

**Vampire the masquerade 5th edition corebook - pdf download**

**I'm not a robot!**







townsfolk come knocking, if the PCs and he are on the outs, worker, who is far more focused on not tripping over the two suitcases than on potential pursuers, requires only a Dexterity + Stealth roll (Difficulty 2) and automatically succeeds if the Kindred uses an Obscure power like Silence of Death or Unseen Passage. Either: Revisiting Their Own The hotel staffer, a plump teenager with a crackling voice who wears a tag that says Bradley, proceeds to toss the suitcases in the dumpster that sits in the alleyway behind the hotel. If the characters approach the teen, he jumps ("Oh! I didn't hear you!") but is otherwise unperturbed — the Willerton is a non-smoking hotel and guests occasionally use the alley to smoke. He does indicate he needs to get back to work, but can stay a moment if one of the characters thinks to tip him \$20 or more. Otherwise, talking to him requires a Charisma + Persuasion or Intimidation roll (Difficulty 3). He reveals the following, depending on how the conversation unfolds: Hi, My Name is Bradley! It's entirely possible a Camarilla coterie might go back to speak to Nazeera again, or that Anarchs want to keep Warrington apprised of their situation. In that case, the encounter runs much as the ones detailed above, with a few differences. Nazeera is more open with a Camarilla coterie, sharing mundane information freely and proactively offering to compare notes about Willerton's occult nature. The coterie still needs to impress Nazeera for them to open up about the being they sleep beneath the fields, though, and they insist it'll retain its hold over the Kindred here until all of them are dead or gone. Meanwhile, Warrington is open about most information he has, so long as the clearly capable coterie offers him a way to contact them later. The media presence prefers a mutual Instagram follow ("Trust me, a fellow from the coterie walks the streets of Willerton, they don't see the two brothers, Dillan and Henry, anywhere. That in itself is no cause for alarm — they could have cut their vacation short, and they certainly weren't so close to the coterie they'd need to say goodbye"). The characters return to the Willerton Hotel, revere more though. When the characters go back to sleep in the day of their rooms, a Wits + Awareness roll (Difficulty 2) alerts them to a hotel staff member picking up two bright green suitcases from behind the reception desk and taking them out through the back door. Following the hotel... Bradley, if a character calls him Bradley, the teen quickly explains, "Oh, that's my buddy from the day shift. My mom didn't clean my uniform yet, I'm Chad." • The suitcases: "It sometimes happens, people leave without paying their bills. I'm not sure why we throw away the suitcases — makes more sense to me to keep them. But that's hotel policy." To keep them? Dillan and Henry: "I'm actually not sure why management thinks they skipped it. It's only been a day. I'm saving up for college — mom can't afford to send me to college so I've got to keep this job." • The suitcases: "It's probably because they're broken," replies the hotel staffer. "I've seen a few cases like that before, a guest's suitcase would break and it'd probably be thrown away. You know, the truck here is broken down, so we've got to bring them to the front desk, and the Storyteller can take it from there." • The character takes the luggage: Chad as a guest disrupts the hotel's quiet, just as he did when he was a tourist. The Storyteller can take it from there. • The coterie is too suspicious of the local hotel workers and find another place to stay. In that case, the characters follow Chad as he walks across town, and the Storyteller can take it from there. • The coterie follows the characters perform all manner of historic rites, and Warrington sometimes comes by to give them a "special kiss," but none of that pertains directly to Dillan and Henry. TAKE IT TO U.S.T.S.D.E As an alternative tip to the Storyteller, run the attempted kidnapping with the targeted player in another room. This way the other players are as lost in the dark as their characters when they awaken next night and find their coterie mate missing. Ensure they have something to do in the meantime, such as getting drinks and applying experience points. Searching the Luggage Chad won't let the characters search the suitcases while he's there, as that could get him fired. He doesn't hustle them back inside either though, and the suitcases are still sitting right on top of the garbage when Chad leaves. Searching the suitcases reveals the usual items: clothes, shaving kit, a Truani Canavan novel, hiking shoes. The coterie does not find any identifying items — not even a tablet or phone — and one wallet in the suitcase holds cash but no cards. The Congregation of the Harvest God kidnapped the brothers for their ritual, then removed (and burned or buried) anything that reveals who the men were. A successful Spirit's Touch reveals imprints of cold detachment, with underlying emotions of zealotry, from whenever cleared the luggage. Even without Spirit's Touch, the coterie can likely put together something like all the brothers were killed, but there's nothing to do about it now — they can already feel the first rays of sun just behind the horizon. If they check the reception, the name plate reveals an L. Combs currently at work, but they're not as the desk right now. A Hudo Awakening The attackers prefer to target a Kindred sleeping alone (if the Storyteller convinced them to split up), and with a little insight from the Congregation's ghoul patron, they are uncannily able to choose the physically weakest target. If none of the characters are sleeping alone, a false fire alarm right before dawn forces them into new rooms, and receptionist Combs, working for the Congregation, separates one target. The attackers count Starchild (see Appendix II for stats, p. XX) and three to four mortal brawlers (see Appendix II for stats, p. XX). Their tactic relies on daylight to overpower and subdue a groggy vampire. The ghoul carries Sleep of Judas in a syringe, see Appendix III p. XX for details. Using the sedative during combat requires 1 damage on a called shot at -2 penalty. The syringe, typically used on cattle and quite sturdy, has a damage modifier of +0. Chapter Seven: The Congregation Attacks If the Attackers Subdue the Kindred They shove the character into a heavy-duty garment bag, hoist their body onto a trolley cart, and wheel them away. This definitely looks like an abduction — a garment bag is not a discreet way to move a body — but receptionist Combs ensures the Congregation's path is clear. The attackers wheel the trolley out back to the dumpster area where Chad disposed of the suitcases where a dirty farmer's truck now waits. They throw the character into a large toolbox mounted in the flat of the truck and drive off. In this chapter, if the Storyteller chooses to run it, the Congregation of the Harvest God tries to kidnap one of the characters. That can go a lot of different ways, and the Storyteller should consider all of them. If the Kindred successfully wards off the attackers, the coterie may have a member of the Congregation to interrogate. This works great for groups who really like to know what trouble they're heading into, but lessens suspense for groups who enjoy creepy mysteries. Alternatively, the Congregation may succeed, in which case see Solo Play on p. XX. If the Storyteller decides they don't want to run Chapter Seven as written, they can instead skip right to You're Not Kristen on p. XX, to segue from Chapter Six: Missing at the Willerton to Chapter Eight. If the Kindred Stand Poius to Defeat Their Attackers The Congregation members attempt to flee or push open the window shutters to let in the sunlight if the Kindred blocks their way to the door. If the Kindred thought to nall the shutters closed, the Storyteller rolls Strength + Athletics (Difficulty 4, or 6 if the Kindred used 65 LET THE STREETS RUN RED Potence to hammer the nals in) for the mortals to see if they succeed. If both fail, and the Kindred can restrain themselves from killing the intruders, the characters might have a hostage to question. Between their fear of the Harvest God and Starchild's influence on them, any attempt at persuasion or intimidation is against a Difficulty of 5. HERE IS SOME OF THE INFORMATION A HOSTAGE MIGHT REVEAL • Starchild, dark priest of the Harvest God, required the Kindred as sacrifice in his next ritual. • The Congregation of the Harvest God is ancient in Willerton, a worship passed down from parent to child since the first European colonists stole the land from the Meswak. • The Congregation of the Harvest God moved from animal to human sacrifices, but these no longer sate the God. • The attackers snatched someone matching the description of the coterie's missing person, be it their Touchstone or York, a while ago. They have not been sacrificed yet. • The attackers took Dillan and Henry yesterday. One of the brothers was badly injured in the attack, probably fatally if left untreated, but neither has been sacrificed yet. • The Congregation gathers tomorrow evening near the Judas tree to do worship unto the Harvest God and darken the earth with blood. The Kindred may use Dominate or Presence to compel their hostage to take them to a town that's been so good to him. If the coterie takes that clue and heads to the cornfield, the Storyteller can continue with Chapter Eight. You're Not Kristen A man named Luke Combs (see Appendix II for Receptionist stats, p. XX) works the reception desk tonight — either Kristen's work week is up again, or she fell ill. Combs was also the one responsible for ordering the brothers' luggage destroyed, but if the coterie asks, insists he was only following hotel policy. He's lying, as either Wits + Insight opposed by Manipulation + Subterfuge or Scry the Soul reveals. Asking about their missing coterie member yields the same. Combs is a low-ranking member of the Congregation of the Harvest God. The coterie has several ways to deal with Combs. No Charisma + Persuasion or even Manipulation + Subterfuge gets him to reveal anything — his zealous dedication to the Harvest God is simply too great for such betrayals. A Charisma + Intimidation opposed by Willpower does not sway him either, though on a success, the characters see him look at the phone as if he's eager to call someone. If the characters pretend to leave at this point, Combs promptly calls the Congregation and they overhear the following: "It's me. These people are getting really pushy. Are you sure it's safe to meet tonight?" The receptionist continues after a moment: "No, I'll be there. I was just a Coterie One Vampire Short. The coterie potentially awakens to find one of their own missing. This has a major psychological impact, as it means none of them were safe from their first day in the hotel. If any of the characters or their close allies ever ran afoul of the Second Inquisition, this certainly relieves that trauma. While this does not carry a mechanical impact, the Storyteller should give the group wide range to role play the trauma of the event before asking them what they do next. • Look for clues: A Wits + Investigation roll (Difficulty 4) lets the coterie follow a trail of dirty boot prints to the cornfield. The characters should switch between locations every five minutes or so to ensure nobody gets bored while the coterie is separated. The kidnapped victim is wrapped tightly in rope before the stake is removed, and while they can use Strength + Brawl (Difficulty 5) to break their bonds, a cultist holds the stake over their heart to convince them not to struggle. This separate scene could lead to the vampire's escape and flight through the fields, where they reunite with the coterie as they enter the field or as the victim reaches town. Many a quick running scene fraught with tension as the cultists pursue their prey. Ask the night clerk: Combs is manning the reception, and the Storyteller can move to You're Not Kristen on p. XX. Ask Nazeera or Warrington: Both feel a darkness stirring in the corn, but Nazeera doesn't wish to Combs' trail. The characters can also unleash the power of the Blood on Combs. Presence's Awe does the trick for getting a single answer, and Entrancement prompts the receptionist to share everything. See if the Kindred Stand Poius to Defeat Their Attackers on p. XX for information Combs can share. The Kindred might also use Presence or Dominate to make them take them to the Judas tree. If so, the Storyteller can pick up at the start of Chapter Eight: Wits + Awareness. Failing the roll does not mean Combs sees them, but rather the coterie loses him in the corn. Now they must find their way to the Judas trees on their own, and the Storyteller can opt for them to arrive at The Ritual rather than We Gather Here Tonight. Chapter Eight: All Roads Lead to the Corn The coterie may arrive at Chapter Eight and the edge of the cornfield through several paths. Let's go over them to determine what happens next. The Kindred used Dominate or Presence on either their Congregation hostage or receptionist Combs to take them to the Judas tree. If the Kindred used a scene-long Discipline, they have to activate it again upon arrival at the cornfield. If that succeeds, the hostage leads them straight to the Judas tree and they arrive at We Gather Here Tonight (p. XX). If the Discipline fails, the hostage runs into the corn where the Goblin Roads quickly hide them from the Kindred. Following the hostage's trail requires a Wits + Survival roll (Difficulty 3). Failure will tell the coterie they're lost and the Storyteller can opt for them to arrive at the Ritual (p. XX) rather than We Gather Here Tonight. The Kindred followed the van's tire tracks to the cornfield after their coterie member was kidnapped. The van drove a little way into the corn, and the tire tracks in the mud require a roll to follow. However, the kidnappers abandoned the van and continued on foot, leaving the mapless, hand-navigated trail for the Storyteller. Following their trail requires a Wits + Survival roll (Difficulty 4). Failure will tell the coterie they're lost and the Storyteller can opt for them to sacrifice in Chapter Eight: All Roads Lead to the Corn. 8-10 The hostage tries to kick the closed door down but failed, and a lack of oxygen finally caused them to pass out. They're groggy and have a headache, but remain alive and safely secured. S O L O P L A Y If one of the characters was kidnapped, the Storyteller should switch between locations every five minutes or so to ensure nobody gets bored while the coterie is separated. The kidnapped victim is wrapped tightly in rope before the stake is removed, and while they can use Strength + Brawl (Difficulty 5) to break their bonds, a cultist holds the stake over their heart to convince them not to struggle. This separate scene could lead to the vampire's escape and flight through the fields, where they reunite with the coterie as they enter the field or as the victim reaches town. Many a quick running scene fraught with tension as the cultists pursue their prey. Ask the night clerk: Combs is manning the reception, and the Storyteller can move to You're Not Kristen on p. XX. Ask Nazeera or Warrington: Both feel a darkness stirring in the corn, but Nazeera doesn't wish to Combs' trail. The characters can also unleash the power of the Blood on Combs. 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ENCOUNTERS IN THE CORN If the coterie skipped Chapter Four: Into the Corn entirely, or simply didn't fully long, the Storyteller can use the characters' hide to the Judas tree to run any desired encounters now. We Gather Here Tonight The coterie arrives at the beginning of the gathering and has time to observe and plan before the Ritual begins. The Congregation of the Harvest God all wear burlap sacks over their heads, similar to the Scarecrow on p. XX of Chapter Four, and many more arrive during the ritual, approaching from behind the coterie. If it's not apparent at this point, make it clear to the players that the number of figures in the corn might amount to half or more of the town's population. The Kindred can recognize some of them from their posture with a Wits + Insight roll (Difficulty 4), or from small things like shoes and watches with a Wits + Awareness (Difficulty 4). Success lets the character spot two Ed Smith, Kristen, two bikers from the Last Chance Saloon, one hotel cleaner as well as receptionist Luke Combs, and one patron of the Sam's Diner. They can also determine that none of the congregants are Vera Smith or hotel boy Chad. They see one unmarked person, Starchild, leading the Congregation. A wriggling garment bag lies at his feet. The coterie may decide to attack now, or pursue several other actions. 68 They Dying Fields Sneaking Around We Gather Here Tonight gives the coterie chances to sneak around, observe the gathering, or try to rescue potential sacrifices. This involves Stealth rolls, which the players might fail. When that happens, if everyone failed their roll, the Storyteller can move straight to The Ritual. If only some are detected, Starchild gestures to the congregation to come forward and join the Congregation of the Harvest God. "Join us," the ghoul sings. "My God is great and magnificent. There's room for each of you at its feet. You may drink its enlightenment when it ascends to rule the night. What say you?" Any character that comes to "no" immediately sees Starchild call on the Congregation to attack the coterie. But a yes or even hesitation might stall him long enough for any undiscovered characters to attempt one more task: examine the tree, join with Mariangel, or free someone from a garment bag. A Charisma + Etiquette or Persuasion opposed by Wits + Subterfuge to keep Starchild talking could even buy them multiple rounds to act. Where is Mariangel? Mariangel, if the coterie didn't pick her up at the start of this chapter, also found her way to the Judas tree, having finally figured out they were killing her discarded prey. She's not trying to hide from the characters, and a Wits + Awareness roll (Difficulty 3) spots her sneaking in the corn. If the coterie draws her attention and encountered her in Chapter Four, she makes her way over to them immediately. Otherwise she simply watches what happens next. Mariangel's goal is to destroy Starchild, whom she met once before and whom she rightly blames for the Congregation murdering her prey. Examining the Tree If they didn't examine the Judas tree (described on p. XX of Chapter Four), the Kindred might want to do so now. Sneaking close enough to examine the soil requires a Dexterity + Stealth roll (Difficulty 4), and quickly lets the character determine the ground is soaked with blood. Examining the tree proper requires Unseen Passage, though many eyes are on the tree. Now the tree is pulsating slightly, which any character can feel if they touch its trunk. The pulsating is akin to a heartbeat, but slightly off — not a living heartbeat, but a faint memory of one. Thick red sap mingled with the Harvest God's blood oozes off the bark. 69 LET THE STREETS RUN RED Victims of Kidnapping W. H. AT A B. O. U. T. E. C. C. A. N. D. M. O. N. A. Starlight likes the cornfield to fasten their gorse itself when hunger finally overtakes Becca, Anna, and Mona if the characters let her run into the corn, served as meals to the fields. An extensive search of the corn later reveals their remains unceremoniously discarded amid the growing stalks — Starchild has grown accustomed to the Congregation cleaning up after him. A little behind the Congregation, partially hidden by the high corn, lie several other wriggling garment bags, which the characters can spot with a Wits + Awareness roll (Difficulty 3). These are the people the Congregation kidnapped over the course of the week; York, possibly the coterie's Touchstone, Dillan Jones from the hotel, and possibly one member of the coterie. One of Starchild's cultists (see p. XX) guards the bags. Sneaking toward the bags requires a Dexterity + Stealth, or appropriate Obscure power, opposed by Wits + Awareness. The coterie needn't worry about the rest of the Congregation though, as they're all watching Starchild and the Judas tree. Unless the characters have a way to determine which bag holds their rescue target (Auspey's Heightened Senses might sniff them out), they need to open bags randomly. The Storyteller rolls a dice, increasing the odds of the coterie opening the right bag with each roll: 8-10 on the first bag, 5-10 on the second, and either the third bag is the last or their odds are 2-10 (and then then fourth bag is the last). On their first failed roll, they find Dillan Jones badly injured and near death — only a drink of vitae can still knit his organs together. The kidnapped victims, Kindred and kine alike, are heavily sedated. A single sip of vitae snaps a line out of it. Bringing a Kindred to their senses requires feeding them a mouthful of mortal or Kindred blood. The nearby guard and Dillan can both provide blood, though the latter sadly dies then, and the characters themselves are full of vitae. If any of the characters were hoping to Blood Bond another now, it is a great opportunity to pretend their hands were forced. The Ritual After the coterie takes two actions (e.g., join with Mariangel, examine the Judas tree, free people from the garment bags), Starchild begins the ritual. Alternatively, if the Storyteller is so inclined, a failed Stealth roll in We Gather Here Tonight triggers the ritual rather than Starchild calling them to join him. The description below details The Ritual if the coterie does nothing. The characters may interrupt at any time by simply stepping forward (Starchild's first reaction is to invite them to join the cult on p. XX), using the right Disciplines to drive the congregation apart, or physically attacking. If they joined forced with Mariangel, she eagerly helps in an attack and 70 They Dying Fields goes straight for Starchild, though she needs help bringing him down. The Storyteller should narrate The Ritual slowly, to give players time to declare actions. The ritual begins with all of the congregants, including Starchild, slashing the palms of their left hands and shedding blood on the ground. The Storyteller can check the Hunger frenzy chart (Vampire: The Masquerade, p. 220) to see if this warrants a frenzy roll for the PCs. Starchild unzips the garment bag and lifts a drugged Henry Jones to the air before effortlessly slitting the mortal's throat. The ghoul, a farmer with long experience slaughtering animals and mortals alike, is coldly efficient as he bends Henry's head back so the blood can flow more freely. If the coterie is searching for a missing Touchstone, the guard near the remaining sacrifices drag their bag to Starchild next. Otherwise, Dillan Jones goes next instead — Starchild adheres to a strict order of mortal appetizers before the main course. Everett York and any other congregants who are sacrificed last. If the characters attack, ten members of the Congregation (see Appendix II for Armed Cultists, p. XX) fight to the death unless the coterie uses Disciplines to force them to lay down arms. The rest panic and flee when the characters kill a handful of targets — the Storyteller can determine a dramatically appropriate number. A physical attack is not the coterie's only option though. The characters can use Dominate or Presence to turn the Congregation against Starchild, or to make the kine flee — the Difficulty for these are listed with the Discipline, or again, Difficulty 5 if opposed. They can also try to mentally subdue the ghoul himself, though his enthrallment to the Harvest God makes that difficult. The coterie can also try mundane persuasion to convince Starchild that these are not worthy sacrifices, and they should combine their forces to kidnap Nazeera or Warrington instead. Lastly, they could simply free their missing Touchstone or lift the sealed message from York's inner pocket and make a run for it. If they want to focus on just retrieving the Prince's message, they could even let Starchild kill York and search his clothes after the Congregation of the Harvest God leaves. Chapter Nine: You Are Leaving Willerton The coterie freed their Touchstone or retrieved Everett York's message, but they can't return to Chicago. The Goblin Roads are still in effect, and their binding powers remain so for as long as vampires remain in Willerton. In that regard, Nazeera is correct — the bond between the Harvest God, the Coblin Roads, and Willerton's Kindred maintains a cage around the town. Either all the vampires leave, or none of them do. The characters will need to see Nazeera, Warrington, and Mariangel to persuade them to leave. • Finding Everett York (Camarilla): The coterie's best outcome is saving Everett York and the message he carries, though Prince Jackson is also present if they return just the message. The message carries a Letter Ward (see Appendix II, p. XX), this sorcerer had Intelligence 3 + Blood Sorcery 4) that allows only Jackson to open it. As reading the Prince's secret message has far-reaching consequences for an ongoing chronicle, the contents of the letter are ultimately for the Storytellers to decide, but we'll offer two suggestions here. The letter signed Decker leads to Innocence in Blood (see p. XX), while the one signed E. Sharpe leads to Rusted Jungle (see p. XX). Prince Jackson I require your aid. My child Heather has gone missing. My men can't find any leads to her whereabouts, and this troubles me. I call on you to lend me your people. That should reveal if my own agents are merely incompetent, or deceiving me. And perhaps they will also find my Heather. I will compensate you accordingly. • Decker 71 LET THE STREETS RUN RED They, Warrington, and Mariangel leave Willerton along with the PCs and York (if he's not destroyed), and can be convinced to go to the PCs' office to vouch for their good service. Prince Jackson, I believe the Anarchs are responsible for the attacks on your domain. I'm en route to Gary, which has fallen into disorder with the death of Prince Modus and the disappearance of Baron Jurgler. I intend to restore order by any means necessary. If you and yours have any Anarchs associates within the city, I would... • Blackmailing Nazeera (Camarilla, Anarch, or Unaligned): Nazeera does not want word of the Congregation of the Harvest God to reach Prince Jackson, as it makes the Loyalist look incapable of handling their domain. The Tremere is willing to offer the coterie a boon to remain silent and will enact a ritual to temporarily allow the coterie out of Willerton. This avenue is incompatible with Aiding Nazeera, as they do not trust the coterie anymore. • Aiding Mariangel (Camarilla, Anarch, or Unaligned): The coterie helped Mariangel by exposing and potentially destroying the Congregation of the Harvest God, though Warrington is unhappy his standing buffet has now been dispensed. Mariangel owes them a boon and is good for it, though neither can leave Willerton due to the Goblin Roads, unless they can be convinced to do so on the same night as Nazeera, the PCs, and York. The Storyteller should give the coterie about half a hour to find their way to the Sam's Diner or the Coblin Roads. • Dealing with the Nomads: The Tremere will offer the coterie their own personal force of will — the Gobblin Roads let them into their own world. They could read the letter, or they could read the letter if the characters can't understand it. The characters access to an unverified source on information, and they get them hunted if Jackson ever finds out. If the characters travel to the cobblestone streets and to the town hall, they will better retain information on the Prince's whereabouts. • Finding Everett York (Anarch): The letter signed Decker leads to Innocence in Blood (see p. XX), while the one signed Vera Smith, Kristen, two bikers from the Last Chance Saloon, one hotel cleaner, and one patron of the Sam's Diner. They can also determine that none of the congregants are Vera Smith or hotel boy Chad. They see one unmarked person, Starchild, leading the Congregation. A wriggling garment bag lies at his feet. 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If any of the characters were hoping to Blood Bond another now, it is a great opportunity to pretend their hands were forced. The Ritual After the coterie takes two actions (e.g., join with Mariangel, examine the Judas tree, free people from the garment bags), Starchild begins the ritual. Alternatively, if the Storyteller is so inclined, a failed Stealth roll in We Gather Here Tonight triggers the ritual rather than Starchild calling them to join him. The description below details The Ritual if the coterie does nothing. The characters may interrupt at any time by simply stepping forward (Starchild's first reaction is to invite them to join the cult on p. XX), using the right Disciplines to drive the congregation apart, or physically attacking. If they joined forced with Mariangel, she eagerly helps in an attack and 70 They Dying Fields goes straight for Starchild, though she needs help bringing him down. 