

Vampire: Dark Ages

Death to the Blind God

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October 2nd 2014

Version #1018441.37.23

“THE EYES OF THE DARK ONE WERE STOLEN FROM HIM, RIPPED FROM HIS HEAD BY HIS ENEMY. IN AN EFFORT TO KEEP THEM FROM HIM, HIS ENEMY THRUST THEM INTO THE HEAVENS WHERE THEY WOULD STAY FOR 10,000 YEARS. LONG AGO, THREE STARS FELL TO EARTH. ENCASED IN EACH WAS ONE OF THE EYES. WITH THEM ONE CAN SEE THE WARP AND WEFT OF THE UNIVERSE! I HOLD ONE IN MY HAND AND IT SINGS TO ME! I SEE THE VAST REACHES OF CREATION, THE SPACE BETWEEN, WITHIN AND WITHOUT. I LOOK INTO THE VOID AND WITNESS ITS INCALCULABLE EXTENT, IT FILLS ME AND I AM LESS THAN THE SMALLEST SPECK IN THE SHADOW OF THAT INFINITY. ITS SONG LIGHTS THE PATH FOR THE WORLD, MAY I HAVE THE STRENGTH TO WALK THAT PATH! MY TASK IS A DAUNTING ONE, THIS FRAIL HAND WILL ATTEMPT TO RECORD THE SONG THAT NO MORTAL WAS MADE TO HEAR.” - An excerpt from the Mad Monk's journal.

The heart of this story is the return of an ancient demon-god and the efforts of a group of Baali to make that happen. The players will be put on the trail of the Baali by their elders. In the end they may have to fight a demon-god. This one, Hanbi, was well known in Mesopotamia thousands of years ago. The story begins in Vienna, during the winter of 1347 with rumor of the Black Death sweeping Europe and outbreaks in both Genoa and Venice.

It is possible, if the Storyteller wants it, that this story goes from the Dark Ages to modern times. There is an alternate ending in which an earthquake strikes during the climax and the players are sent into Torpor until 1934. The story picks up from there and the Baali plot continues with Nazis.

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Happenings in Europe

The environment of Europe is in flux. During the early 1300's cooler weather descended on northern Europe leading to poor growing seasons and smaller crop yields. By 1320 the Great Famine has reduced population levels across Europe by as much as ten percent. The Black Death will further depopulate the area beginning with outbreaks late in 1347 which run until 1353, the first of many waves of plague to hit Europe over the next few hundred years.

Increasing economic stress is causing high prices and market instability leading to a vast economic decline. With the decrease in food supply caused by colder, wetter, weather and a bad economy, warfare also escalated. Most of Italy's city-states are engaged in one conflict or another for most of the 14th century. The Church suffers from internal strife. Charles IV becomes King of Bohemia late in 1347 and begins his rise toward becoming the Holy Roman Emperor. The world is changing and it is a turbulent time for mortal and vampire alike.



Welcome to the Dark Ages.

The Baali Plan

Muranu is the head of a Baali nest that seeks to bring Hanbi back into the world. His childer work with him to the same end. Cai Rhoderick, B'rosh, Magda Hushti, and Jean-Baptiste Lancon are the other major members of the cell. They have a plan to bring about Hell on Earth, one they have been working on for decades. To begin with, they sought out the lost knowledge. Then they worked on reconstructing the dark rite and gathering the artifacts needed for the rite. Soon they will perform said rite thereby giving the Dark One his sight again and opening the gateway for a demon-god to take a vessel and walk the earth.

Eggs for the Omelet

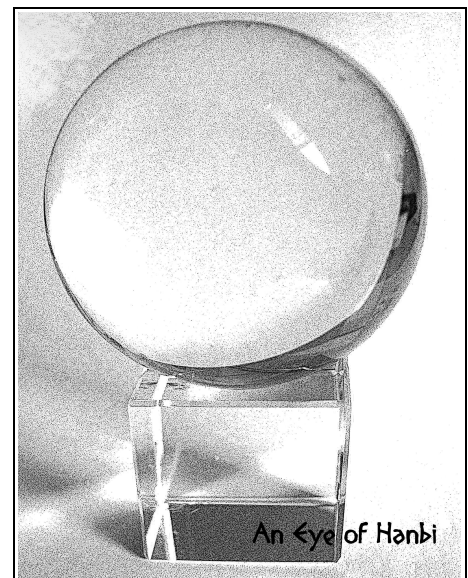
In order to carry out their plan the Baali need several items. Some need to be constructed. Others need to be found. Regardless, all have a role and are needed to bring about a demon-god's return.

The Journal of the Mad Monk

This text is believed to originate around the 4th century BCE. While the original has long since gone to dust, there are copies. The oldest are in Aramaic with a few newer ones in Latin. Not all copies are equal and they vary based on the abilities of the scribe making the copy. According to legend, the Mad Monk found one of the eyes of Hanbi and was forever changed by the experience. It drove him mad and granted him knowledge which he recorded in his journal. A plan for the Infernal Device, which uses the Cup of Mot and the three Eyes of Hanbi, is recorded as part of the journal. The rest of the journal is comprised of the man's mad ramblings. Yet within are hidden nuggets of wisdom. Not all copies have the full plan included, none of the Latin copies more than mention it. It has been hardest to piece together this plan. All totaled, there are believed to be at least a few dozen copies that have survived. The book has gained a bit of a cult following among some Malkavians.

The Eyes of Hanbi

These are three gems, clear topaz perfect spheres about two and a half inches across and weighting about a pound each. A "gifted" mortal that lays hands on any one of these gems will experience what the Mad Monk did and most likely go insane. While very, very, few know that they are the eyes of a fallen Mesopotamian demon-god, they do know that several people have gone mad after touching them, so they must be cursed. Finally, when exposed to bright moonlight they seem to capture and hold the light, glowing softly. One was lost and the other two in the possession of powerful collectors.



The Cup of Mot

This "cup" is made from a human skull of unusual size. It measures about ten inches across, while an average human skull is between six and seven inches. The top of the skull has been sliced off and inverted to make the basin. The lower jaw has been removed. There are three large silver studs affixed to the bottom of the skull in order to make a stable base. According to legend, the skull is that of Mot, adversary to Baal. At the end of the Baal Cycle, Mot concedes Baal is the victor. In some versions of the tale Baal takes Mot's head. *"AND WHEN MOT BOWED HIS HEAD IN SUPPLICATION BAAL SMILED AND*

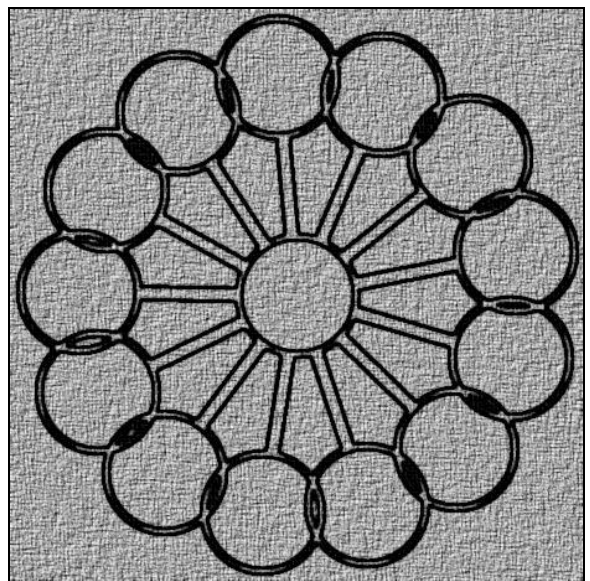


TOOK THE HEAD OF MOT. FROM THE SKULL HE CRAFTED HIS CUP." Scholars studying the stories commonly link Mot to death. Hence the cup has, in more recent times, become known as the Chalice of Death. This is why the Cappadocians had it.

The Infernal Device

The mind and hand of the Mad Monk penned plans for this machine about eighteen-hundred years ago. In truth, the plans did not originate in his mind, they came from a darker mind, a demon's mind. Its purpose is as the platform for a dark and bloody rite that opens the way for Hanbi's return. Lancon is building it based on the Monk's plan. In his eyes, it is an infernal work of art he wishes to realize.

The device's power-plant is called "the Rod" and it is a leather tube containing several lenses, the three Eyes of Hanbi, and a few other items. Moonlight is focused and mutated within the Rod to provide energy for the device. Constructed as a massive set of interlocking clockwork circular platforms, the device has built-in restraints. They are meant to hold vampires, so they are extremely strong. There are thirteen circles, each with a set of restraints and a clockwork appendage designed to puncture the victim's torso and drain their blood. When activated



the sacrifices are simultaneously pierced and blood is drawn from them and into the device where it flows through the machine's innards and is directed to symbols and runes engraved in the device's surface which will glow with a reddish light as blood fills them. Finally the blood flows to a collection point on a central pillar upon which the Cup of Mot should be placed. The Cup is filled with blood and there it waits for the Vessel's hand. The thirteen sacrifices will die the Final Death. The machine sucks out their unlife force as well as their blood. Designed to pierce the Veil, the Infernal Device is both beautiful and terrifying.

How the Cookie Crumbles

The Baali have been working on gathering these items for the past century. Several copies of the journal have been collected. The lost eye and one of the others have been gathered, leaving them needing only one more eye to complete the set. However, their recent acquisition of the of the Cup of Mot from a Cappadocian repository has tipped their hand to a watching adversary. Needless to say, this invasion over the Cup has left the Cappadocians up in arms. House Korvel, lead by an elder Venture, Emil von Korvel, has picked up their scent again. They have contacted several other elders of various clans in order to put together a Coterie. Most, if not all, of the members of this Coterie have Blood Oath to their respective Sire. This is, of course, the players' Coterie.

The Coterie will gather for the first time in the Korvel Manor located in Vienna where introductions will be made. While not much is known, what is will be laid out. So far, it's just speculation that the Baali are up to something and it can't be good. The Cappadocians have spent the time it took to gather the Coterie looking for possible uses of the Cup of Mot in regard to demons. They have turned up an incomplete copy of the Mad Monk's journal, this one in Latin. It only mentions the Cup but it's the best lead they have so far. It also names the Eyes of Hanbi but just what they are is not clear.

At this point the players need to track down information. How they do that is up to them. Some options include, tracking down expert scholars, researching the subject themselves, tracking Baali movements in the area, or seeking an oracle. It just so happens that Emil Korvel knows of a Malkavian oracle in Budapest. Intelligence gathering shows, Baali activity is on the rise in Vienna, Venice, Budapest, and Rome. They are scouring Europe, looking for artifacts and information relevant to the rite.

Both intelligence gathering and the oracle will lead to Cai Rhoderick and/or Magda Hushti. Cai is hunting down more forgotten lore in Budapest and Magda is looking for clues on how to get the third eye of Hanbi in Rome. Researching or seeking experts will lead to the location of the third eye of Hanbi, which is in the possession of an elder Nosferatu living in the catacombs beneath Rome. They know of Magda's inquiries and believe they are ready for a Baali incursion.

Whichever path they take should lead them from one Baali to another and to another. Until, in Venice, they confront Jean-Baptiste Lancon in his workshop and

face their toughest challenge to date. While Lancon is only a ghoulish he has a clockwork ally that will level the playing field. Finally, the path leads to a hidden temple deep beneath Venice and the Baali elder, Muranu, surrounded by his cultist and his newest childer.

