. He and his vile sire defeated me. However, they did not then know that I am truly immortal, whereas your kind merely strains to outreach death and judgment.

"Now, judgment has come for you followers of a dead god. Tell me, do you know the names and resting places of the hierophants of your kind?"

"I thought not. Your grandsire was wise enough not to reveal this to Maghul'Iswid, the cur. Still it matters not. Maghul'Iswid has told me where to find his sire and you will retrieve her for me, Daisy Fae Ash."

Upon using Faesid's mortal name, the mummy enacts his Ren-Hekau to try to enslave her. If she becomes subjected for a long period of time to the mummy, their fate will lie in the hands of her childer instead. The

mummy instructs them to find the tomb of Neferneferuaten at what was once the western shore of the Nile at the Tropic of Cancer (the northernmost latitude at which the sun may be seen directly overhead during the summer solstice). The tomb's entrance was hidden in an outcropping of limestone which had the shape of three talons bent, scraping the ground.

A Perception + Alertness roll will further reveal that the Deluge Tablets lie beside the throne, at the mummy's left. The artifacts had to be authentic to get Jicho's attention, but it was the mummy's doing. It may, or may not, dawn on the characters that they were not handpicked by the mummy to do his bidding. Jicho was. They just happened to come into his path.

Before the characters leave on the mummy's command, he will proclaim Maghul'Iswid has outlived his purpose and that it is time for him to be judged by Osiris. He will order the Bubasti to handle Faesid's heart. Then, he will speak Maghul'Iswid's name and command him to sit in the cauldron and be silent. With the weakness of the Followers of Set, the characters cannot imagine a worse final death. They may need to roll for frenzy while the mummy passes the jug of blood to the Bubasti and orders her to drink from it as her blood bond with Maghul'Iswid is slowly destroyed. Meanwhile, the mummy takes the heart in his hands.

After Sharmoota has tasted the mummy's blood, the mummy tells her to pass it to all her kin. After they are all released from the vampire's grasp, he tells them they are free to leave this cursed place. The mummy then waves away the characters, saying only that they are powerless to betray him.

The Children, Part III

Nico's lessons are then interrupted. A Child of Osiris enters, urging the hierophant in a question many upstairs are asking. She asks if they are still safe, even with the Silent Striders. The Followers of Set now know where to find them. Perhaps they should consider moving. The hierophant says he will take it under consideration before sending her away and continuing his dialogue with Nico.

Osiris persisted after his death and became Lord of the Underworld. Horus, in the lands of the living, united all who opposed Set in a league to defeat him. There were the cat-people called Bubasti, the crocodile-people led by Sebek himself, and many more, not least of which were the Children of Osiris, for once we were many and not in hiding.

One by one, however, Set pushed back the invading forces from where he now ruled. Before long, he had infiltrated some of Horus' allies. He even managed to get his hands

on a partial copy of the Spell of Life. He was merciless in his jealousy. Somewhere since the wayward brother first left Egypt, the great Wyrn, Apophis, managed to slither into his heart. Still, the blackened land had not yet seen its most vile inhabitants.

The Sunken Tomb

It is a seven hour drive to the northern tropic. The characters will not return the same night as they departed. When the characters arrive, Faesid may note that it is not as she remembered. Her sire showed her the length and breadth of the Nile in her time with him as a fledgling, and it never looked as it does now. In the '70s a dam was built to create Lake Nasser. The tomb the characters are looking for has become submerged.

Either with accurate knowledge of geography or with meticulous searching, the characters can find the formation of stone underwater. Although it is impossible to see in the murk so deep underwater, the characters can feel the grooves in the soil where marks have been made in hieroglyphs. Around the glyphs, a rectangle is traced, where a block of limestone marks the entrance to the tomb. The block is not easily lifted, but gunfire will crumble it. As soon as the slab is breached, water will flow in violently, dragging the characters down with it. As they crash to the floor, they may soak 5 bashing damage.

The chamber itself is deep and long, filled with riches and earthen jugs that spill their contents as the water lifts them. Most of the containers had been filled with blood,

now diluting in the lake water. In the depth of the chamber stands a single sarcophagus belonging to Neferneferuaten.

As the tomb begins to flood, the characters may notice drawings on the walls. It depicts, abstractly, how there is another hidden tomb nearby. The area around this other tomb is painted as if the land were scorched and it is marked with hieroglyphs proclaiming it to be 'of Apep'. The two tombs are connected and when the characters lift the sarcophagus off its pedestal, the entrance is revealed. A narrow corridor passes deeper under the earth via a staircase. Water had already been seeping in through the cracks since the chamber began to flood.

