

A World of Darkness

Nestled within central North Carolina lies a group of cities that are renown for their advances in medicine and the sciences and boast some of the highest standards of education and health in the world. Raleigh, Durham, Chapel Hill, Cary, and a score of satellite towns are found within the greater Research Triangle Park area, more commonly referred to as “RTP,” or simply enough as “the Triangle.” Within lie hundred of thousands of people realizing their individual destinies, forging careers and families, some of them in the same way that they have been for generations. The blend of cutting-edge industry, the thriving educational community, and traditional culture makes the Triangle a vibrant and interesting place to live.

Few would be surprised to learn that such a place has a side unseen by most, a side that the locals would rather not see.

In the World of Darkness, the Triangle is almost identical to the one we live in. Its cities and streets are largely the same in layout and population, the same landmarks and celebrities adorn the same communities and TV channels. It is a world of cell phones, pop culture, barbecue, and ACC basketball. But remember, this image of the Triangle has deeper shadows. The communities have differences, although most of them are subtle on the surface. In the World of Darkness, vampires haunt these places as they have for generations, so it would be foolish to assume that *everything* is the same.

On the streets of Chapel Hill, Durham, Cary and Raleigh, the young flood the streets, seeking debauches and carnal pleasures. Industrial and metal music blares from nightclubs and coffeehouses alike, a constant haze of smoke seems to float above every bar and in many restaurants. Neon proclaiming all manner of temptations blaze in the night, alongside the harsh glare of sodium lights. The youth seeks to demonstrate its individuality by conforming to media stereotypes, and few give thought to anything beyond what was on TV last night, or whether Duke or Carolina won the last Big Game. To top it all off, the old parrot the young, mourning their lost vitality and coolness. Petty pleasures are the rule of the day, making the hunt comparatively easy for hungry vampires.

In the countryside, things aren’t any safer. Cold lakes lie still in dark copses of pine, stretches of primeval forest still crisscross even urban areas, and outside the city limits, may stretch for miles without end. Seclusion rules this land, where cities fear to expand too deeply, and some whisper that werewolves—and worse things—prowl and hunt. Rural communities tend to be insular, everyone knows everyone else’s business. It is difficult to keep secrets in such places or pry them from the old families that are intent on keeping them. Sometimes, people simply disappear and no one investigates too deeply. And things do happen in the woods, things like animal attacks or hunting accidents.

Every day, it seems that the violent crimes get worse. Durham has been called the “little Viet Nam,” because its number of murder cases has exceeded the American casualties in the Viet Nam war. Gunshots ring out nightly in urban tenements where hope is as rare as sympathy. Brutality and casual violence are the rule of the day, and there are certain sections of town where the police won’t go, because they are simply outnumbered and out-gunned. Corruption and professional incompetence are rampant. While the Triangle is certainly a good place to live, it certainly can’t be said that everyone here has a high standard of living.

In short, the Triangle of the World of Darkness is more cynical, more insular, more edgy and intense than our own. Imagine our homes as seen through the lens of the *film noir* or an intense intrigue thriller. Danger may not literally be around every corner, but it is a palpable undercurrent that keeps everyone subconsciously tense. Age and the weight of tradition bear down on all, especially in the land where change for change’s sake isn’t valued. Things persist from generation to generation, in part because no one has the courage

to change things, and partially because everyone is smart enough to let sleeping dogs lie.

Theme and Mood

School of Night is an atmosphere of brooding tension and sharp contrasts. Old houses rot in the woods along roads that lead to multimillion-dollar industrial complexes. Fried chicken and barbecue are served in the same neighborhoods that host chic cafes and upbeat bars. Think of all that is old, struggling to survive and prosper, in a world where the new floods the senses every night. It’s the Deep South, both charmingly quaint and cutting edge, with a gothic-punk spin.

The overall theme of the Triangle by Night is the idea of changing times—those that refuse to change often perish for their folly. But once you boil down to the essential facts, how much *really* changes over time? The TV shows, restaurants, and popular music might change faces every few years, but fundamentally, the people still work, play, sleep, and spawn children to follow the same pattern. It’s difficult to stave the ennui and malaise of an undead heart after a few generations of this.

Timeline and Continuity

Vampire: the Masquerade was originally published in 1991. Nineteen years later, the setting and themes remain as compelling as ever, although official support ended six years ago. Over the course of the product’s lifetime, the metaplot advanced considerably with an ever-evolving timeline of characters and events that affected vampires (and other creatures) throughout the World of Darkness.

Rather than attempting to extrapolate an advanced timeline past the official end of the supported canon, I have decided to “reset” the continuity to the beginning of the product’s lifetime. Camarilla Malkavians still have Dominate instead of Dementation, Petrodon is still a justicar cracking down on the anarchs, Lodin is still prince of Chicago, the Sabbat remains in control of New York, and so forth.

I will advance the timeline as the chronicle progresses. I haven’t set a schedule for when certain changes become “official,” and I reserve the right to change the official continuity as I see fit. After all, I want you to enjoy a few surprises and suffer a bit of the uncertainty and tension that your characters do.

Character Creation

Allowed Character Types: Players may create Camarilla vampires and ghouls. With storyteller permission, you can also play a “normal” mortal (possibly even a numinous mortal or a hedge magician). No other supernatural creatures are allowed—this is a *Vampire: the Masquerade* chronicle and I will only allow characters appropriate to a *Vampire* game.

Allowed Clans: Brujah, Gangrel, Malkavian, Nosferatu, Toreador, Tremere, Ventrue, Caitiff. Notes about specific clans follow.

Malkavians: The tide of insanity that washed over the Malkavian clan as described in the late 1990’s has not yet happened. As such, Camarilla Malkavians retain the disciplines of Auspex, Dominate, and Obfuscate.

Toreador: The storyteller calls for entrancement rolls, despite attempts to justify how your character’s ideas about “beauty” should affect this clan flaw. If you voluntarily make an entrancement suggestion for your character (and it fits and is cool), I may reward you with a reduced difficulty on your next involuntary entrancement roll.

Venture: Your chosen blood type must be neither too rare nor too common, check with me before selecting your chosen prey. Usually, this flaw has the net effect of increasing the difficulty of your hunting rolls by 2 or 3. Conditions can change this, of course.

Caitiff: Caitiff have no clan disciplines, “effective” or otherwise. They must spend their beginning three dots on the eight “basic” disciplines and cannot select clan-specific disciplines (with the possible exception of Protean).

Generation: You can’t allocate more than three dots to the generation background, for a maximum of 10th generation. The vampires of the Triangle area just aren’t as ancient and powerful as those in older or larger cities. Additionally, generation is something to aspire toward—the struggle of the young against the old is a prime theme of *Vampire* and this chronicle. You’ll have opportunities to advance your character’s generation... If they’re willing to pay the price and do what it takes to get it.

Influences: I use the expanded influences system from the Mind’s Eye Theatre game. Instead of expending Influence Traits, you get to roll dice as part of an action to exert your influences.

Abilities

Your initial abilities gained during character creation must be spent on “core” abilities, those that appear in the core rulebook. Other abilities must be approved on a case-by-case basis and strongly supported either by your character concept or direct experience through the events of the chronicle.

Purchasing lore abilities (Sabbat Lore, Lupine Lore, Faerie Lore, *et cetera*) generally requires that your character have direct contact with such creatures, or earn the knowledge through chronicle events. Your character may not begin the chronicle with *any* lore abilities, except those that the character is a party of. For example, a Camarilla Malkavian could start with Kindred Lore, Camarilla Lore, and Malkavian Lore, but not Venture Lore, Sabbat Lore, or Magi Lore. Even then, you may only begin with a single dot in any such lore that you are eligible to purchase and may only improve those Lore abilities with direct storyteller approval.

It’s difficult to maintain an atmosphere of tension and horror when the players have encyclopedic knowledge of the setting and metaplot. I’d like for you to respect the boundary between player knowledge and character knowledge, and I’ve changed some things about the core setting deliberately to change some things from the core material for that very reason.

I generally do not allow characters to purchase the Demolitions ability. High explosives attract a *lot* of attention, characters that frequently use explosives either find themselves targeted by federal investigators or neutralized as a threat to the Masquerade. Furthermore, *Vampire* really isn’t a game about blowing shit up. It’s just not that important of an ability for characters to have to justify all the headaches of allowing it.

Merits and Flaws

Characters may have merit and flaw traits, subject to the normal rules as written and storyteller approval. All Merits and Flaws must be approved on a case-by-case basis. Merits and flaws must fit the character’s background and make a certain sense when viewed in light of their concept and other traits.

Crossover Characters

This is a *Vampire: the Masquerade* game. You can play a mortal or ghoul if desired, but all other types of supernatural creatures are proscribed. The muddling of themes, contradictory power sources and lore, and inherent challenges and drawbacks to each of the World

of Darkness’ creature types does not promote a cavalier, mix-and-match attitude towards play.

As background, it’s all fine and good to say that your character was interested in the occult before the Embrace, but ultimately, I don’t want to deal with extensive “crossover characters” of any sort. This includes abominations, vampires that were once mages, kinfolk, et cetera.

I don’t want you to make character with dots in Lupine Lore, then get upset when I don’t allow you to use that Lore to find and befriend a werewolf. If any Lore or other creature types are introduced into the chronicle, I want it to be because I’m using them as antagonists or uneasy allies, not the monster-of-the-week or as a resource to exploit to use against other vampires.

In short, other creatures should be mysterious and scary, if your character even knows that they exist.

About Characters

Characters in *Vampire: the Masquerade* were normal humans before their Embrace. Much of the immediacy, our ability to empathize with their situation and emotions, comes from their resemblance to us — not their differences.

In RPGs, the tendency is to create characters to somehow “win” by making a character good at everything, or at least good at breaking shit and killing things. After all, there’s a certain amount of fun in playing a character that gets to do the things that we aren’t able to in real life.

There is no written, official rule that says that you can’t play Sergeant Rex Hazzard, the ex-Special Forces demolition expert with six black belts and sniper training that went on to work with the CIA. But consider the tripartite nature of the game and the setting: it’s a *storytelling* game of *personal horror*. Much of the immediacy and empathy we have for our characters go straight out the window once we envision them as Shwarzenegger-esque violence machines.

You’ll almost certainly find that your characters are more interesting when they resembles “real” people more. Think blue-collar workers, busy professionals, struggling artists... Essentially, human characters that deal with the same frustrations and drives that we all do.

Procedures

Hunting: Hunting rolls are made as described in the core rulebook. Each success on a hunting roll garners you one blood point. Making a hunting roll takes an hour. Domain, Fame and Herd affect hunting normally.

The above guidelines refer to a hunting method where your priorities are nourishment—you take what you can get as quickly as you can. You may run into the occasional complication, such as feeding on someone with an infectious disease or being covertly photographed on someone’s smartphone. There are risks to feeding, and your unlife will become more interesting because of your appetites. If you botch a hunting roll here, we immediately go into roleplaying mode and deal with the complication.

