



Reference Sheets

For use with City in the Sand

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INFLUENTIAL KINDRED

As an influential Kindred in Los Angeles, you know a little bit about the Kindred who hold office or important roles in the city.

Name	Role
Danton	Prince (Mekhet, Carthian Movement)
Flint	Seneschal (Daeva, Invictus)
Thomas	Harpy (Ventrue, Lancea Sanctum)
Weber	Herald (Gangrel, Carthian Movement)
Ward	Master of Elysium (Nosferatu, Ordo Dracul)
Navarre	Covenant Leader, Carthian (Ventrue, Carthian Movement)
Morris	Covenant Leader, Circle of the Crone (Ventrue, Circle of the Crone)
Shinn	Covenant Leader, Invictus (Ventrue, Invictus)
Naldi	Covenant Leader, Ordo Dracul (Mekhet, Ordo Dracul)
Faye	Priscus, Daeva (Daeva, Carthian)
Trent	Priscus, Gangrel (Gangrel, Ordo Dracul)
Ogle	Priscus, Mekhet (Mekhet, Lancea Sanctum)
Vess	Priscus, Nosferatu (Nosferatu, Lancea Sanctum)
Lewis	Priscus, Ventrue (Ventrue, Invictus)
Sanchez	Primogen (Nosferatu, Invictus)

OTHER NOTES ON THE KINDRED OF THE CITY

- A number of influence Kindred were killed last year, including the former Herald, Harpy and Sheriff.
- Prince Danton has never replaced Sheriff Takashi. The coterie known as L.A. Confidential have sometimes investigated Kindred-related crimes, so the need to replace Takashi isn't pressing.
- The Prisci of Los Angeles don't have their own Harpy, though having one is traditional in many domains of this size. Rumors suggest that perhaps the Prince has disallowed it, although no one has been crass enough to accuse her of it publicly.
- Prince Danton has never had a formal Hound, but instead tasks individual Kindred to work for her as part of her Carthian experiment to empower all Kindred.
- Prince Danton and Flint haven't been seeing eye-to-eye on policies recently. The past few months have made that more and more obvious.
- The Lancea Sanctum of Los Angeles do not currently have a covenant leader (usually called a Bishop). Some rumors say that this is because Danton hates the Sanctified, others say that the "Faithful" in L.A. are simply not devout enough to have appointed one.



CARTHIAN COVENANT LEADER NOTES (NAVARRE)

Since you are starting in the game as Myrmidon (Carthian covenant leader), below is the list of characters that are known to be of your affiliation and some other public information were possible. Not all these characters may get into play.

Name	Clan	Coterie	Notes
Adams	Gangrel	Café Bohème	Photographer
Bonpland	Mekhet	-	Philosopher
Danton	Mekhet	-	Prince
Dillard	Daeva	Starlight	Director
Doran	Ventrue	Café Bohème	Club Owner
Faye	Daeva	Starlight	Actress
Harron	Mekhet	Café Bohème	Pit Boss
Jordan	Gangrel	The Pack	Old Wolf
Navarre	Ventrue	-	Peacemaker
Ravel	Nosferatu	-	Veteran
Weber	Gangrel	The Pack	Herald



CIRCLE OF THE CRONE COVENANT LEADER NOTES (MORRIS)

Since you are starting in the game as Hierophant (Circle of the Crone covenant leader), below is the list of characters that are known to be of your affiliation and some other public information were possible. Not all these characters may get into play.

Name	Clan	Coterie	Notes
Althea	Gangrel	-	Mysterious Visitor
Cronin	Nosferatu	Photoplay	Tinkerer
Earl	Nosferatu	-	Powerbroker
Franklin	Mekhet	-	Voodoo
Glennon	Nosferatu	Sandmen	Weasel
Iribe	Daeva	-	Fashionista (Visitor)
Joy	Daeva	-	Life of the Party
Moore	Daeva	Photoplay	Talented Artist
Perry	Gangrel	The Pack	Archaeologist



INVICTUS COVENANT LEADER NOTES (SHINN)

Since you are starting in the game as Primus (the Invictus covenant leader), below is the list of characters that are known to be of your affiliation and some other public information were possible. Not all these characters may get into play.

