



PICKERING  
LYTHE  
*By Night*

MIND'S EYE THEATRE  
VAMPIRE  
THE MASQUERADE







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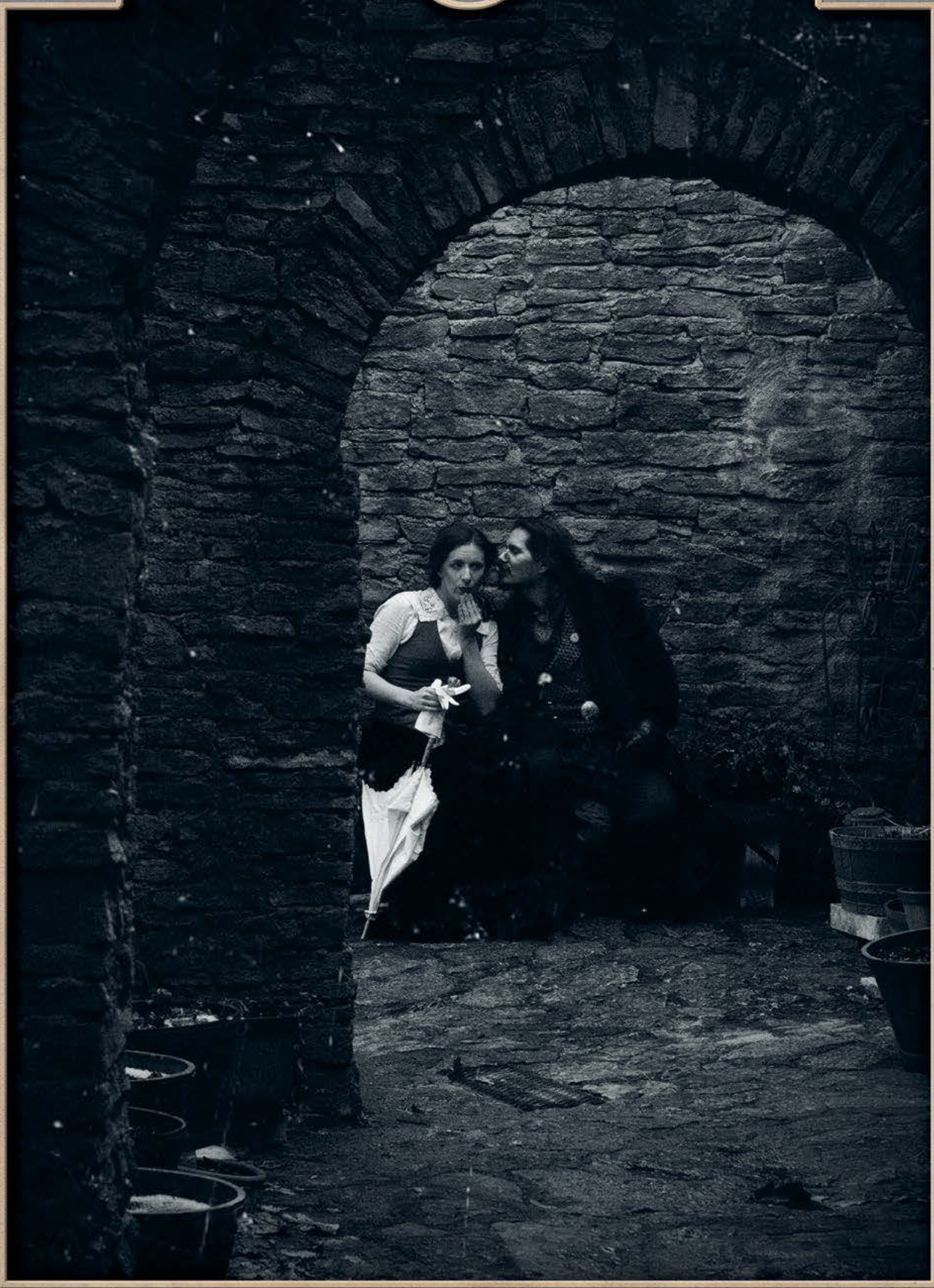




PICKERING  
LYTHE  
*By Night*

A Haunted Edwardian Setting









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# CHAPTER ONE: INTRODUCTION

*“But then I sigh, with a piece of Scripture  
Tell them that God bids us to do evil for good;  
And thus I clothe my naked villainy  
With odd old ends stolen out of Holy Writ;  
And seem a saint, when most I play the devil.”*

— William Shakespeare, Richard III

## What is Pickering Lythe?

The Edwardian Age marked a time of great prosperity and social upheaval between the death of Queen Victoria in 1901 and the start of World War I in 1914. Pickering Lythe is a troubled community in Yorkshire that faces the harsh wave of modernization while noble families with ancient lineages battle and scheme for control over Castle Pickering. Immortal eyes watch from the shadows as vampires from disparate sects seek to quietly secure this prize for their own purposes. There is a hidden secret contained in the castle that dates back to the Roman occupation of Great Britain and the terror that chased them from these shores. What secrets will the ghosts of Castle Pickering reveal?

Pickering Lythe is a self-contained haunted Edwardian setting sourcebook for **Mind’s Eye Theatre: Vampire The Masquerade**. This book contains all of the materials you’ll need to run Pickering Lythe as a special event or as a long-term chronicle. It includes pre-generated non-player characters (NPCs), detailed plot scenarios, and background overviews, as well as tips and suggestions for Storytellers seeking to integrate some or all of these stories into their

own chronicles. In addition, there are a number of black box plots and court games that may be used in virtually any Camarilla setting.

## Event Teaser

The seemingly endless bounty and prosperity of Pickering Lythe may have finally come to an end. Between a strange blight that has savaged the local crops and a sudden banking panic from London that crippled its finances, life in this quiet community in Yorkshire is in turmoil.

The Crouchbacks have owned Castle Pickering since the days of Henry III, but now they are in danger of losing it to receivership. Their only hope for avoiding scandal and financial ruin lies in gaining outside monetary support during the Wordsworth Festival of Lights, a contest of verse and rhyme in honor of Edmund Crouchback’s mother Eleanor of Provence. Poets and writers from across England will visit to compete for a residency prize from the Crouchback family. Lord Crouchback is hosting an unprecedented auction of several historical books and artifacts taken from the Ninth Crusade to save Castle Pickering.





The Kingthorpes, once masters of Castle Pickering, will do anything to reclaim their ancient homestead, but they are still reeling from the travesty of the scandalous affair at Whitby Abbey and the Russian freighter, the *Demeter*. They almost managed to block the festival based on a legal loophole about using township funds until an unknown foreign dignitary offered to serve as patron.

Only a handful of kindred elect to make their haven in Pickering Lythe due to the modest mortal population and the lack of creature comforts born of the township. Additionally, few are willing to risk living so close to the infamous Whitby Abbey. Many believe that there are hunters lying in wait for the first vampire that might visit the scene of Dracula's crimes. Still, it is known that the vampire that claims dominion over Castle Pickering shall find her personal prestige and power increased within the courts of London

It is whispered that an Assamite ambassador from the Mountain appeared in the largest Elysium in London and made a personal request of Lady Anne, the Seneschal of

London, to visit Pickering Lythe to acquire items of a personal interest from the auction for an elder Assamite. The Dunsirn, an emerging Giovanni family of Scottish bankers, spent a vast fortune to purchase an interest in Pickering Lythe, though few know why.

A quiet dread has overcome the once peaceful village as some whisper that the shades of the Roman soldiers that once conquered this land have returned to torment the living. Long ago, during the nights of antiquity, three Roman Legions held the land that would someday be called Pickering Lythe. Word had come from Rome that all of the villagers were to be slaughtered for defying the Empire. The day before the planned decimation, a young red-haired girl confronted them and warned them that Dis Pater — the Roman God of Death — would strike them down. The Romans laughed and crucified her. The next day, every Roman soldier in Pickering Lythe disappeared.

On this last night of the Festival of Lights, all of the terrible secrets of Pickering Lythe shall be revealed, endangering mortals and kindred alike.



## A History of Castle Pickering: The Sentinel of the North

William the Conqueror built Castle Pickering in North Yorkshire, England to protect the north of his kingdom. Successive sovereigns invested gold, resources, and men to maintain and upgrade this battlement, which allowed them to control and protect the tactically valuable region known as the North. Castle Pickering survived relatively unscathed for almost a thousand years, escaping the chaos of the War of the Roses and the Civil War of the 17th century. It seemed the quiet community of Pickering Lythe was a bubble of endless prosperity.

Henry III granted Castle Pickering to his second surviving son, Edmund Crouchback, as a reward for valor during the Ninth Crusade. This sparked a feud between the Crouchbacks and the previous title-holders, the Kingthorpes, that would burn hot and cold throughout the centuries. The Kings of England leveraged Castle Pickering as a base of operations to protect the North until the time of Richard III, and it is said that he left a trove of treasures there before his death at the Battle of Bosworth Field. However, Henry Tudor and the sovereigns that succeeded him preferred to spend national resources on castles not closely associated to the Kings of York. Slowly, Castle Pickering became a historical curiosity, and in the Edwardian Age it is simply considered one of many unimportant manor houses.

Pickering Lythe is a small community parish in the North Riding of Yorkshire, about 223 miles from London. The parish is comprised of the townships of Pickering, Kingthorpe, Marsh and Newton. Pickering Lythe is connected to the port of Whitby by a railroad line, where many visit the infamous Whitby Abbey.

Pickering Lythe (and the surrounding environment) makes an excellent setting for stories set in the World of Darkness. Storytellers are welcome to use Pickering Lythe as the fictional location for the stories in this book or modify the plotlines and non-player characters to suit their own chronicle. Players may wish to tie their characters' history to events depicted in this book or create historical ties with some of the non-player characters. The only limit is your imagination and it should only augment, not limit, your use of the stories provided here.

If you choose to use the Pickering Lythe setting, consider the following optional rule:

- The Shroud is always at the low level around the Castle Pickering, making it easier for wraiths to see, interact with and manifest in the physical world. The Necromancy: Ash Path power Shroud Mastery cannot be used to increase the Shroud level of Castle

Pickering; the power automatically fails if used. For more information on Shroud levels, see **Mind's Eye Theatre: Vampire the Masquerade**, page 177.

## How to Use this Book

Pickering Lythe has a number of resources to help players and storytellers capture the feeling of this setting. In addition, each plot kit is presented as a distinct storyline. Storytellers can run any of them independently of the others, or combine plot elements as they see fit. Sections of Pickering Lythe include:

- **The Festival of Lights:** Mortal and kindred politics clash as disparate factions plot and scheme to secure Castle Pickering. This sandbox plot is inspired by historical politics concerning Castle Pickering, but can serve as a template for storytellers to generate such plots in their own chronicles. Mortal and vampire characters delve into complex social and political maneuvering to claim Castle Pickering.
- **The Terror of Dis Pater:** Why did the Roman legion flee Pickering Lythe in antiquity and what terrors might await those that remained behind? This horror-inspired scenario involves an ancient methuselah waking from torpor and the demands it might make of those that live in the land it claims.
- **Richard III's Revenge:** Lord Crouchback intends to auction a number of family artifacts stolen during the Ninth Crusade to save Castle Pickering. Many are old parchments that haven't seen the light of day for years, and one of them contains a secret that a select few are willing to kill to protect. A few are culturally significant to the Assamites, who wish to return these treasures to their homeland. However, there are some, such as the Tremere, who would rather claim them for their own. There is a rumor that among the many treasures is an item which some believe would prove that Richard III actually made a deal with the devil.
- **Black Box Shorts:** This chapter contains a number of mini-plotlines, such as *Buttons*, *Buttons and Love Remembered*, that can be used to augment existing storylines in Pickering Lythe or in your own Mind's Eye Theatre games. As a bonus, there are court games that can be played by characters in your local chronicles, such as the *Game of Flowers and Scandal*.
- **Player Tools:** Chapter Seven features several print-ready handouts designed to give your players more tools to improve their live-action roleplaying experience using the Mind's Eye Theatre rules.



## Do What Works for Your Game

While the plotlines offered in Pickering Lythe provide all the information a Storyteller needs to run these stories in their own games, each plot kit can and should be customized to suit your own Storytelling style and the culture of your own chronicle. Storytellers are invited to use these plots as creative inspiration — modify any of these ideas as you see fit to tell the very best story for your game.

## Power Scale and NPCs

Pickering Lythe is a Mind's Eye Theatre: Vampire The Masquerade scenario that places mortal, ghoul and vampire characters into the mix for a unique cooperative LARP experience. This is a rare opportunity to feel the rush of vampires who subtly influence mortal society to achieve their goals. This requires a different ratio of characters than a typical chronicle.

Players seeking to create mortal, ghoul or neonate vampire characters have four prominent Pickering Lythe families that they can feature in their backgrounds (detailed in **Chapter Three: The Festival of Lights**, page 15). This provides an opportunity for players to build their histories directly into the story to gain a number of plot hooks for immersing themselves in the chronicle. Players who take the opportunity to play mortals or ghouls will have the chance to experience the terror of facing immortal creatures and, potentially, the excitement of the embrace.

It is recommended that storytellers discuss the disparate power levels between the different types of possible characters that can be created. Pickering Lythe works best if there is a ratio of one to one for mortal versus vampire characters, but this can obviously be modified for the needs of your local chronicle. A storyteller might leverage Pickering Lythe as a chance to recruit the more experienced players in her troupe or chronicle to play mortal NPCs and give the novice players a chance to shine for a night, especially at a convention.

The plot kits presented here are suitable for use in a chronicle where player-characters (PCs) possess an average of 70 Earned experience points (XP) in addition to their 30 Initial XP — a total of 100 XP on average. Although the NPCs included in Pickering Lythe may have more than 100 total XP, they are designed to present a challenge for groups of PCs at that level. Storytellers are encouraged to scale the provided NPCs up or down to power levels that present an appropriate challenge for their own chronicles.

## Prop Items

Many of the stories in Pickering Lythe feature signature items ranging from wearable costume pieces to objects with a clearly historic or mystic appearance. Each plot includes photographs of featured prop items along with crafting notes, where applicable. Using bold, imaginative props is a great way to increase the ambiance and immersiveness of your game. Storytellers are welcome to replicate the prop ideas suggested here or create their own unique versions for their games.

## Sinister Seeds

Each plotline comes with its own section of “Sinister Seeds:” printable pre-generated rumor cards. Storytellers can use these cards to tease storylines in advance or to help players become more involved in each story as its events unfold. Consider providing Sinister Seeds to characters who:

- Possess Contacts or other Backgrounds that are likely to have relevant information
- Expend appropriate influence actions to investigate the plot or gain information about current events
- Spend downtime actions to patrol relevant areas or investigate plot elements
- Have appropriate ties in their character backgrounds

## Setting Style Document

All of the plot kits in Pickering Lythe share the following Setting Style Document:

### Setting Style Document—Edwardian Age

**Theme:** Revenge, Morality, and Death

**Mood:** Decadent, Mysterious

**Scope:** Pickering Lythe (historic community located in Yorkshire, England)

**Setting:** Camarilla, Edwardian Age

### Rarity Adjustments: Camarilla (Edwardian Age)

The appearance of a clan on this list does not mean that said clan would be a member of the Camarilla, but that it can appear in the setting. For example, the Giovanni are listed as an Uncommon Clan in the Camarilla setting, but the setting clearly states that they are not allowed membership in the Camarilla.



In the Edwardian Age, the following clans are considered “pillar clans” of the Camarilla: Brujah, Gangrel, Malkavian, Nosferatu, Toreador, Tremere, and Ventrue. Note that the Assamite Schism has yet to happen and the Assamite Schismatics will not join the Camarilla for more than a hundred years.

### Common Clans (Available at No Cost):

A setting’s common clans are the most appropriate for play in this setting. There is no additional cost for playing these clans in Blood & Betrayal:

- Brujah
- Caitiff
- Gangrel
- Malkavian
- Nosferatu
- Toreador
- Tremere
- Ventrue

### Uncommon Clans (2 point merit):

Your character is a member of an uncommon clan, one that is not ordinarily found in in this setting. You will find few other individuals of your clan within this setting, and you may therefore be something of an outsider, who enjoys fewer benefits than those clans that are considered proper members of society.

- Assamites
- Followers of Set
- Giovanni
- Ravnos

### Rare Clans (4 point merit):

Your character is a member of a rare clan, one found very infrequently in this setting. Such characters may be loners, outcasts, or solitary observers of society, and they may be treated poorly or shunned by the rest of the characters in play.

- Cappadocians (Samedi only)
- Daughters of Cacophony
- Gargoyles
- Lasombra antitribu
- Salubri
- Tzimisce (Old Clan/ Carpathians only)









# CHAPTER TWO: THE FESTIVAL OF LIGHTS

*“Suffering is permanent, obscure and dark,  
And shares the nature of infinity.”*

— William Wordsworth

## Pickering Lythe: Wordsworth Festival of Lights

A devastating blight upon the crops in the wapentake and a strange banking panic in London has ruined the finances of Pickering Lythe, threatening to send Castle Pickering into receivership to Parliament. Should the Crouchbacks fail to reverse their fortunes, their family honor and reputation shall be forever ruined. The Wordsworth Festival of Lights is an ancient family tradition that Lord Richard Crouchback hopes will revive interest in Castle Pickering and encourage patrons to support the family’s continued stewardship of the manor.

Desperate to reclaim their family home, the Kingthorpes are willing to make a deal with the devil himself to deny the Crouchbacks their victory. Caught between these two rivals, the Marsh and Newton families have their own agendas that they plan to pursue while attention is turned elsewhere. Pickering Lythe holds secrets that many this night will kill to protect.

Once, Castle Pickering was the key to the North, but its value as a strategic military asset has diminished over the centuries. Nevertheless, it is considered quite prestigious among kindred that remember the importance of the castle.

The estate makes a perfectly secluded haven, and the vampire that possesses it will be able to name a representative of her choice to serve in the House of Lords in Parliament. Unfortunately, the Camarilla Court of London has pooled their considerable resources and influence to block any attempt to protect Castle Pickering from receivership. Only a wily political coalition has the chance to claim dominion over Pickering Lythe.

The Wordsworth Festival of Lights offers players the opportunity to explore complex political intrigue and social maneuvering while striving to maintain the Masquerade. This plot provides the perfect sandbox setting for players to scheme against one another for control over Castle Pickering. It features a number of NPCs such as Camarilla representatives, independent vampires and the four noble families that rule Pickering Lythe. Players have the opportunity to play unaware mortals swimming in deep waters or kindred trapped between deadly politics and protecting the Masquerade.

**Theme:** Politics and Social Warfare, Revenge

**Mood:** Covetous, Mysterious

**Scope:** One night in a single location

**Setting:** Camarilla

**Number of NPCs:** 8 to 15



## A Brief Overview of the Politics of Pickering Lythe

Pickering Lythe is a wapentake (a collection of a group of parishes used to define parliamentary constituencies) in Yorkshire, located roughly 223 miles from London. It comprises the townships of Pickering, Kingthorpe, Marsh and Newton, and the chapelry of Goadland or Goathland. Beyond Castle Pickering lies Pickering Moor, where the vestiges of an ancient Roman encampment can be found near the black waters. A railroad line leads directly from Kingthorpe to the seaport of Whitby and the infamous ruins of Whitby Abbey, where it is rumored ghastly murders were committed only a decade earlier.

Pickering Lythe belongs to the Lord of Pickering and has jurisdiction over all of the neighboring townships, which form what is called the Honour of Pickering. This ancient court of honor stands as an unofficial tribunal constituted to determine questions of social protocol, breaches of etiquette and allegations of breaches of honor.

Lord Crouchback's financial setback has put Castle Pickering into danger of falling into receivership. Should this happen, the Honour of Pickering has authority to petition Parliament to remove Lord Crouchback's title and replace him. Parliament may elect to select a new Lord of Pickering or the wapentake might fall into private hands, threatening the standing of all of the major families of Pickering Lythe. The scoop from London indicates that after the Festival of Lights, Parliament plans to reclaim Pickering Lythe.

Should this happen, the fate of Castle Pickering will be beyond the power of those present, mortal or kindred, to change. It is traditional for Parliament to avoid taking sides on local issues, but the kindred of London have flexed their own influence over the matter, placing a 10 point Block

on any Elite Influence from Pickering that would attempt to alter the situation. It is beyond the power of any single individual to overcome their block, but a consortium working in concert may be able to claim the prize.

To claim dominion over Pickering Lythe, a faction must succeed in gaining support from the Honour of Pickering for a new Lord of Pickering (see page 18) and overcome the influence blockade of London (see page 18).

## The Secret History of Pickering Lythe

The mighty Roman Empire sent three legions to the village that would one day be known as Pickering Lythe to help them control the northern part of what they deemed Britannia. The moors were feared by Roman and native alike, for it was believed that Dis Pater himself came out from the black waters to steal souls when he was hungry.

Legend has it that a young girl with flaming red hair came from the wilds and offered the Romans a chance to leave their land in peace. Reportedly they laughed and crucified her before the entire village. The next morning, the Romans disappeared from their encampment and were never heard from again. Historians theorize that the legionnaires deserted after living away from home for too long. Mothers still tell the story of the brave girl that faced the legions of Rome. (For more information on this plot, see **Chapter Four: The Terror of Dis Pater**, page 37.)

Years passed and still Pickering Lythe was a place of legend. Many believed that you could hear the ghosts of those who have passed near the Pickering Moors. William the Conqueror built Castle Pickering to prevent the harrying of the North in 1069. Henry III granted Pickering Castle to his second surviving son, Edmund Crouchback, as a reward for valor during the Ninth Crusade.

## STORYTELLER NOTE: ADVICE ON PICKERING LYTHE AS A SANDBOX PLOT

A sandbox plot is a nonlinear narrative that requires a delicate dance between storytellers and players. The storytellers must reveal a detailed background that intrigues players and allows them agency in determining what happens in the plot. The players immerse themselves in this world and treat the various plot scenarios with the appropriate gravitas. The Festival of Lights is a frame for a complex sandbox plot where the players compete against each other to determine the fate of Castle Pickering. This plot can be duplicated in a variety of different forms in other games, such as control over an important media company, ownership of a prime piece of real estate, or gaining control over political office. This sort of plot works only if the storytellers sell it through their narration and the players dive into the deep end.



## CASTLE PICKERING AND THE FESTIVAL OF LIGHTS:

Pickering Castle is an 11th century fortress, founded by William the Conqueror. A gatehouse and three rectangular towers flank the outer wall. To the east lie the Pickering Moors and the site of the former Roman encampment. The castle has all of the modern Edwardian comforts of home including two telephone lines and a telegraph. The Festival of Lights is often held in the gardens, but really it can be held anyplace public within the castle that fits into the real world setting that you might host a game at including a banquet hall, the library or a ballroom.

In return, the king asked his son to honor the memory of his beloved mother. Eleanor of Provence, wife to Henry III, was known throughout the realm as a patron of poetry and lover of gardens and Edmund Crouchback, Earl of Lancaster, decreed that for as long as his family held stewardship over Castle Pickering that there would be a poet laureate of Pickering Lythe. The first Festival of Lights lasted a mere night on the anniversary of Eleanor's death, and Crouchback heirs have continued the tradition for hundreds of years.

Castle Pickering served as a base of operations to protect the north for centuries until the time of Richard III; it is said that he left a trove of treasures before his death at the Battle of Bosworth Field. Henry Tudor and the sovereigns that succeeded him preferred to spend national resources

on castles not closely associated to the Kings of York. Slowly, Castle Pickering became a historical curiosity and in the Edwardian Age it was simply considered one of many manor houses to the mortals. Pickering Castle's remains are particularly well-preserved because it was largely unaffected by the Wars of the Roses and the Civil War of the 17th century.

In 1897, a Russian ship, the *Demeter*, was discovered abandoned and floating adrift in Whitby harbor. The only body found was the captain's, and his log identified the cargo as belonging to the Kingthorpe family. A dozen murdered young women were discovered over the next several weeks. The mortals merely thought it was another case like the killings recently reported by Jack the Ripper.





Kindred know that this marked the arrival of the infamous Count Dracula. Politics and ambition drove Dracula to London, but not before he left behind a childer. This so-called Bride was related to the Kingthorpes and was abandoned without proper education or proper fear of mortals to protect the Masquerade. She retreated to her homestead and fell into torpor. Her family eventually proved willing to do anything, including wake up a monster from their past, to claim Castle Pickering.

The Bride no longer remembers her old name, only that she was rejected and that she is angry. Her recent activities have stirred the ghosts of Pickering Lythe and the monster that sleeps in the black waters of the Moors.

### The Claiming of Castle Pickering

The Honour of Pickering is comprised of the following members representing the four noble families of Pickering Lythe: Richard Crouchback, Archibald Kingthorpe, Obed Marsh, and Henry Newton. They have gathered on the final night of the Wordsworth Festival of Lights to select the winner.

Lord Crouchback hopes that his fellow members of the Honour shall continue to support his reign, but ancient grudges have thrown that into doubt. Sir Archibald Kingthorpe has already accused Lord Crouchback of reckless management of the wapentake and suggested to the other members of the Honour of Pickering that a new Lord should be found. A decision has not yet been reached.

It is possible to manipulate events to arrange for a dark horse candidate to win dominion over Castle Pickering if the following actions are completed:

- The Honour of Pickering must judge against Lord Crouchback's current stewardship. This requires that the remaining three families formally vote against him.
- The Honour of Pickering must vet and approve a male candidate of noble birth and appropriate station who is eligible to inherit the estate. (The restrictive primogeniture inheritance laws of this time prevented women, no matter how capable, from claiming titles and inheritance.) A vampire wishing to pass this inspection must have a mortal identity with a noble bearing that appears in Burke's Peerage or, at the least, the ability to convince everyone that he does.
- A consortium of influences must be brought together to perform a Level 10 Elite Influence action to manipulate Parliament into overturning the receivership and straightening out the political and financial difficulties. With a new loan from the crown and the influence of capital, Pickering Lythe can quickly become financially solvent. A total of 20 points of Elite Influences at minimum must be expended to succeed. However, it is entirely possible that two or more factions shall emerge at the Festival of Lights seeking to claim the prize.

## STORYTELLER SUGGESTION: AGENCY AND ADDING PLAYER-CHARACTERS INTO NPC ROLES AND FACTIONS

The Pickering Lythe chronicle is designed to be scalable from 10 to 100 players. Storytellers will need to make some decisions on the number of NPCs available for their chronicle depending upon the interest of their players and the size of the chronicle. A wise storyteller will ensure that there is a serviceable ratio of NPCs and PCs so that the sandbox has enough details to allow the players to feel fully immersed in the story without being overwhelmed. It is advised that you leverage the details that seem to interest the players the most and ignore what doesn't work.

Although the cast of characters provided in this plot kit allows Storytellers to run a complete ready-to-go story, using only pre-generated NPCs in the starring roles can diminish player agency. Consider ways you can replace the provided NPCs with player characters, when appropriate, to heighten player involvement as the story unfolds.

Players rarely want to be a captive audience in their own game watching the NPCs battle. However, a balanced chronicle can provide entertainment for all player types, including those that seek to delve into learning about the mysterious NPCs and those who prefer to create their own fun.



## Dramatis Personae: The Nobility of Pickering Lythe

The following families and their retainers are the key mortal and vampire characters in Pickering Lythe. Storytellers are encouraged to allow players to make player characters related or based on any of these characters. If a player wishes to assume one of these roles, simply provide that player with that faction's information and goals. This is a scenario where a storyteller might ask her most experienced players to serve as NPCs to help new players fully immerse themselves in the scenario. Players that want to run through an embrace scene might well wish to pick one of these families and let the rest of the chronicle know that they are open to being embraced.

### The Crouchbacks

The Crouchback family has been the premier family of Pickering Lythe since Edmund Crouchback was awarded Pickering Castle by his father, Henry III, in 1253. Edmund Crouchback was notable for having been invested by Pope Innocent IV in the Kingdom of Sicily and his activities during the Ninth Crusade. The family's relation to one of the bloodiest kings in English history has not always endeared them to their neighbors. In fact, the Kingthorpes are related to Simon de Montfort, the Baron that led the revolt against Henry III.

By reputation, the Crouchbacks are a moody family cloaked in mystery. It was whispered that Edmund Crouchback had an interest in the forbidden and brought back many notable books from the Middle East. With the accidental death of the heir-apparent of the family, Michael Crouchback, at the age of 13, fortune has indeed turned against the family. Some believe it was the ghost of a maid that pushed poor Michael off his horse.

In recent years, the Crouchbacks have suffered a number of personal and financial setbacks that have endangered their claim to Pickering Lythe. It is whispered that soon Castle Pickering might fall into a receivership to the crown and a new lord will be named.

### Richard Crouchback, Lord of Pickering Lythe

It is commonly believed that Lord Crouchback lost interest in his estate when his beloved son, Michael, died in a horseback riding accident. Nothing could be further from the truth, despite his public affectations. Richard Crouchback has expended a lifetime of accumulated political and social capital to hold off the receivership, but the collective power of his enemies has brought him to the edge of ruin. The Festival of Lights represents his last chance to keep Castle Pickering from slipping out of his family's control.

Throughout the Festival of Lights, Crouchback plans to work toward the following goals:

- Weaken the Kingthorpe position on the Honour of Pickering
- Find a collection of allies to help overcome the influence block in Parliament to keep Castle Pickering out of receivership. His butler and steward, Mr. Finch, keeps a detailed ledger that, if properly leveraged, can add a +3 influence to any Elite Influence action attempting to manipulate Parliament into awarding possession of Castle Pickering and holding off receivership.
- Lord Crouchback is attempting to raise capital against the receivership via a special auction of certain family heirlooms (books and other artifacts from the Ninth Crusade). If he is convinced that this is more of a political matter than a financial one, Crouchback may be willing to use items from the auction as gifts to convince others to support his cause. (For more information on this plot, see **Chapter Four: Richard III's Revenge**, page 49.)
- Should the tide seem to turn against him, Lord Crouchback will seek to marry one of his daughters into the faction that is most likely to win.

Lord Richard Crouchback's character sheet can be found in the **Appendix**.

The following stock NPCs are available for use as the Storytellers deem fit depending upon the size of the chronicle:

## Elizabeth Crouchback The Perfect Daughter

Stock NPC: Rating 3

Specialties: Crafts, Performance, Subterfuge

Effective Health: ○○○

Elizabeth lacks her parents' political skills, but she is a highly sought after match for her beauty and privileged lineage. This NPC has a test pool of 6 in most challenges. In challenges involving Crafts, Performance, and Subterfuge, her test pool is 11.



## Lady Evelyn Crouchback Lady of Castle Pickering

Stock NPC: Rating 3

Specialties: Empathy, Leadership, Subterfuge

Effective Health: ○○○

Lady Evelyn Crouchback is a good match for her husband, caring for her family and their responsibility to Pickering Lythe. This NPC has a test pool of 6 in most challenges. In challenges involving Empathy, Leadership and Subterfuge, her test pool is 11.

## Marian Crouchback The Rebellious Daughter

Stock NPC: Rating 5

Specialties: Investigation, Occult, Subterfuge, Subterfuge, Psychic Numina: Auspex

Focus: ○○○○○

Effective Health: ○○○○○○

Marian is the black sheep of the family, disappearing for hours in the endless stacks of books that can be found in Castle Pickering. She hears voices that she has come to think of as the ghosts of the castle. Marian has learned that the world is much larger than her family realizes and is eager to learn more. This NPC has a test pool of 10 in most challenges. In challenges involving Investigation, Occult, Subterfuge, Subterfuge and Psychic Numina: Auspex, her test pool is 15. In addition, Marian's Psychic Numina specialization grants her the first 5 dots of Auspex. (For more information about Psychic Numina, see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 492.)

## Mr. Finch Butler of Castle Pickering

Stock NPC: Rating 5

Specialties: Crafts, Investigation, Firearms, Leadership, Linguistics

Effective Health: ○○○○○○

Mr. Finch knows everything there is to know about Castle Pickering. He rules the staff with an iron fist, but also has come to care for them. He will take it personally if anyone harasses or harms the staff. There are two phones and one telegraph located in Castle Pickering, which are the only ways of expending influences outside of the grounds. He can be bought so long as he believes the staff of Castle Pickering will be treated well and that the Crouchbacks won't be physically harmed. This NPC has a test pool of 10 in most challenges. In challenges involving Crafts, Investigation, Firearms, Leadership or Linguistics, his test pool is 15.

## The Kingthorpes

The Kingthorpes view Castle Pickering as their family's ancient homestead wrongly stolen from them by the Crouchbacks. They invested a vast amount of their fortune improving Castle Pickering during the Second Barons' War of 1263 under the command of their ancestor Simon de Montfort, the 6th Earl of Leicester. Through their efforts, Castle Pickering was transformed from a modest timber and earth motte-and-bailey castle into a full-fledged stone shell keep that could properly protect the North. King Henry III eventually won the war and gifted Castle Pickering to his second surviving son, Edmund Crouchback.

The Kingthorpes survived with their honor and influence by swallowing their pride and disavowing their connections to Simon de Montfort. Decades and centuries later, many remember their support for the limiting of the crown's authority and their family's importance in establishing Parliament. The suspected corrupted roots of the Crouchbacks have finally been revealed, but the Kingthorpes lack the direct influence to seize it. Sir Archibald Kingthorpe believes this is why the



Dunsirn, a family of nouveau riche Scottish bankers, have quietly offered to support them for certain considerations. Kingthorpe is not a fool and knows the Dunsirn's reputation for brutally dealing with those that fail to repay loans.

The opportunity has proved to be too much of a temptation and the Kingthorpes have released their darkest secret into the world in the hopes of achieving power. Twenty years ago, Archibald Kingthorpe and his sister Sophronia visited their cousins in Whitby on the night that the Russian vessel *Demeter* was found in port. While Archibald went with the rest of the men to search for survivors, Sophronia felt drawn to the ruins of Whitby Abbey where she met the monster known to the world as Dracula.

At first, the family believed that she had been a victim of one of the murderers that had plagued Whitby. Sophronia returned to the family estate a year later, wild and out of her mind, sharing tales of London, Dracula, and a world of vampires. She had been Embraced by Dracula and in the turmoil of his escape from London she had been abandoned and returned to the only home that she knew.