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take the Tradition of Defense a step further with the overriding principle of "Decker's Law," which adds new rulings and punishments above and beyond the Camarilla Traditions to secure the domain of Milwaukee. Chapter One: Milwaukee The domain of Milwaukee is small by the standards of many American cities, but important for its position on Lake Michigan, its proximity to Chicago, and its history of driving all Anarch influence out from its borders. While many vampires would question the necessity of visiting a domain such as Milwaukee, the city is home to several mysteries of an occult nature, a unique hierarchy, and history replete with Kindred events of note, not the least of which was Carina's rebellion against Clan Tremere. Milwaukee's History Mortal and Kindred rivalries shaped the Milwaukee of tonight. The European settlers in Milwaukee brought vampires with them who ravaged the area's Native American peoples. When the Algonquin and Winnebago tried to defend themselves, the colonizers fought back and drove them from the land, clearing territory for French trading posts. Werewolves who watched over the land grew uneasy with vampire influence within the settlement. The Kindred once present among the Algonquin and Winnebago were nowhere to be found, either choosing to ignore the plight of their people or unable to resist the tide's overwhelming force. The mortal colonizers divided the settlement that would become Milwaukee into three distinct towns. When the founders could not decide who would rule over the three settlements, angry mobs caused civil unrest and conflict between each. As ever, Kindred rode the back 84 Innocence in Blood 85 LET THE STREETS RUN RED Milwaukee's Hierarchy Though many outsiders look at Decker's Law and believe the Gangrel is a paranoid lunatic, they have not experienced an extended stay in Milwaukee. Across the city center is a trap of werewolf incursion, with solitary vampires commonly disappearing by day and night. Communal havens are temporary and dislodged, and vampires are expected to continue defending their domain if they wish to remain there. Milwaukee's Primogen Council steadily fell to outside attacks in the last two decades, with few vampires stepping up to replace their destroyed or departed brethren. With that as the case, Decker formally disbanded the council, considering it a useless decoration unnecessary for a vampire's permanent hold of war. Instead, he rules the domain entirely, though not capriciously. Decker does not find luring or distracting absorbing. While many nightspots exist in Milwaukee for a Kindred's leisure, none are exclusively for vampires and all are mortal-only. Decker looks dimly at vampires attempting to monopolize private enterprises as they appear to have done in Chicago and other domains, preferring the idea that Kindred benefit more from being neighbors with mortals in actual mortal-run businesses, a crowning might kill a respected vampire's good humor and honor. The Anubis The Anubis act as soldiers on the street and commandos for other Kindred when Lupines and Anarchs make their attacks. Every official in every city, whether it be a sheriff, a mayor, or a police chief, is as mortal as the next person, controlled by Decker's will. Most command a great deal of respect for their kills, triumphs, and victories to the domain. Decker's personal legend is the legend of Milwaukee's Kindred population, where a troubleshooter needs to be made into a hero. The Prince Prince Parovich, Primogen of the XX, is the Gangrel who holds Milwaukee in his iron grip. He has no patience for those who would flout his law, act as Anarchs, or imperil Milwaukee. The Decker of tonight is a far cry from the Decker of three decades prior, revealing himself to be something more than a Kindred. He sometimes referred to as "the coward Anubis" by Milwaukeeans, he is bold, but the only ones with brass balls - Hrokhan, Clan Ventrus. This ancient warlord has occupied the domain of Milwaukee longer than any other Kindred present. He personally led the charge against the northern Sabbat invasion a decade ago and the fight renewed his spirit, though he feels the Beckoning or torpor will soon snatch him from his role as General. He is known for his combat experience and tireless resolution against the domain's enemies. He often uses mortal agents to eliminate opponents, but challenges impressive foes to one-on-one trials by combat. Rubiana, Clan Nosferatu — A new arrival in Milwaukee, drawn by the reputation of a Prince who covets his people absolutely. Rubiana puts her knowledge of global Lupine behavior to good use as the Anubis' chief tactician and strategist. She often utilizes mortal agents to eliminate her opposition and is 86 - Akwaa, Clan Brujah — Once, Akwaa despised Decker and stood for Anarch freedom. Then he saw the cost of that freedom in terms of lives wasted/folly lost. He stood by Decker's side during the Sabbat war and earned his stripes as a respected member of the Anubis. He knows more about the Anarchs and gang activity than any other Anubis, and is one of few Anubis to still hang with younger Kindred, despite his impressive age. Thomas Gorhieran, Clan Ganguel — Known as the child soldier, Thomas' youthfulness and high voice betray his deadliness. Nobody has served among the Anubis for as long as he and Decker, and nobody knows Milwaukee's hiding places, secret tunnels, and shortcuts as well as he. Thomas is the Anubis the domain's foes most fear, as his sadism has escalated to monstrous levels. • Julia Calvin, Clan Ganguel — Decker's blood bound childe and preferred assassin, Calvin is perhaps the least well-regarded of the Anubis. She doesn't wear trophies, doesn't inspire loyalty, and doesn't rally the Kindred. She kills. She also despises Honor Mercer as a troublemaker and distraction for her sire. The Judges Milwaukee's unique setup permits three vampires to sit as Judges of other Kindred. Similar to a Sheriff role in other domains, but responsible for trials and sentencing, Decker expects all Judges to be without bias except toward the safety of Milwaukee. Judges are permitted to carry out trials without their accompanying peers when a situation demands it, but Decker prefers for the Judges to sit as a panel of three. Prince Decker acts as one Judge, with the other two seats occupied as follows: • Anastasia, Clan Nosferatu — Following the disappearance of Parovich, Primogen of Clan Nosferatu and Sabbat informant, his clutch of hunted childe broke free and asserted themselves on the domain of Milwaukee. Anastasia's prudence, humanity, and mercy appealed to Decker, who favored the idea of a relative in noontime on the Judges' bench. Arjun Shah, The Banu Haqim — Arjun is a new arrival in Milwaukee, dispatched to the domain by London's Cult of Mithras. In an effort to introduce faith to the militant city and provide the benefit of Mithraic wisdom, Arjun offered his services as one of Milwaukee's Judges. See The Chicago Folios for Arjun Shah's full biography and stat block. • The Executioner The Executioner's role in Milwaukee's Executioner is an unenviable one. To have the vite of scores of Kindred on one's hands is a sure way to earn a horde of enemies. The Executioner, designated to carry out sentences the Judges hand down, wears an elaborate costume comprising three cloaks to hide their body shape and a long hood to cover their face. It is a crime punishable by death to use Disciplines in an effort to identify the city's Executioner. The Messengers Diplomats, go-betweens, Harpies, and court entertainers are all classified as the same thing in Milwaukee: domain Messengers. It is their role to deliver news to the domain's Kindred and travel beyond the city to pass confidential messages to other vampires. They are among Decker's most trusted lieutenants, as Messengers are expected to risk their own lives to prevent a message from falling into an enemy's hands. Several Messengers are employed at any one time, with the most notable being: • J.W. Blue, Caitiff — Blue takes great pride in doing an honest job, whether it's fetching and carrying, delivering a parcel, strong-arming a fleeing fledgling, or simply acting as counsel to the Prince. This Caitiff has been decked since the Prince's full biography and stat block. Barth, Clan Toreador — Unlike most of Decker's Messengers, Barth never leaves the city of Milwaukee. His role is as it's ever been: communicate the news to the Kindred on the street, though it's no longer via radio these nights. Now, he relies more on a carefully edited podcast and the rare livestream. Barth enjoys himself and has from time to time narrated a play-by-play of the Anubis hunting a werewolf, on the other way around. He relies on calls from other Kindred to acquire his news, and they're never in short supply. The Citizens Milwaukee's Kindred are tightly controlled. According to Decker, nobody exists in his city without his say-so. 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LET THE STREETS RUN RED • Kristian, Clan Nosferatu — Kristian has been observing other Kindred for Decker for some time, reporting back on transgressions and occasionally turning vampires over for judgement based on rumor and innuendo or due to their having insulted him. He was recently driven into torpor by his rampaging sire, the wight once known as Parovich. Felicia Page, Clan Nosferatu — Only recently awoken from torpor, Felicia would be vampire number 32, if Prince Decker knew of her and permitted her to stay. Currently her existence is a mystery and any vampires stumbling across her path could benefit by turning her in to the Prince, or make her an ally by directing her to safety. See p. XX for her full biography and stat block. • Sundown, Clan Nosferatu — A pest to

Hunger frenzy check at least once on the journey, as the press of humanity rouses their thirsts. 10.2 Innocence in Blood THE INQUISITIVE NEIGHBOR This mortal won't stop asking questions of the vampire, wanting to know who they are, why they're traveling, where they're from originally, and what it is that's making them look so ill. This character may be a nuisance or it could be an elaborate cover for a vampire hunter looking to catch a suspected Kindred out through private travel, toll roads still capture the images of drivers and their license plates. Travel in this manner also opens a vampire up to ambushes set by Lupines and hunters, who take advantage of vampires' relative isolation. THE AMBUSH A vampire driving a car looks much like any other motorist, but Lupines have effective methods of detecting Kindred and hunters might have been deployed to intercept the PCs if they crossed an influential group in a prior city. Decker might not do it himself out of paranoia, but one of his Anubis may set hunters off to track the coterie, with a description of their car and appearances. Either way a potential attacker might take the tactic of having broken down to coax vampires from their vehicles or pose as cops to pull vampires over. For werewolf antagonists, refer to p. XX. For hunter antagonists, see below. THE TICKET COLLECTOR This individual has to deal with customers pretending they've lost their tickets, or drunk passengers who take excepting to being asked for a valid ticket. In this case, the ticket collector believes the vampire's ticket is invalid, forcing them to pay a surcharge or get off at the next station. The collector may be incorrect, but they're too tired of shit from passengers to give in tonight. THE CARDIAC ARREST As the train rumbles along, a passenger feels overwheled by a heart attack, possibly from a brain aneurysm, but either way it puts the vampire in a bind. Does the PC attempt to save the passenger's life or get the hell away in case any blood makes itself visible, stirring Hunger into a frenzy? Standard Dice Pools: Physical 6, Social 2, Mental 5 WHAT WAS THAT? The train travels so fast, it's sometimes hard to see what's outside the window. Not this time, as the vampire spots a figure in a field, pointing and glaring directly at them. What does it mean? Why did this mysterious figure look so angry? They were definitely making eye contact with the vampire as if waiting for the train to go past. Specs? These mortals are equipped for ambushes, often using disguises and simple weapons to take down their enemies. They do not possess True Faith. HUH? WHACKER HUNTER Secondary Attributes: Health 6, Willpower 5 Exceptional Dice Pools: Firearms 7, Survival 7; Intimidation 4; Subterfuge 6; Awareness 6; Technology 6 General Difficulties: 4/1 DERAULMENT Leaves on the line, a signal failure up ahead, cattle lost and blocked the upcoming tunnel; all lead to severe delays and the risk of being burned to death by the dawn. Looking out the train windows, the vampire can see a farmhouse around 30 minutes from walk from the train. They could leave and head in that direction now, but then how would they reach their destination? THE FLAT TIRE It could happen to anyone, but tonight it happens to the PCs. The tire bursts as the car runs over something in the road. Was the obstacle placed there on purpose, or was the accident exactly what it appears to be: an accident? Either way, the tire needs replaced and the nearest gas station isn't for miles around. Better gear walking fast or turn for a whole coffee break in the trunk for a while. AGGRESSIVE DRINKERS A bunch of drunk sports fans smashable past the vampire, but one of the drivers orders them back to the car. The players are still smart enough to notice the difference between a drunk and one who is drunk. DRINK YOU KNOW ANYTHING ABOUT CARSTS? The vampire is a bit tipsy, but they've had a decent night. They've seen some movies or read about them in books, an attractive individual standing next to a steaming car on the side of the road, with no other drivers in sight. The breakdown victim tries to help the characters. If they help, the motorist is either grateful for the assist, paying them handsomely, or plain to hold them up with their hidden gang. If the vampires drive on, the motorist runs after them for longer than should seem possible, before disappearing into the night. They don't know why the motorist wouldn't let them out of their sight. Automobiles While Indianapolis is a five-hour drive by car, it is dangerous to travel openly. Though the weather risk is lessened 10.3 LET THE STREETS RUN RED! PILE UP! On such an isolated stretch of road, accidents as bad as this shouldn't happen. A pile-up of between four and ten vehicles blocks the road. Did the next cars in the collision not see the debris in the road until it was too late? All the screams for help and the injured travelers in the road bag the vampires to get and help them, but the smell of blood is overwhelming. COBLIN ROADS In Illinois, the so-called Coblin Roads crisscross through the corn. There a driver might get turned around and end up on the wrong road. The coblin roads are like a trap, leading the drivers to get lost and end up on the wrong road. The Sirens Dying Field story starting on p. XX for more on the Coblin Roads. THE HITCHHIKER Everyone knows you don't stop for hitchhikers these nights, and taking this one has a sign that reads "Vamp hounding in your direction." It's an unusual sign to be sure, and the hitchhiker has one hell of a story to tell. Whether they're actually Kindred or simply a seductive individual brazenly telling themselves a "vamp" is a matter to be discovered. Of course, they could also be the serial killer hitchhiker everyone's talking about on late-night AM radio. HIT AND RUN? They're hit and run! Nowhere. There should't even be pedestrians to hit the pedestrian and are now left with a dent in their hood and a streak of blood up their windshield. But where is the b\*\*t? SVT Shipping Should the coterie decide to use SVT Shipping as advised by the tunnel Anarchs on p. XX, the headquarters is in West Allis. The company has a dock where they park their vacant fleet trucks and a warehouse where they load everything and ship it out. The night warehouse manager is named Mike, and he is easy enough to find should the coterie ask around. Mike has built a reputation for transporting Kindred around the Midwest. He recognizes the vampires for what they are and takes them to a part of the warehouse where they can talk in private. Mike is a biracial Algonquin and African American man with a shaved head, a rough tan face, and a big smile. He is tall and muscular, wearing jeans and a flannel shirt while at work. The courier (as many vampires call him) is happy to help the coterie out in exchange for one Innocence in Blood vial of blood from each of the Kindred looking to travel. Mike promises he will not use it against them in any way. He doesn't need the money and he doesn't do boons, so this is the next best thing for him. An Intelligence + Insight roll (Difficulty 3) determines he genuinely has no interest in drinking or selling the vitae, and when pushed with a Manipulation + Persuasion roll (Difficulty 4), he admits he keeps a vast store of vampire blood that he feeds to his friends and relatives whenever they get sick. Yes, they sometimes display signs of addiction, but it's the next best thing to a miracle cure for some illnesses. Should the coterie agree to his terms, Mike will take them to Indianapolis as soon as they are ready to travel. Mike takes them to one of the trucks being loaded and sneaks them into the back. Waiting within are several empty metal crates Mike explains are lightproof and lockable from the inside. The crates are toward the back of the trailer and the weight is distributed throughout to make it even. MIKE RANCHER Standard Dice Pools: Physical 3, Social 4, Mental 6 Secondary Attributes: Health 6, Willpower 6 Exceptional Dice Pools: Drive 6, Survival 6; Persuasion 5; General Difficulties: 4/1 Chapter Two: Indianapolis Indianapolis has always been a city of interest to America's Kindred, with many coming here to trade services and information even while it was under the Sabbat's control. Now that the Ministry has claimed the domain, the doors open ever wider. No longer do visitors need fear packs of diabolists, who frequently staged convocations in the city. The city falls within both the Rust Belt and the Bible Belt, making it a particularly appealing gene for the so-called Clan of Faith. The trip in the back of the truck is a long one. While it may take five hours by car, trucks move more slowly and the trip takes a good chunk of the night to make it into the city. The driver is under orders from Mike to stop for a rest break at the Motel Heaven on the Indianapolis outskirts, allowing the Kindred to get a room for the day or try to travel into the city on their own before dawn. The driver then leaves to finish up his trip. Indianapolis History The Tale of Mike Rancher White settlers seized the land that would become Indianapolis from the Potowatamie, Wea, Delaware, and Miami people in 1818, claiming for themselves a fertile basin of land on which their settlement could grow. While the township took several decades to grow into a city of any note, largely lost as it was in a state dedicated to agriculture, a solitary vampire named Melvyn Ramsay established himself as the de facto Kindred ruler of nascent Indianapolis. This Follower of Set believed the positioning of the city, almost dead center on the American map, would hold importance for his clan in years to come. Eventually, all roads would flow through this domain. Growth proceeded slowly. Agricultural trade drew farmers and laborers to Indianapolis, but they soon moved on after finding work or claiming land. Indianapolis played a vital role in the Underground Railroad, eventually holding a greater population of black people than any other northern city of its time. It was only with the Civil War and later the rise of the steel industry that the city boomed. All the while, Melvyn monitored the traffic from east to west, south to north, and ultimately, the beautiful expansion of the city he held dear. Mike was one of Hrothulf's mortal servants for fifteen years before the Venture cut ties with him. Despite Hrothulf's position as one of the Anubis and Decker's expectation for the old Venture to abide with the Masquerade at all costs, his apathy (increasing with age) led him send Mike Rancher on his way without so much as a warning not to talk about Kindred society. Mike bore his former master no ill will; he'd learned a lot in his time shipping resources for the taunting vampire. Never addicted to vitae nor hypnotized to the point of illness, Mike used his newfound freedom to apply his skills across the Midwest, ferrying vampires from point A to point B. Milwaukee is a strategic place for him to set up because most of the vampires don't talk to each other there. None of his vampire customers want to risk losing out on a good time by ruining Mike's trade with a Blood Bond or Embrace. If a vampire starts pushing him around too much, Mike can speak with his regular customers to ensure his bully finds themselves ticed to cement blocks and sinking into the deepest part of Lake Michigan. Supposedly, this is what happened to the last of the Milwaukee Anarchs, a Caitiff named Turk. 10.5 LET THE STREETS RUN RED 10.6 Innocence in Blood Indianapolis' identity in the 20th century skewed between commercial and cultural growth and societal blights. The automobile industry swelled in the city and its economy exploded following the discovery of oil and natural gases in the earth upon which the city rose, drawing representatives of Clan Ventue like bees to nectar. Throughout the city's growth, and even with Ramsay as the city's nominal leader, naming himself "Father" Ramsay for the kind, there was no single governing clan. It was perhaps this instability that allowed the Sabbat to swoop in and tear. Instead, they remained in Indianapolis for the latter half of the 20th century, terrorizing mortals and vampires who would not bend to their monstrous ways. It was the Setites who turned the tide. Under the leadership of Ramsay, who had never left the domain, they were able to find their way into the church organizations with deep roots in the city. Many Hoosier Setites believed in God-as-Set and felt that their path to redemption was to reclaim the city from its devils and install a glorious theocracy of enlightenment in their place. The Setites used the mortals' own fearmongering and tribalism to establish their hold, then pointed the evangelists and Catholics at the Sabbat's thralls and sleeping vampires. The religious zeal that grabbed Indianapolis and its broader domain was never self-aware. The kind didn't know the buildings they were tearing down "for the city's betterment" were vampire havens, nor did they know the fires they started to collapse old farmhouses and "enrich the land" were the Sabbat's outposts. The Setites pointed selected individual mortals in the direction of vampires I N D I A N A P O L I S F O R M O R T A L S An ostensible utopia for vampires is no paradise for the kind. Vessels in Indianapolis find themselves indoctrinated into cults to satisfy vampiric masters, often not understanding the depths of what's taking place other than to know they've been "chosen for a special purpose" that involves kissing, light-headedness, and orgasmic pleasures. That may sound fine, except that Indianapolis' Kindred take their predation too far, often draining their vessels to the point of hospitalization or death. Other Kindred eschew the cult model and just feed freely, launching home invasions, preying on less affluent city inhabitants, and attacking tourists. 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He continued to encourage faith among vampires, especially if that faith became a belief in Set and Ministry ideals. In fact, he found this far easier under the free auspices of the Anarch Movement than it was under Camarilla strictures. While religion and tribalism hold the mortal side of the city together, the Ministry views on the Kindred soul are what drives others to travel to Indianapolis. One does not have to believe in God or Set to find a home in Indianapolis, as the Ministry is not the only organization in the city. Younger vampires who chose under Camarilla laws come here to exist 107 without the restraints the Camarilla demands they adhere to. Several Ministers who follow the clan's traditional ways hold vampires throughout the city. The Setites pointed selected individuals in the direction of vampires I N D I A N A P O L I S F O R M O R T A L S An ostensible utopia for vampires is no paradise for the kind. 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Indianapolis is hemorrhaging blood due to the Ministry's ordained freedoms, with stake in one hand and flame in the other, but for the most part, the Serpents orchestrated a secret crusade that resulted in a purge of the Sabbat on a massive scale. In many ways, the Second Inquisition started early in Indianapolis, a microcosm of what was to come the world over in the next decade. The next years saw a change to the Setites' clan identity as they embraced their role as the Ministry. Melvyn was prepared to name his city the first Camarilla Ministry domain, and then the betrayal in Paris occurred. The Ministry was not permitted to join the Camarilla. They were left among the Anarchs. Melvyn made the best of a troubling situation. He continued to encourage faith among vampires, especially if that faith became a belief in Set and Ministry ideals. In fact, he found this far easier under the free auspices of the Anarch Movement than it was under Camarilla strictures. 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Prince, J.W. will also fall under suspicion. Returning Without Honor for the scene. FBI Intervention Unless the player characters dealt with the agents in some way, L'Italian and / or Cusick have been tracking their activities and confront them after they've decided what to do about Honor Mercer. If she's in their company, the PCs take cover, draw their weapons, and call for backup before demanding that the coterie step away from the kidnapping victim and demand that Honor step away from the gang. Everything might go horribly wrong at this point. Penny Cusick is under orders from her master to murder Honor Mercer. Therefore, if Rick is with her, Penny Return with Honor When they reach the city, J.W. Blue meets them to help escort the group to where Prince Decker is waiting for them. He takes them to the top of the Hyatt Hotel, 121 L E T H E S T R E E T S R U N R E D where there a rotating restaurant which slowly turns to allow each diner to view the entire city from their seat. Honor is separated from the PCs at this point. If the coterie passes on any of the information they gathered about Indianapolis and the secret group in the sewers planning to overthrow him, Decker thanks them for your information and takes it into consideration for payment. Should the coterie plead Honor's innocence to Prince Decker, he will listen to them solemnly as they speak. The coterie will even notice that they are the only ones in the room with the Prince. Not even J.W. is there. It lets silence weigh down as he processes their story. "You've said your piece. Your services are no longer required. West Allis is your feeding territory. Y'all take it and leave. I keep my promises. I've already had Honor punished." Once Decker is finished with the meeting, it is clear that he has been branded. She clumps the wailing in the otherwise empty hotel lobby. They can hear her crying after the door. After the coterie leaves, there are no signs that Honor ever existed in the city. No Camarilla attended a court hearing about her; all signs of her life and undeath are gone. It is as if J.W. has been erased. Reminds the coterie of the rules. While she still exists, she is firmly under Decker's care. If the group told Prince Decker about the group under Jones Island, all Camarilla citizens are required to attend a court hearing about her; all signs of her life and undeath are gone. It is as if J.W. has been erased. Reminds the coterie of the rules. While she still exists, she is firmly under Decker's care. If the group told Prince Decker about his suit in Miller Park Stadium. There, he demands the PCs execute every member of the group under Jones Island as a display of what happens when you do not follow the rules he has placed. Return to Prince Decker Without Honor. Should the coterie decide to return to Prince Decker without Honor, they have a lot of explaining to do. J.W. escorts them to the Prince in the Hyatt restaurant, where they have their meeting. If the coterie tried to lie to Prince Decker and say Honor is dead, they need to make a Manipulation + Subterfuge against Prince Decker's Resolve + Insight to make the lie convincing enough for him to believe. Should they succeed, Prince Decker believes them and will not question them further. As a reward, he gives them the Riverview neighborhood as feeding grounds for the coterie. Prince Decker will call upon them to help keep the city safe from any Lupine incursions and to continue investigating incidents around the city. If they fail to tell him, Prince Decker coldly tells the coterie they are no longer welcome in the city. He says any territory they held in Milwaukee from them. If they attempt to defend what will be branded and if they insist on staying, they will be executed. A Wits + Integrity roll (Difficulty 4) is required to determine if they are allowed to stay. The coterie can work with Keldar Indiana, who has been taken by the Minstrel, taking over the city, starting with the church and the mortal populations in those circles. Keldar intends to further the existing fears of segregation in the church, separation fears, causing a greater divide within Milwaukee. It's a long shot, but she believes with the insight into Milwaukee's operations and the blackmail material Honor has given her, she can make it happen. Before accepting their aid, Keldar will make them the coterie leave the Camarilla and join the Anarchs in loyalty, if they are not Anarchs already. From then on, they would only pose as Camarilla Kindred to help the cause. She requests the coterie become members of her church but accepts them trying to remain free agents. The coterie would be sent back to Milwaukee to help pass information about the city, about who influences which areas and industries and to what extent, and about any Anarch sympathizers within the city. This is a long-term plot which may take time to build up but is a great option for the Anarchs and other Kindred trying to take over the city. Prince Decker will not be uninvited easily. He has a firm grasp of power in the domain and keeps tabs on everything in the city. Seize Praxis: The coterie may also wish to work with those under Jones Island to seize praxis from Prince Decker. This will need to be done with care and precision because the Lupines continually assault the city, making it dangerous to leave the city without a strong leader. The group under Jones Island already has a plan in place to bomb the next court session which all three innocents in Blood Judges attend, but for that to succeed, they need a vampire to commit a crime grievous enough to summon all three. The coterie beneath Jones Island stresses that someone will need to pick up Decker's mantle of city protection if he fails. They're not stupid; while they hate the Prince, they acknowledge that he does protect the city from outside forces. Whether a PC or an SPc steps up, they'll need significant backing in order to successfully take over the city. Fallout and Other Endings Changes in leadership always are rough, no matter how well anyone plans for them. If Prince Decker is overthrown from his praxis, Milwaukee falls into turmoil, resulting in chaos and possible lingering damage. It's up to the coterie members to decide how best to handle crisis. 