From this point there is a choice, if you want to proceed to modern times then the Friuli earthquake will strike on Jan 25th 1348. It will cause serious damage to the area, including Venice and Vienna. Aftershocks are recorded as late as March 5th 1348. The quake or one of its aftershocks could collapse the underground temple during the climax. The players could easily be trapped and sent into Torpor. At that point the story moves forward with the remaining Baali having to recover and go on with the dark rite at another time. Some of the required materials will be buried with the players. It will be centuries before they can excavate such an unstable site and reach the artifacts, or the players. The players will awaken from Torpor at some point in the distant future. The story then continues from there. The Baali will have to be located and stopped.

The other option is to wrap it up in the current age. It will not be enough to kill the Baali involved. All knowledge of the ritual must be expunged. Failure means that other Baali may pick up where this group left off.

Regardless of what age the rite is performed in, if it is successful then one of the Baali, most likely Muranu, will be transformed into the Vessel of Hanbi and possessed by the demon-god. The Vessel will spend a bit of time laying waste and then switch gears, seeking to perform more rituals and open gateways to hell dimensions. This is where the Hell on Earth comes in.



The "Bad" Apples

It takes a special kind of person to truly want to bring about the end of the world. While some Baali are that kind of person, others are operating under the assumption that whatever demonic power they release will reward them with their own power. This may or may not be the case, but the answer to that question will always depend on the demonic entity released. Crazy, deluded, or stupid, what follows are details of the main Baali for this story and their supporters, most of whom are mortals and members of a cult of demon worshipers. There is also information about the demon they worship and his vessel.

B'rosh

Name:	B'rosh	Concept:	The Alchemist	<u>Other Traits</u>					
Clan:	Baali	Nature:	Architect	Academics	3				
Generation:	Ninth	Demeanor:	Tyrant	Brawl	1				
				Dodge	1				
Strength:	2	Charisma:	2	Empathy	2				
Dexterity:	2	Manipulation:	3	Herbalism	3				
Stamina:	2	Appearance:	3	Occult	4				
Road:	Devil	Willpower:	7	(Ancient Lore)					
Conviction:	3	Instinct:	3	Courage:	2				
Disciplines:	Daimoinon 3, Obtenebration 3			Science	5				
				(Alchemy)					
Health:	OK	-1	-1	-2	-2	-5	Incap	Stealth	2

Background: A small man of north African descent, B'rosh has been around for centuries. His head and face are clean shaven and, if not for his death pallor, his skin would be a deep brown. He is a master alchemist and lens crafter. He has part of the plans from the Mad Monk's journal and from them he has constructed "the Rod". A leather tube encasing the lenses and the Eyes of Hanbi. He has detailed notes, which he made during his construction of the Rod. This item will be critical and B'rosh has found a way to enchant it, hiding it from magic that would pinpoint its location. This will work against the Baali if the rod is stolen.

Attack: Bite for 3 dice; fist for 2 dice; Flames of the Netherworld for one die/blood point with a range of 10 yards (6 dice to hit).

Cai Rhoderick

Name:	Cai Rhoderick	Concept:	The Corrupted Cleric	<u>Other Traits</u>					
Clan:	Baali	Nature:	Deviant	Academics	3				
Generation:	Ninth	Demeanor:	Fanatic	Alertness	2				
				Brawl	1				
Strength:	2	Charisma:	3	Dodge	3				
Dexterity:	4	Manipulation:	4	Empathy	2				
Stamina:	3	Appearance:	3	Intimidate	2				
Road:	Devil	Willpower:	8	Blood:	14				
Conviction:	4	Instinct:	2	Courage:	2				
Disciplines:	Daimoinon 2, Obfuscate 2, Presence 1			Occult (Rituals)	5				
				Science	2				
Health:	OK	-1	-1	-2	-2	-5	Incap	Stealth	3

Background: Two centuries ago Cai left England to study in a French monastery. He found so much more than he expected. Appearing to be man in his forties, Cai is well educated and has a love of hurting others. He even devoted some time to learning the use of a mace. His interest being the correct way smash a man's body without killing him. Cai has been given the task of seeking the lost lore that will uncover the device and its function. More than anything he wants Hell on Earth. He sees it as a playground for fulfilling his dark desires. Just talking about it makes his eyes bright. He has several books in his haven. These include his own notes and parts of the Liber Labyrinthus, fragments of a text called the Tree of Hanbi written in very poetic Babylonian (Akkadian), and finally, there are parts of an unknown text written in Aramaic. This is research he is using to work out details of the rite. He keeps Muranu informed of his progress so his death would only be a minor set back. Muranu could finish piecing the ritual together himself.

Attack: Bite for 3 dice; mace for 6 dice; fist for 2 dice.

The Forge Guard

Name:	N/A	Concept:	Clockwork Demon	<u>Other Traits</u>			
Nature:	Slave	Demeanor:	Monster	Alertness	3		
				Brawl	3		
Strength:	6	Charisma:	1	Perception:	5	Dodge	3
Dexterity:	4	Manipulation:	1	Intelligence:	2	Empathy	1
Stamina:	5	Appearance:	1	Wits:	1	Intimidation	3
		Willpower:	3	Blood:	0	Melee	3
Disciplines:	Auspex 2, Fortitude 3, Potence 3		Armor:	2	Stealth	2	
Health:	OK <input type="checkbox"/> OK <input type="checkbox"/> -1 <input type="checkbox"/> -1 <input type="checkbox"/> -2 <input type="checkbox"/> -2 <input type="checkbox"/> -3 <input type="checkbox"/> -3 <input type="checkbox"/> -5 <input type="checkbox"/> Incap <input type="checkbox"/>						

Background: The clockwork form was created by Lancon and then infused with a minor demon's essence. The form is that of an eight foot tall bronze giant with four arms, two end in hands and the other two in heavy sword-like blades. Gears and cogs tick and spin within the massive frame. Fire spills through a grate in front of its month. When he learned of the Infernal Device, Lancon knew he would need a guardian to watch over him as he labored, so he set about building one. He wanted something of terrifying power yet controllable. While a bit dim witted the creature is intelligent enough to carry out most of the commands given to it. It is devoted to Lancon.

The Guard will know the players do not belong and will attack them on sight. It will not stop unless commanded to do so by Lancon. It will be hard to harm the bronze construct, however, blessed or holy weapons will roll one extra die of damage due to the Guard's demon essence.

Attack: Fist for 6 dice + Potence; blade for 8 dice + Potence; fire breath for 2 dice, 4 yard range.

Jean-Baptiste Lancon

Name:	Jean-Baptiste Lancon	Concept:	The Hellsmith	<u>Other Traits</u>			
Clan:	Human - Ghoul	Nature:	Innovator	Athletics	3		
		Demeanor:	Fanatic	Brawl	2		
				Craft - Smith	5		
Strength:	3	Charisma:	2	Perception:	2	(Inventive)	
Dexterity:	4	Manipulation:	2	Intelligence:	4	Dodge	2
Stamina:	3	Appearance:	3	Wits:	3	Occult	3
		Willpower:	7	Blood:	10	Science	4
Disciplines:	Fortitude 2					(Metallurgy)	
Health:	OK <input type="checkbox"/> -1 <input type="checkbox"/> -1 <input type="checkbox"/> -2 <input type="checkbox"/> -2 <input type="checkbox"/> -5 <input type="checkbox"/> Incap <input type="checkbox"/> Subterfuge <input type="checkbox"/> 2						

Background: Lancon is a large man with a sparkle in his eye. Of northern European lineage, he sports a heavy red beard which he braids. This man has a love for his craft first and foremost. He sees himself the equal of the great smiths of legend. This is not without reason, his left hand was lost and he constructed a replacement clockwork hand and imbued it with dark magic so it moves just as well as the original. It is even anchored to the forearm's bones. When at the forge, he is driven and will often work for many hours without pause. All the while, one of his most impressive creations, the Forge Guard, watches over him. As fantastic a craftsman as he is, he's also a servant of Hell and a cannibal. Currently, he is working on the Infernal Device using the plans from the Mad Monk's journal. He sees this as a work of art and his masterpiece, his magnum opus. It is down to the finishing touches and the device will soon be shipped off.

Attack: Fist for 3 dice + 2 dice for the metal hand; hammer for 8 dice. Forge bar, red hot, for 5 dice (1 of which is aggravated) heat only last 3 turns then it must go be reheated to do aggravated damage again. Any gripping strength check is at +2 when using the clockwork hand.

Magda Hushti

Name:	Magda Hushti	Concept:	The Catacomb Rat	<u>Other Traits</u>					
Clan:	Baali	Nature:	Survivor	Acting	1				
Generation:	Ninth	Demeanor:	Loner	Alertness	3				
				Athletics	2				
Strength:	3	Charisma:	3	Brawl	2				
Dexterity:	5	Manipulation:	3	Dodge	2				
Stamina:	3	Appearance:	2	Empathy	1				
Road:	Devil	Willpower:	6	Intimidation	1				
Conviction:	2	Instinct:	5	Courage:	2				
Disciplines:	Daimoinon 1, Obfuscate 4			Stealth (Lurk)	5				
Health:	OK	-1	-1	-2	-2	-5	Incap	Survival	3

Background: Magda is silent and withdrawn. She is covered in scars, all over her arms and legs and back. There are even some on her face. As a mortal, she was tortured with whips and hot iron to an extent that would have killed most people. Agents of the Church tried to "burn out the evil." It did not work. Hell on Earth is a joke to Magda, she has already experienced that. She wants to destroy the Church, down to the last brick, and everyone that ever loved it. She spends her time looking for ways to do this, Muranu's plan offers a way to do that and so much more. Currently, she is scoping out the tunnels under Rome and probing the Nosferatu defenses. Her plan is to slip in and abscond with the third eye. She would like a distraction.

Attack: Bite for 4 dice; fist for 3 dice.

Muranu

Name:	Muranu	Concept:	The Visionary	<u>Other Traits</u>					
Clan:	Baali	Nature:	Visionary	Academics (Theology)	5				
Generation:	Eighth	Demeanor:	Rebel	Alertness (Ambush)	4				
				Brawl	2				
Strength:	3	Charisma:	2	Dodge	3				
Dexterity:	3	Manipulation:	4	Empathy	2				
Stamina:	3	Appearance:	3	Intimidate	3				
Road:	Devil	Willpower:	10	Leadership	3				
Conviction:	5	Instinct:	3	Courage:	4				
Disciplines:	Daimoinon 3, Dominate 2, Fortitude 3, Potence 1			Melee (Swords)	4				
				Occult (Mystical Powers)	4				
				Science (Engineering)	4				
Health:	OK	-1	-1	-2	-2	-5	Incap	Stealth (Prowl)	4
								Subterfuge (Find Weak)	4

Background: Muranu is the sire of this Baali sect, the Seekers, and their leader. He appears to be a man in his late 30's with dark hair and medium complexion. Physically, he is not an imposing individual yet his martial abilities can not be discounted. Muranu has vestigial wings which he proudly displays as an infernal mark and proof of his being "chosen". As leader, he guides the vampire sect as they seek the return of Hanbi, the Dark One. Additionally, he has spent a great deal of time building a sizable cult of demon worshiping mortals, which he uses to fulfill his needs. He has dictated that each cultist carries an amulet of Hanbi and that the high ranking ones are tattooed with the same mark just over their heart.

Attack: Bite for 4 dice + Potence; broadsword for 7 dice + Potence; fist for 3 dice + Potence; Flames of the Netherworld for one die/blood point with a range of 10 yards (7 dice to hit).