Name	Clan	Coterie	Notes
Byrne	Daeva	Café Bohème	Club Manager
Corrado	Gangrel	-	Mafioso
Flint	Daeva	-	Seneschal
Hamilton	Mekhet	Inner Council	Counselor
Hyland	Nosferatu	Inner Council	Hoarder
Lewis	Ventrue	Inner Council	Financier
Miller	Mekhet	L.A. Confidential	Homicide Detective
Powell	Ventrue	-	Crime Boss
Sanchez	Nosferatu	Sandmen	Primogen



DAEVA PRISCUS INFORMATION (FAYE)

Since you are starting in the game as the Daeva Priscus, below is the list of characters that are known to be of your clan and some other public information where possible. Not all these characters may get into play.

Name	Covenant	Coterie	Notes
Byrne	Invictus	Café Bohème	Club Manager
Dillard	Carthian	Starlight	Director
Edeson	Ordo Dracul	Starlight	Stage Magician
Fenton	Ordo Dracul	Photoplay	Gossip Columnist
Flint	Invictus	-	Seneschal
Iribe	Crone	-	Fashionista (Visitor)
Joy	Crone	-	Life Of The Party
Moore	Crone	Photoplay	Talented Artist

ORDO DRACUL COVENANT LEADER NOTES (NALDI)

Since you are starting in the game as the Kogaion (Ordo Dracul covenant leader), below is the list of characters that are known to be of your affiliation and some other public information were possible. Not all these characters may get into play.

Name	Clan	Coterie	Notes
Conway	Mekhet	-	Newcomer
Edeson	Daeva	Starlight	Stage Magician
Fenton	Daeva	Photoplay	Gossip Columnist
Rodrigo	Nosferatu	Photoplay	Media Mogul
Trent	Gangrel	The Pack	Self-controlled Priscus
Turgenev	Mekhet	-	Scientist (Visitor)
VanWyck	Ventrue	Photoplay	Society Columnist
Ward	Nosferatu	Sandmen	Master of Elysium



GANGREL PRISCUS INFORMATION (TRENT)

Since you are starting in the game as the Gangrel Priscus, below are the list of characters that are known to be of your clan and some other public information where possible. Not all these characters may get into play.

Name	Covenant	Coterie	Notes
Adams	Carthian	Café Bohème	Photographer
Althea	Crone	-	Mysterious Newcomer
Corrado	Invictus	-	Mafioso
Gordon	-	L.A. Confidential	Cop
Jordan	Carthian	The Pack	Old Wolf
Perry	Crone	The Pack	Archaeologist
Ross	-	Café Bohème	Thug
Weber	Carthian	The Pack	Mouthy Herald



MEKHETH PRISCUS INFORMATION (OGLE)

Since you are starting in the game as the Mekheth Priscus, below are the list of characters that are known to be of your clan and some other public information where possible. Not all these characters may get into play.

Name	Covenant	Coterie	Notes
Bonpland	Carthian	-	Philosopher
Conway	Ordo Dracul	-	Newcomer
Danton	Carthian	-	Prince
Franklin	Crone	-	Voudoun
Hamilton	Invictus	Inner Council	Counselor
Harron	Carthian	Café Bohème	Pit Boss
Miller	Invictus	L.A. Confidential	Homicide Cop
Naldi	Ordo Dracul	-	Primadonna
Turgenev	Ordo Dracul	-	Scientist (Visitor)



VENTRUE PRISCUS INFORMATION (LEWIS)

Since you are starting in the game as the Ventruue Priscus, below is the list of characters that are known to be of your clan and some other public information where possible. Not all these characters may get into play.