The Children, Part IV

Set's followers used the stolen Spell of Life, but it was incomplete, damaged. They mummified seven mortals and performed the ritual. Instead of binding their souls in the endless cycle of life and death, their souls were lost, and what returned from the Underworld to inhabit these bodies were dark beings, darker than any had walked the sands before. They are the Apepnu, the Bane Mummies, and at first, they served Set in his war against Horus.

Their names are known to us. There is Amam the Devourer and Hau-Hra of the Backward Face, Hemhenti the Roarer and Kharebutu the Fourfold Fiend, Qetu the Evil Doer and Saatet-Ta, Darkener of the Earth. Lastly, there is Tutu the Doubly Evil One.



Darkener of the Earth

If the characters cross to the other tomb, they will find themselves standing before a fleeting, surreal scene. The inhabitant has already escaped her sarcophagus. The figure in front of them addresses them through what air remains in the tomb. She is the Bane Mummy Saatet-Ta. Her skin is a cracked black and her face is that of a hideous hag. Slowly, the characters begin to float toward the ceiling while she remains rooted to the floor. The hag starts speaking in Egyptian Arabic. She demands why the characters are not more frightened.

If the characters hint at using the English language, she will curiously call it the language of the invader and switch to a brutish vocabulary of it. She asks why they do not tremble before the Ebon Horror of Khutu, or the Queen of a Thousand Ravening Locusts. Meanwhile, the chamber keeps flooding. She demands the characters weep, for they stand before the Darkener of the Earth.

The characters have a short amount of time to explain why they are there, before the water drowns out their voices. If they mention either the Children of Osiris and their lair, or the Shemsu-Heru, knowing him for what he is, the hag will be interested in helping them. Saatet-Ta cares nothing for the Followers of Set, least of all Maghul'Iswid's sire, next to whom she was entombed by a clever ploy of her rivals almost a century ago.

The Children, Part V

One by one, Set and the Apepnu either overcame or exiled their enemies, until the land was firmly under Set's rule. Horus was finally defeated and his followers disbanded. We went into hiding, maintaining distant contact with the Shemsu-Heru and the Cult of Isis. The Osirian League persisted in exile, however, until in the year 33 A.D. Set was finally destroyed.

As Played

The characters had so far obeyed the commands of the mummy. Faesid, having been addressed with her true name, was particularly bereft of choice. The spell wore off in time to conspire with Saatet-Ta, who came very close to ripping each of their heads off. The Apepnu claiming simply that "Set is dead," did not help their negotiations. The involvement of the Osirian League was mentioned late, but just short of too late.

The Followers of Set remain, however. Worse, all seven Bane Mummies still exist. The war against Apophis is not yet finished, but the signs all say that soon it will be.

Meanwhile, we, the Children of Osiris serve by converting those who have been corrupted, by offering salvation.

The hierophant stops at this lesson to ask Nico a dire question. He places white robes on the table as he asks if Nico will remain with the Children of Osiris. He can still leave, if he wishes, if a life of seclusion is not for him.

If Nico chooses to leave, the hierophant will insist on using his Bardo to protect Nico from the Embrace, for a time, at least. If Nico chooses to stay, the hierophant will promise they will protect him from Apophis and all works of evil.

In Service of Apophis

The Bane Mummy will converse further with the characters on the surface. She takes a moment to curse the mortal world for what they are doing to the Nile before addressing the characters.

Saatet-Ta speaks of the nature of the mummy they face, how his soul will journey to the Underworld even if he is defeated in the flesh, to be reincarnated later. That is, even if they can defeat him in the flesh before he tosses Faesid's heart in the flames.

The Bane Mummy can help them. All she asks in return is the location of the Children of Osiris. She will ask the characters to bring her two corpses: a man's and a crocodile's. She will reanimate these into a Creature of Darkness. It is immensely strong and is imbued with the name of fire, granting it the power to douse flames. (Nico's player takes over this character in the final scenes.)

Still, they have their work cut out for them. The mummy will smile after she is done with her abomination and give the characters a crude spike, a netjeri blade. Laughing, she says it is up to the characters. The Creature of Darkness can perform the ritual of the Opening of the Mouth. If the characters want the mummy to be destroyed, they will have to follow it into the Underworld and destroy its Ba. Or, they might guard its corpse until its next resurrection... and the one after that. It is up to them.