If you wish to avoid complications while feeding, you must spend an entire *night* making the hunting roll. Your priority then includes keeping a low profile, making certain that you’re not observed, carefully selecting your prey, and so forth. That extra attention takes time, but it also takes longer because you’re being choosier about your prey. The benefits, however, are often worth it to careful vampires. If you take an entire night to make a hunting roll in this fashion, you do not risk botching the roll—you are taking enough time to avoid or account for potential complications.

A far more brutal method of hunting includes the “dine-and-dash.” If you’re desperate for blood (or enter a hunger frenzy), you may simply snatch a vessel off the street and drain it. This approach immediately garners you ten blood points, but automatically involves a complication. Usually, this deals with disposing of the body, dealing with potential Masquerade breaches, and *always* a degeneration check for vampires on the path of Humanity.

Influences: You may roll your influences with an appropriate ability in order to affect the desired influence. Generally speaking, making an influence roll is based on Manipulation + the Influence in question. Manipulation is by and far the most common ability used with Influences because it’s almost archetypical for the action in question—you’re trying to get someone to do you a favor, after all. In some cases, you might use other Attribute with the influence (Intelligence to use logic to persuade a judge with your Legal Influence, for example), but by and far, Manipulation is the most common Attribute used with it.

It generally takes an hour to make an Influence roll, and you must be reasonably accessible to the institution you want to influence (this is very easy in the modern day, with recourse to telephones and the like). You can keep rolling as an extended action to accomplish the desired result, although each such attempt requires an hour of legwork.

Unlike other types of traits, an Influence check rarely happens right away. Most applications of Influence take place over time, typically at least a night (and possibly longer) to see the results—even if you succeeded on the check.

Initiative Ratings: Some disciplines (Auspex, Celerity) add to your initiative rating.

Damage from Firearms: Firearms inflict lethal damage to vampires. A vampire should have good reason to fear a human with a firearm and even basic proficiency with it—a county sheriff with a shotgun is nothing to sneeze at, even for the undead. Vampires still use their Stamina to soak lethal damage as normal, and of course, may heal the lethal wounds they cause by expending blood.

Unarmed Damage and Potence: Creatures with even a single dot of Potence (including ghouls) may inflict lethal damage with their unarmed attacks without increasing the difficulty of the attack. They may inflict bashing damage as normal if they choose, but must decide before rolling damage for the attack. It’s possible for a ghoul to inflict terrible wounds upon the kine, and they can threaten the Kindred with their strikes.

Your Potence doesn’t have to be “activated” for this to occur, you may always inflict lethal damage with unarmed attacks if you choose to.

Disciplines

“Basic” Disciplines: There are eight disciplines that are common to all vampires, regardless of clan: Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Potence, Presence. Any vampire can learn any of these disciplines just by expending experience points, after they satisfied their basic clan requirements as outlined below.

Learning Other Disciplines: To learn an out-of-clan discipline that isn’t a “basic” discipline, you must receive tutoring from a vampire with the discipline in question. If the discipline is listed as a clan discipline for only a single clan (Chimerstry, Obtenebration, Protean, *et cetera*), you must ingest blood from the tutoring vampire in order to acclimate your own blood to these gifts. Depending on the ages of the vampires in question, the rarity of the discipline in question and other factors, this will require between one and three blood points.

Initial Disciplines: You *must* spend your first three dots on clan disciplines. The first three dots represent your mystical inclinations and gifts based on the power of the blood more than your own personal aptitude and training.

Improving Disciplines: Before you may purchase out-of-clan disciplines, you must first have two dots in each of your clan disciplines (that’s right, at least six dots in total). You must learn the basics of your own clan’s mysteries before delving into the deeper secrets of other clans or the vampiric condition.

Additionally, you cannot have any out-of-clan discipline higher than your highest clan discipline. While you may develop impressive prowess with any discipline, your own clan’s signature powers will come most easily to you and you will master them before mastering others.

Your clan disciplines are the signature powers most closely associated with members of your clan. They should be an appropriately prominent part of your repertoire.

Identifying Disciplines: If your character sees a discipline in action, he may identify a power from a discipline he personally knows (read: has at least one dot in). For example, a Brujah couldn’t identify Dread Gaze in use unless he had at least one dot in Presence, even though Presence is a clan discipline for Brujah.

Identifying disciplines that you don’t know generally requires an appropriate Lore ability. The difficulty depends on the specific power and Lore ability. For example, it’d be easier to identify Obtenebration with Lasombra Lore than with Sabbat Lore. In any event, identifying disciplines in use is rarely an easy thing; the storyteller is not obligated to allow you a chance to identify mysterious powers.

Even if a character identifies a discipline in action, his knowledge is second-hand rumors and speculation—it imparts no aptitude with the discipline in question or the ability to learn it without normal tutoring. Imagine an automotive mechanic explaining to you the general procedure of how to replace your transmission. Now imagine going out under the hood and trying to do it based on that casual conversation. Sure, you may know enough about it to make an educated guess, but knowledge doesn’t impart ability.

Auspex: Add your Auspex rating, if any, to your initiative rating.

Celerity: Add your Celerity rating, if any, to your initiative rating.

Potence: Potence allows you to inflict lethal damage with unarmed attacks without increasing the difficulty of the attack. Your Potence doesn’t have to be “activated” for this to occur, you may always inflict lethal damage with unarmed attacks if you choose to.

New Abilities

The following abilities are available in *School of Night*.

Player Knowledge and Canonicity

Characters in *Vampire: the Masquerade* do not have recourse to a 300+ page core rulebook that lays out the basics of their condition. They certainly do not have access to a library of .pdf files and sourcebooks that lays bare the deepest mysteries of the World of Darkness. There is no Kindred version of Wikipedia, and even if there were, no Kindred would be foolish enough to trust it. The elders and other canny masters of the Jihad would not have their lessers garner such power so easily.

Kindred “common knowledge” is a sad hodge-podge of folk tales,

legend, Hollywood chicanery, and accounts that are second-hand (or even further removed from the truth). While it's likely that a neonate understands instinctually that they must feed on blood and hide from the sun, intimate knowledge of one's clan and innate abilities are not passed along through the supernatural power of the Embrace. Newly sired vampires are astoundingly ignorant of their condition. They don't know the traditions, the shadings of difference between various sects and allegiances, or the names of active antediluvians. They don't even know what diablerie is, what a clan is, or what an antediluvian is—until someone tells them.

Furthermore, extensive player knowledge works against the atmosphere of tension that *Vampire* seeks to evoke. Familiarity breeds contempt, after all. Every player that suspects that the Prince is a Ventruer or Tremere is going to take the Iron Will merit at character creation. Without a clear divide between player knowledge and character knowledge, the mystery and tension of the game collapses.

In short, *your character does not know everything that you know*. If you even want a *chance* for your character to know it, you're going to need the appropriate Lore ability, and even then, I reserve the right to disseminate exactly what your character has heard about—proving this academic, theoretical knowledge as correct or incorrect will require you to test this knowledge. If I suspect you of exploiting player knowledge (such as circuitous and elaborate justifications about how your character just happens to have accurate information on the true workings of the Black Hand, an alliance with a cabal of mages, et cetera), expect it to be shot down.

One more friendly note... I have deliberately changed some canon "facts" and information about the World of Darkness. When discovered through play, I'll gladly tell you that it diverges from canon (but not necessarily the extent of such divergences). This is partially to customize the World of Darkness to my personal tastes and the narrative needs of the chronicle, but also to give experienced players the chance to savor the mystery and horror of the World of Darkness afresh and anew. Enjoy!

Camarilla Lore

You know about the Camarilla. You are familiar with its leaders, both the real ones and the figureheads. You know history, the names of archons and justicars, the decisions of past conclaves, legends, the current "Most Wanted" list and the political stances of the major players. Not all Camarilla members have this Knowledge; many do not concern themselves with the night-to-night affairs of the political entity to which they belong. It is difficult for an outsider to have more than two dots in this Knowledge, and only the best-informed mortals will have even one.

- 1 Student: What any member would know if she bothered to ask. You know about the Traditions, the Prince, the and Masquerade.
- 1 1 College: What most Ventruer know. You know about the general court positions and the primogen.
- 1 1 1 Masters: What most Nosferatu or Tremere know. You may have served in a court position or attended a conclave or two, and can name a few archons.
- 1 1 1 1 Doctorate: What most princes and archons know. You know which cities in the region are held by the Camarilla and can name their princes and some members of their courts. At this point, you know enough to make educated guesses about the Camarilla and its true workings.
- 1 1 1 1 1 Scholar: What only the justicars and Inner Circle representatives know. Such knowledge includes long-term goals and strategic objectives, as well as personal

Possessed By: Camarilla Members, Sabbat Spies and Paladins, Wise Members of the Independent Clans.

Specialties: History, Legends, Princes, Justicars, High-Level Politics, Law and Conclave Decisions, Current Affairs.

Clan Lore

You have knowledge about a particular clan of vampires that no outsider should possess. You are aware of the clan's practices, rituals and secrets, and can put that knowledge to good use. However, members of the clan in question may not like the fact that an outsider has a handle on proprietary information, and may act to plug any such security leaks.

This Knowledge only grants information about one particular clan, chosen when you select this ability and approved by the storyteller (you're unlikely to get accurate dirt on the inner workings of the Tzimisce clan when you have spent your entire unlife in rural Virginia, for example). In addition, you may have heard about the legends and luminaries of the clan, but this Knowledge grants no real insight into individuals with low status or who are considered unimportant. For instance, Brujah Lore might let you identify Theo Bell or Jaroslav Pascek at a conclave, but won't give you any insights into a Brujah neonate attending the same conclave. High status means that you're well known, after all.

- 1 Student: You are aware of the clan and its particulars. Well, the rumors and stereotypes of those clans, at any rate. You know just enough to put your foot in your mouth if you try to speak authoritatively on the clan in question.
- 1 1 College: What a rank neonate of the clan knows. You know how the clan is set up, and can myth from fact. You've heard the stereotypes, know the clan's weakness, and can identify the clan's disciplines.
- 1 1 1 Masters: What an informed neonate of the clan knows. You know most of the clan's basic layout and procedure. You know the clan's major allegiances (sect and attitudes towards other clans) and have heard a tale or two about the clan's Antediluvian.
- 1 1 1 1 Doctorate: What an ancilla of the clan knows. You know the clan's secrets as well as anyone. You can identify most members of the clan that have high Status traits, and you've heard about several members of the clan who have attained prestige and importance (princes and archbishops, for example).
- 1 1 1 1 1 Scholar: What an elder of the clan knows. You know more about the clan than most of its members do. You can trace the activities of several famous members through history and recite dozens of names and cities where the clan dwells.

Possessed By: Kindred, Hunters, Ambitious Ghouls, Arcanum Scholars.