Name	Covenant	Coterie	Notes
Doran	Carthian	Café Bohème	Club Owner
Morris	Crone	-	Priestess
Navarre	Carthian	-	Peacemaker
Powell	Invictus	-	Crime Boss
Pratte	Lancea Sanctum	-	Lawyer
Roberts	Lancea Sanctum	Starlight	Actor
Shinn	Invictus	Inner Council	Zen Leader
Thomas	Lancea Sanctum	-	Harpy
Van Wyck	Ordo Dracul	Photoplay	Society Columnist



NOSFERATU PRISCUS INFORMATION (VESS)

Since you are starting in the game as the Nosferatu Priscus, below is the list of characters that are known to be of your clan and some other public information where possible. Not all these characters may get into play.

Name	Covenant	Coterie	Notes
Cronin	Crone	Photoplay	Tinkerer
Earl	Crone	-	Powerbroker
Garrett	-	-	Bodyguard
Glennon	Crone	Sandmen	Weasel
Hyland	Invictus	Inner Council	Hoarder
Ravel	Carthian	-	Veteran
Rodrigo	Ordo Dracul	Photoplay	Media Mogul
Sanchez	Invictus	L.A. Confidential	Primogen
Ward	Ordo Dracul	Sandmen	Master of Elysium

Café Bohème

MEMBERS:

- **Micha/Michelle Adams** - Gangrel, Carthian
- **Robert/Roberta Byrne** - Daeva, Invictus
- **Micky Ross** - Gangrel, Unaligned
- **Doran** - Ventrue, Carthian (leader)
- **Reese Harron** - Mekhet, Carthian

BACKGROUND: Café Bohème was established to bring class and elegance to Los Angeles, and to provide its Kindred population with a degree of anonymity as well as a non-Elysium common ground. If you're not on the guest list (i.e., don't have Status within the city), it can take hours just to get in the door, let alone seated. According to the gossip magazines, you are no one until you get the key to the Seraglio Room – the behind-the-scenes club-within-a-club where the Kindred of the city hobnob with one another in relative privacy.

Doran is the current owner of the club. Living in the limelight is not his strength. As often as he can, he leaves the glad-handing to Byrne, and simply rakes in the prestige and wealth that come from running the city's hottest night-spot.

Byrne basks in dealing with people. A consummate conversationalist, she moves easily through different social circles and maintains the connections to keep the club open and operating nightly. If she cannot befriend someone, she can always bribe or bully them.

Adams is a portrait photographer and a known fixture at the Café. He is the only photographer permitted within the bounds of the club. Trade and industry media have tried in vain to break the blockage of outside photography. If you want a photo of a party inside the walls of the Café, Adams is your only means. He is employed by several studios to get their stars' parties on film, and is a quietly powerful individual in mortal society.

Ross is a latecomer to the staff of the Club, and only recently has been offered membership in the coterie that operates it. Staunchly opposing the idea of joining a covenant, Ross still enjoys the companionship of the coterie, and agreed to join with the understanding there would be no pressure to join any of their covenants. As a Gangrel, Ross lends the coterie sheer physical power and an intimidating manner that means few people ever cause problems when he is on duty in the Seraglio Room.

The quietly dependable Harron is loyal first to Byrne, then to Doran. Willing to step between these two and danger, Harron excels in quietly intimidating those who oppose him. A Mekhet, he projects dignified charm. Since Harron's chosen weapon is a knife (or often a number of knives), few are stupid enough to come within arm's reach if they have offended the usually calm vampire.

COTERIE GOALS:

- Recruit a member of Photoplay to change coterie.
- Ensure that no one but Adams takes pictures in the club.
- Increase media contacts, and try to increase the public perception that Café Bohème is the place to be seen.



Café Bohème - Shared Haven Merit

Perhaps Los Angeles' hottest nightclub isn't the most intuitive place for one of the city's most powerful coterie to make their Haven, but what the location lacks in seclusion it makes up for in location. It also allows the coterie to focus their attention in a specific part of the city, rather than being spread out and vulnerable to predation while traveling to and from their sanctuary.