Saatet-Ta does not care what the characters do with Neferneferuaten. They may diablerize her for all she cares. She will even proclaim Set a dead god and only the true great serpent Typhon, Apophis, worth serving. As the characters leave the mummy, she starts walking north along the Nile, alone.

After I disposed of his captors, I tended the man's wounds. I felt grateful for his services, and so I let him live. After seeing to it that he remembers little of his latest adventure, I directed him towards Bucharest, wishing him well.

Confrontation

It is up to the characters how they approach the mummy. He is alone in Maghul'Iswid's villa and his arrogance leads him to believe he is in complete control. He will threaten with throwing Faesid's heart into the fire, but the Creature of Darkness can save her from that fate. Velden S. further wields an ancient khopesh to great effect (difficulty 6, Strength+2 lethal damage). He will try to keep a melee opponent between himself and gunfire and only parry attacks to cause damage.

As soon as the mummy is defeated, his Ba will escape and his Ka will remain behind to watch over his body. The characters have a choice to make with regards to their purpose and their existence in this world. They may lock up the mummy's body and keep watch over it or they may make the ultimate sacrifice.

The characters may furthermore get a second chance to behold the Deluge Tablets, although time is running out if they intend to give pursuit in Duat.



As Played

The Creature of Darkness was created to aid the characters. They had yet to decide whether they dare undergo the ritual of the Opening of the Mouth, but at least they stood ready to face their nemesis.

First, Madison's attempt at Cloak of the Gathering failed to obscure the characters long enough to get close to him in the temple. While Faesid assumes her terrible Form of the Cobra, the others brandish a pickaxe and a chisel to attack the mummy. The Creature of Darkness manages to extinguish the cauldrons, but not before Faesid's heart was dropped in one. In the split second the heart spent in the fire, Faesid was burned to within an inch of Final Death. While she lay smoldering in agony, it was a pickaxe through the face that brought the mummy down.

Madison couldn't resist extracting some of the mummy's blood before the others entombed him and fastened the sarcophagus shut with chains. Madison continued then, to drink a portion of the blood out of sheer curiosity. Immediately, she was overcome by a strong sensation alien to her: guilt. She permanently loses a point in the Path of Typhon and weeps at a strange, new interpretation of her actions.

The characters decided, then, to leave the mummy entombed here, guarded against his eventual return. They would not follow it into Duat and instead turned to others of their clan. They collected Neferneferuaten and brought her back from the depths of torpor. She commended them on their actions and secured their position in Egypt. The characters were tasked with the great duty of watching over the mummy's tomb, where for now, the Deluge Tablets would be kept as well.

ACT III: EGYPT

*“Blood? Blood is a lie! Do you know how much we know through
Thaumaturgical analysis of the blood? Almost everything! Do you know the one
thing that does not spring out of it? A clan! Ventrue, Toreador, Giovanni, it is all
meaningless. A title whispered through the ages. Either there is no such thing as
a clan, or there are thousands!”*