Specialties: Power Structure, Chain of Command, Secrets, Movers and Shakers

Kindred Lore

Kindred Lore reflects your knowledge of the great secrets of vampires as a species: the Jihad, Gehenna, the Antediluvians, Methuselahs, and the Book of Nod. Unlike the Occult ability or the lesser Vampire Lore possessed by some humans and other supernatural creatures, much of what you know about Kindred Lore is accurate. Learning the cryptic profundities of the World of Darkness, however, is a laborious and painstaking. You may not purchase more than two dots of Kindred Lore at character creation, and may only expend experience points to raise this trait with the storyteller's direct approval.

- 1 Student: A fledgeling, you've got the basics of the vampiric condition down. You know that sunlight and fire will harm you and how to use your blood to heal and augment your physical abilities.
- 11 College: Still unfamiliar, your sire told you the legend of Caine and Abel, the First City, and the Antediluvians. Much of this information is accurate, although it is certainly also biased. You can also identify the areas of your city where vampires are likely to be found, although these creatures might not appreciate your attention.
- 111 Masters: Broad familiarity with the legends. You can name the Antediluvians and the major clan disciplines; you may have even read some of the fabled Book of Nod. Gehenna is an unpleasant rumor, and you have heard of some things that your sire would prefer that you didn't know (such as infernalism and the general method of diablerie).
- 1111 Doctorate: You know a few of the great secrets. You have read much of the Book of Nod, and may have seen the Erciyes Fragments or the Revelations of the Dark Mother. You've heard of a few Methuselahs and can make educated guesses about their machinations. For those in the know, you are considered a scholar of the unliving, and enjoy a certain prestige among those interested in vampire lore (such as some Tremere or Noddists).
- 11111 Scholar: You possess some of the greatest secrets of the World of Darkness, which makes you a danger to yourself and others. Elders fear that you might unearth their havens and you show remarkable insight into the vampiric condition.

Possessed By: Vampires, Ghouls, a very few Hunters.

Specialties: the Jyhad, Antediluvians, Caine, Lilith, the Book of Nod, Gehenna.

Sabbat Lore

You know about the Sabbat. You know who holds power where, which faction is in ascendance in various areas, where the war against the Camarilla is going well and where it's failing, history, the tenets of various belief systems and the reputations of famous (or infamous) packs. Not all Sabbat members have this Knowledge, the Creation Rites do not always allow time to give new members a detailed briefing. It is almost impossible for an outsider to have more than two dots in this Knowledge, and very few mortals will survive long enough to have even one. Sabbat Lore may not be acquired during character creation.

- 1 Student: What most members who live long enough to ask know. You've undertaken the vaulderie and know to listen to your pack priest.
- 11 College: What most pack priests and leaders know. You are aware of the Sabbat's chain of command and are familiar with most local packs. You've heard about the Sabbat's numerous enemies, although most such accounts remain little more than fireside tales.
- 111 Masters: What most bishops and Lasombra know. You may have served in a Sabbat crusade and can name a few templars and other high-profile persons.
- 1111 Doctorate: What the archbishops and paladins know. You know which cities in the region are held by the Sabbat and can name their archbishops and some members of prominent local packs. At this point, you know enough to make educated guesses about the Sabbat and its true workings.
- 11111 Scholar: What only the prisci, cardinals and regent know. Such knowledge includes long-term goals and strategic objectives, as well as personal information about several key elders of the sect.

Possessed By: Vampires, Ghouls, a very few Hunters.
Specialties: the Jyhad, Antediluvians, Caine, Lilith, the Book of Nod, Gehenna.

New Backgrounds

The following backgrounds are available in *School of Night*.

Haven

The Haven background reflects the status of your residence, or at least the place where you hide from the sun and mortals during the daylight hours. Higher ratings generally mean that your haven is larger and more comfortable, although this isn't always the case. A higher haven rating makes it more secure, more difficult to find and thus a safer place for you to rest. You may add your Haven to opposed rolls made when someone is trying to locate your Haven or track you back to it.

You may purchase this background multiple times; each separate rating represents a separate haven. Most vampires of at least ancilla status (and smart neonates) have several boltholes scattered throughout the domain. Even if your haven is relatively secure, it's still a good idea to switch up the routes you take to get there every morning and sleep in different havens from time to time.

- 1 You have a tiny haven approximately the size of a bathroom or closet. It's safe from the sun and from mortals casually discovering it during the day, but with no amenities. *Example:* A forgotten utilities closet in the steam tunnels beneath the hospital.
- 11 Your haven is the size of a large bedroom and at least has a bed or some blankets for comfort and electricity. Normal humans generally avoid the place. *Example:* An RV with blacked-out windows, parked in a place where RVs would be inconspicuous.
- 111 You have a spacious haven approximately the size of an apartment. You have a cozy place to sleep during the day and basic amenities like electricity, a shower and the like. You could even have internet access and a phone line, but such things might make it easier for people to find your haven. Your haven is in a secret place that mortals wouldn't think of as being inhabited, even hunters and vampires are thrown off the trail. *Example:* An apartment in an unusual place not marked as an apartment building, such as in the basement or loft of a blue-collar business.
- 1111 Your haven is enviously comfortable, approximately the size of a house, with furniture, electricity, internet access and all the basic amenities expected of a dwelling. You can even host guests if you so desire, and the Keeper may consider declaring your haven Elysium if your status is respectable. It's difficult for hunters or other vampires to discover your haven, probably requiring several night's dedicated work. *Example:* A magnificent suite in a prestigious downtown office location that used to be a hotel, including some covert method of getting in and out (service passages, sewer access, and so forth).
- 11111 Your haven is vastly spacious and luxurious, approximately the size of a mansion or apartment building. You could host your entire coterie if you so desired, and your haven is secure enough that it takes a truly dedicated hunter to discover its whereabouts or assault it directly. *Example:* A mansion in a walled complex just outside of town, supposedly the residence of a retired politician, including a camera surveillance system, guard dogs, and possibly even

armed guards.

Influence Traits

In the core *Vampire: the Masquerade* rules, Influence is a simple background that measures political influence. In *School of Night*, we use an expanded Influence system to represent the machinations of the Kindred in greater detail.

These Influence traits are inspired by the influences available in the *Mind's Eye Theatre* rules.

Unlike many other traits, there are finite amounts of each Influence trait available. Not every Kindred can bend the district attorney to their agenda, after all. The storyteller keeps track of the Influence available in a given region, and once all of that Influence is purchased, no more is available. A Kindred that wishes to garner Influence in that area must make new Influence to seize, which is a long and drawn-out process over decades of urban growth and development. More likely, the Kindred free some of those assets by various machinations and seize them. Such conflicts are both coin and weapon in the Jihad.

Bureaucracy

You can manage various government agencies and bureaus. By dealing with social programs and public servants, you can spin red tape, bypass rules or regulations or twist bureaucratic regimentation to your advantage. Bureaucracy is useful in operating or shutting down businesses, faking or acquiring permits and identification paper and manipulating public utilities and facilities. Government clerks at the city and county level, utility workers, road crews, surveyors and other civil servants are potential contacts or allies.

Specialties: Permits, business licensing, DMV, red tape, health department, social services.

- 1 You can trace utility bills.
- 1 1 You can get a falsified driver's license or birth certificate.
- 1 1 1 You can falsify or fake a death certificate or close an office, school or business for a single day due to "violations."
- 1 1 1 1 You could falsify a land deed or initiate a department-wide investigation.
- 1 1 1 1 1 You can rezone areas of the city, arrange for records to be permanently lost, or shut down a business, school or office for at least a week.

Church

Although the modern church has arguably less control over temporal society than it did in the Middle Ages, church policies still exert considerable influence over the direction of politics and communities. Knowing the appropriate people gives a character insight into many mainstream religions, such as Christianity, Judaism, Islam, Hinduism, Shinto or Bhuddism. (Fringe or alternative groups, such as Scientology, are the purview of the Occult influence.) When you exercise Church influence, you can change religious policy, affect the assignment of clergy and access a variety of lore and resources. Contacts and allies affected by Church influence would include ministers, priests, bishops, Church-sponsored witch-hunters, holy orders and various attendees and assistants.

Specialties: Protests, demonstrations, fundraising, charities, missions, specific ministries (prison, music, youth).

- 1 You can pass as a member of the clergy.
- 1 1 You can track the movements or suspend a member of the laity.

- 1 1 1 You can convince a particular parish to cancel a single service or access minor Church finances.
- 1 1 1 1 You can discredit or suspend ordained priests and have a word in local Church policy.
- 1 1 1 1 1 You can organize a demonstration and access the lore (and possibly hunters) of the local Church.

Finance

Manipulating markets, stock reports and investments is a hobby of many, especially those who use their knowledge to keep their wealth hidden. Although your actual available money is a function of your Resources, you can use Finance influence to start or smother business, crush or support banking institutions and alter credit records. Clearly, such power over money is not to be trifled with. Fortunes are made and destroyed with this sort of power.

Specialties: Capital investment, mergers and acquisitions, mutual funds, banking, real estate, credit markets.

- 1 You can learn about major transactions and financial events.
- 1 1 You can raise the capital to start or purchase a small business.
- 1 1 1 You can arrange the purchase of an established local business and affect the stock of publicly traded local companies.
- 1 1 1 1 You can delay deposits or falsify credit ratings.
- 1 1 1 1 1 You can convince the bank to take a single "holiday" or shut down ATMs for a few days or cause a significant change in the price of a local stock.

Health

Some creatures rely on connections in the medical community to acquire blood. Necromancers and practitioners of arcane arts may also require body parts or medical data to further their studies. These sorts of research and developments fall under the purview of Health influence. Coroners, doctors, lab workers, therapists, pharmacists and specialists are just a few of the folks found in this field.

Specialties: Surgeons, specialists, mental institutions, medical labs, coroner's office, medical records, blood bank, funeral homes.

- 1 You can access health records, falsify minor records (such as vaccination records), or get a single blood point of normal human blood.
- 1 1 You can get minor lab work done or get a copy of a coroner's report.
- 1 1 1 You can corrupt the results of a medical test, falsify study data, and falsify an individual's medical records.
- 1 1 1 1 You can acquire a reasonably intact, unremarkable cadaver.
- 1 1 1 1 1 You can have someone institutionalized or released.

High Society

The glitterati at the top of society move in circles of wealth and elegance. Many people find such positions alluring, and they indulge in the passions of the famous and the wealthy. Access to famous actors, celebrities and the idle rich grants a certain sway over fashion trends. Combined with fame, a modicum of High Society Influence turns a character into a debonair darling of the most exclusive social circles. Among these circles, one finds dilettantes, artists of any stripe, old money families, models, rock stars, sports figures and jet-setters.

Specialties: Country clubs, professional (or collegiate) athletics, celebrities, scandals, paparazzi.

- 1 You can get tickets to any event in town.
- 1 1 You can track many celebrities and you are considered a voice in the local entertainment field.
- 1 1 1 You can crush or exalt the careers of a rising star and hobnob well above your station.
- 1 1 1 1 You are considered a minor celebrity.
- 1 1 1 1 1 You can make or break a posh gathering (such as a gallery opening or local festival) and possibly get a brief appearance on a talk show.