(Location 2, Security 3, Size 3)

Shared Haven Members: Adams, Byrne, Doran, Harron, Ross

Description: To all outside appearances, the building contains only three floors: the ground floor that houses the nightclub, a second floor which holds offices, quarters for the club's owner and those who work there extensively, and a third floor which appears abandoned and used only for storage. Each of these floors has windows (although they've been blacked over), and the ground floor contains several exits to meet fire security codes. However, between the second and third floors is a hidden level, sequestered between the offices and storage rooms like a false bottom in a craftily fashioned jewelry box. While this secret floor is a bit shrunken, with only seven-foot ceilings, it spans the entire area of the reinforced-cement building, offering more than sufficient space for the coterie's members to spend their days safe from the sun and their enemies.

The haven can be reached by any one of a number of secret doors, each reinforced with state-of-the-art security technology and hidden from outsiders' eyes. One door is in Doran's private office and another is in the rooms that the club's mundane staff thinks are Byrne's on-site quarters. A third entrance to the haven is hidden in the room that Ross claims as a workout room, and there is one more in Adams' darkroom. While one door leads from the haven to the "abandoned" storage floor, it is never used for casual entrance into the haven, and serves only as an emergency exit. If using this exit becomes necessary, from it they have access to the storage room that contains a variety of weapons including caches of firearms and stakes, as well as collapsible chain ladders that can be used to escape to the ground or climb up to the flat rooftop, depending on the situation.

The haven floor contains private and secure lodgings for each of the coterie members to spend their daytimes in protection from the sun and intrusion by their enemies. It has no windows to the outside, and contains a false layer of wall, preventing direct breach through the exterior wall. A heavy steel grate all the way around the perimeter of the haven's floor spans the space between the interior and the exterior wall. Breaching the exterior wall triggers the club's security alarms, which alerts the human guards to the intrusion, and (hopefully) rousts even a deeply sleeping Kindred from his slumber.



Chiave

MEMBERS:

- Kendall/Kent Earl - Nosferatu, Crone
- Leatrice/Levi Joy - Daeva, Crone
- Powell - Ventruie, Invictus
- Jaime Flint - Daeva, Invictus, Seneschal (leader)

BACKGROUND: Flint has been in the city for almost twenty years. After convincing Prince Danton of his usefulness, he gained and has maintained the position of Seneschal for over a decade. Ever vigilant, Flint has created a covert coterie to maintain his foothold in the area and prevent others from taking over. Over the years, however, their clandestine focus has shifted from serving Danton to protecting Los Angeles from the worst of the Prince's peccadilloes. Now, they may find themselves having to take control of the city in order to protect it.

Chiave has been built slowly over the last year or two, with Flint adding members as he finds Kindred who share common goals and discretion. It has the ability to become rather powerful within the city. Each member brings qualities that make a coterie successful, including the image that each is independent and eminently recruitable.

Earl holds influence over city hall and politics. He has quite the poker face, a big plus for dealing with other bureaucrats, Kindred or not. People have trouble lying to him, and find it equally hard to tell if and when he's lying. He's a bit of a slime-ball, but the rest of the coterie believes they can trust him, if for no other reason than their goals are the same.

Joy is nearly a myth in the movie world. Selective about her roles, she almost never accepts contracts, but the fans wait with bated breath to see her light up the screen again. She is well-liked in Kindred society. Joy invites attention wherever she goes, and considering that the Prince is rumored to have a taste for feeding on other vampires, she may well prove to be the bait for deposing the current monarch, should it come to that. For now, she's the party-girl who *everyone* wants to be around.

Powell is the newest member of the coterie, and the one Flint turns to when distasteful things need doing. He's also a great investigator, using his ability to speak with animals or Dominate humans and Kindred to get to the truth. He has been building the coterie's connections with the rest of the domain by coming at the Kindred population from the dirty underside where few are brave or strong-stomached enough to tread.