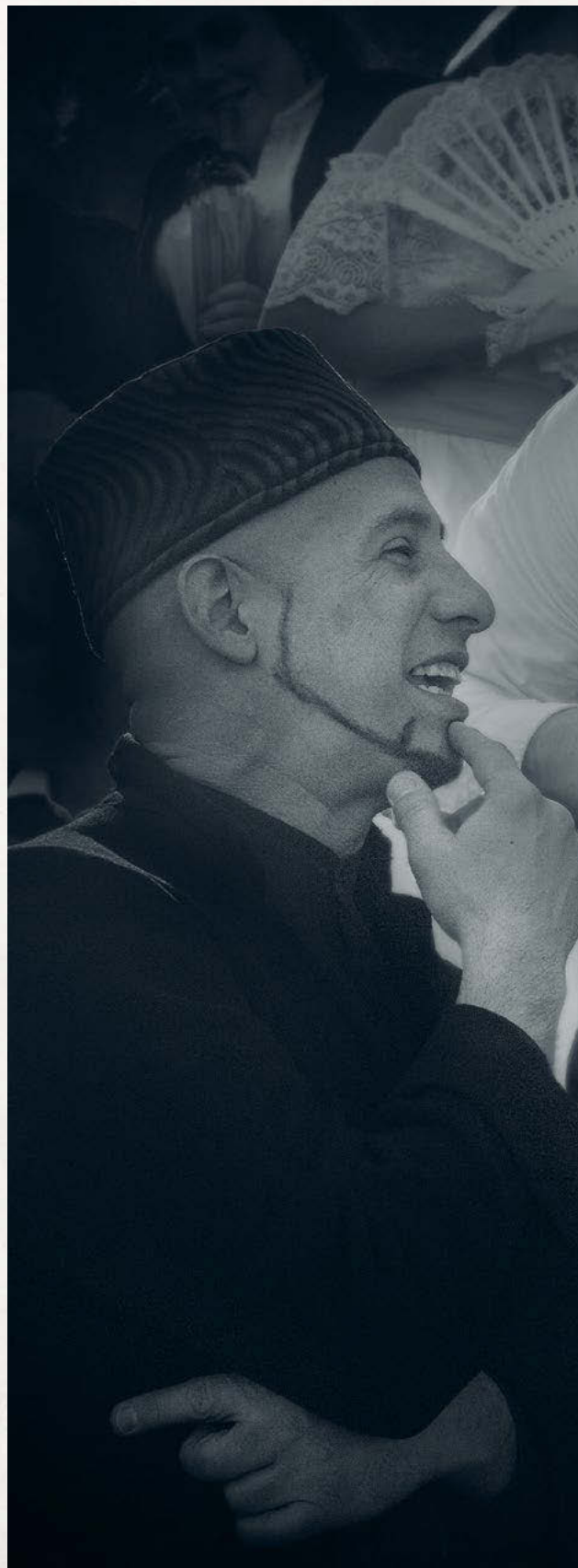
Archibald ensured that the family and their servants kept his sister's affliction a secret. They quietly fed her and encouraged her to return to as normal of a life as possible. In time, she began to sleep more and more until an entire decade had passed during her most recent stint in torpor. Archibald has woken her, using his sister as a weapon to help the family.

### Archibald Kingthorpe, The Bitter Rival

Archibald Kingthorpe is a man that will stop at nothing to reclaim his former home, no matter the cost to his soul or his family. Throughout the Festival of Lights, Archibald Kingthorpe plans to work toward the following goals:

- Weaken the Crouchback position on the Honour of Pickering.
- Find a way to control Mr. Finch, the butler of Castle Pickering, to avoid outsider interference via the telegraph or telephone.
- Strike a bargain with the Dunsirn and try to ensure that the demanded pound of flesh of payment does not destroy the family.
- Point his vampire sister Sophronia at the Crouchbacks and their allies without revealing the family secret.
- Humiliate Lord Crouchback for all of the suffering visited upon the Kingthorpes.

Sir Archibald Kingthorpe's character sheet can be found in the **Appendix**.





The following stock NPCs are available for use as the Storytellers deem fit depending upon the size of the chronicle:

## **Florence Kingthorpe The Power Behind the Man**

Stock NPC: Rating 3

Specialties: Intimidation, Leadership and Subterfuge

Effective Health: ○○○

Florence is aware of her husband's secret and often arranges for Sophronia's feeding. In truth, she is interested in learning about how a mortal might benefit from the service of a vampire by retarding the aging process. This NPC has a test pool of 6 in most challenges. In challenges involving Intimidation, Leadership and Subterfuge her test pool is 11.

## **Audrey Kingthorpe Rowland The Prodigal Daughter**

Stock NPC: Rating 3

Specialties: Crafts, Investigation and Subterfuge

Effective Health: ○○○

Audrey is returning home to Pickering Lythe with her husband Theodore Rowland. She is curious about this "cousin" Sophronia and realizes that there is something horribly familiar about her. She has no idea about the nature of her husband's connection to the Dunsirn. This NPC has a test pool of 6 in most challenges. In challenges involving Crafts, Investigation and Subterfuge her test pool is 11.

## **Theodore Rowland Lawyer and Retainer for the Dunsirn**

Stock NPC: Rating 5

Specialties: Academics, Brawl, Investigation, Leadership and Potence

Effective Health: ○○○○○

Theodore Rowland has been a lawyer for the Dunsirn's banking concerns for almost a decade; he fell in love with Audrey almost as though it was a magical love at first sight. The Dunsirn had been feeding him blood for half a decade and arranged for the entire affair to lay down the groundwork. Theodore's goal is to help the Dunsirn win Castle Pickering through the Kingthorpes at any cost. This NPC has a test pool of 10 in most challenges. In challenges involving Academics, Brawl, Investigation and Leadership his test pool is 15. Theodore has access to the first 5 dots of Potence.

## **George Kingthorpe The Young Son**

Stock NPC: Rating 3

Specialties: Academics, Athletics and Linguistics

Effective Health: ○○○

George came late into his parents' life, but was no less a joy for he was the oldest surviving male heir of the Kingthorpes. He is a sweet-natured boy of 12, excelling in school, and learning what is expected of him. He has become sick of late because of Sophronia excessively feeding from him. If this is not stopped, he will soon die. This NPC has a test pool of 6 in most challenges. In challenges involving Academics, Athletics and Linguistics his test pool is 11.



## Sophronia “Sophie” Kingthorpe, The Bride of Dracula

Sophie might be a neonate in age, but her sire is one of the most formidable vampires of the modern era. The terror of what happened to her and her sire in London has faded in her memory and now, like any other vampire, she wishes to control and secure her home. She has been exploring her power and developed a taste for young women of age to have their first season. Three of her victims have been found exsanguinated. The fourth victim was left at Whitby Abbey as a message to her sire. The Kingthorpes have been covering her breeches of the Masquerade, but it is only a matter of time before she is discovered.

She has no idea that her family has been accidentally getting into bed with a splinter family of the Giovanni or that these vampires might have their own plans for Pickering Lythe.

Throughout the Festival of Lights, Sophronia plans to work toward the following goals:

- Help Archibald weaken the Crouchbacks
- Secure Pickering Lythe as her personal domain
- Remove any vampire threats and keep out the Camarilla

Sophronia Kingthorpe’s character sheet can be found in the **Appendix**.

## The Newtons

The Newtons have lived in Pickering Lythe since the Norman Conquest of England. They are known to be a family of extremely virtuous reputation, if not ambitious or excessively rich. Often the Newtons serve as a middle ground between the Crouchbacks and the Kingthorpes during feuds taken to the Honour of Pickering and in general seem quite obsessed with charity and ensuring that the peasant farmers have the opportunity to receive at least a limited amount of education.

This reputation has been carefully cultivated over the centuries to protect a dangerous secret. Newton Hall serves as a chapter house for an elite cabal of mortal occult scholars known as the Arcanum. The Newtons have monitored Castle Pickering for centuries, attempting to unlock the fearsome mystery that once drove away the Roman Empire before the vampires do.

Many of the Newtons have studied magic and a few have even battled vampires. Pickering Lythe serves as a safe house for Arcanum scholars that seek to meet outside of the ever-watchful immortal eyes of the London court. London Arcanum contacts have shared the recent spike in activity concerning Pickering Lythe in Parliament. Henry Newton has noted the strange deaths in nearby Whitby and across Pickering Lythe and is concerned that a nest of vampires might have found a new haven in his parish.

## Henry Newton, Leader of the Arcanum

Henry Newton is a good man whose major vice is curiosity. His desire to uplift the community is only matched by a desire to learn the forbidden. Throughout the Festival of Lights, Henry Newton plans to work toward the following goals:

- Learn about the mystery of Castle Pickering and Dis Pater.
- Attempt to acquire as many items from the auction as possible, especially those that might be related to the secret history of the world.
- Strike a bargain to ensure the security of Pickering Lythe with a faction or candidate that will run it well. Between his own influence and that of the Arcanum, Henry Newton can put together a 10-point Elite Influence action. Note: The Arcanum does not hate vampires like the Inquisition, but neither do they trust them or wish to live with them. However, the desire for knowledge is strong and Newton might be willing to sell Pickering Lythe if he believed he could acquire certain assurances.
- Investigate a rumor that the Dunsirn might be a cannibalistic cult and discover their secrets.
- Capture a vampire for study.
- Keep a low profile among the other families.

Henry Newton’s character sheet can be found in the **Appendix**.

The following stock NPCs are available for use as the Storytellers deem fit depending upon the size of the chronicle:



## Wilhelmina Newton Leader of the Future

Stock NPC: Rating 5

Specialties: Firearms, Investigation, Occult, Academics and Hedge Magic: Lure of Flames

Mana: ○○○○○

Effective Health: ○○○○○

Wilhelmina Newton has been groomed from birth to be the first woman leader of the Newton chapterhouse of the Arcanum. She is eager to prove herself to the order and her father.

Wilhelmina has a test pool of 10 in most challenges. In challenges involving Firearms, Investigation, Occult and Academics her test pool is 15. In addition, Wilhelmina's Hedge Magic specialization grants her the first 5 dots of Thaumaturgy: Lure of Flames. (For more information about Hedge Magic, see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 492.)

## Jeffrey Newton Arcanum Vampire Hunter

Stock NPC: Rating 3

Specialties: Dodge, Melee and Investigation

Effective Health: ○○○

Jeffrey has a test pool of 6 in most challenges. In challenges involving Dodge, Melee and Investigation, his test pool is 11.

## Michael Langtree Chaplin of Goathland

Stock NPC: Rating 3

Specialties: Melee, Investigation and True Faith (see below).

Effective Health: ○○○

Michael has served the Arcanum for nearly two decades having found his faith in the shadow of the Dracula incident. This NPC has a test pool of 6 in most challenges. In challenges involving Melee and Investigation his test pool is 11. In addition, this NPC's True Faith specialization grants him the first 3 dots of True Faith. (For more information about True Faith, see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 492.)

## Douglas Newton Arcanum Vampire Hunter

Stock NPC: Rating 3

Specialties: Dodge, Melee and Investigation

Effective Health: ○○○

Douglas has a test pool of 6 in most challenges. In challenges involving Dodge, Melee and Investigation, his test pool is 11.

## The Marsh Family

The Marsh family traces their august lineage back to the days of antiquities when the Roman Empire intermarried with the Caledonians tribes. They are known for their fair complexion and red hair. It is whispered that their family name was granted to them for the Moors and harsh wetlands of their parish. Some believe that the seed of the legend of Dis Pater (see **Chapter Four: The Terror of Dis Pater**, page 37) came from a lie the Marsh family told to explain away the deserting Roman soldiers that married into their tribe.



The Marsh family keeps to itself for the most part, happy to support the Crouchbacks in exchange for complete privacy. The truth about the Marsh family has been distilled through generations of misinformation and secrets. The current generation of the Marsh family only knows that they have the capacity for greatness and occasionally a member of the family lives a very long lifespan. The secret of the Marsh family is that they are a family of wild revenants that settled in Britannia before the dawn of modern civilization. (For more information about the Obertus or revenants, see **MET: VTM: Chapter Ten: The Sabbat**, page 444.)

Some of the Marsh family, especially those blessed with revenant powers, worship Dis Pater and believe that it was ingesting its blood that first granted their ancestors mystical powers. They lack interest in the prestige of Castle Pickering, but consider it vital to their interests that their access to Pickering Moor remains unimpeded. They have been conditioned from birth to protect their family secret against the outsiders who simply wouldn't understand. The reputation of the Marsh family remains unblemished, despite the constant curiosity of the Newton family. The recent murders in Pickering Lythe have brought far too much attention to their nocturnal activities than they are comfortable with, and thus they are trying to discover who is being so sloppy in their backyard.

### Obed Marsh, Paterfamilias of the Family

Obed Marsh is a harsh individual whose loyalty is to his family second and his god first. He is the latest in a long line of patriarchs that have ruled over the Marsh family

and protected their secret. Obed tolerates no disrespect or rebellion from his clan. The recent modernization of the country has presented the clan with temptations from the outside world and it has become increasingly difficult to keep the young in line and make them respect the old ways.

The recent political turmoil in Pickering Lythe concerns Obed. The Crouchbacks draw attention away from their activities. Should another family claim Castle Pickering, especially one from London where the vampires hold great sway, it might lead to the revelation of their secret.

Throughout the Festival of Lights, Obed Marsh plans to work toward the following goals:

- Try to subtly help the Crouchbacks keep Castle Pickering.
- If the Crouchbacks become untenable, attempt to make an alliance with the likely victor.
- Distract anyone looking into the legend of Dis Pater and keep the family secret.
- Discover the identity of the murderer that is attracting too much attention towards lands controlled by the Marsh family.

Obed Marsh's character sheet can be found in the **Appendix**.

The following stock NPCs are available for use as the Storytellers deem fit depending upon the size of the chronicle:





## Alice Marsh Materfamilias of the Family

Stock NPC: Rating 5

Specialties: Investigation, Occult, Auspex, Obfuscate and Vicissitude

Blood: ○○○○○○ ○○○○○○

Effective Health: ○○○○○○

Alice Marsh is a hard woman with a stern demeanor that has raised nine children. She believes that Dis Pater has chosen her to be a vessel for his greatness and that one day the Marsh family will rule England.

Alice has a test pool of 10 in most challenges. In challenges involving Investigation, Occult, Auspex, Obfuscate and Vicissitude, her test pool is 15. In addition, Alice's discipline specializations grant her the first 5 dots of Auspex, Obfuscate and Vicissitude. (For more information about the Obertus or revenants, see **MET: VTM: Chapter Ten: The Sabbat**, page 444.)

## Onesiphorous Marsh The Hidden Monster

Stock NPC: Rating 5

Specialties: Brawl, Survival, Obfuscate, Potence and Vicissitude

Blood: ○○○○○○ ○○○○○○

Effective Health: ○○○○○○

Onesiphorous is the eldest son of Obed and Alice Marsh and serves as their enforcer. He was raised to believe that he would one day ascend to greatness, but he is now almost thirty and despairs that this will ever happen. He spends his days delighting in the flesh and being cruel to his siblings.

Onesiphorous has a test pool of 10 in most challenges. In challenges involving Investigation, Occult, Auspex, Obfuscate and Vicissitude, his test pool is 15. In addition, Onesiphorous's discipline specializations grant him the first 5 dots of Obfuscate, Potence and Vicissitude. (For more information about the Obertus or revenants, see **MET: VTM: Chapter Ten: The Sabbat**, page 444.)

## The Outsiders

While the noble houses of Pickering Lythe scheme and plot to further their own agenda, two outside factions are manipulating events to serve their own ends.

## The Dunsirn

The Dunsirn are a family of Scottish bankers that Augustus Giovanni recruited into his clan sometime in the early 1700s. They are heavily tied to the supernatural landscape of their homeland and are rumored to have blood relations to both the Lupines and an enigmatic cabal of nature mages known as Druids. They lack the Giovanni's traditional natural affinity for Necromancy, but their keen business instincts and savage history of cannibalism impressed the Antediluvian, who gained his own potent blood through diablerizing Cappadocius in 1444.

Prestige within Clan Giovanni is measured first by control over the spirit world, and then power in the business world. During the Victorian Era, the Giovanni began to infiltrate financial structures in the major cities of Europe, making London their base of operations. They leveraged the conflict between the Camarilla and the Sabbat to subtly outmaneuver their Ventrue rivals and take control of several key banks in London.

The financial reach of the Dunsirn has only expanded in the Edwardian Age as various counties in England seek to modernize their farming equipment and restructure their loans. While Lord Crouchback is unaware of it, it was the Dunsirn that manipulated the finances of Pickering Lythe to bring them to ruin. The Dunsirn wish to breach the Necromancy gap between themselves and the rest of the clan, and their leaders believe that claiming Castle Pickering will be a step towards achieving that goal.



## Barnabras Marsh The Second Son

Stock NPC: Rating 3

Specialties: Auspex, Obfuscate and Vicissitude

Blood: ○○○○○○ ○○○○○○

Effective Health: ○○○○○○

Barnabras believes in the family, but sees the madness that has gripped Onesiphorous and worries that he might one day also succumb to the family curse. He is very protective of his other siblings, especially when it comes to defending them from his elder brother's cruelty. Barnabras has started to doubt that Dis Pater cares for the Marsh family and wonders if there is a way to free them.

Barnabras has a test pool of 6 in most challenges. In challenges involving Auspex, Obfuscate and Vicissitude, his test pool is 11. In addition, Barnabras's discipline specializations grant him the first 3 dots of Auspex, Obfuscate and Vicissitude. (For more information about the Obertus or revenants, see **MET: VTM: Chapter Ten: The Sabbat**, page 444.)

## Eliza Orne The Dutiful Daughter

Stock NPC: Rating 3

Specialties: Auspex, Obfuscate and Vicissitude

Blood: ○○○○○○ ○○○○○○

Effective Health: ○○○○○○

Eliza has married the suitor vetted by her parents and has had children of her own. She has yet to notice any of the special Marsh traits in them, but she fears that they look too much like her elder brother Onesiphorous for them to escape the curse. Eliza would like to see them escape the limitations imposed by her father and for her sons to take their place within Pickering Lythe.

Eliza has a test pool of 6 in most challenges. In challenges involving Auspex, Obfuscate and Vicissitude, her test pool is 11. In addition, Eliza's discipline specializations grant her the first 3 dots of Auspex, Obfuscate and Vicissitude. (For more information about the Obertus or revenants, see **MET: VTM: Chapter Ten: The Sabbat**, page 444.)

## Alastair Dunsirn

Alastair was the third son of a branch of the family that had long been ignored for the proxy kiss and segregated from vampire politics. The murder and consumption of his elder brothers and his defeat of a number of Ventrue retainers caught the attention of his sire. He was brought to London nearly a century ago to learn the art of business and war. Alastair was embraced rather quickly for the Giovanni and is considered to be an Ancilla on the rise.

The leaders of the Dunsirn have ordered Alastair to attend the Festival of Lights to discern the secrets of Castle Pickering and attempt to seize control of it politically. They've assigned Alastair a ghoul with the proper noble heritage: the Duke of Inverness and Laird of Glen Gowrie, Carlton Graham.

Throughout the Festival of Lights, Alastair Dunsirn plans to work toward the following goals:

- Try to subtly help Archibald Kingthorpe push the Crouchbacks out of Castle Pickering. His retainer Theodore Rowland would inherit the estate after Archibald dies, if Theodore can sire a male heir with Audrey Kingthorpe Rowland.
- Present Carlton Graham as a possible heir to Richard Crouchback with the promise of marrying Elizabeth Crouchback.
- Scope out any other vampires that show an interest in Castle Pickering
- Discover the truth about Dis Pater

Alastair Dunsirn's character sheet can be found in the **Appendix**.

The following stock NPCs are available for use as the Storytellers deem fit depending upon the size of the chronicle:



## Carlton Graham The Duke of Inverness and Laird of Glen Gowrie

Stock NPC: Rating 3

Specialties: Empathy, Leadership and Subterfuge

Blood: ○○○○○○ ○○○○○○

Effective Health: ○○○○○○

Graham has only been a ghoul for a year and his previous pampered lifestyle has not properly prepared him for the experience. He has endured the humiliation of the proxy kiss from Alastair Dunsirn. Graham can play the part of the rich young noble, but really he is terrified of upsetting his abusive domitor. This NPC has a test pool of 6 in most challenges. In challenges involving Empathy, Leadership Subterfuge, his test pool is II.

## Acair Dunsirn Ghoul Enforcer

Stock NPC: Rating 5

Specialties: Brawl, Firearms, Intimidation, Potence and Fortitude

Blood: ○○○○○○ ○○○○○○

Effective Health: ○○○○○○

Acair Dunsirn is considered brutal even by his family's standards. He has neither a head for business nor a talent for the occult, but he more than compensates for that with his sheer brutality. He is looking to earn the embrace any way he can.

Acair has a test pool of 10 in most challenges. In challenges involving Brawl, Firearms, Intimidation, Potence and Fortitude, his test pool is 15. In addition, Acair's discipline specializations grant him the first 5 dots of Potence and Fortitude.

## The Camarilla

The Court of London blissfully ignored Pickering Lythe for hundreds of years, leaving those that claimed it as home to their own devices. The Dracula affair risked the Masquerade and brought a good deal of attention to Whitby Abbey and indirectly Pickering Lythe. The political kindred of London remembered Castle Pickering and began to wonder exactly what was happening in the strange castle, rumored to be haunted by a sleeping god. The proliferation of railroads and modern transportation suddenly made this quiet wapentake a potential problem. And worse, the Dunsirn family under the auspice of the Giovanni began making inroads towards acquiring the loans and markers over the noble families of Pickering Lythe.

The return of Prince Mithras to London from his extended travels upended the political landscape. The methuselah curtly removed his Seneschal and steward Valerius and replaced him with his childer Lady Anne Bowsley. The new seneschal immediately began to take steps to curb the growing power of the Giovanni and their control over the London banks.

Once Lord Crouchback was in danger of losing Pickering Lythe to receivership, Lady Anne asked her grandchild,

Catherine Pershing, to ensure that the Court of London gained control of the castle.

## Catherine Pershing

Catherine Pershing was born to doting parents from the landed gentry in 1850. She was quite intelligent and acutely aware of her surroundings. From a very young age, she began to comprehend the differences between what was presented to the public and the reality beneath. Proving herself to be adaptable and quick of wit — an invaluable asset to any would-be sire — she was Embraced in 1875. She traveled around the courts of Europe in order to broaden her knowledge of Kindred culture and societal structures and then returned to the Court of London at the turn of the 20th century. Her reputation grew as she proved her wit in debates, much to the delight of her grandsire and to the dismay of those whom she had bested.

Lady Anne Bowsley tasked Catherine with attending the Festival of Lights to ferret out any potential political dissidents and to ensure that Castle Pickering falls into receivership. Throughout the Festival of Lights, Catherine Pershing will work toward the following goals:



- Disrupt any plans to break through the influence blockade placed by the London Ventrue
- Scope out any other vampires that show an interest in Castle Pickering and determine their threat-level against the city of London.
- Discover the truth about Dis Pater

Catherine Pershing's character sheet can be found in the **Appendix**

## As the Night Goes On: Scene Breakdowns and Planned Events

The Lead Storyteller serves as director and stage manager for the game. Once she has cast and prepared her NPC actors and passed along pre-game hints to the players via the Sinister Seeds (see page 32), her main function is to monitor the flow of the plot and prompt her NPC actors to trigger events when they are required for purposes of plot continuity and game pacing.

The Festival of Lights is a sandbox plot designed to create a stage and then allow most of the drama to play out naturally as the player-characters explore the world and interact with the NPCs. The Lead Storyteller will need to closely monitor the various factions and prompt NPC actors as needed to trigger events while maintaining player agency. In a live-action game, it's important for Storytellers to help push the pacing and the flow of the story without overshadowing the player-characters' actions or making players feel that they cannot meaningfully affect the outcome of the plot. Don't be afraid to allow your players to make mistakes or explore outcomes that you did not predict. (For more information, see **Mind's Eye Theatre: Vampire The Masquerade, Chapter Eight: Storytelling, Player Agency and the Railroad Plot**, page 344.)

As the night unfolds, here is a breakdown of planned scenes and events:

### Act I: The Festival of Lights:

The Festival of Lights is a weeklong contest between poets from across the country that ends with a grand soiree in the gardens of Castle Pickering, where it is expected the Honour of Pickering shall meet to confirm the awards given to the mortal poets. Guests for this night have the run of Castle Pickering and the estate, including the moors and the countryside. The real intrigue is centered on the weakened position of Lord Crouchback and the potential receivership of Castle Pickering. Gossip and innuendo inspired by the Sinister Seeds will likely be the opening icebreakers as the player-characters measure themselves against the other guests and try to learn new information.

### Scenarios and Possible Outcomes:

- Depending upon the number of players attending the game session, the Lead Storyteller might decide to insert one of the Court Games (see **Chapter Five: Black Box Shorts: Court Games**, page 85) into this Act to keep players occupied and ensure that the initial act of the game session starts off exciting. This would allow the player-characters a chance to properly interact and try to exchange information and rumors to make allies and form factions.
- The Sinister Seeds will spark rumors and speculation about three grisly murders that have occurred within Pickering Lythe over the last month. Player-characters that use investigation, influences or something else appropriate will learn that all three were young women in their prime during their coming out season. Each victim was found exsanguinated with their neck broken. Vampires will immediately recognize this as the work of a careless vampire with a messy eating habit. More concerning is that a fourth victim has been recently unearthed at Whitby Abbey, which is known to vampires as the location of part of the Dracula affair. Locals to Pickering Lythe will recall that Sophronia "Sophie" Kingthorpe was murdered at that same location 20 years ago. (For more information, see Sophronia "Sophie" Kingthorpe, *The Bride of Dracula*, page 23.)
- Lord Crouchback will seek potential patrons (especially wealthy, worthy noble gentlemen that might be potential suitors for his daughter) to help him leverage Castle Pickering out of receivership. There is a mysterious massive influence block (secretly from the Ventrue preventing this), but a faction might be able to pool enough resources to overcome it. (For more information, see *The Claiming of Castle Pickering*, page 18.) If Lord Crouchback trusts a character, he will reveal that his butler Mr. Finch possesses a financial ledger that would assist in attacking the influence block. (For more information, see *Richard Crouchback, Lord of Pickering Lythe*, page 19.)
- Sir Archibald Kingthorpe needs to win the support of Obed Marsh and Henry Newton to shift the control of the Honour of Pickering. Neither will be easy to convince alone, so Archibald will seek out help from the Dunsirn. This is unlikely to have positive results. The Newtons represent a chapterhouse of the Arcanum (see *The Newtons*, page 23) and the Marsh family (see *The Marsh Family*, page 24) is secretly a revenant family unlikely to respond to bullying or persuasive tactics.
- If Onesiphorous Marsh and Acair Dunsirn are both active, it is likely their personalities will clash and a fight will occur that might endanger the Masquerade.



It is recommended that this conflict be telegraphed as much as possible to increase the tension and allow the player-characters a chance to halt it.

- If Marian Crouchback is active (see *The Crouchbacks*, page 30), her Psychic Numina: Auspex will be able to detect any vampires at the party. Her father considers her sanity suspect, so will try to keep her out of the spotlight, but her innate, morbid curiosity will lead Marian to seek out these vampires and try to understand them. She might be leveraged as a catspaw by a wily vampire seeking an edge.
- If Wilhelmina Newton (see *The Newtons*, page 23) is active, she will organize the majority of her house retainers to monitor the party seeking out any potential vampires. If a vampire is careless, she will find that she is followed by hunters and perhaps attacked. Typically the Arcanum is not as aggressive towards vampires, but with four deaths, they are taking no chances for the safety of the residents of their wapentake and parishes.
- Catherine Pershing (see page 28) will attempt to determine and catalog every vampire present to report back to Lady Anne. She will subtly attempt to sabotage anyone forming a faction to try to remove the block. If there are any Ventrue present, she will expect them to help her and isn't afraid to namedrop Mithras or Lady Anne. If she discovers the presence of the Dunsirn, she will turn aggressive and attempt to thwart them at any cost, including pushing any member of the Camarilla to engage them.
- If Obed Marsh and Alastair Dunsirn interact, it is very likely that they will find common ground. Some player-characters will be curious about the rumors of an influence blockage and will attempt to look into it. This will require access to the castle telephone or telegraph, which will mean dealing with Lord Crouchback or Mr. Finch. This can be done through persuasion or perhaps powers, though it risks attracting the attention of the various factions.
- Some player-characters will seek to investigate rumors about the strangeness of the castle or perhaps try to venture to the moors. It is recommended that storytellers review Chapter Four: *Dis Pater* and Chapter Six: *Black Box Shorts* for just this purpose.

## Act II: The Bride

Sophonra "Sophie" Kingthorpe has been sleeping since her last murder in Whitby Abbey. Archibald Kingthorpe has been transporting victims from other areas to attempt to satiate her thirst, but Sophie has developed a taste for young women that remind her of what she could have become.

Her savagery has become petulant and cruel, mirroring that of her sire. In fact, the horrors of immortality have sapped her humanity and she is in danger of becoming a Wight.

Archibald Kingthorpe believes that his sister is safe at home, but she has decided to attend the party to ensure that her brother claims Castle Pickering. She has no idea that her family has been accidentally getting into bed with a splinter family of the Giovanni or that these vampires might have their own plans for Pickering Lythe.

### Scenarios and Possible Outcomes:

- If Marian Crouchback is active, she is likely to be drawn to the Bride like a moth to a flame. Conversely, Sophie is likely to feel a burning hunger the moment she spots Marian, as she is the very picture of her desired prey. The Bride is likely to divert her attention to Marian and attempt to lead her away. If she is successful, she will brutally murder the daughter of Lord Crouchback and fail to cover her tracks. It is recommended that the body be found relatively quickly and the results be as brutal as the Jack the Ripper murders. The Bride will return dressed in clothing found in Marian's room, which will be noticed by her mother, Lady Evelyn Crouchback.
- If the Dunsirn realize that the Bride is connected to Sir Archibald Kingthorpe, they will begin to suspect that their investment in the Kingthorpes have turned sour. They will not interfere with the Bride unless they must, but neither will they support her claim to Castle Pickering. They will seek out another potential ally or push their own catspaw, Carlton Graham, The Duke of Inverness and Laird of Glen Gowrie. (See *The Dunsirn*, page 26.)
- If the Newtons discover that the Bride is a vampire, they will immediately suspect her of the murders. If Wilhelmina Newton (see *The Newtons*, page 23) is active, she will organize the majority of her house retainers to support her as she attempts to lure out the Bride using herself as bait.
- If the Sophie notices Catherine Pershing (see page 28), the Bride will immediately feel her hunger trigger and will attempt to lure Pershing away from the gathering. The Ventrue is not foolish and will attempt to seek out allies as soon as she realizes that she might be in danger. Should she realize that the Bride is the childer of Dracula, she will demand that all Camarilla vampires attempt to capture her to return her to Lady Anne. She will promise prestaton and status from Lady Anne to make this happen. Catherine Pershing will take note of any vampires that act to protect the Masquerade and seek to reward them later through formal acknowledgement from Lady Anne and potentially status from the Court of London.



- If Alastair Dunsirn and Obed Marsh interact, it is very possible that they will find common ground. The paterfamilias is likely to respect the needs of the Dunsirn and be willing to make some sort of deal with them in the name of Dis Pater. If the Marsh family discovers that the Bride is the one that has endangered their secret, they will seek to end her and will attempt to make a deal with the Dunsirn to ensure this.

### Act III: Bargains and Dealings

Once the excitement of the Bride has passed, the guests at the Festival of Lights will likely return to social and political scheming. Archibald Kingthorpe will ensure that he has everyone's attention and then announce that the Honour of Pickering will commence within an hour to judge the fitness of Lord Crouchback. If Sir Kingthorpe is dead, then his wife Dame Florence Kingthorpe will make the announcement. The pacing of this announcement should be timed to be when the mood of the game is excited and at least two hours before the end of game. Player-characters should have an hour to politic before the court session and then an hour to deal with the consequences.

#### Scenarios and Possible Outcomes:

- The Crouchbacks will work to ensure that the other noble families support them. Depending upon the first two Acts, this might be difficult or virtually impossible. The Kingthorpes will push to convict Lord Crouchback of incompetence. The various factions will seek to turn this situation to their own advantage.
- If a player-character wishes to put a different candidate into the mix, they will have to start gathering their own support and leaning on the various families. This will largely depend upon the roleplaying and influence gathered by the players. Keep the possibilities open as long as the candidate is viable. (For more information, see *The Claiming of Castle Pickering*, page 18.)
- Catherine Pershing (see page 28) will do nothing, but note the movers and shakers. It doesn't matter to her if Lord Crouchback is removed before the receivership as long as the influence blockage is upheld. She will discourage anyone from seeking to build a faction.
- The Dunsirn will support Sir Archibald Kingthorpe's bid as their puppet or they will attempt to install their own catspaw, Carlton Graham, The Duke of Inverness and Laird of Glen Gowrie. (See *The Dunsirn*, page 26)
- If Lord Richard Crouchback has been killed or dominated into surrendering his position, then the Honour of Pickering will be called to anoint a new Lord of Pickering.

### Act IV: The Honour of Pickering

The Honour of Pickering is likely to be a politically and emotionally charged affair, but it is best to keep it brief. Sir Archibald Kingthorpe or his proxy accuses Lord Crouchback of incompetence and risking the security of Pickering Lythe. By tradition, the Honour of Pickering votes in public and is comprised of the following members representing the four noble families of Pickering Lythe: Richard Crouchback, Archibald Kingthorpe, Obed Marsh and Henry Newton. If three of these votes go against Crouchback, then the position is considered vacant until the Honour affirms another choice. (See *The Claiming of Castle Pickering*, page 18.)

#### Scenarios and Possible Outcomes:

- If Lord Richard Crouchback has been killed or dominated into surrendering his position, then the Honour of Pickering will be called to anoint a new Lord of Pickering. Likely candidates include Sir Archibald Kingthorpe, Carlton Graham, The Duke of Inverness and Laird of Glen Gowrie and one or more of the player-characters. It is recommended that you meet with your NPC actors before this act to discuss the events of the night and see if any player-characters have really worked to secure this position via roleplaying.
- It is possible that some factions will attempt to murder their rivals before or after the court. Violence has long been a staple of kindred politics. Plan for a dramatic final confrontation if the roleplaying has been leading to such a scene, and encourage your NPC factions to react accordingly while allowing player agency

### Act V: The Claiming of Castle Pickering

Once the Honour of Pickering has selected a candidate for the Lord of Pickering, there is still the matter of the influence block against Castle Pickering. A potent faction might be able to cobble together enough influences to shatter it, but there is still a final obstacle in the form of Catherine Pershing. She will attempt to rally any Camarilla members aligned with the Court of London to subvert and discredit any faction.