12.3 The Anarchs are hoping for the Camarilla in Milwaukee to tear itself apart. As much as Honor Mercer is sympathetic, many Anarchs would feel no guilt over releasing the footage of her messy feeding and blaming it on the failings of her sire. The disgrace could lead to Decker's stepping down due to this evidence of his failure at the Tradition of Accounting. "Kick a dog enough times and you'll feel its teeth around your fucking throat." Evelyn Stephens, threatening that Gary, Indiana won't remain quiet for long. Introduction Chicago's shining example of Camarilla dominance in the United States comes at its neighbors' expense. Southeast of the Windy City along the southern coast of Lake Michigan, Gary clings to life by its fingernails. Like many Rust Belt cities, Gary prospered on a single industry: steel. With the breakdown of American manufacturing cities built on the backs of steelworkers eroded from the inside out. Thanks to massive waves of layoffs following the restructuring of the steel industry and the intensive racial segregation that the city was built upon. Gary began its fall in the 1960s. Today, block after city block downtown holds only blighted, abandoned buildings. It has become a rusted jungle. Stretches of empty, derelict factories stand in the way, leaving behind roughly 80,000 residents people to try to find access to jobs, health care, housing, education, and opportunity. Yet even within the blight of poverty, a few Kindred claim residency. In an area dominated by wayward Anarchs, the Camarilla fights for territory while hunters wait in the wings for one side or the other to slip. Rusted Jungle is an exploration of Gary within the World of Darkness and an expansion of the Chicago by Night setting. This story focuses on the vampire factions competing for sway over Gary. As undercover Camarilla or Anarch Kindred, the players will infiltrate the city and unearth its secrets. The story will force the player characters to question their beliefs and determine what they are willing to sacrifice for their allegiances. While the story exists in the shadow of Chicago by Night, the bulk of the story and its characters are in Gary. Rusted Jungle introduces new characters and locations, and although the story follows a set timeline and chapter development, it opens Gary for exploration and interaction with its residents. Players required: 3-5 Duration: 10-15 hours 12.5 L E T H E S T R E E T S R U N R E D Story Breakdown of the Lupines who decimated the city twenty years ago. However, an investigation into the explosion quickly points to Gary's Kindred as the culprit, not Lupines at all. Competing parties seek to hire the player characters to investigate, with sponsors looking for Kindred who have served their respective sects well in the past but who have not gained enough of a reputation to receive immediate recognition on an undercover operation. Storyteller's eyes only! It would be fair to say Chicago's Kindred have always felt superior to those of Gary, while those of Gary have always borne a heavy chip on their shoulder toward the Kindred of Chicago. Every couple of decades, there's a new attack from Gary on the Windy City, or some Chicago Kindred push down on the less fortunate vampires of Gary. It's a cycle, but one that needs to be stopped considering fresh Inquisitorial scrutiny in the region and the new praxis in Chicago. In this story, some of Gary's Kindred launch an attack on Chicago which targets a Circulatory System — a human trafficking organization set up by and for Kindred — stash houses with an explosive attack. Their successful onslaught disrupts trade and exposes both Camarilla and Anarch activities in the domain, since Kindred from both sects take advantage of the System's supply. A sponsor from one of the sects recruits the PCs to investigate the source of the attack and pull the issue in the bud, even snuffing out sectarian allies if they're causing too many disturbances in Gary and Chicago. The Kindred of Gary are embroiled in their own kind of conflict, since their age-old warring rulers — Modius and Jugger — have disappeared, leaving Evelyn Stephens of the Anarchs and a newcomer named Eric Sharpe of the Camarilla leading the opposing forces that seek to dominate the domain of Gary. The PCs will need to investigate which of them is responsible for the attack. By tracing a car from Honda Civic that carried the passengers responsible for the attack on the Circulatory System in Gary's Anarch territory. All is not as it seems, however, as the player characters may find evidence of the attack being ordered by an "E.S." This could be Eric or Evelyn. Tensions come to a boil as the Anarchs and Camarilla of Gary demand the PCs to take a side. War breaks out with the coterie in the middle. Depending on how it ends, which side they take, and whether they follow all the clues, the player characters may discover that the sponsor of the attack was a Brujah named Maxwell, once named Prince of Chicago, who is using the permanent state of conflict as a distraction to weaken Kevin Jackson's praxis and swoop in as the next Prince. The PCs may aid him or seek to stop him. He offers them a great deal of support should they flock to his banner, but that part of the story comes after Rusted Jungle concludes. The Camarilla Damien, the Sheriff of Chicago (see Chicago by Night, p. XX), approaches several Camarilla Kindred local to the area. Damien is aware that Gary has turned into a battleground with Evelyn Stephens of the Anarchs pitted against Eric Sharpe of the Camarilla. Chicago doesn't want a war along its southeastern border. Incursions into the Windy City must be isolated, identified, and stopped. Damien asks the player characters to infiltrate the Anarchs of Gary to prevent further attacks. The Anarchs White the Center and the Barony of Gary are on the same side, they have never really gotten along. Jugger always placed himself and his own desires above those of the Movement. Since his disappearance, Gary has begun to destabilize. Anita Wainwright, de-facto Baron of Chicago and head of the Center (see Chicago by Night, p. XX), reaches out to a small group of Anarchs local to Gary and asks them to undertake a dangerous mission. She is aware of a small group of Camarilla, led by a Ventrue named Sharpe, who have pushed their way into Gary. Wainwright needs the Anarchs to infiltrate the Camarilla under Sharpe and determine who, or what, is responsible for the attacks on Chicago. The Others Independent Kindred, by themselves mercenaries for hire or part of a vampiric cult, are of great value to both the Camarilla and the Center as they have few political ties and everything to gain. Either Damien or Wainwright can hire such player characters. No matter which sect the player characters belong to, the PCs can assume they have knowledge of one another before they embark on their mission. This is necessary for the sake of the length of the story and will assist the players in creating deeper relationships within the time frame. Use the relationship map in Vampire: The Masquerade p. XX when creating your coterie. Character Advice After the most recent of a series of attacks on Chicago, the Windy City fortified its position, fearing a return 12.6 Rusted Jungle Built on Sand, Forged Steel's Bricks. That's right. It's like Rick. But with a B in front of it. And an S at the end of it. You can picture it, right? Back in the night, some big conclave in some European country. All the big muckety-mucks gathered in some big fancy room. You've got all the Inner Circle members. You've got all the Justicars. And then you've got this row of Princes. Come roll-call, each one stands up and announces who they are and what city they rule, accompanied by ten fucking minutes of titles and childe-of-and-such-and-such. Francis Villon, Prince of London. Lodin, Prince of Chicago. And then you've got Modius, Prince of Gary, Indiana. Gary-Fucking-Indiana. You can just picture them laughing their asses off. Cause really, who would want to be Prince of Gary? Truth is, Modius was Prince because that's exactly where Lodin wanted him. Far enough away that he couldn't really interfere with Lodin's night-to-night activities, but close enough, should he get out of line, to stick a Lupine's head in his bed. Or coffin. Or whatever. So, Gary started as the industrial cornerstone of the Midwest. Some guy with the same name founded the United States Steel Corporation there in 1906. Things were going well, at least for white folks, until 1919, when you've got the steel workers' strike. After 110 days, things broke into a full-scale riot out on Broadway. Governor Goodrich declares martial law and sends four thousand troops, under the command of Major General Leonard Wood, to restore order. Heads are busted, people die, and in the end, workers go back to work. We're chugging along, and then in the late 1960s, it all goes to shit again. The steel market collapses. Businesses go bankrupt. Unemployment skyrockets. White folk leave the city, but black folk can't. And really, not much has improved since then. You went from a population of 180,000 in 1960, down to 80,000 by 2010. You've got rampant political corruption. You've got a stretch during the Clinton and Bush years where Gary has the highest per capita homicide rate for nine years straight. Now, there's hardly anybody left to kill. You think that happens by accident? You think those dumb fucks in Gary are just, what, unlucky? Of course not. It happens cause the vampires in Chicago want it that way. Cause they've got this hundred-year-old grudge against Modius and everything he did to do. Cause when you fuck with the Prince, you better believe the Prince is going to fuck you right back. See, Modius and Lodin were rivals. Modius tried to take over Chicago back in 1913 and ended up getting pushed back into Gary. So, in 1921, Lodin began what he called his Interdiction. He sent two of his kids, Horatio Ballard and Alfonse I-shut-you-not Capone, to deal with the problem. Suddenly, they're hunting businesses. Manoshos are leaving on the unions. City officials take bodies and turn eyes. And over the next forty years, that beautiful industrial town transformed into the piece of shit it is today. Finally, Modius beat the knee. And while he got to keep the crown, he essentially handed his balls on a steel platter to Lodin. 12.7 L E T H E S T R E E T S R U N R E D Fast forward to the War of Chicago. The Sabbath rolls in. The Lupines roll in. The Anarchs rally under Jugger. Modius sits back sipping his Torador blood tea, watching Chicago go up in flames. He thinks this is his chance to take the city. Problem is, everyone thought it was their chance. Modius, Jugger, fuck, even Maxwell comes out of the woodwork to drop his dick on the table. In the end, after the Primogen sold court for closer to two decades, Joseph Peterman gets every favor he ever collected to take praxis. What lasts for about three seconds before Jackson takes over. But the struggle didn't end there. It lived outward, and I guess Jugger thought if he couldn't have Chicago, he'd settle for Gary. Jugger goes at an end for year, causing enough of a ruckus to get him to sit. Still, Sullivan Dane rolls through taking everyone left and right. The FPC's Special Agents Division starts showing around. Fuck you, G.P.D., you're the one of the Detectives! Moore, probably the last surviving member of the gang, Greg Steiner, tries to get to town, even though the day before he was captured. Modius is dead, Jugger is dead, and the rest of the crew left him to die. A Brief History of Gary: afraid your intelligence will outdate you, pay me now. You've got a stretch during the Clinton and Bush years where Gary has the highest per capita homicide rate for nine years straight. Now, there's hardly anybody left to kill. You think that happens by accident? You think those dumb fucks in Gary are just, what, unlucky? Of course not. It happens cause the vampires in Chicago want it that way. Cause they've got this hundred-year-old grudge against Modius and everything he did to do. Cause when you fuck with the Prince, you better believe the Prince is going to fuck you right back. See, Modius and Lodin were rivals. 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Modius is dead, Jugger is dead, and the rest of the crew left him to die. A Brief History of Gary: afraid your intelligence will outdate you, pay me now. You've got a stretch during the Clinton and Bush years where Gary has the highest per capita homicide rate for nine years straight. Now, there's hardly anybody left to kill. You think that happens by accident? You think those dumb fucks in Gary are just, what, unlucky? Of course not. It happens cause the vampires in Chicago want it that way. Cause they've got this hundred-year-old grudge against Modius and everything he did to do. Cause when you fuck with the Prince, you better believe the Prince is going to fuck you right back. See, Modius and Lodin were rivals. Modius tried to take over Chicago back in 1913 and ended up getting pushed back into Gary. So, in 1921, Lodin began what he called his Interdiction. He sent two of his kids, Horatio Ballard and Alfonse I-shut-you-not Capone, to deal with the problem. 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he's been dodging hunters for more years than any of us have been walking around. No, this motherfucker Sharpe must have gotten him. And I'm going to make sure he pays for it." Coterie Options Investigating the Honda Bribery: The Malkavian Anarch is true to the Movement and won't do anything to harm his sisters and brothers. But he is also an opportunist, always in search of an edge. Art accepts a certain number of Resource dots (with a character losing those dots for the remainder of the story) in the form of cash, dependent on the apparent alliance of the coterie. If Art believes the player characters are members of the Camarilla, then he will only accept a minimum of three dots of Resources. Bribed thusly, Art explains that he found the Honda in the Wasteland and cleaned it out. Given the location by either Sharpe or Stephens, the player characters would be wise to investigate the abandoned vehicle used in the Chicago attacks. They'll find it near Gary Steelworks in the Wasteland, and while the Anarchs have since stripped it of any weapons or equipment, the car remains intact. The PCs can find it with a Wits + Streetwise roll (Difficulty 3). If they succeed, they'll learn the car's means or the means of tracking down information about the attack's target plate, it's registered to a 2010 Honda Civic which was stolen from downtown Gary two weeks ago. Clay MacDonald, an employee for Stripped Solutions, is its owner. 14 3 dot spent shell casings, various firearms, and a detailed map of Chicago within. The map includes targets such as the Succubus Club, the Blue Velvet, and other buildings attacked in recent weeks. Art also retrieves a handwritten note which simply read: "Dump the car in the Wasteland when you're done." E.S. Manipulation: True to his nature, Art is susceptible to a social offensive with Charisma + Persuasion roll (Difficulty 4) or Manipulation + Intimidation roll (Difficulty 5). In either case, a success yields the answers listed above. Art believes the player characters are fellow Anarchs, then Difficulty rolls decrease by 2. If Art suspects the characters are Camarilla, then Difficulty rolls increase by 2. Combat: Another option is to simply force the confrontation out of Art. And may look like an unfit game, but he doesn't appreciate being pushed around and will defend himself. Note that if the player characters are masquerading as Anarchs, harming Art will almost certainly weaken their position with Evelyn Stephens and the rest of the Movement investigating. Clay MacDonald offers an alternative to investigating the Honda or in addition to doing so, the coterie can take a closer look at Clay MacDonald. He's a lean man who works out on a regular basis. He knows how to handle himself in a fight from his days as a Navy Ensign serving on aircraft carriers during the waning years of Operation Enduring Freedom. He's now retired and shows his age with patches of grey pepperoni his short blonde hair. His left ring finger has no ring, imprint, or tan line. Clay's combat skills are still sharp, though he's not as skilled as he was in his younger days. He's not afraid to get his hands dirty, though he prefers to keep things clean. He's trying to impress the other members of the coterie with his combat skills, but he's not a troublemaker. Alternatively, the coterie can find MacDonald target shooting at the Bullseye. Coterie Options: Bribery: MacDonald takes money in exchange for information. The amount will have to exceed one dot of Resources (with a character losing that dot for the remainder of the story) via a direct transfer or cash for him to make a deal with the coterie. MacDonald reveals that a Rusted Jungle bearded, heavyset black man with a mane of hair approached him several months ago. Identified as Mr. M, the mysterious figure hired MacDonald to install security cameras and alarms for the Dive in Glen Park as well as Jane's Trucking Inc. Mr. M also paid MacDonald to allow his car to be stolen and then to file a false police report. MacDonald doesn't know the name of the perpetrators. While there are many African American vampires in the area, including Prince Jackson, Sheriff Damien, and Sharpe, none of them seem match the describe of Mr. M. Manipulation: If the group takes the social route, trying to either charm or threaten MacDonald, they need to roll Charisma + Persuasion (Difficulty 4) or Manipulation + Intimidation (Difficulty 3). Successful results will yield the same information as above. Combat: If the player characters want to force the issue, they'll contend with MacDonald along with Clifford and any mortals inside the Bullseye. None of them are hardened killers, but all are trained marksmen. If the player characters can subdue MacDonald, then he reveals the arrangement made with Mr. M. The Storyteller should give 1-3 Stains depending on the severity of injury and individual conviction. The Ambush: After the coterie finishes their investigation, the Gary P.D. ambushes them. This can occur either in the Wasteland or while in transit to another location. Give the player characters a few minutes to decide how to proceed. Now they know E.S. ordered the attacks on Chicago. They may have also surmised that their activities have attracted the attention of Mr. M, who in turn has informed the Gary police where they can find the people responsible for the Moore burglary. Three patrol cars arrive or pursue and attempt to apprehend the characters, consisting of six officers in total. If Lieutenant Detective Moore survived Chapter Two, she can be included in the assault. Coterie Options: Escape: Escape is likely the best option since it avoids directly assaulting the police. However, the PCs need to act before the police have a chance to surround them, depending on where the ambush takes place. If the player characters are on foot, they should be able to escape via Celery or Obscure. A successful Strength + Athletics roll (Difficulty 5), a Wits + Stealth roll (Difficulty 6), or a Dexterity + Streetwise roll (Difficulty 5) can aid this. If the player characters are in a vehicle, they should be able to escape via back alleys and side streets with a successful Wits + Drive roll (Difficulty 4). Manipulation: Manipulation is nearly impossible. The police are on the warpath, protective of their own and hungry for vengeance. Mundane coercion won't effect the Gary police, but they will attempt to apprehend the suspects. If the members of the coterie draw their weapons or do anything that might be misconstrued as a threat, the Gary police will change their stance. The police are armed and well trained, but if they receive enough damage, they will retreat. The Storyteller should make the players aware of the cost of injuring or murdering mortals and give stains appropriately. Chapter Four: Things End in Blood: The player characters need to lay low for the rest of the night using one of the locations described in Chapter Three. They can use this opportunity to contact Damien or Wainwright and fill them in on what they've learned. Regardless, even if the player characters suspect one or either party, Damien or Wainwright asks them to continue their infiltration. Unfortunately, the coterie won't have long to consider their next move, since they receive an urgent phone call. Its content depends on which Sect the player characters have infiltrated. D O U B L E A G E F N T S U B P L O T The player acting as the double agent needs to decide if and whom they will warn about the impending attack. If the player chooses not to report back as promised, the hiring contact (either Damien or Wainwright) will discover this in the aftermath of the attack. The contact will double-cross the double agent and blow the coterie's cover. If the player chooses to report the plan of attack, those defending their base of operations will have the foreknowledge to be properly prepared to meet the fight. Depending on how the fight unfolds, the Storyteller may combine appropriate pieces of the six results of the battle provided or create their own. For example, the hiring contact might reward the double agent while taking the rest of the coterie into custody. 14 5 LET THE STREETS RUN RED Attacking the Anarchs: If the player characters have infiltrated the Camarilla, they get a phone call from Eric Sharpe. The Vanguard has reviewed Moore's file and has acquired the location of the Anarch Movement's primary stronghold — the Hall. To that end, before the coterie can pursue their newly acquired information, the Vanguard will execute a full-scale assault within the hour. It requires all hands on deck. Sharpe orders the coterie to make their way to the Wasteland, just outside the Hall, and tells them to keep their distance. At this juncture, the player characters have a difficult choice to make. They are Anarchs pretending to be Camarilla who are about to attack fellow Anarchs. If they warn Evelyn, they will blow their cover but save lives. If they maintain their cover, they'll fight against fellow members of the Movement. If they attempt to contact Damien, Wainwright, or even Jessica for guidance, all will be unavailable. The coterie can approach the Hall in a Dexterity + Stealth + Roll (Difficulty 4), which Anarchs are present inside the Hall is up to the Storyteller, but it should include most of the Gary Movement. Unless the player characters have warned the Anarchs ahead of time, the Vanguard roll Dexterity + Stealth (Difficulty 2) and each successful character gains a free surprise attack. After the first turn, all attacks are taken as normal. If the Anarchs are surprised, they fight off the attack to the best of their ability. If they begin taking heavy losses, they will retreat further into the Wasteland. If the Anarchs receive advance warning, then based on the numbers alone, the outcome of the battle will be determined by whomever the characters choose to side with. If the player characters are masquerading as Anarchs, Evelyn Stephens contacts them. The Movement has finished combing through the Moore file and discovered the location of Breaks. As a result, before the Vanguard have a chance to move, Evelyn pushes for a direct offensive. Evelyn orders the coterie to get to Break as soon as possible. At this point, the player characters have a hard decision to make. They are Camarilla pretending to be Anarchs who are about to assault their fellow Camarilla. If they tip off Sharpe, they blow their cover but save lives. If they maintain their charade, then they'll end up fighting and potentially killing Sharpe and his Camarilla crew. If they try to call Damien, Wainwright, or even Jessica for advice, all will be unavailable. The coterie can approach Break, located in Black Oak, with a Dexterity + Stealth roll (Difficulty 4). Which members of the Vanguard are present is up to the Storyteller, but the group should include Eric Sharpe and the bulk of his henchmen. Unless the Anarchs are warned ahead of time, the Anarchs will surround the building and roll Dexterity + Stealth (Difficulty 2). Each successful SPC gains a free surprise attack. After the first turn, all attacks are taken as normal. If the Anarchs catch the Vanguard off-guard, they fight off the attack as best they can. If bodies start to drop, they perform a tactical retreat to Jane's Trucking Inc. If the Vanguard receives advance warning, then based on the numbers, the results of the battle are determined by whomever the characters choose to fight against. The Aftermath: Ultimately, the fate of the battle depends heavily on the choices of the 14 6 player characters. Following are the six most likely outcomes: Camarilla characters infiltrating the Anarchs maintain their cover and assist the Movement. Evelyn Stephens and the Anarchs, with the assistance of the player characters, destroy the Vanguard. Perhaps a few, such as Eric Sharpe, manage to escape, but the result is the eradication of the Camarilla in Gary. Grateful for the player characters' assistance, Evelyn Stephens offers them a section of Gary to call their own somewhere in Black Oak, the west side, or Brunswick. If the player characters search the bodies of the Vanguard, they find a burner phone to Mr. M. If the player characters fail to search the bodies, Jessica finds the coterie the next night and offers to sell it to them. If the player characters call the burner phone, they reach a ghoul named Geraldine who invites them to a house on Miller Beach. Camarilla characters infiltrating the Anarchs protect the Vanguard from the Movement: Eric Sharp and the Vanguard, with help from the player characters, annihilate the Gary Anarchs. Evelyn Stephens or Alicia may flee the scene, but the bottom line is that this attack guts the Gary Anarchs. They will need years to regroup. Sharpe is surprised by the presence of the player characters, but grateful for their assistance. He'll demand to know who hired them and why, but quickly comes to trust them. In the end, he offers to introduce them to the true Prince of Chicago. Camarilla characters infiltrating the Anarchs fail to protect the Vanguard from the Movement: Although it seems mathematically unlikely, if the Storyteller decides to run every round, it is possible for the Anarchs to prevail despite the warning and the player's assistance. The Anarch Movement all but annihilates the Vanguard. Sharpe gives the order to retreat and manages to escape the fray alongside the player characters. Rusted Jungle Confused by the player characters are, Sharpe demands to know why they helped him. With their cover totally blown, wounded, and on the run, Sharpe takes the coterie to his employer, the mysterious Mr. M, at a private house on Miller Beach. Anarch characters infiltrating the Camarilla maintain their cover and assist the Vanguard: Eric Sharp and the Vanguard, with the aid of the player characters, destroy the Gary Anarchs. Evelyn Stephens or Alicia may manage to flee the battle, but the Camarilla Vanguard will cut most down. With their cover intact having spilled the blood of their allies, Sharpe shows his appreciation by introducing the coterie to Mr. M and the mastermind behind these recent events. Anarch characters infiltrating the Camarilla protect the Anarchs from the Vanguard: If the player characters choose to show their true colors and defend their fellow Anarchs, the Vanguard fails in their attack. Most of the Camarilla will die in the attempt, though a few may manage to extricate themselves from the situation. Caught off guard by the presence of the player characters, Evelyn Stephens is thoroughly thankful for their assistance. She'll inquire on their motives and true purpose in Gary but expresses her trust and gratitude. She may even offer them a section of Gary to call their own somewhere in Black Oak, the west side, or Brunswick. If the player characters search the bodies of the Vanguard, they find a burner phone to Mr. M. If the player characters fail to search the bodies, Jessica finds the coterie the next night and offers to sell it to them. If the player characters call the burner phone, they reach a ghoul named Geraldine who invites them to a house on Miller Beach. Anarch characters infiltrating the Vanguard fail to protect the Vanguard from the Movement: Eric Sharp and the Vanguard, especially if they sit with them. But if the Storyteller decides to run every round, it is possible for the Anarchs to prevail despite the warning and the player's assistance. The Storyteller should make the coterie to the true Prince of Chicago. When the player characters investigated the stolen car, he informed the Gary police department where the coterie was to custody. From there he removes their weapons and potentially delivers them to his employer, Mr. M. Chapter Five: The Battle to the Certain Whether: On their own or escorted by Sharpe, the coterie makes their way to a fortified mansion overlooking Miller Beach. It's surrounded by high walls and with a security system installed on the exterior. From the gate, five tall stone pillars stand, each topped with a statue of a different kind of beast. All the statues are made of stone and are mounted on pedestals. Inside the main entrance is a large hall with a high ceiling and polished wood floors. The walls are lined with tapestries depicting scenes of battles, chivalry, and hunting. The floor is covered in thick carpeting. The walls are decorated with various pieces of art, including a large painting of a hunt in progress. The ceiling is high and features a large, ornate chandelier hanging from the center. The room is filled with the sound of distant voices and laughter. In the center of the room is a large, round table draped in a white cloth. Several chairs are arranged around the table, some with armrests and others without. The room is lit by several large, floor-standing lamps that cast a warm glow over the entire space. The overall atmosphere is one of wealth and power. The Storyteller should make the coterie to the true Prince of Chicago. When the player characters investigated the stolen car, he informed the Gary police department where the coterie was to custody. From there he removes their weapons and potentially delivers them to his employer, Mr. M. Chapter Five: The Battle to the Certain Whether: On their own or escorted by Sharpe, the coterie makes their way to a fortified mansion overlooking Miller Beach. It's surrounded by high walls and with a security system installed on the exterior. From the gate, five tall stone pillars stand, each topped with a statue of a different kind of beast. All the statues are made of stone and are mounted on pedestals. 