– More words unspoken



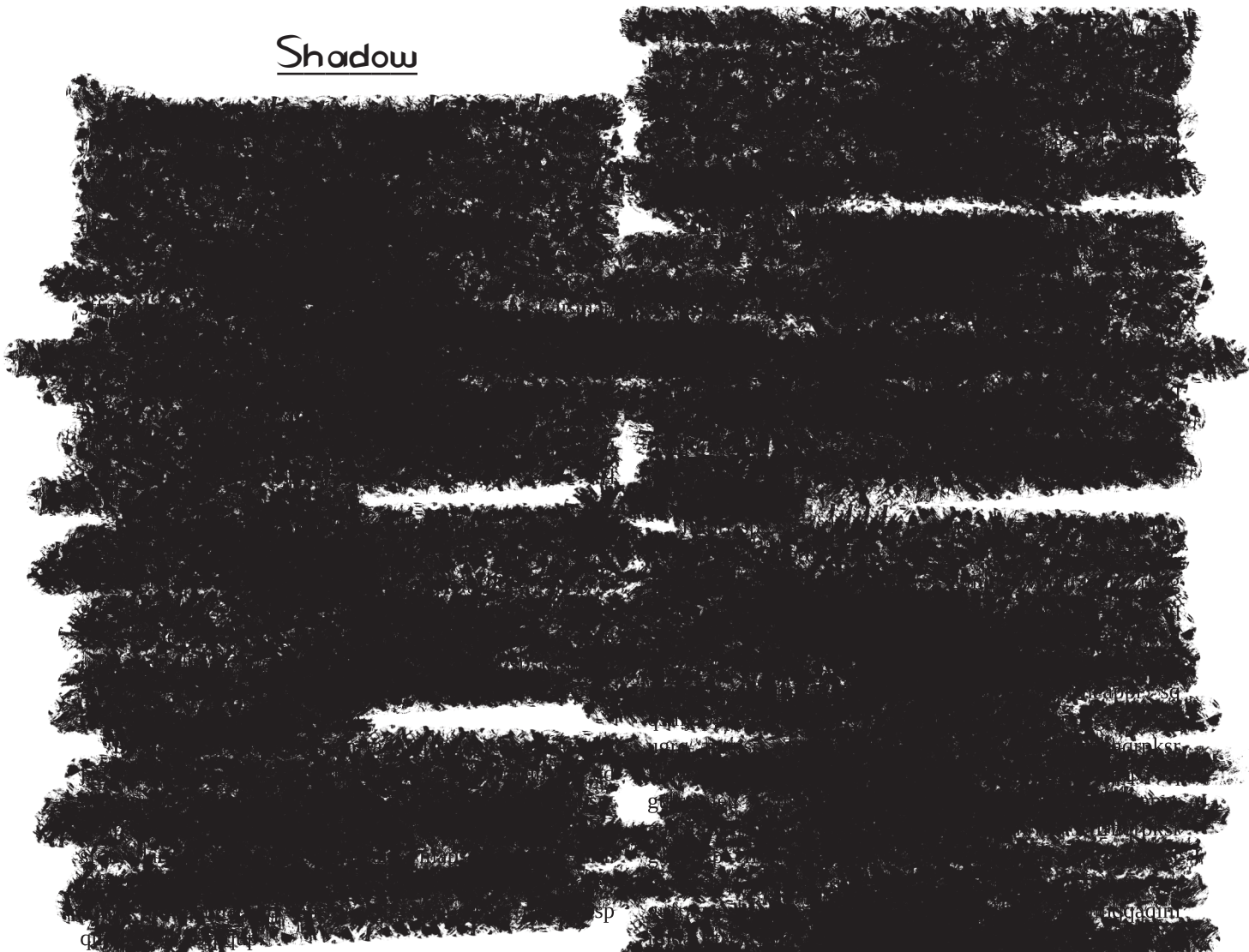
Epilogue: Duat

On the terrifying end of all things.

Duat.

Should the characters pursue the mummy's spirit in the Underworld, they will find Duat a darker place than any they have seen before. They enter a murky reflection of Egypt's sandy waste and must catch up with the fleeing Ba as it makes its way to the water nearby to meet Anubis.

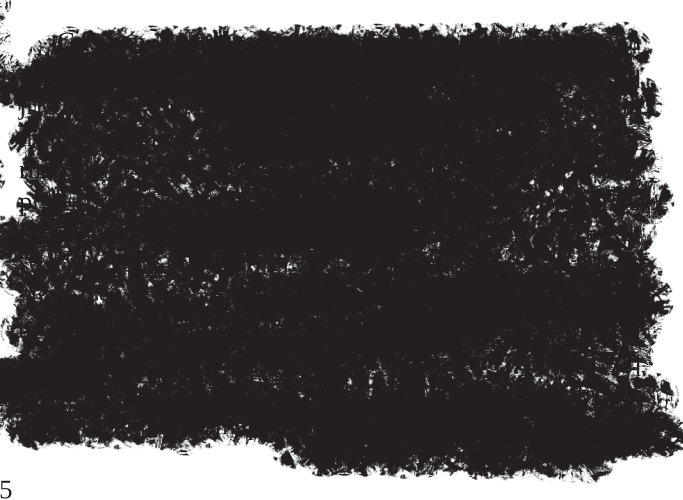
Shadow



Chase



Judgment



THE
SHROUD
IS
STRONG



Before heading back to the castle, I decided to follow up on these 'Deluge Tablets'. They were guarded well and while I was not able to retrieve them, I managed to catch a glimpse of them while they were in transit to one of the more secluded vaults kept by the Setites. If you will permit me, Councillor, I will present my own thesis on their meaning. They are ineptly named, for their reference to the destruction of the Second Generation is trivial. Instead, I believe the artist behind this work had a keener insight into the eternal struggle of our kind. All of us, whether we realize it or not, serve either the First, or the one of the Third. There is no middle ground. There exist no other allegiances. There are no true Independents. Is it not so?

Fates

As the characters leave the stage, one last thing is left up to the players. They may each look at the Deluge Tablets and write down their theory on their origin, their meaning, and their relevance. A correct answer to any of these topics will give them one vote in an unresolved fate in play.