#### Scenarios and Possible Outcomes:

- The Dunsirn and allied factions might decide to horribly murder Catherine Pershing. This will eliminate the short-term threat, but it will generate a potent enemy in Lady Anne that will dog these characters for centuries. If any player-characters work to save her, they will earn boons, status and the favor of Lady Anne.



- A consortium of influences must be brought together to perform a Level 10 Elite Influence action to manipulate Parliament into overturning the receivership and straightening out the political and financial difficulties. With a new loan from the crown and the influence of capital, Pickering Lythe can quickly become financially solvent. A total of 20 points of Elite Influences at minimum must be expended to succeed. However, it is entirely possible that two or more factions shall emerge at the Festival of Lights seeking to claim the prize. The bottleneck for this process is the telephone and the telegraph, which are the only mundane methods of reaching those Elite influences. Note that a clever vampire might be able to leverage supernatural powers to this effect.
- If a character manages to claim Castle Pickering, it is recommended that the storyteller arrange for a moment of pageantry to allow him to savor the victory.

- If any vampires have been discovered by the Newton family, they will seek to lure them away from the gathering and ambush them.
- Depending upon the events that have occurred, the night could end with a three-way fight between the Newtons, the Dunsirn and the Marsh family. This would leave the player-characters in the role of deciding who should win and cleaning up the Masquerade.

### Sinister Seeds

Consider distributing these rumors to players with appropriate Backgrounds, or who have spent appropriate downtime and influence actions. Note that not all rumors are true—some are deliberate red herrings.

#### SINISTER SEED:

**Information:** The servants of Castle Pickering say that it's haunted and it was the ghost of a lady's maid that pushed young Michael off his horse and broke his neck. The real reason that Lord Crouchback is desperate to keep Castle Pickering is that he believes he will one day see the ghost of his dead son.

#### SINISTER SEED:

**Information:** The Crouchbacks and the Kingthorpes have been rivals for centuries since Henry III made his son, Edmund Crouchback, the Lord of Pickering. Rumor has it that Archibald Kingthorpe plans to call into question Lord Richard Crouchback's ability to lead at the Honour of Pickering.

#### SINISTER SEED:

**Information:** Mr. Finch, the butler and steward of Castle Pickering, is in possession of a ledger that details the financial downfall of Pickering Lythe. In the right hands, that could do a lot of damage. The Kingthorpes would pay a lot to see what's in those pages.

#### SINISTER SEED:

**Rumor:** Marian Crouchback is an odd duck that drives her mother to distraction. She's not interested in her upcoming season and spends all of her time in books. She claims to see ghosts on occasion. Some believe that she can actually read minds. She certainly wins at parlour games very easily.



## SINISTER SEED:

**Rumor:** Archibald Kingthorpe lost his sister, Sophie, to a grisly murder. It was during the time of that strange business in Whitby Abbey. Some say that her doppelganger appeared 25 years later from London, some sort of distant cousin that seems to know way too much.

## SINISTER SEED:

**Rumor:** Theodore Rowland and Audrey Kingthorpe are traveling all the way from London for the Festival of Lights. It is rumored that Theodore works with the infamous Dunsirn family. Is that why they have shown such interest in Castle Pickering?

## SINISTER SEED:

**Information:** Florence Kingthorpe and Lady Evelyn Crouchback detest each other even more than their husbands. Once they were the best of friends, despite their husbands. What could have happened to tear old friends apart?

## SINISTER SEED:

**Information:** Lord Richard Crouchback is devastated that he has lost his son while Archibald Kingthorpe still has his son George. Rumor has it that Lord Crouchback secretly blames the Kingthorpes and he is planning his revenge this very night.

## SINISTER SEED:

**Information:** Henry Newton spends far too much time educating his daughter Wilhelmina Newton. She already hunts better than any man in Pickering Lythe. Wilhelmina has a sharp tongue and bumbles in society. How will she find a husband with such manners?

## SINISTER SEED:

**Information:** The financial problems of the Crouchbacks seem to have ruined the chance for their eldest daughter Elizabeth to find a good match. Whoever marries Elizabeth will surely be expected to help the family keep Castle Pickering. Should Elizabeth have a male son, he would inherit the position of Lord of Pickering.



## SINISTER SEED:

**Information:** The extreme financial and political difficulties of Lord Crouchback are not solely his fault. Rumor has it that a coalition of business interests in London has set up an influence block preventing anyone from saving Castling Pickering from receivership. A strong faction might be able to collect enough Elite influence to overcome this.

## SINISTER SEED: SEER

**Information:** You spoke with a Malkavian who claims to have visions of the infamous Dracula and one of his abandoned brides roaming Pickering Lythe looking to find a new husband and a happy home at last. Her dress is white streaked with the blood of her victims.

## SINISTER SEED:

**Information:** Three murder victims have been discovered in Pickering Lythe during the last month. Each of them was a young woman of age to have her first season in society. They were found exsanguinated and bruised as though beaten. Local constables are perplexed as this sounds like what happened at Whitby Abbey 20 years ago.

## SINISTER SEED:

**Information:** A woman has been discovered at Whitby Abbey amongst the gravestones beaten and nearly dead from loss of blood. She claims that a woman in a white dress savagely beat her and then bit her. Who would dare to leave such a mess without trying to clean it up?

## SINISTER SEED:

**Information:** Rumor has it that vampires avoid Pickering Lythe because there is a secret cell of hunters that are exceptionally clever and brutal. Some say that the Inquisition is waiting in Pickering Lythe to stage an ambush against London.



## SINISTER SEED:

**Rumor:** Henry Newton is a world-renowned historian and scholar. Visitors from all over the world consult him with their studies. It is said that he has an impressive personal library and is willing to allow others to study there, for a price.

## SINISTER SEED:

**Rumor:** The Marsh family has lived in Pickering Lythe for thousands of years. Their line traces all the way back to the Roman soldiers mingling with the local Caledonian tribes. Too bad they are exceptionally insular and refuse to have much contact with outsiders. They seem to have a really long lifespan and are known for their strong sons.

## SINISTER SEED:

**Rumor:** Obed Marsh has a hidden cache of gold from his brother that was moved to the United States. He could buy Castle Pickering if he could be convinced it would be worth the effort. Sad thing is that all he seems to care about is Pickering Moor and keeping it pure.

## SINISTER SEED:

**Information:** Barnabras Marsh is considered the good son. People seem to enjoy his company when he can pull his nose out of a book. Rumor has it that he has a secret longing for Wilhelmina Newton. She doesn't seem to notice that he exists.

## SINISTER SEED:

**Information:** An important Ventrue from London named Catherine Pershing is visiting the Festival of Lights. She's the grand-child of Lady Anne and surely she is here to spy, but why? What's happening that would require the attention of the Seneschal of London.

## SINISTER SEED:

**Information:** Onesiphorous Marsh is a bit of a bully, with an intense temper, and his father often has to smooth over the results of a tavern fight. The last brawl crippled a man. Word has it that the rest of the Marsh family is dreading the day Onesiphorous takes over the leadership.







# CHAPTER THREE: THE TERROR OF DIS PATER

*“The oldest and strongest emotion of mankind is fear.”*

— H.P. Lovecraft

## The Terror of Dis Pater: A Horror Story for Vampires

Vampires occupy the position of apex predator within their ecosystem and live as petty gods within their limited dominion. The Masquerade keeps mortals ignorant and protects against the threat of a second Inquisition setting the night ablaze once again. The secretive nature of Kindred society often prevents the accidental meeting of other types of supernatural creature that share the night.

The only real threat to a vampire is, more often than not, another vampire. The seemingly unending eternity that a kindred faces warps and mutates their perspective until they barely remember their life as a mortal. This generation-gap of perspectives led to the Anarch Revolt and the fragmentation of society into the Camarilla and the Sabbat.

Pickering Lythe has been considered haunted since the nights of antiquity when the legions of Rome disappeared without a trace. Few vampires elect to make this wapentake their home, despite the seemingly docile mortal population and the protection of Castle Pickering. The Marsh family traces the origins of their potent blood to an ancient pact made with the sleeping god that lies at the bottom of Pickering Moor. The secret revenant clan believes that when Dis Pater awakens, the world will redefine the word terror. In many ways, they are not wrong.

Recent events near Pickering Lythe have stirred the methuselah — called Dis Pater by mortal men — that has slept for almost 2,000 years, and he is now hungry.

**Theme:** Horror

**Mood:** Terror, Suspense

**Scope:** One night in a single location

**Setting:** Camarilla

**Number of NPCs:** 5

## INSPIRATION

The Terror of Dis Pater draws inspiration from cult classic monster movies (such as *The Thing*, *Halloween* and *Nosferatu*) and the works of H. P. Lovecraft that revel in the concept of terror from a vast, uncaring universe where aliens of immense power trample through the cosmos and humanity is but a largely ignored footnote.



## STORYTELLER WARNING:

The Terror of Dis Pater is designed to simulate a Lovecraftian tale where the players face the horror of a universe unconcerned with their fate and survive solely by their wits and dumb luck. The introduction of a methuselah as an antagonist must be done with great care to prevent its sheer power in terms of story and mechanics from overwhelming the fundamentals of player agency. The lead storyteller running this plot should assign an experienced actor to portray this role and closely monitor the plot as it progresses through the various acts. This is a high-risk scenario and storytellers might consider issuing a warning to players before they jump into the deep end of this plot.

### Teaser

In the nights of antiquity, less than 100 years after the death of Christ, a methuselah made a pact with a Caledonian tribe to watch over his lands and ensure that the moors remain undisturbed. He gave unto them his potent blood and experimented upon them before he sank into the black waters to pass away the centuries while his project progressed.

The creature the Roman Legionnaires named Dis Pater, after the very image of Death, has stirred nearly 2,000 years later. Mortal empires have risen and faded to dust and still his experiment continues as the Marsh family. There is much to learn and discover. The very vitae of vampires has thinned past all expectations and ancient clans once thought to be immortal have faded to dust as new blood has arisen to take their place. The Terror of Dis Pater is a story of horror in the face of an overwhelming leviathan that considers you no more than plankton in its wake and how mortals and vampires alike must learn to deal with an overwhelming alien presence whose motivations are measured in terms of millennia.

### Backstory

The methuselah known as Dis Pater no longer remembers the name he carried as a mortal. His dim memories involve staring out at the stars late at night, hunting boars with his father and the death of his mother. Her name is also forgotten, but he remembers that she was beautiful with long, red hair. She died of the plague when he was but a boy. It was the first death he had ever witnessed, and it awoke a curiosity about death and what remained beyond this life.

It was this very curiosity that led him to look a little too closely at the traveling caravan that passed through the village promising a cure for ailments. He managed to sneak past the guards to discover the secret of the vampire traveling between the headwaters of what would become known several hundred years later as the Seine and Marne rivers.

This very bemused and ancient vampire felt something stir from this mortal's curiosity and decided to claim him.

And thus, Dis Pater was embraced into the Clan of Death — the Cappadocians — by their antediluvian's childer, Lazarus. The fledgling found existence as a vampire appealing to his sense of curiosity. He had already learned much about anatomy from hunting and studied the art of healing in his village. The academic life of a Cappadocian sated this thirst for knowledge and after only a hundred years of traveling with Lazarus, he felt ready to study on his own.

When Lazarus decided to travel to Alexandria and study with the Followers of Set, the vampire that would one day become Dis Pater elected to return to his home village to examine how his people had changed in the years he had been away. They had settled near the mouth of Po River in Cisalpine and had become known as the Lingones.

His skin withered to a corpse-like complexion, so he took to wearing robes with a hood that would hide his features. His people came to know him as Moccus and in time worshipped him as the protector of boar hunters and the guardian of souls. He came to study the Lingones, generation after generation, to observe their passing into death. The methuselah learned over the years to guide their shades towards whatever lands existed in the deep and secret areas of the shadowlands where he could not explore. The hope was that, over time, he would be able to summon them back and then follow their souls to heaven.

He grew in power until Cappadocius summoned his childer and their progeny to Cappadocia a hundred years before the birth of Christ, where the Clan of Death assaulted the stronghold upon Mount Erciyes and reclaimed it as their new necropolis. The antediluvian revealed that the next clue in the clan's eternal search for mastery of death lay in studying and knowing the mind of God himself.

Dis Pater, like his sire Lazarus, did not believe in this Hebrew deity, but he was wise enough to avoid verbalizing





this and continued his studies. His research suggested that it might be possible to alter the shape of human forms through selective breeding and experimentation, a primitive theory of spiritual eugenics posited thousands of years before mortals would consider the concept. The theory held that a superior soul might be bred that could withstand the storms of the shadowlands and cross back and forth from the places he could not visit.

He conferred with his sire, who revealed that the libraries of Alexandria suggested the wild land Britannia, a conquered providence of Rome, might be suitable for the planned experiment. It took almost a decade for him to reach the shores of this fabled land, and by then he had been associated with the very image of death itself — Dis Pater.

Dis Pater walked the wild lands that would one day be known as Pickering Lythe. He searched for rough souls that would be willing to be molded for his purposes. The methuselah discovered a small tribe of Picts in the Caledonian Confederacy that lived near the moors. He noted that they favored red hair, just like his mother, and he studied them for many years while they battled the Roman Empire, which was occupying all of what would eventually be known as Great Britain.

Through sheer determination, the Caledonians fought the greatest army the world had ever known to a standstill and Dis Pater was there to study the war and feed. In 83 AD, the Caledonians' defeat at the hands of Gnaeus Julius Agricola drew the war to a close. The tribe lived in the shadows of the Roman legions outside of Hadrian's Wall where three legions were stationed to control the people and keep them working the fields to supply grain for the soldiers. The soldiers often vented their frustration upon the conquered tribe and Dis Pater simply observed from the moors, until one night he was discovered by a curious child.

She was a young girl with red hair and courage to match her intellect. She appealed to the god to protect her people and deliver them from the Romans. Dis Pater asked the child what she would give to him to do this thing. Her answer was one word: everything.

Dis Pater sent her to warn the Romans to depart these lands. He discovered that they crucified the child during the day. The methuselah found the child's parents and spoke of the promised bargain and asked if they would give their remaining children unto his designs. They agreed, and thus the ancient and potent vampire killed every Roman soldier in the village and sank their bodies to the bottom of the moors, where his magic would preserve their bodies.



He gave his blood to the girl's siblings to make them strong and then watched them grow and have children of their own. Dis Pater did this for many generations, until the root of his experiment took hold and the tribe took on characteristics of vampirism. Centuries passed quickly, and the methuselah began to sleep for longer and longer periods. By the time that Cappadocius issued the summons for the Feast of Folly, Dis Pater had been in torpor for centuries.

As time passed, the untamed lands of the Caledonians turned into the England of William the Conqueror. The Pict tribe that made a deal with Dis Pater became the Marsh family, and they quietly ensured that the Pickering Moor remain undisturbed.

The perfect storm of an increasing number of local vampires, the noise of modern industrialization and the thickness of revenant blood in the Marsh family stirred the methuselah awake. Dis Pater is hungry, and he has discovered that he can no longer gain sustenance from the blood of mortals.

## Dramatis Personae: The Faces of Death

The following characters are the primary NPCs for The Terror of Dis Pater. Storytellers are encouraged to allow players to make player-characters related or based on any of these characters, with the notable exception of Dis Pater. If a player wishes to assume one of these roles, simply provide that player with that faction's information and goals. This is a scenario where a storyteller might ask her most experienced players to serve as NPCs to help new players fully immerse themselves into the scenario. Players that want to run through an embrace scene might have an opportunity to be chosen as a childer for Dis Pater.

### Dis Pater

Now that Dis Pater has awoken and arisen from Pickering Moor, the Festival of Lights has attracted his attention. The Marsh family has left appropriate clothing, a long monk's robe with a hood, and blood at their designated sacred altar for him. The tradition of leaving such things to their god has continued down the centuries, although few actually believe a god will take such things. The hundreds of whispered conversations from poets and politicians alike have jumpstarted his learning of modern English.

Once he enters play, Dis Pater will:

- Find new sources of vampire vitae, the more potent the generation, the better. His blood pool is only half-full and he fears frenzying before he gains strength. This is a chance to highlight the reversal of fortune, where those that are normally predators are now the prey.

- The world has changed too much to be readily understood. The methuselah will be spending time learning the languages of the modern era (at a frightening speed). The social and technological changes will make everything seem alien. This is a good roleplaying opportunity for the actor to truly show the weight of ages as things that are common to the Edwardian Era might frighten a creature 2,000 years out of time.

- He will wear the clothing provided by the Marsh family and leverage *Obfuscate: Mask of a 1000 Faces*. However, his focus is elsewhere and it is likely that at least one vampire present or Marian Crouchback (see **Chapter Two: Festival of Lights: The Crouchbacks**, page 19) will be able to pierce through this disguise.

- Dis Pater has dreamed about the destruction of his clan, but is confused as to how that is possible. Once he identifies any vampires and masters English, he will seek to separate them from the mortals and question them. He will be curious about any clan or bloodline that has arisen since his torpor, especially the Giovanni and the Tremere.

- Due to their familial connection to his vitae, Dis Pater automatically possesses *Familiarity with the Target* (see **MET: VTM: Chapter Four: Disciplines**, page 114) with any member of the Marsh family and he will immediately be able to identify them by smell within three steps. The methuselah will initially take note of his creations, watch their progress and try to assess how they have grown.

Dis Pater's character sheet can be found in the **Appendix**.

## The Grand Experiment of Dis Pater

On Mount Erciyes, Cappadocius directed his clan to seek out the ways that an immortal might reach the shores of heaven to better know the mind of God. Dis Pater did not believe in the Hebrew god, but this commandment from the clan's antediluvian sparked an idea.

The shadowlands are merely the closest spiritual realm to this world. There were other realms past the raging storms of emotion. There was a place deep in the dark called the Labyrinth that perhaps lead into the true underworld and oblivion. The libraries in Erciyes had many scrolls from certain Greek gnostic philosophers that suggested there were many aspects of the soul tied to the body and experiences in this world. Was it possible to train a human to possess a divine spark — a logos — strong enough to follow them through the storms into the underworld? His time as Moccus



amongst the Lingones had shown him that each generation of humanity grew smarter and built upon what came before. Dis Pater had taken many newly dead souls into the Afterlife to watch them pass through places that he could not.

Dis Pater consulted with his sire Lazarus, who was researching the best means to recreate the lost Spell of Life that could break the hold of life and death over humans via deciphering the secrets of the Sargon Fragments. Their combined research suggested that it might be possible to alter the shape of human forms through selective breeding and experimentation. The theory held that a superior soul might be bred that could withstand the storms of the shadowlands and cross back and forth from the places he could not visit.

The methuselah discovered a small tribe of Picts in the Caledonian Confederacy that had consumed the hearts of their enemies for centuries, and their dead seemed strong enough to watch over their living kin through the shroud. Dis Pater drafted the following dastardly experiment:

- Dis Pater gained the trust of the Pict family and encouraged their worship of him as their personal god. He ghoulled all of them and encouraged them to breed only with those that had tasted his blood. Dis Pater used his blood magic to change their very bodies. The hope was that his seed was strong and in time it would merge with their blood and strengthen their souls.
- He slept and trusted the clan (who would eventually become the Marsh family) would follow his commandments in exchange for his blood. Over time, the mutations to their bodies would shape the experience of their souls.
- Dis Pater would wake every couple of hundred years and examine the family to see if they were ready.
- When the blood took hold and the souls were strong enough, Dis Pater would rapidly kill the family suddenly and then attempt to follow their souls to heaven.

## Methuselah Combat Scenarios

Combat scenarios (**MET: VET: Chapter Six: Core Rules: Combat Scenarios**, page 276) are scaled and balanced for typical encounters. Normal NPCs fall under the same mass-combat rules as player characters. These NPCs may only be targeted up to twice per round by physical challenges. A methuselah is an epic foe with powers beyond those of typical characters and thus a storyteller may allow a methuselah character to be subjected to up to four physical challenges per round.

Depending upon the potency of the player-characters in the chronicle, you might wish to increase or decrease the points on the character sheet for Dis Pater to reflect the proper amount of terror. For more details, please see **MET: VTM: Methuselah Generation NPCs**, page 503.

## Custom Methuselah Powers

Dis Pater has the following custom Methuselah powers (for more information on Methuselah powers, see **VTM: MET: Chapter Twelve: Allies and Antagonists**, page 503):

- Clairvoyance: Dis Pater may use elder powers through Clairvoyance.
- Psychic Assault: Dis Pater inflicts 8 points of damage instead of 4 per attack. This damage is so brutal that it is considered enough blunt-force trauma to kill a vampire.
- Personal Armor: Any one individual who hits Dis Pater with a Brawl or Melee attack finds the full damage inflicted is reflected upon her.
- Repair the Undead Flesh: Dis Pater may spend 1 point of blood to heal 1 point of aggravated damage.

## The Followers of Dis Pater

Dis Pater has access to dozens of these Stock NPCs as the Storytellers deem appropriate for the chronicle:

### Roman Legionnaire Zombie

Stock NPC: Rating 3

Specialties: Melee, Fortitude and Potence

Effective Health: ○○○

This zombie was created and preserved centuries ago and now he is ready to fight for his master. He fights with a gladius and shield. This NPC has a test pool of 6 in most challenges. In challenges involving Melee, his test pool is 11. In addition, the legionnaire's specializations grant him the first 3 dots of Fortitude and Potence. For more information on Zombies, see **MET: VTM: Chapter Four: Disciplines**, page 175.



## Roman Legionnaire Wraith

Stock NPC: Rating 2

Specialties: Dementation and Chimerstry

Pathos: ○○○○○○ ○○○○○○

Effective Health: ○○ (or, while manifested, as per Pathos spent to manifest.)

This wraith was created and preserved centuries ago and now he is ready to fight for his master. He has a test pool of 4 in most challenges. In challenges involving Dementation and Chimerstry, his test pool is 9. In addition, he gains the first 2 dots of Chimerstry and the first 4 dots of Dementation. For more information about wraiths see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 500.

## Decimus, Roman Centurion Wraith

Stock NPC: Rating 5

Specialties: Brawl, Occult, Chimerstry, Obtenebration and Potence

Pathos: ○○○○○○ ○○○○○○

Effective Health: ○○○○○○ (or, while manifested, as per Pathos spent to manifest.)

Decimus has a test pool of 10 in most challenges. In challenges involving Brawl and Occult, his pool is 15. In addition, he has the first 5 dots of Chimerstry. Obtenebration and Potence. For more information about wraiths see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 500.

## Mansell DuSeigneur

Mansell DuSeigneur was caught by the Inquisition smuggling items deemed to be heretical by the so-called Merovingian

cult and spent nearly five years in the infamous prison Château d'If before the Malkavian Elder Lady Theophana embraced him in 1378. DuSeigneur barely remembered his own name when the deceptively angelic face of the creature that would become his sire appeared to him as a dream and asked if he would serve her if she freed him.

Feverish and devoid of hope, DuSeigneur agreed to the devil's bargain. Lady Theophana freed him from the oubliette where he had been forgotten and embraced him to serve her needs. DuSeigneur had a special knack for fixing problems and ensuring that not-so-legal events happened without notice. His sire needed such talents to ensure that her grizzly feeding habits continued to go unnoticed. The years in the oubliette made anything else seem tolerable as long he was free, including acquiring infants for his sire to consume.

Lady Theophana needed a cat's-paw in her latest scheme against the Founders of the Camarilla and the Cappadocians. She used DuSeigneur's talents to forward the agenda of the so-called Conspiracy of Isaac, a coterie of Luminary Elders devoted to replacing Cappadocius's favorite childer Japheth with Augustus Giovanni via the dark act of amaranth.

DuSeigneur worked for decades on behalf on his sire before realizing that she would never free him. He eventually betrayed her to the Founders of the Camarilla, providing tactical information to the mighty Hardestadt himself. This information was too late to save the Cappadocian antediluvian, or to prevent the rise of the Giovanni, but it allowed the Camarilla to act swiftly and punish most of those responsible.

He served for decades with the Children of Isaac until he was pressed into service as a myrmidon to fight in the Anarch Revolt. There, in the heat of battle, DuSeigneur momentarily lost control of his beast and drank the heart's blood of an unknown enemy Anarch. The Founders later sanctioned and forgave this crime, but that sin has always worn upon DuSeigneur, leaving him always wondering if he would lose himself as his sire had.

After serving as a spy and scout in the terrible conflict, he returned to France in 1520 and rekindled his involvement in various cults and conspiracies. DuSeigneur spent the next four centuries building his criminal and export empire, quietly serving the Camarilla and feeling very guilty about his role in the destruction of the Cappadocians. He began to notice certain evidence that the Celtic god Moccus might have been inspired by a Cappadocian that avoided destruction. Curious, he discovered a connection to the infamous Dis Pater and the legend of Pickering Lythe. DuSeigneur wonders if an actual Cappadocian methuselah escaped both the Feast of Folly and the rise of the Giovanni.



An auction of rare artifacts (see **Chapter Four: Richard III's Revenge**, page 49) during the Festival of Lights provided the proper excuse to make arrangements to visit England from France. He visited the Court of London and received permissions to attend this event from Lady Anne so long as he avoids troubling her agent, Catherine Pershing (see **Chapter Two: The Festival of Lights: Catherine Pershing**, page 28.)

Mansell DuSeigneur's character sheet can be found in the **Appendix**.

Throughout the Festival of Lights, Mansell DuSeigneur plans to work toward the following goals:

- Resolve the mystery of Castle Pickering and Dis Pater and determine if there is an active Cappadocian methuselah.
- Attempt to strike a bargain with Dis Pater to move against the Giovanni and make amends for helping destroy the Cappadocians.
- Investigate the rumors that the Dunsirn are a cannibalistic cult and discover their secrets.
- Help Catherine Pershing in order to earn boons from the powerful Ventrue, Lady Anne.

## Characters From Other Chapters

In addition to Dis Pater and DuSeigneur, there are characters from other chapters that might get involved with this plot. Their motivations are briefly summarized as follows:

- **The Marsh Family:** The Marsh family traces their blood back to when the Roman Empire intermarried with the Caledonians tribes. They are known for their fair complexion and red hair. Secretly, they are an extended experiment by Dis Pater to see if souls could be hardened to withstand the rigors of death. The revenants expect that the waking of their god means that their ascension to power is at hand, when really the methuselah plans to horribly murder them all and attempt to follow them into the underworld. (For more information, see **Chapter Two: The Festival of Lights: The Marsh Family**, page 24)
- **Marian Crouchback:** It is likely that Dis Pater shall completely ignore the Crouchbacks unless they get in his way. The notable exception is if Marian Crouchback is active. Her Psychic Numina will be seen as evidence supporting the methuselah's theory about the evolution of souls. She may be considered a candidate for his embrace. (For more information, see **Chapter Two: The Festival of Lights: The Crouchbacks**, page 19)

- **Sophronia "Sophie" Kingthorpe, The Bride of Dracula:** Dis Pater will study this neonate, curious as to how her peers handle her misbehaviors. He may consider her worthy if she is able to outmaneuver and dominate the others. (For more information, see **Chapter Two: The Festival of Lights: The Kingthorpes**, page 20.)
- **The Newton Branch of the Arcanum:** Should Dis Pater come into contact with any member of the Arcanum, he will become obsessed with them. Henry Newton and his daughter, Wilhelmina Newton, will become subjects to study. He will encourage violent and troubling encounters with the vampires present and push them towards discovering the secrets of the Marsh family. Dis Pater will consider father and daughter ripe candidates for his gift. (For more information, see **Chapter Two: The Festival of Lights: The Newtons**, page 23.)
- **Alastair Dunsirn:** Once Dis Pater realizes that his dreams about his clan are true and that the Dunsirn are a branch of the Giovanni, he will be very curious about those that supplanted the Cappadocians. Anger is an emotion for lesser beings, especially when there is potential to learn more. That said, he will expect answers to his questions and isn't above threats and bullying to achieve it.





- Catherine Pershing: Dis Pater remembers well the ancient alliance between his clan and the Ventrue. He will treat well any Ventrue, especially Catherine Pershing once he realizes that she is connected to Mithras. He might well select her or another Ventrue to serve as his guide in this strange time.

## As the Night Goes On: The Stages of Terror

As the night unfolds, plan on prompting the following events:

### Act I: The Awakening

Dis Pater has arisen from torpor and escaped Pickering Moor. He has visited the sacred grove where the Marsh family has kept his altar and their offerings. Hungry, the methuselah leapt upon a poor distant Marsh cousin with thin blood and consumed him. This Act introduces the concept of Dis Pater to the players via signs and portents and allows the tension to build.

#### Scenarios and Possible Outcomes:

- Characters with the Oracular Ability merit or others supernatural means of sensing the future will recall troubling dreams of a terrible beast at the bottom of Pickering Moor scrambling through the muck and the black waters.
- Characters with the Medium merit or certain paths of Necromancy will note an unusually large amount of wraiths wearing the garb of ancient Roman soldiers. If asked or compelled to explain themselves, the wraiths will respond with the phrase “Dis Pater has awoken and the world shall weep!”
- All at once, as though spooked by God above, every animal within Pickering Lythe has begun to flee. Birds scatter unnaturally and fly, even at night. Dogs howl until released so that they too may run. Horses and domestic animals begin to pace and panic, attempting to escape their corral.
- Plants and crops begin to wither, but struggle to maintain life. If the Festival of Lights is playing the Game of Flowers and Scandal (See **Chapter Five: Black Box Plots: Court Games**, page 85), then those flowers start to fade and stink of rot.

### Act II: The Face of Death

Dis Pater arrives at the Festival of Lights clad in a simple monk's robe with a hood, bolstered by his low-levels of Obfuscate. He is befuddled from his long torpor and the languages of those around him are alien to him. The methuselah will observe the party, leveraging his Mask of 1000 Face to disguise his face from the mortals, and listen to the conversations around him to learn English. The true weakness of Dis Pater is curiosity; unless he is directly attacked, he will avoid using powers or enforcing his will upon others.

#### Scenarios and Possible Outcomes:

- Dis Pater has a high test pool for Obfuscate, but he never bothered to learn higher than Mask of 1000 Faces. Odds are that he will act strangely enough that someone will pierce through the disguise to see his real face. If that fails to happen, you can always have Marian Crouchback see through it and then scream.
- Dis Pater will wander the party, and if spoken to, he will kindly shake his head and cover his mouth as though to indicate that he can't speak yet. He will actively encourage others to continue speaking and listen very intently.
- If any member of the Marsh family maneuvers within three steps of Dis Pater, he will turn and sniff at them. He will move closer and sniff deeply until he is satisfied. The methuselah will be very interested in any member of the Marsh family and may follow them around the party to observe their actions.
- The wraiths of the former Roman Legions will make an appearance. Those with the Medium merit or certain paths of Necromancy will be able to witness them paying homage to Dis Pater. He will speak to them in ancient Latin. Anyone that attempts to speak to Dis Pater in the same language will find an eloquent speaker very happy to converse on almost any topic.

### Act III: Observations and Experimentations

Once Dis Pater has mastered modern English, he will begin to question and investigate mortals and vampires alike to determine who, if any, hold true to the bargain he once made. He will initially speak in broken English and over the course of the act speak with great fluidity and eloquence.



### Scenarios and Possible Outcomes:

- Dis Pater will question any vampires that have become known to him about recent (to him) events. Some topics of interest include: the Camarilla, the Tremere and, especially, the Giovanni. If there are any representatives present, he will seek to discover as much information about them as possible. First, he shall attempt to learn it verbally, but if needed, he will use telepathy to scan the minds of those around him. Remember that he views them almost as animals that are nothing in the face of what he needs to know.
- Dis Pater will seek out and study every member of the Marsh family that he can find to determine their strengths and the limits of their obedience. If there is anyone that seems interested or intelligent enough to understand his design, Dis Pater is not above monologuing about his experiment and explaining in horrible detail everything he intends to do to fulfill the ends of his experiment.
- If Dis Pater meets a Followers of Set, he will get very excited and ask if they are familiar with Alexandria and ask if his sire Lazarus is still there. He will expect that the Followers of Set will wish to please him and give them random orders to see if this is true.
- Dis Pater will be exceptionally friendly to any Ventrue, especially one such as Catherine Pershing (see page 28) that can claim fealty to Mithras. This is a double-edged sword. So long as Dis Pater does not learn that a number of the Ventrue betrayed his clan to the Giovanni, he will treat them with kindness, almost as equals. Should he learn this secret, he will be quite cross with them.
- Dis Pater will study any Giovanni (including the Dunsirn) to see if they are worthy of supplanting the Clan of Death. This is more of a scientific curiosity than personal vendetta. He had witnessed the Cappadocians grow stagnant once, and he considers it possible that it happened once again and that this new clan might be worthy of study. He will seek to pit the Dunsirn against the Marsh family and see how both of them react.

### Act IV: The Terror of Dis Pater

Once Dis Pater is satisfied with his investigations and believes he properly understands those around him, his demeanor will shift. It is time for the final phase of his grand experiment and for that to happen, he must extinguish the lives of each member of the Marsh family and reclaim their blood.

### Scenarios and Possible Outcomes:

- The ancient vampire planted the seeds of the Marsh family nearly 2,000 years ago and now he considers it his time to reap. The silence of the blood is important, but secondary to his ultimate goal. He will seek out those that have proven their loyalty or earned his respect and inform them of what must happen. Players have a chance to dissuade him from breaking the Masquerade by offering assistance or convincing him that it is in his best interest to act discreetly. A clever character might save the Marsh family, if only for the moment, by attempting to argue that they aren't quite ready and waiting another hundred years might produce a better result.
- Dis Pater will wish to test the vampires around him to measure the strength of their blood. The first step will be to summon his followers (see page 41) and order them to attack various members of the Marsh family or those that have gained his interest via interactions. This is a wonderful opportunity to provide players with an opportunity to engage in a bit of violence against the zombies and juxtapose the difference in power levels when Dis Pater turns against the players directly.
- And finally, Dis Pater will seek to brutally murder the remainder of the Marsh family. He will seek out his followers to assist. Anyone that attempts to stop him will be attacked violently with his methuselah-level Psychic Assault. If a group of player-characters attacks Dis Pater, proceed to Act V: The Gift.

### Act V: The Gift

Once Dis Pater has completed his experiment, he will turn his attention to the Festival of Lights to seek out one person to make his assistant.

### Scenarios and Possible Outcomes:

- Eternity is lonely, even for Dis Pater. He will seek out the individual that impressed him the most and offer them a gift. Should the recipient be a vampire, he will offer her an apprenticeship to study under him and to teach him about the modern world. Should the recipient be a mortal, he will force the embrace upon them.
- Sometimes you don't have to be faster than the monster, you only need to be faster than the other people the monster is chasing. Once Dis Pater has selected a recipient for his gift, he will assure everyone else that he will horribly murder them should it be refused.