The Vessel

Name:	The Vessel of Hanbi		Concept:	Demon God	<u>Other Traits</u>		
Nature:	Demon		Demeanor:	Demon	Acting	3	
					Alertness	3	
Strength:	8	Charisma:	8	Perception:	9	Athletics	3
Dexterity:	7	Manipulation:	10	Intelligence:	8	Body Craft (Bones)	5
Stamina:	8	Appearance:	5	Wits:	9	Brawl	3
Blood/Turn :	5	Willpower:	10	Blood:	30	Dodge	3
						Intimidation (Voice)	5
Disciplines:	Auspex 1, Celerity 2, Daimoinon 8, Dominate 3, Fortitude 5, Obfuscate 3, Potence 3, Presence 2, Protean 3, Vicissitude 3				Occult (Demons)	6	
	Under normal conditions he heals one health level / turn.				Stealth	3	
					Subterfuge	3	
Health:	OK □ OK □ OK □ -1 □ -1 □ -1 □ -2 □ -3 □ -3 □ -4 □ -5 □ -5 □ Dis □						

Background: Hanbi is a Mesopotamian demon god and, according to legend, the father of Pazuzu. Not a great deal of information about Hanbi has survived the years. Some scholars believe he and Pazuzu were in conflict and the son managed to defeat the father. He is known by the Baali as the Dark One or the Blind God. They believe Hanbi intends to return and rule the world again. Once summoned, he will want to test his strength and wreak havoc for a bit. Then he will set about establishing and consolidating his rule. This will entail bringing more of his demon servants to the mortal world. The Vessel of Hanbi is the vampire that performed the dark rite to bring about Hanbi's return. This vampire surrenders their body to the demon's will becoming a shell that Hanbi inhabits for his own purposes. In the event that a mortal stood in the vampire's place and became the Vessel then drop all physical stats by two points and the mortal's form will begin to decay. A mortal is unable to contain the demon's essence. Such a vessel will permanently lose a health level a day, unless a Willpower point is used to mitigate that day's loss. Health lost in this way can not be healed. For details on destroying the Vessel see *The Path of Destruction*.

Attack: Bite for 9 dice + Potence; claw for 10 dice + Potence; fist for 8 dice + Potence.

X Grand-Childer

Name:	*		Concept:	Cultist	<u>Other Traits</u>		
Clan:	Baali		Nature:	Fanatic	Acting	2	
Generation:	Tenth		Demeanor:	Fanatic	Alertness	2	
					Brawl	3	
Strength:	3	Charisma:	2	Perception:	3	Dodge	2
Dexterity:	4	Manipulation:	2	Intelligence:	2	Empathy	2
Stamina:	3	Appearance:	2	Wits:	3	Intimidate	3
Road:	Devil	Willpower:	5	Blood:	10	Melee	3
Conviction:	2	Instinct:	2	Courage:	3	Occult	2
Disciplines:	Obfuscate 2, Presence 1, Daimoinon 1				Stealth	2	
Health:	OK □ -1 □ -1 □ -2 □ -2 □ -5 □ Incap □						

Background: These are Muranu's grand-childer and they are made as needed from the ranks of the mortal cultist. They are fodder for the battles. Many will be used and die in the attack on the Nosferatu for the third eye. Each believes they will be instrumental in the plan, right up until they take an arrow in the knee. *For mortal cultist stats just subtract one point from each of the physical attributes and, of course, they have no disciplines or other vampire powers.*

Attack: Bite for 4 dice; fist for 3 dice; mace for 7 dice.

The Opposition's Goals

When it comes to Baali, it's not hard to get the Clans to work together. Past experience has proven that it's better to put aside differences and deal with the crazy demon worshipping vampires than to let them work what dark magic they desire. Even the deepest animosity can be temporary put on hold to deal with a serious Baali plot. In this case all the members of the Coterie will be under orders by their Sire to work together regardless of how they feel about it. Some will have their own plans and/or goals in this join effort. However, it is clear that stopping the Baali is of paramount importance to all.

The "Good" Eggs

Here are the details of those that would oppose the Baali threat. Some are part of an organized group and others are not. In the end, they share similar goals.

Emil von Korvel

Name:	Emil von Korvel	Concept:	Nobel	<u>Other Traits</u>												
Clan:	Venture	Nature:	Defender	Academics	2											
Generation:	Seventh	Demeanor:	Judge	Acting	2											
				Alertness	2											
Strength:	3	Charisma:	3	Perception:	6	Athletics	2									
Dexterity:	3	Manipulation:	4	Intelligence:	3	Dodge	3									
Stamina:	3	Appearance:	2	Wits:	4	Empathy	3									
Road:	Chivalry	Willpower:	9	Blood:	20	Etiquette (Courtly)	4									
Conscience:	5	Self-Control:	4	Courage:	4	Intimidate	3									
Disciplines:	Dominate 2, Fortitude 4, Presence 3					Investigate	3									
Health:	OK	□	-1	□	-1	□	-2	□	-2	□	-5	□	Incap	□	Leadership (Noble)	4
Background:	Emil von Korvel is a tall, slim man appearing to be in his mid-30's. He has black hair with a few gray strands at the temple. A dark mustache and neatly trimmed beard adorn his face. He is generally well dress in clothing fit for a noble. Emil has a powerful bearing and tends to fill the room with his presence. As much as non-physical means are preferred, he is a capable warrior and he believes some cases call for a direct approach.													Linguistics	3	
														Melee (Sword)	4	
														Politics (City)	4	
														Ride	2	

Emil lives in Vienna and is a very prominent vampire in the city. He is on good terms with the Prince and the local Cappadocians. There was a recent problem with a local Nosferatu which has caused some friction with them. As is always the case, there are factions in the local politics. While Emil is largely respected not all vampires will stand with him. However, on the matter of the Baali there will be very little opposition.

Emil has a history with Muranu. Many years ago Muranu corrupted and destroyed Emil's favorite childe. Since that time he has tracked the Baali and opposed him at every turn. This has lead to the current situation. Emil is opposing the Baali plot not only because it is right but because the plot is something Muranu wants to realize. So, Emil is the driving force behind forming this Coterie. Without his efforts there would be no unified effort looking into this possible Baali threat. As much as he wants Muranu dead, he wants to cause him pain and destroy his dreams too. Emil will be pleased with the outcome so long as Muranu is prevented from realizing his goals.

Attack: Bite for 4 dice; broadsword for 7 dice; fist for 3 dice.

Isabella

Name:	Isabella	Concept:	Oracle	<u>Other Traits</u>												
Clan:	Malkavian	Nature:	Visionary	Academics	3											
Generation:	Ninth	Demeanor:	Loner	Acting	3											
				Alertness (Time)	5											
Strength:	2	Charisma:	2	Perception:	5	Athletics	2									
Dexterity:	3	Manipulation:	3	Intelligence:	3	Dodge	3									
Stamina:	3	Appearance:	2	Wits:	3	Empathy	3									
Road:	Heaven	Willpower:	8	Blood:	14	Occult (Visions)	5									
Conscience:	3	Self-Control:	3	Courage:	3	Stealth	2									
Disciplines:	Auspex 2, Dementation 1, Obfuscate 2					Subterfuge	2									
Health:	OK	□	-1	□	-1	□	-2	□	-2	□	-5	□	Incap	□	Survival	2

Background: Isabella is a tall woman with blonde hair that she has hacked very short. Her features are a little too spaced out to be called "beautiful" but this has never been a concern for her. Isabella is so amazingly insane. It seems that she is able to see the future and she can't stop seeing it. It is unclear if she was in this state before being embraced or not.

Isabella will spend hours standing on the tower's roof and staring off into the distance. As out of touch as she seem, she is really very connected. She sees right through Marc's deception. She has not killed him because, as she puts it, "He is just an ant, if he was a badger, things would be different". Isabella's power as a prophet is more a secret than one would think.

Attack: Bite for 3 dice; fist for 2 dice.

Landolf von Habsburg

Name:	Landolf von Habsburg	Concept:	Noble	<u>Other Traits</u>												
Clan:	Venture	Nature:	Penitent	Academics	2											
Generation:	Sixth	Demeanor:	Autocrat	Acting (Emotions)	4											
				Alertness (Paranoia)	7											
Strength:	7	Charisma:	4	Perception:	6	Athletics (Jumping)	4									
Dexterity:	7	Manipulation:	4	Intelligence:	3	Dodge (Side Step)	7									
Stamina:	7	Appearance:	3	Wits:	5	Empathy	3									
						Etiquette (Courtly)	5									
Road:	Heaven	Willpower:	10	Blood:	30	Intimidate (Political)	5									
Conscience:	5	Self-Control:	5	Courage:	5	Investigate	2									
Disciplines:	Dominate 3, Fortitude 5, Presence 6					Leadership (Compell)	5									
Health:	OK	□	-1	□	-1	□	-2	□	-2	□	-5	□	Incap	□	Linguistics	2
Background:	The Prince of Vienna, Landolf demands obedience. He will not give an inch within his city. Also he is not above using Fealty on vampires new to the city in order to ensure stability. Landolf is a large and imposing figure, not just for his size and bearing. He fills any room he enters. His smoky eyes, like obsidian, and oddly dark complexion mark him in any gathering. Also, his skill at arms is legendary.					Melee (Sword)	7									
						Politics (Vampire)	5									
						Ride	2									
						Subterfuge (Omit)	6									
						Linguistics	2									

Few stand against the Prince, he has been very adept at getting rid of enemies. Either by arranging accidents or use of mind bending powers. A few have even been tricked into openly challenging the Prince to combat. Such contest are invariably short.

Attack: Bite for 8 dice; broadsword for 11 dice; fist for 7 dice.

Leia Traibon

Name:	Leia Traibon	Concept:	Scholar	<u>Other Traits</u>	
Clan:	Cappadocian	Nature:	Loner	Academics (History)	5
Generation:	Tenth	Demeanor:	Autocrat	Alertness	2
				Dodge	1
Strength:	2	Charisma:	2	Empathy	2
Dexterity:	2	Manipulation:	4	Etiquette	3
Stamina:	2	Appearance:	2	Herbalism	3
				Investigation	2
Road:	Heaven	Willpower:	7	Linguistics	2
Conscience:	3	Self-Control:	4	Medicine	3
				Occult (Death)	4
Disciplines:	Auspex 1, Fortitude 1, Mortis 3			Ride	3
Health:	OK	□	-1	□	-1
		□	-2	□	-2
		□	-5	□	Incap
				□	Science

Background: Leia never felt like she belonged. When other children wanted to hear stories about heroes winning the day, she wanted to hear the tragedies. Death and despair attracted her. It was simple for a Cappadocian to seduce her with talk of exploring death. She devoted herself to learning all she could. Now, she is a top researcher for the clan. Her fire red hair and very pale skin mark her, making her almost angelic features take on an unearthly and unsettling quality.

Attack: Bite for 3 dice; fist for 2 dice.

Marc

Name:	Marc	Concept:	Retainer	<u>Other Traits</u>	
Clan:	Human - Ghoul	Nature:	Survivor	Acting	2
		Demeanor:	Penitent	Alertness	3
				Animal Ken	2
Strength:	2	Charisma:	2	Archery	1
Dexterity:	4	Manipulation:	2	Athletics	2
Stamina:	3	Appearance:	2	Brawl	1
		Willpower:	6	Dodge	3
				Blood:	10
Disciplines:	Celerity 1, Potence 1			Hearth Wisdom	2
Health:	OK	□	-1	□	-1
		□	-2	□	-2
		□	-5	□	Incap
				□	Herbalism
					Melee
					Seneschal
					2
					Stealth
					2
					Subterfuge
					2
					Survival
					2

Background: Marc looks out for Isabella's needs. He sees that she has Seneschal blood and that she doesn't "forget" to go inside with the sun rises. He also keeps her in the tower, not by force but by guile. Marc has, so far, always talked Isabella into staying in when she begins to wander.