Industry

The grinding wheels of labor fuel the economies and markets of the world. Machines, factories, and blue-collar workers line up in endless drudgery, churning out the staples of everyday living. Industry Influence sways the formation of unions, the movement of work projects, locations for factories and the product of manufacturing concerns. Union workers, foremen, engineers, construction workers, manual laborers and all manner of blue-collar workers exist among these ranks.

Specialties: High-tech sector, agriculture, medicine, hazardous materials, construction, specific local industries.

- 1 You can learn about industrial projects and movements.
- 1 1 You can arrange for small “accidents.”
- 1 1 1 You can organize a minor strike.
- 1 1 1 1 You can open a small plant or shut one down for a short time.
- 1 1 1 1 1 You can manipulate virtually any aspect of local industry.

Legal

Since many of the operations that supernatural characters tend to undertake are at least marginally illegal, a good amount of sway over judges and lawyers is indispensable. Those who dabble in Legal Influence often pull strings in the courts to make sure their questionable practices go unpunished. Of course, a little Legal Influence is also excellent for harassing and enemy’s assets. Such Influence ranges from law schools and firms, to lawyers, judges, district attorneys, clerks and public defenders.

Specialties: Plea bargaining, arraignments, contracts, corporate law, personal injury law, court officials.

- 1 You can get free representation for minor cases.
- 1 1 You can avoid bail for some charges or get a minor charge dropped.
- 1 1 1 You can get free representation for most cases and manipulate legal procedures in small ways (court dates and the like).
- 1 1 1 1 You can have a court case tied up, have many charges dropped, or cancel or arrange parole.
- 1 1 1 1 1 You can shut down all but the most serious trials and have almost any charges on a local level dropped.

Media

Directing media attention away from one’s activities is a key component of survival for some supernatural creatures. Putting specific emphasis on certain events can put an enemy in an uncomfortable spotlight or discredit a rival. With Media, you can crush or alter news stories, control the operations of news stations and reporters and sway public opinion, with DJs, editors of all varieties, reporters, cameramen, photographers and broadcasters at your disposal.

Specialties: Specific local newspaper, TV, or radio station, breaking stories, investigative journalism, broadcasters.

- 1 You can learn about a story before it breaks.
- 1 1 You can get press credentials and access press resources.
- 1 1 1 You can suppress a story or article for a short time, but not ground it entirely.
- 1 1 1 1 You can initiate an investigation or report or ground a story indefinitely.
- 1 1 1 1 1 You can broadcast a fake story or change the facts as reported in a given story as you see fit.

Occult

The hidden world of the supernatural teems with secrets, conspiracies, and unusual factions. Obviously most supernatural creatures are aware that strange things exist out there by dint of their very existence, but acquiring hard knowledge of such things is a function of Abilities. By using Occult Influence, you can dig up information to improve your knowledge, get inside the occult community and find rare components for magical rituals. Cult leaders, alternative religious groups, charlatans, occultists and New Ages can be found here.

Specialties: Pagans, fringe religious groups, cults, new-agers, conspiracy theorists, specific supernatural creatures.

- 1 You can learn about local occult groups and their practices.
- 1 1 You can access resources for minor rituals and possibly contact local occult figures.
- 1 1 1 You can get rare ritual resources and occult writings, including a basic ritual at the Storyteller’s discretion.
- 1 1 1 1 You can research an intermediate ritual, and you may be aware of other supernatural creatures in the area (although detailed information is a function of your Abilities).
- 1 1 1 1 1 You can research an advanced ritual, minor occult items, and possibly contact a local supernatural creature.

Police

“To protect and serve” is the motto of the police, but these days, many people have cause to wonder who is being protected and served. That said, Police Influence can be very handy in protecting one’s holdings or raiding the assets of another. Police of all ranks, detectives, clerical staff, dispatchers, prison guards, special division (such as SWAT or homicide) and local highway patrol officers make up these ranks.

Specialties: Beat cops, detectives, investigations, vice, narcotics, SWAT, juvenile system.

- 1 You can get out of minor traffic tickets or hear police rumors.
- 1 1 You can have license plates or criminal records checked.
- 1 1 1 You can get copies of an investigation report or have local police hassle and detain someone.
- 1 1 1 1 You can get confiscated weapons or contraband or have serious charges dropped.
- 1 1 1 1 1 You can arrange a sting operation, have an officer fired, or access the SWAT team for a raid.

Political

Altering party platforms, controlling local elections, changing appointed offices and calling in favors all fall under the purview of Political Influence. Well-timed blackmail, bribery, spin doctoring and sundry other tricks are the stock and trade on both sides of the fence. Some of the likely contacts and allies include pollsters, lobbyists, activists, party members, spin-doctors and politicians from

rural zoning committees to the mayors of major cities or representatives in Congress.

Specialties: Specific local party, elections, fundraising, legislation, *quid pro quo*, backroom deals.

- 1 You can identify the real platforms of local politicians and parties.
- 1 1 You can meet small-time local politicians and get some inside information from party agendas and staffers.
- 1 1 1 You can sway local legislation and party agendas.
- 1 1 1 1 You can enact minor legislation or arrange a local scandal.
- 1 1 1 1 1 You can affect a party's choice of candidate or squelch a local scandal.

Street

Ignored and often spat upon by their "betters," those in the dark alleys and slums have created their own culture to deal with life and any outsiders who might intrude. When calling on Street Influence, you use your connections on the underside of the city to find the homeless, gang members of all sorts, street buskers, petty criminals, prostitutes, residents of the slums or barrios and fringe elements of so-called "deviant" cultures.

Specialties: Gangs, drugs, homeless population, "word on the street," prostitution, petty crime.

- 1 You know of most of the local gangs and have an ear to the local street buzz.
- 1 1 You can live (mostly) without fear on the streets and access small-time contraband, such as petty drugs.
- 1 1 1 You can get small-time weapons (such as a pistol) or get minor services from a gang.
- 1 1 1 1 You can get serious weapons (such as a shotgun or SMG), mobilize a group of homeless people, and have a word in gang operations.
- 1 1 1 1 1 You can effectively direct a medium-sized local gang or lay low in the 'hood indefinitely.

Transportation

Most supernatural creatures make their homes in defensible parts of cities. Traveling across the wilderness is difficult without this Influence, with the problems of marauding werewolves and other supernatural threats. Getting access to special supplies and services can also take a measure of Transportation. All these things can be controlled with a bit of sway over truckers, harbors, railroads, airports, taxis, border guards, pilots and untold hundreds, as well as more mundane aspects like shipping and travel arrangements.

Specialties: Shipping, airlines, border crossing, taxis, limousine services, movers, customs, private aircraft, private boats.

- 1 You can travel the local metropolitan area quickly and freely.
- 1 1 You can arrange passage safe from mundane threats (sunlight, robbery, et cetera) and track people that use public forms of transportation.
- 1 1 1 You can avoid supernatural dangers when traveling or get someone's tickets cancelled.
- 1 1 1 1 You can temporarily shut down one form of transportation.
- 1 1 1 1 1 You can smuggle with impunity and make travel a breeze (or absolute hell) for others.

Underworld

The world of crime offers lucrative possibilities to strong-willed or subtle leaders. Anyone talented or simply vicious enough to

do so can traffic in guns, money, drugs, and vice. Underworld Influence lets you reap the benefits of all manner of illegal dealings, and its ranks are filled with drug dealers, bookies, hit men, fences and criminal gangs.

Specialties: Drugs, weapons, extortion, racketeering, gambling, fencing, hit men, hired muscle.

- 1 You can get minor contraband (small-time drugs, scalped tickets and the like).
- 1 1 You can get serious drugs and stolen goods and fence loot.
- 1 1 1 You can get serious weapons (automatic rifles, et cetera) and have muscle rough someone up.
- 1 1 1 1 You can make white-collar crime connections and possibly arrange for a minor "hit."
- 1 1 1 1 1 You can supply local drug needs, arrange ganglands assassinations, or get a fire bug.

University

Institutions of learning and research are the purview of the University Influence. Access to the halls of learning can grant any number of resources, from ancient languages to research assistance to many impressionable young minds. School boards, students from kindergarten through college, graduate students, professors, teachers, deans, Greek orders and a variety of staff fill the ivy-covered buildings.

Specialties: Greek orders, administration, dean's office, specific departments, specific local university.

- 1 You can obtain school records and know the layout and policies of local schools.
- 1 1 You can get someone's college records, falsify high school records, and have minor access to the campus.
- 1 1 1 You can cancel a class, fix a grade, or discredit a student.
- 1 1 1 1 You can discredit faculty members and organize student protests and rallies.
- 1 1 1 1 1 You can falsify undergraduate degrees and have unfettered access to campuses.

Myths and Realities

Over the course of the game's development, certain conventions have evolved regarding the society of the Kindred. Many of these ideas are fallacies or the outright result of some player's inability to assume the persona of the titular characters. There are several points to consider when assuming the role of a vampire in the World of Darkness.

Vampires conduct their night-to-night unives basically like people do. They hold down "normal" jobs, pay their taxes, and get driver's licenses and other government-issued documents in their own name.

Bullshit. Some childer and very young neonates retain their ties to the mortal world, but after a few years under the curse of Caine, these ties atrophy. There's only so much that can be done at night, after all, and most lucrative jobs and bureaucratic functions take place only during nine-to-five business hours. Try to go get your license renewed after dark and see how much luck you have.

Most vampires of considerable age simply don't have any legitimate identification, licenses and the like. They may have their servants chauffeur them, or they just drive without licenses (after all, driving without a license usually isn't a deal even if you get pulled). Vampires cultivate influences in the various levels of society and government precisely to avoid such petty concerns as these (and more dangerous concerns, such as a court summons for 11:00 AM sharp).

Put bluntly, they don't *care* if they can "officially" do something sanctioned by mortal authorities. They aren't a part of mortal society, and ingratiating themselves into it on such a level is more dangerous and more troublesome than simply ignoring such petty concerns. It's far easier to get your haven's electricity and telephone bills in a ghoul's name or an alias than try to get such things in your own name when you've been dead for a dozen decades.

Consider the powers available to a vampire: the Dominate and Presence disciplines make it ridiculously easy for vampires to see to such pedestrian needs as basic housing, transportation, and pocket money. Even vampires without these powers have the cunning, social acumen, or lack of ethics to take what they need when they need it. That's not even bringing to bear the tremendous possibilities of acting through intermediaries and social networks which are often unaware of a vampire's true nature altogether. Only when the tasks or amounts of money in question border on the obscene do they need to exert much real effort into obtaining their desires.

Vampires control mortal society.