Some characters might decide to sacrifice themselves to ensure the remainder escape. Others might seek the chance to learn from this ancient creature.

- The player-characters might decide that it is better to die fighting Dis Pater. Should they elect to try a frontal assault against Dis Pater, storytellers are encouraged to run through the scene and highlight the horrific power of the methuselah. The stakes have been built from the very beginning and if the storytellers pull their punches, the players will feel let down. Try to push this scene towards the climax

of the game session to provide the players with the complete experience. Should they want the big battle, storytellers shouldn't be afraid of killing characters and allowing the scenario to play out properly.

## Sinister Seeds

Consider distributing these rumors to players who have appropriate Backgrounds or who have spent appropriate downtime and influence actions. Note that not all rumors are true — some are deliberate red herrings.

### SINISTER SEED:

**Information:** A Giovanni recently visited Castle Pickering en route to London and reported that vast herds of wraiths clad in ancient Roman armor have been spotted moving about the castle and Pickering Moor. When asked why they had survived so long after the time of their life, they responded with "Dis Pater has awoken and the world shall weep!"

### SINISTER SEED:

**Information:** François Villon, the Prince of Paris, and sire of the newly appointed Justicar Violetta, recently unearthed an archaeological site near the mouth of the Po River in Cisalpine that suggests the mythological psychopomp god Moccus might have been a vampire. Rumor has it that Villon is obsessed with finding a means of translating a series of scrolls that reveals a hidden mystery.

### SINISTER SEED: SEER

**Information:** You spoke with a Malkavian who claims to have visions of the very image of death, a skeletal figure in a cloak, walking the lands of Pickering Lythe. The Malkavian claims that Dis Pater shall come and bathe the ground in blood. She says her visions always involve images of an unhappy bride.

### SINISTER SEED:

**Information:** Ground once fertile has turned barren and all of the crops have turned to ash. This is not a natural blight. Several of your contacts have told you that when they examined the soil they felt the taint of death itself upon it.



## SINISTER SEED:

**Information:** The Giovanni seem quite interested in Pickering Lythe. It isn't a hub of commerce so why send in the Dunsirn? You believe this maneuver will somehow weaken the Camarilla's defenses if they are allowed to succeed.

## SINISTER SEED: NIGHTMARES

**Information:** You have dreamed of a terrible beast at the bottom of Pickering Moor scrambling through the muck and the black waters. When it arises, it will cause your death unless you give it exactly what it wants.

## SINISTER SEED:

**Information:** All at once, as though spooked by God above, every animal within Pickering Lythe has begun to flee. Birds scatter unnaturally and fly even at night. Dogs howl until released so that they too may run. Horses and domestic animals begin to pace and panic, attempting to escape their corral.

## SINISTER SEED:

**Information:** Rumor has it that Prince Mithras of London (4th generation Ventrue methuselah) refused to even pass through Pickering Lythe. The real reason Lady Anne sent a Ventrue Ancilla is to discover why.







# CHAPTER FOUR: RICHARD III'S REVENGE

*“And therefore, - since I cannot prove a lover,  
To entertain these well-spoken days, -  
I am determined to prove a villain,  
And hate the idle pleasures of these days.”*

— Richard III, Act 1, Scene 1

## The Crouchbacks: Wholesalers of History

In dire straits, the Crouchback family is in desperate need of funds to appease the family's creditors. Having tried repeatedly but to no avail to re-negotiate terms, Lord Crouchback is left with little choice but to part with his family's treasures in an attempt to prevent the receivership of Pickering Lythe.

Throughout the years, the Castle's dusty halls and crumbling ramparts have seen their share of notable personages. Built by William the Conqueror, and final host to Richard III before his infamous defeat at Bosworth Field, the castle has been a stronghold in the North, and has been designated a royal castle since 1413. For centuries, the Crouchback family has been its keepers, playing host to kings, and unwittingly sheltering the occasional kindred. Perhaps, in their time of need, they may find one of their former guests may have left something of value behind?

A good number of kindred certainly think so. Among the bidders are the Tremere, who believe a number of the items for sale may have sorcerous applications. They are rivals to the Ventruie of London, who suspect the Warlocks of

plotting to overthrow Mithras. While not entirely certain of which items the Tremere are pursuing, they've certainly got the money to spend on a few extra souvenirs.

News of the potential sale of a number of artifacts dating to the era of the Crusade has even drawn the attention of the Assamites in distant Alamut. Intent on reclaiming pieces of its history, the clan of Assassins has sent an envoy, making a quiet arrangement with the court of London in exchange for permission to attend. Clan Nosferatu has heard the Camarilla Inner Council has taken a renewed interest in the Assamites' mountain fortress, and suspects one of the pieces for sale may hold a clue to its location.

Lastly, the Dunsirns, secret engineers of the Crouchback's financial calamities, have an agenda. They suspect that among the items for sale is something that may serve as a fetter to Richard III. It's their hope that by summoning the fallen king they could establish themselves as a necromantic family *par excellence* and earn themselves elevated stature within Clan Giovanni.

Meanwhile, the Crouchbacks have their hopes pinned on a successful auction. Should the various kindred in attendance fight like merchants as opposed to knaves, they stand to profit handsomely,



In this chapter, players will have the opportunity to pick through history's garage sale. Depending on their faction and Influence Backgrounds, players will be assigned a sum of money that they can use to pursue items relevant to their group's interests or pick up a few pieces to decorate their haven. Either the storyteller or a PC member of the Crouchback faction will serve as auctioneer, attempting to drive up the prices and provoke a bidding war.

**Theme:** Greed, Competition, Maneuvering

**Mood:** Secretive, Anticipatory, Cutthroat

**Scope:** One night in a single location

**Setting:** Crouchbacks, Kingthorpes, Newtons, Assamites, Tremere, Nosferatu and Ventrue

**Number of NPCs:** 2

## Backstory:

### Humpty Dumpty Had a Great Fall

The death of Richard III marked the end of a dynasty. As the last Plantagenet monarch, he met defeat at the hands of Lancaster-supported heir, Henry Tudor (later known as Henry VII). In subsequent years, Richard III was made into a figure of revulsion. The children's rhyme "Humpty Dumpty"

refers to his disastrous loss at Bosworth Field, where in spite of his army substantially outnumbering the Tudor forces, a number of defections by his allies ensured his defeat. In the Elizabethan era, William Shakespeare portrays him as a craven and dastardly villain, who monologues his plots and schemes to the audience. In this chapter, the players will have the opportunity to learn what made his rise to power possible.

At the height of the War of the Roses, the Yorkist forces were led by Edward, the eldest son of Richard, Duke of York, and his cousin, the Earl of Warwick. Together, they captured London in 1461, and with it Henry VI. The Lancasters fought bitterly in retaliation and were able to free Henry VI through their victory at St. Albans, but failed to retake London. This enabled the Yorks to crown Edward IV king, who would subsequently work to eliminate the remnants of the Lancaster army.

In 1467, Edward's cousin betrayed him by conspiring with Edward's brother, George, Duke of Clarence, to remove the king. After a series of defeats, Edward and his other brother, Richard, then Duke of Gloucester, were forced to flee to Burgundy in 1470. Henry VI was reinstated to the throne. It was then that otherworldly forces approached the desperate Richard.





As the younger brother to an exiled former king, Richard had little chance of ever attaining the throne, much less returning to prominence. When an elder Baali, Bal-shumel, found him and told him that he could offer the power and the funds to see him made king, Richard's interest was piqued. All he had to do, as it was explained, was pledge himself and provide a sufficient offering of royal blood at a later date. Richard already wanted revenge, and thought the terms were reasonable. Thinking his vendetta against Henry VI would provide sufficient means, he readily agreed. A contract was struck. Richard was imbued with infernal power along with sufficient blood to make him a powerful ghoul. As a token of his "good faith" until the bargain was fulfilled, Richard would bear the burden of the souls who had suffered under him, an ambiguous clause which stuck him as metaphorical and inconsequential. However, it was the beginning of the degenerative condition he would later be famous for.

In 1471, Richard and Edward struck back. Starting with a force of only 600, the two began to gather an army. The two persuaded the city of York to open its gates to them, and expanded their numbers once inside. Later that year, they entered London unopposed and took Henry VI prisoner. Edward was king once again.

In the subsequent battles, Richard fought in the vanguard, made formidable by his infernal compact and elder vitae. At Barnet, he and Edward defeated Warwick, and at Tewkesbury, they defeated the last of the Lancastrian forces. However, once Richard began to notice his posture had become stooped, an ironic side effect of his agreement, he was eager to see his bargain fulfilled.

Upon returning to London, he persuaded Edward to allow him to kill Henry VI, which he did himself. Bal-Shumel reappeared to him that very night. While Richard insisted

his end of the agreement was met, according to the Baali, Henry VI was insufficient. With the York line enthroned, the blood of a Lancaster was not royal – it would not satisfy the terms as written. Richard was incensed, but had little recourse. In a bright flash, the Baali left him and the pain in his back began to intensify. He awoke the next morning to see his slouch had worsened.

In the following years, Richard was given control of the North. Though his bargain was unfulfilled, he knew that plotting against his brother was foolish in spite of his secret power. He turned his attention instead to governance. His many reforms made him beloved in York, and he fought successfully against Scotland. Throughout this, his condition gradually worsened, a constant reminder of his unmet obligation.

Edward died suddenly in 1483. He was succeeded by the older of two sons, Edward V, who was only 12. In his final moments, Edward had declared Richard Lord Protector. Seeing an opportunity to seize power, and eager to be free of the pain of his growing deformity, Richard had both the young Edward and his brother, the 9-year-old Richard, taken to the tower of London. Rumors soon began to circulate that Edward V's marriage to Elizabeth Woodville was illegitimate, making the two princes bastards. After gaining popular support, Richard assumed the throne, his legitimacy later reaffirmed by an act of Parliament.

Meanwhile, the royal brothers remained captive in the tower. On a quiet night, the Baali reappeared to Richard, who invited him to claim their blood. This time, Bal-Shumel was satisfied that his terms had been met.

With the princes presumed dead, his opposition, led by his cousin the Duke of Buckingham, carried out a rebellion. Though Richard succeeded in quashing it, his subsequent

## IS IT REALLY HIM?

Richard III remains one of history's more controversial figures. While he was vilified by the aristocracy in the Tudor era, the reforms he enacted advanced the rights of the common people substantially. Until the discovery and exhumation of his remains in 2010, whether or not he had a hunched back was debated as simply a matter of propaganda. Additionally, historians are often hesitant when it comes to conclusively saying he had his nephews murdered. Meanwhile, audiences have come to appreciate Shakespeare's Richard III as one of fiction's most compelling villainous figures.

The portrayal described in this chapter presents a version of him more in line with the Shakespearean character. While the historical figure was certainly much more complex, using a villainous version of Richard III, one who monologues his crimes amidst a crowd of unperceiving players, is too tempting a prospect to resist. Storytellers and narrators are encouraged to watch the famous performances of Ian McKellan and Laurence Olivier for incorporation in their respective portrayals.



reign would only last two years. In 1485, Richard was defeated at the battle of Bosworth Field by the forces of Henry Tudor, who had been living in exile in Brittany. He spent his last night before the battle at Pickering Lythe, leaving behind a small chest of personal effects.

Accounts of the battle recalled how Richard was betrayed at the start of the fighting by a number of his allies. In spite of this, he very nearly fought his way to Henry's position. In the end, he was overwhelmed and brought down. An autopsy of his remains in 2014 suggested the cause of death was a blow from a halberd to the back of the head.

Through a tenacity brought about by his torment and pain, Richard III withstood the pull of Oblivion to become a wraith. He spent much of the intervening years avoiding the vengeful pursuit of his deceased opposition. Among his remaining fetters is the chest of personal effects he left behind at Pickering Lythe, which contains a copy of the contract he signed during his time in exile. Richard has kept it safe over the years by using his powers to manipulate the Lords of Pickering Lythe into protecting it. Were it not for Richard entering a prolonged state of slumber, it would likely be excluded from the sale. Should any of the PCs threaten to harm or open the chest, Richard will be certain to extract his revenge.

## Addendum to Opening Ceremonies

As part of his welcoming address in the opening ceremonies, Lord Crouchback will make mention of the auction. In addition to providing the auction's time and location, he will also note that several of the items are on display throughout the castle, with others only available for private viewings. He will also introduce and thank Dr. Omari, page 55, for his assistance before moving on to the Festival's other events.

## Dramatis Personae: The Bargain Hunters

The auction has drawn a variety of kindred from far reaches, each with separate agendas. Storytellers are free to use some but not all of the interested parties as it suits them. Additionally, feel free to embellish any of the NPC's motivations to support coalitions your players may form. The intent is for as many players as possible to participate in creating a story.

## The Crouchbacks

The Crouchbacks desperately need for the auction to generate funds. Throughout Act One, their primary agenda

will be to generate interest in the items on display. They will play the part of gracious hosts, happy to talk about the castle's history but also taking note of any potential buyers.

Any of the Crouchbacks will be happy to arrange for a private viewing of the featured lots. However, only Lord Crouchback has access to the chest of Richard III's effects. He will open it, but under no circumstances will he allow it to be directly handled or given more than a cursory examination.

The Crouchbacks' motivations are to:

- Maintain the security of all items for auction.
- Work to determine the nature of the items in their possession and assist the auctioneer in presenting them.
- Ascertain who the wealthy buyers may be and help interest them in a variety of pieces.
- Work to ensure as many of the items sell for as much as possible, generating the most revenue.

## The Kingthorpes

Beholden to the Dunsirns for their assistance in financially ruining the Crouchbacks, the Kingthorpes have been tasked with obtaining a few items on their behalf. In particular, the Dunsirns are interested in any items they believe may be potential fetters. They are especially interested in the feature lot, Richard III's personal effects. While grateful for the Dunsirns' intervention, the Kingthorpes are too keenly aware that a successful auction has the potential to offset the threat of receivership. If possible, they will enlist aligned PCs to dissuade buyers from making purchases, quietly circulate rumors that a number of the items are replicas, or suggest that any unsold items can be purchased after the auction for a fraction of the price. When the auction itself takes place, they will seek a group of PCs to make bids on their behalf so as to spare themselves the indignity of buying second hand knick-nacks from the Crouchbacks.

The Kingthorpes' motivations are to:

- Recruit a PC or group of PCs to make purchases on behalf of the Dunsirns.
- Pursue any item that appears to have ties to the dead.
- Obtain Richard III's personal effects.

## The Newtons

Unbeknownst to the other factions, the Newtons are members of a group of mages called the Arcanum. As



occult practitioners, they're especially interested in any items for sale that may have magical qualities. However, they are especially secretive with their pursuits and would prefer to hide their intentions behind proxies. To that end, they will require assistance from the PCs prior to the auction in identifying which items have special properties. Should the PCs find any, they will also enlist them to make purchases on their behalf. Should they recruit allies, they will emphasize discretion.

The Newtons' Motivations are to:

- Recruit a PC or group of PCs who can identify magical items.
- Determine in advance which items are magical.
- Pursue any item that is magical in nature.

## The Marshes

The Marsh family has little more than a casual interest in the auction. However, after Richard III makes an appearance in act III, he will seek out a mortal vessel to possess in Act IV, eventually choosing one of the Marshes. If any of the PCs are portraying members of the Marsh family, Richard will seek them out. If there are none, or should they manage to resist, Richard will choose Onesiphorous Marsh (see **Chapter Two: The Festival of Lights: The Marshes**, page 24).

For Acts I and II, the Marshes will attend the auction. Onesiphorous will pursue any weapons or torture devices.

## The Tremere

News of the auction and its various curios has made its way to London. However, the Tremere presence here is something of a cover. On the heels of the successful abduction of House Flambeau, Edward Bainbridge, the Tremere Primogen of London, has heard rumors of a collective of mortal mages local to the area. This of course, is the Newtons. To uncover their identities, he's sent an apprentice, Harold Bancroft, to attend the auction under the pretense of purchasing occult items.

## Harold Bancroft

Tall and thin, Harold Bancroft is prone to odd glances and carries an eccentric air that seems natural for an occult practitioner. Known throughout London for his séances, but relatively new to the embrace, his mortal connections have enabled Clan Tremere to keep track of a number of

secret societies and groups devoted to occult research. His attendance has come as a pleasant surprise to Richard Crouchback, who hopes he'll take an interest in more than a few of the items for sale. For his part, Richard will purchase a curio or two, but is much more interested in whom else is looking to purchase items with magic properties. If he successfully determines the true nature of the Newtons, he will seek to learn as much about their magical capabilities as possible, approaching them as a fellow practitioner. If given the perfect opportunity, following the auction in Act II, he may seek to abduct and quietly abscond with one of them back to London.

The Tremere's motivations are to:

- Purchase items which are magical in nature.
- Use PCs as their proxies, likely not even telling them what his true motivations are.
- Determine any magical talent among the mortal attendees.
- Abduct one of the mortal mages.

Harold Bancroft's character sheet can be found in the **Appendix**.

## The Assamites

In the year 1495, a Nosferatu was found wandering alone and confused along a concealed mountain trail which led directly to Alamut. Immediately taken prisoner, the Nosferatu, Italmaz, was interrogated as to how he had managed to navigate past the various concealing magics. Weakened by Quietus, and partially confounded, the only answer he was able to stammer was that he had done so using the stars and his astrolabe. Not finding it on his person, the Assamites searched for weeks, but never found it. Instead, it lingered in the desert for years until the elements corroded it, locking the dials forever in its final position – the coordinates for Alamut.

The astrolabe was found by a shepherd boy who took it to a marketplace and sold it as a curiosity to a returning crusader, an ancestor of the Crouchback family. Since then, it's been kept as a family keepsake along with a variety of artifacts from the era of the Crusades.

Several weeks ago, an ad placed in the London Times by Lord Crouchback promoting the Festival of Lights caught the attention of an Assamite sleeper agent. Among the mention of a number of auction pieces dating back to the Crusades was an item that matched the description of a piece the Mountain had been quietly pursuing since the



Renaissance. A telegraph was sent to a contact in Istanbul, who relayed it to his superior in Syria. The response from the Mountain was for the sleeper agent to activate and secure the item, an order straight from the Eldest.

## Hadi al-Usayd

For the past 40 years, Hadi al-Usayd has lived in a distant suburb of London, quietly brokering the services of Clan Assamite to a variety of clients. When news came to activate, he had accumulated a small stockpile of boons that enabled him to travel openly to Pickering Lythe. Having arrived, he's anxious to inspect the astrolabe to see if it truly bears Alamut's secret location. However he is cautious and knows better than to focus his attention on it solely.

He also has a couple of tricks up his sleeve. Should he find himself out-muscled when it comes to bidding, he has a package of boons on hand that is likely to sway Catherine Pershing to his side. Additionally, the Eldest has dispatched a complete cell to obtain the astrolabe – a warrior and a sorcerer in addition to al-Usayd, who is a vizier. Should he have no other alternative, Hadi will steal or kill to obtain the astrolabe.

The Assamites' motivations are to:

- Discreetly survey the items for sale to determine if the astrolabe is among them.
- Obtain the astrolabe via auction in Act II, or via theft or murder thereafter
- Use the package of boons to obtain the assistance of Catherine Pershing or one of the PCs with significant resources.
- The Assamites hold to the Laws of Haqim, and will suffer no one causing unnecessary harm to a Child of Seth. As long as it doesn't compromise their mission to obtain the astrolabe, they are likely to intervene if someone aligned with the Tremere faction captures or harms one of the Newtons.

For Hadi's boons, the storyteller should create a selection from various kindred who have made use of the discrete services of Clan Assamite over the years. These could be from virtually any canon NPC the storyteller deems appropriate or from an established one as part of an ongoing chronicle. Additionally, the storyteller may opt to establish ties between the PCs by giving Hadi a boon from one of them.

Hadi al-Usayd's character sheet can be found in the **Appendix**.

## Saqr Ubaid Assamite Sorcerer

Stock NPC: Rating 4

Specialties: Occult, Stealth, Obfuscate and Thaumaturgy: Lure of Flames

Blood: ○○○○○○ ○○○○○○ ○○

Effective Health: ○○○○

Saqr Ubaid arrives at Pickering Lythe exhausted from weeks of difficult travel. As one of the Assamites responsible for Alamut's upkeep, he's viewed its discovery as a blemish upon his honor. Over the years, he's pursued every possible lead to retrieve it, travelling throughout Europe and the Middle East. In addition to seeing this auction as a chance to satisfy his sense of honor, he's curious if the astrolabe has any magical properties that allowed it to pierce Alamut's defenses. He seeks to retrieve it at all costs.

This NPC has a test pool of 8 in most challenges. In challenges involving Stealth or Occult, his test pool is 13.

## The Followers of Set

Egyptology remained a captivating interest for the upper class in the Edwardian era. Its popularity gave the Followers of Set a number of opportunities to travel and to blend with society in ways that allowed them to advance their agendas. As antiquities were plundered and exported from their homeland en masse, many of the Serpents were outraged, but a select few found little issue with the commercialization of their history. For centuries, their magics have siphoned the energies of the dead through theft and desecration of remains of the prideful departed and their monuments. With the market for Egyptian goods burgeoning, many of the Followers of Set found their sorceries carried the added benefit of a revenue stream.

A portion of the *Book of Going Forth by Night* details the creation of the Blasphemy Shrine, a nefarious ritual that traps the ghosts of deceased royalty or famous persons and allows the priest to draw upon their energies. While this



## Abdul-Samad Assamite Warrior

Stock NPC: Rating 5

Specialties: Melee, Stealth, Celerity, Obfuscate and Quietus

Blood: ○○○○○○ ○○○○○○ ○○○○○○

Effective Health: ○○○○○○

Abdul-Samad is quiet, deadly and efficient. When the dispatch from the Mountain came, he was the highest-ranking warrior available. However, his English skills are still progressing and he will look to al-Usayd for direction. If visible, he dresses pleasantly in a suit, but he chooses not to hide his ebony complexion. He uses his powers of Obfuscate to conceal a number of weapons on him at any given time. If he is not being portrayed, he is likely to be hiding within a round's worth of distance from al-Usayd.

Abdul-Samad has a test pool of 10 in most challenges. In challenges involving Melee or Stealth, his test pool is 15. In addition, Acair's discipline specializations grant him the first 5 dots of Celerity, Obfuscate and Quietus.

was traditionally practiced on subjects of Egyptian descent, the growing acceptance of Setites in European courts has afforded them the opportunity to test their sorcery's effects on a variety of funerary traditions.

The Followers of Set have arrived at Pickering Lythe in hopes of obtaining some of the personal effects of Richard III. They seek to trap his ghost in a Blasphemy Shrine, gaining them tremendous power.

### Dr. Paneb Omari

On the outskirts of Alexandria is a bustling workhouse, operating day and night. Inside, a Setite Elder has 16 families employed full-time in the production of counterfeit Egyptian curios. Dr. Paneb Omari visits twice a year to supervise production, returning to his humble shop in Chelsea laden

with goods where he plays the part of an appraiser and antiquities dealer. Known throughout London for his charm and manners, Dr. Omari is a sought after fixture at parties where he regales high society with charming recollections of his travels. In actuality, he's an elaborate con man, whose stories, much like his academic credentials, are as contrived as the goods he sells.

He is attending on the invitation of Lord Crouchback, who reached out to him for assistance in managing the auction and in hopes of drawing his list of upper-class clientele to Pickering Lythe. In exchange for his services in appraisal and promotion, he's receiving a small percentage of the net sales. Secretly, Dr. Omari has his eye set on Richard III's effects, which he will attempt to secure either through a proxy bidder or through persuasion in Act III. To do this, he will seek to manipulate the bidding by driving up the cost of as many of the items as he can so that he will be able to outbid everyone later on.

Depending on the storyteller's preference, Dr. Omari could serve as the auctioneer if none of the PCs have been tasked.

The Followers of Set's motivations are to:

- Work with the Crouchbacks in facilitating the auction.
- Generate an interest in the items for sale, except for Richard III's effects.
- Deplete the resources of all auction participants.
- Seek out a PC to serve as proxy bidder to obtain Richard III's effects.

Dr. Paneb Omari's character sheet can be found in the **Appendix**.

## The Nosferatu

Often relegated to the most undesirable of territories and feeding grounds, during the height of the Anarch Revolt the clan once referred to as "Lepers" saw an opportunity to advance its station as part of the nascent Camarilla. Under the guidance of the elder Josef von Bauren, Clan Nosferatu applied its talent for espionage against the revolting Antitribu and their Assamite allies, with the discovery of Alamut being their top priority. Somehow, they were successful. While Clan Nosferatu was always credited with the discovery of Alamut, none of them knows precisely where the fortress is located, due in part to the Obfuscate and sorcery that hides it. In the years since the Treaty of Tyre, a growing list of infractions has prompted the Inner Circle to once again consider their options with regard to the Assamites. They've quietly asked Clan Nosferatu if it would be feasible to locate Alamut a second time.



## Jacques Poussin

Rumor has circulated among elite Nosferatu of a substantial reward offered by the Inner Circle for leads on the location of the Assamite fortress, Alamut. Among the pursuers of the centuries-cold trail is Jacques Poussin, a Parisian Nosferatu. So named by the Harpies of France for the drooping skin around his neck, Jacques bears his adopted moniker with pride. His contacts in London have informed him of the impressive sum of boons paid by the Assamites in exchange for their permission to attend. While he's unaware of the nature of the astrolabe, he hopes he may be able to observe the visiting Assassins to obtain some clue as to the location of their fortress. Jacques is especially gregarious for a Nosferatu and will conceal his true agenda under the pretext of offering his services as an information broker. Should he learn of the nature of the astrolabe, he will attempt to purchase it, barter for it or steal it either at auction or from its new owners.

The Nosferatus' motivations are to:

- Locate and observe any members of Clan Assamite.
- Determine their purpose for attending the Festival of Lights.
- Obtain any information related to the location of the Assamite fortress, Alamut.
- If the nature of the astrolabe can be discovered, obtain it at all costs.

Jacques Poussin's character sheet can be found in the **Appendix**.

## The Ventrue

Initially resistant to Hardestadt and his notion of the Camarilla, Mithras reluctantly accepted membership in the Camarilla during the latter days of the Anarch revolt. Since those nights, Mithras' influence has slowly diminished. Once the undisputed master of all the British Isles, he has ceded portions to various Toreador and Brujah claimants over the years. While Pickering Lythe is well outside the borders of London, it is well within his sphere of influence. That so many kindred seem to be taking an interest concerning the Festival of Lights has not gone unnoticed.

## Catherine Pershing

Suspicious of the myriad of kindred interests at work, in this chapter, Catherine Pershing will seek to discern which of the various factions' agendas pose a challenge to Prince Mithras. She does this ostensibly under the pretense of ensuring Camarilla stability, and the security of the Masquerade. Should she become aware of any faction with an agenda she deems threatening to Ventrue primacy, she will use her considerable resources to oppose them. However, while the Ventrue are known to command great wealth, she lacks the funds to overcome the rest of the kindred in attendance. Should the various sides work together, she is likely to find herself unable to challenge all of them.

If Catherine is unable to determine the various agendas associated with the auction, or she deems them sufficiently non-threatening, she is interested in obtaining some of the Crusade-era artifacts. Recently, Prince Mithras has expressed a rekindled interest in the lands of his birth, and Catherine hopes an interesting relic may curry favor with the methuselah.

For more information on Catherine Pershing, see **Chapter Two: The Festival of Lights**, page 28. Catherine Pershing's character sheet can be found in the **Appendix**.

## Richard III

Following the disturbing of his personal effects, the ghost of Richard III will awaken from slumber. Initially, he is weak and his power is limited. However, as he goes about the castle and sees the factions in various states of plotting and manipulation, his Passions are kindled. His Passions provide a form of emotional energy called Pathos, which fuels his power. Should he come across a potential conflict, he will seek to maximize his gain of Pathos, possibly by stirring the pot through use of Dominate.

Once he is sufficiently powered, he will seek out a vessel to possess in order to destroy the infernal contract among his personal effects. He may seek to do this himself, possibly obtaining it through deceit, or by way of promises, or he may enlist aid.

As a wraith, Richard III is imperceptible to those characters that do not possess sufficient Necromancy, or the Medium merit. Should he be destroyed, he will disappear immediately into a Harrowing, eventually returning to slumber in his body, which will remain undiscovered until 2010.



## BANKING IN THE EDWARDIAN ERA:

Taking place long before the era of bit coins and credit cards, banking and finance operated very differently in early 20<sup>th</sup> century England. Personal checks, which had been popular for over two centuries, were handled by representatives from various banks meeting in person to reconcile the balance of their respective checks with one another and settle the difference with an exchange of cash.

While historical accuracy can be fun, for the purposes of this event we will assume that all participants have cash on hand to cover purchases. As an alternative to cash item cards, we suggest issuing the players poker chips of various values proportionate to their Resources background, which they may spend accordingly. Storytellers intent on greater authenticity may convert the amounts listed on page 104 of **Mind's Eye Theater: Vampire the Masquerade** by £.01 to every dollar.

Richard III's motivations are to:

- Provoke conflicts to generate Pathos.
- Accumulate Pathos until he reaches a total of 10 or more.
- Find and possess a mortal body of sufficient power, preferably one of the Marshes, though the storyteller may substitute another NPC or one of the mortal PCs.
- Having possessed a body, Richard III will seek to physically obtain his personal effects and flee to London to reclaim power.

- The nursery rhyme "Humpty Dumpty" is especially infuriating to Richard. He will fly into a rage at mention of it.

### The Items for Sale

The following is a list of items proposed for inclusion in the auction, organized by category. As part of preparation, the storyteller will need to create item cards, or potentially props, to represent the lots for sale. It also is suggested that the Storyteller randomize their order, but make sure to leave Richard III's effects until last.

### Richard III Wraith

Stock NPC: Rating 5

Specialties: Brawl, Intimidation, Chimerstry, Dominate and Potence

Pathos: ○○○○○○ ○○○○○○

Effective Health: ○○○○○○ (or, while manifested, as per Pathos spent to manifest.)

Richard III has a test pool of 10 in most challenges. In challenges involving Brawl and Intimidation, his pool is 15. In addition, he has the first 5 dots of Chimerstry, Dominate, and Potence. For more information about wraiths see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 500.

### AUCTION ITEM

#### HORSE STATUE, 1200 AD

Bronze with a slightly green tint and distinctively Middle Eastern in appearance, it's extremely well preserved. It would make an excellent piece to display on a desk.

If presented at court in London, it's worth a Minor Boon from Prince Mithras.



**AUCTION ITEM**  
**ETCHED METAL**  
**CRUCIFIX - 1000 AD**  
**EST. (MAGICAL)**

Likely worn by its original owner to the holy land and back, this crucifix is of a simple style and seems to calm the handler.

Anyone who has this item in their possession receives a +3 Wildcard bonus in defending against powers used by wraiths.

**AUCTION ITEM**  
**WOODEN BOX,**  
**INSCRIBED WITH**  
**HEBREW LETTERING**  
**(CRAFTS 5, MAGICAL)**

This is a small wooden box of exquisite craftsmanship with Hebrew lettering carved into the bottom spelling out "Shalom."

This item is a Dybbuck box, a magical item capable of housing a malevolent spirit. The user may trap a wraith inside the box by placing one of its personal items inside and closing the lid. The user must then sacrifice a living creature and place a drop of its blood upon the lid. +5 Wildcard bonus in defending against powers used by wraiths.

**AUCTION ITEM**  
**COLLECTION OF**  
**ARABIAN SWORDS**  
**AND DAGGERS**

This is a small collection of knives and curved blades with varying scabbards. They appear perfectly functional.

While they appear Arabic in origin, most of the pieces are less than 200 years old.

One of them was a favored item of an Ottoman soldier and became his fetter once he passed on.



**AUCTION ITEM**  
**TAPESTRY - DEPICTING**  
**THE BATTLE OF**  
**BOWSWORTH FIELD**  
**(CRAFTS 4)**

This tapestry depicts the battle where Richard III met his final defeat. The image shown portrays Richard in black armor, with forces led by Henry Tudor and William Stanley surrounding him on either side. Close inspection will reveal a devilish figure in the background watching.

The piece was the final work of its artist, which since became his fetter.

**AUCTION ITEM**  
**STONE RELIEF - MAN**  
**SLAYING A BULL**  
**(CRAFTS 4)**

An artifact from the Roman era, this stone panel is a classical Mithraic depiction believed to have been looted during the crusades. In the relief, a bull has been subdued, and a man in a Phrygian hat has a knife held to its throat. For many years, this artifact was a featured piece in the study at Pickering Lythe.

Should it be presented in court in London, it is worth a Major Boon from Prince Mithras.

**AUCTION ITEM**  
**PAINTING - OIL ON**  
**WOOD DEPICTION OF**  
**SALADIN, SET IN FRONT**  
**OF MOUNTAINS**  
**(CRAFTS 5,**  
**MASTERWORK)**

This oil painting depicts Saladin riding a horse at the head of an army. A mountain range spans the background, with one of them looking especially prominent.

**AUCTION ITEM**  
**OIL LAMP WITH STAG**  
**DEPICTION, IRANIAN,**  
**1300 AD EST.**  
**(CRAFTS 4, MAGICAL)**

A decorative memento of everyday life, this terra cotta lamp has held up well over the years. A stylized stag adorns the side.

If filled with oil and lit, the lamp will repel ghosts and hostile spirits to a distance of 15 steps.



## AUCTION ITEM

### COLLECTION OF COINS, VARIOUS NATIONALITIES - 300 AD - 1300 AD EST.

This collection of 16 coins includes silver pieces from a variety of nations whose trade flowed through the Middle East. Three of the coins have depictions of Kanishka, a Hindu God who was in part the Eastern representation of Mithras.

This is worth a Trivial Boon from Prince Mithras if presented in court in London.

## AUCTION ITEM

### LEAD PILGRIMAGE FLASK, ETCHED - JERUSALEM 800 AD EST. (MAGICAL)

Flasks such as these were commonly given to pilgrims who arrived at holy sites. This one bears an etching of the crucifixion and resurrection.

If it is filled with water and its contents are poured over a weapon, that weapon will be capable of damaging wraiths and spirits for three turns. The flask can hold enough water for 3 applications.

## AUCTION ITEM

### SELECTION OF 6 IRON KEYS, RUSTED, MIDDLE EASTERN - 1100 AD EST.

Representative of technology throughout the Middle Ages, this selection of keys includes pieces from varying locales with different levels of intricacy.