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previously, Elizabeth increasingly gets the sense that they are also using her. 16 5 • Nerissa (Protector — for now) Nerissa and her acolytes have tried to indoctrinate Elizabeth. She has gone along with their plan on the surface. In truth though, Elizabeth has little time for Nerissa's theories and hopes to get out from under her influence as soon as she has an alternative source of shelter and sustenance. With this in mind, Elizabeth seeks out Nerissa's rivals and enemies. • Sun Che (Potential Ally) Elizabeth met Sun Che at the gathering when she announced herself to Prince LET THE STREETS RUN RED Secondary Attributes: Health 5, Willpower 5 Jackson. The two took to each other immediately and Elizabeth has shared some of her notes with the Tremere. Together they have managed to decipher and practice some of the rituals Elizabeth remembers. Sun is introducing Elizabeth to other Kindred in exchange for continued access to the manuscript notes. Skills: Athletics 1, Drive 2; Etiquette (Academia) 3, Insight 2, Intimidation (Blackmail) 2, Performance 2, Persuasion 3, Streetwise 1; Academics (Archaeology) 4, Awareness 2, Finance 2, Investigation (Ancient Texts) 3, Occult (Ancient Rituals) 2 WHISPERS: Disciplines: Auspex 2, Blood Sorcery 2 • J.W. BLUE • • Third Eye: Some perceptive Kindred claim to have seen a third eye in Elizabeth's aura. Word is traveling around Chicago and will soon reach the Tremere, if Sun Che hasn't told them already. A Mysterious Manuscript: Elizabeth possesses a fragment of the original manuscript of the Book of the Grave War. It is rumored to be an artifact of great power. The Caitiff has been seen hanging out with the Tremere. No doubt they are cultivating her in order to obtain that manuscript. The Scapegoat: The Cult of Isis, whoever they are, is gunning for Elizabeth. Nerissa and her Cultivars making sure that when the Cult come to finish off the Caitiff, they will be ready for them. MASK AND MIEN: • Elizabeth still retains her mortal identity. • She is a slender woman who dresses modestly and efficiently rather than fashionably. On meeting her, people usually assume she's an academic or a librarian. She has dreadlocked hair with hints of red and large, brown eyes. • Elizabeth has a shy, reticent manner. Her passive aggression and learned helplessness appeal to those who like to rescue damsels in distress. Sire: Ducas Embraced: 2017 (Born 1991) Ambition: To establish a place for herself in society Convictions: Don't fight when you can run Touchstone: Ben Gomez, mortal friend and confidante Humanity: 6 Generation: 7th Blood Potency: 3 Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 2, Manipulation 3, Composure 3; Intelligence 4, Wits 3, Resolve 2 Epitaph: Dockworker and Simple Man Quote: "You grossly overestimate the number of fucks I give about your problems. I am just here to make sure you don't screw up." Clan: Caitiff MORTAL DAYS: SALT OF THE EARTH J.W. learned from an early age he would have to work hard for everything. Born in 1965, his mother raised him after his veteran father died by suicide when he was five years old. His mother owned little and struggled to take care of J.W. He was a latchkey kid; after all, his mom worked two jobs to support them while he went to school. He'd just turned 18 when she passed, four months before he graduated. He decided to leave school and join the military shortly after. J.W.'s military service was unremarkable and he left after his contract was up. He faced a lot of problems returning to civilian life and grew uncomfortable whenever he was in polite company. He found a job in the Port of Milwaukee and was able to make some money to get himself back on his feet. He reconnected with Aileen, a woman from his high school. Shortly after their reunion, they got married and bought a small house in West Allis. It wasn't all sweetness and roses for J.W. and Aileen. Their first child took ill and died several days after she was born. Heartbroken, the couple found it difficult to piece their lives back together. J.W. felt disconnected from everything. They fought often, and their screaming matches often ended with J.W. leaving the house for the night. He ran street fighting rings in the shipyards late at night as a quick way to earn extra money and occupy his sleepless nights. In time, Aileen became pregnant again and gave birth to a son. J.W. felt his life was turning around finally, and he tried to work things out with Aileen. Things were still tense between them, but J.W. felt like they might piece their lives together. He started to get some traction on his way up the food chain at work around the same time the company was sold. Dimitri, the new owner, was particular about who he left in charge, so J.W. spent the first few weeks with him, learning what processes he should use for handling the business. 16 6 kindred biographies he heard a soft gasp. Shocked, J.W. turned to see his son watching. It was then he realized the danger his family was in. J.W. made Andrew promise to keep this secret. He left his loving wife, son, and small home, hoping it would protect them. He continues to send as much money as he can to help keep them as comfortable as possible. J.W. made his presence known to the Kindred of the city shortly thereafter, learning Camarilla laws and earning his acknowledgement in the sect. Even while running Dimitri's business, J.W. started making a name for himself in Kindred society. His working knowledge of Milwaukee along with his straightforward demeanor put him in the good graces of Prince Decker, who employed him as an enforcer and messenger, albeit without an official role in the city. J.W. knows his place in the city and keeps his head down unless Decker calls on him. PLOTS AND SCHEMES: Dimitri had him exporting different types of cargo and had expectations for how he wanted the cargo handled. J.W. was under strict instructions not to ask too many questions, so he never bothered to dig deeper into what the company was shipping. J.W. would receive empty cargo containers at the port, and it was his job to leave them unlocked after inspections for the evening. In the morning, J.W. sent out the ships with the manifests he found on his desk without inspecting the cargo. KINDRED NIGHTS: GET YOUR SHIT TOGETHER Dimitri made his own plans for J.W. as he continued to prove his worth. Dimitri was a vampire who traveled to Milwaukee in hopes of expanding his business. He Embraced J.W. because of his ability to follow orders and his discretion while moving cargo. J.W. immediately lashed out at Dimitri for changing him. Right when he was starting to get his life together and start his family, all of it taken from him. He knew he would put his family in danger if he stayed around. J.W.'s anger concerned him so much that Dimitri forced a stronger Blood Bond on him to keep him under control. J.W. tried to maintain his family relationship for a short time, but he was unable to keep his secret for long. At first, he told Aileen and his young son that his working third shift was the reason he was sleeping during the day. One night, his son Andrew followed his father as he walked to work. Andrew watched as J.W. walked with someone down an alley. He snuck to the entrance and heard his father talking with another man. When he turned the corner, he watched his father grab the guy, drink his blood, then set him back on the ground as if he were asleep. J.W. did not realize Andrew was there until • Family Man: J.W. has kept his family secret from other Kindred, afraid they will come to harm. He sends Aileen money so she can keep the house and live comfortably. Andrew reaches out to him on occasion, despite J.W.'s insistence they not contact him for safety reasons. Should any Kindred find out about J.W.'s family, he will do anything to keep them safe. • Once a Hound, Always a Hound: J.W. has become an enforcer to Prince Decker, making sure others in the city follow Decker's rules. While he has no official title within the Camarilla, he is Decker's Hound and enforces his will. Other Kindred do not trust him and think he is nothing more than a lap dog. • My Patch: J.W. sees the docks as his own territory, even if they are not his. He watches over them and makes sure nobody interferes with the routine he established when he took over. He will use his gang of ghouls to make sure everyone sticks to the status quo. • In Her Eyes: J.W. sees his own son in Decker's childe, Honor. Since her disappearance, he's concerned about her well-being and wants to find her safe. He's been hearing rumors about why Honor is missing, and he hopes they are not true. Only time will tell. DOMAIN AND HAVEN: • 16 7 Port of Milwaukee (Resources 3) J.W. spends a lot of time in the Port of Milwaukee where he runs his sire's business. He has built up his herd with the dock workers who trust him. LET THE STREETS RUN RED • Shorewood Duplex (Haven 2) J.W. rents out a small apartment, which he uses for his haven. It is simple, with sparse, secondhand furniture and appliances in case someone stops over. He is only there for the day, sleeping in a bedroom he keeps blacked out. sleeps in the trunk of a car. For a while, car break-ins spiked, and the rumor was that Lupines were trying to find Prince Decker's enforcer while he slept. • THRALLS AND TOOLS: • • Dock Workers (Herd 2) J.W. has known the local dock workers for years and has built up strong relationships with them. Aside from feeding, J.W. also assists them when they need it, making sure to keep the community strong. Zac Rogowski (Retainers 2) J.W.'s lead dock worker, Zac, is also his ghoul. Zac runs the docks during the day and helps J.W. with other odd jobs. Zac works hard most days and is into the hardcore music scene in Milwaukee when he isn't doing side jobs. Zac is not afraid to throw a fist or two for a job, especially since the pay is really good. MASK AND MIEN: • J.W. is taller than average with a heavy build from years of lifting, pulling, carrying, and walking for a living. His skin is dark brown, and his eyes look tired and show of age beyond his years. His greying hair is thinning on top. • J.W. usually wears jeans and a flannel shirt, preferring to be comfortable. When necessary, he will wear a black suit, white shirt, and blue tie, and he looks good in it, but it is obvious he is uncomfortable. • J.W. is a stoic man's man who doesn't have a lot to say. He tends to sit alone unless with his crew from the docks. Those who are not used to J.W. feel uncomfortable around him and he prefers they stay away. He is rough around the edges and does not like having to be in polite company for too long. KINDRED RELATIONSHIPS: • Prince Mark Decker (The Boss) J.W. enjoys working for Mark Decker and has no issue with enforcing the laws Decker has in place. J.W. has seen the good his laws have done for the city and believes Milwaukee needs this structure to thrive. • Dimitri Caravello (Controlling Sire) Dimitri only has one use for J.W.: he is in place to make sure the Caravello company makes money. J.W. hates his sire, but cannot act out against him. The Blood Bond makes sure of it. J.W. is cognizant of his will, character, and personality washing away under the steady, constant pressure of the Blood Bond, and he will never forgive Dimitri for it. • Sire: Dimitri Caravello Embraced: 1997 (Born 1955) Ambition: Gain recognition for hard work Convictions: Always protect the family Touchstones: Andrew Blue, J.W.'s son Humanity: 5 Honor Mercer (Sympathy) J.W. sees his son in Honor, a bright and intelligent individual who often finds herself into trouble. J.W.'s worried about the rumors he's heard about Honor and why she left Milwaukee. He believes her reasons for fleeing Milwaukee and hopes everything ends well for her. He strongly disagrees with Decker's opinions about her disappearance and wants to help protect her if possible. Generation: 12th Blood Potency: 1 Attributes: Strength 4, Dexterity 2, Stamina 3; Charisma 2, Manipulation 3, Composure 3; Intelligence 1, Wits 2, Resolve 2 Secondary Attributes: Health 6, Willpower 5 Skills: Athletics 2, Brawl 3, Drive 1, Firearms 3, Larceny 3, Melee 2, Stealth 1, Survival 2; Intimidation (Physical Coercion) 3, Leadership 1, Streetwise (Urban Survival) 4; Awareness 1, Investigation 3, Technology 2 WHISPERS: • • Human Trafficker: Milwaukee is a hub for human trafficking, and its possible J.W. is embroiled in these activities. Dimitri's company could be a cover operation, and Dimitri did just start using Milwaukee as a base of operations. Has J.W. been supporting traffickers all along? Hitman: J.W. built up a reputation of being a Hound to Prince Decker and continues to prove he is not above doing dirty work. Stay away from him, or you risk drawing too much attention from Prince Decker. Disciplines: Dominate 1, Fortitude 2, Potence 3 Car Sleeper: Few have been able to track down J.W.'s actual haven, and there are rumors he actually 16 8 kindred biographies "I don't know much about my clan's culture, but I do know my Blood aches for freedom from this hell." — Honor Mercer, bemoaning her fate as a childe of Mark Decker Chicago's Gangrel population significantly reduced in number when the Wolf Pack — a coterie of Animals acting as Hounds for the Prince — departed for reasons unknown. Now, the biker gang is making its return. Where they'll fall in allegiance is a source of debate among the city's vampires. ANTON NETTUM Epitaph: Negotiator and Information Gatherer Quote: "Look, there is no reason we have to fight." Clan: Gangrel MORTAL DAYS: WIDE OPEN SPACES Anton grew up in a nomadic family who traveled widely throughout the States during the late '50s and early '60s. Anton learned about surviving in nature from those in his parents' community and saw parts of the country few had gotten to see at a tender age. His schooling consisted of him learning the classics from the viewpoint of nature and relating them to the natural world. He kept a journal of his travels and started documenting his journey by describing and sketching everything he saw. By the time he was in his early 20s, he had built up a decent collection of writings. He used those to secure himself a job as a traveling journalist, documenting many of the nation's important events, including riots, worker strikes, protests, and marches. He left his family to continue to travel around the country on his own. He eventually was able to purchase a camera, which he taught himself to use while creating photo documentaries. Anton continued to face challenges while traveling. From his old van breaking down to late night thefts, Anton faced each problem as it came. He eventually purchased a pistol for protection and learned to repair his van. The wilderness presented its own challenges, as Anton frequently encountered wild animals. Anton was thrilled by these 16 9 encounters, and learned through reading and experience how to behave so he wouldn't provoke an attack. One night, Anton was in the woods of northern Wisconsin, a place he'd grown fond of over the years. He built a campfire to heat his food and to keep the wildlife from getting too close to his van. As night settled in, two wolf packs in the area started howling. Anton, never bothered by this, listened to the sounds of the wolves while watching the shadows dance around the perimeter of his camp. Feeling more at home than he ever felt in the city, Anton fell asleep. In the dead of night, Anton woke to a thud and a crunch as a tree branch landed on the hood of his van. Blinking the sleep out of his eyes, he caught sight of an unfamiliar, hazy glow nearby. Coming to full wakefulness, he realized with horror that the woods around him were LET THE STREETS RUN RED on fire and he would be caught in the inferno if he didn't move quickly. Terrified, he ran to his van and started it up. Before Anton could even shift the vehicle from park into reverse, he heard a growl from the back. Prince, or possibly open the door for an incursion from the Indianapolis Ministry. PLOTS AND SCHEMES: KINDRED NIGHTS: ETERNAL HIPPIE The figure behind him had glowing eyes and snarled like a beast despite standing on two legs. This feral man told Anton he would either become a vampire and live eternally or die in flames. The smoke was already starting to choke him, so in a fit of coughing, he agreed to be turned into a vampire. Anton still regrets his choice. The man descended upon him and bit into his neck. Then, everything went black. Anton never saw his sire again. He was left to figure out on his own exactly what happened to him and what it meant to be a vampire. Anton decided it was best for him to start by connecting with other Kindred, so he made his way to Milwaukee, a city he had traveled through but never really stopped in. The number of parks within the city helped him feel a bit more at ease. Through interaction with other Kindred, Anton deduced he was a member of Clan Gangrel, so he entered their tutelage and joined the Camarilla. Anton continued to travel between cities, though doing so as a vampire proved increasingly difficult with hunters and Lupines always a risk. He built up a network of Kindred who were willing to share local political and esoteric information, such as who local rulers were, what rules to obey, and where to watch out for werewolves. In a sense, he and his allies became scouts around the Midwest domains. Anton worked with Kindred from the Anarchs as well as the Camarilla and built trust between both sects in multiple cities. He became known as a mediator between Kindred and eventually served as Herald in Milwaukee for some time. When so many

watch out for werewolves. In a sense, he and his allies became scouts around the Midwest domains. Anton worked with Kindred from the Anarchs as well as the Camarilla and built trust between both sects in multiple cities. He became known as a mediator between Kindred and eventually served as Herald in Milwaukee for some time. When so many members of Clan Gangrel proclaimed their departure from the Camarilla, he stayed, making the argument he would be able to help ease tensions between the Anarchs and the Camarilla. When the Primogen Council in Milwaukee was dissolved, he was left with no support to perform his job and decided it was best to travel, making sure to keep communication open between the sects. He went to Indianapolis for a short time, observing as the Ministry absorbed the previous weak rulership and installed their theocracy. He kept careful notes on what he saw, prepared to sell this information to anyone who could pay. When he returned to Milwaukee and got word of Decker's new laws, Anton found he was uncomfortable following the Prince's new rulings. He set up a group of other Kindred, including Honor Mercer, who could take the city and keep it safe. This group has been meeting in secret in Milwaukee and gathering what influences and power they can to try to remove Decker from his seat as • Let it Roam Free: Anton seems like a reasonable vampire for one who spends most of his time in the wild. He spent decades trying to tame his Beast, but the results were never what he hoped for. The more he fought against it, the harder it would lash out. He learned to temper it by allowing it to have some freedom. He travels to remote forests and national parks to hunt and let his Beast have some freedom before returning to the confines of the city. • A Murder of Harpies: Anton is slowly starting to build up a Council of Heralds — often known as Harpies — where he can start discussions about Camarilla hypocrisies and discuss them with some clout while protecting the Harpies involved. The group is currently secret, but there has been a lot of movement within this council lately. • Traveler's Journal: Anton has been documenting the history and interactions of those vampires in the cities he visits. He keeps hand-written journals and sketches of everyone and hides them in the forests where he travels. He makes sure to keep himself well hidden, often heading to the woods to record his discussions. DOMAIN AND HAVEN: • McCarty Park (Haven 2) This is the best park in the area for Anton, and one of his favorite places to spend time. A large pond in the center, walking paths, wooded forests, and a drainage ditch give him all the cover he needs from an outdoor haven. Anton usually digs a hole and covers himself in soil an hour before the dawn, as he hasn't learned how to meld with the earth. THRALLS AND TOOLS: • Harpy Council (Anton's Coterie) Anton built a network of Harpies he can call upon for information or advice as needed. He provides them information, fostering a trading system Heralds can use to gather boons for themselves. He holds a good deal of sway with each of these Harpies and is waiting for the right time to swing his political hammer. KINDRED RELATIONSHIPS: • 17 0 Honor Mercer (Protective) Anton feels protective of Honor. He does not want to see anyone else hurt by Prince Decker's actions. Since her disappearance, Anton has been on the lookout for information on where she went in hopes that he can help. kindred biographies • • Attributes: Strength 3, Dexterity 4, Stamina 4; Charisma 3, Manipulation 4, Composure 2; Intelligence 3, Wits 2, Resolve 2 Anita Wainwright (Cohort) Anton and Anita Wainwright have known each other for several years. While part of different sects, Anton has always treated Anita with respect, and the two of them work together to try to defuse some of the tension between the Camarilla and Anarchs in Chicago. Secondary Attributes: Health 7, Willpower 4 Skills: Athletics 2, Brawl 3, Melee 1, Stealth 4, Survival (Wilderness) 5; Insight 2, Intimidation 2, Streetwise (Gossip) 3, Subterfuge 2; Awareness 3, Investigation 2, Medicine 2, Politics (Camarilla) 2 Marion Davies (Informant) Anton met Marion during one of his trips to Indianapolis and has brought her into his Council of Heralds coterie, even though she does not hold the position of Herald formally. She trades information with him, and he passes her all the gossip he finds during his travels. Disciplines: Obfuscate 3, Fortitude 2 MARIANGEL HUERTA WHISPERS: Epitaph: Biker and adherent of the One True Way • Questionable Lineage: Anton never who turned him into a vampire, so it is possible he is a Caitiff and is hiding within the Gangrel. Sounds like something a Caitiff would do. Quote: "I don't give a damn about your congress or your senate, your Anarchs or your Camarilla. The only way off the wheel is to be the apex predator. I just wish I could get the hell out of Willerton." • Long Trips: Anton takes a lot of long trips and often isn't seen for weeks at a time. Some vampires believe he is an Anarch and spends that time reporting back to his masters. • Clan: Gangrel MORTAL DAYS: GIRL ON A MOTORCYCLE Mariangel grew up in Broad Ripple, Indianapolis, the middle child of five siblings. Her family spoke Spanish at home and English at work. Her father made good money in construction, and her mother started out as a maid and ended up on reception in a smart hotel. At home, something wonderful was always cooking, and their little house was packed with aunts, uncles, cousins, grandparents; a large extended family full of warmth and love. The family stuck together. Fabrizio, Mariangel's next oldest brother, ran with a street gang for a while, but aunt Valentina, who was a cop, gave him a heart-to-heart talk and helped him walk away. She found him work in a motorcycle shop. That's where Mariangel first got a taste for bikes. She hung out there whenever she could and, when the owner realized she was serious about learning the ropes, he offered her work as well. Just cleaning and running out for coffee and snacks at first, but soon she started helping on the cash desk and ordering parts. She took on another job after school to help save and, with a small contribution from the family, Mariangel bought her first motorcycle on her sixteenth birthday. She learned to ride, maintain, and fix it and passed her tests so she could ride it legally. Her family insisted on it. Every chance she got, she would ride out into the country, sometimes with a group but more often on her own. She was riding with some friends near Yellowwood State Forest when something happened that would change the rest of her life. Gossip Queen: He is always in the business for gossip, but you do have to pay him for it. His information is solid. Just be careful what secrets you try to slip past him. He can hear whispers for miles. MASK AND MIEN: • Anton is a handsome Latino with brown hair and a mustache. He is a tall man with lean musculature. He gives off a calm demeanor when speaking and generally has a smile on his face. He is welcoming to everyone, even when he doesn't trust them. • Anton usually dresses in jeans and a t-shirt with sleeves or a jacket. He wears clothing he's unafraid of getting dirty. He sometimes wears a cabby hat, scarf, and gloves. He keeps most of his belongings in an old green hiker's backpack he always keeps close. Sire: Unknown Embraced: 1997 (Born 1951) Ambition: To help the Anarchs and Camarilla find a truce Convictions: To overindulge is the greatest sin Touchstones: Holly Nightchild — one of the children he grew up with in his caravan Humanity: 8 KINDRED NIGHTS: FINDING THE WAY It was a wild party at the campground. Beer and bourbon flowed freely along with the occasional puff of weed. The music was heavy and loud. Mariangel enjoyed Generation: 13th Blood Potency: 1 17 1 LET THE STREETS RUN RED PLOTS AND SCHEMES: every moment. Not long after midnight, she took a walk to get a breath of air and check on her ride when someone grabbed her from behind. Mariangel kicked and bit and punched, but her assailant seemed not to notice as they dragged her off, away from the light. When she came to, there was a lot of blood around her and she felt a terrible hunger. She made her way back to the campground where she found a group of bikers sleeping. They were enough to assuage her thirst. For those first few nights, she found motels with black out curtains, abandoned trailers, and any number of places to serve as a haven until she learned the trick of sinking into the earth before dawn. By night she rode, going wherever fancy took her, feeding on people she met on the way. Part of her wanted to return to Indianapolis, and another wanted to stay as far away as possible. She spent years that way, learning to survive and how to negotiate hospitality in cities with a Kindred presence. In Avon she picked up a pamphlet called The One True Way, written by someone calling himself the Master of Ravens. From that, she learned how to be a proper vampire. At length, she found herself in Willerton. It was a place she knew. The Last Chance Saloon has a reputation with bikers, and she had partied there more than once. She thought she would drop in, maybe chat with some old acquaintance then move on but... Some nights she gets on her bike, intending to move on, only to find a night of travel brings her back to Willerton. It seems she just can't leave. It suits her well enough. For the first time since her Embrace, she has fallen in with a group of vampires, the Nomads, a biker gang nominally led by Robert Warrington. • The One True Way: Mariangel's philosophy comes from the booklet she picked up in Avon. It is all about something called Golconda, which is the one true way for Kindred to remove the curse of their existence by becoming apex predators. The book provides instructions on how to do that, but it's hard work. • Get Out of Willerton: Although Mariangel is happy to pursue her journey in Willerton, her inability to leave is a constant source of annoyance. It would be nice to go somewhere else for a change, and it aggravates her to keep getting lost because she always had a good sense of direction. She has heard other Kindred talk about something called the Goblin Roads, but her booklet doesn't mention them and, up to now, she hasn't had time or inclination to research them. • Keep Out of Kindred Politics: Mariangel has heard about the Camarilla and various Anarch authorities of one kind and another from the Nomads. She doesn't like the sound of any of it. She likes her independence. DOMAIN AND HAVEN: • Last Chance Saloon (Haven 2, Herd 2) The Last Chance Saloon is Nomad-exclusive feeding territory. This well-known biker bar gets a slow but steady traffic of bikers and travelers. The Nomads are the only regulars. • The Cornfields (Chasse 2, Lien 1, Portillion 0) Mariangel hunts the cornfields outside Willerton and regards them as her personal feeding territory. Not many people go there at