COTERIE GOALS:

- Keep the existence and membership of Chiave a secret, especially from the Prince's coterie.
- Derail any attempts by other Kindred to oust Flint as Seneschal.
- Convince others of Prince Danton's instability and get Flint on the throne of Los Angeles.

Starlight

MEMBERS:

- Quinn Dillard - Daeva, Carthian
- Jayne/James Edeson - Daeva, Ordo Dracul
- Julia/Jules Faye - Daeva, Carthian (leader)
- Haley Roberts - Ventruie, Lancea Sanctum

BACKGROUND: Starlight is a fairly new coterie, formed when Dillard and Faye decided to extend their decades-long partnership to include other like-minded members (and former members) of the film community. They recently returned to Los Angeles and began collecting their companions around them, in no small part out of concern about the recent unveiling of certain artifacts which Dillard remembers from his time as Cecil B. DeMille's protégé.

Dillard was much of the genius behind DeMille's fame and fortune. Although his name is virtually unknown to the public, suppressed by DeMille's ego and need for fame, his vision and creativity are acclaimed by cinema aficionados, who mourn his untimely "death" in the 1960s to this day.

Julia Faye, Dillard's sire, was commonly known among Hollywood insiders as DeMille's mistress. Faye wanted to be a star and realized that the best way to accomplish that was to find someone who would film her. She seduced DeMille, then realized that Dillard was the true genius behind his work. She Embraced Dillard, and soon thereafter DeMille discovered their duplicity and ended Dillard's career. Dillard and Faye spent the next fifty years exploring the world together before returning to Los Angeles, where Faye wasted no time in charming the clan into accepting her as the Daeva Priscus.

Dillard dotes on Faye, denying her nothing that won't harm him – or her. He shares a common survival instinct with Edeson – a former-stage magician from New York – who has responded to the couple's request for aid with something Dillard refers to as the "curse." Faye and Dillard hope that Edeson's arcane knowledge can aid them in discovering the nature of the curse where their own covenant ties did not.

As Priscus of the Daeva, Julia secured permission from Danton for her clansman, Edeson, to be in town for a few months, which has stretched out to more than a year. He naturally has joined forces with them and with Roberts, for no Kindred is foolish enough to move about without someone to guard his back.

Roberts is a veteran screen actor, appearing in a number of small-budget films in the 60s and 70s before being Embraced. He has worked with Dillard before and is in town to lend a hand to his friend (and explore the city's reputedly unequalled party scene.)

COTERIE GOALS:

- Recruit other cinema-minded individuals into your coterie.
- Gain possession of the artifacts and keep them from causing harm in the domain.
- Be the center of attention.

Inner Council

MEMBERS:

- Robin Hamilton - Mekhet, Invictus
- Ms./Mr. Lewis - Ventrue, Invictus
- Drew Hyland - Nosferatu, Invictus
- Shinn - Ventrue, Invictus (leader)

BACKGROUND: The Invictus in Los Angeles have been well established for decades, due in no small part to the core of the covenant's leadership. Between the four members of the Inner Council, they have held the position of Primus of the Invictus in an unbroken rule of almost fifty years.

Shinn, the current leader of the coterie, is suspicious that the current Prince's Harpy (Thomas, a member of the Lancea Sanctum) is planning some sort of upheaval in the city structure, but has been unable to confirm this because Thomas has been noticeably unavailable for any meetings or social events outside the few occasions requiring the Harpy's presence. He worries that the Prince has been behaving erratically, and has cautioned the coterie to take care when attending gatherings.

Hamilton has only recently awakened from torpor. Some tragedy drove the fairly young Mekhet into a depression which led to his voluntarily entering torpor in the early nineties. His allies have recently awoken him in hopes that his ties to his sire, Prince Danton, could help stabilize her. Known to always think before acting, he is often the wisest member of the Inner Council despite his youth.