One of these keys is a copy of the master key for the castle. Use of Spirit's Touch will reveal a caretaker 40 years ago misplacing his key with the set.

## AUCTION ITEM

### SELECTION OF MACE AND MORNING STAR HEADS - CRUSADE ERA

Against fully armored opponents, swords were often of little use. Often the most effective means of subduing a foe was through blunt force trauma.

These objects can easily be turned into improvised weapons, even if the user lacks the Crafts skill.



## AUCTION ITEM

### ASTROLABE, CRUSADE ERA (MAGICAL)

An astrolabe made of brass and tin, rusted with its final coordinate frozen. It very likely could be repaired.

If restored, the item helps its user locate the object of his desire. In its present condition, it bears the coordinates of the Assamite fortress, Alamut.

## AUCTION ITEM

### RICHARD III'S PERSONAL EFFECTS

Cedar in construction and medium in size, the chest contains a small writing desk, a number of bottles, a gold ring and a small painting.

## AUCTION ITEM

### SPEARHEAD, CRUSADE ERA (MAGICAL)

A spearhead in excellent condition likely borne by a foot soldier or poor knight and used to thwart cavalry charges. A feeling of religious fervor seems to surround the item.

If restored using the Crafts skill, this weapon has the Accurate and Brutal qualities as well as the Deadly quality due to its magical nature.

for items relevant to your continuing chronicle to make an appearance here.

### Richard III's Personal Effects

Within a hidden compartment of Richard III's writing desk is a copy of the infernal contract he signed with Bal-Shumel, a Baali Elder, as well as the remnants of the blood he consumed on the eve of the battle of Bosworth Field. The contract is well hidden, and cannot be discovered unless a PC spends three uninterrupted turns inspecting the writing desk contents.

### Richard III's Revenge: The Much Anticipated Sequel

Richard III's revenge can be run either as background in a large-scale single night event, in its own evening, or split between multiple evenings to fit scheduling needs.

Visual aids and props are also useful in making for an immersive experience. If props are hard to come by, Storytellers are encouraged to substitute item cards, or print photos of comparable items to help players connect with the objects. Additionally, the list of items provided for sale is by no means concrete. Feel free to adjust or adapt the description of an item listed below to accommodate the props available at hand.

It may be necessary to scale down the number of items offered if there aren't enough players present. Additionally, feel free to add your own MacGuffins to the list. If this plot is used in the context of a greater story arc, it could be fun



## MORE BANG FOR YOUR BUCK

While the Academics, Crafts, Occult and Lore Abilities all have defined functions in the rules, consider allowing players a little extra freedom in analyzing the items for sale. A PC craftsman, after all, is likely able to determine the composition of a piece that's within the scope of his trade. This is a great opportunity for storytellers to reward those PCs who have spent their XP on higher levels of these abilities by offering them hints beforehand which give their faction an edge once the bidding starts.

The auction itself can be held either as a main room plot, or in a side room. You'll want to prep the space with tables to hold the items, a podium for the auctioneer if available, and rows of chairs facing forward.

In this chapter, it is possible that those PCs who haven't taken high levels of the Resources background may feel unable to fully participate. The Storyteller should consider having one of the NPCs approach them with a sum of money and a request to obtain some items on his or her behalf. Each of the NPCs has reason to keep their motivations secret, and working through the PCs would suit their agendas.

The events of Richard III's revenge can be broken down into the following acts:

### Act I: Caveat Emptor

It is the appointed evening for the auction at Castle Pickering. The Crouchbacks are hosting a party to showcase the items for sale.

#### Scenarios and Possible Outcomes:

- Early in the evening, Lord Crouchback will gather together all PCs aligned with his faction. He will explain to them how important it is that the auction goes off without a hitch, and that it generates sufficient revenue to set right

the family's finances. After asking the PCs to keep the exact sum in confidence, he will tell the PCs the goal amount for the evening's sales (see **The Goal Amount**, below). He will ask if any of the PCs with expertise in antiquities are willing to help show and describe some of the items in the time prior to the auction itself. If they agree, he will entrust them with one of the pieces and allow them to show it to the various guests. These will be some of the low- to mid-value items. For any of the premium lots, including the Crusade-era items, Lord Crouchback will allow private showings. While he can be persuaded to display Richard III's effects to a potential buyer, he will not allow them to be closely inspected or handled.

- Additionally, Lord Crouchback will also require an auctioneer. Depending on the storyteller's preference, he may approach any of the PCs aligned with his faction who have some knowledge of antiquities. As compensation, he will offer 5% of the gross sales, with an additional 5% if he meets his goal. Should the PCs be unwilling or unable to play the part, he will have Dr. Paneb Omari, a well-known antiquities dealer, lead the auction.
- During the cocktail hour, the various factions and clans will seek out PCs to help enact their agendas in accordance with the above. It's possible that coterie of PCs who fall into multiple categories may be in the position to choose from a number of avenues.

## SETTING THE GOAL AMOUNT

The auction portion of this chapter is intended to be a competitive game where players pursue conflicting objectives through bidding. While they each stand to profit from meeting their goals, the Crouchbacks have the goal of maximizing the amount of money spent on the auction as a whole. In order to make this challenging but still attainable, it's necessary that the goal amount be set in proportion to the total funds available.

During the process of character creation, the storyteller should take inventory of the total amount of money available to all participating factions and set a goal for the Crouchbacks somewhere equal to 50-60% of the total resources. Should the NPCs provide funds to the players so they can bid on the auction, those should be taken into account as well.



## Act II: The Auction

The sale commences, and the players have the opportunity to bid, colluding or competing as they see fit.

### Scenarios and Possible Outcomes:

- At the appointed time, Lord Crouchback will invite all interested parties to take their seats. The auction will begin, and the players will be free to pursue the items relevant to the goals of their clans and factions.
- Prior to the sale of Richard III's personal effects, Lord Crouchback will call for a short intermission as the item is brought up from the family vault. This is an excellent time for players to work on any last minute strategies or side deals prior to the pièce de résistance.
- Sale of Richard III's personal effects will commence, with the lot handed over once payment is received.

## Act III: Buyer's Remorse

By now, it's possible that one of many possible factions or clans has possession of Richard III's personal effects, as well as the various other items. The Crouchbacks' ledger may once again be in the black, and several deals may be in the works.

### Scenarios and Possible Outcomes:

- Players will have the opportunity to circle back with their respective factions and patrons, assessing the status of their objectives.
- If the Nosferatu or another party has possession of the astrolabe, the Assamites will attempt to negotiate with them to retrieve it. Discipline instruction, including Quietus, is not off the table. They may also discreetly offer to remove a single target in exchange for the item.

- If the Dunsirns or the Setites have been outbid on Richard III's personal effects, they will seek to make a private offer to the buyer.
- If the players have possession of the chest, they will have the opportunity to open it themselves. If an NPC does, he or she will seek to open it as well. If the players are unwilling to open the chest, another faction, possibly the Dunsirns or agents working for the Setites, will seek to steal or break open the chest.
- The chest of Richard III's effects is cedar in construction and medium in size. It contains a small writing desk with a small knife for sharpening pens, and various bottles of tonics, long since turned to powder. Two of them appear to contain the dried remnants of blood. Moths have long ago destroyed what clothing he had stored inside, but a few buttons remain, as well as a gold ring with a boar engraved upon the surface. There is also a set of rosary beads, and a small oil on wood painting of a woman, likely Anne Neville.
- If a PC is able to closely inspect the writing desk, which requires no fewer than three turns, he will find a copy of the infernal contract Richard signed in exchange for temporal power.

## Act IV: Repossession

Richard III is awakened by the handling of his Fetter, and begins to gather power to enact his revenge.

### Scenarios and Possible Outcomes:

- The Wraith of Richard III is awakened. He will wander throughout Pickering Lythe, invisible to anyone lacking the appropriate Discipline or Merit to perceive him.

## THE CONTRACT

"It is agreed on this day, the 4<sup>th</sup> of September 1470, that Richard of Houses York and Plantagenet does willingly pledge his soul to the service of Bal-Shumel of Clan Baali.

Richard asks for and will be granted the power of Unholy Regeneration, 500 pounds of gold, 5,000 pounds of silver, and a gift of the blood of Bal-Shumel.

In exchange, Richard promises to repay in full the sum of blood he has received, to be provided from royal stock. Until the blood is repaid, Richard will bear faithfully and unquestioningly the burden of interest due, of a weight approximate to the burden of his sins...."



- He will seek out scenes where either conflict is taking place, or some sort of covert deal is being struck. Both of these fuel his Pathos. Richard will regain two Pathos for any conspiracy or plan he witnesses, three points for any argument he witnesses or five points for an actual fight or battle.
- Richard will occasionally monologue or speak aloud to himself, voicing his approval of the scene he's witnessing. Most PCs will be unable hear, but players will likely find this unnerving.
- Richard will likely be drawn to any potential disagreement between the Assamites and Nosferatu, the Tremere and the Ventruue, or anything to do with the Setites.
- If Richard feels he can earn a return on Pathos, he can spend one to briefly manifest and use it to exacerbate the situation.
- Once Richard has amassed 10 Pathos, he will seek a mortal or ghoulish vessel to use Possession on. Most likely, he will seek out one of the Marshes, given their greater power. Proceed to Act V.

## Act V: Exeunt Omnes

Richard seeks to make his escape to London, causing a potential host of issues for the Camarilla factions. Those seeking to imprison his spirit for their own purposes will have their last opportunity to do so.

## Scenarios and Possible Outcomes:

- Once he has possessed a mortal vessel, Richard III will remain in control of the body he possesses until it is slain. Should the body he inhabits be rendered unconscious, he will flee the body and seek another. He will seek to reclaim his personal effects and escape.
- If reclaiming the effects is not possible, Richard will seek to destroy the infernal contract.
- Richard will use manipulation to obtain his personal effects, either sending other factions to attack or distract the owners or barter with information he observed during Act IV.
- Should Richard escape, the London Kindred are likely to have an immense Masquerade breach on their hands. Catherine Pershing will demand that all Acknowledged Camarilla members aid her in stopping him.
- Killing the body he inhabits is certainly an option for the PCs. The Necromancy power Soul Steal can also separate him. If a PC with Necromancy is able to entrap Richard, she will have a very powerful wraith under her control.
- Richard can also be trapped in the Dybbuck box from the auction. Any player may discern what it is and how to use it by winning a test of their Mental traits plus their Occult skill versus a static difficulty of 15. If correctly used, his spirit will remain bound to the item, tormenting its owner with nightmares and occasional manifestations of his rage in the form of supernatural phenomenon.





## Sinister Seeds

Consider distributing these rumors to players with appropriate Backgrounds, or those who have spent appropriate downtime and influence actions. Note that not all rumors are true — some are deliberate red herrings.

### SINISTER SEED:

**Information:** You've been told the castle library features an impressive stone relief taken during the Crusades. Allegedly, it bears a striking resemblance to the Prince of London. Very likely, a gift of that sort would be worth a Major Boon from the Prince.

### SINISTER SEED:

**Information:** The Inner Circle has taken note of Assamite breeches of the Treaties of Thorns and Tyre and is considering military action against them. One of their grievances concerns the fortress Alamut. Allegedly, it wasn't dismantled as was agreed upon.

### SINISTER SEED:

**Information:** Dr. Paneb Omari gets respect among high society members, but you're confident he's a fraud. You're pretty sure he's been embezzling funds and various antiquities away from Castle Pickering and is secretly behind their financial troubles.

### SINISTER SEED:

**Information:** According to a source in London, the boons the Assamites have are all from covert assassinations they've done over the years. Anyone whose marker they've called in has been a client.

Allegedly, they're open to taking on new clientele. But can they keep a secret?



## SINISTER SEED:

**Information:** Castle Pickering is rumored to contain a number of tapestries. One of them is believed to house the spirit of its creator.

The Dunsirns are rumored to be occultists. Maybe that's something that might interest them?

## SINISTER SEED:

**Information:** The Crouchbacks' financial problems began as soon as they bought a mysterious wooden box during a trip to London. Called a "Dybbuck" box, its believed to trap angry spirits. The only way to free yourself from the ghost trapped inside is to fool someone else into taking the item from you. The auction is just a ruse to get rid of it.

## SINISTER SEED:

**Dream:** For the last several nights, you've been unable to sleep soundly, drifting in and out of near slumber. When you last awoke, you found a note mysteriously scrawled in your own handwriting which you don't remember writing. It read:

"No sleep close up that deadly eye of thine,

Unless it be while some tormenting dream

Affrights thee with a hell of ugly devils."

## SINISTER SEED:

**Information:** Castle Pickering itself is cursed! Anyone who spends the night without first paying respects to Dis Pater is doomed to be betrayed within a fortnight. Richard III spent the night before his ride to Bosworth Field, and half of his soldiers betrayed him the next day.











# CHAPTER FIVE: BLACK BOX SHORTS

*"Beauty is only the start of bearable terror."*

— Rainer Maria Rilke

## How to Use this Chapter

In the tradition of live theater, a black box is a simple, straightforward space that offers infinite possibility for telling stories. Popular for use by theater festivals and experimental performances, a black box theater can be set up and changed out quickly, allowing multiple shows to take place in the span of a single day.

Think of the following plot kits as standalone one-shots, offering players the opportunity to engage in a story separate from any of your game's main-stage story arcs. Each is designed to begin and conclude quickly, with minimal preparation by Storytellers. The stories introduce action and conflict as characters compete to obtain a valuable item or prize — an excellent way to provide outlets for a wide variety of play styles and increase the pacing of a game session.

## Who's Got the Ball?

Most of the plot kits below can be described as "ball plots." Such storylines center on the introduction of an item with inherent value, which is then released into play. The nature of the item, and its ultimate fate, are far less important than the interactions it sparks between players.

The three most common reactions to such an object are:

- **Chase:** Players will attempt to acquire the item for themselves, seeking to increase their own perceived power or importance.
- **Catch:** Players seek to prevent others from possessing the item, perhaps hiding it or destroying it.
- **Throw:** Players opt to ignore the item, making choices through their lack of interaction.

Ball plots are an excellent way to facilitate interaction between usually disparate cliques of characters, or to add flavor to an otherwise normal game. They are particularly well suited to games (such as conventions or the kicking off of a new troupe) where the players are unfamiliar with one another and the presence of visible, eye-catching props can invite inquiry from those who notice them.

## Buttons, Buttons

People once thought of fortune and power as a giant wheel that occasionally turned and crushed those caught under it. The wheel has turned for a potent Malkavian Luminary, and her obsession will grind down the innocent and guilty alike until she gets what she wants.



**Theme:** Hunger, Obsession, Revenge  
**Mood:** Greed, Fear  
**Setting:** Pickering Lythe  
**Number of NPCs:** Varies

## Backstory

Aunt Bedelia is a potent Malkavian Luminary who lives across the Atlantic Ocean in the Camarilla Domain of Atlanta. She serves as the political kingmaker and the Master of Harpies for a city where her social influence is near absolute. She is often described as a cross between the Queen of Hearts and Lizzy Borden, and it is said that her wisdom and madness helped shape the American Civil War. The Luminary Malkavian often attends gatherings wrapped in a lace shawl, pushed around in a wheelchair by a ghoulish servant. She is infamous for dozing off during conversations with people she disdains or wishes to insult.

All of her efforts in the New World have been about settling a wrong from the Old World. An enemy struck her where she was weakest: her obsession. Some lust for gold; others seek out boons to hold power over others. Aunt

Bedelia collects cameo pins, which she has nicknamed her buttons. Not common, everyday cameo pins that anyone could purchase. The vampire thief known only as Mercutio (aka the Prince of Cats) broke into her haven and stole her prized collection. This set her on a course to achieve enough power to demand her items back. Mercutio has disappeared, vanished with nary a trace. However, Aunt Bedelia managed to find a cargo manifest suggesting that the thief sent her buttons to Pickering Lythe.

Aunt Bedelia managed to secure a major boon over Prince Mithras of London. Naturally, she asked for him to reclaim the buttons for her. Excrement rolls down hill and thus the methuselah turned to his Seneschal, Lady Anne, and ordered her to recover the items. Lady Anne assigned this task to Catherine Pershing (page 28) and authorized her to promise a major boon to whoever completes it. Catherine has a detailed list of the missing buttons and sketches and will show them to players willing to work for her.

## Signature Item: Aunt Bedelia's Buttons

This plot revolves around a signature item: Aunt Bedelia's Buttons

## STORYTELLER NOTE: BUTTONS, BUTTONS AND BUTTONS

Aunt Bedelia's Buttons are commonly referred to in these nights as cameo pins. We've included a number of example cameo pins in this chapter that could be used as item cards, but it is recommended that the storyteller visit a local craft store to acquire a number of appropriate cameo pins as props for this plot. All pins broadcast an emotion due to being made with Absent Sway

### The Arthurian

Carved from treated antler, this antique cameo pin depicts a young King Arthur pulling Excalibur from the stone. The Arthurian broadcasts **kingly pride**.

### Medusa

This very ornate cameo pin is crafted from bone and natural stones, set in a gold frame, depicting the mighty gorgon who seems to glare at those that dare to gaze upon her. Medusa broadcasts **disdain**.

### Pompeii

This finely crafted cameo pin was sculpted from the dark limestone that now surrounds the ancient city of Pompeii and represents the lost city itself. Pompeii broadcasts **loss**.

### Queen Elizabeth

A beautiful, ornate ivory cameo pin depicts the glorious Queen Elizabeth facing to the right. Queen Elizabeth broadcasts **awe** and **feelings of worship**.

### Dis Pater

A cameo pin made from bone, likely stag, with a simple polished dark stone setting that reveals the unending stare of the cloaked figure of death baring a scythe. Dis Pater broadcasts **terror**.



Aunt Bedelia's Buttons are a collection of ornate cameo pins gathered from around the world. This black box plot leaves the exact number of the stolen buttons to the discretion of the storyteller. It is recommended when determining the number of Aunt Bedelia's Buttons that the storyteller considers the size of her game, the desired scale of this plot and the pace of other plots in motion.

### Details About Aunt Bedelia's Buttons:

Here are the general details that should cover any questions about Aunt Bedelia's Buttons:

- The cameo pins are not magical. Neither are they fetters. They were crafted with Absent Sway, broadcasting an emotion appropriate to the theme of the cameo pin.
- Elemental Master, Wooden Tongues Results: The cameo pin will complain a great deal about how it is valuable and important. It used to have a wonderful owner that checked on it every night and polished it with great love and care. She was a nice older lady in a wheelchair and that a bad man stole them from her.
- Spirit's Touch Results: A tremendous amount of care and dedication went into the preservation of these cameo pins.

### Seeding the Buttons

It has been more than a hundred years since the theft and these buttons aren't especially valuable, so the items have dispersed quite a bit. It is possible for nearly any type of character to possess one of these buttons. It is recommended that roughly half of Bedelia's Buttons be initially assigned directly to player-characters and a reason for their character's ownership of the button be quickly developed. The remainder should be assigned to various NPCs to serve as a way to jump-start plots and give everyone a reason to interact with each other. Here

are recommended ways to seed this plot into the Pickering Lythe setting with characters from **Chapter Two: The Festival of Lights**, page 15:

- Aunt Bedelia's Buttons are rather attractive and any noble lady would be honored to wear one of them. Lady Evelyn Crouchback and Dame Florence Kingthorpe each possess one of the coveted buttons and would kill to acquire the one owned by her rival.
- Sophronia Kingthrope discovered a beautiful button on the last of her victims. She couldn't help but claim it as her own.
- Wilhelmina Newton inherited a button from her departed mother. She has the will and power to fight anyone that tries to take it.
- Eliza Orne inherited a button from her grandmother ages ago. She knows that it belongs to someone powerful and that one day they will return for it. Eliza is willing to surrender it if it means that she can escape her family.
- Mr. Finch, the butler of Castle Pickering, found a button in the hallway and simply put it in his desk. If he realizes it is valuable, he will try to swing support for the Crouchback's continued control over Castle Pickering

### Possible Resolutions

Once the rumors start circulating, various characters will likely start questioning each other seeking to discover who possesses the buttons and attempt to acquire them. This sort of plot increases tension as players start to feel exceptionally competitive. Some will barter and pay boons, while others will resort to violence and thugery. Don't panic! This sort of behavior is natural with a competitive box plot. Characters who behave extremely will find that the other characters rein them in as the social order is threatened. Remember, if a character breaks the Masquerade, then it is likely they will face hunters, ghosts and quite possibly a methuselah depending on the plots running.

## STORYTELLER NOTE: PLOT HOARDERS

If a character seems content to hide a button from everyone else and refuses to engage to claim others, then the storyteller should provide hints to other players from things such as the Oracular Ability merit, high levels of Auspex like telepathy or perhaps a wraith making a deal with a Giovanni in exchange for a favor.



The following outcomes are likely:

- Two or more different factions will seek to collect all of the buttons to claim the boon from Lady Anne and impress Prince Mithras.
- A bold faction might try to bypass Lady Anne and go straight to Mithras or Aunt Bedelia. This might work, depending on how they play it and if their political

connections are strong enough to figure out how to contact them, but it will earn them a potent enemy for the future. Lady Anne does not like to be crossed.

- A spiteful character might decide to destroy one of the buttons. This will enrage Aunt Bedelia and her new obsession in the future will be to make this enemy miserable. She's not above ending someone that's irritating her with a pickaxe.

## Sinister Seeds

### SINISTER SEED:

**Information:** A contact from New York told you that a very influential harpy from Atlanta named Aunt Bedelia is seeking a collection of stolen buttons. She must have some powerful friends because suddenly the Ventrue from London are scouring Pickering Lythe to find them. Rumor has it that Lady Anne is willing to pay a boon for them.

### SINISTER SEED: MALKAVIAN

**Information:** Poor Aunt Bedelia! The Prince of Cats stole her favorite buttons. Can you imagine? Her favorite buttons. It's been more than a hundred years and still it burns! Aunt Bedelia is so nice. She almost never kills people with pickaxes. Almost never and that's a lot. I bet she'd be ever so pleased if we returned them.

### SINISTER SEED: VENTRUE

**Information:** Lady Anne and Clan Ventrue have issued a request to all loyal Camarilla Ventrue to be on the lookout for a collection of buttons stolen from an important Malkavian Luminary. Opportunities for advancement within the clan for those that assist with this operation. Contact Catherine Pershing for details.





## Love Remembered

The church once encouraged impromptu plays acted not on a stage away from the people but in the middle of the road surrounded by the crowd. These passion plays were designed to elicit a powerful emotional response from the mob and enflame them towards heaven. Love Remembered is a supernatural passion play where two dead souls attempt to rekindle their passions and go into the light together.

**Theme:** Love, Morality

**Mood:** Festive, Exciting

**Setting:** Pickering Lythe

**Number of NPCs:** 3

## Backstory

Joshua Langtree, Chaplin of Goathland, believed in service to England and the moral superiority of Queen Victoria. When the Crimean War erupted in 1853, he volunteered for duty in the army. During the next six years, Joshua saw enough bloodshed to last a dozen lifetimes and he returned to Pickering Lythe a broken man.

Once his health recovered, Joshua resumed his post as the Chaplin of Goathland and marginally participated in the local Arcanum matters. His elder brother had already married and produced children (one of which, Michael Langtree, would decades later succeed Joshua as Chaplin of Goathland), and the family matriarch insisted that Joshua too put aside childish things and find a wife.

Wishing only to appease his mother, Joshua attended the Festival of Lights held at Castle Pickering in 1862 and fell in love. The problem is that the object of his affections was Edward Crouchback, the younger brother of Lord Charles Crouchback. To his delight, Edward returned his affections. Love between men was considered obscene in the Victorian Era, and many considered it a disease of the mind and a sign of poor moral character.

They became the best of friends -- confirmed bachelors in public, and devoted lovers in private. But their bliss was not to last. Lord Charles Crouchback discovered his brother's vices and imprisoned him within Castle Pickering, where he soon died. Despondent, Joshua drowned himself in Pickering Moors.



They hoped that they would be reunited in heaven, but neither passed into the light. Instead they existed for decades alone and lost in the shadowlands.

## The Magic of the Festival of Lights

Decades after their tragic deaths, Joshua and Edward have felt their passions and love reawaken to the point that they almost feel alive once again. Their wraith abilities have been strangely augmented beyond what is typically possible for an unknown reason. It might be that Dis Pater is conducting a strange ritual that leveraged love beyond death and gave them extra abilities. The weakened shroud around Castle Pickering and the heightened emotions of the Festival of Light (see **Chapter Two: The Festival of Lights**, page 13) might have temporarily bolstered their abilities. Or it might be that for once in the World of Darkness the power of love itself is granting these two lost souls a second chance.

Joshua recalls a good deal of his training from the Arcanum. He understands that wraiths feed on emotions in the shadowlands as it becomes more and more difficult for them to experience these feelings while dead. Joshua believes that their current freedom will be short lived and if they want their eternal happy ending that they must act this night. Their plan is simple: to arrange for a passion play in the middle of the Festival of Lights with people who have agreed to act as their avatars. The swell of emotion will provide the power needed to enable their journey to the other side.

The return of Joshua and Edward's love has also manifested the very hate that separated them. The ghost of Charles Crouchbach has awoken and seeks aid in stopping his younger brother from embarrassing the family.

## The Characters in the Drama

There are three NPCs involved in Love Remembered:

### Joshua Langtree Love Lost Soldier Wraith

Stock NPC: Rating 5

Specialties: Brawl, Occult, Chimerstry, Obtenebration and Potence

Pathos: OOOOOO OOOOOO

Effective Health: OOOOOO (or, while manifested, as per Pathos spent to manifest.)

Joshua is a quiet man with a quiet demeanor who seems like he would be more comfortable in a library than at a party. He speaks eloquently and with passion about poetry, heaven and the occult. Joshua has a test pool of 10 in most challenges. In challenges involving Brawl and Occult, his pool is 15. In addition, he has the first 5 dots of Chimerstry, Obtenebration and Potence. For more information about wraiths see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 500.

## STORYTELLER NOTE: SELECTING THE AVATARS

Love Remembered is a fun way to look at long-term characters from a different angle. Imagine what would happen if rivals or even enemies elected to take on the roles of Joshua and Edward. What might that say about those characters and how might it change them? What if two paramours become locked on opposite sides of this conflict where one of them is an avatar of the lovers and the other is an avatar of Charles. How might that change the dynamics of their relationship?



## Edward Crouchback Lonely Noble Wraith

Stock NPC: Rating 5

Specialties: Brawl, Occult, Chimerstry, Obtenebration and Potence

Pathos: ○○○○○○ ○○○○○○

Effective Health: ○○○○○○ (or, while manifested, as per Pathos spent to manifest.)

Edward is a bold, handsome man with the devil's smile. He seems to feed on being the center of attention and loves parties. Edward has a test pool of 10 in most challenges. In challenges involving Brawl and Occult, his pool is 15. In addition, he has the first 5 dots of Chimerstry, Obtenebration and Potence. For more information about wraiths see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 500.

## Charles Crouchback Hateful Lord Wraith

Stock NPC: Rating 5

Specialties: Brawl, Occult, Chimerstry, Obtenebration and Potence

Pathos: ○○○○○○ ○○○○○○

Effective Health: ○○○○○○ (or, while manifested, as per Pathos spent to manifest.)

Charles is a bitter, spiteful ghost. His once beautiful face has twisted in death to a horrific scowl. Charles has a test pool of 10 in most challenges. In challenges involving Brawl and Occult, his pool is 15. In addition, he has the first 5 dots of Chimerstry, Obtenebration and Potence. For more information about wraiths see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 500.

### Recruiting the Avatars

The three ghosts must identify and recruit an avatar in the real world to host a portion of their essence and act out the passion play. This host may be human or vampire so long as they have a physical body. The real problem is identifying a soul that is compatible with their needs. Each of them must find someone at the party that meshes with their own personality.

- Joshua Langtree: Joshua will feel kinship with any scholar that has served as a soldier and endured the brutality of warfare. He feels like a broken toy that had been forever discarded until the love of Edward made the both of them whole. Joshua will offer secrets and lore to those he attempts to convince to be his avatar. He knows a great deal about the Arcanum and is willing to reveal it as the price.

- Edward Crouchback: Edward lived a sheltered life of ease and comfort that pained him greatly. He longed to be himself rather than the image of nobility. As a Crouchback, he knows a good deal about the secrets of Castle Pickering and what has happened there the last couple of decades. He knows the location of Mr. Finch's ledger and will sell out his family to find the right avatar.
- Charles Crouchback: Charles had everything he wanted in life and as the Lord of Pickering until his younger brother Edward embarrassed the family. He had to punish him lest his obscene acts taint the entire house. His enjoyment of life after being forced to imprison Edward suffered and he spent every day cursing his younger brother. Charles will seek someone who understands family shame and hatred. He will offer lies about power and secrets about Pickering Lythe, but really he will look for someone with a desire to make others suffer.



## STORYTELLER NOTE: BALANCING PLAYER AGENCY AND PASSION PLOT

A passion play is a short scripted drama designed to enflame the crowd. This sort of plot traditionally limits player agency. *Love Remembered* avoids this trap by front-loading the choices of the players. They have to choose to help or hinder the wraiths. Their choice provides them with additional motivations and rewards to help complete the ritual while providing interesting opportunities.

### *As the Night Goes On: The Passion Play*

As the night unfolds, plan on prompting the following events:

#### **Act I: Casting**

The ghosts of Joshua Langtree and Edward Crouchback have discovered that they have the ability to manifest (appear on the earthly plain without revealing their supernatural nature) long-term near Castle Pickering. Using his occult knowledge, Joshua has crafted a plan to perform a passion play about their love to fuel their plans to escape Oblivion and enter the light. This Act introduces Joshua and Edward to the game.

They will begin speaking to various attendees of the party to attempt to figure out who might be compatible as an avatar.

#### **Scenarios and Possible Outcomes:**

- Characters that possess the Medium merit or Necromancy will immediately know what the wraiths are upon interacting with them, though they won't know their identities. Some may attempt to harass or remove the wraiths. Others may seek to bargain or help them.
- Anyone that has spent a good deal of time inside the study of Lord Crouchback will note that Edward seems to be a doppelganger of the infamous Edward





Crouchback, who was imprisoned by his elder brother. There is a detailed portrait in the room that Charles Crouchback kept, even after Edward died.

- Marian Crouchback has already learned the story of Edward and Charles Crouchback and exactly how Edward died. She will seek to help the wraiths as best that she can, despite not being compatible with either of them.
- Anyone familiar with the Newtons will notice the striking similarities between Michael Langtree and Joshua. Joshua recalls the dispassionate means by which the Arcanum studies the supernatural and is concerned that they might try to capture him or Edward. If they seem receptive, he might consider dealing with them.

## Act II: The Villain

The ghost of Charles Crouchback awakens enough to discover that Joshua and Edward are once again spreading their filth. His rage and fury has allowed him to somehow tap in to the force granting extra strength to Joshua and Edward. Charles will stop at nothing to prevent the “abominations” from destroying the reputation of the family.

### Scenarios and Possible Outcomes:

- Charles doesn't yet realize the lovers' plans and will need to investigate their movements within the party by asking attendees probing questions.
- Much like his rebellious daughter, Lord Richard Crouchback knows the full story of Edward and Charles but would much rather bury the secret lest it endanger his attempts to save Castle Pickering from receivership. If Charles contacts him directly, Richard will attempt to remove the ghosts from the party without attracting too much attention.

## Act III: Avatars

Once the ghosts have had a chance to observe the party and get a sense of the people there, it will be time for them to attempt to recruit a willing avatar. To possess a willing participant, the ghost must touch them for five turns and imbue the flesh of the host with his energies. The wraith dissipates during the possession and the host has access to the memories of the ghost she represents. Initially, the possessed avatars will become overwhelmed at the senses of the flesh and seek to eat, drink and touch others. Slowly, they

will show aspects of their ghosts' personalities. (Remember to give the players the appropriate Sinister Seed cards for the wraith possessing them.)

### Scenarios and Possible Outcomes:

- Joshua and Edward will seek to hold each other one more time.
- Charles will seek to get drunk and will turn abusive towards other.
- If Dis Pater is active and discovers the passion play plot, he will command the avatars to reveal their knowledge and then offer to assist them. He will seek to watch them afterwards to study the effects upon their forms.

## Act IV: The Passion Play

It turns out that Joshua hoped that Charles would manifest. He has learned in his studies that the best way for a wraith to pass into the next life is to lay down any burdens and confront their fears. The real plan is confronting Charles in the style of the classic passion play: to bring forth his dark deeds and to embrace their love. The players acting as avatars should be encouraged to bring this accusation against Charles in public and give a speech based on the information in their sinister seed cards.

### Scenarios and Possible Outcomes:

- Catching the attention of the crowd will be difficult, especially if the other plots are active. The Storyteller should make a judgment call as to the numbers required for the passion play plan to work based on the pacing and size of the game.
- Charles may have convinced the other characters that this passion play is dangerous. Some may elect to stop it either through violence or magical means. Joshua and Edward have serious power, but they are completely vulnerable to Necromancy, which can fairly easily cancel their plans.

## Act V: Heavens' Door or Oblivion's Gate

If Joshua and Edward are able to perform their passion play and accuse Charles of acting against the laws of love and God, the sheer guilt will burn Charles from his avatar and send him into a harrowing and oblivion. If they fail in the attempt, Edward and Joshua will suffer the agony of a harrowing and descend into oblivion.



## Scenarios and Possible Outcomes:

- Characters that served as avatars may claim their rewards and the knowledge of those that possessed them.

## Sinister Seeds

Give these Sinister Seeds to the players of the character possessed by the star-crossed wraiths.

### SINISTER SEED: JOSHUA

**Information:** You are possessed by a wraith named Joshua Langtree. You recall images of a bloody war and violence that shattered your soul. You came home from the Crimean War believing that humanity was doomed. Then you met Edward. You love him more than anything else in the world and when Edward's brother imprisoned and murdered him, you lost the will to live. You were once a member of the Arcanum and know the location of all of the major chapterhouses in Europe. You created the passion play ritual based on the unique circumstances of Castle Pickering, but you are willing to share your knowledge.

During the passion play ritual, you need to express your love for Edward and apologize to him for giving up when Charles put him in jail.

### SINISTER SEED: EDWARD

**Information:** You suffered abuse from your elder brother Charles for as long as you could remember. He vented rage at the staff, beating them for his amusement. When he discovered that you were happy and in love, it sent him into a rage unlike any you'd witnessed before.