night, but they are sufficient for Mariangel's needs. The method outlined in the One True Way demands she try not to kill her vessels, so she is careful to leave them alive. Of late, though, an increasing number of her victims have disappeared. Mariangel worries about this. Could she have started, however inadvertently, to kill? Or is some other force responsible? THRALLS AND TOOLS: 17 2 • The Nomads (Mariangel's Coterie and Gang, Allies 3) Mariangel is part of this biker gang. It doesn't mean much to her, but she understands that in a place like Willerton, unity is strength. • The Gomez Family (Allies 2, potential Contacts) Mariangel's extended mortal family would support kindred biographies her, if they knew where she was. She has not attempted to contact them, but Fabrizio has heard through biker friends that Mariangel, or at least someone who looks and sounds a lot like her, hangs out in the Last Chance Saloon. embroidered the words Apex Predator on the back of her colors along with an eagle and a wolf. • Rather than attempting to look alive, Mariangel tries to avoid situations where passing for mortal is necessary. On those occasions where it is, Robert has dealt with the issue and gotten her out of potentially fatal trouble. • Mariangel moves decisively. She comes across as aggressive, and her initial approach to strangers is forceful until she has decided whether she can trust them. She rarely trusts anyone farther than she can throw them. KINDRED RELATIONSHIPS: • • • • Robert Warrington (Tolerance) Robert is the theoretical leader of the Nomads. Mariangel respects him, but she doesn't like him much. He's not a real biker in her estimation (he can't fix his own ride) and he spends too much time indoors on the internet rather than riding with the wind in his face. Nazeera (Distaste) seems to be married to the idea of authoritarianism. However, Nazeera has a lot of books, and Mariangel thinks they might be able to help her interpret the One True Way. Mariangel also thinks Nazeera might be able to help with the Goblin Roads or whatever it is that makes it difficult for her to ride out of Willerton. Sire: Anthius "Dread" Starchild (Incomprehension) Mariangel doesn't understand Starchild at all. She thinks this ghoul is some kind of hippie who lost his way back in the '60s. Probably too much bad acid. Generation: 10th Embraced: 1999 (Born 1971) Ambition: Learn more of the One True Way Convictions: Always behave as an apex predator Touchstones: Fabrizio Huerta, her brother Humanity: 5 Blood Potency: 1 Attributes: Strength 3, Dexterity 3, Stamina 4; Charisma 2, Manipulation 2, Composure 2; Intelligence 3, Wits 4, Resolve 4 The Wolf Pack (Hero Worship) Mariangel has heard about the Wolf Pack and would like to join them. They sound like real predators! She hopes they will come through Willerton one night, though this seems less and less likely to happen as time goes on. Secondary Attributes: Health 7, Willpower 6 Skills: Athletics 3, Brawl 3, Drive (Motorcycles) 3, Firearms (Shotgun) 3, Stealth 2, Survival 3; Etiquette (Biker) 3, Intimidation 2, Leadership 1, Persuasion 2, Streetwise 2; Academics 1, Awareness 4, Finance 1, Occult 2, Technology (Motorcycles) 4 WHISPERS: • • Inconnu: Mariangel is a tool of the Inconnu. This is clear from the way she carries around her stupid pamphlet and refuses to join any Kindred sect. Disciplines: Fortitude 1, Protean 5 HONOR MERCER Childe of Xaviar: Mariangel lies when she says she doesn't know the identity of her sire. Her sire is the famed Gangrel Xaviar, and she has been around a lot longer than she lets on. Epitaph: The Prince of Milwaukee's rebellious childe Quote: "My sire is a tyrant, but his time is limited." Clan: Gangrel MASK AND MIEN: • Mariangel does not want to wear a mask. She wants to be an apex predator. She wants to look like a predator, like a feral creature who eats people. She doesn't want to look human, so she very rarely makes the effort. • If you look at her sideways, especially on those rare nights when she has combed her hair and put make up on her face, she looks like a biker chick with long wild hair, dressed in denim and leather. She's MORTAL DAYS: MAJORING IN ENVIRONMENTAL AND GENDER STUDIES Honor has vague memories of her father. He was one of Decker's herd, the herd he killed in a panic when Lupines ambushed him. Decker kept an eye on the fatherless family ever since, ensuring they would never want for anything. Honor's mother worked, so Honor grew up well socialized through attending after-school activities. Mrs. Mercer employed a succession of women to help around the home but, due to her perfectionism, none of 17 3 LET THE STREETS RUN RED of sympathy or guilt, he allowed her to keep tabs on their well-being. She watched them struggle to come to terms with her disappearance, unable to comfort them for their loss. It was particularly hard on Margie, as the sisters had always been close. Decker kept her for five years, fulfilling the Tradition of the Accounting, in order to make sure she would be a credit to him and to the Camarilla. Even before her release, she was able to observe how he ruled his domain with an iron fist. Once free from her sire's leash, she was able to discuss politics with other Kindred and concluded that everything her sire stood for was wrong. She saw Decker as a betrayer of his clan, the oppressor of Kindred he perceived as weaker than himself. She understood he believed he was acting in the best interests of Milwaukee due to his exaggerated fear of a new Lupine invasion and the Second Inquisition, but she was certain he was wrong. For a while, Honor hung out with Tessa, a Tremere fledgling. Tessa introduced Honor to the clubbing lifestyle many Kindred consider de rigueur. Honor never really took to this, preferring the great outdoors. She swore off clubbing altogether when one of the

year of a new Lupine invasion and the Second Inquisition, but she was certain he was wrong. For a while, Honor hung out with Tessa, a Tremere hedgehog. Tessa introduced Honor to the crushing lifestyle many Kindred consider de rigueur. Honor never really took to this, preferring the great outdoors. She swore off crabbing altogether when one of the clientele took a video of her on his cell phone as she was feeding from a half-naked girl in the washroom. Her political opposition to her sire combined with the utter terror of what he might do if he found out she had been caught feeding on camera forced Honor to abscond to Indiana. They stayed long enough to make an impression on her children. Honor grew up relying on her elder siblings, Tom and Margie, for companionship and support. They loved to go walking and became familiar with the trails through Bong State Recreation Area and Havenwoods State Forest. When Tom left home to attend Yale, Margie and Honor continued their hiking without him. Honor was aiming for a career in conservation. She worked as a volunteer for the Ice Age Trail Alliance and hoped to pick up an internship as part of her major in Environmental Studies at Grinnell College. None of this came to fruition. Decker wanted a childe who would be a paragon of the Camarilla. He sought a childe to be a counterpoint to Julia Calvin who, as one of the Anubi, he had Embraced for a different purpose. PLOTS AND SCHEMES: KINDRED NIGHTS: FROM FREE SPIRIT TO DECKER'S DAUGHTER Honor's sire chose her, but she didn't choose him. She resented him, and the fact that she was no longer able to take long walks in the sunshine. Having grown up without a father or anyone to fill the role, she found it difficult to adapt to Decker's tutelage, though she did her best, applying what she knew from her girlfriends and what she had learned in women's studies classes to her new attempt at a father-daughter relationship. She tried to think of it as putting theory into practice, but she still hated him. For the first year, Decker permitted Honor to have no contact with her mother or siblings, but perhaps out • The Praxis of Milwaukee: Honor wants to unseat Decker and deliver the city to the Anarchs. Maybe she will end up as Baron, maybe not. It doesn't matter. She doesn't care much for authority figures however, following her experience with Decker. • Ditch My Sire: Honor is not ready to return to Milwaukee and she's determined not to fall back under her sire's influence. She is wary of anyone she suspects might be in league with him or reporting back to him. This means recruitment to her cause is going more slowly than she would like. • Learn the Anarchs' Ways: Honor is keen to learn about the Anarch Movement, and specifically the Ministry. Her sire kept her ignorant of this, except to insist the Anarchs were a danger to all Kindred. Now she is applying herself to studying their theory and methodology. DOMAIN AND HAVEN: • 17 4 Mutual Bank Building (Haven 3) Honor has abandoned this haven, and believes few Kindred would find the idea of a haven built over a lake appealing. kindred biographies Honor used to sleep in the sub-basement because it was easy to take care of the lake from there. She managed to maintain it as if it were a vast aquarium. The fish she tamed come looking for her sometimes, still hoping their mistress will return to feed them. faith in old religion with the temptations of her voice and her body. She's found a way to unite her Beast and her religion somehow, and this interests Honor. Sometimes though, she finds Keisha's behavior too controlling. Now that Honor is on the move, she has no domain or haven. She is dependent on the hospitality of Anarchs and capable of sleeping in the earth when need be. She travels on night buses or hitches when she moves from place to place. WHISPERS: • Not Really Missing: Julia Calvin finished Honor off in a fit of sibling rivalry. Decker is covering up for his older childe now, but truth will come out. It's hard to believe the Prince gave Julia right of destruction after everyone saw him doting on his most recent childe. • Gone to Join the Anarchs: Fed up with Decker's oppression, Honor ran off to join the Anarchs. Many who benefit from Decker's rule consider it to be good riddance, but some worry she is making mischief without a reliable Kindred to hold her in check. • Destroyed by Lupines: Everyone knows how much Honor likes walking the country trails. And everyone suspects those trails are Lupine territory. Does anyone seriously expect Decker or the Anubi to admit that Lupines destroyed his childe? • In Hiding: Honor fucked up really badly. No one is sure what she did, but Decker is intolerant of the smallest indiscretions. She should never have started hanging out at the Cage; it's not the right sort of place for a nice girl like Honor. THRALLS AND TOOLS: • • Margie and Tom Mercer (Allies 2, Touchstones) Since her Embrace, Honor hasn't been in contact with her sister Margie or her brother Tom. In fact, the two grew so concerned about her disappearance that they reported her as missing, leading at first to the police searching for her and now the FBI. It was due to Margie and Tom's report that word reached Dawn Nakada of Honor's status as Decker's childe. Trail Staff (Contacts 3) Honor knows people who work around the city parks and national parks. Unknown to her, some of them are related to Lupines. Jeremiah Dobson taught her all she knows about forestry and how to keep trails intact without damaging the environment. He was Honor's mentor when she was volunteering to keep the walking trails open. She's been to see him once or twice, when he's been camping out on the trail. He doesn't know about the change in her circumstances. MASK AND MIEN: KINDRED RELATIONSHIPS: • Honor knows she won't be able to use her mortal ID forever and worries about the consequences of coming up on some database as a missing person. She tries to fly beneath the mortal radar by not doing anything that involves showing an official ID while she works on getting herself a false identity. Decker offered her one himself, but she declined, not wishing to be indebted to her sire. • Honor is of medium height with even features, blue eyes, and long brown hair she usually wears tied loosely back. She still has an outdoorsy look about her, preferring to dress in hiking gear. • Prince Mark Decker (Hatred) Honor sees Decker as everything wrong with straight white men. He orders people around; he expects automatic deference and obedience; he demands that Honor must be submissive to his whims. She intends to lead a revolt against him as soon as she can get one organized. • Tessa Greene (Confidante) Tessa is a Tremere who used to hang out and go clubbing with Honor in Milwaukee. Honor doesn't entirely trust Tessa, but she confided in her when she was lonely from time to time. • Elizabeth Forster (Kinship) Honor has heard about how Forster is being hunted by a group she never intended to cross and relates strongly to the struggling fledgling. If she could find a way to reach her, she thinks they could forge a close bond. Embraced: 2015 (Born 1996) Keisha Phelps (Curiosity) Honor finds Keisha strange, the way she manages to combine her deep Touchstones: Margie and Tom Mercer, siblings • Sire: Mark Decker Ambition: Get out from under her sire's thumb Convictions: We must protect the environment; Family is vital. Humanity: 7 17 5 LET THE STREETS RUN RED Generation: 10th Blood Potency: 2 Attributes: Strength 2, Dexterity 3, Stamina 3; Charisma 2, Manipulation 1, Composure 2; Intelligence 3, Wits 4, Resolve 3 Secondary Attributes: Health 6, Willpower 5 Skills: Athletics (Marathon) 4, Brawl 2, Drive 2, Stealth 3, Survival (Hiking) 5; Animal Ken (Fish) 3, Insight 2, Leadership 3, Persuasion 3; Academics (Environmental Studies) 4, Awareness 4, Finance (State Funding) 2, Investigation (Poaching) 2, Medicine 2, Science (Ecology) 3 Disciplines: Animalism 2, Fortitude 1, Protean 3 MARK DECKER Epitaph: The Tyrant Prince of Milwaukee Quote: "You clearly didn't learn the laws of this domain when you arrived. Well friend, ignorance ain't no excuse." KINDRED NIGHTS: HARDENING SPIRIT Decker never found heaven. His sire, a Gangrel named Lucian who intended only to take small mouthfuls of blood from the battle's wounded, drank too much from the dying Mark Decker and in guilt, Embraced the young soldier. His wounds partially healed through the process, only the tattered scars remaining to viscerally remind him of the battle where he was supposed to meet his maker. Lucian set Decker up in Alabama with a plantation and a herd from which to feed, populated entirely by slaves. His sire left the young Gangrel to his eternity of indulgence, but Mark was restless and unhappy. His family never owned slaves and he saw no humanity in stocking a pen full of unwilling vessels. Yet, he was no saint. Decker's was no story of emancipation. He profited from the slaves, even though he never fed from them, and while their lives may have been slightly more agreeable than those in some other plantations, they were not freed until the law decreed it so. It was in Alabama that Decker first encountered the Lupines. At first he thought road agents and slavers were raiding the fringes of his land, attempting to kidnap the people living there. He discovered the existence of werewolves much more quickly than he managed to integrate himself into broader Kindred society, learning terms like Silent Strider, Uktene, and Black Spiral, and realizing how much these creatures loathed his kind. He trained his slaves to fight the beasts, but come the close of the 19th century, he had fled the South and settled in the city that would become Milwaukee. He never forgot what he learned though, and soon proved his worth to the then-Prince of the city when Lupines kept badgering at Clan: Gangrel MORTAL DAYS: THE FIELD OF BLOOD Decker's youngest days were spent on the frontier with his parents and brothers, forging a life on a stolen land that felt like home to him. He was hopeful and honorable, at least so far as pioneers went, respecting the freeholds of other settlers and learning his letters so as to educate himself in this new world. His father was a fierce American patriot before such a thing was popular, and it was at his urging that Mark took up the musket and led his local militia against natives who objected to his family's arrival on their land. Eventually, his gun pointed toward the British, from whom the colonies sought liberation. Though many of his fellows from the South resisted the revolution, or came to it later than their northern neighbors, Decker fought bravely and with purpose. It all seemed so simple and almost fun until a British musket shot caught him in the groin, and then the chest, and a blade cut savagely across his face. Bleeding heavily, his right cheek flapping open, Mark screamed out for his mother, who did not reply. He begged God for his father's strength, but found it pooling in the mud around him as his cries were drowned out by the agonies of other young fighting men. He fell on the field during the Battle of Brandywine Creek, in Pennsylvania. This place, far from his family, was where he expected to die. The soldier closed his eyes as the cacophony raged around him, hoping the next time they opened he would be in heaven. 17 6 kindred biographies PLOTS AND SCHEMES: his borders, attempting to extend their reach into vampire territory. He drank werewolf blood for the first time, feeling the immense pulse of strength that came with it, and came to understand that one of the only ways to beat these monsters was to devour them and steal their power. For decades, Mark and his coterie — a group of werewolf-hunting vampires known as the Anubi — kept Milwaukee's borders safe. He developed a reputation as a warlord and stalwart Camarilla supporter, when in fact, Decker wanted little to do with the politics. He just wanted a sanctuary for Kindred, perhaps out of misplaced nostalgia for his search to establish a secure homestead in which his human family. It was most important to him that the Gangrel have a place of their own, but some of Clans Brujah, Malkavian, and Ventre might reside in sanctuary with them, too. At the close of the 20th century, Prince Merik of Milwaukee is said to have immolated himself in a suicidal frenzy. Though there was a small competition for leadership, Decker was unwillingly positioned in the role of Prince. For the sake of the domain's safety, he accepted. Finally, the Anubi would receive the official support they needed. For a short time, Milwaukee was the domain Decker wanted. But as Decker has found time and time again, peace never lasts. The Gangrel and Brujah left the Camarilla, but he held firm, seeing no safety in Anarch lies. From the north, the Sabbat launched siege after siege upon his city, making every night a fight for survival. The Second Inquisition rose up, threatening vampires during the daytime as they lay at their most vulnerable. The Lupines never, ever stopped their incursions. When many of the Anubi fled to the Anarch Movement, Decker finally implemented Decker's Law, better known by his opponents as the Orwellian regime. Mark Decker's rules have been harsh, uncompromising, and set many Kindred on paths away from Milwaukee. They have purged all known Anarchs from the domain, and ensured a permanent militia remains on hand for dealing with the Lupines. Most importantly, the Second Inquisition have — according to Decker — never made a successful foray into his city. Decker controls his entire domain and the unlife of every vampire within it. Prince Decker takes no pride in his police state, which he enforces via the Anubi, his animal eyes and ears, a constant chain of informants rewarded with trivial boons for intelligence, and each of his lieutenants' connections to the mortal police force. He doesn't evangelize or roll his eyes at more relaxed domains. All he knows is that if you give your enemies an inch, they will take a foot. He has been fighting in wars his entire existence, and as far as he's concerned, you only stop fighting when you're well and truly dead. • Tighten the Noose: Decker's rules are severe enough for the Milwaukee Kindred, but he plans on making them even more so. The Prince isn't interested in hangers-on and vampires unprepared to pull their weight in defence of their domain. Anyone in breach of his laws will suffer extreme penalties, starting with a branding, advancing to the complete removal of territory, and finally (for those who will not learn they can't bend Decker's Law) with final death. • Cut All Ties: Decker sees no requirement for travel between domains. As far as he's concerned, a vampire's kingdom is an island in the dark. Interlopers are threats. He's not paranoid, just pragmatic when it comes to connections with other cities. As a result, he wants to find a coterie of trustworthy Kindred who can monitor the airports, train stations, docks, and roads for any overt signs of vampire comings and goings. He accepts he won't catch all of them, but any who attempt to arrive without prior notice can expect to be returned in their coffin or destroyed before they wake. Decker would be content if Milwaukee became totally isolated from other Kindred. • Recover My Childe: Prince Decker's desire for isolation conflicts with his devotion — some might say obsession — with his childe, Honor Mercer. Honor disappeared in recent nights, and Decker is personally handling the recruitment of a coterie to find his errant childe. He wants her recovered in one piece. He's not decided yet whether to forgive her or use her as an example to other Kindred of what happens when someone puts the domain at risk through selfish action. DOMAIN AND HAVEN: 17 7 • Milwaukee (Herd 5, Influence 5, Resources 5) Decker sees the city of Milwaukee as his domain and feeding grounds, and while he has easy access to any vessel he desires, he still prefers the thrill of the hunt. He has invested heavily in the Milwaukee breweries and banks across many decades. Though he's never ostentatious, there's nothing in Milwaukee Decker can't afford. • Miller Park Baseball Stadium (Haven 4) Decker gave up sleeping in the wild a few decades ago, preferring now to sleep in one of the luxury rooms of the Miller Park Baseball Stadium. Baseball is one of the few mortal activities that still brings him joy, and he can be found every weekend watching late games or recorded footage of the highlights from the day before. To be invited into a VIP box with Prince Decker is seen in Milwaukee as a high honor. LET THE STREETS RUN RED THRALLS AND TOOLS: • • the Lupines, succumbs to the Beckoning (which he believes he's staved off by drinking werewolf blood), or otherwise disappears. He doesn't give a damn that J.W. is Caitiff. As far as Decker's concerned, he's the most honest Kindred in Milwaukee. The Anubi (Mark Decker's Coterie) The Prince's coterie is small these nights, with many members having died or moved on to other domains. He keeps Akawa, Thomas, and Julia close to act as his personal bodyguard when they are not on assignments against the Lupines. • Milwaukee Police Department (Allies 4, Contacts 3, Influence 3) Though not much of a manipulator, Mark Decker frequently whispers into the police commissioner's ear and pushes the cops around the city as much as he feels safe doing. Decker prevents any vampire other than

bodyguard when they are not on assignments against the Lupines. • Milwaukee Police Department (Alleges 4, Contacts 3, Influence 3) Though not much of a manipulator, Mark Decker frequently whispers into the police commissioner's ear and pushes the cops around the city as much as he feels safe doing. Decker prevents any vampire other than himself from influencing the Milwaukee police, feeling their control is instrumental to maintaining the domain's safety. WHISPERS: • Not Long for Torpor: Decker is old and has fought his share of wars. Soon, he will sleep for a long time, and before he does, he'll appoint a successor. • The Beast Calls: The reason Decker imposes such stringent rules is because the slightest provocation stirs his Beast in these nights. • Secret Anarch: Decker's eroding faith in the Camarilla in Milwaukee on behalf of his clan. Why else would a Gangrel be such a dick? • The Purges: The Prince hasn't made a secret of his hatred of Anarchs. Anyone self-identifying as an Anarch or implicated as one can expect a public execution. KINDRED RELATIONSHIPS: • • • The Former Primogen (Caution) Few of the old Milwaukee Primogen remain in Milwaukee. Many died or disappeared, and those who remained were stripped of their positions a handful of years back. In these nights, there are no Primogen in Milwaukee. Any who cling to the idea of an advisory council or clan-by-clan representation are in the wrong domain. Prince Kevin Jackson (Boredom) Prince Jackson has made many overtures to Decker in the past decade, but the Prince of Milwaukee has returned few messages. The politicking of the new Camarilla Prince bores him, and Decker feels confident that with the waves Jackson's creating in Chicago, it won't be long before the Inquisition visits the Windy City in the same way it did London and Montreal. The Indianapolis Ministry (Confusion) Decker genuinely doesn't understand the Indianapolis political setup. The city is an island, perfectly cut off from other domains, and yet the Anarchs claiming to control the domain let all and sundry meet there, stay there, and pass through. He wants none of it and has severe misgivings regarding the religious doctrine the Indianapolis domain appears to spout. MASK AND MIEN: Honor Mercer (Obsession) and Julia Calvin (Trust) Decker's two children fulfill different needs for the Gangrel. Julia is the older of the two, blood bound to her sire, and a proficient soldier. He permanently keeps her close. Honor though, represents a connection to humanity he feels he lost, or may have never possessed. He tried to raise her right, but found that she only betrayed him without the enforcement of the Blood Bond. She has now escaped him, and he desperately wants her returned. J.W. Blue (Unknowing Lieutenant) J.W. doesn't know this, but Decker is attempting to instill in him the same mentality and dedication to security he possesses. Decker is grooming J.W. to be his second-in-command, to take over if Decker ever falls to 17 8 • Mark Decker goes by Carson Vogel (Mask 2) in his mortal dealings and is known as a blue-blooded philanthropist who sponsors the police force retirement charities, the Milwaukee Brewers baseball team, and a slew of other private interests that generally lead back to Decker's wallet getting fatter. • Decker's lank black hair surrounds a pale white face he rarely bothers to infuse with a Blush of Life, despite all his concerns for security. A thick scar runs from the right corner of his mouth to his ear, the lobe of which is missing. His intense gaze often conveys boredom or finality. • Decker often wears dark clothing and camouflage when hunting Lupines. In his mortal guise, he goes for comfortable fatigues or a cardigan and slacks. The comfortable appearance of his Mason Vogel persona belies how violent he is. kindred biographies Sire: Lucian Secondary Attributes: Health 8, Willpower 7 Embraced: 1777 (Born 1732) Skills: Athletics 4, Brawl (Lupines) 5, Craft 3, Drive 1, Firearms (Musket, Shotgun) 4, Melee 3, Stealth 3, Survival (Forests) 4; Animal Ken 2, Etiquette 1, Insight 2, Intimidation 3, Leadership (Tyranny) 4, Persuasion 2; Awareness 3, Finance 2, Investigation (Risks) 3, Occult (Lupines) 4, Politics 3 Ambition: Ensure Milwaukee's safety Convictions: None Touchstones: None Humanity: 3 Disciplines: Animalism 3, Celerity 4, Fortitude 3, Obfuscate 2, Potence 3, Protean 5 Generation: 9th Blood Potency: 4 Attributes: Strength 5, Dexterity 4, Stamina 5; Charisma 4, Manipulation 3, Composure 2; Intelligence 3, Wits 5, Resolve 5 17 9 LET THE STREETS RUN RED "We're all just passing through." — Starchild, feeling philosophical about his role in the Willerton sacrifices The Malkavians occupy their role in Kindred society with thought and purpose. They act as counsellors and observers, spies and hidden powerbrokers. The Oracles of the Midwest maintain a diverse array of roles behind the scenes of the Camarilla and the Anarchs. ARTHUR CALDWELL Epitaph: Cursed Geek Quote: "The trick to being a vampire is to play the role of a cool, sexy, badass rather than the enormous nerd you actually are." Clan: Malkavian MORTAL DAYS: IN THE SHADOW OF FANTASY Arthur "Art" Caldwell grew up in a perfectly normal upper middle-class family. Hardly the sort of environment to prepare him for the horrors of Kindred existence. He longed to find some sort of meaning to life and turned to a variety of sources to provide that meaning. Black Dog Games would eventually give him the answer. Immersing himself in the watered-down occult secrets of the book, he spent the next decade obsessively scribbling out stories and characters for his local Revenant: The Ravishing community. After completing college, he worked odd jobs he could quit at any time so his shifts didn't interfere with living vicariously through the characters and worlds he created. His parents frequently threatened to cut him off for his general indifference to all things but the game. But Arthur didn't care. His parents had spoiled him his whole life, and he knew that wasn't going to change any time soon. He was supposed to go on shift for his work-at-home Wonderprises customer service job, but it was the same weekend as Chicago's ScaryCon. Of course, ScaryCon won out. He no called, no showed, and got in the car his parents had bought him for graduation. On his way to the gaming convention, Arthur ended up hopelessly lost in Gary, Indiana. He pulled into a gas station failing to notice the security glass or bars in the windows. When he walked in, he discovered a couple of skinheads beating the ever-living hell out of teenage kid. Behind the ballistic barrier protected counter, a frantic woman yelled into her phone. Overestimating his chances from a lifetime of being bullied himself and an abundance of superhero flicks, Arthur attempted to intervene. They summarily wiped the floor with him and beat him to death's door. As he 18 0 kindred biographies PLOTS AND SCHEMES: laid there, choking on his own blood, the teenager looked down on him with a beatific smile empty of emotion. "You're a good man." He opened his mouth to reveal a pair of fangs. KINDRED NIGHTS: THROUGH THE LOOKING GLASS Arthur ended up missing ScaryCon and found himself Embraced by a Malkavian sire named Charlie, who either could not or would not educate him about his condition. Even though he had all the powers of an undead monster, Charlie's curse left him with the mind of a child. Indeed, only pop culture kept Arthur alive those first few nights as he entertained his sire with the seemingly never-ending stories of comic books. Arthur found himself serving as his sire's involuntary caretaker. Whenever Arthur wanted to contact his family, friends, or talk to the authorities, Charlie dominated the impetus out of him. He cleaned up after, fed, and played with his sire like a substitute parent. Protecting Charlie sometimes required Arthur to do things he didn't think he was capable of doing, but the horror soon faded as well as the memories, leaving only a gradually increasing numbness. Months later, Arthur woke up in their haven apartment covered in blood and ash. In place of his sire, he found \$10,000 in cash and a tote bag full of weapons. Someone had wrapped three drained bodies in their shower curtain and stuffed them into the tub. Stapled to the bodies was a list of instructions to follow with a message from "Your friend." Arthur lost three days of time and to this day has no idea what happened. Nevertheless, he took advantage of the situation to escape, holding onto the note for another week before doing anything it instructed. He didn't have the stomach for it. Unsure of how to live as a vampire on his own, he blipped on the radar of Gary's Special Hazards Division. After the police almost killed him, Arthur decided to follow the instructions. This eventually led him to Juggler and the Anarchs. Even though Juggler was an enormous prick, Arthur believed the Camarilla was worse. Over time, he developed a reputation as a dependable messenger for the Anarch Movement. Apparently, even in the business of vampires, everyone starts in the mailroom. The conflict between Modius and Juggler was a shitshow that tested the humanity of everyone involved. Even messengers had to get their hands bloody in this war. When the dust finally settled,