In temperament, Hyland and Hamilton could not be more different. Fiery and often impatient, the boorish Nosferatu excels at looking for weaknesses to be exploited or guarded against. He often has to be cautioned to restrain himself when inspired to seek vengeance for some real or imagined slight.

Priscus of the Ventrue, Lewis is relied upon by his cohorts for his deft calculations of any situations risks, as well as his exceptional financial mastery.

COTERIE GOALS:

- Continue to increase the power of the Invictus and look for weaknesses in other covenants.
- Find out what Thomas is up to – she's either weak and hiding or about to make a move.
- Recruit other powerful members of the covenant into your ranks.

L.A. Confidential

MEMBERS:

- Pat Gordon - Gangrel, Unaligned
- Sanchez - Nosferatu, Invictus
- Mac Miller - Mekhet, Invictus (leader)

BACKGROUND: In a city the size of Los Angeles, where the night shift is as active as the daytime, some vampires are able to continue at least a portion of their lives after being Embraced.

Detective Miller got a little too close to solving a homicide up in the hills about ten years ago, and the Seneschal, Flint, gave him a choice to become one of the Kindred in this city or be killed. Given the promise of a steady job and the ability to continue defending the helpless, Miller opted to become vampire, but used his seniority to stay on the night shift, claiming he does his best work when other people are sleeping. There is some bad blood between Miller and Flint now, in no small part due to Miller's refusal to fix a few cases that weren't Masquerade-related. Miller continues to stand strong in his reluctance to change anything dealing with mortals unless absolutely necessary.

Gordon is a former beat cop who now unofficially patrols among the red light district and the immigrant neighborhoods. He has a reputation for speaking his mind and refusing to deal with idiots, which has led to more than a little animosity between him and other members of the domain.

The Nosferatu, Sanchez, who was once a cop but "retired" after his Embrace turned him into a monster. He was recently asked to be a counselor to Prince Danton, thus providing another valuable asset to the coterie in the fact that he currently serves as a member of the Prince's court.

As a group, L.A. Confidential serves the local Kindred in many of the ways the former Sheriff did, and while they may not always enjoy the job, they see it as a way to do damage control between the vampires of the city and the unwary humans who might otherwise be even more helpless victims to undead predation. Most recently, they're searching for a suspected vampiric killer who has killed more than a dozen gang members in an increasingly messy fashion over the last month or so. The coterie not only wants to stop the killings before word of their grisly nature reaches the human press, but also to bring the murderer to justice.

COTERIE GOALS:

- Gather evidence against the person or persons behind the recent killings, disappearances, etc.
- Prevent the gathered vampires from committing crimes that break the Masquerade.
- Protect humanity from the vampires of the domain.

Photoplay

MEMBERS:

- Cronin - Nosferatu, Crone
- Andrea/Andy Moore - Daeva, Crone
- VanWyck - Ventrue, Ordo Dracul
- Fenton - Daeva, Ordo Dracul
- Rodrigo - Nosferatu, Ordo Dracul (leader)

BACKGROUND: Knowledge is power. Particularly when you control what news and information gets to the general populace. Rodrigo learned the truth of this philosophy when he participated in the underground movement in France during WWII, and has been putting it into play ever since. Although the oldest of the coterie, Rodrigo wisely seeks and follows the advice of younger Kindred who have a knowledge and familiarity with the modern world. In return for their skills in maintaining his existence, he provides protection and mentoring.

When the coterie arrived in San Francisco in the late 1970s, they took control over a small newspaper that flourished for almost twenty years. Eventually Rodrigo realized that it was time for the coterie to move out of the public eye and reinvent itself, lest their ties with humanity reveal their un-aging natures. The group withdrew and spent a decade or so interacting only with Kindred society. When the film industry's influence began growing at an alarming rate, Rodrigo saw an opportunity to re-introduce his group to a new media world, and set about working behind the scenes to capture a lion's share of influence in this promising new territory. After consulting with his younger coterie-mates, he created a trade magazine dedicated to movies and the personalities involved therein. They struck while the iron was hot and soon *Photoplay* was the premiere industry magazine.