On the origin of the Deluge Tablets, those who note either the biblical flood and Enoch or its format as contracts and Babylon are rewarded. Their meaning can be attributed to either the extermination of the Second Generation or the possibility of nothing but service to

Caine and service to the Antediluvians in the eternal Jyhad of Kindred everywhere. As to their relevance, the players have nothing but guesses to offer. This whole exercise exists only so that they consider the possibilities in this avenue. Still, either their complete irrelevance or their link to Set as an Antediluvian rather than a deity should go rewarded.

Note that the players will not be told which of their answers merited rewards. After their summation, the following questions are asked:

How long will the Silent Striders remain with the Children of Osiris?

How long will the Children of Osiris remain in the Hopi adobe house?

How long will it take the Bane Mummy to send her forces?

For each question, the answers can be: days, weeks, or months. The votes are cast and divided among the questions and answers as the players choose. Only when it is a tie between either days/weeks or weeks/months is a coin flipped. If it is a tie between days/months, the answers becomes weeks.

The culmination of these answers is kept a secret until the release of **Serpents Uncoiled**.

Lotte

Origin: The first vampires made them.

Meaning: Between the 1st, 2nd, and 3rd generations, it indicated the 2nd generation was to be destroyed (future tense).

Relevance: They allow, or indicate, the communication between Caine and the Antediluvians.
(2 votes awarded)

Stef

Origin: Babylon.

Meaning: There is nothing between 'one' and 'three'.

Relevance: Pass.
(1 vote awarded)

Ria

Origin: The low-generation Followers of Set made them.

Meaning: It is a prophecy for the 1st, 2nd, and 3rd generations.

Relevance: A warning.
(1 vote awarded)

Minkers

Origin: The First City.

Meaning: They mean 'one' 'two' and 'three' respectively.

Relevance: They are proof that Caine and the Antediluvians still exist.
(2 votes awarded)

Culmination

HOW LONG WILL THE SILENT STRIDERS REMAIN WITH THE CHILDREN OF OSIRIS?
Days (2), Weeks, Months

HOW LONG WILL THE CHILDREN OF OSIRIS REMAIN IN THE HOPI ADOBE HOUSE?
Days (1), Weeks, Months (2)

HOW LONG WILL IT TAKE THE BANE MUMMY TO SEND HER FORCES?
Days (1), Weeks, Months

If I may be so bold as to go further in my speculations, Councillor, I would suggest this degree of insight into the Jyhad is rare outside our order. I only wish I could have reached out and touched the tablets for myself. If indeed they had been sealed in clay for centuries or even millennia, the vision of their creator may have been preserved in spirit. Would I have beheld a colleague's indiscretion? Would I have seen the glories of the Second City with my own eyes? Or would I have beheld Caine Himself, furious at the actions of his spawn, vowing that one distant night, Gehenna would come for us all?



Appendix I

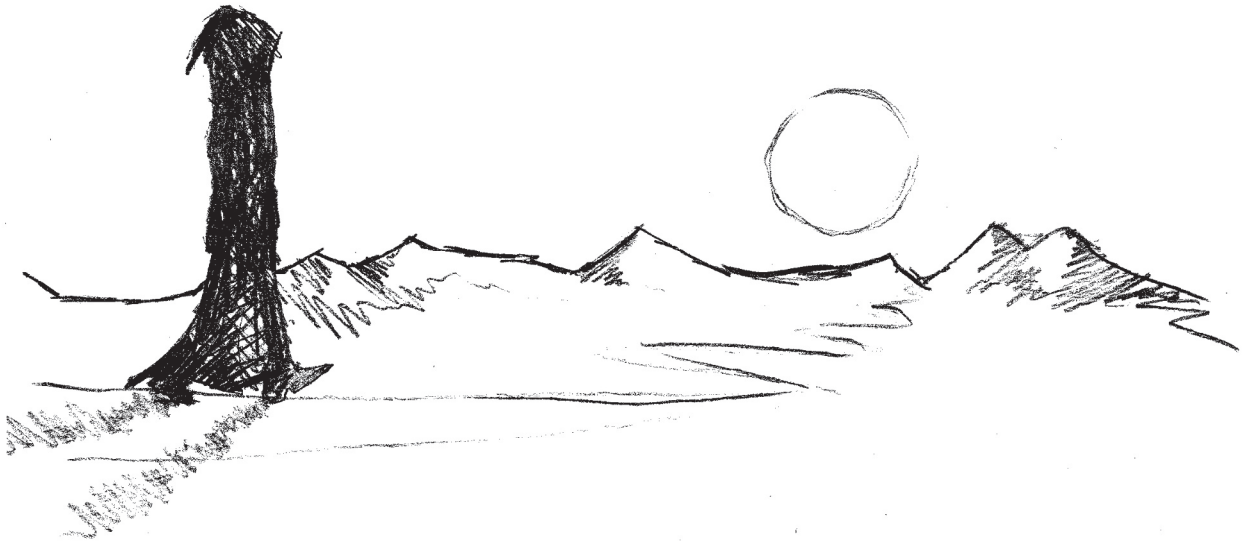
The Devourer.