developed a reputation as a dependable messenger for the Anarch Movement. Apparently, even in the business of vampires, everyone starts in the mid-room. The conflict between Modius and Juggler was a shitshow that tested the humanity of everyone involved. Even messengers had to get their hands bloody in this war. When the dust finally settled, Modius was dead and Juggler took over Gary for the Movement. Now, with Juggler missing, the city verges on chaos once more and Arthur does what he can to assist Evelyn Stephens, who has taken over as Baron of the Gary Anarchs. • The Search for Juggler: Arthur would very much like to know what the hell happened to Gary's former Baron. He had nothing but contempt for the man and would be glad to find out he's met his Final Death but doesn't want that biting him in the ass. More disturbing though is that Arthur has discovered he has black veins in his aura. He's diablerized someone and can't remember whom. • Vengeance: Arthur suffers from a derangement forcing him to push down all his worst personality traits until he frenzies. This includes an exaggerated sense of self-importance and an ego that never forgets any wounds. This tends to be a problem in Kindred society where social status is in constant flux. While Arthur's normal personality is quite affable, his darker one obsesses over perceived offenses and constantly updates a mental list of people he wants to screw over. Usually this includes Elders, but even others among the Movement have managed to join the list as well. Revenge can come weeks, months, or even years after the fact with almost no forewarning. About the only people immune to this are his coterie, which includes Evelyn, Allicia, and the bulk of the Gary Anarchs. DOMAIN AND HAVEN: • The Dark Cauldron (Haven 2, Herd 3, Resources 2) After robbing one of Alan Sovereign's armored cars with a few other Anarchs, Arthur bought himself a game shop in Gary. Divided into two sections, the shop front is a traditional bookstore heavily focused on fantasy. He calls the back of the store the Black Room. There he runs games for Black Dog enthusiasts. THRALLS AND TOOLS: • Chicago Anarchs (Status 2) It's taken a few years of running notes from here to there, but Arthur has managed to build rapport with a few allies who tease him endless for wearing sunglasses at night. His easygoing demeanor and relative sanity for a Malkavian means he can get people to help him out when the situation requires. And, he's always quick to return the favor to maintain his reputation as a dependable Kindred who can lend a hand in a crisis. KINDRED RELATIONSHIPS: • 18 1 Allicia (Unhealthy) Arthur has no idea how to act around the beautiful Jazz Age chanteuse. She has him wrapped around her finger, and he finds himself prone to making decisions he would not normally make when she LET THE STREETS RUN RED • • asks. Where Black Dog Games used to give him purpose and meaning in life, Allicia has provided him purpose and meaning in his unlife. He would die for her. Ambition: To be strong enough that no one abuses him again Evelyn Stephens (Friendship) Arthur has been friends with Evelyn for almost eight years now and the two are quite close. Evelyn considers him pleasant company even though she doesn't share any of his hobbies or interests. The one subject on which they do not agree is Juggler. Touchstones: Joseph Sutkus, his best friend and co-owner of the Dark Cauldron Charlie (Mixed Feelings) Arthur is not fond of his sire, Charlie, due to being forcibly turned and enslaved by the older Malkavian. However, he recognizes the Kindred meant no harm and, while he was part of the reason Arthur's mortal life ended, he's also the reason his kindred life began. Charlie saved him, in a way, and there's no getting around that. Arthur would like to find Charlie if he still exists and find someone to serve as his permanent caretaker. He's just not sure what Kindred would be willing to agree to such an arrangement. Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 3, Manipulation 4, Composure 3; Intelligence 4, Wits 2, Resolve 2 Convictions: Protect his friends Humanity: 6 Generation: 9th (via diablerie) Blood Potency: 2 Secondary Attributes: Health 7, Willpower 5 Skills: Athletics 2, Brawl 2, Craft (Writing) 3, Firearms 3, Melee (Baseball Bat) 3; Insight 3, Performance (Storytelling) 3, Persuasion 3; Academics (Game Theory) 3, Awareness 2, Investigation 1, Occult 2 Disciplines: Auspex 1, Dominate 2, Potence 1 WHISPERS: • Blood Addict: Arthur is a diablerist of the late Prince Modius. • Enigmatic Masters: The Second Inquisition or a powerful Elder of the Camarilla captured Arthur and brainwashed him into being a sleeper agent against the Anarchs. • Fight Clubbing: Arthur has a charismatic, super-intelligent, and ruthless personality who takes over whenever he's in danger. He refers to this person as his friend. • Satanic Panic: Arthur has figured out a secret code in Black Dog Games that has taught him Blood Sorcery basics tainted by the Devil. DAWN NAKADA Epitaph: Irate Camarilla Archon Quote: "It is far better to sin to ensure the survival of our kind than to fall on the mercies of the kine and risk pointless martyrdom." Clan: Malkavian MORTAL DAYS: LIKE DIRT Like thousands of Japanese-Americans during the Second World War, Dawn spent years with her family in an internment camp for no reason other than American xenophobia. Her time behind barbed wire fences was one of fear, malnourishment, and constant abuse from her captors, who expressed little sympathy toward the incarcerated innocents. An intelligent, at times cunning girl, Dawn attempted to make the best of her troubled childhood by manipulating the guards, local civilians, and even other prisoners. She was an adept puppeteer, but her actions drew some negative attention. One guard showed an unhealthy obsession for the teenage Dawn, and though her parents and three older sisters often stood in the way of his predation, they were unable to prevent all his assaults. They reported his crimes repeatedly, until her father was beaten for spreading lies about lawful Americans. For nearly a year, Dawn accepted the hand she'd been dealt with stoicism and steadily building hatred. She milked the small benefit she could from her position, acquiring food and clothing for her family and friends, but it was never worth the cost. MASK AND MIEN: • Arthur goes by Arthur Lakes in his night to night life (Mask 1). • Arthur is a stocky, bearded man who someone might guess to be in his mid-to-late thirties. He wears baggy loose-fitting clothing as well as a heavy coat. He also wears a pair of thick sunglasses at all times. • Kindred who can see auras notice black veins in Arthur's. If asked about it, he says he frenzied during a battle with a Kindred suffering wassail. Sire: Charlie Embraced: 2010 (Born 1980) 18 2 kindred biographies beamed and showed her off as one of his three childer. The other two displayed incredible jealousy over the gifts that she received and the accomplishments she earned through her own dedication. Dawn became capable of influence at a federal level, pushing FBI agents to ignore overtly vampiric crime scenes, encouraging civic planners to avoid Kindred havens, and allowing vampires with mortal identities to go without tax examinations. Julius was to head to Kyoto with Dawn to help establish a Camarilla foothold in Japan, but before their scheduled departure in 1995, a rival Tremere destroyed the Malkavian ancilla. While his other two childer despaired at losing such an influential, important Mawla, Dawn flourished. She was finally free of male captors. She was finally able to use her skills without her sire's supervision. Most importantly, the subtle contact she'd maintained with her family now opened up, as she reached out to her sisters' children as a distant cousin, re-grounding her Humanity. Dawn might have faded into a comfortable position, but the Malkavian Justicar of the time — Maris Streck — knew of her talents and approached her with an invitation to assume the role of Archon. Reluctantly, Dawn accepted. The status earned through the position of Archon might allow her to break free of all future control. She rankled at the epithet her Blood siblings gave her — "Streck's Pet" — but worked with the Justicar to maintain the Traditions up and down the West Coast. She rarely acted as an assassin or direct saboteur, instead utilizing her skill at manipulating the kine to engineer accidents that caught dangerous Kindred in their wakes, encouraging two FBI agents to drink her vitae, and making unlivens uncomfortable for Kindred in Camarilla domains through such mundane issues as constant construction work, pest control intrusions, and visits from repo men. These nights, Dawn is still an Archon, though her Justicar is now Juliet Parr, for whom she has little affinity. When Parr heard the rumor of Mark Decker's childe vanishing and the potential of her disappearance being connected to a Masquerade breach, she enlisted Dawn for her talents at making kine turn the other way and having mortal civic agencies and law enforcement disrupt any activities that might see the situation escalate. The more the issue can be scrubbed off the board, the better. Dawn recognizes the collapse of a domain like Milwaukee as being potentially destructive to the Camarilla, but she has no desire to go traipsing around the Midwest on a hunt for a single fledgling and any vampires interested in exposing her crimes. She would sooner wipe all the issues off the map in one easily-explained accident than try to find out the why, who, and where of the situation. She's prone to irritation and having her servants acting swiftly. When Dawn disappeared from the camp, her family hoped she'd escaped but were desperately afraid the guard had taken his brutality too far and killed her. Divided between covering for her departure and reporting the potential crime, the Nakada family went to the camp commander and relayed everything that had transpired and how they suspected Dawn's long-time abuser of abduction or murder. For the first time, they were taken at least somewhat seriously. The guard was charged for many of his crimes but denied knowledge of Dawn's fate. The Nakadas never discovered what became of their youngest daughter. Dawn, meanwhile, had indeed been abducted, but not by the guard. A vampire named Julius had been preying on camp prisoners for months, and Dawn had caught his eye as a potential childe. She showed great aptitude for sneaking around, deception, and a resistance to being broken down. Julius took her away from the camp and gave her the choice: take my vitae and join me as an immortal servant or try to make it on your own as a Japanese-American teenager in the 1940s. Dawn accepted the former option but was already committed to remaining no one's slave. KINDRED NIGHTS: ACCIDENT COORDINATOR Julius trained Dawn further in the arts of acting, manipulation, and etiquette, determined to raise an accomplished childe. For her part, she followed her sire's teachings attentively, only fighting against his dictates when he suggested she do something demeaning. Never again would Dawn lower herself to achieve something for others. She rose to prominence as a dedicated Camarilla Malkavian in the domain of San Francisco, skilled at playing the games of court and mortal influence, all as Julius 18 3 LET THE STREETS RUN RED PLOTS AND SCHEMES: KINDRED RELATIONSHIPS: • • Mark Decker (Twisted) Decker deserves respect for placing Milwaukee firmly in Camarilla hands; even so, Dawn despises him for his treatment of Honor. It's his behavior that's led to the current situation, and while she feels he's probably the best choice Milwaukee has for Prince, Dawn wouldn't feel upset if he disappeared in an accident to let one of his Anubi take over. • Honor Mercer (Pity) Dawn sees a lot of herself in the stories of Honor Mercer, not that she's ever met the girl. She feels pity for a childe so abused that she's forced to run or became a victim to kidnapping, but feels even more sadness at the fact that she's better off destroyed. Running around, she's a risk to everyone. • Keisha Phelps (Intense Distrust) Keisha is the kind of vampire Dawn reviles. She's the sort with honeyed words to make a fledgling flock to her side, only to use that young vampire for her own political ends. Keisha plays a good game, and she and Dawn have met once or twice with Keisha fulfilling her role as emissary to the Camarilla, but Dawn dreads what might happen if this golden girl of the Ministry gets ahold of the Prince of Milwaukee's childe. • Snuffing out Honor Mercer: Dawn Nakada has a lot of sympathy for a young woman wanting to escape an abuser, but the Camarilla comes first. She has no interest in reuniting Honor with her sire to placate Decker and further any aspect of their horrible relationship, nor can she allow Honor to roam free as a Masquerade breaching. Dawn has determined she needs her mortal agents to eliminate Honor, and any Kindred affiliated with her, cauterizing the wound. Cement Grip: Dawn has moderate influence over mortal federal agencies throughout the Midwest, her powerbase being primarily along the West Coast. If she's going to be focusing on this region for some time, however, she'll need to place some pawns in key agencies. This has led to one of her ghouls, FBI Agent David

asks no questions of the apparently wealthy woman who pays him to drive her bus around as she sleeps during the day. WHISPERS: Federal Arena (Contacts 3, Influence 4) Dawn has spent the best part of four decades threading her tendrils through the FBI and other governmental domains like property, taxation, and utilities. This influence is eroding with Second Inquisition scrutiny, but she still maintains many contacts in city governments, mainly on the West Coast. THRALLS AND TOOLS: • FBI Agents (Aliens 4, Retainers 3) Dawn has a dangerous level of access to the FBI due to the presence of her two ghouls, Penny Cusick and David Lazarides — the second of whom heads up a branch of the Bureau in Chicago, while Penny still operates as a field agent. If they catch wind of any Kindred activities, the two deal with them swiftly or report them back to Dawn. They also act as bodyguards, when they are with her. • Seeking Torpor: Dawn Nakada isn't particularly old by vampire standards but she has a lot and, frankly, struggles to suppress her irritation these nights. She's on the verge of losing it in a major fashion the next time she runs up against some fool Anarchs who need to be taught the code of silence. • The Worst Bitch: Rumor has it this Archon has come clean to her entire mortal family that she's a vampire, and her Justiciar only just found out. • SI Tabs: A vampire doesn't maintain influence in the FBI these nights without drawing Second Inquisition attention. Some vampires believe Dawn is a puppet for the Bureau, with them using her just the right amount of information for her to think she's smart. • Upcoming Justice: Dawn's results can't be denied, and Juliet Parr's tenure as Justiciar will be up sooner or later. Dawn would be a fine example of a vampire embraced within the last century at the top of the Ivory Tower. MASK AND MIEN: • 18+ Dawn has multiple false identities due to her influence as well as her desire to be in an as member of the kine. She is only 5'0" and slight of build; though Embrailed in her mid-teens, her hair makes her seem older. • When Dawn uses the name of life, some of her youth returns to her face. She finds herself smiling and her hair gains a bounce of vitality. Sirus Juhani Abrogard Embraced: 1943 (Born 929) Ambition: To steamroll these Midwest Masquerade broaches Convictions: Never allow a Tradition violation to go unpunished Touchstones: Haha! Nakada's mortal nieces who look exactly like Dawn's eldest sister Humanity: 4 He reached adolescence at an exciting time. He sat in his or a friend's bedroom listening to Bob Dylan and Sgt. Pepper's, experimenting with pot and booze. Not hard drugs. The zeitgeist dictated drug existed to heighten consciousness and creativity, which he and other opioids could only dull. He reads Caribbean literature as well as it can afford, and developed the habit of getting his hands on the original drugs themselves. At Wadsworth in 1969, Lee poolside, he was introduced to LSD. This was his first life-changing event. It opened his mind to new realms. He knew his parents were Starchild and he stopped attending to anything else. • Blood Potency: His family was deeply concerned about him, so he turned to another of his strengths: Starchild was having fun with it. When things got too difficult for him, after he had acid he would only take unproven drugs like weed and peyote. He gatecrashed the infamous Ozarks Music Festival in Missouri where he met his mom, the doctor. No one, to be honest, is clear about why the Meekian preacher selected him, but few understand the workings of the Kaliwayan mind. Generation: 10th Blood Potency: 3 Attributes: Strength 4, Dexterity 3, Stamina 4, Manipulation 5, Composure 3, Intelligence 4, Wits 3, Resolve 5 Secondary Attributes: Health 7, Willpower 8 Skills: Athletics 3, Streetwise 4, Subterfuge 5; Academics (Civics) 3, Awareness 3, Investigation (Kidnapping) 5, Medicine 1, Occult 1, Politics (Federal) 4, Science 1 Disciplines: Auguxie 4, Dominate 3, Obscure 4 STARCHILD Epitaph: Original hippie and Priest of the Harvest God Quote: "I used to think drugs were the answer but now I understand they are one of many questions." Creation: Ghoul MORTAL DAYS: DRUG ILLUMINISM AND FREE FESTIVALS Lee Feldman enjoyed all the usual American kid things. He was good enough at school and at sports — good enough, but not exceptional. He was decent looking. Everything in his world was perfectly average. GHOUL EXISTENCE: CHOSEN OF THE HARVEST GOD Hallowed Bryan took Starchild back to Willerton. He educated the ghoul in what he needed to know as a good servant. Bryan found his insights fascinating, and they spent long nights talking when he was not studying 18 1/2 LET THE STREETS RUN RED the phenomena known as Goblin Roads. After about a decade, Hallowed Bryan refocused on shepherding the extant herd of Willerton — practically the town's entire population — in service to the Harvest God. Starchild competed with the cult for his master's affection, but Bryan, like many of his clan, was prone to distraction and only took time with Starchild to feed him vitae and call him a good boy. Starchild studied everything he could about the Harvest God to impress his domitor, but to no avail. In the end, it was with reluctant acceptance that the ghoul helped in delivering his master to the sacrificial fields. Since then, Starchild has offered any vampires in Willerton his services in corralling their herd, if he can but feed a little from their veins. He senses something hidden in the cornfields; the Harvest God is calling out to him just as it did to Hallowed Bryan. This, Starchild decided, is what he has been looking for all his life. He feels the Goblin Roads as lines of power, holding Willerton trapped. The God of the Corn, the Harvest God clearly knows the secrets of death and rebirth. The Harvest God claims Starchild for its own. As a ghoul, Starchild is more about the harvest than the sowing. Starchild has pledged himself to the creature in the corn and knows the fields crave blood, rather than seed, in order to grow, own brand of illumination but will not mention the Harvest God, if a Hound comes knocking. He fears discovery as if Kindred knew his true agenda, they might try to shut him down. TERRITORY AND HOME: • SPHERES OF INFLUENCE: • Serve the Harvest God: Starchild is feeding the Harvest God. He has given it his own blood and the blood of several mortals under his control. He plans many more sacrifices and is currently preparing the mortals of Willerton with this aim in view. He intends to abduct one of the Kindred so they may serve as a sacrifice just as his original domitor did. Become Reborn: Starchild believes that by serving the Harvest God he can achieve rebirth, though he is uncertain about what form this would take. If pressed, he will describe it as "enlightenment," taking his terminology from the books of Carlos Castaneda. It might mean immortality, freedom from his addiction to vitae, or an advancement in power. Starchild believes his destiny is something far greater and more significant than any ghoul has ever imagined. • Influence the Locals: Under Starchild's guidance, the Congregation use more mortals than ever before for "fertilization". These mortals are now the force picking up Mariangel's discarded prey, as well as snatching tourists who come to Willerton. • Avoid Kindred Attention: Starchild is keen to avoid scrutiny from the Camarilla of Chicago, about which he knows little. He will talk to them about his The Congregation (Alien 3, Influence 3) The Congregation existed before Starchild came to Willerton, but he has acquired influence over them. They follow the almanac which contains references to the quarter and cross-quarter days significant in pagan worship and to the 'sacrifice'. The congregation know the sacrifice must be blood. They mostly used the blood of animals before Starchild arrived. • Alvin Thompson (Retainer 1) Alvin is the leader of the Congregation and the one through whom Starchild mostly communicates. Alvin is a pillar of the community which causes Starchild some difficulty in relating to him. PLOTS AND SCHEMES: • The Graveyard (Haven 2) The old chapel is where Starchild spends his days. Though he's not a vampire, he tends to only emerge at night. The chapel is the headquarters of the Congregation who protect Starchild. He processes their blood to make it of a fitting sacrifice. • Hank Green (Retainer 2) Starchild recently made Hank into a vitae-addicted ghoul by having him drink from a captive Kindred named Everett York. A farmhand and member of the Congregation, Starchild chose him for his pliant, unquestioning nature and his physical strength. • Festival Scene (Contacts 2) The festival scene is as it was in the late '60s and early '70s, but Starchild keeps in touch with a few regular festival goers, most of them as washed out as he is himself. KINDRED RELATIONSHIPS: 18 6 • Prince Kevin Jackson (Avoidance) The Prince of Chicago is aware that Starchild is "somewhere near" his territory. Starchild's domitor taught him reasonably well, but the ghoul's actions are a full-blown Masquerade breach. Only one Willerton resident needs to escape the town and tell their story for his whole plan to come crashing down, and he does not want Jackson aware of that. • Nazeera (Envy) Starchild is jealous of Nazeera's library. Occasionally they talk about the occult, visions, and philosophy, but Nazeera has little patience kindred biographies with Starchild's ramblings. Starchild would happily sacrifice them to order to get his hands on their library. • Robert Warrington (Revulsion) There is something very wrong about Robert Warrington — with his aura. He'd be a good candidate for sacrifice in some ways, if not for the mysterious flaw in his being. The Harvest God might vomit him back up. • Mariangel (Amusement) Mariangel has no idea what is happening to her victims. Starchild secretly finds this amusing. She would make a good sacrifice. • Everett York (Disposable) When it comes time for the Kindred sacrifice, York might turn out to be the Harvest God's chosen sacrifice. For convenience, Starchild maintains a false identity using a driver's license and expired credit cards he found in a washroom at a festival. Agent of the Free States: Starchild just turned up and is causing all kinds of hell next to an important Camarilla domain. It's not far-fetched to assume he's an Archon agent. • Mad, Bad and Dangerous to Know: Yes, he's "that" kind of ghoul; don't trust him. He's plotting to murder and drain a vampire — it could be you. Starchild's gaze rarely fixes on anything. His speech is vague; the Congregation spends a lot of time trying to work out what the hell he means by his pronouncements. First Bound: 1974 (Born 1949) Ambition: Facilitate the upcoming sacrifice Humanity: 3 Blood Potency: 0 Attributes: Strength 2, Dexterity 3, Stamina 3, Charisma 4, Manipulation 3, Composure 3; Intelligence 4, Wits 3, Resolve 5 Secondary Attributes: Health 6, Willpower 8 Skills: Athletics 2, Larceny 2, Survival (Panhandling) 4; Etiquette (Hippie), Insight 4, Leadership 3, Persuasion (Preaching) 3, Streetwise 3; Awareness 3, Performance (Drug Illuminism) 5 IDENTITY AND PERSONA: • Current Domitor: Hallowed Bryan WHISPERS: • Disciplines: Auguxie 1, Dominate 1, Obscure 4 STARCHILD Epitaph: Original hippie and Priest of the Harvest God Quote: "I used to think drugs were the answer but now I understand they are one of many questions." Creation: Ghoul MORTAL DAYS: DRUG ILLUMINISM AND FREE FESTIVALS Lee Feldman enjoyed all the usual American kid things. He was good enough at school and at sports — good enough, but not exceptional. He was decent looking. 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Everything in his world was perfectly average. GHOUL EXISTENCE: CHOSEN OF THE HARVEST GOD Hallowed Bryan took Starchild back to Willerton. He educated the ghoul in what he needed to know as a good servant. Bryan found his insights fascinating, and they spent long nights talking when he was not studying 18 1/2 LET THE STREETS RUN RED the phenomena known as Goblin Roads. After about a decade, Hallowed Bryan refocused on shepherding the extant herd of Willerton — practically the town's entire population — in service to the Harvest God. Starchild competed with the cult for his master's affection, but Bryan, like many of his clan, was prone to distraction and only took time with Starchild to feed him vitae and call him a good boy. Starchild studied everything he could about the Harvest God to impress his domitor, but to no avail. In the end, it was with reluctant acceptance that the ghoul helped in delivering his master to the sacrificial fields. 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them. She is genuinely committed to the cause. Her abuse by Modius makes her sympathetic to stories of sires torturing their childer and elders treating neonates like slaves. Nevertheless, she is new to the Movement and very much finding her way. • Annabelle (Envy) Annabelle adores Annabelle and remembers her from Modius' New Year's Eve parties. She thinks of her as everything she wishes she could be: poised, powerful, and protected. Annabelle doesn't know much or care about Allicia, viewing her as one of Modius' decorations. • Modius (Hate) With the Blood Bond gone, Allicia's true feelings for her sire have surfaced. She cannot forgive the elder Toreador for using her as a plaything for nearly 80 years and is very glad he's dead. • Evelyn Stephens (Respect) Allicia sees much of herself in the young Brujah and has succeeded in befriending her. Allicia is passionately devoted to the Anarch cause of liberation and has placed her love and trust at the Brujah Baron. PLOTS AND SCHEMES: • Family Matters: Allicia would do anything to find out about her real family and is only now putting together that Chicago might have better records than Gary. Recently, she's found a couple of articles about the disappearance of a prominent socialist's daughter. The family is still active in local politics with strong ties to Endro Oil. • Hell Hath His Fury: Allicia murdered Modius in revenge for years of abuse. • A Sense of Belonging: After nearly 80 years as a glorified trophy-childe, Allicia deserves wants to belong to a community. She hopes she has found such in the Anarch Movement, but some lingering doubts remain. Deep Cover: Having infiltrated the Anarchs, Allicia is a deep cover Camarilla operative, working directly for Annabelle.