Marc is a short man of average size and appearance. His features are unusual but not overly attractive. He appears to be in his late teens and in fine physical shape. While most just assumed that he is Isabella's ghoul, he is, in fact, not hers. This, he guards well. Just who he belongs to is only known to him and the vampire that controls him. He also notes all visitors.

Marc will report in should Isabella leave the tower or if anyone comes to attack her. His top priority in the latter case is to escape with intelligence that will allow for revenge.

Attack: Broadsword for 6 dice + Potence; fist for 2 dice + Potence.

Nicolas Du Rouge

Name:	Nicolas Du Rouge	Concept:	Monk & Scholar	<u>Other Traits</u>			
Clan:	Human	Nature:	Celebrant	Academics	4		
Willpower:	7	Demeanor:	Loner	Brawl	1		
				Craft – Scribe	3		
Strength:	2	Charisma:	2	Perception:	2	Dodge	1
Dexterity:	2	Manipulation:	2	Intelligence:	5	Hearth Wisdom	3
Stamina:	1	Appearance:	2	Wits:	3	Investigate	2
						Linguistics	3
Health:	OK					Occult (Demons)	5
Background:	A small man in his 50's with dark hair, which is receding, and a pale complexion, Nicolas is a monk. He has a passion for learning.					Science	3
						Subterfuge	1

His love of knowledge has taken him to some dark places. A fascination of the forbidden books has been another pleasure he finds it hard to control. So many of those books have been on the subject of demon lore that becoming an expert in that area was all but impossible to avoid.

Attack: Fist for 2 dice.

Yvette

Name:	Yvette	Concept:	Child	<u>Other Traits</u>			
Clan:	Nosferatu	Nature:	Celebrant	Academics	2		
Generation:	Eighth	Demeanor:	Fanatic	Alertness	3		
				Animal Ken	3		
Strength:	4	Charisma:	3	Perception:	4	Athletics	3
Dexterity:	5	Manipulation:	3	Intelligence:	3	Brawl	3
Stamina:	5	Appearance:	0	Wits:	3	Dodge	3
						Empathy	2
Road:	Humanity	Willpower:	8	Blood:	15	Linguistics	3
Conscience:	3	Self-Control:	4	Courage:	3	Larceny	3
Disciplines:	Animalism 2, Fortitude 2, Obfuscate 2, Potence 2					Politics	2
Flaws:	Child, Short, and Over Confident					Stealth	3
Health:	OK					Survival	3

Background: As a mortal, Yvette was a young and beautiful child of noble birth. She was also very vain and cruel, with no signs of growing up better. Her embrace, over four centuries ago, was, in the view of her sire, a way to deliver her from the monster she was becoming. So, her body is that of a nine year old child, but now twisted by the Nosferatu curse. Her head is nearly bald, elongated, and bat-like. Her skin is gray, course, and has a few patches of warts. Otherwise, she looks like any other beautiful young girl. Yvette very much loves to dress in nice clothing and wear sparkling baubles. This is do to her deep love of gemstones and jewelry; both of which she collects with great zeal. Her fondest wish is to see them glitter in the sunshine once more. Someday, it may be the last thing she sees.

This led to her building a rather impressive collection of beautiful and valuable trinkets. One of her prize pieces is the third Eye of Hanbi. In recent weeks she has become aware that someone is asking questions about it and poking around near her tunnels.

Her tunnels are under the Lateran Palace in Rome, one of the hardest cities on earth for a vampire to live in. The massive number of priest, nuns, and monks living there, naturally, means

a higher concentration of mortals with True Faith. Even with the corruption in the Church and the Pope calling France home, this has not changed. Yvette and several other Nosferatu, most of whom are her childer, call these tunnels home. They are currently preparing for a Baali incursion. It is possible that their defense will repel the assault. But how many times can they do it?

Attack: Bite for 5 dice + Potence; fist for 4 dice + Potence.

The Wild Cards

Many times, it's not just "good guys" vs "bad guys" in a story. There are often other factions at work as well. This is the third side. Often, hunters, fae, werewolves, mages, basically, anyone not working with the vampires, make up the third side. They are optional to the story and should only be used if wanted.

Good? Bad? "Guys" With the Guns

What follows are details regarding the outsiders. These people all have their own agendas. They are either unaware of the vampire plots or they don't care about them at all. Use any of them as desired or not at all.

Father Solomon Finn

Name:	Solomon Finn	Concept:	Clergy - Hunter	<u>Other Traits</u>	
Clan:	Human	Nature:	Defender	Academics	3
Willpower:	9	Demeanor:	Loner	Alertness (Ambush)	5
				Athletics (Stamina)	5
Strength:	2	Charisma:	3	Brawl	3
Dexterity:	4	Manipulation:	2	Dodge (Sidestep)	5
Stamina:	4	Appearance:	2	Empathy	2
True Faith:	4 - Can "feel" vampires, immune to mind effects, ward off.			Firearms(Quick Shot)	5
Health:	OK □ -1 □ -1 □ -2 □ -2 □ -5 □ Incap □			Hearth Wisdom	3
Background:	Just over six feet tall, Finn is an extremely fit man in his late 30's. His hair is blonde and his face clean shaven. He has several scars but the largest is on his abdomen, where he took a sword in the gut. It is common that he dresses in black. During the winter it will be a long black, heavy coat over black under coat, shirt and heavy pants. A black wide brim hat, high boots, long scarf and a large cross will also be worn. Finn is mortal so, he will be dressed for the weather.			Investigate	3
				Linguistics	3
				Occult (Vampires)	5
				Ride	3
				Science	2
				Stealth	3

This man has devoted the last fifteen years of his life to hunting vampires and with more success than a vast majority of mortals that take up the cause. He has killed over two score, one of which was rather powerful. The vampire community is beginning to notice him. It is only a matter of time before they start hunting him in return.

Why he hunts is not a matter of common knowledge. During his early years he was wounded on a battlefield. It was late in the night, after the fighting was done, and, as a priest, he was administering Last Rites to the fallen. One of the enemy was not so dead as he seemed. A sword to the gut dropped the young priest where he stood. The effort took the last of his dying attacker's strength. So, as Finn lay there, sure he would die in these wee hours just before dawn, he saw something move. Ghost like, they glided from soldier to soldier, finishing any that were not yet dead. As strange as it was, what was more otherworldly was how they did it, seeming to tear out their victim's throat with their teeth! Sure that they would soon kill him too, he began to pray. He prayed not for himself but for the men being killed by these hell-spawn. He

prayed that God would forgive them their mortal sins and grant them admittance to heaven. He knew these creatures, with gnashing teeth, were not men themselves, there was no doubt about that. Still he prayed. They advanced, mouths open, fangs bared, blood dripping over chins and down their chests; he felt God's grace fill him and they stopped! And he prayed more, he prayed for all the lost souls. Until his throat ached and tongue thickened with thirst. They snarled and spat, straining to reach him, yet his benediction held them at bay. Then, just as his strength was at its limit, the sun came. The beasts fled that shining light! Finn knew there was a reason he was spared, God had chosen him and he knew he would live; it was not yet time for his death. There was true Evil in the world, beyond the common variety engineered by man. It was his duty to not only oppose it but cleanse the world of it. He recovered from his grievous wound and began his quest to rid the earth of evil. Starting with the those foul creatures!

In addition to his Faith, he is armed with a double barrel blunderbuss that fires a spread of fiery shrapnel. It will do aggravated damage to vampires due to the burning bits of metal and black powder. It is a muzzle loaded firearm and he can reload both barrels in one turn. He carries with him powder and ammunition for ten reloads. His saddlebags have one hundred more. These weapons are of his own design and he can repair them as needed. With the aid of a good smith, he could rebuild them from nearly nothing. He also knows the making of black powder.

Finn is on the case of one of the vampires. Which one is not yet apparent but one of them has caught his interest. When, where, and why Finn shows up is up to the Storyteller.

Attack: Fist for 2 dice; blunderbuss for 5 dice (2 are aggravated + Rötschreck) for each barrel, range of 12 yards; holy symbol's touch for 4 dice (vs target's willpower, aggravated damage).

Rossa

Name:	Rossa	Concept:	Witch	<u>Other Traits</u>	
Clan:	Human	Nature:	Judge	Academics	4
Willpower:	7	Demeanor:	Fanatic	(Metaphysics)	
				Alertness	3
Strength:	1	Charisma:	2	Dodge	3
Dexterity:	3	Manipulation:	2	Empathy	2
Stamina:	1	Appearance:	3	Hearth Wisdom	3
				Herbalism(Medicinal)	5
Health:	OK □ -1 □ -1 □ -2 □ -2 □ -5 □ Incap □			Investigate	2
Background:	Rossa looks to be lovely woman in her late twenties with raven black hair, a fair complexion, blue eyes, and deep red lips. She wears a dress of white and pale green under a heavy fur-lined cloak.			Linguistics	3
				Occult (Magic Force)	5
				Survival	2

Rossa is a powerful witch who commands the elements of wind and ice. She can call the cutting wind, ajror ("Ah-roar"), that slices her opponent to shreds, Intelligence + Occult (target 6) to hit and one health level of damage for each success. When she calls upon the north wind, akull ("A-cool"), her opponent is frozen in ice, Intelligence + Occult (target 7) extended action for a number of successes equal to the target's strength before the target is covered in ice and frozen in place. From the first success in the extended action the target's movement rate is half. Once imprisoned, each turn the target takes one health level of damage from the cold, unsoakable.

Rossa was the other collector. The second eye was taken from her and she is mad enough to chew iron and spit nails. She wants back what was stolen. Using magic to locate the eye, she traced it to Vienna before B'rosh shielded it from magical location spells. She is on B'rosh's trail.

Attack: Fist for 1 die; Magic attacks (see above) can hit multiple targets within a 60° arc without splitting her action.

Thomas

Name:	Thomas	Concept:	Priest	<u>Other Traits</u>	
Clan:	Human	Nature:	Fanatic	Academics(Theology)	5
Willpower:	10	Demeanor:	Fanatic	Brawl	3
				Dodge	3
Strength:	2	Charisma:	2	Perception:	3
Dexterity:	3	Manipulation:	3	Intelligence:	2
Stamina:	5	Appearance:	0	Wits:	2
				Occult (Demons)	5
				Stealth (Lurking)	5
Health:	OK			Subterfuge	3

Background: The man known only as Thomas is barely recognizable as a man. His face and most of his torso is covered in a thick layer of scar tissue. His head only has rough patches of hair and his body is twisted and he is of indeterminate age. The scars are from deep burns. Thomas was touched by hellfire, not just his body but his mind and soul as well. It has driven him mad.

Thomas is dressed in filthy beggar's rags, to spite the cold, and walks with a limp and the help of a wooden staff. This is a disguise and he uses it to hide in plain sight. He will often be lurking in the shadows. Watching and waiting for his moment. It is possible that members of the Coterie will spot Thomas from time to time as he is watching them, as well as the Baali, while he waits. Speaking with him will, most likely, result in confusion as the man is totally mad. However, a Malkavian may get more out what Thomas has to say.

Fifty-six years ago a youthful priest named Thomas walked in on a corrupt monk summoning a demon. The summons was interrupted and failed but hellfire flooded through the gate this monk had opened. It burn both men horribly, the monk died yet Thomas did not. His faith was shattered along with his mind. The fires of hell spoke to him and gave him knowledge of what Muranu's sect is up to. It also gave him the foretelling of when and where the Dark Rite will be performed. He can close his eye at anytime and "see" himself pushing Muranu aside and taking the Cup of Mot and drinking the blood it contains. He believes that he has been chosen to be the Vessel of Hanbi.