Bullshit, on several levels. First of all, vampires are inherently creatures of stasis. They rarely innovate as quickly as the living, and as they become more distant from their mortality, they lose what little spark of "out of the box" thinking they already had. If vampires really "controlled the world," the societies of the humans around them would decay and collapse into barbarism and perversion. Camarilla vampires are quick to point out Eastern Europe under the dark ages Tzimisce as a prime example of what happens when vampires try to control mortal society: blood-bound ghouls, feasts of vitae, and a general degradation of the landscape into a hellhole.

Of course, the typical prince (or Ventrué, Lasombra, Tzimisce or Tremere) will quickly assert that they do a great deal to "control" mortal society around them. The truth isn't as simple as that of a feudal lord issuing edicts to a trembling populace. When vampires speak of "control," what they really mean is "carefully managed influenced." Vampires no more "control" mortal society than an elected official or CEO does, and must be far more surreptitious in order to preserve the Masquerade.

For example, the local Tremere can't just Dominate the 911 dispatcher to ignore the screams and mysterious disappearances around the chantry. The city's emergency services administration will certainly notice a wooden, robotic reply from dispatchers, and the hunters soon follow (as well as the threat to the Masquerade). Tremere that want influence in the police department would be better served by manipulating key figures in the department, such as blackmailing or bribing a detective so that he "meets a dead end" in an investigation, or convincing the DA to drop the case. "Controlling" mortal institutions is all about getting a certain final result, not pressing a button.

The Camarilla are the good guys and the Sabbat are the bad guys.

Bullshit. The Camarilla exists solely to preserve the unives of their membership, more specifically, their *elder* membership. All Camarilla laws are geared toward protecting the elders and preventing mortals from discovering the monsters that lurk among them. At their best, the vampires of the Camarilla are amoral and self-interested. They're bad guys, they just don't want to advertise it to those upon whom they prey.

While we're at it, the Sabbat are not the default "bad guys." In many ways, they are the vampires who refuse to play the Camarilla's games. Both sects are reactionary (they both want to prevent something from happening rather than actually accomplish something), but the Sabbat is more afraid of the Antediluvians than mortals. That's their big difference.

Both the Camarilla and the Sabbat are bad guys. The Sabbat are just a little more honest about it.

The Masquerade means that you can never reveal your vampiric nature to anyone. Even accidental violations are grounds for the Final Death.

Sometimes and sometimes not. Remember, the point of the Masquerade is "don't get caught," not "don't ever slip up." Most vampires make several breaches of some sort over the course of their unives, but they're expected to be smart enough to cover them up and get away with it. Kindred of any appreciable age have several contingency plans in place to arrange for a convenient "accident" in the event that a mortal discovers their true nature. Also, remember that the wording of the First Tradition is deliberately vague. What once prince considers a breach isn't universal, another prince may ignore such a "breach" in their city. As long as the race of Kindred as a whole remains undiscovered, most princes consider the Masquerade upheld. Nevertheless, fools or those who brazenly flaunt their true nature aren't tolerated—there's no clear-cut absolutes in applying the First Tradition.

The individual vampire matters to Camarilla society at large. They have worth as an individual.

Not in the slightest. Only the most foolish of the youngest vampires who actually drew breath during the twentieth century actually have any ideas of individual worth. The Kindred live in a dog-eat-dog world where worth is derived solely from power. Furthermore, Kindred dating from before the twentieth century were never inculcated in a culture that places any importance on the individual. They simply don't give a damn what any particular vampire thinks, unless that vampire can back up their ideas with influence or force.

Consider the very nature of the Camarilla itself. It exists solely to preserve vampiric existence, to hide vampires from the eyes of mortals. The Camarilla doesn't care about the plight and suffering of the unwashed masses of neonates in your city, as long as they don't go making unlife harder for the rest of vampire kind. Notice that the Camarilla has no concept of civil rights. A vampire only matters when they affect the unives of other vampires, not from any fundamental "worth" of that vampire's unlife, dignity, or "rights." Although it can be soundly argued that vampire society is a meritocracy on some level, it is not what we'd consider progressive and it never will be.

The primogen are a council of precisely seven vampires (one from each Camarilla clan) that serve as a check and balance to the prince.

Nope. The primogen are the assembled elders of a domain. The institution of the primogen formalizes the rights of elders under Camarilla society—the prince may indulge any Cainite, but he is *only* required to listen to the primogen. The primogen is not a council or legislative body, it's simply the assembled elders who can get the prince's ear. They have no power on the merit of their office alone.

Nor are the primogen the poster children or "representatives" for their clans within the domain. If the clan doesn't have an elder, they don't have a member on the primogen. It's often the case where a domain may have several primogen of the same clan and no primogen of another clan. Primogeniture is determined by age, not by a seven-page ledger of the domain's vampire population in the harpy's purse.

The prince (or other court members) can be voted out of office.

Bullshit. A prince doesn't get where they are by winning a popularity contest—it doesn't matter if the general population likes him or not. He has the authority under Camarilla law (and more importantly, the personal resources) to ruthlessly crush and punish those who defy him as he sees fit. He got to be prince by claiming the title and out-maneuvering or beating the hell out of anyone who challenged his claim, not by winning votes in electoral districts or attending fundraisers. Becoming a prince is a brutal, oppressive rise to a dictatorship. It's far more like a third world government; it doesn't resemble a republic in structure or procedure. Princes may be liked, revered, or admired—but a true prince that claims the title and manages to hold onto it is *always* feared.

Deriving political power from votes is an absurd notion of childer and mortals born within the past few decades. The ancilla and elders know that power comes from personal merit, not whether someone else likes your ideas or not. Those who challenge your authority deserve either a demonstration of your power or your obedience. Those who try to influence Kindred politics by calling for votes, referendums, rules of order and the like are just demonstrating how naïve and powerless they really are.

Elysium is a party where vampires hang out. They are undead cocktail parties in artsy-fartsy places like art galleries where vampires wander around with blood in champagne glasses and socialize the night away.

Nope. Elysium is a place free from violence. The concept of Elysium is meant to allow vampires to have a neutral ground to work out disagreements and address issues without tempers getting out of hand. Because many keepers of Elysium hail from the Toreador clan, places of art and culture within a domain are often declared Elysium. Some truly ancient elders reminisce about the Roman-era origins of this practice, but it's become more of a political concern than a purely social or cultural one in the Final Nights.

The Masquerade doesn't apply at Elysium or among other vampires.

Wrong. The Masquerade is *always* in effect. The Final Nights are an "era of cell phone cameras, fuck-ups ain't tolerated." Vampires must be especially cautious when in public, although they also enjoy the chance to "let their hair down" and display supernatural power from time to time when away from prying eyes.

Vampires hang out and feed at nightclubs. Nightclubs serve as the primary social venue of vampire society.

Far from the truth. Sure, *some* vampires can find easy pickings at nightclubs, but only the most young (or those who miss their humanity the most) would ever consider actually spending an entire night hanging out at a nightclub. Eternity has far more to offer than cover charges and loud music and watered-down drinks. Besides the feeding, there's really not much to hold a typical vampire's interest at a nightclub for any appreciable length of time. A certain segment of vampires may indeed be interested in nightclubs, but these are in the minority and are derided by their peers.

Vampires dress in goth fashions (or at least wear all black) and have pale complexions, sunken eyes, et cetera.

Nope. Sure, a handful of vampires might insinuate themselves into the goth subculture (either because they want to be ironic or because they really are that infantile), but they are in the vast minority. Hanging out with "vampire kids" in mortal society is begging for trouble. The vampire kids might be willing to overlook a nocturnal schedule, clammy skin, and such peccadilloes, but they're a magnet for hunters and other people who want to make unlife very, very difficult for vampires. How easy would it be for hunters to find vampires that dress like vampires, after all? If a young hunter managed to find an actual vampire hanging out in the goth clubs, that'd draw hunters to the city. Nothing gets more attention that unearthing the genuine specimen. Not only that, but curious mortals (or those with rose-tinted glasses) will also seek out vampires for their dark appetites. All of this attention strains the Masquerade, so most vampires are smart enough to avoid doing juvenile stuff like showing up at the goth club.

So if vampires don't wear black velvet and lace bodices, what do they wear?

The same fashions as the normal humans around them wear. The point of the Masquerade is to blend in, after all. Many vampires have ghouls select their outfits, or they stay on the forward edge of fashion themselves (such as many Toreador). They sure as hell don't advertise their supernatural nature by "dressing like vampires."

For the same reasons, vampires also don't wear clothing from their breathing days in public. People in outfits even fifty or so years out of style tend to stick out in people's memories. A few older vampires might attend historical society reenactments and the like to flaunt the finery of their breathing days, but generally, such outfits are a liability. In the vast majority of Camarilla domains, an elder that wears powdered wigs and tights to Elysium is considered out of touch and a liability.

Ghouls are essentially equal to vampires in Camarilla society. They can attend Elysium, earn status, and speak for their domitor as a proxy.

Bullshit. It'd be nice if a ghoul was a vampire equivalent of a freshman going through hell week, but they are property in most cases. In the best possible case, they might be viewed as potential Embraces, but this only applies to the ghoul's domitor. Camarilla law technically recognizes ghouls as a violation of the Masquerade—they usually know of their domitor's true natures but are not "of the blood" themselves. Since they are still technically mortals, a vampire can kill any ghoul he likes without invoking the Sixth Tradition.

There are other considerations to take into account, of course. The prince may very well send a ghoul to summon a Kindred to his court, and woe betide the fool who ignores such a summons on account of the messenger. Those who harm a pet ghoul can expect some sort of retribution, and the prince is entitled to step in and do whatever they want with a ghoul, claiming the First Tradition as justification.

Still, a ghoul who tries to hang out with vampires can expect contempt and disdain. Such disdain can range from catty snubs and insults to dismemberment and execution, depending on the mood of the vampire in question. A ghoul that openly proclaims himself the equal of a vampire faces (at least) a serious beat-down, but they will probably be quietly neutralized by an embarrassed domitor as a social liability.

Elysium

Most of the Triangle's serious Elysia are located in downtown Raleigh, although several sites scattered throughout the Triangle may see Kindred business.

- **The Ball Estate:** A sumptuous manor house located just east of Raleigh, the Ball Estate is a place maintained by H.C. Ball exclusively for Elysium. He does not make his haven there, but entertains and uses it for Camarilla functions. The estate itself is a well-maintained antebellum plantation house, complete with slave quarters converted into guesthouses. Wide fields and pockets of forest keep prying eyes from observing the goings-on at this place.

A plethora of servants and entertainers makes the place desirable, although the décor and Ball's choice of entertainments sometimes leave much to be desired. Duels are held here, in a patch of garden designed specifically for the purpose. The house has a magnificent dining hall and main hall, a ballroom, and extensive gardens.

- **NC State Campus:** The entire campus of NC State has been designated as an Elysium. Cooper often chooses to hold court here, particularly at the Talley Student Center. The grand ballroom and the Stewart Theatre recommend themselves eminently to these functions. Sometimes, Michael Serino makes Holladay Hall's facilities available for certain members of the court.