Meeting Joshua transformed your world. You lived life for the first time in his presence. You wanted to move away to London, but your family forbid it and neither of you had the resources to pay for life in the city.

Charles asked you to give up Joshua once he imprisoned you, but you refused and he strangled you.

During the passion play ritual, you need to express your love for Joshua and reveal that Charles murdered you and Lord Richard Crouchback's son, Michael.



## SINISTER SEED: CHARLES

**Information:** You hated your younger brother since he first drew breath. You did everything you could to make him miserable and break him. Once he met Joshua, it was impossible to faze him, even with your position as Lord of Pickering.

You strangled him when you discovered his deviant behaviors, uncovering a taste for blood and violence. You killed five others before you died. Afterwards, as a wraith, you killed three more people including Michael Crouchback, the son of Lord Richard Crouchback, by pushing him off the horse.

Once accused, the guilt and shame of your crimes will cause you to cry and scream until oblivion claims you.

With things to retrieve, and vengeance to be had, these predators will not stop until their goals are met. Within the treasury of Castle Pickering lie items that once belonged to the Fianna Tribe and when rumors began to spread of the auction to be held, these werewolves realized the time had finally come to reclaim that which had for too long been held by the tainted hands of the Crouchbacks. What will happen when these ancient enemies mingle within the boundaries of kindred society?

**Theme:** Investigation, Combat

**Mood:** Rage, Fear, Excitement

**Setting:** Pickering Lythe

**Number of NPCs:** 4

This plot works best when integrated with the auction from **Chapter Four: Richard III's Revenge**, page 56. This plot is an easy opportunity to introduce an element of direct conflict into the ongoing story through an outside antagonist. If you have any Dunsirn player-characters in your chronicle, you can link them to this plot by informing them that one of their own has gone missing and the family is actively seeking information about Anthony Shea.

### Backstory

Unbeknownst to the Marsh family, who nominally hold dominion on the Moors near Castle Pickering, a pack of werewolves has claimed territory there, guarding the lands due to the spiritual significance they hold. Beyond the spiritual nature of the area, Castle Pickering also offers a strategic significance that the werewolves of the area are aware of. Word has reached the leader of the pack that two of the items in the auction have a deeper history, one that has connections to his tribe. One of the items, a spearhead from the era of the Crusades, matches the ancient tales of a fetish whose abilities have been forgotten over time. Another more recent artifact, in the form of an oil lamp, wards against not just ghosts but spirits as well. Now that it has been retrieved from the treasury, the local spirits have told their werewolf allies of their fear of such an item being held in the hands of the Wyrms.

### Another Player in the Game

Vampires are not the only kind of supernatural creatures that walk the night. The auction being held, and those who are attending it, have drawn the attention and ire of other supernatural creatures. Werewolves prowl the moors, and they have set their sights on Castle Pickering.

### STORYTELLER NOTE: CROSSOVER SUGGESTIONS

If you are using the rules from **Mind's Eye Theatre: Werewolf: The Apocalypse**, you may exchange Celerity for the Fianna affinity, Fortitude for the Ahroun affinity and Potence for the Melee specialty. These affinities allow the use of the gifts listed up to the rating of the stock NPC. You may also consider converting one or more of the items listed in the auction into fetishes to ramp up the value of the items.



Beyond the significance of the site and items at the auction, the pack has a personal reason to attend the Festival of Lights. Their kinfolk Jeremy, has discovered possible involvement in the political problems of Pickering Lythe by the Dunsirn, who are linked to the disappearance, return and demise of Anthony Shea.

Jeremy's cousin Anthony Shea, was the son of Patrick's oldest sister, disappeared one night with friends travelling through Scotland to visit their kin. Even though the family in the area searched frantically for him, he wasn't found until three years later. He arrived in the pack's territory, weak and pale having escaped from his kidnappers. He refused their aid and comfort, instead launching into a horrific story of having witnessed a vampire attack, then being taken and tortured for information. When it was discovered that he was kinfolk to werewolves, the vampire who had abducted him forced him to drink her blood over and over against his will. Some portion of his mind remained sane long enough to realize the feelings of love and adoration he suddenly had for the monster were caused by this violation.

He tried to escape twice during the day, convincing himself that it was merely to inform his family that he was alive and safe so that they could stop searching for him. The vampire realized that he would continue to do so as long as he was unencumbered by daylight. She embraced Anthony Shea, bringing him into the night. He spent the next three years convincing his captor of his loyalty. Finally, he was left alone long enough that the artificial bond of blood began to wear off and he was able to escape when she travelled back to Venice for some family meeting.

As the sun began to rise during his tale, he wept tears of blood, standing still as his skin began to smolder. Before the screams began, he managed to whisper one word, Dunsirn, and then he erupted in flames. Even before he finished burning, howls of vengeance rang across the Moors, swearing enmity undying against the foul family of vampires known as the Dunsirn. Now the time is ripe to avenge Anthony.

### The Characters in the Drama

There are four NPCs involved in Another Player in the Game

## Patrick "Twice Forged" McDonnell Pack Leader Werewolf

Stock NPC: Rating 4

Specialties: Brawl, Potence, Celerity and Fortitude

Gnosis: ○○○○○○ ○○○○○○

Effective Health: ○○○○

Patrick is the leader of his pack of werewolves and is desperate to recover the two items in the auction. His Irish ancestry is obvious and his chiseled features give him a dangerous air. Patrick has a test pool of 8 in most challenges. In challenges involving Brawl, his pool is 13. In addition, he has the first 4 dots of Potence, Celerity and Fortitude. For more information about werewolves see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 494.

## Jessica "Last Swing" McDonnell Pack Beta Werewolf

Stock NPC: Rating 3

Specialties: Brawl, Celerity and Potence

Gnosis: ○○○○○○ ○○○○○○

Effective Health: ○○○

Jessica is the balance that holds the small pack together. She tempers the caution of Patrick and the rage of Thomas with a quick wit and decisive action. Jessica has a test pool of 6 in most challenges. In challenges involving Brawl, her pool is 11. In addition, she has the first 3 dots of Celerity and Potence. For more information about werewolves see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 494.



## Thomas “Counted First” Duffy Pack Enforcer Werewolf

Stock NPC: Rating 4

Specialties: Brawl, Science, Celerity and Fortitude

Gnosis: ○○○○○○ ○○○○○○

Effective Health: ○○○○

Thomas is both the enforcer and technological expert for the pack. He coordinates strategy, but is known for his temper, which can lead him to make rash decisions. Thomas has a test pool of 8 in most challenges. In challenges involving Brawl and Science, his pool is 13. In addition, he has the first 4 dots of Celerity and Fortitude. For more information about werewolves see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 494.

### As the Night Goes On:

As the night unfolds, plan on prompting the following events:

### Act I: A Wolf in Sheep’s Clothing

Knowing the supernatural abilities of some vampires can be used to spot their kind, the werewolves themselves will not make their presence known at the festival. Instead they will

## Jeremy McDonnell Pack Negotiator Kinfolk

Stock NPC: Rating 4

Specialties: Academics, Firearms, Investigation and Survival

Effective Health: ○○○○

Jeremy is cousin to Patrick and handles most of the pack’s human interactions when they cannot. A gruff man, Jeremy has a keen intellect and is a financial wiz. Jeremy has a test pool of 8 in most challenges. In challenges involving Investigation, Academics, Firearms and Survival his pool is 13. For more information about werewolves see **MET: VTM: Chapter Twelve: Allies and Antagonists**, page 494.

send in their kinfolk Jeremy McDonnell while remaining close by on the castle grounds hidden and awaiting his call to action. Jeremy has been given the funds of the pack, adding to his own sizeable purse, to attend the auction and secure the two items they are most interested in. His secondary objective, and the more personal one, is to identify any members of the Dunsirn family that may be in attendance. If he can, he will do anything to foil their desires, while carefully marking their identities for later attack by the pack outside.

Characters interacting with Jeremy will find him gruff but polite and quickly notice a keen mind beneath his rather plain exterior. He asks very probing questions about any interests in the auction and slightly more tactful questions about the other attendees.

## STORYTELLER NOTE: UPGRADING THE WEREWOLVES

You may decide to fully flesh out the Stock NPCs listed below into full NPCs with character sheets given to experienced players to add to the level of immersion and the feeling of danger that this black box can evoke. If you do so, it is recommended that you create them with no more than 70 xp plus the initial 30 granted at character creation. Acting as a pack, these three together plus Jeremy can pose a formidable threat and the possibility exists to easily overshadow player characters. Experienced players can help counteract this possibility and keep the PCs the stars of the show.





During the beginning of the night, before the auction itself, Jeremy periodically strolls outside to get some air and admire the castle grounds. In actuality, he always walks past one of the outer regions of the grounds and stops to admire the same set of topiary. His visits there are always brief, after which he'll return directly back to the Castle and the attendees.

### Scenarios and Possible Outcomes:

- Jeremy will be affable enough to be welcome mingling in conversations, though he can't quite hide his gruff nature. He'll often listen quietly at first to see what he can learn before beginning to ask questions about the auction items, interests in particular ones, and finally the Dunsirn family.
- Jeremy has a passion for local history. If conversation is led in that direction he will become far more talkative and happily begin to speak on his favorite subject.
- Jeremy's visits outside are actually his way of giving information to the werewolves that are hiding out amongst the grounds. Stealthy characters following him may notice a shadowy figure lurking in the

bushes at the topiary rendezvous point and those with supernatural senses may be able to learn that he is speaking to a woman who is definitely not mortal or kindred. He gives her any details about the vampires he's spoken with who are interested in the spearhead or lamp, and any info on the Dunsirns that he has managed to acquire before returning for another pass through the guests.

- If anyone attempts to confront Jeremy while he's outside, he will try and put them at ease. If he realizes any powers are being used on him or he feels his life is in danger, he will call out to the pack for rescue before trying to escape.
- If Jeremy is captured, he will remain fairly calm and try to talk his way out of it. If that fails and he fails to make two meetings with the pack in a row, they will attempt to come to his rescue through stealth first, and a direct assault if that fails.

### Act II: Bidding Frenzy

While the auction is going on, there is an opportunity for characters to do some observation and investigation. If



they pay attention to Jeremy, they will notice he is ignoring the more celebrated items in favor of just two things of significance to him. How the NPCs and PCs react to that will determine how the rest of the scenario plays out. If you wish to inject direct conflict in the scenario, have NPCs win a bid on one of his priority items. You may also create a personal connection between one of the two items and any characters being portrayed to help ensure the combat ensues.

While the auction itself is happening, the werewolves outside are preparing their responses to its outcome. They will try and find a good place for an ambush, counting on Jeremy to bring the targets to them. Their backup plan is a stealthy infiltration of the castle, relying on information that Jeremy has provided to them earlier about the layout and number of attendees.

### Scenarios and Possible Outcomes:

- Jeremy will do his best to look interested at the bidding in general, but anyone watching him will easily notice that his focus remains on two items.
- When an item Jeremy is interested in comes up for auction, he'll put in a bid swiftly. If a bidding war comes up, he'll do his best but will prove unable to match higher tier bids.
- If Jeremy is outbid on the first item, his frustration will be obvious to anyone who looks at him. He'll carefully note who won and become intensely focused on winning the other item.
- Winning one of the items will calm him somewhat, but if he loses both he will become extremely frustrated and storm out of the room, even if the auction is still ongoing.
- When the auction ends, Jeremy will invite anyone who may have won one of the items he was interested in, or any members of the Dunsirn he's managed to identify, out for a stroll around the grounds to discuss a business proposition. He will use any information he uncovered before to make the offer as enticing as possible so he can lure the vampires into the ambush the pack has been preparing.

## Act III: Wolves at the Door

Regardless of how the characters have reacted in the previous acts, combat should erupt in some way. The werewolves have come to retrieve the items and fight the Wyrms, and

won't leave without spilling at least some vampire blood. Knowing that they are vastly outnumbered, their preference is to ambush targets alone or in small groups if they feel that they can destroy them without raising the alarm. If that fails, they will fall upon the smallest group they can find, fleeing only when grossly outnumbered or their lives are at risk. If you wish to raise the drama levels, you may have them eliminate some of the less prominent NPCs and let slip the fact that attendees are going missing. There are multiple ways to allow the characters to get involved and you should feel free to adjust any background actions to produce the effect and drama level you are looking for.

### Scenarios and Possible Outcomes:

- If Jeremy wins the two items, he'll collect them and depart as soon as possible. He won't consider any offers for the items and he'll do his best to end the conversation and leave. When he reaches the pack, he will give them any information he has gained and flee with the items, leaving them to remain behind and ambush any Dunsirns he has identified, or failing that, at least try to kill some vampires.
- If Jeremy fails to win both items, he'll leave the castle as fast as possible and move out to the grounds to inform the pack. He'll identify which people won the items he's failed to acquire and any other targets of interest before leaving to allow the pack to begin their ambushes.
- If Jeremy is waylaid or captured in any way and fails to meet the werewolves immediately after the auction, they will begin to move as close as they can. Recovering Jeremy alive will take priority, with the items becoming secondary.
- If Jeremy manages to lead any vampires out to the grounds, the werewolves will ambush them the moment they reach the topiary. Jeremy will flee to a safe distance to observe and prepare to lead more vampires to their deaths after the battle ends.
- If Jeremy is followed, characters may spot the werewolves lying in wait. If they cannot ambush their targets, the pack will attack the moment they realize they've been spotted.
- If no PCs that are connected to the Dunsirns follow Jeremy or win either of the auction items the pack can still be engaged in the scene by attacking an NPC who manages to scream for help. This gives the characters the opportunity to engage in the fight if they want to.



## Sinister Seeds

### SINISTER SEED: DUNSIRN

**Information:** Rumors are circulating about Anthony Shea, a man recently sighted in the area. There seems to be some connection with the Dunsirn, though no one can find any trace of Anthony to confirm the tales.

### SINISTER SEED:

**Information:** Members of the Marsh family have been asking if anyone has seen wolves on their arrival or during tours of the gardens. While they assure everyone it isn't any danger, they do say they want to ensure that any wolf sightings should be reported to them.

### SINISTER SEED:

**Information:** Some of the arriving guests have mentioned catching sight of a large dog or wolf out near the gardens towards the moors. No one has been able to get close to it, and it doesn't respond at all when anyone has attempted to call out to it.

### SINISTER SEED: VENTRUE

**Information:** A man named Jeremy McDonnell has RSVP'd as attending. Rumors say he's been asking questions about the auction items as well as about the Dunsirns.

### AUCTION ITEM CERAMIC OIL LAMP

Wraiths will not go near this item, nor will any spirits in the area. Supernatural investigations reveal a strong spiritual presence in the item and its magical nature.

### AUCTION ITEM SPEARHEAD

The spearhead auction item has a strong spiritual presence that radiates a feeling of rage to those sensitive to such things. Supernatural investigation reveals the item is magical in nature.



## Court Games

The rise of the nation state, the solidification of power under the Kings, and the formalization of diplomatic protocols in the European Courts created the need for structured games at royal parties to provide entertainment for the members of the court and cover for the stately business of intrigue and politics. Naturally, this mortal political innovation attracted the attention of the Kindred that lurked in the shadows. It was the Ventrue who first leveraged these court games as new symbols to sharpen their wits, to alleviate boredom, and to create the opportunity to scandalize their enemies. The Toreador quickly adopted this new method of social warfare with such aplomb that any Kindred who aspired to be a Harpy or a political player in vampire politics followed suit. Soon, every clan developed their own flavor of a Court Game, from the brutal slap-dances of the Brujah to the truly terrifying perception games of the Malkavians.

A court game is a formalized extended symbol played by the characters to win a prize. In this storyline, a system of arbitrary social rules is introduced, designed to enforce or maintain the status quo and the strength of the Camarilla. The nature of the rules and the ultimate winner are less important than providing a reason to motivate enemies and allies to interact and compete in civilized ways that drain the Beast of its fury.

The three most common reactions to a court game are:

- **Mastery:** A player might seek to prove her worth over others by winning the contest and thus demonstrating her mastery of the game.
- **Scandal:** A player might leverage the court game to attempt to wound one of her character's enemies without starting a lethal conflict.
- **Open Revolt:** Players opt to ignore the game, making choices with their lack of interaction.

Court games are an excellent way to facilitate interaction between usually disparate cliques of characters, or to add

flavor to an otherwise normal game. They are particularly well-suited to games where the players are unfamiliar with one another, and the presence of visible, eye-catching props can invite inquiry from those who notice them.

## The Game of Flowers and Scandal

The most dangerous engagements of the Jyhad do not take place in the streets or abandoned warehouses. These battles are not fought with fang or claw or blade. Victory over your enemies is achieved by saying the proper word at the proper time and being seen in the right place at the right time. True power lies in building relationships and alliances over the centuries. The Game of Flowers and Scandal provides the opportunity to be seen and charm others with your wit and to subtly strike at your enemies. Those who swim in dangerous waters have to watch for the sharks seeking blood. Strict protocol is observed and those who fail to understand the danger will be the first to bleed.

**Theme:** Betrayal

**Mood:** Covetous, Decadent

**Setting:** Political and Social Characters

**Number of NPCs:** Varies

## History of the Game of Flowers and Scandal

The original form of the Game of Flowers and Scandal was designed by Madame de Pompadour to entertain Queen Marie Leszczyńska and to protect her lover King Louis XV from a vicious political turn after the Seven Years War. It proved so popular that the mighty Toreador Prince of Paris, François Villon, with the aid of his favorite Toreador-- Clémence de Montesand Serafino-- turned it into a popular symbol played in fashionable courts around the world. The Game of Flowers and Scandal is an excellent backdrop when the Prince or the Harpy wants to distract the court for their personal politics and intrigue. The wise and the weary always look for what's happening outside of the spotlight as sometimes unpopular Kindred simply disappear never to be seen again.

## STORYTELLER NOTE: FLOWERS OR POKER CHIPS

The Game of Flowers and Scandal historically was played with actual flowers, but the average game doesn't have a comparable budget to the King of France. This plot presumes that this game will be played with colored poker chips, but a creative player could use ribbons, safety pins, or anything visual that fits the individual's taste and style.



## Mechanics of the Game

The Game of Flowers and Scandal is a game of social influence and manners with strict rules that belie the established kindred protocol of the Camarilla for the duration of the game. This is a chance to make a name for yourself via witty conversation, devastating insults, and social networking.

### Host

The Host of the Game of Flowers and Scandal announces the Symbol and risks a fleeting status to empower the game. (For more details, see **MET: Vampire The Masquerade: The Symbol**, page 317.) The Host appoints the Judge (and any assistants) and then rewards the Victor with some sort of physical prize representing his esteem. It is expected that the reward will be appropriate to the station of the Host. If not, the Host may find that she is the target of scandal herself.

### Judges

The Judge and his designated assistants keep score of the Game of Flowers and Scandal by counting chips and resolving any conflicts in the game. Traditionally, the Judge and all representatives are identified by a yellow ribbon or sash. Every transaction with a poker chip must be monitored by a Judge.

Typically, the harpy of the domain is offered this role by the Host. In fact, it is considered an insult and perhaps a challenge to the harpy's authority if the Host does not at least consult with him before announcing the Judge. If the harpy expects to be too busy to serve as Judge, she will often recommend one of her lesser harpies to serve in the role.

### Chips

Scoring in the Game of Flowers and Scandal is achieved through the collecting and trading of poker chips. The color of the poker chip denotes a specific meaning.

- **White Poker Chips:** These chips reflect the amount of power and influence you possess in the Camarilla. These are exchanged for either Blue Poker Chips or Red Poker Chips.
- **Blue Poker Chips:** These chips reflect adoration or a compliment. Each Blue Poker Chip scores a point in your favor.
- **Red Poker Chips:** These chips reflect scandal or insult. Each Red Poker Chip represents a loss against you.

### Initial White Poker Chips

At the beginning of the game, all players will receive a number of white poker chips depending on the standing of their characters. All kindred and ghouls present, even those not part of the Camarilla, start with a minimum of one white poker chip. Characters gain one additional white poker chip for each fleeting, abiding or innate status they carry into game and retain the chip even if they spend the status over the course of the evening.

### Spending White Poker Chips to Compliment or Scandalize

White poker chips exist to be exchanged with a judge for either a red poker chip (to represent an insult or accusation of bad behavior) or a blue poker chip (to represent a compliment or admiration). Here are several rules for spending a white poker chip:

- All exchanges must be public and involve at least one of the judges.
- This exchange represents your character insulting or complimenting another, it does not represent the use of status.
- It's expected that you will spend all your white poker chips over the course of the evening.
- Only one poker chip may be given per action, i.e. five people can't give the same character a red chip at the same time for the same thing.

## STORYTELLER NOTE: STATUS AND THE GAME OF SCANDAL

Any expenditure of a white poker chip is considered outside the normal rules and boundaries of status, and does not trigger passive status penalties. For example, if you award a red chip (insult) to an Elder that carries the status trait Established, society doesn't consider this to be an actual insult. However, said Elder might hold a grudge and take revenge later. It is simply considered tacky to do so without a proper excuse.





### **Granting a Blue Poker Chip (Give a Compliment)**

This color of poker chip represents the true ideal of nobility and signifies a compliment. When you witness another character shining, you exchange a white poker chip for a blue poker chip and present the blue poker chip to the character. The giver is free to compliment whatever behavior she feels is exemplary, whether it's nobility and grace, wit delivered through a devastating insult, or embodying a true social predator. The presentation should be accompanied with an in-character compliment such as "Well played, sir!"

### **Giving a Red Poker Chip (Insult or Accusation of a Scandal)**

This color of poker chip represents scandal and falling out of favor. Not everyone is suited to swimming in these dangerous waters. A red poker chip may not be refused for any reason without attracting the fury of the Judge. Rejection of the chip is considered to be a direct insult to the Host. Whenever you witness a character breaching protocol or status, you exchange a white poker chip for a

red poker chip, and you may present it as admonishment to the offending character. Some characters seeking to earn the dubious honor of the Rogue may actively attempt to collect such badges of dishonor. The presentation should be accompanied with an in-character insult such as "You, sir, are a cad!"

### **Resolutions: Tallying the Chips**

At the end of the game, the Judge shall tally all of the poker chips and declare the following positions:

- The Victor (the player with the most blue poker chips)
- The Rogue (the player with the most red poker chips)
- The Irrelevant (the player with the most white poker chips unspent)

### **The Victor**

The Victor wins the Victorious fleeting status. In addition, the Host publically thanks the Victor and awards him a prize.



## The Rogue

The Rogue is also presented before the Host and must endure a public roast of her character in front of the party by the Victor. However, if the Rogue endures this roast with good grace, she may also be rewarded by the Host and even awarded status. Anarchs or independents will occasionally attempt to win this dubious honor to flaunt the Camarilla and still show that they are willing to play the game.

## The Irrelevant

The Irrelevant is considered the true loser of the event. To be the Irrelevant is to consider one's self above the Host and challenge her station. Should everyone spend their poker chips by the end of the game, then this title is not given out and the entire party is considered a wild success. Some Hosts will arrange for the harpy to properly skewer the Irrelevant and attach the title as a stigma along with the Vulgar Negative Status.

## Dance of Dominion

The Jyhad is a subtle dance of influence and distraction where the most important maneuvers happen in the open before the eyes of enemies and allies alike. The stage is the court where ancient and young eyes alike are watching for changes in the political currents and social upheavals. Those that have the cunning and the skill to maneuver the pawns in the Jyhad are the apex social predators in the Camarilla. The Dance of Dominion is a subtle symbol, testing the skills of the players in open court without the conflict turning bloody.

**Theme:** Betrayal

**Mood:** Covetous, Decadent

**Setting:** Political and Social Characters

**Number of NPCs:** Varies

## History of the Dance of Dominion

Some neonates call this symbol by the nickname Elder Chess. The Dance of Dominion was introduced by the Ventrue Elder Marcus Leighton in London during the Restoration in the 17<sup>th</sup> century under King Charles II. It is rumored that Prince Mithras loved this game and often used it to punish low clans that dared come to his court. His mighty cohort ensured that he never lost a single game and that these pawns were strongly encouraged to leave his domain.

## Mechanics of the Game

Elders compete against each other for standing and dominance. Often friendly rivals will test their skills against each other via the Dance of Dominion. Sometimes, they will play the game merely to punish someone. This subtle symbol of influence and control combines elements of Chess and Go.

## The Invitation to Dance

The initiation phase of the Dance of Dominion is a complicated dance where partners switch at seeming random moments to an outside observer.

1. The challenger must invite his opponent to engage in the Dance of Dominion in front of a judge, typically the harpy of the Domain. Once both parties have agreed and risked one of their fleeting status traits, the game begins immediately.
2. The dancers must consult together and then select a pawn. They may reveal the identity of the pawn only to the judge at this stage lest they forget.
3. Each dancer must then recruit three members of his cohort and ask them to quietly confirm their participation with the judge. Once the cohort is confirmed with the judge, the dancers may reveal the identity of the pawn to them.
4. The dancers retreat to opposite corners of the gathering. They must remain there for the duration of the dance or they willingly forfeit.
5. Once all of the details have been settled, the judge announces to the party the Dance of Dominion and the identity of the dancers, but not their cohorts, nor the identity of the pawn.

## Judge

The judge watches over the game to ensure that the rules are followed. Often, the judge will be the harpy of the domain, if her duties permit. However, it is not uncommon for an outsider to be selected as judge in larger domains where the harpy is too busy or is participating herself.

## The Dancers

The dancers are competing in a game of subterfuge and cunning against each other, using an unwitting target. The winner must successfully leverage and position his cohorts in such a fashion that the pawn is socially and physically maneuvered to find and engage the dancer in conversation,



while blocking his opponent from doing the very same thing. The pawn must not discover that she was part of the dance until a winner has been declared. Traditionally, the dancers position themselves on opposite side of the gathering, but some elders have expanded the game to include entire neighborhoods or even a large city.

## The Cohort

Cohort was once the fundamental unit of the Roman Legion, meaning the people you trust the most and bring with you when it is time for war. The cohort is a collection of three to five allies or cat's-paws that carry out your orders to win the game.

## The Pawn

The pawn is the focus of the Dance of Dominion. It is considered a terrible insult for an elder to be selected as a pawn. Conversely, it is considered a great honor for a neonate or ancilla to be selected as the pawn. Traditionally, the pawn should not be a member of the dancers' faction or clan.

## The Steps of the Dance of Dominion

The goal of the Dance of Dominion is to influence the pawn to move to one of the dancers without direct influence.

The rules are quite simple:

1. Neither side may reveal the identity of the pawn under penalty of forfeiting the symbol.
2. The pawn may not be physically touched or influenced via supernatural powers.
3. The dancers may not communicate with the pawn, either verbally or through gestures.
4. The dancers may communicate with their cohorts, but not their opponents.
5. The cohorts may not directly communicate with their rival dancer. They may not touch or attempt to supernaturally influence the rival dancer.
6. The cohorts may only communicate with the pawn if the pawn asks them a direct question.

## Tactics and Strategies

This symbol can become quite complicated depending upon the skill of the dancers. Here are a couple of common tactics for the dancers:

- Cohorts are allowed to arrange for obstacles, cause problems and create reasons for them to speak with their dancer.
- Cohorts are allowed to create reasons for their rival dancer to leave his designated side. This might be a symbol, but doing anything dangerous will still have consequences.
- A clever pawn may notice her position in the symbol and ask for bribes.

## Resolutions: Ending the Dance

Once the pawn has been maneuvered to one of the dancers, the judge shall announce the winner of the symbol and announce the identity of the pawn.

- The victor of the symbol wins the status trait Victorious and whatever else the dancers wagered.
- The loser of the symbol offers a trivial boon to the judge and the pawn, thanking them for their participation.

## The Lord of Misrule

From the mightiest Prince to the lowliest ghoul, power comes only to those with the strength to take it. While testing other kindred is nothing new, Antonius Sergius Caelestius, a respected Roman Ventrue, elevated this test into a symbol that has become famous for its ability to prove an effective leader as well as settle disputes. Since its debut, this game has been used to choose between rival challengers while entertaining the court at the same time. This particular symbol is so popular that allies have been known to manufacture rivalries solely for the excuse to play out such a competitive adventure.

**Theme:** Competition

**Mood:** Manipulative, Combative

**Setting:** Political, Social and Physical Characters

**Number of NPCs:** Varies

## History of the Lord of Misrule

Originally created during Rome's Saturnalia rituals, and common during much of English history, the Lord of Misrule tradition was very quickly adapted by clan Ventrue as a means of testing the loyalty and cunning of their childer. Traditionally, the festival granted an individual a title of power while others observed and participated to the edification of the masses. Antonius added his own twist to the traditional event by designating an enemy, and forcing the Lord of Misrule to prove her hold on power. Known



as the Blackheart, this enemy would do everything within her power to ensure the failure of the Lord, and thus win distinction herself.

## Mechanics of the Game

The Lord of Misrule is a game designed to allow a chosen one to prove her competence and for a rival to prove their own by defeating the Lord. More than anything, this symbol allows for a confrontation between two champions without having to resort to anything as crass as a duel.

At the game's inception, the Blackheart is granted a small window of time, determined by the judge, to decide the tasks she shall set before the Lord of Misrule. During this time she may consult with anyone she wishes in order to compile her observations and critiques of the weaknesses and flaws of her opponent. When the judge declares time, the Blackheart publicly announces the tasks they have chosen in the order they must be accomplished. The Lord of Misrule acknowledges her understanding of the tasks, or asks for any clarifications needed, and the game begins.

During the course of the game, the Lord of Misrule and the Blackheart are both given the opportunity to recruit other participants to their side. Any who wishes may join the game by helping the Lord complete her tasks or sabotaging her efforts to ensure a Blackheart victory. Monetary rewards, promised favors in the future and even sheer spite are all motivations that are perfectly valid in the course of the challenges.

## The Challenge Delivered

The game begins when the judge is chosen and the identities of the Lord of Misrule and Blackheart are determined. The judge then goes to the kindred chosen and informs them of the symbol challenge.

- The judge states the format, reminding the Blackheart that she must come up with three challenges for the Lord of Misrule to attempt while under the observation of the judge and the audience. If either party declines the honor of participation, the judge informs the host, who chooses another until both key roles have been fulfilled and accepted.





- The Lord of Misrule and the Blackheart are given a short window of time to choose their seconds. These individuals will support them in their attempts to either succeed or defeat their opponent. If either side is unable to find a kindred willing to stand with them, they must face the trial alone.
- The Lord and Blackheart present their seconds to the judge and declare their readiness to begin the challenge.
- The Blackheart is given some time to determine the three challenges that will be presented to the Lord to overcome. Once she has done so, she informs the judge of the terms of the challenges.
- Once these details have been determined, the judge publicly announces the challenge to the audience with the identities of the Lord of Misrule and the Blackheart. She then announces the three challenges that must be overcome and the symbol begins.

## Host

The host of the symbol designates one kindred as the Lord of Misrule and their opponent in the game as the Blackheart. These two kindred compete with each other, with the Blackheart attempting to demonstrate the Lord of Misrule's inability to adequately handle the power she's been granted. The host also designates a judge, herself or another kindred, to ensure that the Traditions are maintained and to serve as the final decision maker on who has succeeded during the trial.

## Judge

The judge, who may be the host of the symbol, ensures that the Traditions are upheld during the course of the event and ultimately, after the challenges are met or failed, decides who emerges victorious. The judge also determines how long to allow the Blackheart to deliberate on the choice of tasks before requiring them to be publicly presented.

## The Lord of Misrule

The Lord of Misrule is the chosen champion for the symbol. He is considered the most competent kindred, able to face any challenge that the Blackheart may create to bar his way and to be able to sway others to his cause in order to do so. Being chosen as the Lord is a significant honor, as victory is not only proof of the champion's ingenuity but is also a public display of those very abilities.

It can also be a significant detriment to the reputation of one who fails to achieve victory. The Lord of Misrule has a heavy burden for not only is he expected to succeed, he is expected to impress while doing so. Failure will be public and not soon forgotten.

## The Blackheart

The Blackheart is the adversary chosen for the symbol. It is up to her to choose three tasks to lay before the Lord of Misrule to bar his way to victory. Successfully creating situations that ensure the failure of the tasks is proof of the cunning of the Blackheart and is often noted by any and all who observe how the game plays out. It is possible that a clever adversary could accrue just as much honor and recognition as the champion himself.

Failing to stymie her opponent, while less significant a loss of prestige than losing as the Lord, is still a blow to the reputation of any kindred serving as the Blackheart for it implies a lack of cleverness that no one would wish to have hanging around their necks for centuries. The onus is on the Blackheart to ensure that the tasks she designs are difficult and challenging without crossing the boundary into impossible as the heart of the symbol is the entertainment of those involved as well as those observing.

## The Challenge Accepted

The goal of the challenge is for the Lord of Misrule to prove his ability by overcoming the challenges set by the Blackheart and to do so in a way that displays his cunning, prowess, and ingenuity.

The rules are as follows:

- Each individual challenge should be succinct and straight to the point.
- All three challenges must be accomplishable within a single night's time.
- The Lord and the Blackheart are forbidden to interact directly, though they may impede each other through their seconds.
- No challenge should directly lead to the final death of a participant or audience member or pose a danger to the Traditions.
- Any physical confrontations may not directly target any kindred not participating in the challenge. If an audience member chooses to get involved to support one side or another, they are considered fair game for the remainder of the symbol.



- Most challenges should involve cunning or social manipulation to showcase the leadership skills, or lack thereof, of the Lord. Physical confrontations are generally a result of the Blackheart choosing a champion that must be defeated by the Lord or his chosen champion. While these champions are often the seconds of the two competing, there is no requirement that they be so.

### Tactics and Strategies

The confrontational nature of the symbol leads to a host of opportunities for the participants as well as the audience. Below are some common precepts that form the nature of this symbol.

- The Blackheart is encouraged to set challenges that she can then attempt to influence to her side to cause the failure of the Lord. It is not uncommon to see a cunning Blackheart challenge the Lord to a boon of some kind from the Blackheart's ally or the Lord's enemy.
- Clever Lords realize the value of allies. Set at a disadvantage from the start with the challenges chosen by their enemy, assembling allies through charm, wit or even outright bribery are all socially acceptable ways for the Lord of Misrule to balance the scales.
- Within the symbol, the participation of the audience can spell success or failure. Cunning kindred may use the challenges as chances to gain one up on their political or social rivals through the actions of the participants in the symbol. Wise Lords or savvy Blackhearts can use the very nature of the court to support their own moves within the challenges.

### Resolutions: Challenge Complete

After the successful completion or failure of the final task, it is the responsibility of the judge to declare which side has emerged victorious.