Anyone seeing his scarred body uncovered may make an Intelligence + Occult roll, target 8, to see a pattern in the scars. It is a symbol associated with Pazuzu. The mark of Pazuzu makes him ageless and acts as two dots of Obfuscate. Additionally, it makes his blood taste bad yet there are no ill effects from drinking it. The mark will help him live until it becomes impossible for him to fulfill his purpose.

Should Thomas become the Vessel of Hanbi then the mark of Pazuzu will vanish and his mortal body will begin to decay. The process is described in the section detailing the Vessel of Hanbi. Thomas wants this to happen above all other things but has no idea that becoming the Vessel will destroy him. Unless he is dead, he will be there when the Dark Rite is successfully preformed. In that final moment, his moment, he will try to take Muranu's place.

Attack: Fist for 2 dice.

Prolog

Before play begins each player should have a little introduction during which they get a short time to explore their character. All are being put on the trail of the Baali by their respective Sire (who may have their own private agenda) and any additional goals should be laid out sire to childe. For some this means a face to face meeting. For others a letter is all that is required. For a Malkavian, osmosis may do the trick. Whatever it is the goal here is introducing the player to their character and some of their character's motivations.

Setting and Scene Details

Early, in the story more time is devoted to role play. As we progress along the arc, more physical conflict is injected. In the end, the climax promises a grand battle. That said, the Storyteller is encouraged to alter what they need to for the purposes of their game. If more combat is needed add some more Baali or use one of the wild card NPC's. Likewise, scale the combat down if needed.

What follows are the details of various locations in which the major encounters occur. In addition to physical details there will be information about the people and the encounters in these locations. While the order these encounters are listed in is generally earlier to later, it is flexible. That's because the players can discover different clues at different times, leading them to take the encounters in another order. As always, the Storyteller is free to change anything they like.

A far as travel between locations goes, it will be hard during winter. The mountain passes through the Alps are covered in snow. This will greatly hinder travel between Hungary and Italy. It takes about two weeks for that when weather is favorable and goods are carried by pack animals rather than wagon or cart. The pass roads are not suited to wheels. To go from Vienna to Venice during winter will take longer than normal but it is possible as the road goes through a wide and low pass. However, when the snow is deep enough to close the pass, one would have a better chance if they cut south and moved across the lowlands in order to reach the Adriatic where they would take the sea route to Venice or cut west on the old roman road. It still would take several weeks at least.

Bandits are the biggest issue with travel. While winter will cut down on them there is still a high risk of ambush involved in traveling. What counts most is traveling with a large and well armed group.

Once the players are on the trail of the Baali they will be able to get help arranging travel plans. Korvel will be as helpful as he can when it comes to this.

The Vienna Korvel Manor

It is a very cold winter, one of the coldest in years. In Vienna, November to February are the coldest times. All the city streets are frozen, covered with ice,

and many wagons and cart have been converted to sleighs. Trees and rooftops are coated in ice and snow. One of these is a manor owned by Emil von Korvel.

This beautiful, large, three story stone manor house is situated in one of the wealthier districts of Vienna. The manor's exterior is finely worked stone with plenty of artistic embellishments. Its many windows look out on the snowy streets of Vienna like a solemn sentinel.

The interior will not disappoint expectations set by the outer facade. From the polished marble floors and columns to the gold leaf trimmed paintings on the hardwood wall panels to the chandeliers so adorned in crystal that only the light of the candle's flame is seen. The rugs are fine works, tasteful in both color and design. Beautiful woodwork accentuates every facet of the interior, the masterfully carved molding to the furnishings. Finally, every window has thick and beautifully embroidered drapes. It is, in a word, opulent.



As is common with vampire dwellings of this time, candles in chandeliers or mirrored wall sconces are used to light much of the manor without having visible, open flame. In this way useful amounts of light are provided with minimal risk of Frenzy. In general, great lengths are taken to hide flames from the sight of vampires. However, some still find the odor of burning difficult to deal with. Regardless, the winters in Vienna are too hard to forgo having a fire in the hearth. A vampire that tired may find themselves frozen solid before the night was out.

Tymon, the manor's butler will greet the players as they arrive and place them in the main sitting room until all have assembled. The sitting room is one of the most elegant spaces in the manor, it is meant to showcase the Korvels' wealth and power. There are paintings of famous battles they have partaken in. Trophies won from fallen foes are displayed in prominent locations around the room. A beautifully crafted coat of mail and twin swords are exhibited in one corner. There is a large fire burning in the hearth, enclosed and hidden behind a heavy steel fire screen. A short period after all have arrived, the players will be joined by the master of the house. Emil Korvel will offer them a warm welcome. The Traditions will be observed and each vampire will be offered fresh mortal blood by their host. It will be too late in the night to present the Coterie to the Prince of the city, Landolf von Habsburg. So, Korvel has made arrangements to do so early the following night. What remains of this first night is too important to waste so it will be used to inform them of their mission.

Emil will speak at length on the Baali in general. He will also introduce the Cappadocian representative, Leia Traibon. She has been looking into what the Baali could use the stolen Cup of Mot for. The best lead they have found is an incomplete copy of the Mad Monk's journal, written in Latin. It has none of the plans but they are mentioned. The Eyes of Hanbi are named but the text is fragmented and it is unclear as to what they are. She has researchers looking for more about the plans and the eyes.

By the end of the night there should be an idea of what direction the players wish to go. Some of the likely points of focus include:

- There are reports of increased Baali activity in Budapest, Rome, Venice, and Vienna. All are places of interest. Magda and Cai have been seen.
- Find who has the information about the journal. There are scholars and libraries to investigate. Emil knows of a Malkavian prophet in Budapest.
- Hunting down known members of this group of Baali. Cai is said to be in Budapest, Magda in Rome, B'rosh and Muranu have not been seen in months. Lancon is rumored to be in Venice.
- Find the third eye and get it before the Baali do. This requires they find out what the eyes are to begin with. Leia knows of a monk named Nicolas.

As a matter of hospitality, the manor's second basement will be made available to the Coterie for their use as a haven while in Vienna. The second basement is beneath the main basement. The builders intended it be used as a larder. It is cool year around and light tight. There are a dozen tiny rooms each with a bed and small writing desk, coffins are available upon request. All the rooms can be barred from the inside.

The Prophet's Reach

There is a lone ruined tower on a hill overlooking Buda. Isabella lives there. Touched by the blood of Malkav she sees what others do not. Should the Coterie seek her here she may grace them with knowledge of what she sees. They must bring a gift and how much she likes the gift will dictate the usefulness of her information. The clarity of her answer is another matter altogether. It will be Malkavian ramblings but anything can be learned.

The tower was constructed over a century ago, in response to a Mongol invasion. Abandoned for over sixty years, it has fallen into disrepair. Some of the wooden parts are dangerously weak and a collapse is not only possible but likely. The cellar is another matter. It is in good shape and still light tight. Isabella sleeps in a secret



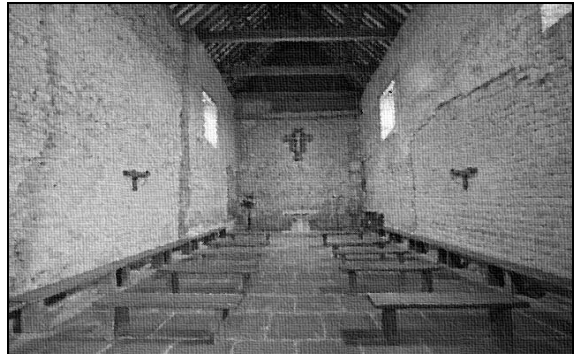
storeroom in this cellar. She has a ghoul attendant, Marc, who lives in an out-building at the base of the ruins. He brings her mortals who are captured on the road, just more victims of highwaymen. They are chained in the tower's cellar until needed. Normally no more than two captives are here at any given time, sometimes there are none.

The ghoul will meet anyone that approaches. If they should not be there, he warns them away saying the tower is dangerously unstable. Those that come seeking Isabella are escorted to her. Marc is not her ghoul. He will not advertize this but he belongs to another vampire in Buda. One that wishes to keep the Malkavian prophet were she is. If someone comes to harm or kill the prophet, Marc's orders are to escape and report so retribution can be arranged.

Isabella spends a great deal of the night at the top of the tower. Gazing out on the countryside yet not really seeing it. The cold doesn't seem to cause Isabella any issues. Often times, those that wish to speak with her must go up on that unstable structure. One at a time is best. Mind the gap.

The Scholar's Library

Near Budapest, on a small island in the river is a compound containing a monastery, scriptorium, a chapel, and a convent for the Ordo Divini Quod Servitus. Here, in the monastery, can be found the monk called Nicolas Du Rouge. Nicolas is one of a score of monks laboring in the scriptorium. He never leaves, in fact, he goes out of his way to stay in the compound.



Chapel

The chapel is a small stone building that serves the needs of both the monks of the monastery and the nuns of the convent. While the architecture is not dramatic, it does have a plain elegance. It is a simple chapel, used only by monks and nuns. It is rare that travelers will see the inside. Father Dilos performs mass daily. Day or night one nun is often found here, kneeling before the alter praying. She is sister Delores, a slender woman in her sixties, just over five feet tall, having one milky white eye, and of Hungarian stock. She will often challenge any interloper by pointing a gnarled finger at them, glaring menacingly, and practically hissing, "YOU there! What business have you here?" Many of the monks and some of the nuns find her rather...unsettling.

Convent

The convent was the first building erected back in 1251. It was conceived of by King Bela IV and built just after the Mongol invasion of 1241. Soon after it was completed work began on the monastery and scriptorium. The convent itself has a lovely exterior, while not plain it is not embellished enough to be called extravagant or even lavish. The two story building has all the needed

accouterments, kitchen, dining hall, bathroom, cellar, bedrooms, and so on. About a dozen nuns live in the convent and there is room for another dozen.

Monastery

The monastery is a simple stone building constructed nearly eighty years ago. It has all the required facilities, cellar, kitchen, dining hall, sleeping chambers, and so on. In accordance with the monks' vows of poverty, none of these facilities are more than plainly functional. Additionally, there is an out-building behind the monastery used to brew beer and store the ingredients. By this building are the gardens, a space used by the monks to meditate. About twenty monks live in the monastery but it could support another ten.

Scriptorium

The scriptorium consist of the main building and two towers. Completed in 1265, this building is, by far, the most beautiful one in the compound. The monks work here daily and tomes come in from all over to be copied. Some of the subjects of these tomes are questionable. Those found to contain knowledge that should be controlled are put aside in a special room. Some nights, Nicolas can be found in the north tower reading these forbidden tomes.

Nicolas Du Rouge is an expert in demonic lore, a monk, and a scribe. He has spent the last twenty years in this monastery. During this time, many strange books have crossed his desk and he reads each and every one. For several of those years he has indulged a desire to learn about demons, reading every book he can locate on the subject. Many of these were very rare but the result is that he now knows more about demons than many mortals will ever dream of.

The Coterie will have just missed Cai, who is working on turning Nicolas to the Baali way. He enjoys the seduction process so, as he usually does, Cai is taking his time with the conversion. Nicolas has been somewhat swayed by the Baali's words but he has not yet surrendered his faith. The best places to find Nicolas at night, when not in his bedroom, are the north tower or the monastery gardens. The gardens are only an option just after sunset as it will be too cold late in the night. If found in his quarters, he may be engaged in self-flagellation with a leather strap in an attempt to rid himself of the temptations Cai has awakened.