Each member of the coterie played his own role. Gossip columnist D. Fenton kept a finger on the pulse of the movie world's gritty underside, while VanWyck became the premier society writer of the West Coast. Best selling covers are often created by the artistry of Moore, with others featuring shots by the award-winning but reclusive photographer Cronin. The magazine is now one of the most influential entertainment venues in the world. A good interview within its pages can make a starlet into a star, and a bad review can bury a movie.

Moore plays an invaluable part preserving the Masquerade locally with the portrait paintings that grace *Photoplay* covers. Those few vampires who have careers in the film industry rely on him to compensate for the fact that (due to the Lost Visage) it's extremely taxing for them to appear in publicity photos that do not blur to obscurity within days.

COTERIE GOALS:

- Infiltrate Café Bohème, get pictures of the event and publish them before Adams can do so.
- Determine who else has their interests in media circles and which vampires are the biggest competition to the coterie. Neutralize them, either socially or in a more permanent manner.
- Recruit Moore into *Photoplay*.

Prince's Coterie

MEMBERS:

- Payton Bonpland - Mekhet, Carthian
- Randy Garrett - Nosferatu, Unaligned
- Jaden Franklin - Mekhet, Crone
- Amelia/Emilio Denton - Mekhet, Carthian, Prince (leader)

BACKGROUND: You are a clandestine coterie, gathered by Prince Danton for the purposes of providing stability to the domain of Los Angeles (and to protect her reign).

Bonpland has never known who sired him. Danton helped him break free over time from the unnatural obsession with the Kindred who abandoned him, and so Bonpland learned to embrace the Carthian concept of freedom. Even if Danton acts strangely from time to time, Bonpland is unwavering in his loyalty.

As a Nosferatu, Garrett is used to people not trusting him or finding excuses to avoid his company. The fact that Danton, Bonpland and Franklin do not is a precious gift in Garrett's eyes, and has earned the coterie his undying loyalty. The only member of the coterie to publicly make his allegiance known, Garrett acts like a bodyguard from time to time, always positioning himself near the Prince and deflecting hostile Kindred when possible.

Franklin's past is not publicly known, but upon his arrival in Los Angeles a few years ago he approached the Prince and soon thereafter she announced to the coterie that he was to be a member. Since then, he has served her and the rest of the coterie well, providing insight into the dark side of the supernatural world.

COTERIE GOALS:

- Mingle with the other Kindred present. Listen carefully for any hints that people are unhappy with the Prince. Take that information discreetly to Danton.
- Do not tell anyone who is in the Prince's coterie, nor how many are numbered among her most trusted. Knowledge is power.
- Look for opportunities to make alliances to support the Prince, and offer that information to her for action.

Sandmen

MEMBERS:

- **Glennon** - Nosferatu, Crone
- **Raven Ward** - Nosferatu, Ordo Dracul, Master of Elysium
- **Chris Vess** - Nosferatu, Lancea Sanctum (leader)

BACKGROUND: When Kindred consider the most influential power blocs in Los Angeles, this trio of Kindred immediately springs to mind. What one doesn't know, more than likely one of the other two does. Together, they have one of the most extensive information networks along the West Coast.

Ward is one of the longest established residents of the city, and has been Master of Elysium for decades. His true passion, however, is information and politics, and he's been a part of the city long enough to have at least trivial boons owed to him from many of the domain's residents.

Vess and Glennon are relatively new to the area, but bring with them contacts that are quite valuable in and outside of the city.

Vess is a sadistic bastard who relishes chances to use his ability to make others endure their worst fears. He treats others with respect only until they "prove" themselves weak, guilty or lacking in some way, at which point they are fair game for his cruelty.

Glennon is a fairly new member of the city, having only been Embraced a few years ago. He was adopted into the coterie when it became apparent his connections to the mortal world (and attitude about secrets) complemented that of Vess and Ward.