Despite the students and resources, Cooper holds a standing law that no feeding is to be done upon the campus grounds. The liability of 'incidents' here would prove disastrous.

- **Downtown Raleigh:** Because of the State legislature buildings, governor's residence, and many centers of culture, the entire downtown area of Raleigh has been declared Elysium.

However, this is largely because Cooper is concerned about violations of the Masquerade in such a high-profile area. Court functions are sometimes held here (especially in the vicinity of the Natural History museum), but feeding here is strictly proscribed and the security of the Masquerade is considered the highest priority.

- **Brightleaf Square:** Brightleaf Square in downtown Durham is considered to be both a prime nightspot and feeding grounds. Unlike other Elysia, this one is considered open for any Kindred to feed freely as long as they are discreet. Unfortunately, the area is also known to certain other supernatural entities of the area. Kindred have reported encountering magi and ghosts.

- **Franklin Street:** The entire Franklin Street area (with a few blocks around it, including UNC-Chapel Hill) are nominally considered to be Elysium, but not in the same sense as the NC State campus. The party crowd and tourists make feeding considerably easy here, although the Tremere are quick to enforce order here and demand tribute from those who desire feeding privileges.

- **North Carolina Museum of Art:** Located on Blue Ridge Road, the NC Museum of Art is an archetypical Elysium. The Kindred maintain an art society that has arranged for nighttime functions, but they rarely exercise such privileges. A few choice ghouls and mortal agents keep a watch here for those who might be searching for the local Elysium, since an art museum is such an obvious choice.

Other Points of Interest

Although not Elysium, several areas garner Kindred interest—or fear.

- **Carolina Theatre of Durham:** Located in downtown Durham, the Carolina Theatre dates back to the 20's and once served as an Elysium before the Sabbat attacks of the 1940's. Even in these nights, it remains a favored haunt of the local Toreador and even Malkavians. Several film festivals throughout the year provide ample feeding and influence with the local arts community.

- **Eno River State Park:** A park established to preserve the Eno River and the historic buildings along its length, the Eno River State Park is known to attract lupines. Although no standing rule keeps Kindred from visiting the park, few are foolish enough to go there without good reason and a quick means of getting out.

- **Hillsborough:** The town of Hillsborough has always been the haunt of prominent Brujah, notably the local elder known as Alana Boone. Used as a meeting-place during the American Revolution, some suspect that some ancient Kindred may lie in torpor somewhere within the settlement.

- **Ninth Street:** Considered a trendy, bohemian part of Durham, Ninth Street hosts a variety of shops and hangouts. Students from Duke University can be found here at all hours of the day or night. Considered prime feeding ground for the Durham Kindred.

- **Raleigh-Durham International Airport (RDU):** The airport is a major hub of international travel. Located near both 40 and 70, RDU is a strategically important holding for the Camarilla. Because of the federal involvement of the airport, the Prince strictly forbids Kindred from meddling in airport business. A few strategically placed ghouls to check international passengers (with an engineered delay in customs) keep an eye out for incoming Kindred.

- **Stagville Plantation:** Located in a rural area north of Durham, this slave plantation is now maintained as a museum open to the public. It is whispered that the Kindred used the slaves here as a

supply of blood before the Civil War, under which many atrocities were committed. It is supposedly haunted, with sightings reported by both Kindred and kine.

- **Rex Hospital:** Located in north Raleigh, Rex is surrounded by medical facilities and independent laboratories. William Turner and Doctor Netchurch claim the hospital as domain. The local kindred attempt to route all "suspicious deaths" to Rex, where strategically placed ghouls can arrange for lab work and medical evidence to disappear.

- **Wake Med:** A clinic somewhere around Wake Med is rumored to be firmly under the control of the Ventrue, who use the facilities to garner emergency blood reserves and perform lab work. The Tremere (who boast at least one skilled physician) would be very interested in this rumored influence.

- **Duke University:** Duke University remains remarkably free of Kindred machinations. Although some are able to feed on the campus from time to time, the faculty and staff remain remarkably difficult to influence. Some suspect that an unseen elder or other force has been able to thwart other vampire's attempts to gain a foothold there.

- **Duke University Medical Center:** The hospital facilities of Duke University are also free of Kindred influence. Some vampires have managed to get blood supplies rerouted their way, but that's the extent of their influence. Some Kindred have visited the hospital and reported an eerie feeling of being watched. Other Kindred have visited the hospital and disappeared without a trace.

- **Northgate Mall:** Located directly off I-85, Northgate Mall is on the edge of Durham's rack. The mall has a system of offices beneath the mall proper, complete with a warren of steam tunnels and other subterranean passages. However, there's also a police substation in the mall itself. Feeding can therefore be blissfully easy or highly risky. Although not strictly proscribed, the local Kindred usually avoid feeding there. Over the years, a few Kindred have made their havens in the office facilities beneath the mall itself.

- **WRAL:** WRAL is one of the most prominent news venues in the state and even beyond, with studios on Western Boulevard. However, no kindred claim domain over the TV station. A small but powerful cabal of magi claim domain over the TV station and its personnel. Some elders have managed to gain influence through a shadow screen of financing agencies and carefully influenced mortals, but the magi are exceedingly difficult to deal with. Those who have crossed them have been dragged from their havens at noon and left to burn in the sun.

- **Warehouse District:** Downtown Raleigh's warehouse district hosts several abandoned factories, warehouses, and industrial buildings of various sorts. Nightclubs and bars have sprung up in the area, making this a prime feeding spot. Rum Runners and college night at the Buckhead Saloon makes it practically a non-task to get blood, although Club Mosquito caters to a more refined palate. Rumors circulate that the Ventrue maintain Club Mosquito to cater to their particularly refined palates.

The Clans

The Camarilla clans are all represented in the Triangle, although there are more of some clans (Toreador, Tremere, Ventrue). Currently, the Ventrue and the Tremere are widely acknowledged as the clans in power, although the Brujah and Toreador are moving to increase their power.



Brujah in the Triangle congregate in Chapel Hill and Hillsborough, where they mingle with the collegiate, counter-culture, and artistic crowds. The exception is the elder known as Michael Serino, who maintains a haven somewhere in Raleigh.

Known Brujah: Michael Serino, Hale O'Reilly.



The Triangle's Gangrel are but a sparse handful throughout the rural areas of Wake, Durham, and Orange counties. They rarely stray too far from the city's borders, however—lupines are a constant threat in the rural areas.

Known Gangrel: Shaggy, Russell Cates.



The Malkavians of the Triangle are loosely clustered around downtown Raleigh, although they often travel the domain on their secretive errands. Doctor Netchurch is rumored to have a well-hidden haven somewhere near Duke University.

Known Malkavians: Jeremiah Donaldson, Dr. Douglas Netchurch.



The Nosferatu are entrenched in downtown and eastern Durham, where poverty and urban decay has become a way of life. Durham's water treatment facility is suspected of housing a terrible Nosferatu warren.

Known Nosferatu: Amadeus Johansen, Linden Galder.



The Triangle's Toreador congregate within Cary, Carrboro, and have their fingers in Chapel Hill. Realizing the wealth and power in Raleigh, they are making efforts to insinuate themselves there. The Ventrue aren't willing to share those spoils and they often clash over choice bits of domain.

Known Toreador: Alyssa Hiedahl, Miles Guillaume, Frederic Albion, Jeneva Mayenne.



The Triangle's cabal of Tremere dominate UNC-Chapel Hill and fiercely protect the college and its surrounding areas as their domain. Despite their unpopularity, the Tremere are recognized (and feared) for the power they wield. The exception is Werner Brooks, who dwells in Raleigh and supports Samuel Cooper as prince.

Known Tremere: Landru Ieyascu, Nathaniel Greystone, Victoria Holt, Werner Brooks.



The Ventrue dominate Raleigh's downtown core and the Research Triangle Park, where big business has enriched their coffers and crushed their enemies. Recognized as wielding the most influence over canaillae society, the Ventrue are pressed to defend their holdings against the schemes of the local Toreador and Tremere, as well as the neonates of other clans.

Known Ventrue: Samuel Cooper, Genevieve Bischoff, Dr. William Turner, H.C. Ball.



Caitiff that would make their haven in the Domain must tread lightly, for neither Landru nor Cooper tolerate their kind. Suspected as Sabbat infiltrators or just ignorant liabilities, Caitiff are asked to leave the Domain unless their worth is obvious.

Known Caitiff: There are no known Caitiff making their havens within the Triangle, but the court suspects that a Caitiff or two may make their havens in central Durham or other crime-ridden areas. The sheriff is tasked with rounding up Caitiff to present to Samuel Cooper. Since there have been so few, there has been no standard policy. The Prince usually allows them to stay (and remain stuck on the bottom rung of the Triangle's vampiric society). Those who become burdensome or have breached the Masquerade are executed instead.



It is known that a single Setite, Dominic St. Germain, makes his haven somewhere in Benson. Although quite a distance from the Triangle, St. Germain is worth mention because he is involved in the supply of drugs and weapons to the various factions of the Triangle and Fayetteville. In exchange for his services, the Princes turn a blind eye to his feeding on the college party crowd in the coastal regions. They also expect him to relay anything he hears about Sabbat or anarch movements in the area.



A single Giovanni, Portia Milliner, puts in occasional appearances in the courts of the Triangle and Fayetteville. She has also been sighted in the Triad region. Although neither Cooper nor Veidt have granted her the privilege to settle in their cities, the Giovanni have seemingly cast Milliner from their ranks for causing internecine strife.

Although interested in her affairs, the local Camarilla just doesn't have the resources to investigate more fully. She adheres to the traditions and takes care to make herself innocuous and pedestrian—which, of course, leads the local Kindred to suspect her of sinister aims. The Tremere have come to suspect that she is simply here to deal with ghostly matters of interest to her clan, although some ancillae believe that she might be searching for a torpid member of the Dunsirn line somewhere in the state.

The Anarchs

From time to time, anarchists try to set up in the Triangle. Cooper gives them one (*only* one) opportunity to adhere to the Traditions and acknowledge his Domain. Anarchs who have not presented themselves to Cooper and run afoul of his agents are considered to be in direct violation of the Second and Fifth Traditions. As such, they may be destroyed without repercussion.

For their part, anarchists passing through town quickly realize that they are not welcome. They may stay for a few weeks or even a season, but inevitably pass on to other domains. Putting up roots is typically not worth it to anarchists, who do not find like minds among the Kindred here.

The Sabbat

The Sabbat has a long history of conflict with the Camarilla of the Triangle, simmering on and off for decades. The Sabbat attempted an assault on the Triangle during the late 40's right after World War II, but when they encountered serious resistance, the attackers were unable to convince other Sabbat to commit resources to obtain victory. Both Cooper and Landru expect a Sabbat incursion in the future and have laid careful plans for both defense and offense. It's not treated as a possibility, but as an inevitability.