Because, surely, gluttony is a lesser evil.



The Devourer

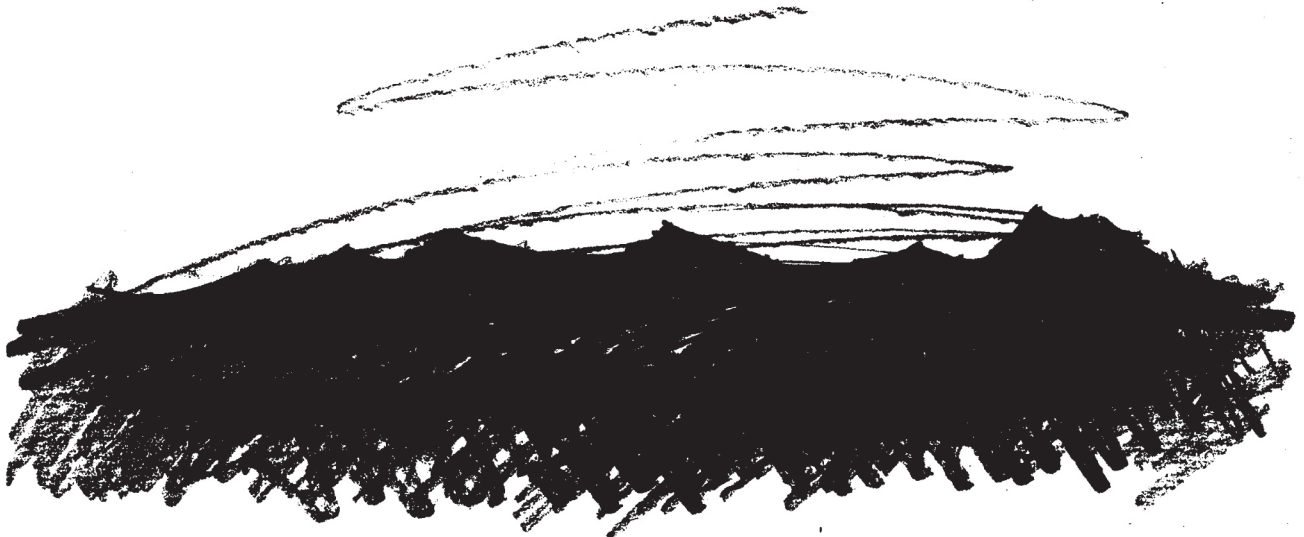
A sketchy
comic (barely)



"Where one walks the earth again..!"



"Another soon shall follow..!"