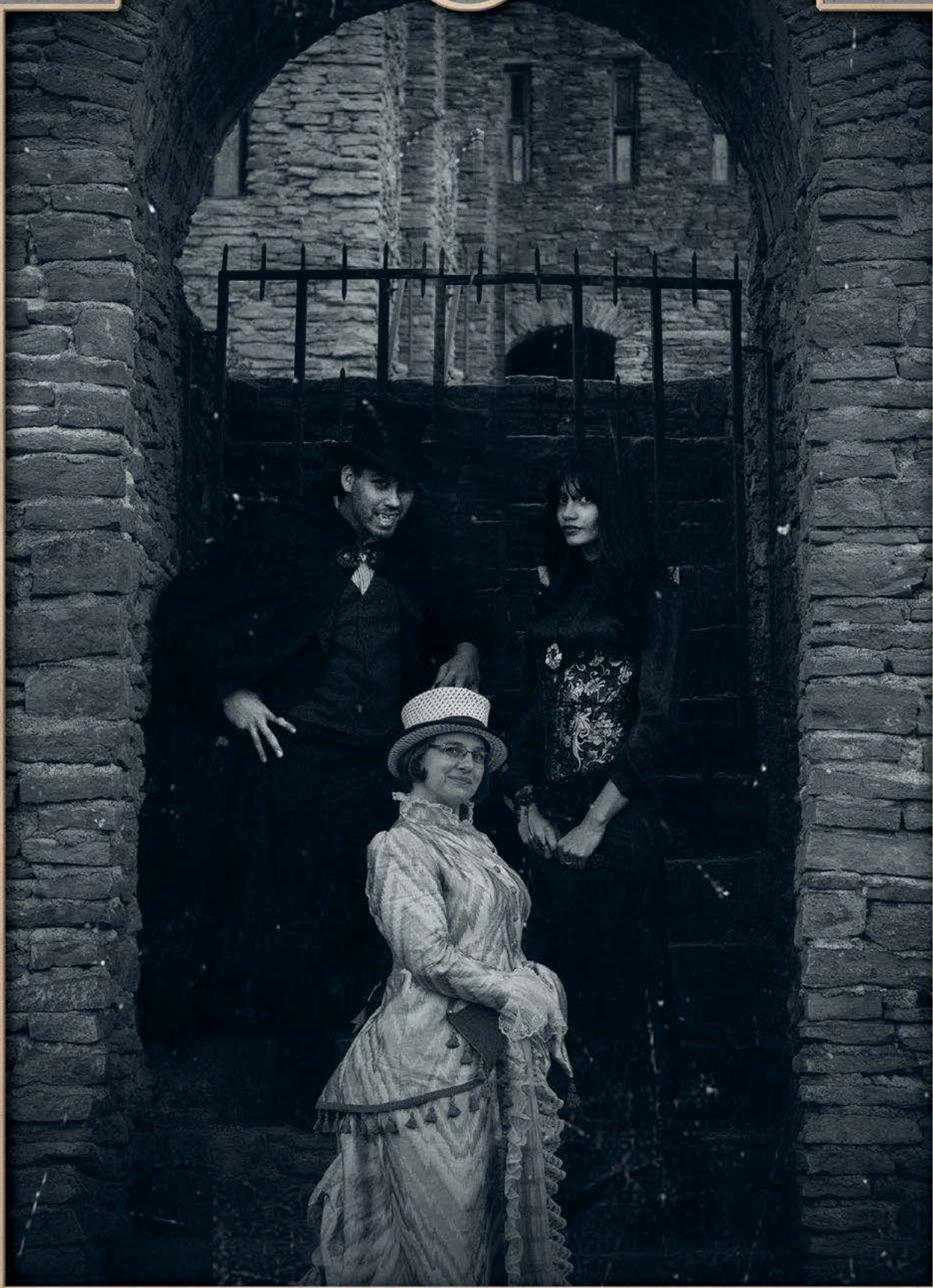
- If the Lord has successfully completed all three tasks before her, she is declared the winner and receives the status trait Victorious as well as a minor boon from the Blackheart.
- If the Lord fails to complete all three tasks and the Judge declares that this is not due to the complexity of the challenges themselves, the Blackheart is judged the winner and receives the status trait Victorious as well as a minor boon from the Lord.
- If the Lord fails to complete all three tasks and the Judge declares that this is not the fault of the Lord but instead the fault of the challenges being impossible to complete within the duration of the symbol, the Blackheart owes the Lord and the Judge both a minor boon for her failure.
- For their support of the Symbol and the entertainment of the court, the second of the winner receives a trivial boon from the losing second. If there is no losing second, the trivial boon comes from the loser of the symbol instead.

Once the decision is announced, those involved are thanked for their participation and the symbol is officially concluded.













# CHAPTER SIX: PLAYER AIDES

*"All things are ready, if our mind be so."*

— William Shakespeare, Henry V

## How to Use this Chapter

The following resources offer players and Storytellers printable materials to speed and simplify play during the course of live-action games. This section includes:

- A Combat Cheat Sheet providing a quick-reference to ease the moderation of combat scenarios. This overview can be printed on one two-sided page.
- Boon Tickets providing a physical out-of-character record of debts owed, including creditor, debtor and stipulation information.
- Status Tickets providing a physical out-of-character method to track and expend status traits.

## Permission to Reproduce

These materials are intended for use by Storytellers and players of Mind's Eye Theatre: Vampire the Masquerade.

The Publisher grants to individual purchasers of this document nonassignable permission to reproduce the character sheets, Sinister Seeds, Boon Tickets, Status Tickets, and the Combat Cheat Sheet included in this publication. This license is limited to the individual purchaser for use with his or her own live-action roleplaying game sessions. It does not extend to additional persons, nor does purchase constitute a site license. This license does not grant the right to reproduce these materials for resale, redistribution, or any other purposes (including but not limited to books, pamphlets, articles, video- or audiotapes, and handouts or slides for lectures or workshops). Permission to reproduce these materials for these and any other purposes must be obtained in writing from By Night Studios.



# COMBAT CHEAT SHEET

## TESTS AND CHALLENGES

A *test* is a single instance of rock-paper-scissors (RPS). A *challenge* consists of all tests (and retests) involved in the challenge.

**Winning a Test:** If you throw the winning hand symbol, you have won the test.

**Tying the Test:** If both individuals throw the same hand symbol, the test is a tie. Compare your pool to your opponent's. If the attack pool is greater than the defense's, the attacker achieves a normal success. Otherwise, the attacker loses the test.

**Losing the Test:** If you throw the losing hand symbol, you lose the test.

**Winning a Challenge:** A challenge is composed of one or more tests. You have won the challenge if you win the final test in the challenge, after all retests have occurred. If you were attacking, you inflict your victory condition. If you were defending, you are unaffected by your opponent's assault.

**Exceptional Success:** If the attacker outright wins (no ties) all tests involved in a challenge, and the attacker's test pool is higher than the defender's test pool, then the attacker has scored an Exceptional Success.

It is often wise for a defender to retest when an attacker scores an outright win on a test, in the hopes of a loss or tie (even if the attacker will win the trait comparison). That will remove the possibility of an Exceptional Success on the challenge.

Defenders who win the test do not check for Exceptional Successes.

### ❖ Retests

If you lose an opposed test (and only if you lose), you may spend a point of Willpower to *retest*, and re-throw RPS. The results of the second throw are final. The second throw may not be retested.

## COMMON TEST POOLS

- **Attacking — Unarmed:** Physical + Brawl
- **Attacking — Armed:** Physical + Melee
- **Attacking — Firearm:** Physical + Firearms
- **Defense — Physical:** Physical + Dodge
- **Defense — Social:** Social + Current Willpower
- **Defense — Mental:** Mental + Current Willpower

## DAMAGE

By default; a thrown, brawl, or melee attack inflicts one point of damage. Default firearms attacks inflict two points of damage.

Exceptional successes inflict an extra point of damage, or provide whatever bonus the power describes.

## RESOLVING COMBAT

A character's *initiative* is equal to her higher attribute: Physical or Mental (no matter what kind of challenge she is attempting.)

Resolve combat actions in initiative order. Remember that challenges are not resolved simultaneously. You may attack your target on your initiative; she will have the option to attack you on hers.

**Rounds and Turns:** A *round* is one full pass through all characters' initiative actions. A *turn* encompasses one full set of rounds: Everyman, Celerity 1, Celerity 2, and so forth. Once the Storyteller has moderated all applicable Celerity rounds, the current turn ends, and a new turn begins on a new Everyman round.

**Surprise Action:** If a combat starts because one character takes a sudden or unexpected action, that action occurs immediately, outside of normal initiative order. The character's remaining actions resolve normally on her initiative.

### ❖ Standard and Simple Actions

A character may take one *standard* action and one *simple* action on her initiative.

**Standard Action:** An action that requires a challenge (static or opposed), or requires the character's full attention.

**Simple Action:** An action that a character can perform without a challenge.

### ❖ Movement

You may use a simple or standard action on your initiative to move up to three steps. If you use both actions, you may move up to six steps.

## MAXIMUM ATTACKS PER ROUND

During a single round, a character can be targeted by a limited number of challenges:

- One Social challenge
- One Mental challenge
- Two Physical challenges

A failed challenge still counts against this limitation.

### ❖ Physical, Mental and Social Attacks

You may perform Physical attacks on any round. Mental and Social attacks may only be performed on the Everyman round.

### ❖ Retrying Failed Attacks

If you fail a Physical challenge, you may retry on your next appropriate action, if possible. If you fail a Mental or Social challenge, that target is immune to your use of that specific power for the next 10 minutes.

## COMBAT MANEUVERS

Before your attack, you may spend one Willpower to apply one combat maneuver to your attack. You may only add one combat maneuver in this manner.

**Note:** This is only a small selection of the most commonly-used combat maneuvers.



# COMBAT CHEAT SHEET

- **Fighting Blind:** You may attack an opponent you cannot see. Otherwise, your attack automatically misses.
- **Grapple:** (Reduce your damage by 3 to apply.) While grappled, a target cannot take steps or take Physical actions. A target can escape a grapple by using her simple action to make an opposed Brawl or Melee challenge against the grappler, and winning that challenge.
- **Quick Draw:** Draw one weapon or other small item without using a simple action.
- **Pierce the Heart:** (Reduce your attack pool by 3 to apply.) If your opponent's wounds are in the Incapacitated wound track (normally the last three health levels), you may use this attack to Pierce her Heart. Mortals are instantly killed. Vampires who have their heart pierced with a weapon that has the staking quality fall into torpor until the stake is removed.

## ❖ Physical Focuses in Combat

**Strength:** Perform one of these maneuvers once per combat for free: Disarm, Grapple, Knock Down, or Pierce the Heart.

**Dexterity:** Perform one of these maneuvers once per combat for free: Burst of Speed, Disarm, Fighting Blind, or Quick Draw.

**Stamina:** Does not suffer wound penalties; cannot be Knocked Out or Knocked Down unless the attacker has a higher Physical attribute than your character.

## MASS COMBAT

Mass combat occurs when three or more characters engage in a fight. During such a scenario, a character may spend one action (as defined below) to apply one of two mass combat tactics to another character's Physical attack. You may not use these tactics to enhance or defend against Mental or Social attacks.

Mass combat tactics may be used outside of your initiative, superseding your initiative. Alternately, you may hold your initiative in order to assist another character later in the round.

Only one mass combat tactic may be added to an attack/defense.

**Assist Attacker:** Spend a standard action and offer to assist one character in the combat. If that character accepts, she may apply a combat maneuver to her attack without spending Willpower. This may allow two combat maneuvers to be applied to the same attack, if she also spends a Willpower to add a maneuver.

**Assist Defender:** Once per round, when one of your allies is being attacked, spend a simple action and announce that you will be defending that character. You may move up to three paces to the defender in order to shield her from this attack. You become the new target of the attack. Both you and the original defender are considered to have been targeted by a Physical attack for the purpose of determining maximum attacks per round.

**Stock NPC Tactics:** When a Stock NPC uses the Assist Attacker tactic, she instead provides a +1 bonus to that character's Physical attack. Likewise, when a Stock NPC uses the Assist Defender tactic, she instead provides a +1 bonus to the defender's Dodge-based defense test pool.

## PHYSICAL DISCIPLINES

### ❖ Celerity

**Focus [Dexterity]:** Spending 1 Blood activates all Celerity powers you possess, except elder powers or techniques. When you activate Celerity, you gain +2 to Dodge-based defensive pools.

1. **Alacrity:** Your initiative is increased by the number of Celerity powers you possess.
2. **Swiftness:** You gain +5 to determine ranged attack-based Exceptional Success, and +5 to Dodge pools for the purpose of resisting Exceptional Successes.
3. **Rapidity:** You can act on the Celerity 1 round.
4. **Legerity:** You gain an additional +2 to Dodge. If you score an Exceptional Success with a ranged attack, you inflict 2 additional points of damage rather than the normal 1.
5. **Fleetness:** You can act on the Celerity 2 round.

### ❖ Fortitude

**Focus [Stamina]:** If you possess Fortitude, you gain one additional health level in each wound category.

1. **Endurance:** You do not suffer wound penalties.
2. **Mettle:** Convert 1 point of aggravated damage to normal damage per attack.
3. **Resilience:** Ignore 1 point of normal damage per attack.
4. **Resistance:** Convert a second point of aggravated damage to normal damage per attack.
5. **Aegis:** Ignore a second point of normal damage per attack.

### ❖ Potence

**Focus [Strength]:** If you have Potence, add +2 to your Brawl and Melee attack pools.

1. **Prowess:** Brawl and Melee attacks are Armor Piercing.
2. **Might:** Gain +5 for the purpose of determining Brawl or Melee-based Exceptional Successes.
3. **Vigor:** Inflict an additional point of damage with Brawl or Melee attacks. If you score an Exceptional Success with these attacks, you inflict 2 additional points of damage instead of 1.
4. **Intensity:** Your character inflicts another additional point of damage. Thus, your normal damage per strike amounts to 3: 1 normal, plus 1 for Vigor, plus 1 for Intensity. If you score an Exceptional Success, your character inflicts 1 more point, for a total of 4 per strike, rather than 3.
5. **Puissance:** Your character inflicts another additional point of damage, for a normal total of 4 per strike. If you score an Exceptional Success, your character inflicts 1 more point, for a total of 5 per strike, rather than 4.



## Boon Tickets

Boons are the currency of vampiric society, and a Kindred who holds a large number of boons is considered far wealthier than those who possess mundane riches. Vampires may hoard boons for decades or even centuries, waiting for the right moment to call in significant debts owed.

Boon records should, at a minimum, include the following:

- **Creditor's Name:** The character who possess the boon
- **Debtor's Name:** The character who owes the boon

- **Stipulations:** Any conditions placed upon the parties involved in the boon

Although the Harpy is the arbiter of a domain's boons, and is responsible for the official record of boons within her domain, players may find it helpful to keep an out-of-character record of the boons they owe and are owed. The following printable tickets are provided to assist in this task.

For more information on boons, see **Mind's Eye Theatre: Vampire The Masquerade**, Chapter Nine: Prestation and the Ivory Tower, beginning on page 395.

**BOON  
TRIVIAL**

May be used for a simple one-time favor or service that can be completed in one night.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

**BOON  
TRIVIAL**

May be used for a simple one-time favor or service that can be completed in one night.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

**BOON  
TRIVIAL**

May be used for a simple one-time favor or service that can be completed in one night.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

**BOON  
TRIVIAL**

May be used for a simple one-time favor or service that can be completed in one night.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_



**BOON  
TRIVIAL**

May be used for a simple one-time favor or service that can be completed in one night.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_

\_\_\_\_\_

**BOON  
TRIVIAL**

May be used for a simple one-time favor or service that can be completed in one night.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_

\_\_\_\_\_

**BOON  
MINOR**

May be used for a favor that requires significant time or effort, but low risk; usually completed in one month.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_

\_\_\_\_\_

**BOON  
MINOR**

May be used for a favor that requires significant time or effort, but low risk; usually completed in one month.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_

\_\_\_\_\_

**BOON  
MINOR**

May be used for a favor that requires significant time or effort, but low risk; usually completed in one month.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_

\_\_\_\_\_

**BOON  
MINOR**

May be used for a favor that requires significant time or effort, but low risk; usually completed in one month.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_

\_\_\_\_\_



## BOON MINOR

May be used for a favor that requires significant time or effort, but low risk; usually completed in one month.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

## BOON MINOR

May be used for a favor that requires significant time or effort, but low risk; usually completed in one month.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

## BOON MINOR

May be used for a favor that requires significant time or effort, but low risk; usually completed in one month.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

## BOON MINOR

May be used for a favor that requires significant time or effort, but low risk; usually completed in one month.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

## BOON MAJOR

May be used for a task that requires a good deal of time or resources to pay, and may involve risking personal capital; usually completed in three months.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

## BOON MAJOR

May be used for a task that requires a good deal of time or resources to pay, and may involve risking personal capital; usually completed in three months.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_



## BOON MAJOR

May be used for a task that requires a good deal of time or resources to pay, and may involve risking personal capital; usually completed in three months.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

## BOON MAJOR

May be used for a task that requires a good deal of time or resources to pay, and may involve risking personal capital; usually completed in three months.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

## BOON BLOOD

May be used for a task that can only be repaid by shedding blood on the holder's behalf. May require facing danger, betrayal or social ruin.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

## BOON BLOOD

May be used for a task that can only be repaid by shedding blood on the holder's behalf. May require facing danger, betrayal or social ruin.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

## BOON LIFE

The debtor owes the holder his or her very life. S/he surrenders all his/her own will to you until she saves your life.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_

## BOON LIFE

The debtor owes the holder his or her very life. S/he surrenders all his/her own will to you until she saves your life.

Creditor: \_\_\_\_\_

Debtor: \_\_\_\_\_

Stipulations: \_\_\_\_\_  
\_\_\_\_\_



## Status Tickets

Status represents a vampire's place among the hierarchy of predators. Each status trait represents a small portion of her power, influence, and reputation. When a character expends a positive status trait, she leverages her political position in vampire society for a specific purpose.

Status records should, at a minimum, include the following:

- **Category of Status:** Abiding and Innate status traits refresh at the beginning of each game session; Fleeting status traits do not refresh after being used.
- **Type of Status:** Specific types of status provide their holder with unique passive and spent effects.

- **Patron's Name:** If another character expended a status trait to grant your character a Fleeting status trait, this information should be recorded; recipients of patronage status lose these traits if the patron loses her position or dies.

Players may find it helpful to carry a physical record and reminder of the status they carry into each game. The following printable tickets are provided to assist in this task. Consider having players physically rip these tickets, or return them to a Storyteller, when their spent effects are expended.

For more information on status, see **Mind's Eye Theatre: Vampire The Masquerade**, Chapter Seven: Status and Vampire Society, beginning on page 310.

### STORYTELLER NOTE:

The status tickets provided below only briefly summarize each status' effects. If a status' effect is in question, always defer to the complete descriptions provided in the core rulebook.

## Abiding Status:

### ABIDING STATUS AUTHORITY

**Passive effect:** You can award *Courageous*, *Defender*, *Honorable*, or *Loyal* fleeting status.

**Spent effect:** You can give or remove *Warned* or *Forsaken* negative status.

### ABIDING STATUS COMMANDER

**Passive effect:** You may issue orders to members of your sect; those who disobey lose all fleeting status temporarily. You may award *Enforcer* to three individuals per night.

**Spent effect:** You can award three characters either *Courageous* or *Loyal* fleeting status.

### ABIDING STATUS ENFORCER

**Passive effect:** You can carry weapons to any vampire gathering. You can also grant *Defender* fleeting status to two characters.

**Spent effect:** You can issue *Warned* negative status to someone who breaks the law.

### ABIDING STATUS ESTABLISHED

**Passive effect:** Most individuals who publicly insult, threaten or attack you receive *Warned*.

**Spent effect:** You can expend this status to grant the *Favored* fleeting status.



ABIDING STATUS  
PROMINENT

**Passive effect:** You can award *Courteous* or *Honorable* fleeting status.

**Spent effect:** You can expend this status to force someone to leave a scene for 10 minutes or they receive *Disgraced* negative status.

ABIDING STATUS: CAMARILLA  
ASCENDANT

**Passive effect:** You are immune to the powers of anyone without this status.

**Spent effect:** You can expend this status to give your target the *Disgraced* negative status or initiate a global blood hunt.

ABIDING STATUS: CAMARILLA  
CONFIRMED

**Passive effect:** You may approach any officer of the sect without social penalty.

**Spent effect:** You can order any ghoul to obey your instructions and may kill it if it refuses.

ABIDING STATUS: CAMARILLA  
GUARDIAN

**Passive effect:** You can give the *Warned* negative status to anyone who behaves inappropriately in your jurisdiction.

**Spent effect:** You can expend this status to grant the *Disgraced* negative status.

ABIDING STATUS: CAMARILLA  
NOBLE

**Passive effect:** You can award *Acclaimed* or *Loyal* fleeting status.

**Spent effect:** You can expend this status to give the *Vulgar* negative status to someone who has offended you.

ABIDING STATUS: CAMARILLA  
PRIVILEGED

**Passive effect:** You cannot be accused of lying unless your accuser holds specific status.

**Spent effect:** You can expend this status to give the *Vulgar* negative status to someone who has offended you.

ABIDING STATUS: CAMARILLA  
SOVEREIGN

**Passive effect:** You hold a praxis and can award *Courageous*, *Enforcer*, or *Loyal* fleeting status. You cannot be contradicted unless your accuser has specific status.

**Spent effect:** You can give the *Sanctioned* fleeting status or *Forsaken* negative status.



## Innate Status:

### INNATE STATUS: CAMARILLA ARCHITECT

**Passive effect:** You can attend Judicial Conclaves and petition Justicars or Princes during a conclave.

**Spent effect:** You can place an item on a conclave agenda.

### INNATE STATUS: CAMARILLA PRIMUS INTER PARES

**Passive effect:** Your *Authority* outranks others who also possess the *Authority* abiding status.

**Spent effect:** You can expend another's *Authority*, *Established* or *Privileged* status without effect.

## Fleeting Status:

### FLEETING STATUS COURTEOUS

**Passive effect:** Cannot be targeted by Subterfuge skill.

**Spent effect:** Overcome gaffe committed in last five minutes.

**Patron:** \_\_\_\_\_

### FLEETING STATUS COURAGEOUS

**Passive effect:** Use combat maneuver without spending Willpower when following orders.

**Spent effect:** Allow another character to use combat maneuver without spending Willpower.

**Patron:** \_\_\_\_\_

### FLEETING STATUS DEFENDER

**Passive effect:** May carry weapons at any vampire gathering.

**Spent effect:** Reduce Beast traits gained by 1 when you commit a sin.

**Patron:** \_\_\_\_\_

### FLEETING STATUS FAVORED

**Passive effect:** Individuals who openly attack you receive the *Warned* negative status.

**Spent effect:** Negate one negative status before it is applied to you.

**Patron:** \_\_\_\_\_



FLEETING STATUS  
HONORABLE

**Passive effect:** Individuals must expend one positive status to accuse you of lying.

**Spent effect:** Allowed to join or remain in a scene when otherwise politically forced to leave.

**Patron:** \_\_\_\_\_

FLEETING STATUS  
LOYAL

**Passive effect:** If you receive the *Warned* negative status, instead remove your *Loyal* fleeting status.

**Spent effect:** Acquire one piece of equipment or general information on short notice.

**Patron:** \_\_\_\_\_

FLEETING STATUS  
PRAISED

**Passive effect:** This status has no passive benefit.

**Spent effect:** Claim a small favor from any member of your sect.

**Patron:** \_\_\_\_\_

FLEETING STATUS  
TRIUMPHANT

**Passive effect:** You are granted special privileges at important sect gatherings.

**Spent effect:** Ignore the censure of all your negative status for one hour.

**Patron:** \_\_\_\_\_

FLEETING STATUS  
VICTORIOUS

**Passive effect:** On the night you gain this status, others can grant you positive status without expending their own status to do so.

**Spent effect:** Regain any other status immediately after spending it; or remove *Warned* negative status.

**Patron:** \_\_\_\_\_

FLEETING STATUS: CAMARILLA  
ACCLAIMED

**Passive effect:** Extend one of your passive status bonuses to another character within 10 feet.

**Spent effect:** Request that an officer of the sect share her opinion, publicly or privately.

**Patron:** \_\_\_\_\_

FLEETING STATUS: CAMARILLA  
GALLANT

**Passive effect:** This status has no passive benefit.

**Spent effect:** Overcome a political or social gaffe committed in last five minutes.

**Patron:** \_\_\_\_\_

FLEETING STATUS: CAMARILLA  
SANCTIONED

**Passive effect:** This status has no passive benefit.

**Spent effect:** You can break one specifically defined sect law without punishment.

**Patron:** \_\_\_\_\_



## Negative Status:

### NEGATIVE STATUS WARNED

**Censure:** You may not speak to or contradict an officer of your sect.

**Punishment:** If you break the censure of your *Warned* status, you also receive *Disgraced*.

**Received From:** \_\_\_\_\_

### NEGATIVE STATUS DISGRACED

**Censure:** You may not carry weapons, actively use powers in the presence of sect officers, feed, or spend or gain status. Others gain *Praised* for insulting you.

**Punishment:** If break the censure of your *Disgraced* status, you also receive *Forsaken*.

**Received From:** \_\_\_\_\_

### NEGATIVE STATUS FORSAKEN

**Censure:** You are no longer considered *Accepted* by your sect and may be destroyed without permission.

**Punishment:** The vampire who kills you receives the *Triumphant* fleeting status.

**Received From:** \_\_\_\_\_

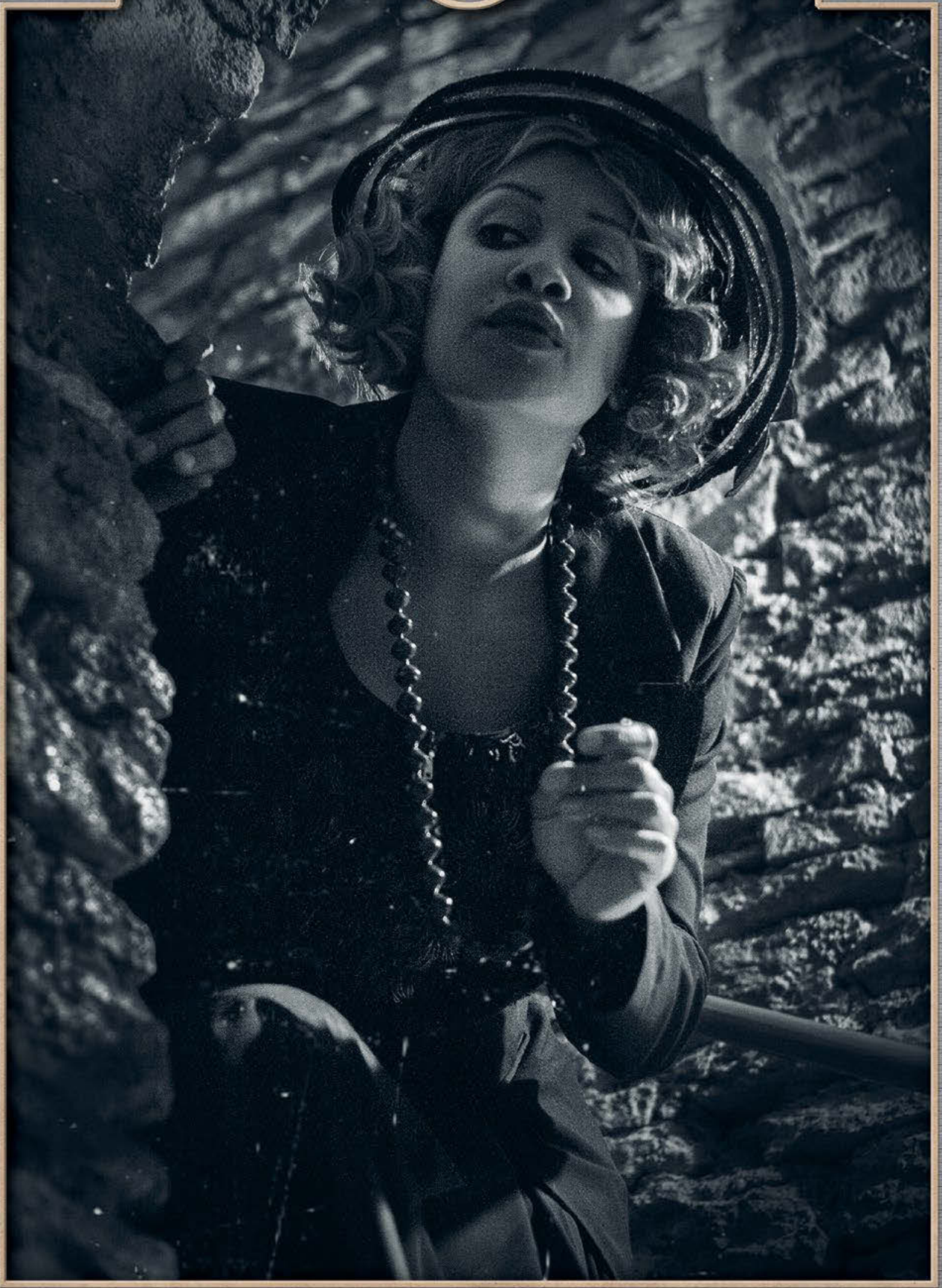
### NEGATIVE STATUS VULGAR

**Censure:** All fleeting status you possess are temporarily expended without effect; you cannot gain further fleeting status.

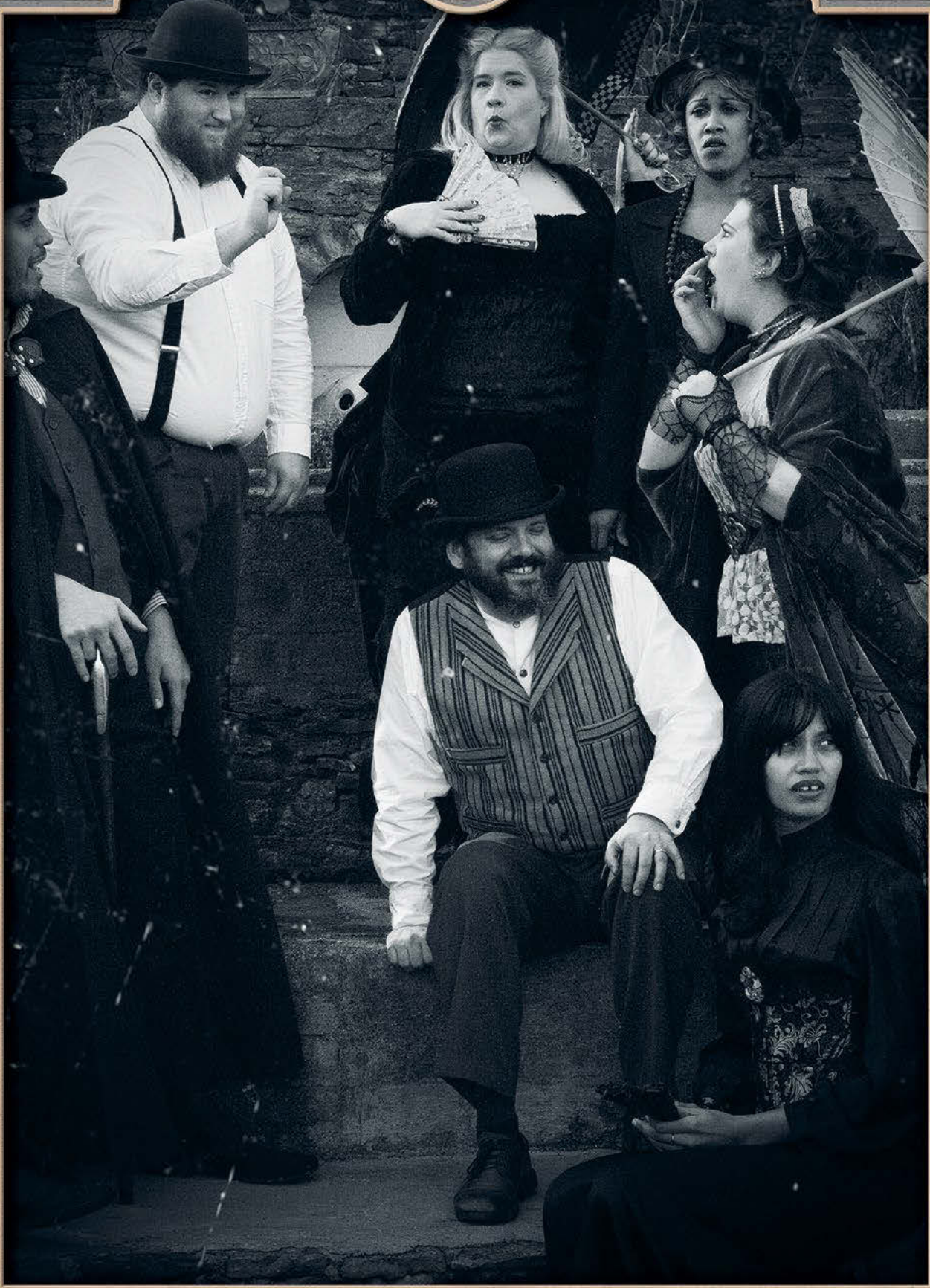
**Punishment:** If you receive a second *Vulgar*, this negative status upgrades to *Warned*.

**Received From:** \_\_\_\_\_













# APPENDIX

## Printable Character Sheets

Storytellers are permitted to use the following printable NPC character sheets in their games. For information on each of the following NPCs, see each of the previous chapters in this book.

The following NPC character sheets are scaled for chronicles where player-characters (PCs) possess an average of 70 Earned experience points (XP) in addition to their 30 Initial XP—a total of 100 XP on average. Storytellers are encouraged to scale the provided NPCs up or down to power levels that present an appropriate challenge for their own chronicles.

## Permission to Reproduce

These materials are intended for use by Storytellers and players of **Mind's Eye Theatre: Vampire the Masquerade**.

The Publisher grants to individual purchasers of this document nonassignable permission to reproduce the character sheets, Sinister Seeds, Boon Tickets, Status Tickets, and the Combat Cheat Sheet included in this publication. This license is limited to the individual purchaser for use with his or her own live-action roleplaying game sessions. It does not extend to additional persons, nor does purchase constitute a site license. This license does not grant the right to reproduce these materials for resale, redistribution, or any other purposes (including but not limited to books, pamphlets, articles, video- or audiotapes, and handouts or slides for lectures or workshops). Permission to reproduce these materials for these and any other purposes must be obtained in writing from By Night Studios.



MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC

**Character:** Alastair Dunsirn

**Archetype:** Cultured

**Clan:** Giovanni

**Setting/Sect:** Pickering Lythe

**Title:**

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●● ●●●●●

**Bonus Attributes** ○○○○○

Strength  Dexterity  Stamina

**Social** ●●●●● ●●●●●

**Bonus Attributes** ●●○○○

Charisma  Manipulation  Appearance

**Mental** ●●●●● ●●●●●

**Bonus Attributes** ●○○○○

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●●○○○  
 Animal Ken ●○○○○  
 Athletics ●○○○○  
 Awareness ●●○○○  
 Brawl ●●●●○  
 Computer ○○○○○  
 Crafts ○○○○○  
 Crafts ○○○○○  
 Dodge ●●●●○  
 Drive ○○○○○

Empathy ●○○○○  
 Firearms ●●○○○  
 Intimidation ●●●○○  
 Investigation ●●●●○  
 Leadership ●●●●○  
 Linguistics ●●○○○  
 Lore ●●●●○  
 Medicine ●●○○○  
 Melee ●●●●○  
 Occult ●●●●○

Performance ○○○○○  
 Performance ○○○○○  
 Science ○○○○○  
 Science ○○○○○  
 Security ●○○○○  
 Stealth ●●○○○  
 Streetwise ●○○○○  
 Subterfuge ●●●●○  
 Survival ●●●●○  
 ○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ●●●○○  
 Resources ●●●○○  
 Contacts ●●●○○  
 Influence: Elite ●●●●●  
 ○○○○○  
 ○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

Dominate ●●●●●  
 Potence ●●●○○  
 Necromancy: Sepulchre Path ●●●○○  
 Auspex ●●○○○  
 Celerity ●●●●○  
 Presence ●●●○○  
 Mass Manipulation ●○○○○

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Mook \_\_\_\_\_  
 Blase \_\_\_\_\_  
 Thirst for Innocence \_\_\_\_\_  
 Beast in the Mirror \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
 □□□□□ □□□□□  
 □□□□□ □□□□□

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 ■ ■ ■

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□□  
 Injured □□□□  
 Incapacitated □□□□

**Status**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Common Test Pools**

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical. Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

**1 Beast Trait**  
 Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.

**2 Beast Traits**  
 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.

**3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2. Fear: Standing too close to fire or sunlight.

**4 Beast Traits**  
 Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.

**5 Beast Traits**  
 Lose a permanent point of morality.



MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC

**Character:** Archibald Kingthorpe

**Archetype:** Architect

**Clan:** N/A

**Setting/Sect:** Pickering Lythe

**Title:** Sir

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●○ ○○○○○

**Social** ●●●●● ●●○○○

**Mental** ●●●●● ●●●○○

**Bonus Attributes** ○○○○○

**Bonus Attributes** ○○○○○

**Bonus Attributes** ○○○○○

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●●●○○  
 Animal Ken ●●●○○  
 Athletics ●○○○○  
 Awareness ●○○○○  
 Brawl ●○○○○  
 Computer ○○○○○  
 Crafts ○○○○○  
 Crafts ○○○○○  
 Dodge ●○○○○  
 Drive ○○○○○

Empathy ○○○○○  
 Firearms ●○○○○  
 Intimidation ●●○○○  
 Investigation ●●●○○  
 Leadership ●●●○○  
 Linguistics ○○○○○  
 Lore ●○○○○  
 Medicine ●○○○○  
 Melee ●○○○○  
 Occult ●○○○○

Performance ○○○○○  
 Performance ○○○○○  
 Science ○○○○○  
 Science ○○○○○  
 Security ○○○○○  
 Stealth ○○○○○  
 Streetwise ○○○○○  
 Subterfuge ●●●○○  
 Survival ○○○○○  
 ○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ○○○○○  
 Contacts ●●○○○  
 Resources ●●●●●  
 Influence: Elite ●●●●●  
 ○○○○○  
 ○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Awkward Mobility \_\_\_\_\_  
 Cursed: Vampire Sister \_\_\_\_\_  
 Dark Secret: Vampire Sister \_\_\_\_\_  
 Intolerance: Crouchbacks \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
 □□□□□ □□□□□  
 □□□□□ □□□□□

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 4 5 6

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□□  
 Injured □□□□  
 Incapacitated □□□□

**Status**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Common Test Pools**

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical. Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

**1 Beast Trait**  
 Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.

**2 Beast Traits**  
 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.

**3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2. Fear: Standing too close to fire or sunlight.

**4 Beast Traits**  
 Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.

**5 Beast Traits**  
 Lose a permanent point of morality.



MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC

**Character:** Catherine Pershing

**Archetype:** Type-A Personality

**Clan:** Ventruue

**Setting/Sect:** Pickering Lythe

**Title:**

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●● ●●●●●

**Social** ●●●●● ●●●●●

**Mental** ●●●●● ●●●●●

**Bonus Attributes** ○○○○○

**Bonus Attributes** ○○○○○

**Bonus Attributes** ●●○○○

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●●●●●  
 Animal Ken ●●●○○  
 Athletics ○○○○○  
 Awareness ●○○○○  
 Brawl ●○○○○  
 Computer ○○○○○  
 Crafts ○○○○○  
 Crafts ○○○○○  
 Dodge ●●●●●  
 Drive ○○○○○

Empathy ●●○○○  
 Firearms ●●○○○  
 Intimidation ●●●●●  
 Investigation ●●○○○  
 Leadership ●●●●●  
 Linguistics ●●○○○  
 Lore ●●○○○  
 Medicine ●○○○○  
 Melee ●●●○○  
 Occult ●●○○○

Performance ○○○○○  
 Performance ○○○○○  
 Science ●●○○○  
 Science ○○○○○  
 Security ●●○○○  
 Stealth ●○○○○  
 Streetwise ●○○○○  
 Subterfuge ●●●●○  
 Survival ○○○○○  
 ○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ●●○○○  
 Haven ●○○○○  
 Herd ●●●○○  
 Resources ●●●○○  
 Influence: Elite ●●●○○  
 ○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

Dominate ●●●●○  
 Fortitude ●●●●●  
 Presence ●●●●●  
 Auspex ●●●●○  
 Animalism ●●●○○  
 Obfuscate ○○○○○  
 Telepathic Directive ○○○○○  
 Monologue  
 Denial of Aphrodite's Favor

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Aura of Command  
 Iron Will  
 Paragon  
 Cannot Cross Running Water  
 Lesser Generation  
 Hunted  
 Overconfident  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
 □□□□□ □□□□□  
 □□□□□ □□□□□

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 4 5 6

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□  
 Injured □□□  
 Incapacitated □□□

**Status**

Acknowledged  Confirmed   
 Loyal (Lady Anne)   
 Favored (Lady Anne)   
 Honorable

**Common Test Pools**

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical. Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

**1 Beast Trait**  
 Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.  
 **2 Beast Traits**  
 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.  
 **3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.  
 **4 Beast Traits**  
 Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.  
 **5 Beast Traits**  
 Lose a permanent point of morality.



MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC  
**Character:** Dis Pater  
**Archetype:** Enigma  
**Clan:** Cappadocian

**Setting/Sect:** Pickering Lythe

**Title:**

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●●●● ●●●●●●●

**Social** ●●●●●●● ●●●●●●●

**Mental** ●●●●●●● ●●●●●●●

**Bonus Attributes** ○○○○○○

**Bonus Attributes** ●○○○○○

**Bonus Attributes** ●●●●●●●

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●●●●●●●  
 Animal Ken ●●●●●●●  
 Athletics ●○○○○○  
 Awareness ○○○○○○  
 Brawl ●●●●○○  
 Computer ○○○○○○  
 Crafts ●●●●○○  
 Crafts ○○○○○○  
 Dodge ●●●●●●●  
 Drive ○○○○○○

Empathy ●●●●○○  
 Firearms ○○○○○○  
 Intimidation ●●●●●●●  
 Investigation ●●●●●●●  
 Leadership ●●●●○○  
 Linguistics ●●●●●●●  
 Lore ●●●●●●●  
 Medicine ●●●●●●●  
 Melee ●●●●○○  
 Occult ●●●●●●●

Performance ○○○○○○  
 Performance ○○○○○○  
 Science ●●●●○○  
 Science ○○○○○○  
 Security ○○○○○○  
 Stealth ●●●●○○  
 Streetwise ○○○○○○  
 Subterfuge ●●●●○○  
 Survival ●●●●○○  
 ○○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ●●●●●●●●  
 Retainers ●●●○○○  
 Contacts ●○○○○○  
 ○○○○○○  
 ○○○○○○  
 ○○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

Auspex ●●●●●●●  
 Fortitude ●●●●●●●  
 Necromancy: Mortis Path ●●●●●●●  
 Necromancy: Sepulchre Path ●●●●●●●  
 Necromancy: Bone Path ●●●●●●●  
 Necromancy: Ash Path ●●●●●●●  
 Obfuscate ●●●●●●●  
 Psychic Assault Personal Armor  
 Repair the Undead Flesh Clairvoyance

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Acute Sense: Sight \_\_\_\_\_  
 Necromantic Insight \_\_\_\_\_  
 Necromantic Insight \_\_\_\_\_  
 Necromantic Insight \_\_\_\_\_  
 Path of Death and the Soul \_\_\_\_\_  
 Beacon of the Unholy \_\_\_\_\_  
 Beast in the Mirror \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
 □□□□□ □□□□□  
 □□□□□ □□□□□

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 4 5 6

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□□  
 Injured □□□□  
 Incapacitated □□□□

**Status**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Common Test Pools**

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical. Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

**1 Beast Trait**  
 Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.  
 **2 Beast Traits**  
 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.  
 **3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.  
 **4 Beast Traits**  
 Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.  
 **5 Beast Traits**  
 Lose a permanent point of morality.



MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC

**Character:** Dr. Paneb Omari

**Archetype:** Trickster

**Clan:** Follower of Set

**Setting/Sect:** Pickering Lythe

**Title:**

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●● ●●●●●

**Social** ●●●●● ●●●●●

**Mental** ●●●●● ●●●●●

**Bonus Attributes** ○○○○○

**Bonus Attributes** ●○○○○

**Bonus Attributes** ●●○○○

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●●●●●  
 Animal Ken ●●○○○  
 Athletics ○○○○○  
 Awareness ●●●○○  
 Brawl ●●●○○  
 Computer ○○○○○  
 Crafts ○○○○○  
 Crafts ○○○○○  
 Dodge ●●●●●  
 Drive ○○○○○

Empathy ●○○○○  
 Firearms ○○○○○  
 Intimidation ●●●○○  
 Investigation ●●●○○  
 Leadership ●●●●●  
 Linguistics ●●●●●  
 Lore ●●●○○  
 Medicine ●●●○○  
 Melee ●○○○○  
 Occult ●●●●●

Performance ○○○○○  
 Performance ○○○○○  
 Science ○○○○○  
 Science ○○○○○  
 Security ○○○○○  
 Stealth ●●●●●  
 Streetwise ●●○○○  
 Subterfuge ●●●○○  
 Survival ●○○○○  
 ○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ●●●○○  
 Resources ●●●○○  
 Influence: Elite ●●●●●  
 Contacts ●●●○○  
 Allies ●●○○○  
 ○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

Obfuscate ●●●●●  
 Presence ●●●●●  
 Serpentis ●●●●●  
 Thaumaturgy: Path of Corruption ●●●●○  
 Paralyzing Glance ○○○○○  
 Love ○○○○○  
 Divine Image ○○○○○

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Personal Cult \_\_\_\_\_  
 Setite Sorcery \_\_\_\_\_  
 Slippery Customer \_\_\_\_\_  
 Dark Fate \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
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● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 4 5 6

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□  
 Injured □□□  
 Incapacitated □□□

**Status**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Common Test Pools**

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical. Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

**1 Beast Trait**  
 Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.

**2 Beast Traits**  
 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.

**3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.

**4 Beast Traits**  
 Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.

**5 Beast Traits**  
 Lose a permanent point of morality.



MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC  
**Character:** Hadi al-Usayd  
**Archetype:** Judge  
**Clan:** Assamite

**Setting/Sect:** Pickering Lythe

**Title:**

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●● ●●●●●

**Social** ●●●●● ●●●●●

**Mental** ●●●●● ●●●●●

**Bonus Attributes** ○○○○○

**Bonus Attributes** ○○○○○

**Bonus Attributes** ●●●○○

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●●●●●  
 Animal Ken ○○○○○  
 Athletics ○○○○○  
 Awareness ●●●●●  
 Brawl ●○○○○  
 Computer ○○○○○  
 Crafts ○○○○○  
 Crafts ○○○○○  
 Dodge ●●●●●  
 Drive ○○○○○

Empathy ○○○○○  
 Firearms ●○○○○  
 Intimidation ●●○○○  
 Investigation ●●●○○  
 Leadership ●●●○○  
 Linguistics ●●●○○  
 Lore ●●●○○  
 Medicine ●●●○○  
 Melee ●●●●●  
 Occult ●●●○○

Performance ○○○○○  
 Performance ○○○○○  
 Science ●●○○○  
 Science ○○○○○  
 Security ●○○○○  
 Stealth ○○○○○  
 Streetwise ●○○○○  
 Subterfuge ●○○○○  
 Survival ●○○○○  
 ○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ●●●○○  
 Resources ●●●○○  
 Contacts ●●●○○  
 Allies ●●○○○  
 ○○○○○  
 ○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

Auspex ●●●●●  
 Celerity ●●●●●  
 Quietus ●●●●○  
 Fortitude ●●●●○  
 Psychic Assault ○○○○○  
 Retain the Quick Blood ○○○○○  
 ○○○○○

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Bloodline: Vizier  
 Path of Blood  
 Curiosity  
 Vulnerable to Silver  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
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● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 4 5 6

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□  
 Injured □□□  
 Incapacitated □□□

**Status**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Common Test Pools**

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical.  
 Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

**1 Beast Trait**  
 Rage: Test if you take 4 damage; Hunger: Test if out of blood;  
 Fear: Test if immersed in fire or sunlight.

**2 Beast Traits**  
 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3;  
 Fear: Test if burned by fire or sunlight.

**3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2.  
 Fear: Standing too close to fire or sunlight.

**4 Beast Traits**  
 Rage: Test if you take any damage;  
 Hunger: Test if not at full blood;  
 Fear: Seeing sunlight or fire larger than a lighter.

**5 Beast Traits**  
 Lose a permanent point of morality.



MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC  
**Character:** Harold Bancroft  
**Archetype:** Know-It-All  
**Clan:** Tremere

**Setting/Sect:** Pickering Lythe

**Title:**

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●● ●●○○○

**Social** ●●●●● ●●●○○

**Mental** ●●●●● ●●●○○

**Bonus Attributes** ○○○○○

**Bonus Attributes** ○○○○○

**Bonus Attributes** ●●○○○

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●●●●●  
 Animal Ken ●●○○○  
 Athletics ●○○○○  
 Awareness ●●●○○  
 Brawl ●○○○○  
 Computer ○○○○○  
 Crafts ○○○○○  
 Crafts ○○○○○  
 Dodge ●●●○○  
 Drive ○○○○○

Empathy ●○○○○  
 Firearms ○○○○○  
 Intimidation ●●●●●  
 Investigation ●●●○○  
 Leadership ●●●○○  
 Linguistics ●●○○○  
 Lore ●●●○○  
 Medicine ●●●○○  
 Melee ●○○○○  
 Occult ●●●●●

Performance ○○○○○  
 Performance ○○○○○  
 Science ○○○○○  
 Science ○○○○○  
 Security ●○○○○  
 Stealth ●○○○○  
 Streetwise ○○○○○  
 Subterfuge ●●●○○  
 Survival ●○○○○  
 ○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ●●○○○  
 Resources ●●●○○  
 Contacts ●●●○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

Auspex ●●●○○  
 Dominate ●●●○○  
 Thaumaturgy: Path of Blood ●●●○○  
 Thaumaturgy: Movement of the Mind ●●●○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Thaumaturgic Expertise \_\_\_\_\_  
 Talisman \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

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 □□□□□ □□□□□

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 4 5 6

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□  
 Injured □□□  
 Incapacitated □□□

**Status**

Acknowledged \_\_\_\_\_  
 Loyal \_\_\_\_\_  
 Confirmed \_\_\_\_\_  
 \_\_\_\_\_

**Common Test Pools**

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical.  
 Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

**1 Beast Trait**  
 Rage: Test if you take 4 damage; Hunger: Test if out of blood;  
 Fear: Test if immersed in fire or sunlight.

**2 Beast Traits**  
 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3;  
 Fear: Test if burned by fire or sunlight.

**3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2.  
 Fear: Standing too close to fire or sunlight.

**4 Beast Traits**  
 Rage: Test if you take any damage;  
 Hunger: Test if not at full blood;  
 Fear: Seeing sunlight or fire larger than a lighter.

**5 Beast Traits**  
 Lose a permanent point of morality.



MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC  
**Character:** Henry Newton  
**Archetype:** Introvert  
**Clan:** N/A

**Setting/Sect:** Pickering Lythe

**Title:**

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●● ○○○○○

**Bonus Attributes** ○○○○○

Strength  Dexterity  Stamina

**Social** ●●●●● ○○○○○

**Bonus Attributes** ○○○○○

Charisma  Manipulation  Appearance

**Mental** ●●●●● ●●●●●

**Bonus Attributes** ○○○○○

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●●●●●  
 Animal Ken ●●●●○  
 Athletics ●●○○○  
 Awareness ●●●●○  
 Brawl ●●●●○  
 Computer ○○○○○  
 Crafts ○○○○○  
 Crafts ○○○○○  
 Dodge ●●●●●  
 Drive ●○○○○

Empathy ●●●●○  
 Firearms ●●●●○  
 Intimidation ●●●●●  
 Investigation ●●●●●  
 Leadership ●●●●●  
 Linguistics ●●●●●  
 Lore ●●●●●  
 Medicine ●●○○○  
 Melee ●●○○○  
 Occult ●●●●●

Performance ○○○○○  
 Performance ○○○○○  
 Science ○○○○○  
 Science ○○○○○  
 Security ●○○○○  
 Stealth ●○○○○  
 Streetwise ●○○○○  
 Subterfuge ●●○○○  
 Survival ●○○○○  
 ○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ○○○○○  
 Resources ●●●●○  
 Retainers ●●●●○  
 Contacts ●●●●○  
 Influence: Elite ●●●●○  
 ○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

Hedge Magic: Lure of Flames ●●●●●  
 Hedge Magic: Auspex ●●●●●  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Clear Sighted \_\_\_\_\_  
 Iron Will \_\_\_\_\_  
 Lore Master \_\_\_\_\_  
 Dark Secret: Arcanum \_\_\_\_\_  
 Trouble Magnet \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
 □□□□□ □□□□□  
 □□□□□ □□□□□

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 4 5 6

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□□  
 Injured □□□□  
 Incapacitated □□□□

**Status**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Common Test Pools**

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical.  
 Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
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**1 Beast Trait**  
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 Fear: Test if immersed in fire or sunlight.  
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 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3;  
 Fear: Test if burned by fire or sunlight.  
 **3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2.  
 Fear: Standing too close to fire or sunlight.  
 **4 Beast Traits**  
 Rage: Test if you take any damage;  
 Hunger: Test if not at full blood;  
 Fear: Seeing sunlight or fire larger than a lighter.  
 **5 Beast Traits**  
 Lose a permanent point of morality.



MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC

**Character:** Jacques Poussin

**Archetype:** Troublemaker

**Clan:** Nosferatu

**Setting/Sect:** Pickering Lythe

**Title:**

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●● ●●●●●

**Social** ●●●●● ●●●●●

**Mental** ●●●●● ●●●●●

**Bonus Attributes** ●○○○○

**Bonus Attributes** ○○○○○

**Bonus Attributes** ●○○○○

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●○○○○  
 Animal Ken ●●●●●  
 Athletics ●●●○○  
 Awareness ○○○○○  
 Brawl ●●●●●  
 Computer ○○○○○  
 Crafts ○○○○○  
 Crafts ○○○○○  
 Dodge ●●●●●  
 Drive ○○○○○

Empathy ○○○○○  
 Firearms ○○○○○  
 Intimidation ●●●○○  
 Investigation ●●●○○  
 Leadership ●○○○○  
 Linguistics ●●●○○  
 Lore ●○○○○  
 Medicine ○○○○○  
 Melee ●●●○○  
 Occult ●○○○○

Performance ○○○○○  
 Performance ○○○○○  
 Science ●○○○○  
 Science ○○○○○  
 Security ●●●○○  
 Stealth ●●●●●  
 Streetwise ○○○○○  
 Subterfuge ○○○○○  
 Survival ○○○○○  
 ○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ●○○○○  
 Influence: Underworld ●●●●●  
 Contacts ●●○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

Animalism ●●○○○  
 Obfuscate ●●●●○  
 Potence ●●●●●  
 Serpentis ●●●○○  
 Celerity ●●●●○  
 Presence ○○○○○  
 Fearful Blow ○○○○○  
 Relentless Pursuit ○○○○○

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Unseeing Eye \_\_\_\_\_  
 Hidden Advantage \_\_\_\_\_  
 Pliable Blood: Serpentis \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
 □□□□□ □□□□□  
 □□□□□ □□□□□

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 4 5 6

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□  
 Injured □□□  
 Incapacitated □□□

**Status**

Acknowledged \_\_\_\_\_  
 Loyal \_\_\_\_\_  
 Defender \_\_\_\_\_  
 Praised \_\_\_\_\_

**Common Test Pools**

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical. Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

**1 Beast Trait**  
 Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.

**2 Beast Traits**  
 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.

**3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.

**4 Beast Traits**  
 Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.

**5 Beast Traits**  
 Lose a permanent point of morality.



MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC

**Character:** Mansell DuSeigneur

**Archetype:** Fanatic

**Clan:** Malkavian

**Setting/Sect:** Pickering Lythe

**Title:**

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●● ●●●●●

**Social** ●●●●● ●●●●●

**Mental** ●●●●● ●●●●●

**Bonus Attributes** ○○○○○

**Bonus Attributes** ○○○○○

**Bonus Attributes** ●●●○○

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●●●○○  
 Animal Ken ●●●○○  
 Athletics ●○○○○  
 Awareness ●●●○○  
 Brawl ●●○○○  
 Computer ○○○○○  
 Crafts ○○○○○  
 Crafts ○○○○○  
 Dodge ●●●●○  
 Drive ○○○○○

Empathy ●●●○○  
 Firearms ●○○○○  
 Intimidation ●●●●●  
 Investigation ●●●●●  
 Leadership ●●●○○  
 Linguistics ●●●○○  
 Lore ●●●●○  
 Medicine ●●●○○  
 Melee ●○○○○  
 Occult ●●●○○

Performance ○○○○○  
 Performance ○○○○○  
 Science ○○○○○  
 Science ○○○○○  
 Security ○○○○○  
 Stealth ●●●●○  
 Streetwise ●●●○○  
 Subterfuge ●●●○○  
 Survival ●○○○○  
 ○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ●●●●●●●  
 Contacts ●●●●○  
 Resources ●●●○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

Auspex ●●●●●  
 Dominate ●●●●●  
 Obfuscate ●●●○○  
 Fortitude ●●●○○  
 Celerity ●●●○○  
 Animalism ●●●○○  
 Mass Manipulation ○○○○○  
 Tyrant's Gaze          Psychic Assault           
 Clairvoyance         

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Expanded Consciousness           
 Bloodline: Knight of the Moon           
 Labyrinthine Mind           
 Derangement: Compulsion: Murder Mysteries           
 Trouble Magnet           
 Eerie Presence           
          
          
        

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
 □□□□□ □□□□□  
 □□□□□ □□□□□

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 4 5 6

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□  
 Injured □□□  
 Incapacitated □□□

**Common Test Pools**

Initiative           
 □□□□□○  
 □□□□□○  
 □□□□□○  
 □□□□□○  
 □□□□□○

Initiative is your higher attribute: Mental or Physical. Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

**1 Beast Trait**  
 Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.  
 **2 Beast Traits**  
 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.  
 **3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.  
 **4 Beast Traits**  
 Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.  
 **5 Beast Traits**  
 Lose a permanent point of morality.

**Status**

Acknowledged          Established           
 Loyal          Privileged           
 Honorable           
 Confirmed

MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC  
**Character:** Obed Marsh  
**Archetype:** Judge  
**Clan:** Revenant: Obertus

**Setting/Sect:** Pickering Lythe

**Title:**

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●● ●●●●●

**Social** ●●●●● ●●○○○

**Mental** ●●●●● ●●●●●

**Bonus Attributes** ○○○○○

**Bonus Attributes** ○○○○○

**Bonus Attributes** ○○○○○

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ○○○○○  
 Animal Ken ●●●●○  
 Athletics ●●●●○  
 Awareness ●○○○○  
 Brawl ●●●●●  
 Computer ○○○○○  
 Crafts ○○○○○  
 Crafts ○○○○○  
 Dodge ●●●●●  
 Drive ○○○○○

Empathy ○○○○○  
 Firearms ○○○○○  
 Intimidation ●●●●○  
 Investigation ○○○○○  
 Leadership ●○○○○  
 Linguistics ●●○○○  
 Lore ○●●○○  
 Medicine ○○○○○  
 Melee ●●●●○  
 Occult ●○○○○

Performance ○○○○○  
 Performance ○○○○○  
 Science ○○○○○  
 Science ○○○○○  
 Security ○○○○○  
 Stealth ○○○○○  
 Streetwise ○○○○○  
 Subterfuge ○○○○○  
 Survival ●●●●●  
 ○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ○○○○○  
 Resources ●●●●○  
 Retainers ●●○○○  
 Influence: Underworld ●●●●○  
 ○○○○○  
 ○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

Potence ●○○○○  
 Vicissitude ●●●●○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Path of Death and Soul \_\_\_\_\_  
 Eerie Presence \_\_\_\_\_  
 Short Fuse \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
 □□□□□ □□□□□  
 □□□□□ □□□□□

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 4 5 6

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□□  
 Injured □□□□  
 Incapacitated □□□□

**Status**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Common Test Pools**

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical. Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

- 1 Beast Trait**  
 Rage: Test if you take 4 damage; Hunger: Test if out of blood;  
 Fear: Test if immersed in fire or sunlight.
- 2 Beast Traits**  
 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3;  
 Fear: Test if burned by fire or sunlight.
- 3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2.  
 Fear: Standing too close to fire or sunlight.
- 4 Beast Traits**  
 Rage: Test if you take any damage;  
 Hunger: Test if not at full blood;  
 Fear: Seeing sunlight or fire larger than a lighter.
- 5 Beast Traits**  
 Lose a permanent point of morality.



MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC

**Character:** Richard Crouchback

**Archetype:** Royalty

**Clan:** N/A

**Setting/Sect:** Pickering Lythe

**Title:** Lord of Pickering Lythe

### Attributes

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●● ○○○○○

**Bonus Attributes** ○○○○○

Strength  Dexterity  Stamina

**Social** ●●●●● ●●●●●

**Bonus Attributes** ○○○○○

Charisma  Manipulation  Appearance

**Mental** ○○○○○ ○○○○○

**Bonus Attributes** ○○○○○

Perception  Intelligence  Wits

### Skills

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●●●○○  
 Animal Ken ●●○○○  
 Athletics ●●○○○  
 Awareness ●○○○○  
 Brawl ●○○○○  
 Computer ○○○○○  
 Crafts ○○○○○  
 Crafts ○○○○○  
 Dodge ●●○○○  
 Drive ○○○○○

Empathy ●○○○○  
 Firearms ●●●○○  
 Intimidation ●●●○○  
 Investigation ●●●●●  
 Leadership ●●●●●  
 Linguistics ●●●○○  
 Lore ○○○○○  
 Medicine ○○○○○  
 Melee ●○○○○  
 Occult ●○○○○

Performance ○○○○○  
 Performance ○○○○○  
 Science ○○○○○  
 Science ○○○○○  
 Security ○○○○○  
 Stealth ●○○○○  
 Streetwise ○○○○○  
 Subterfuge ●●●●○  
 Survival ●●○○○  
 ○○○○○

### Backgrounds

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ○○○○○  
 Allies ●●●●●  
 Contacts ●●●○○  
 Fame ●●●○○  
 Influence: Elite ●●●●●  
 Retainers ●●●●●

### Disciplines

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○  
 ○○○○○

### Merits & Flaws

Buy up to 7 points of merits and 7 points from flaws.

Blase \_\_\_\_\_  
 Monopoly \_\_\_\_\_  
 Nightmares \_\_\_\_\_  
 Haunted \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Blood

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
 □□□□□ □□□□□  
 □□□□□ □□□□□

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

### Willpower

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

### Morality

Characters begin on Humanity, with a Morality of five.

#### Humanity

1 2 3 4 5 6

### Health Levels

Incapacitated characters lose their simple action.

Healthy □□□□  
 Injured □□□□  
 Incapacitated □□□□

### Status

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Common Test Pools

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical. Pools are your Attribute + Skill (or WP) + Wild Card.

### Beast Traits

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

**1 Beast Trait**  
 Rage: Test if you take 4 damage; Hunger: Test if out of blood; Fear: Test if immersed in fire or sunlight.

**2 Beast Traits**  
 Rage: Test at 3 damage; Hunger: Test if blood is below 1/3; Fear: Test if burned by fire or sunlight.

**3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2. Fear: Standing too close to fire or sunlight.

**4 Beast Traits**  
 Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.

**5 Beast Traits**  
 Lose a permanent point of morality.

MIND'S EYE THEATRE  
**VAMPIRE**  
 THE MASQUERADE



**Player:** NPC

**Character:** Sophronia Kingthorpe

**Archetype:** Monster

**Clan:** Tzimisce (Carpathian)

**Setting/Sect:** Pickering Lythe

**Title:**

**Attributes**

Assign 7 dots to your primary attribute, 5 to your secondary, and 3 to your tertiary. Choose one focus in each attribute.

**Physical** ●●●●● ●●●●●

**Social** ●●●●● ●●●●●

**Mental** ●●●●● ●●●●○

**Bonus Attributes** ●●●○○

**Bonus Attributes** ○○○○○

**Bonus Attributes** ○○○○○

Strength  Dexterity  Stamina

Charisma  Manipulation  Appearance

Perception  Intelligence  Wits

**Skills**

Choose one skill and assign 4 dots. Choose two, and assign 3 dots each. Choose three, and assign 2 dots each. Then choose four, and assign 1 dot each.

Academics ●○○○○○  
 Animal Ken ●●●●●●  
 Athletics ●●●○○○  
 Awareness ●●○○○○  
 Brawl ●●●●●○  
 Computer ○○○○○○  
 Crafts ●●○○○○  
 Crafts ○○○○○○  
 Dodge ●●●●●●  
 Drive ○○○○○○

Empathy ○○○○○○  
 Firearms ○○○○○○  
 Intimidation ●●●●●○  
 Investigation ●●●●●○  
 Leadership ●●●○○○  
 Linguistics ●●○○○○  
 Lore ●○○○○○  
 Medicine ○○○○○○  
 Melee ●●○○○○  
 Occult ●●●○○○

Performance ○○○○○○  
 Performance ○○○○○○  
 Science ○○○○○○  
 Science ○○○○○○  
 Security ○○○○○○  
 Stealth ●○○○○○  
 Streetwise ○○○○○○  
 Subterfuge ●●○○○○  
 Survival ●○○○○○  
 ○○○○○○

**Backgrounds**

Assign one background 3 dots. Assign a second background 2 dots. Assign 1 dot to a third.

Generation ●●●●○○  
 Contacts ●●○○○○  
 Influence: Elite ●○○○○○  
 ○○○○○○  
 ○○○○○○  
 ○○○○○○

**Disciplines**

Choose one in-clan discipline and assign it 2 dots. Assign 1 dot to each of your other in-clan disciplines.

Animalism ●●●●●●  
 Auspex ●●●●●○  
 Dominate ●●●●●○  
 Protean ●●●●●●  
 Fortitude ●●●●●●  
 Celerity ●●●●●●  
 Potence ●●●●●○  
 Intimidate the Beast

**Merits & Flaws**

Buy up to 7 points of merits and 7 points from flaws.

Bloodline: Carpathian  
 Beast in the Mirror  
 Careless  
 Derangement: Compulsion: Coveting

**Blood**

Generation determines maximum blood, and limits blood spent per turn.

□□□□□ □□□□□  
 □□□□□ □□□□□  
 □□□□□ □□□□□

● 10/1, ●● 12/2, ●●● 15/3, ●●●● 20/4, ●●●●● 30/5

**Willpower**

Characters begin play with 6 willpower.

1 2 3 4 5 6 7

**Morality**

Characters begin on Humanity, with a Morality of five.

**Humanity**

1 2 3 4 5 6

**Health Levels**

Incapacitated characters lose their simple action.

Healthy □□□□  
 Injured □□□□  
 Incapacitated □□□□

**Status**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Common Test Pools**

Initiative \_\_\_\_\_  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○  
 \_\_\_\_\_○

Initiative is your higher attribute: Mental or Physical. Pools are your Attribute + Skill (or WP) + Wild Card.

**Beast Traits**

All Beast Traits are removed after a day's sleep.

1 — Wrong Another 3 — Killing  
 2 — Inflicting Injury 5 — Heinous Acts

**1 Beast Trait**  
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**3 Beast Traits**  
 Rage: Test at 2 damage; Hunger: Test if blood is below 1/2; Fear: Standing too close to fire or sunlight.

**4 Beast Traits**  
 Rage: Test if you take any damage; Hunger: Test if not at full blood; Fear: Seeing sunlight or fire larger than a lighter.

**5 Beast Traits**  
 Lose a permanent point of morality.







# VAMPIRES IN EDWARDIAN ENGLAND!

Noble families with ancient lineages rule this gilded age, and vampires lurk in the very heart of this respectability.

The undead seek refuge from world-shaking events by hiding within the estates and mansions of the rich and powerful. Even Pickering Lythe, a little community in Yorkshire where a family with a noble pedigree holds sway, is not free from their schemes. Local legend hints that the town hides a secret that dates back to the Roman occupation of Britain, and the terror that chased the legions from these shores....

This book provides a complete MET:VTM Chronicle setting; all the background, special rules, NPCs, and detailed plot information you'll need to stage stylishly decadent LARPs in the spirit of Downton Abbey.

- Segmented plot kits that allow Storytellers to mix-and-match them as desired
- Printable player handouts, including Storyteller reference sheets, status tokens, and more
- Costuming and staging tips to help you bring the game alive



*By Night*  
Studios