The Triangle by Night

This section is not intended to be a primer on the real-world histories of the Triangle communities. That information is available from real-world sources that you can easily locate for yourself. Indeed, a mundane resource is exactly what Kindred unfamiliar with the city would seek. Rather, the histories presented here account for the twists and changes of the Triangle in the World of Darkness.

Given the secretive nature of the Kindred and other occult forces, none of this information is presented as absolute truth. In fact, there are hazy spots and outright contradictions in some of it. This information is simply the perspective of the Kindred involved in these affairs, and as such, should be taken with a grain of salt. *Caveat emptor.*

Triangle Populations

The population of the Triangle overlaps in areas, leading the residents here to think of the entire region as a single metropolitan area rather than as distinct cities. A basic online search will provide the precise population figures if desired, although such precision probably won't matter to your game.

The entire Triangle area (Raleigh, Durham, and the surrounding satellite towns) has a combined population of approximately 1,600,000. According to the guidelines presented in *Vampire: the Masquerade*, this would allow the Triangle area to reasonably support sixteen vampires. At present, it supports twenty (publicly known, at any rate), in addition to whatever vampire character your players bring in.

The Triangle area is overpopulated with Kindred, although it's only slightly overpopulated at the start of the chronicle. This is deliberate. The decision to overpopulate introduces tension among the resident Kindred as they compete for resources and step upon one another's toes. After all, there are only so many levels of *Police* influence to go around, and once those are claimed, you can bet the Kindred will enact some plot to free

those resources up. It's survival of the fittest — or as the Kindred would say, just another night of the Jyhad.

Durham

Durham is a city located in North Carolina. Hosting Duke University and North Carolina Central University, it is renowned as a center of education and medicine.

The Brujah and Nosferatu are acknowledged as the strongest clans in Durham, where they both exist on the underside of society and make their way through its seedier aspects.

Claims of Domain: Linden Galder claims domain over a tract of east Durham, near Holloway Street. As a Nosferatu, however, the location of his haven remains unknown. The Gangrel known as Shaggy claims domain over north Durham, extending from approximately where 85 and 70 pass through the north end of town out to the suburbs.

You wanna know about Durham? The fuck for? Half the people in Durham don't want to be there. The Kindred I know don't wanna be there. Only good thing about Durham for us is that it's an easy place to get a meal. Any of those neighborhoods off of Fayetteville Street, you can just about snatch a meal right off the sidewalk and nobody bats an eyelash. Sure as hell don't matter if someone runs down the street screaming—even when someone does call the cops, they sure are slow to get there. Fuck 'em. Most of Durham is the Kindred equivalent of a drive-thru, and it's probably not gonna change.

Some of Durham is alright. By "alright," I mean you can be a white person and walk the street after dark without getting shot. That's probably one of the big reasons that the Nos love the place so much. All that human trash makes it easier for them to blend in and avoid notice, and I sure as hell ain't never seen the Prince slumming around in downtown Durham.

The Raleigh Kindred give it a wide berth, they mostly take 40 to Cary and Chapel Hill if they have business there. Fuckin' stupid if you ask me. Some fuzzies caught wise and check out the gas stations from time to time, and it won't take long before the Sabbat picks up on that idea too. Some Ventrue's gonna get ashed in a gas station one of these nights, and Cooper is going to use bullshit like that to "reassert his dominion" over Durham. By "reassert his dominion," I mean that he's gonna want to blame somebody and beat their ass. Whatever.

Anyway, the big thing you have to know about Durham is that you need to clean up your own mess. Sure, the Nosferatu have a presence there, but I'm usually the guy that has to go in and clean up the shit in Durham. Northgate Mall is actually a great place to pick up your supper—it's right on that bad edge of town, but there's also a police substation there. Don't feed on the premises. Please. Dealing with cops just ain't worth it.

Fuck it. Just don't deal with Durham unless you absolutely have to. Go to Chapel Hill to feed. You have to avoid more cops, but at least you don't find as many track marks on the arms there.

—Hale O'Reilly, tenth generation Brujah and acting Sheriff of Durham.

Hey man, Durham is where it's at. Preem-o opportunities, my man. You get in on this shit now, I guarantee Durham is gonna be New York in fifty years. C'mon man, it's where you want to put your new joint at!

—Jamal Jenkins, thirteenth generation Brujah.

Durham's a city, just like many others across the country. Durham has its good points and its bad points. But it's where I make my haven, so you'd best be careful where you hunt.

—Shaggy, ninth generation Gangrel.

It's easy to piss down on Durham because most of the kine here don't take pride in their home. They've been taught that Durham

is something to be ashamed of, but who can really help where he came from? Shit, it's not like anyone ever asks their child if they want to be born in the ghetto. You hear all those old crusty mother fuckers going on about London and Paris and Rome and the "old country" before the neonates started fucking everything up. But if the old country is so good, why are all these elders coming over to the states? Something made 'em sleep in a box to get over here, right?

Look, Durham ain't all good, but it ain't all bad either. There are a lot of people that leave Durham, but a lot that come over to Durham too. What we have is a leadership problem. Raleigh is such a great place because some snotty Ventrue decided that they wanted easy feeding. It's just that no elder Kindred have decided to make Durham into something. People talk shit about the Ventrue for not doing something, people talk shit about the Tremere because they do something. So let 'em duke it out. Ain't hurting my blood supply none.

Things are changing. You come back in ten years and see how much the kine and the neonates going to go. You come back in fifty years, maybe the rack will be in Raleigh and the gated communities will be over here.

—Pfc. Linden Galder, tenth generation Nosferatu.

Durham is a charming town. Brightleaf Square and Ninth Street are certainly worth several evenings' time. When Duke University is in session, the area is positively alight with the joie de vivre so essential to proper existence among our kind. One cannot simply skulk about in nightclubs and abandoned warehouses and crypts for eternity, after all. I can always find someone to fall in love with in Durham.

Violence? Why, violence is a consequence of the company you choose to keep, not the places where you take your leisure. I've lived in the area for decades and had only two unpleasant incidents in Durham.

—Alyssa Hiedahl, ninth generation Toreador.

Durham's concerns are the Camarilla's concerns. The population, although a bit... pedestrian, is certainly vital, and that vitality will be the key to exploiting this territory in the foreseeable future. When this vitality is controlled and directed with the care that only the immortal can manifest, it can lead to incalculable benefit for our entire species. What possible objection could any sane Kindred raise to mutual benefit?

One of the court's lesser-known tales regards the original purpose of Durham. It was little more than a way station for locomotives when Cooper renewed residence. When the tobacco boom hit the region in the wake of the Civil War, he immediately set about directing his ghoul to manifest the tobacco industry in a ploy to garner prestige among the Ventrue. Of course, he managed the affair with all the tact and grace of a field hand attempting to perform surgery with a rusted axe. Have you perhaps wondered at the curious circumstances of "Bull Durham?" It remains no mystery when you consider that Cooper intended to offer his ventures as a figurative sacrifice ahead of Mithras, his grand-sire in London. At least Cooper is trying to be witty.

It is this event that presages and characterizes much of Cooper's reign: blunt force against problems he doesn't want to deal with personally. If the hammer is not the correct tool, he simply fetches a bigger hammer. He doesn't consider the kine worthy of his attention, so he ignores them. The fool. They very foundation of our society is predicated upon accounting for the actions of the kine. With a subtler touch, Durham and Raleigh could have been the equal of New York or Washington, D.C. in these modern nights. It is a genuine pity that the Ventrue were the first Kindred here to exploit the New World.

Consider the alternatives. In the past century alone—hardly a long time among the Damned—Durham has become a center of medicine and higher learning with but a touch of attention from the Tremere and the Brujah. Now that the Toreador show the slightest bit of attention, the city is transforming itself into a center of art and high culture as well. And we wonder why the Princes of Charlotte and

Greensboro hold Cooper's financial acumen in such high esteem. Perhaps the Tremere will turn towards unexploited financial opportunities in the future.

I am not surprised to find so many neonates swarming to Durham. It is the most vibrant, promising city in the Triangle, the perfect place for the ambitious and daring to carve a place in the world and a name for themselves. There is urban violence and blight endemic to any large metropolis, certainly, but without risk, where is the reward?

—Landru Ieyascu, eighth generation Tremere and Regent of the Chantry of New Hope.

To listen to the neonates and ancillae recite their tales of Durham, you may draw the conclusion that it is a vital Camarilla holding. The truth is not quite so simple. To this night, Durham is little more than a crossroads. Certainly, the precise means of travel have changed, but it's still a crossroads. It bears monitoring only because it provides ready access to the highways and a convenient place to feed. It seems that the trash of both societies, Kindred and kine, gravitate toward this village.

The kine are quite able to turn Durham into a blood-soaked abattoir on their own. We're simply not needed.

—Samuel Cooper, seventh generation Ventrue and recognized Prince of the Triangle.

Ninth Street

Shopping, College, Hangout
Feeding: Difficulty 7

The Duke Campus area includes parts of Broad Street, Ninth and Main Streets and includes Brightleaf Square. It's comparatively easy for Kindred to find sustenance there in the evening, although it clears out late at night. In the early evening, it's a good place to find a meal without needle marks or venereal diseases.

• **Duke University Campus:** The Duke campus is typically dark and relatively isolated at night, but is considered a poor hunting ground—Duke's security is actually very good (base difficulty 9 on any hunting rolls). Most kindred avoid the campus because of the mystery and legends surrounding it. Twice in the twentieth century, kindred who hunt on the Duke campus grounds have simply disappeared without a trace. Lacking any real evidence, kindred speculation ranges from the theory that witch hunters are associated with Duke Chapel or that an angelic being consumes kindred in bolts of fire. Although no official policy has been handed down, kindred avoid the Duke campus.

• **Brightleaf Square (Elysium):** Brightleaf Square is considered to be both a prime nightspot and feeding grounds. Unlike other Elysia, this one is considered open for any Kindred to feed freely as long as they are discreet. The nearby shopping center and Ninth Street provide ample opportunities for a bit of privacy and reasonably safe blood. Unfortunately, the area is also known to certain other supernatural entities of the area. Kindred have reported encountering magi and ghosts, in Brightleaf Square and Ninth Street, and many suspect that faeries and werewolves may pass through from time to time.

• **The Down Under Pub:** The Down Under Pub is a small bar located across from Brightleaf Square. While not an official Elysium, many kindred choose this particular nightspot to kick back and socialize. It's just far enough away from the major shopping area that they can have some privacy and close enough to get a quick bite.

Chapel Hill

Chapel Hill is a college town located in North Carolina. Hosting UNC-Chapel Hill, it is renowned as a classic "college town,"

with constant parties, athletic competitions, or some other form of revelry going on at all hours.

Historically, the Tremere and Brujah have been the strongest clans here. The elders of both clans collaborated to exploit the first state-supported college in the United States, which earned them great prestige.

Claims of Domain: Landru Ieyascu and the Tremere of the New Hope Chantry claim domain over Chapel Hill. Hale O'Reilly "claims" Franklin Street (such as it is), although many understand that he has real little means of enforcing this claim.