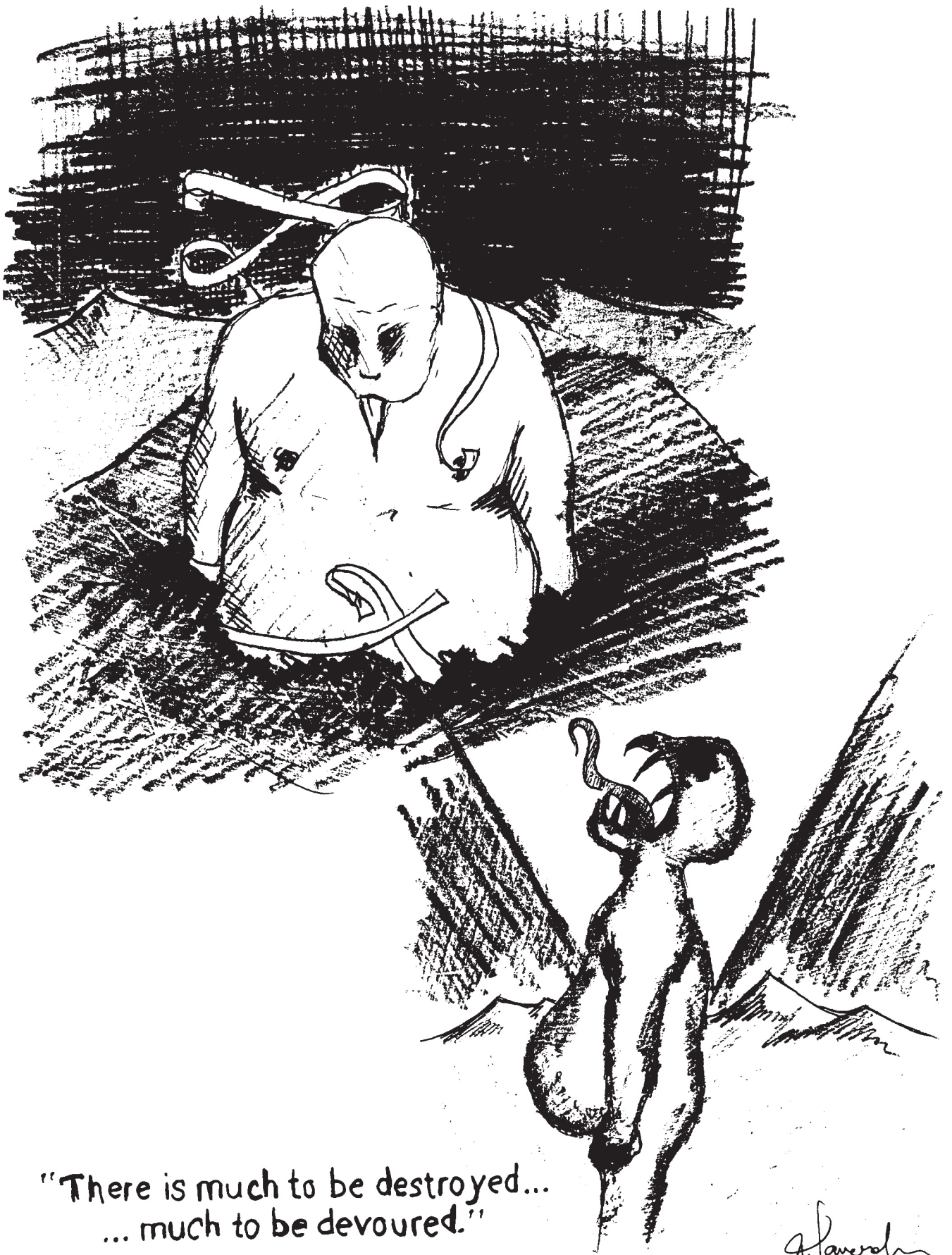


"Rise, Amam!"





"Your sister burns the world above.
The End Times are drawing near."



"There is much to be destroyed...
... much to be devoured."

Wawooh



Appendix II

A twisted collage, Madison's scrapbook.











Appendix III

Considering Questions.

The players were allowed to compose a list of questions which would be answered in this book. Here, then, are those questions, each accompanied by an answer. Whether an answer is altogether satisfying remains a matter of inconsequential debate.

WHAT'S DAVE'S STORY?

He had a unique set of skills that made him valuable to the Followers of Set. The unfortunate fact to which Dave remained oblivious until his death, is that they would never consider him a candidate to become one of them.

WHAT WAS SANDS' AGENDA?

Anthony Sebastian Sands was once a truly great architect in 17th century. After his Embrace, however, he found no gifts awaiting him in the blood of the Toreador. Those who dig deep might discover he is listed as one of two architects of the Mirage in Las Vegas. In truth, he had forever lost the ability to create. He stayed in Las Vegas, a tormented man.

WHO WERE THE HUNTERS IN LAS VEGAS?

Led by a man called Sam Delaware, they were ordinary people, mortals making a living in the actual city of Las Vegas. It was Velden S. who opened Sam's eyes to the truth of what lurked by night. The rest was frighteningly simple.

WHY WAS THE CREEP SHOW SET ON FIRE?

To kill the evil blood-suckers inside.

WHAT ABOUT THE DISAPPEARANCES BEFORE THAT?
Practice.

WHAT WAS VELDEN S. DOING IN THE LUXOR?

He built it, for a start.

APPENDIX III

WHAT WAS THAT LIGHT COMING FROM THE LUXOR?

The Luxor Sky Beam, the strongest beam of light in the world. It collects the luminance from 39 lamps and concentrates them using mirrors into a total of 42 billion candela.

WHY DID THE SILENT STRIDERS LEAVE THE CHARACTERS ALONE?