• High Notes and Hopes: Allicia is putting together a musical group among the Gary Anarchs to compete with Baby Chorus in Chicago. • Missing Persons: Allicia has initiated private negotiations with several prominent NESTORI in Chicago. She wants to hire them in order to locate her missing family. DOMAIN AND MIEN: • Sheila: her blade has great eyes, kindred biographies and thus lips often curled into an enigmatic smile. In private, she wears anachronistic flapper-style dresses. In public, she wears designer jeans, expensive sweaters, and wool shawls. Sheila rarely speaks; save when she sings, preferring to communicate with her expressive face and gestures. Recently, however, she's learned how to text. • A furious mob rode to her home and studio, on hearing of it down, destroying her shop, and slaying her. They were stopped when a single warrior took their ranks and drove them away. In what appeared to be an attempt at a rescue, the rider revealed herself as a woman named Helena and impelled the artist to follow her, overwinning her will to fight. The young Toreador was to stand guard over the cave where she had slept. • Terra: Eletria's no choice but to comply. This would only be the beginning of Eletria's trials. Helena had to simply kill the Kindred she was to be done with, but Eletria was more than a match for Helena's blade. • Melina and Helena: Embraced the 1938 (Born 1912) Ambition. To find a real family among the Anarchs Convictions. Freedom above all things KINDRED NIGHTS: NESTORI FOR UNLIFE At first, Eletria's loyalty to Helena was unshakable. The Blood Bond held her in perfect thrall; she would do anything and everything to please her sire. What her sire demanded most often was that her childe procure her prey. Eletria would put on an act of deflessness and lure an unsuspecting target into complacency, only for Helena to attack them. The pair traveled across ancient Europe, luring victims into Helena's trap. She eventually left for the New World (at Helena's command) and convinced an old friend, Datura of Clan Ventre, to join her. She was under orders to find Kindred who would not be missed, as only taste could satisfy Helena's hunger. While in America, Datura embraced a young US colonel named Olaf Holt (eventually taking the name Lodin) who Eletria fell in love with — the first strong human emotion she'd felt in centuries of thralldom. The relationship made Datura jealous, and she sent Holt away to the newly formed settlement of Chicago, where he would meet his triumph and ruin many years later. With Lodin "dead" and Helena's grip weakening, Eletria's mind freed itself from a long-binding mesh. She sees glimpse of light, flecks in freedom, and sees the present as a perfect time to repair her damaged relationship with Datura. She would like for them to be companions once more, and perhaps even have a partner with which to pass into the oblivion of eternal sleep, before they are both too far gone to care. She has sent messengers, both ghoul and childe alike, to Datura's stronghold in Veracruz, begging her to come so they can finally heal this old wound and put their struggles to rest. After Helena shattered the Beckoning through mass diablerie, she ventured to Chicago and tried to again force her childe into thrall, but the monster Helena had become was something new. Facing her changed eletria felt their bond unravel. She attacked the weakened Helena, injuring her grievously before abandoning her in the Succubus Club basement. Touchstones: Carmen King, a jazz singer in Chicago and a reminder of her past. Humanity: 5 Generation: 8th Blood Potency: 3 Attributes: Strength 2, Dexterity 4, Stamina 2, Charisma 4, Manipulation 3, Composure 3; Intelligence 2, Wits 4, Resolve 3 Secondary Attributes: Health 6, Willpower 6 Skills: Athletics 1, Brawl 2, Craft (Painting, Sculpture) 5, Larceny 3, Melee 2, Stealth 4; Etiquette (Dealing with Patrons) 5, Insight 4, Leadership 3, Performance (Acting, Music) 5, Persuasion (Sweet Talking) 4, Subterfuge (Appearing Harmless) 4; Academics (Art History) 3, Awareness 2, Occult 2, Politics 3, Technology 2 Rekindling Flames: Word has gone around that, in the wake of Lodin's fall, Eletria has been solely focused on getting back together with Datura for reasons far beyond "old friendship." Disciplines: Auspex 5, Cleverly 4, Dominate 4, Fortitude 3, Presence 4 MASK AND MIEN: • MODIUS Eletria is exceptionally tall for a woman born to the ancient world, though considered a little above average height for our modern day and age. Her features are those of a woman in her twenties, youthful and attractive; though as her Humanity has decreased, her skin has turned pallid and her eyes glassy. With the Blush of Health, she returns the glow of life to her flesh, restoring its golden tan and warm undertones. She keeps her curly dark hair close-cropped, styling it into whatever short-haired cut is fashionable at the time. Eletria dresses like an eccentric artist, but always keeps a hint of her ancient Greek background in whatever she chooses to wear. • Eletria lived for a time in Spain under the alternate identity of Amanaria Garcia Cortez (Mask 1 — deceased). When she chose to move to the New World, Eletria faded the death of Amaranira and moved on. • During the 19th century, Eletria posed as a Greek American artist named Sofia Misko (Mask 1). Like most of her alternate identities this was to attract prey for Helena. Sofia has disappeared and reappeared over the years as Eletria sees fit. She currently runs her club under that identity. Epitaph: Former pauper Prince of Gary Quote: "I'll see Gary a bustling metropolis once more." Clan: Toreador MORTAL DAYS: HARDER TIMES While many mortals become vampires while still in the blush of youth, Modius was in his when Annabelle Embraced him. He'd already lived a hard life; marrying twice, raising a few children, holding onto any work he could find. Born to poor French laborers, his family migrated to the New World and he grew up alongside the fledgling nation of America, hungry for the promise of a better life. He craved a taste of the American Dream, to work hard and rise above his station and become something great. This thirst to surpass his current station would never leave him. Never content with his current residence and livelihood, Modius pressed westward into the United States' untamed frontier. As a young man he was full of pioneer spirit — above and beyond the ever-present feeling lingering in the back of his mind that he must make something of himself. He traded furs, became a guide with the help of native friends, and even settled down to farm. Modius lived a dozen lifetimes in the span of a few short mortal years as he struggled to reconcile the person he was with the person he imagined he could be. None of these things fulfilled him. Through one of his many contacts, Modius found himself at a gala back east, finally rubbing elbows with the wealthy and elite. His time had finally come; he'd be able to make a connection and really become something, someone important. While he thought he was going to make business connections, he instead drew the attention of someone far more important and far more dangerous — his future sire, Annabelle. She sensed the raw ambition and hunger for power in him and after a torrid night together, Embraced him. Sire: Helena Embraced: 86 BCE (Born 114 BCE) Ambition: Become free of Helena Convictions: Always encourage an artist Touchstones: Maria Cole, tortured artist: Maria exclusively displays her work in the Sofia Misko Art Gallery (Haven 3, Herd 2, Retainers 2) When she is not running the Lhianian Club, Eletria spends her nights curating an art gallery under one of her many aliases. Ghouls upkeep and maintain the building and draw ambitious artists to display their works. THRALLS AND TOOLS: Now in Indianapolis, Eletria runs an all-new club — the Lhianian — outside of Helena's sphere of influence and uses it to shield other Kindred from the predations of her monstrous sire. With the end of her life nearing, she stands at a crossroads: pulled toward her birthplace in Greece but rooted in Chicago. She can't go yet; there's too much left to alone for. Maybe slaying her sire will break the call of the Beckoning. This, perhaps, is the only reason she remains in the same hemisphere as the strengthening methuselah. • Hannah Elway (Retainers 2) Recently forced into thralldom, Hannah does all the scheduling and networking for the daytime hours of operation for the Sofia Misko Art Gallery. She is very selective about which artists are invited to display their works. • Gallery Contributors (Herd 2) A small group of artists hand-picked specifically to appeal to the elder Toreador's taste. KINDRED RELATIONSHIPS: • Atonement and Utopia: To make up for all the evil she has done, Eletria seeks to use her influence via the Lhianian Club to build a new society for vampires where they can find existences without being forced into thralldom. It might be a fool's errand, but it is the least she can do for a long unlife riddled with terrible deeds. Datura (Old Friendship) Though their relationship has been strained, Eletria remains quietly close to Datura despite their physical distance. She has thought about her every day since they separated, and now, with her goal to free herself from Helena, desires to be close to Datura once more. • Community Outreach: To spite Helena, Eletria has set up her new Lhianian Club and invites Kindred to spend their nights in enjoyment there. The more vampires she can bring into her establishment and away from the fangs of her sire, the better. In a way, it makes her feel like a fledgling again. For the first time, Helena (Fear and Resentment) Helena has held Eletria in sway from the moment they met, and Eletria is tired of it. She has a rightful fear of the ancient vampire and an equally right sense of burning resentment. Eletria believes if the Beckoning doesn't get her soon, her sire will, so she's making every stab at Helena she can before deciding whether to attempt a killing. • Lodin (Grief) Eletria has been heartbroken since Lodin's apparent death. Mortals are blessed with the ability to shed these feelings over time, or to take them to their graves. Kindred are not so lucky. PLOTS AND SCHEMES: • • Making Amends: After Lodin's Embrace and the War of Chicago, Eletria's relationship with her long-time friend, Datura, was severely damaged. Now that she's fighting to be free of Helena, there's no time like the present to patch things up with her former companion. WHISPERS: • 206 Breaking Chains: With her newfound desire to create a better world for vampires, rumor has it that Eletria has helped Decker's childe escape Milwaukee as part of a grand plan to overthrow Decker and consolidate her own power. kindred biographies • Secondary Attributes: Health 6, Willpower 6 Best Service Cold: Kindred whisper that Eletria has been playing the long game, gradually building up support for one powerful stroke to get revenge for Lodin's supposed death. She will make every last one of those bastard Lupines and American Sabat pay. 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Streetwise 7 Special: The all-night party person might carry a can of mace, a rape whistle, or a small bag of drugs such as ecstasy or cocaine. General Difficulties: 4/2 GHOUL ELDER General Difficulties: 4/2 Standard Dice Pools: Physical 7, Social 3, Mental 3 Secondary Attributes: Health 8, Willpower 5 BACK-STREET SURGEON / VET Exceptional Dice Pools: Intimidation 5; Politics 5, Occult 5 Standard Dice Pools: Physical 2, Social 3, Mental 5 Secondary Attributes: Health 5, Willpower 8 Disciplines: Dominate 1, Fortitude 1, Obfuscate 1, Potence 1 Exceptional Dice Pools: Melee 3; Animal Ken 5, Insight 4; Medicine 7 Special: The ghoul elder's wielder is a ceremonial dagger with a +3 damage value. Special: This back-street surgeon / vet yields a scalpel with a +1 damage value. General Difficulties: 5/3 General Difficulties: 4/2 223 LET THE STREETS RUN RED THE A NUBI The Lupine attack on Chicago is a stark reminder of how vulnerable Kindred are to werewolf assault. The Princes of the Camarilla looked to Milwaukee, and its Anubis, for a solution. Led by Milwaukee's Prince, Mark Decker, the Anubi are the Camarilla's premier force of Lupine hunters. They are well organized, well equipped, and determined to repulse every Lupine incursion into the city. Other cities began emulating Milwaukee's model with mixed results. Many coterie failed to experience or left their posts when Clan Gangrel abandoned the Camarilla. Others overthrew their Princes or became the kingmakers of their domain. A few even sided with the Anarchs, defending the Barones from the Lupines and newly acquired Anarch cities. More successful Princes recruited Gangrel with greater loyalty to their city than to their clan, or built mixed-membership coteries by offering money, special privileges, hunting rights, or bounties. Even the legendary Anubi had to offer grants of young Kindred after many of their members abandoned Milwaukee in the face of Sabat. These newly formed coteries are as deadly as the Lupines they hunt. Some, like the Sun Devils of Phoenix or the all-Venture "Hunt Club" of Quebec, maintain the Anubis' militant structure and battle Lupines nightly. Others, like "The Pack" of Vancouver or the mixed Lombaria "Order of Saint Sebastian" in Rio de Janeiro, wield diplomacy as effectively as silver to forge tentative (although not lasting) treaties with their local Lupines. LORE • Argent Fury: Your connection to the Anubi or similar organizations provides access to hidden caches of silver weapons and/or those who manufacture them. Once per story, you can equip yourself with a silver hand-held weapon or ammunition of your choice. \*\*\* What Big Eyes You Have: A Lupine must be located before it can be slain. Your organization has sealed your city with a web of informants, contacts, and surveillance devices to facilitate the hunt. Once per story, you gain two automatic successes on an investigation roll related to locating Lupines within your domain. \*\*\* Brick House: The hunter often becomes the hunted when Lupines are involved. You spend substantial resources outside your haven for just such occasions. You gain four points to spend on Haven and/or Retainers relative to defense against Lupines. In the City, in the Woods (chain 1), War Eternal: Your organization takes the fight to the Lupines. Your advanced knowledge of Lupine hunting grants you two bonus dice to all Firearm rolls when hunting Lupines. \* Legion: Your organization's role in hunting Lupines is well known, leading to your name of the strongest before the howling sticks. 224 Most Dangerous Game: Your extremely bright lights grant you access to a curation of Lupine blood that may reflect on unhealed additional injuries you inflict. One per story, you can share your Hunger, or a strip of yourself with all the attendent benefits and drawbacks. Vampire: The Masquerade, p. 376. \*\*\* Summon the Pack: You are a formal member of the Anubi or a similar Lupine-hunting organization and can call on these Kindred for aid at a moment's notice when Lupines are near. Situations not involving Lupines may require favor trading and/or hoping, depending on your relationships with the individuals within the organization. Your membership grants you a temporary Mawla (\*\*\*\*) and four dots of Allies (Anubi Anubis), representing mortal biters who follow the Anubi, who can be called on once per story when Lupines are involved. Lore Sheets ELETRIA Eletria occupied an unassuming position among Chicago's Kindred for decades prior to her recent disappearance. Few understood the immense power hidden behind the quiet strength of the enigmatic vampire that dogtrotting watched over "Portia" all those nights. Fewer still realized that Eletria was once Prince of Veracruz and one of the most talented artists in history. Born of Sparata, reborn of Helena, Eletria travelled the world, drawing horses in life's myriad pleasures and always returning panting for more. Painting, sculpture, and music came effortlessly to her. The Kindred of Veracruz beat their knees to her will and were better for her presence. Her very passions conquered the hearts of all who met her, including Lodin's sire, Datura, then Lodin himself, loving and losing both in the process. Her presence in Chicago had the potential to change everything, but in the end, she changed you. You knew Eletria. It might have been Chicago, Veracruz, or somewhere more distant still, but you knew her. Lover, friend, subject, or slave. Her presence haunts you to this day. LORE • Muse: Eletria saw great potential in you and fanned the embers of your talent. All Craft (Painting or Sculpture) or Performance (Music) tests have their difficulty reduced by one. \*\* Portrait of a Woman: Eletria entrusted you with a rare and precious piece of art of deep importance to her. It could be her cherished portrait of Datura on the cliffs of Veracruz or another painting, sculpture, or piece of music created by her hand. Granting you this piece is a sign of her deepest trust and contains an almost literal part of her soul. Once per chapter, you can spend an hour meditating upon this piece and make a Resolve + Craft (Painting or Sculpture) or Performance (Music) test at Difficulty 4 before resting for the day. If successful, you awaken having recovered all Superficial Willpower damage. \*\*\* This is Sparta: You served under Eletria in Veracruz during her war against the Sabbat or fought by her side during the War of Chicago. You gain on bonus die to all Investigation, Academics, and Occult rolls related to defending your city against hostile sect incursions. \*\*\* Ageless Beauty: You shared blood with Eletria and inherited a measure of her ability to see the past. You can see a person as they were at any point in their life (or lifile). If artistically inclined, you can render Kindred as they appeared centuries ago with shocking accuracy. Make a Wits or Resolve + Auspex test (difficulty assigned by Storyteller depending on how far back you 223 attempt to see). Success means you have captured a photographic image of the subject in your mind with perfect accuracy and gain two bonus dice to your relevant Craft test to replicate it. This ability can be used once per session. \*\*\*\* Conspicuous Consumption: Your knowledge in a specific area grants you a degree of online authority. Your Twitter threads occasionally go viral, and you've been paid to write articles for newspapers and websites thanks to your unique voice. Gain two dots of Influence in your field. Once per story, you may temporarily increase your Resources by one dot when you pen an article or do a video hangout for a small audience. \*\*\* Internre Famous: Your follower count is in the tens of thousands across several social media platforms. Loyal fans provide a small amount of ad revenue and buy branded swag, providing you with an additional two dots in Resources. Once per story, you can arrange a small, local meetup and feed from one of the attendees grants you one dot in Herd. \*\*\* Collabs and Sponsorships: Various who's-who's interested in your particular subject matter know your name. Companies offer to work with you to create branded products and attempt to woo you 226 with freebies they hope you'll promote. In addition to two dots in Fame, gain Allies (\*\*) from among your fans and declare a two-dot Resource Contact at one of the companies you've promoted. \*\*\* Superstar: Your social media presence makes you a household name. You set trends and pull in a sizable income from products, promotions, ad revenue, and patron donations. Maintaining your presence and place in the ever-changing hierarchy requires a full-time schedule of recording, posting, promoting. While this grants you three dots in both Fame and Resources, your notoriety also puts you in a precarious position with Kindred elders. Should they (or worse, FIRSTLIGHT) discover your vampiric identity, punishment will be swift and deadly. Lore Sheets JUGGLER Juggler has been in a pain in the Chicago Camarilla's ass and a thorn in Modius's side for the better part of a century. He ruled the Anarchs before Malvadis came along, and he directed much of their activity from Gary. During some of the tensest periods in the War of Chicago, Helena and the powerful Brujah Tyrol controlled his actions. Juggler may have a sense of this, especially since Tyrol's disappeared from Chicago, but it's not something he'd ever let slip to his followers. In recent nights, he's orchestrated the Anarchs' takeover of Gary, relishing his rival Modius's rage as the pauper Prince's power ebbed away. Rumor had it he'd triumphantly captured Modius — whose own childe turned Anarch and gave him up — and may at last have destroyed his enemy. This move made Juggler the Baron of Gary at last, but a month into his reign, he disappeared. Unlike his disorganized Camarilla counterpart, Juggler understands how to run a revolution. His childe, Evelyn Stephens, was privy to his plans. He kept some secrets, but he ensured that the schemes he'd set in motion could carry on in his absence. As much of a blow as it was to the Anarchs to lose their leader, Evelyn has stepped up and rallied them right back to the cause. LORE • For the Cause: You're run with the Anarchs Chicago under Juggler's direction. Add one additional die to Brawl, Melee, and Streetwise rolls when going up against members of the Camarilla. \*\* Guns to a Knife Fight: When a Prince starts losing, he blames the Anarchs first and tries to wipe them out. Juggler learned that lesson with Lodin, and in more recent nights, when Modius started to fall, he blames the Anarchs first and tries to wipe them out. Once per chapter, you have access to a weapons cache that Juggler has secreted away in Gary and can buy up to Resources (\*\*\*\*) worth of gear. \*\*\* Rabble Rouser: You have a knack for dirty fighting. Juggler put you in charge of a group of Anarchs who Get Shit Done around Gary. Once per chapter, you can call upon a small group (3-5 people) to sow chaos in Gary's streets or back you up in a brawl. \*\*\* Coordination is Key: Juggler sets you up as a key of Anarch communications. Other Kindred slip you information about their activities, which you pass along to those who need to know. This grants you significant cachet in the Movement, manifesting as Status: Anarchs (\*\*\*\*) and Influence: Gary (\*\*\*). Once per story, ask 227 your Storyteller for a piece of intel that's recently come across your desk. \*\*\* Rust Never Sleeps: Juggler trusted you with his plans and valued your input in his strikes against the Camarilla and Modius. He is your four-dot Mawla in his absence. Evelyn Stephens fills this role. Once per story, work with your Storyteller to name a member of the Movement in another city whose skills or access are useful to you. A friend of Juggler's is a friend of theirs, and they're eager to help the Anarchs rise. They act as a three-dot Contact for you until the end of that story. LET THE STREETS RUN RED LOST SECRETS OF THE M I L W A U K E E F C H A N T R Y The Tremere were once one of the most exclusive coteries in the United States. Their sole purpose was to unravel the secrets of the strange mystical "Null Zone" near Marquette University, where magic does not function (see p. XX). Then Carna abandoned Milwaukee on the eve of a Sabbat invasion, and her fellow chantey members, Victor and Dr. Mortius, disappeared soon after. The Tremere have not reestablished their presence in Milwaukee, leaving their Chantey's secrets vulnerable to outsiders. Kindred from Chicago and beyond flock to Milwaukee to uncover its occult secrets before the Tremere return. Karl Schrekt is assembling an elite coterie to reestablish the Milwaukee Chantey before time runs out. You can do the same. Interested parties race against time to recover whatever they can before their window closes forever. LORE • Carna's Primonogen Files: While nominally apolitical, Carna managed to collect a significant amount of information about her fellow Kindred during her tenure as Primonogen. You have access to Carna's Primonogen Files and gain a bonus die on all Politics rolls involving the Kindred of Milwaukee. \*\* Abandoned Real Estate: Carna and Victor maintained numerous havens throughout the wealthier areas of Milwaukee. Your search uncovers one such haven, providing you with access to a two-dot Haven in Milwaukee, equipped with a two-dot occult Library (Carna) or two-dot Hidden Army (Victor), and potential clues to the location of additional havens or Tremere secrets (Storyteller discretion). Tremere agents are certain to follow, so take up permanent residence with extreme caution. \*\*\* Victor's Grimoire: Victor was the deathly entrancer of the Milwaukee Tremere and had access to a potent array of occult rituals. Subject to Storyteller's discretion, Blood Sorcerers may immediately learn one of the rituals located in Appendix II: Tremere Rituals of Milwaukee and have the roleplaying justification to learn additional rituals. Non-Tremere are hunted mercilessly for more possession of this knowledge. Objects of Desire: Carna's Grimoire: Carna's Grimoire is a magical diary containing her personal notes and spells. It is a two-dot object with 228 pages and a leather cover. Carna's Grimoire is extremely likely to be found in the possession of Zora, the Tremere's Archivist. Carna's Grimoire is extremely likely. \*\*\* Dr. Mortius's Haven: You have located Dr. Mortius's haven, a "haunted" home near Marquette University. It is a three-dot haven with an aerie—something like a three-dot bonus to all Academics, Perception, and Occult skill checks and is filled with a wide variety of other ghouls. At the Storyteller's discretion, these secrets might include access to Blood Sorcery, innocuous magical items, information about Milwaukee's magical "Null-Zone," theories on ancient Kindred in Lake Michigan, and even a copy of "The Book of the Grave-War," although missing half a page or so. At the Storyteller's discretion, Mortius's haven may contain a variety of mundane and mystical defenses to penetrate prior to entry. Lore Sheets M A R K DECK ER Mark Decker prefers hunting Lupines to ruling Milwaukee. He uses the position to protect the city, placing his Anubi in top-ranking jobs and strictly enforcing the Masquerade. In recent nights, he's grown even more suspicious of the Kindred in his territory — who's plotting against him? Who's undermining his agenda? He's unprepared both for Carna's exodus from Milwaukee and his clan's defection from the Camarilla. Who else, however, is ready to turn on him? On occasion, he reaches out to Inyanga in Chicago to seek an outside perspective on local matters. These nights, those communications are fewer and longer between. Decker keeps his city on constant high alert against werewolves and Anarchs, and respects those Kindred who display the same vigilance he does. Perhaps come night, if he can push the Lupines back far enough and strike a massive blow to the Anarchs, he'd consider relinquishing his throne. But that's a long, long way off, and there's much work to be done before then. LORE • Good Graces: Decker has put a small amount of trust in you, asking you to patrol duty around the city and allowing you to act with his authority in minor breaches of his laws. Still, he requires you to enter a one-step Blood Bond in case that feeling is misplaced. \*\*\* Foe to Werewolves: Decker is aware of the body count you've racked up protecting Milwaukee. He grants you feeding rights to a small rack, providing you with a two-dot Herd and a one-dot Haven. \*\*\* One Strike: Your penchant for not only upholding but enforcing the Prince's laws has caused Decker to loosen his reins on you. It's still untrue to break them, but once per story he allows you to plead your case when you're caught for a minor infraction. Rather than the final death, he'll impose sanctions. \*\*\* The Prince's Trust: You've fought off Decker's side against the Lupines and roosted out Anarch incursions. You learned how to talk to him without setting him off, or at least how to push those buttons without turning his suspicions on yourself. Decker listens to your counsel, and his trust in you gives you a little leeway in the city. Gain Mark Decker as a three-dot Mawla 229 once per story. Additionally, once per story, you may dine with him in his private suite at Brewers Stadium for an audience. \*\*\* Childe of Mark Decker (Gangrel Only): Decker granted you the gift of his Embrace and expects you to treat such an honor accordingly. He's trained you as one of his Anubi and placed you in a position of power in the city. Work with your Storyteller to determine where your authority lies. Decker provides you with a three-dot Haven, and you gain one free Skill Specialty in Athletics, Brawl, or Melee. LET THE STREETS RUN RED MAXWELL Maxwell's been off the chess board a long time now. The one-time Prince of Chicago, Brujah, might have ruled again after Lodin's death, were it not for Kevin Jackson's rise to power. He disappeared after that, though wise Kindred know better than to think he's suffered his final death. In fact, Maxwell still considers himself Chicago's Prince, and suggests Kevin Jackson's merely keeping the throne warm. He's gotten a better handle on the modern world these last few years and dedicated time and resources to quietly shoring up his support. He still holds sway with Chicago PD's Internal Affairs. In recent nights, he's focused on building up the Vanguard, a group of Camarilla based in Gary, Indiana, who are loyal to him and his play for praxis. Gary is little more than a staging ground to him, a place from which to launch his strikes against Chicago before he reclaims his throne. Maxwell's opponents (and many of his supporters) recognize his penchant for violence. Signing on with him is a dangerous and probably bloody endeavor, but he'll handsomely reward those who help him take Chicago. LORE • Trickster: Decke has put a small amount of trust in you, asking you to patrol duty around the city and allowing you to act with his authority in minor breaches of his laws. 