The Sandmen know Dillard is hiding something and want that knowledge, badly.

COTERIE GOALS:

- Get at least one of the coterie members undetected into any of the important meetings going on this evening and have them report back.
- Determine if Dillard and his coterie are hiding something, and if so, what.
- Promote the coterie's reputation as the creepiest members of the domain.

The Pack

MEMBERS:

- **Rae Jordan** - Gangrel, Carthian (leader)
- **Regan Weber** - Gangrel, Carthian, Herald
- **Kasey Perry** - Gangrel, Crone
- **Alistair Trent** - Gangrel, Ordo Dracul, Gangrel Priscus

BACKGROUND: It is not unheard of for newly Embraced vampires to be given minor positions of power, but rarely does it happen in a city with as extensive a Kindred population as Los Angeles possesses. When such an elevation happens, the Kindred is regarded as one to be watched, and closely. If smart, the neonate will form alliances and friends for a measure of shelter from the Dance Macabre.

Weber was quietly advised by his Priscus, Trent, when the eccentric Prince Danton declared that the young Carthian who was so good at speaking his mind would now speak on her behalf. Trent recommended that Weber be brought into The Pack, and after Jordan put him through a series of grueling trials to test his mettle, the three-member coterie grew to four. Each (for their own reasons) is committed to doing what they can to constrain the growing whims and oddities of the Prince, so long as they are not placed at risk.

Jordan has been noted for many years as a person who values justice and fairness in all his doings. Sometimes that justice has been harsh and old-fashioned. People who have crossed him tend to end up wishing they were dead. But of late, he's been growing even more feral, causing his more civilized pack members no small amount of concern.

While the rest of the pack calls Los Angeles home, Perry is more nomadic. An archaeologist by trade, he leaves for extended digs fairly often, sometimes for months at a time.

COTERIE GOALS:

- Gauge the Prince's mind – is she insane or merely quirky?
- Be on the lookout for potential new pack members. If anyone seems a likely candidate, put them through tests of physical capability – athletics, fighting, stealth, etc.
- Protect each other. No threat against one of you goes unanswered by the group.

Torque

MEMBERS:

- **Argent** - Daeva, Lancea Sanctum (leader)
- **Rhea/Rex Ingram** - Daeva, Lancea Sanctum
- **Alex Clark** - Gangrel, Lancea Sanctum

BACKGROUND: Argent is knowledgeable of the ways of the Lancea Sanctum, and gives the utmost respect to the covenant leaders of the cities he visits. Though he travels often, he almost never goes anywhere without an invitation from the city and a mission from his higher-ups in the covenant.

He has the Prince's invitation along with that of the covenant in California. Concerns about Prince Danton's Praxis have been voiced and the Sanctified are concerned that the Carthian has become unstable and unfit to lead.

Argent has formed a temporary coterie to accompany him in his travels. Ingram and Clark are two bright up-and-comers in the Lance. They are privileged to be Argent's traveling companions, as the respected Inquisitor is training them in the ways of the Lancea Sanctum, and preparing them to follow in his footsteps.

Ingram was formerly established in the area, and holds many connections still, although he has been assigned elsewhere for a few years. He's got impressive aptitude with the powers of the blood and has been tapped as a future leader. His training with Argent grooms him for the roll he is to fulfill.

Clark's scholarly and warrior ways are strong, but he lacks the social grace and diplomacy to advance quickly within the Sanctified. While he is well known for his piety and knowledge (especially in history), Clark still is struggling to learn to be less blunt and more politic in his dealings.

COTERIE GOALS:

- Observe Prince Danton and assess her mental state. Determine if she is stable or not, and if not, uncover and support an appropriate (and Sanctified-sympathetic) replacement.
- Draw upon the resources of the city's Sanctified to help organize a Lancea service with great ritual and ceremony. Keep an eye on those who avoid attending.
- Determine why the domain's covenant members seem lax in their faith, and why isn't a Bishop in the city. Appoint one to refocus the city's Damned.