The mummy had a use for the characters.

WHAT'S THAT MALKAVIAN UP TO?

Trying to obtain a position of power within the Sabbat.

WAS NOSTRADAMUS' PROPHECY ABOUT PHOENIX TRUE?

It did not actually burn to the ground to make way for a mythical winged creature. There were, however, many, many ashes.

WHAT HAPPENED TO THE ACTOR?

He survived.

WHAT WAS THE SERPENT OF THE LIGHT WEARING AROUND HIS NECK?

A rabbit's foot.

WHAT WAS THAT BARRIER AT THE HOPI RESERVATION?

Bardo rituals to keep out the damned. The Children of Osiris have truly great power at their disposal so long as they remain within their secluded temples.

COULD THE CHARACTERS HAVE PASSED THROUGH IT?

Yes, but not in their state of being at the time.

WHAT DID JICHO'S ALLIES GET OUT OF HELPING HIM?

Ournourta received sustenance. Iese was able to prove useful to Ngeshshasha for a while longer. Ngeshshasha, then, was able to share in some of Jicho's excavations. Their relationship was as dangerous as it was lucrative.

WHY CAN'T THE SILENT STRIDERS RETURN TO EGYPT?

Because of Set's curse.

HOW THEN, WERE THE DELUGE TABLETS DELIVERED TO THE MUMMY IN EGYPT?

The last stretch of the journey was not crossed by the Silent Striders, but by other servants of the Shemsu-Heru.

WAS JICHO REALLY TRYING TO RESURRECT SET?

Yes, but not successfully.

WHAT WAS JICHO TRYING TO ACHIEVE WITH THE DELUGE TABLETS?

With Ngeshshasha's help, he might have been able to see into its past, before it was sealed from another's touch. Jicho believed those glimpses could help him identify the Second City, or perhaps even Enoch.

FROM WHOM DID HE GET THEM?

A dealer with loyalties to the Camarilla that prevented Jicho from visiting him in person at his haven.

WHO MADE THE DELUGE TABLETS?

Someone who is as alive now as he was then.

IS SET AN ANTEDILUVIAN?

He is indeed one of the Third Generation.

HAS SET SUFFERED FINAL DEATH, LIKE SAATET-TA SAID?

She had nothing more to base that claim on than the following: One night in 33 AD, Set's hidden tomb was found empty by his closest childer. His mighty stone sarcophagus was shattered, its shards driven into the walls and ceiling. From that moment until the present, Set has not been seen or heard from.

HAVE THE CHARACTERS FURTHERED SET'S RESURRECTION?

No.

DO PROTEAN AND SERPENTIS HAVE THE SAME ROOTS?

Yes, and not just because all Disciplines share the same root.

ARE THE CHARACTERS (GRAND)CHILDER OF A TYPHON?

The characters descend from a master of the Path of Typhon, certainly.

WHO ARE THE CHILDER OF TYPHON?

Osiris is the only childe of the Antediluvian called Typhon. Under a different name, however, that Antediluvian sired an entire clan.



Appendix IV

“Sie ist gerettet!”

– Faust

“Sie ist gerichtet!”

– Urfaust

SATAN She-goats to the left,
The females all smell;
He-goats to the right—
And they stink as well.
But even if he
Should stink even more,
She can't do without him—
That's what he's for.

CHORUS Now fall down and worship
Our master and lord;
All peoples and nations
His teachings applaud.
All nature's deep secrets
His words will convey;
To life everlasting
He'll show you the way.

SATAN You worship two things,
[TO THE MEN ON THE RIGHT] You know nothing finer:
The glitter of gold,
And a woman's vagina.
The one it devours,
The other procures;
How happy you'd be then,
If both could be yours!

APPENDIX IV

SATAN
[TO THE WOMEN ON THE LEFT] Two things are delightful
For you to behold:
A glorious phallus
And glittering gold.
Now listen, you women,
For you must be told
To treasure the phallus
Far more than the gold!

MEPHISTOPHELES You're weeping! Why, what makes yo sad, my pretty dear?
Your tears are surely out of place up here!
Has all this crush of people been too rough with you?

LITTLE GIRL Oh no! I find that gentleman's words so confusing.
He talks of gold and phallus, gold and vagina, too—
And all the people seem to find it so amusing.
But only grown-ups understand these things, it seems.

MEPHISTOPHELES Don't fret, my child, it's quite clear what the Devil means;
And if you want to know, just grope about
Inside your neighbor's trousers, and you'll soon find out!