This encounter is all about getting information about the Eyes of Hanbi and Hanbi in general. Nicolas knows about the demon god and what the Eyes are. He will also be able fill in a bit about the Mad Monk's journal. In the end, the Storyteller should fill free to use Nicolas to fill in any blank spots in the players' knowledge.

There is a secondary goal of keeping Nicolas out of the grip of the Baali. He would make a wonderful addition to their group. Cai has been visiting Nicolas for the past couple of nights and is close to converting him. This encounter can put the players on the trail to Cai and his haven in the catacombs of Budapest.

It is possible to use Nicolas as bait for Cai. He could be trapped or followed by a

crafty vampire. Such a move could backfire allowing Cai to flee and altering the encounter at his haven such that all his notes and books are gone. That would mean far less information for the players to find. In this case, it may be possible to track Cai's flight. Rather than head to Vienna, which was his original plan, he will make for Rome and seek the third eye.

The Secret Haven

Hidden deep in the catacombs under Budapest is the haven used by Cai Rhoderick while he is in the city. It will be hard to find as it is in an area that has partly collapsed. Both humans and vampires avoid this unstable section. Cai has been using it for the past several weeks.



It is possible that the Coterie will encounter Cai in this place. If so, a combat will occur. Cai will try to escape if possible. If he can't, he will try to destroy his notes so as to keep the Baali plans hidden. He keeps a clay pot of lamp oil in a pile of bone so as to have a quick way to light a fire.

The haven is a small section of the catacombs (12 ft x 14 ft) that has been cleared of bones. Cai has located a little writing desk, a chair, and a table. There are several candle stands as well. Both desk and table are covered in sheaves of parchment and vellum. Most of this is of minor use, the important stuff is hidden among the nearby bones. There is an unfinished letter to B'rosh which promises delivery of "the third eye" and a return to Vienna as soon as he can wrap things up here in Budapest.

Hidden in a cache under some bones are his own notes and several other books. There are parts of the Liber Labyrinthus, fragments of a Babylonian text called the Tree of Hanbi written in very poetic Akkadian, and there are parts of an untitled text written in Aramaic. These are being used for research. Cai is also using the monk, Nicolas, with choice questions that don't give much away. All of this information is being used to put the finishing touches on the dark rite that will open the way for Hanbi. Given time, this material could give clues to the rite.

There are three ways out, one of which is partly concealed in an apparent dead-end. Cai has spent time exploring and knows the area very well, his ability to evade pursuit will be better, +2 to the pursuer target number. It should be noted that the area is weak and a collapse is possible. Such a cave-in may block a passage and injure anyone in the area but it will not be a total collapse that would trap anyone. A tremor here could be wonderful foreshadowing.

If captured, Cai must be interrogated. He will be hard to break. If successful, the players could learn everything about the Baali plot. Hence, the Storyteller should

be very careful here. It would be best if Cai did not surrender or otherwise submit to capture. How that plays out is up to the Storyteller. A group of grand-childer may act as an extraction team and facilitate Cai's escape. In extreme cases, Father Finn could be used to dispose of Cai. Be careful not to short the players, if they feel cheated it will greatly diminish their enjoyment of the game.

The Third Eye

Up to now, the encounters have had minimal physical combat and have been largely about information gathering and role playing in general. Depending on the group, things can shift here if necessary. For players that need more combat, this encounter can deliver. It can also be resolved with role play for the players that would rather take that route. The Storyteller will need to read the group and tailor this encounter to suit their needs.



The trail leads to Rome where, according to information the players have, a Nosferatu named Yvette holds one of the Eyes of Hanbi in her collection. The Coterie will find the Nosferatu tunnels under the Lateran Palace in Rome. Until the Pope and his court moved to France, the Lateran Palace was both his base of operation and living quarters. There was a fire in the Palace about forty years ago which caused the mortals to largely abandon the building. The rebuilding effort has faltered. Nosferatu have made use of this fact, a few even roam the less used palace halls and use some rooms for meetings with mortal informants.

At this point in the story, the simple fact is that if the Baali fail to get the third eye, the story ends here. So, that means they will get the eye. It's just a matter of how they get it. Their plan is simple. Cai leads a two-prong assault with at least a dozen grand-childer. They will be using Obfuscate to get in prime position for the attack. If Cai has been taken out, it will be just the grand-childer. Regardless, this melee is a diversion, one which Magda will use to sneak in and take the third eye. With her level of Obfuscate and an extremely chaotic battle serving as a distraction it will be hard for her not to succeed.

When the Coterie get to the tunnels, the first question is, have they arrived in time? If not, the Baali attack has happened or is happening. Hence, they have the eye or are in the process of taking it. Otherwise, the Baali have not attacked and the players have an opportunity to affect things before the fighting starts.

Yvette is an intelligent and capable vampire but she is also over confident and prone to underestimate the Baali. News of successful incursions to steal other artifacts will not alter her view. She will allow the Coterie to take part in the defense of the tunnels. It will take much convincing to get close to the third eye. She will only allow her most trusted allies so close the eye.

The Infernal Laboratory

The trail leads to B'rosh and his laboratory in Vienna. If the players have skipped the Third Eye encounter, then that invasion will have played out a bit less than two weeks ago. The Coterie may even hear about the attack. That is more likely if they return to the Korvel Manor once back in Vienna.



The laboratory is located in a dilapidated tower on the outskirts of Vienna. It covers the entire top floor, which is one room. Shelves of glassware and shelves holding bottle after bottle of powders, oils, herbs, and extracts line the walls. There are a variety of flask and pots bubbling over candle flames. The smell is unpleasant, to say the least. There is a huge shelf of books and scrolls next to a writing desk covered in more papers.

B'rosh has been at work building part of what the plans described in the Mad Monk's Journal name "the Rod" and it is a strange and mysterious thing. A leather tub, like an early spyglass was fashioned. This one was made from a child's skin. Into the tube was placed all three Eyes of Hanbi, several lenses, and a few carefully cut crystals. It's purpose is to collect and focus moonlight which is then channeled into the Infernal Device in order to "power" it. He has completed the Rod and it is already on its way to Jean-Baptiste in Venice.

There will be plenty of notes in the laboratory. In fact, there are a few too many and it will take time to work through them all. Leia would be a huge help with this. In the end, there are detailed plans for the Rod which include specs on the tube, the lenses, and the crystals. All of which have been crafted by B'rosh.

If the Coterie encounters him here, he will know they were coming and will hide in the shadows using the Obtenebration power of Nocturne. Two successes, Manipulation + Occult, target of 7 will cover the whole room with roiling darkness. As soon as the players enter the room he will use Arms of Ahriman, Manipulation + Occult with a target of 7, to create a number of shadow tentacles. Each has a strength and dexterity of three and will do four dice of crushing damage.

There may also be two assistants with him. They are grand-childer and they will fight for him. If it looks like he is out numbered or out classed, B'rosh will flee.

He may even set the building on fire to cover his escape. There are two escape routes, the front door and a trapdoor leading to the catacombs. If he is desperate, unable to reach one of those routes, then he will jump from a window.

It is possible that Rossa has tracked him down looking to get back her property. She will be most unpleasant to him and anyone in her way.

The Demon Forge

The forge and workshop of Jean-Baptiste Lancon is located on the north side of Venice. It is an area inhabited by traders, merchants, and craftsmen. Lancon has worked steadily for the past several years, forging and assembling gears and cogs and other parts of the Infernal Device. Normally, this area is a thriving center of commerce however, the Black Death has come to Venice. Many people are fleeing, others are hiding, everyone is praying. All the while bodies are piling up.



Now the Coterie has been lead here. If they hope to stop Lancon, they are too late. The Rod was delivered to him and he has made the necessary tests with it. It and the Infernal Device have been shipped over to the temple where the ritual is set to occur. So, for the past two days he has been working on a side project, a false trail for the players. Their efforts have not gone unnoticed and Lancon is under orders from Muranu to divert them from the real temple, which is located beneath the newly constructed Frari Basilica in Venice. Lancon has fake shipping documents to show he sent the Rod and Device to southern Italy. The ship departs from the docks tonight. Lancon will be happy to talk, he will talk all night if the players let him. He wants to delay them. As soon as the Coterie arrived, Lancon sent word that the ship must go immediately. If the players can figure it out fast enough they may be able to catch the ship and expose it as a false trail. Otherwise they are left to believe Lancon or not.

But before all that can happen, they have to get to Lancon. Just outside his workshop is the forge area. It is outside due to the intense heat generated by the forge's fire. A massive thing, looking like a bronze statue with four arms, two of which end in sword-like blades, stands by the forge. Lancon will either be out here working the forge or in the workshop. Regardless, the players will be attacked by the Forge Guard as soon as they get close. The guardian is not foolish and will try to surprise them. Anyone with Auspex can make a roll to notice that it is not a statue at all. Otherwise, they will be ambushed by this clockwork creature. The ghoulish will join his creation, fighting with either his smith's hammer or a hot iron rod he pulled from the forge. Lancon will attack

those that attack him first, next are the weakest members of the Coterie.

The death of the Coterie will fulfill Lancon's needs and Muranu's desires so while there is a chance of that, the ghoul and the guardian will fight. But the ghoul will be quick to surrender so as to both live and set them on the false trail. Then the talking begins, Lancon will have huge amounts to say. The substance of what he says will be mixed. Lies with just enough truth to make them believable.

The Dark Temple

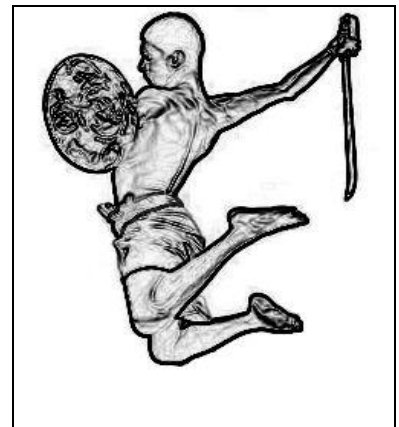
In the south east section of Venice is the Frari Basilica and below the church, a Baali temple has been constructed. Muranu spent years building this temple and recruiting his cult. This is his power-base.



The tunnel system under Venice is not as large as in other places. This is mostly due to all the water. A great deal of Venice is built upon pylons driven deep into the wet earth. What tunnels there are tend to be damp places. The area under Frari Basilica is one of the rare spots that is suited to tunneling. Muranu's temple is cut out of rock found here. An ingenious system of pumps, designed by Jean-Baptiste, keeps the it free of water. Cultist operate these pumps, by hand, day and night. Stopping them would disrupt Muranu's plans, however, it would take a several days for the water to fill the place. On the of towers of the Basilica has been sealed off and hollowed, the roof now open to the sky. This will allow for the moonlight needed in the ritual.

As necessary for the story, there could be anywhere from a half dozen to several score of cultist in and around the temple. Also, the number of grand-childer can vary as needed. Any main Baali members that are still alive would be here if at all possible. Muranu will be here too.

By this point the Baali know there is an opposition force. Their plan will be to fight a holding action to keep them out while Muranu conducts the Dark Rite and becomes the Vessel of Hanbi. The Baali forces are intelligent and organized, they will be pulling no punches here. During this delay tactic, those with Auspex may feel the air vibrating and know that they MUST get to the main room of the temple, target of 7 for that roll.



The Coterie can act alone or as part of a larger force. It

should be possible for them to build an assault force, Emil may have resources, Yvette could be talked into helping, the local vampires of Venice could also help. The local vampires may find extra motivation in saving the sacrifices as most, if not all, of them will be local vampires or any other vampire that the Coterie may care about. As the climatic "final battle" this can, if the Storyteller wants, become an epic battle with scores of vampire and mortal combatants.