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Within the zone, all uses of Rouse checks, but you must spend one Willpower per scene to prevent transformative powers like Feral Weapons and Shapechange from activating automatically. All Blood Sorcery rolls require LORE seven successes to succeed and its attendant rituals fail automatically. Total Failure delivers the same amount of damage in addition to leaving a mystical mark on your aura that acts as a powerful beacon to all Lupines in the area. \*\*\* St. Joan of Arc Chapel: You discovered that a powerful mage had the medieval St. Joan of Arc Chapel moved and reconstructed directly over the center of the "Null Zone" in the 1960s. While ultimately slain by Lupines, his legacy endures. The chapel is surrounded by extremely powerful wards against Lupines and the presence of the Joan of Arc Stone makes it almost unbearable to Kindred (the structure has the equivalent of True Faith 2 31). 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tasks for the girls like editing their photos, delivering lattes, or being a regular supply of blood. • Feeding Flaw (Prey Exclusion 1) Maggie and her crew are very particular about how and from whom they feed, exclusively preying on the girls who don't make the cut to join their social clique. They must be beautiful, and they must know how to take good selfies. • Frankie (Contacts 1) Maggie's cozied up to a local club promoter named Frankie in order to get hot tips on the best parties and social gatherings to be at, in exchange for the casual date. MASK AND MIEN: • For now, Maggie pretends to be her old self, just an edgier and more secretive version. Eventually she'll need to address the fact that she's not aging, but she's very good at makeup, so she's got time. • Always having an interest in fashion, Maggie's merely dialed up her style. It's easy to do, with all the sponsorships she's got rolling in. She loves bold GUIDE TO PLAY: • Anarch: Tired of the rules imposed by the Camarilla, Maggie's desire for power could go to her head. Sick of always having her hand slapped for things she says on the Internet, she would potentially break away from her Toreador pals, going rogue in search of more fame and opportunity elsewhere. They may have helped make her who she is, but now that she's got the power, she's going to do what she wants with it. Camarilla: Driven by the promise of power, Maggie knows there's only one direction she wants to go — up. While an ever-growing social following is nice, 244 ready made characters prints, dark sunglasses, tall heels and tight skirts. She dresses like she's ready to hit the clubs at a moment's notice. Old habits die hard, and Maggie couldn't be more thrilled to have this tanned, toned body for all eternity. Sire: Tahara, fellow Sunagraph model Predator: Scene Queen Embraced: 2017 (Born 1990) Ambition: She wants to catch up to her fellow Toreador social influencers in social reach. Suggested Desire: Pass 100k followers on Instagram. Convictions: Never accept second best when first is on the table. Touchstones: Frankie — a local club promoter and influencer in the bar scene. Humanity: 7 Generation: 13th Blood Potency: 1 Attributes: Strength 1, Dexterity 2, Stamina 2; Charisma 4, Manipulation 3, Composure 2; Intelligence 2, Wits 3, Resolve 3 didn't take the news well when she first came out to them but even they've come around with time. The legalization of gay marriage didn't hurt — it wasn't long after that Eleanor and Margaret were married, bought their first home, and then decided to expand their multicultural little family. They first adopted a cat named Marmalade, and then a couple years later, a young Ghanaian boy they named Bruno. Margaret is a mortgage broker and makes enough for Eleanor to stay at home with Bruno. In her free time, Eleanor runs their neighborhood watch program, is heavily involved with the school PTA, and recently invested in a minivan, just in case. The family eats healthily, volunteers at a soup kitchen when they have time, and loves family game night. Always one to reap the benefits of life's kindnesses, Eleanor lives an honest, basic life. So, when she was mugged on her way home from the dry cleaners late one night, she just didn't see it coming. She doesn't really remember what happened, to be honest. They didn't even take her wallet. She just knows that when she woke up on the side of the road the next morning, she was covered in blood. And everything hurt. Secondary Attributes: Health 5, Willpower 5 Skills: Athletics 3, Craft 3, Drive 1; Etiquette 2, Intimidation 2, Leadership (Club Scene) 2, Performance 1, Persuasion 3, Streetwise 2; Academics 1, Awareness 1, Finance 1, Politics 1, Technology 1 Disciplines: Celerity 2 (Cat's Grace, Fleetness), Presence 1 (Awe), Dominate 1 (Compel) ELEANOR CHANG Concept: Stay at home mom Quote: "It's so lovely to have you in my home! Make yourself comfortable..." Clan: Thin-blood MORTAL DAYS: THE WOMAN WHO HAS EVERYTHING Eleanor Chang had it all. She was born in suburban Illinois to a sheriff and a hospice nurse, and was doted on as an only child. She did above average in school, played the viola and got a full ride scholarship to Loyola University in Chicago. She spent her time in school studying political science and experimenting with her sexuality, where she met her now partner Margaret. Her parents KINDRED NIGHTS: SUPER MOM WITH A SECRET For months, Eleanor didn't know what was wrong with her. Food had lost its taste and yet she felt a hunger deep within her. She went about her normal life for a 245 LET THE STREETS RUN RED time, but she felt... different. Then one night, to her own shock and horror, she fed on Marmalade, having to bury him in the yard before her family noticed. That's when it started to dawn on her what she was. Disguising it as a new business venture, she talked Margaret into converting the downstairs portion of their house into a bed and breakfast, which they rented out to travelers as a nice, homey place to stay. Eleanor was a perfect hostess, offering suggestions for things to do in town and sometimes even inviting these travelers upstairs for meals — in exchange for their unknowing cooperation in her night-time feedings. Eleanor has yet to meet anyone else from Kindred society, but manages to keep up the facade of her own life thanks to their house-guests, as well as making some extra money along the way. With her family, she wears a mask, but it's worth it to keep the life she loves, put-together woman with a nice family. She looks like an honest, hard-working mother — plus, she's gorgeous. • House (Haven 2) Eleanor and her family live in a very nice single family home in a safe, well-to-do neighborhood. THIN-BLOOD MERITS: • Day Drinker • Lifelike THIN-BLOOD FLAWS: • Bestial Temper • Baby Teeth GUIDE TO PLAY: MASK AND MIEN: • • Eleanor has always been beautiful with dark, almond-shaped eyes that crinkle when she smiles. She is petite and athletic, with effortlessly flawless skin, and her black hair is cut into a trendy "lob" style. She often wears fun earrings as a statement. • Though she is one of those people who can get away with wearing just about anything, Eleanor is often seen wearing a skirt and blouse combination, with her signature brightly colored pumps. • Camarilla: Having established a routine in her own life, Eleanor would eventually venture out to find others like her. With the success of her hotel-fromhome business, she often finds herself with more blood than she needs for herself alone, and the family could use the extra money. She sees the Camarilla as the establishment, the hierarchy, and the place to be for recognition and trade. She has the stock of blood and temporary havens on tap. The Camarilla would make an appropriate clientele. Sire: An anonymous transient Anarch Anarch: Unwilling to separate herself from the mortal life she loves, Eleanor would be unwilling to participate in any sort of Kindred activities that would put her family in danger. She may even seek out other Kindred "moms" that were looking for a life like hers, creating a sort of support group for those wanting to live outside of the rules. Predator: None Embraced: 2013 (Born 1978) Ambition: Her deepest desire is to keep her family safe and happy, and no wiser to her secret. Suggested Desire: She wants to find another person like her. BACKGROUND DETAIL: • • • Convictions: After accidentally killing her cat, she has vowed to never kill anything else ever again (Bruno). Always be honest with her nearest and dearest (Margaret). Strong Bed and Breakfast Rating (Resources 2) Eleanor has cultivated a very high rating with her online bed and breakfast endeavor. This ensures she has a regular stream of guests, which is convenient both for the extra cash, and the ability to feed regularly. Touchstones: Her wife and son. Her entire life revolves around these two, and she would do anything for them, and would give anything to continue living her life with them. Strong Community (Influence 1) Eleanor is well-connected, despite her dark secrets. The people on her street have a "neighborhood watch" program, which keeps everyone a lot safer with everyone working together. That is, except for Eleanor's house guests, but the neighbors don't need to know what goes on inside her house. Humanity: 8 Generation: 14th Blood Potency: 0 Attributes: Strength 1, Dexterity 2, Stamina 2; Charisma 4, Manipulation 3, Composure 3; Intelligence 2, Wits 3, Resolve 2 Looks (Beautiful 2) Nobody suspects Eleanor of foul play with her at-home business, because she is a very 246 ready made characters Secondary Attributes: Health 5, Willpower 5 Skills: Craft 1, Drive 1; Stealth 1, Animal Ken 1, Etiquette 3, Insight 1, Intimidation 2, Leadership 2, Persuasion (Empathy) 3; Academics 2, Awareness 1, Finance 2, Investigation 1, Medicine 3, Technology 2 Disciplines: None BENNY MARTINEZ Concept: Has-been artist Quote: "My big break is just around the corner. I can feel it." Clan: Tremere MORTAL DAYS: THE NEXT BIG THING Benny Martinez was an art school prodigy. After graduation, he was swept up by a group of local art aficionados, taken under their wing and brought into their community to continue to learn and grow. Benny was naturally gifted and top of his class, but he still wasn't exactly sure why this group of artists threw their weight behind him, or why they always seemed to meet at night. But, with their help he quickly worked his way up in the local art scene, landing his first gallery show and managing to sell a few pieces along the way. After a couple of years, Benny learned his mysterious mentors were a circle of well-respected Toreador, and that he was being primed for the Embrace. Benny's talent made him an obvious choice for Toreador and, in return, was promised fame and notoriety, as well as a permanent spot in a couple of local galleries. It was well-known that a lot of art sold better after the artist had died. A tragic, untimely death would be more intriguing — sure to raise interest. Benny nervously prepared to make this sacrifice for his work. He spent his twenties working on a few different pieces he felt would be his crowning achievements, perfecting them before making the plunge into his new Kindred life. Before the Embrace was set to happen, Benny ran into the girl he'd always had a crush on in art school, who invited him out for drinks. He wasn't sure what dating would be like once he was changed, and he felt a little bit of harmless fun wouldn't hurt before his "untimely demise." Drinks ended up being a covert meeting of her secret society, looking for intellectuals to recruit into their ranks. Benny knew his mentors would find something like a secret society silly and frivolous, so he kept it from them, slipping away to attend multiple meetings as a "last hurrah" of his mortal life. Turns out he should have said something, because after a few nights of drinking and harmless law-breaking just for kicks, things changed. Benny woke up in a condemned apartment building on the outskirts of town, confused, sore, and hungry. His new girlfriend showed up a couple hours later with a victim in the form of a drunk art critic, informing Benny the secret society had been a poaching mechanism for her clan, the Tremere. She was so glad they would be able to keep dating. KINDRED NIGHTS: FALL FROM GRACE Benny Martinez's art career ended with his death, as did his hopes of ever becoming famous. Most of his best pieces weren't released yet, and he no longer had the infrastructure to do so — his old mentors shunned him. He's been too miserable to create art, so he's taken a night job as a museum conservator a few cities over to at least stay close to his passion. He has hopes to one day finish his work and hide them somewhere for the public to find, but he's not sure when he can muster up the willpower to work on them. He ditched his Tremere girlfriend immediately, unwilling to be a part of the Tremere sect that ruined his life and unlif. He grabbed a dingy apartment out of town where he stores his meager possessions and many unfinished art pieces. Without the type of community he's used to, Benny isn't sure what to do, or where to go. All he knows is that he's depressed, and that this betrayal has sunk his dreams down the toilet. 247 LET THE STREETS RUN RED GUIDE TO PLAY: MASK AND MIEN: • • Rather than creating a new or fake identity, Benny takes advantage of his ability to stay hidden in the shadows, utilizing his former fame to continue to make splashes in the art community. • As a mortal, Benny was clean cut, a little eccentric in his color choices, favoring brights and neons, but he always looked well-put together. He had an image to maintain, after all. • Now that he cannot go out during the day and is no longer in the public eye, Benny just ranges between not caring and spending an inordinate amount of time in the bathroom getting ready for Elysium. Sometimes he's found in shabby, old clothing, other times he's the peak of waxed, gelled, fragranced metrosexuality. • Camarilla: Benny may try to suck up to the Toreador in an attempt to regain his former glory, or he may cut his losses and try to make the best of his new Tremere existence. Either way, he's a talented artist with a ton of art and industry knowledge that would make him useful to the Camarilla. Anarch: Benny may feel so strongly that Kindred society has failed him that he turns his back on all of it, rejecting their way of life entirely. Instead of working his art career from the inside, he may try to leave it all behind and make his way on his own, leaking his own works like a Kindred version of Banksy. BACKGROUND DETAIL: • • • Marco (Contacts 1, Mawla 2) Benny broke his ties to the Tremere after his Embrace, but a few weeks in to his new life there was a knock on the door. Another fellow Tremere who'd also fallen prey to the "secret society" ploy had come by to check on him. The elder vampire pitied Benny, taking him under his wing and teaching him how to handle his new abilities. The two bonded over a love of art, and Marco now often takes Benny out at night to teach him how to do street art. Sire: An art-history major party girl from his art school Predator: Siren Embraced: 2016 (Born 1985) Ambition: Finish the art pieces that should have made him famous, get them in a gallery. Suggested Desire: Muster up the passion/desire to at least create art again. Convictions: Punish those who destroy art. Benny's apartment (Haven 1, Haunted Flaw 1) Benny's quickly blowing his meager savings on the small, dark apartment he rents. It'll work for now, but it's got a weird vibe. Things always seem to end up in different places than he left them, and it's always cold. Like really cold. He'll stay until he runs out of money, or the haunted vibes gets to him. Whichever comes first. Touchstones: Alan Quartermaine — noted art critic and Benny's first victim. Humanity: 7 Generation: 13th Blood Potency: 1 Attributes: Strength 1, Dexterity 2, Stamina 2; Charisma 4, Manipulation 3, Composure 2; Intelligence 3, Wits 2, Resolve 3 Substance Use (Addiction Flaw 1) Benny wonders if he partied a little too hard in his final days with the secret society, because now he only seems to feel satiated when he feeds from those who've been drinking alcohol. Secondary Attributes: Health 6, Willpower 6 Skills: Craft (Painter) 4, Stealth 2, Survival 1; Etiquette 2, Insight 2, Performance 3; Academics 3, Subterfuge (Seduction) 1 His Sire and Her Friends (Adversary 1, Enemy 1) Benny's girlfriend did not take kindly to their breakup and has a pretty vicious vendetta against him. He doesn't think it would go well if they ran into each other in the streets and pretty readily avoids her part of town. She's even turned one of her mortal protégés against him. Disciplines: Blood Sorcery 2 (A Taste for Blood, Extinguish Vitae), Dominate 1 (Cloud Memory), Presence 1 (Awe) ANDERSON Looks (Beautiful 2) Benny is young and has always had that trendy hipster look about him. He's lying low for now, but his looks used to be a big part of his image. They could prove useful again. Concept: Very discreet private detective Quote: "You got a problem? I can make it disappear. For a fee." 248 ready made characters things packed into a suitcase waiting on the front steps of their small suburban home. He promptly checked himself into a motel down the street. He'd call her later. They'd work it out. Anderson was surprisingly unfazed by the breakup, as he found a thrill in his new work — much more than he'd ever gotten from his law books. The secrecy and danger excited him, and the deeper he fell into his new work, the more obsessed he got. One of his clients, widower and real estate tycoon Daisy Klein, offered an enticing deal if Anderson agreed to work for her associates exclusively: She offered to pay him a monthly rate that would keep him set for the foreseeable future, however, he'd need to cut all ties to his old life and focus his effort on the work... "for a while." The choice was simple. Anderson was honored to have been chosen and agreed immediately. Then he deleted Julia's number from his phone. KINDRED NIGHTS: FOUND HIS PLACE Along with his handsome paycheck, Anderson was given a one-bedroom apartment in a sleek high-rise that was home to a few other high-profile Ventre. Now that he was a permanent asset to the group, Anderson regularly completed assignments for these influential Kindred, including covering up "incidents" and making sure other clans in the city weren't breaching the Masquerade. After a couple of years, Anderson's workload has expanded, and he's finding he can't keep up with all the requests from his fellow Ventre. He needs help, and he doesn't trust anyone else to make sure he finds someone capable of doing this work as well as he'd like. After many years staying hidden and only venturing out on assignment, Anderson has gotten burnt out and a little stir-crazy. He's requested some time off to go in search of a worthy candidate to mentor. Though the Ventre haven't yet approved his request for an assistant, they've given him the time off anyway, since he's been doing such good work. It could take months to find someone as good as himself, but that's alright. It's just nice to get out of the apartment. Clan: Ventre MORTAL DAYS: PRIVATE EYE, AT YOUR SERVICE Anderson was a criminal defense lawyer getting by on semi-regular work when he started picking up some side jobs from a client he met at a bar after work. Not only did Anderson do great work, he was as discreet as they come — and he was getting paid top dollar by the kind of people who had things they liked to make "go away." Initially, it was rich wives looking for proof their husbands were cheating but as his name got passed around the city's upper crust, Anderson started being hired for things that were more morally ambiguous. Instead of trying to uncover the truth, he started getting paid to cover things up... things he didn't always understand. But the money was good, and he amassed a very lucrative set of clientele, so he did the work under the table and kept his mouth shut. His girlfriend Julia didn't like the side jobs, as they were often messy and kept him out all hours of the night. When his they started paying better than his meager salary, Anderson and Julia got in a massive fight over his decision to quit his job at the firm. She liked the security of his day job, and she didn't like "those people" he was working for now. Anderson, however, was starting to feel an addiction to the work. When Julia confronted him about planning for "their future," he suggested maybe they take a little break. The next morning, he found his GUIDE TO PLAY: 249 • Camarilla: Well-known throughout Kindred society, Anderson would continue to stay busy with all sorts of requests. His skills are in such high demand within the Camarilla, he'd have a pretty good shot at rising through the ranks, possibly outgrowing taking orders from his sire. • Anarch: While on leave, Anderson could decide he's done taking orders from his sire and cut himself loose of the sect he's been working for, opting to start his own business for drifters preferring to live LET THE STREETS RUN RED MASK AND MIEN: outside the Camarilla. The Ventre would not take kindly to this decision, and he'd have to deal with them being on his case for some time. • Anderson already kept a low profile as a private detective, so his change in "lifestyle" wasn't too hard. It was relatively easy for him to "disappear," sticking to the shadows and cutting off any connections with old clients. The only person he doesn't completely sever himself from is Julia, checking up on her (without her knowing, of course) from time to time, just to see how she's doing. • In his mid-forties, Anderson is surprisingly fit. He enjoys boxing when he's not working, wanting to keep his reflexes as sharp as his mind. He maintains a wardrobe of simple dark clothing and often has a camera with a zoom lens hanging around his neck. BACKGROUND DETAIL: • • • Tobacco addiction (Substance Use Flaw 1, High-Functioning Addict 1) Maybe it's a holdover from his mortal days, or maybe he's going for that "cool detective persona," but even as a Kindred he can't shake his taste for tobacco. Anderson gets a little cranky when he can't feed from someone who's smoked recently. Feeding Flaw (Prey Exclusion Flaw 1) Anderson's clan Bane restricts his feeding so he can only drink from individuals who committed sexual infidelities while married. He is testing the boundaries of this condition, to determine constitutes as an infidelity, but for now he drinks only from people he knows for sure have had sex with someone behind their spouse's back. Sire: Daisy Klein Predator: Sandman Embraced: 2005 (Born 1970) Ambition: Sire his own personal assistant once his business grows large enough. Fake Identity (Mask — Zeroed 1, Resources 1) After Anderson's Embrace, one of the Kindred in Daisy's crew erased his information from all records. His line of work is much easier if he doesn't exist. He's got a wealth of fake identities to choose from when necessary. Daisy furnished him with a small bank account topped up with some ready cash. Suggested Desire: Get an even better apartment in the high-rise he shares with the other Ventre in his sect. Convictions: Let none of his mortal associates find out about his vampiric nature. Touchstones: His ex-girlfriend Julia, to whom he is still attracted. Moderate Apartment (Haven 1, Security System 1, Postern 1) The one-bedroom apartment Anderson has been residing in is a huge perk of the job, even though it's a bit utilitarian for now. The security in the building is top notch, ensuring he has no need to worry about anyone making trouble for him when he's off the clock. When he needs to get around the building's security, there's a convenient secret tunnel in and out known only to the Ventre. However, he's seen the views of the city from some of the other Ventre's apartments... and he'd like to work his way into a nicer one. Humanity: 6 Generation: 12th Blood Potency: 1 Attributes: Strength 1, Dexterity 2, Stamina 2; Charisma 2, Manipulation 3, Composure 3; Intelligence 4, Wits 3, Resolve 2 Secondary Attributes: Health 5, Willpower 5 Skills: Firearms 2, Larceny 3, Stealth 4 (Break-in); Insight 2, Intimidation 1, Persuasion (Victims) 3, Streetwise 1, Subterfuge 3; Awareness 2, Politics 1 Disciplines: Dominate 2 (Cloud Memory), Mesmerize, Fortitude 1 (Unswayable Mind), Obscure 1 (Silence of Death) 250







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