An alternate to the huge battle would be the Coterie coming in quietly in order to attack with surgical precision, or otherwise thwart the Baali efforts. The use of disguises or stealth would be needed in this case. Infiltrating the rank and file cultist will be easiest as they will all be wearing heavy and rather concealing robes with hoods. However, this would not allow them easy access to the main room of the temple because only the upper echelon, the inner circle, is admitted to the ritual area. Only they will be taking part in the Dark Rite.

Timing is also important. While the ritual only takes about fifteen minutes to perform the setup and preparation work take much longer. Just transporting and assembling the Infernal Device has taken days. Getting the vampire sacrifices has also been time consuming, none of them are volunteers. Finally, a full moon in a clear sky is required.

The moonlight is critical, the Rod focuses and harnesses it, channeling it into the Infernal Device for power. The main power for the ritual comes from the blood of the sacrifices. Their blood and unlife-force flows into the Device and makes it possible to open the way for Hanbi. Some of the blood then flows into the Cup of Mot. The one designated as the vessel takes the cup and drinks the blood. Hanbi enters them with the blood. All that comes together to make the Dark Rite.

The Dark Rite has two functions, first and most importantly, it reunites Hanbi with his three lost eyes. Secondly, it opens a portal that will allow Hanbi to enter this world and take the vessel that is offered. These two events happen in an order, first the vessel is taken and then the vessel takes the Rod and absorbs the Eyes from it, thereby making Hanbi whole. The Rod is destroyed in the process. The Infernal Device, having served its purpose in piercing the Veil, becomes inert. The Cup of Mot remains as it has been since it was created.

This encounter can end with the ritual working or it is interrupted. If it works, Hanbi enters the world and takes a vessel. The Coterie must now deal with a demon-god, see *The Path of Destruction*.

Should the ritual be interrupted then a chase occurs. Either Muranu is fleeing with the Rod and Cup or Muranu is chasing one or more members of the Coterie that have one or both of those objects. Which happens will depend who has the strongest force in the temple. The underdog should be fleeing. If the Storyteller wishes it, the earthquake will strike now. Most of the temple, the Coterie and the artifacts they hold are buried under tons of stone, see *The Arrow of Time*.

Finally, if Muranu is killed during the Dark Rite then one of the cultist will make off

with the Rod. When the Coterie follows, the earthquake strikes and all of them are crushed by the cave-in. The vampires enter torpor and the human dies. Again, see *The Arrow of Time*.

There are many variables in this encounter, how it plays out is largely up to the Storyteller. Try to make it feel organic.

The Arrow of Time

Thanks to the earthquake, key items and the Coterie are buried under tons of rock in an unstable area. The Baali will have suffered a huge setback and lose of resources. It will be years before they are in a position to get back these items. However, excavation will not be possible until more advanced techniques of mining and tunneling are developed. This will take centuries.



So, the Coterie will remain trapped. Their elders will write them off as an acceptable lose. What remains of the Baali will slink off to a dark place to lick their wounds. Emil will continue to hunt them, for a while. The nights will go by and the centuries will pass.

A great deal happens in these centuries. Not the least of which are changes to the surviving NPCs. Most will not live through the nearly 600 years that this part of the story spans. If an enemy doesn't get them then succumbing to their own Beast will do many in. If the Storyteller wants to change the stats of the survivors, it is suggested that each get between 35 and 40 experience points to spend. The Coterie, being trapped, get no such benefit. While much time passes the goals of the major factions don't change.

The Baali will need to get back both the Rod and the Cup in order to fulfill their goal. Digging out the artifacts will be their top priority. In 1926, clay tablets found in Syria, near Ras Shamra, contain lost lore which reinvigorates the Baali movement. After another series of financial setbacks, due to the Great Depression, the excavation will succeed. Mortal agents, modern day cultist, are using an archeological dig as a front for the excavation. They have some influence in Venice due to ties with Germany and the Nazi party.

With the Great Depression sweeping the world, hitting its apex during 1933, they will find what they seek during the spring of 1934. Hitler's rise to power is occurring. Mussolini's iron grip on Italy is tightening. The conflicts, mostly social but some physical, that are to blossom into the Second World War are beginning to escalate. It is a time of pain and turbulence.

The Coterie will find Venice a different place. Indeed, all of Italy is changed. The Blackshirts bully and punish (beat) people but death is rare at this time. They do so with the goal set by Mussolini when he said, "Italy wants peace and quiet, work and calm. I will give these things with love if possible and with force if necessary." The more the Coterie learns about Europe in the twentieth century, the more they will see how similar, outside of the obvious differences, it is to the fourteenth century. The more things change the more they stay the same.

The first moments after awaking from such a long Torpor will be disorienting. Also, because the vampires have no blood, their Hunger will be difficult to control. Their first action must be to feed. Indeed the Storyteller can tell them what is happening rather than ask what they wish to do until blood is consumed. That blood will most likely be some mortal worker that is digging up what they think is a body. Indeed, the members of the Coterie will all look like remains, oddly well preserved for being six-hundred years old, but still bodies, even if they are shrunken, shriveled, husks.

The amount of blood they need will be more than normal because, in addition to replenishing the blood pool the vampire's body will need restoration. It is possible that they may just regain their mental faculties to find themselves covered in blood and surrounded by several drained mortals, all of whom have been ripped to shreds while trying to flee. Normally, Torpor causes a stat reduction but, because this one is a plot device, it is suggested that the reduction be ignored in this case.

So the newly awakened Coterie finds themselves back in the tunnels under Venice and unaware of just how much time has passed. Tools and clothing found on the mortals, and a string of electric lights will be their first clue that things have drastically changed. They will need a guide, a vampire or a mortal, someone for whom this century is not foreign. It could be a contact from the past that's still around or one of the workers held under duress or mind control.

A search for the artifacts will show that they have been removed from the dig site. It will also reveal that some of the workers are Baali cultist, they have the amulet. With the enemy still in pursuit of their hellish goal and now having everything they need, time will be of the utmost importance.

Should it suit the Storyteller's needs this encounter can take place at a staging area rather than the dig site under Venice. Having the Coterie crated up and shipped else where before coming out of Torpor can be useful in advancing the story more rapidly, it all depends on how the game is proceeding and the desired pacing. So, they could still be in Venice or another location altogether. They could even be held by the cultists with the intent of using them as sacrifices.

Picking up the Scent

Having risen from Torpor, the Coterie must now reacquire the Baali trail. While there isn't a great deal of time, according to the story, to get acclimated to this

new century, don't pass up opportunities to have some fun with it. Extend the Baali schedule if you need to but try not to lose your momentum. After the previous encounter, the players should know time is running against them.

Documents taken from the dig site's office and/or the staging area's office will show a great deal of German influence. Many of the workers and much of the money can be traced to Germany. More digging shows the people and companies to be Nazi supports and Nazi companies. More than just this one sect of Baali have found that Himmler can be very receptive if given the right motivation. In this case, more than half the money that funded the excavation came from Nazi coffers. Indeed, the cultist have found a friend in Himmler.

Once the inventory is found, then shipping information can be located for each item. There are three locations that items are shipping to. The remains of the Infernal Device and several other items have been sent to Germany. The path leads to a castle south of Stuttgart. It should be noted that the Coterie, or rather, their remains were also cataloged by the excavation team and scheduled to be shipped to a Nazi medical facility.

The Dark Rite, Redux

Southern Germany is a rough, mainly mountainous place. One of the castles in the area has been overtaken by the Baali and their mortal cultist. Here, they plan to call forth Hanbi.

The castle sits on a mountaintop next to a small village. Both are crawling with cultist and Nazi guards. Over the past several weeks there have been scores of large crates arriving. They are sent to a massive subbasement.



The Infernal Device has been reconstructed beneath the castle. Some fine engineers have been at work restoring its mechanisms. None of them really understands what it does. While they can, and do, pretend to understand the device, the Rod is another matter. It is well beyond them. Fortunately, it was not harmed during the earthquake. Some of their best scientist have studied it and they don't understand it but all want more time with it. Time they won't get.

With Lancon's work restored and once again powered by the Rod, the lore recovered, and the sacrifices in place, the time of the Dark Rite draws nigh. Maranu, or one of his grand-childer is ready to complete the journey and open the way for Hanbi. There will soon be a full moon, the last thing required.

Several vampires have a resting place within the castle. There may also be a ghoul or two occupying the area. Cultist, some of whom are guards armed with automatic weapons, are in both the castle and the village. Many of the guards are Nazis, some of the cultist are too. The vast majority of people in the area have nothing to do with the Baali or the Nazis.

All the major Baali that still live will be here for the Dark Rite. This encounter ends with the ritual's success or failure. If it works, see *The Path of Destruction*.

The Path of Destruction

Hanbi takes his new body out for a spin, killing and destroying without compunction. He will throw fire and smash objects and kill anyone he gets his hands on. If the Vessel was a vampire then Hanbi will also feed on blood as he uses his own blood to power disciples and other vampiric powers. Also, as a vampire, he can use the blood to increase physical stats, to a max of 10 dots, and heal even faster than normal. And he will do all of these. In short, the Vessel rampages at an epic level.



If the Vessel was a mortal and not a vampire then his blood pool is replenished at a rate of one point an hour. In this case, blood can only be used to power disciples. Also, the physical stats start out two dots less than the listed value. Finally, the mortal body can not long hold the power of a demon-god. The mortal shell is slowly rotting away. The Vessel loses one health level for each 24 hour period that passes, unless willpower is used. Once lost in this way, these health levels can not be healed. When all are gone, the Vessel literally falls apart and releases the demon essence within. While a bit less powerful the rampaging will still be horrendous. The rampage will end sooner because the Vessel is weaker.

Regardless of if the Vessel was once a vampire or not, during combat it automatically heals one health level of damage at the end of each round (so long as that damage was not caused by rotting of its mortal shell). Vampiric healing can be employed on top of this. When all health levels are removed a Willpower roll, target 8, is required to remain in the Vessel. Each round the Vessel remains at or under zero health levels requires another Willpower roll, target 8. If the roll fails the demon is dispelled. Otherwise, Hanbi stays in the Vessel for at least one more round.

If the rampage happens following the *The Dark Temple*, then all of Venice is at

risk. At the very least, Hanbi will destroy the Frari Basilica. Fire and collapsing buildings could kill hundreds, if not thousands. Overall, the death toll has the potential to be staggering. History will likely record it as another earthquake, the region will see several during 1348.

When the rampage follows *The Dark Rite, Redux*, the castle and village will most likely be leveled. It will be doubtful that any mortals make it out alive. Even the cultist will not be spared unless they prostrate themselves immediately upon seeing the Vessel and Hanbi accepts their supplication. Those that find the wreckage will most likely say there was an ordinance explosion and a fire.

Hanbi is testing his power through the Vessel. Once he has an idea of his limits and the mayhem ceases to be enjoyable, he will stop and head for a secret place. Once there, he will call on any remaining cultist and vampires to come to him and begin planning. His plan is to tear down the barrier between this world and the hell dimension. This will allow Hanbi to enter the mortal world in his own form and without the limits a vessel imposes, see *The Gates of Hell*.

To the Gates of Hell

Regardless of what century this happens in it will play out the same way. Hanbi will take some time to gather his strength, calling his supporters to him. The cultist will come. He will put any of the remaining Baali vampires to work embracing some of the cultist. Once he has enough, which will take a few days at least, he will set out to perform a powerful ritual that will forever tear down the wall between worlds and allow hell to spill into the mortal world.

On the night of the ritual, the Vessel will use a blood point on each of his newly made vampire cultist to magically mark them, linking them to the ritual. So long as they have more than five blood points, each will automatically burn a blood point every turn to power the ritual. How many of them there are is up to the Storyteller, tailor it to fit the game. Over the course of the night every mortal drained by one of these vampires adds power to Hanbi's ritual. How many are needed to fully power the ritual is, again, up to the Storyteller and should be adjusted as needed. This could, if desired, be an epic fight with more vampires fighting one battle than the world has ever seen before.



It is suggested that no more than thirty marked vampires be released and that each vampire so marked will tie-up one of the Vessel's blood points, hence his effective, usable, blood pool is decreased. This has the side-effect of weakening the Vessel during this critical time. But that is just a suggestion.

While the marked vampires are harvesting blood to power the ritual, the Vessel is channeling that power into the ritual. The Vessel has become the focal point of this ritual. Interrupting it will not end it, only destroying it will. To be clear, if the ritual succeeds then the walls between worlds fall and hell comes to earth and it's the end. The end of everything as far as mortals, and most vampires, will say. Destroying the Vessel is the only way to stop the world ending.

The closer Hanbi gets to unleashing hell on earth, the more demonic and bestial his Vessel becomes. Use some dramatic license here, making the Vessel larger or having it take on animal or monstrous characteristics would be fair. It could, for example, sprout horns or spines or scale covered skin. In later stages it could mean cloven hooves, a bear's snout, bat wings, a snake's tongue, and so on. In short, the less human the Vessel looks the closer to winning Hanbi is. Let your imagination run wild with this.

As a final note, this encounter could easily get bogged down in numbers. If that is not desired then don't do it that way. Should it suit your game style, use these numbers only as a guide and let the story drive the game.

Epilogue

Is this the end or a new beginning? Assess the loose ends. Take an inventory of which NPC's are known to live, the ones that are known to be dead, and the ones for whom their status is unknown. The relationships that have developed will also need to be cataloged. Both the positive and negative interactions can be used and built upon later. Finally, the location of the key items and lore used in the Dark Rite should be noted. Any of these could lead to future stories of their own.

The Final Session

In the final session, wrap up any of those loose ends that you don't want to revisit. The Coterie did all this because they were told to, not for some reward. Rewards may still come and be from unexpected places. It is unavoidable that, among vampires, they will become famous and stories will arise about each of them. Some will be closer to the truth than others. Most are complete fabrications. None will get it right.

Player Subplots

This section has subplots introduced based on the characters that make up the Coterie. It would be different for different characters. Think of these as examples of what you can do for your players. In addition to any subplots each Sire will also command that their childe go to Vienna and work with Krovel to combat the Baali.

The Gangrel

Your Sire seeks revenge. Many Gangrel have been taken by Tremere and used in the making of gargoyles. Some years ago, Muranu supplied the needs of some mages for Gangrel in exchange for riches and knowledge. Seek out and kill Muranu for his crimes against our clan, we demand his blood.

The Brujah

Your Sire seeks a cleansing. Just as you did during the Crusade you must do again. For the glory of God and the souls of the innocent. Kill each and every one of these God-less Baali hellspawn!

The Setites

Muranu has interfered with our plans one time too many. We have lost influential mortals to his hell cult. Their sins were ours to use. We wish to express our displeasure, we want him as a guest in Alexandria. We want his unlife to take on new shades of pain for many years to come. Bring him too us.

The Ravnos

The Eyes of Hanbi contain much weig, bring them to your Sire so he can set the weig free. Destroy or track any other mystical artifacts you find. Return any information about them to your Sire so they too may have their weig freed.

The Tzimisce

Grandfather has one command for you, "Bring me the Cup of Mot!" He commands this seated upon his bone throne in the Hall of Flesh. You know that failure is not an option.

The Malkavian

Raindrops dance to music that changes the earth's tune. You have been shown a path and the tracks are all over the cake. Someone has moved your cheese. Time to make the wine. It's a favor for a favor, or so they say. They!?

The Toreador

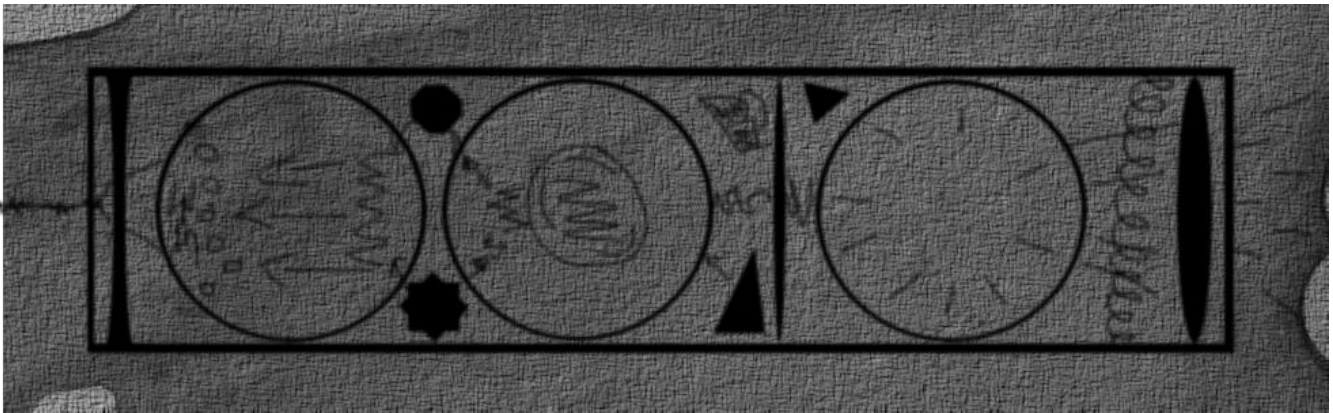
You are on the trail of your missing Sire. Your Sire, whom you love will be used as a sacrifice in a ritual that will end the world. Find your friend and mentor and companion. Stop the Baali menace! (Note: This vampire joined late in the game.)

Extras

This section contains last minute extra bits created for some of the sessions.

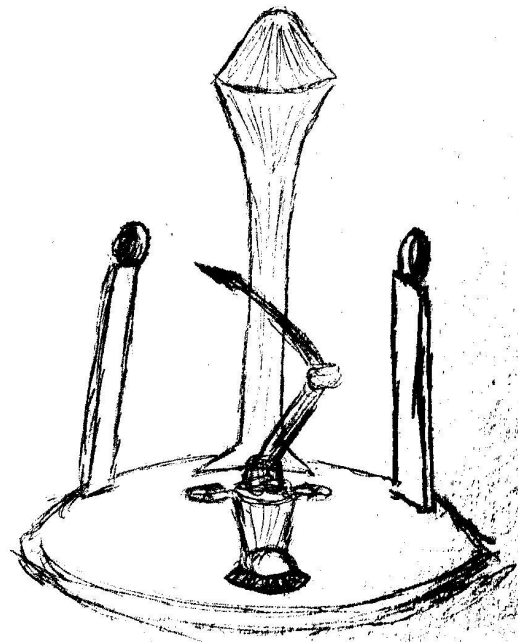
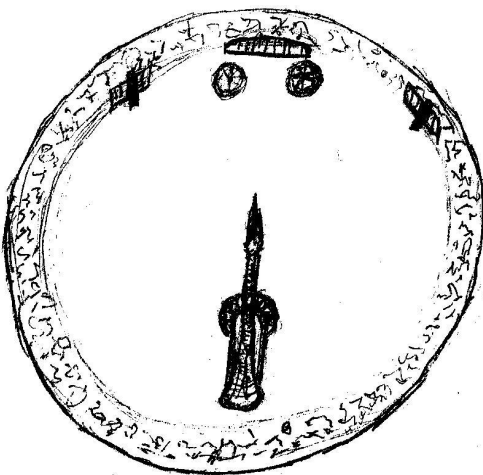
A diagram of the Rod

Found in B'rosh's laboratory. Outlines the layout of the Rod and placement of the Eyes of Hanbi. It is scribed on a durable animal skin.



Early concept sketch

A sketch by Lancon (based on the Monk's design), this is one of the Infernal Device's thirteen platforms built to hold the sacrifices. The restraints are strong enough to hold vampires. The clockwork arm is tipped with a heavy, sharp, spike that will, when activated, pierce the sacrifice's heart and draw out the vampire's blood and unlifeforce. These are used to empower the ritual and bring Hanbi to the mortal world.



The Refresher

We had a longer than normal break between "The Dark Temple" and "Picking up the Scent" so I put together a pregame handout to refresh everyone's memory.

In recognition of the elapsed time since our last game, please allow me to offer a bit of a refresher. This is an off the cuff rush so pardon any typo's I miss. The time is late January of the year 1348.

The trail has led you to Venice, currently in the grip of the Black Death! The bodies of the dead are common in the streets. There, you came to the workshop of the ghoul Jean-Baptiste Lancon. He unleashed his creation, the giant bronze, fire breathing, guardian he calls his Forge Guard. The battle that followed was your most dangerous to date, yet you were victorious!

The now captured Lancon first attempted to deceive you and lay a false trail to southern Italy. Not an easy task when your coterie included vampires versed in Auspex. You uncovered the truth, the temple is in Venice, beneath the Basilica di Santa Maria Gloriosa dei Frari. More importantly, tonight would be the night they call up their demon lord!

Moving with haste, you made your way to the temple and the confrontation with the Baali vampire Muranu and his cultist found below the sleeping mortal city! The caverns in this rare bedrock holding up the sinking city would host a rite designed to bring the dark demon god Hanbi, whom the cultist name the Dark One, into the mortal realm.

Your group advanced on the cultist, immersed in the act of their ritual, and pounced! As your Ravnos companion made what history might call the most dramatic entrance ever to breakup a Baali ceremony while making a grab for the Eyes of Hanbi, Muranu gasped in astonishment as the Cup of Mot was knocked from his victorious grasp by a speeding arrow! The young Toreador rushed to her sire, still locked in the embrace of the Infernal Device built to drain blood and break the veil between worlds, opening the way for Hanbi. The rest of you surged forth to fight cultist and free the other sacrifices. Yet, even as you rushed in to break up the hellish spectacle, fate's hand fell upon you all. The earth itself heaved and the weakened stonework of moonlight shaft groaned and gave way spilling tons of rock to rain down and cover you all in rubble!

Your last moments are filled with the horrific realization that you can not move. Moreover, the brutality of rock is crushing you! Breath for screaming is impossible, bone is cracking, blood is pressed from your veins. The darkness that comes is almost a blessing as it ends the greatest physical pain you have ever known in your life, or your unlife.

*** Fade to black ***

Awaking from Torpor

The following was a hand out for the players given at the beginning of the session covering "Picking up the Scent."

Blackness...

They say the grave is dark and cold.
They have no idea.

In to the nothingness comes a voice,

"Child"

There is no awareness here. No self. Only the **dark**.

"Wake Child!"

Darkness and something else now. Need is here as well.

"Time is short! RISE!"

RED sharp, bright, and clear replaces the **inky** black!

The Need is all there is now, Hunger.

Flashes of images stream by you, punctuated in **RED**. Light and sound invade your world.

Fear, a rictus of pain.

RED!

Screams. Hunger. Movement.

RED!

Loud and sharp sounds assault you.

Pain.

RED!

A thing, no a face, contorted in horror and rage. A blur of speed!

RED!

A bone thin hand, so unnatural, fingers more like claws. Flesh parts for it. A scream and more loud sounds, like hot metal shrieking and cracking as it is thrust deep in snow.

RED!

The Hunger is easing. **Blood** flows. Eyes go **dim**, spark dying.

You feel again, fangs in flesh, **blood** flows. Light is blinding.

Self begins to return.