Man, Franklin Street is one of the best places to catch your dinner these nights. There's always plenty of college kids to pick from. But you wanna go early—as the night winds down, your dinner is gonna pick up some booze and some smoke. Nothing wrong with that, if that's what you like, but I prefer clean meals myself.

The Toreador love the party scene and hang out here a lot, but the Tremere really run things. Their chantry is somewhere in Chapel Hill, or so the local bullshit would have it. There's rumors that it's on the UNC campus, but I don't think they'd be that dumb. If you're planning on hanging out in Chapel Hill, you want to go introduce yourself to Landru. He's the baddest Dracula on the block and you always want to respect turf. If you try to feed on the UNC campus, rest assured, some Tremere is going to have your fangs on a fucking necklace. People underestimate them, but Chapel Hill is their town and they've fought off lupines and magi as well as every lick stupid enough to defy them there.

Now Chapel Hill itself is a decent, blue-collar sort of place. Although all the hippies and college kids try to make it like it's some big artsy-fartsy east coast version of San Francisco, there's plenty to do and see here. Check out Club Hell, it's actually fun to hang out there every once in a while. The Cat's Cradle is the big draw in town, but it's always a bit too crowded and a bit too brightly lit and a bit too tacky. I don't think I could spend a night there. To really fit in though, you need to smoke cigarettes and be able to pretend to drink a beer. Fortunately, it's pretty easy to "accidentally" pick up someone else's half-empty drink as the night wears on. As long as everyone thinks you're getting fucked up, you'll blend right in.

—Hale O'Reilly, tenth generation Brujah.

Chapel Hill is like an old friend with whom you shared a romantic attachment in times passed. She may not be the most glamorous or the wealthiest or have the most toys, but she is there for you, and she asks so little in return. Why, it's so small that you can walk across the entire town within minutes, but there is such a surfeit of choice accommodations and paramours! Thanks to ACC basketball and a college-age population, there's always plenty to drink.

Don't make the simple assumption that the local populace is obsessive with only athletics, either. So many musicians have originated from this town that their sweet faces blur together in my recollections of them. They were all so lovely and all so passionate that I rarely wanted for stimulation of any sort—intellectual, artistic, or otherwise. Yes, Chapel Hill hosts many that can stir the passions of an unbeating heart.

I might make my haven in Chapel Hill if it weren't for those unwholesome Tremere. Did you know that they practice their rituals mere blocks from where the kine play? It's positively ghastly! Someone should really convince them to move to an area more conducive to those sorts of pursuits, where we need not risk contaminating such a rich and succulent herd.

—Alyssa Heidahl, ninth generation Toreador

Chapel Hill is the culmination of careful planning and selective application of resources. Why, with the collaboration of the local Tremere and a few key elders, Chapel Hill was scourged of its Anglican witch-hunters and subverted into a veritable playground for our kind. Do you believe that the rising star of college athletics to be mere coincidence? Look to the elders of any city on the eastern

seaboard, and see what a modicum of cooperation may accomplish between mutually interested parties.

Certainly, Chapel Hill is nowhere the size or influence of Raleigh, but then, it never was meant to be. An understated dominion is still a dominion. Which is better, a large herd from which you pluck a few choice morsels? Or a smaller, healthier herd that is responsive to your whims and eminently pliable to your desires? Yes, our existence is a matter of degrees, but in Chapel Hill, such degrees ensure our absolute security. Despite the attentions of our kind, the town rarely notices our depredations here. We are simply that good at covering our tracks.

Chapel Hill will never be the center of finance and industry that Raleigh is... or was. But when the moon cracks on the night of Gehenna and blood flows in the streets up to the horse's bridle, the Chantry of New Hope will endure. History will witness how many Ventrue will survive the same cataclysm.

—Landru Ieyascu, eighth generation Tremere and Regent of the Chantry of New Hope.

Franklin Street

Shopping, College, Hangout

Feeding: Difficulty 6, 5 during UNC games or on the

weekend.

Franklin Street is *the* hangout in Chapel Hill, where almost everything ends up going down. As the big drag through Chapel Hill, most everyone knows how to navigate from Franklin Street. A variety of stores, including local mom-and-pops, chain stores, and trendy boutiques line the street on both sides through most of the town.

Feeding is reasonably easy here, there always seems to be a party happening somewhere, college students hanging out, or artsy bohemian types out and about to be seen. Although it's not often discussed, there's also a healthy population of homeless hoping to capitalize on the liberal tendencies of the people here. The police are vigilant and effective, but they are more concerned with petty crimes like busting underage drinkers or petty drug-users that always blend in with the party crowds. As long as a kindred takes care to find a modicum of privacy, feeding here is comparatively safe and easy.

• **Styx Crossing (Elysium):** Located at the corner of East Franklin Street and Henderson Street (across from the UNC campus and the U.S. District Court), Styx Crossing is the latest incarnation in a long string of restaurants, night clubs, bars, and other party spots through the decades. Hale O'Reilly discretely owns it after buying out the previous owner (Miles Guillaume's ghoul, who tired of dealing with the night-to-night drudgery of actually running things). The current venue is an open bar upstairs, with a performance area in the private nightclub area downstairs. The top floor hosts living quarters, but Hale doesn't make his haven in such an obvious location. Generally speaking, Styx Crossing is the nexus of kindred activity in Chapel Hill. Those who visit the place can expect to find Hale or the local Tremere quickly.

• **United States District Court (Elysium):** Located directly across the street from Styx Crossing and from the UNC campus, the courthouse is a convenient place for the local Tremere to meet with other kindred. Any resident can gain access to the courthouse by local ordinance, so getting legitimate access to the building is comparatively easy. Still, the local police investigate occupancy that isn't on file with the town clerk. The Tremere using this site enter and exit discretely, even though they maintain legitimate access through mortal agents.

• **New Hope Student Resource Center:** Located on East Franklin Street within sight of the UNC campus is a freestanding brownstone house. Just inside the front door, a simple copper plaque identifies this building as the New Hope Student Resource Center. It's a non-profit organization that assists and advises students on all sorts of issues, mostly in adapting to college life and setting and

achieving goals. Students who receive counseling become more disciplined and driven to make the most of their time while at the school. It's operated and maintained by the Tremere as a point of contact for members of the clan and for the Kindred that wish to petition the local Tremere. It's also used to vet potential ghouls or future embraces—promising students may find themselves benefiting from a scholarship, low-cost financial aid, job placement, or other considerations.

Raleigh

Raleigh is a large city, the state capitol, and a center of culture, government, and business. The industrial base consists mostly of electronic and medical concerns, although the city is also a major retail shipping and grocery distribution point.

Without question, the Ventrue reign supreme in most of Raleigh. Everything inside the beltline is the domain of one powerful Ventrue or another, and Ventrue claim many neighborhoods outside the beltline as well. It's prime territory for ambitious kindred.

Claims of Domain: Samuel Cooper claims domain over downtown Raleigh, in which he includes everything inside the beltline. Doctor William Turner claims domain over west Raleigh, between Glenwood/440 and out to 540. Genevieve Bischoff claims domain over "mid-town" Raleigh, between Creedmoor and Falls of the Neuse and Strickland and 440. The elder known as Michael Serino claims domain over the NC State campus and everything south and west to Cary.

As a special exception to normal claims of domain, Doctor Turner has been granted domain over all hospitals and clinics within Raleigh. He expended several boons to monopolize the medical facilities, but in truth, he is expected to administer these holdings on behalf of all the Raleigh Ventrue. Only Rex Hospital is not directly under his thumb—that particular hospital was granted as joint domain with Doctor Douglas Netchurch to garner the support of the Malkavians and interests outside the Triangle. Many suspect that the situation of Rex Hospital (particularly considering that it was folded in to UNC, a Tremere interest) will prove contentious within local politics.

Fuck Raleigh. It's all planned out to the streets and the colors of the doors and the number of trees on each block and all that shit. I suppose if I were a Ventrue, it'd be my idea of paradise. Sure is a shitload of blood in those neighborhoods though. I bet all those Ventrue eat good every night. You know, it might be worth it to develop a city like that just for the food. Maybe I'm beginning to understand why somebody'd wanna be a prince after all.

Your basic problem with Raleigh is that there's nothing there to actually do. Yeah, the streets are safe to walk at night and there aren't as many random shootings. But it's because the people there are so damned boring that they actually go to sleep when it gets dark. Even the clubs downtown are kinda... artificial, if that makes sense. Even the club kids there rebel in a very sanitized, orderly, acceptable sort of way.

—Hale O'Reilly, tenth generation Brujah.

Ah, yes, Raleigh! City of Oaks, don't you know? Were you aware that Raleigh was actually planned as a state capital? Indeed! Each street was planned precisely to accommodate the appropriate number and disposition of buildings to facilitate its development into a major metropolis. None of this happens by accident, you know. People of unsavory character may malign the Ventrue, but such scowling diatribes are spawned by envy. Those Ventrue are very good at what they do, I assure you.

—Amadeus Johansen, eleventh generation Nosferatu.

Raleigh is a comfortably successful city. It has risen from a collection of hovels and barnyards to blossom into a garden of concrete and steel, fortresses of capitalism and democracy at its heart. Do I wax poetic? Perhaps, but there is much to like about

Raleigh. Consider its neoclassical architecture, tree-lined thoroughfares and housing spaced just far enough apart that you have privacy, but closely enough that you can find a convenient hiding-place in a flash. I've made my haven in six cities in Europe and four on this continent, and I tell you, Raleigh has no blot of shame or lack compared to Orleans, Nice, New York or Washington.

Of course, Raleigh has more than its fair share of wealth and privilege. Such things afford us the opportunity to pursue our own ambitions and promote the finer things in life. I, for one, enjoy hot running water, electricity, and paved streets, but these things are no more a city than my bones and my flesh are me. The properly cultivated intellect requires stimulation and challenge to develop. This, Raleigh understands, and it delivers where and how it can. Under a watchful shepherd, Raleigh could truly blossom forth as a scintillating core of culture for generations to come.

The unfortunate facts are that Raleigh is designed for function rather than form. Cooper is an able administrator and bureaucrat, but he could hardly be described as a visionary. Raleigh is a safe and prosperous domain, but it also languishes beneath the crushing despairs of coin and badges. Perhaps if we demonstrated to the court that culture can be honored as well, I wonder? Hmm? Oh, forgive me. I often consider the possibilities of our unfolding future.

Yes, Raleigh is a wonderful place to make your haven. It's a bit utilitarian, but not every Kindred can shine as brightly as we, yes?

—Miles Guillame, eighth generation Toreador.

You might think that I am opposed to the Prince's policies in Raleigh. This is true. You might think that I am opposed to the Prince on a personal level. Again, truth. Do my personal vendettas or political affairs make Raleigh any less important a holding to the Camarilla? Not at all. In fact, Raleigh is one of the east coast's most secure Camarilla holdings, partially because Samuel Cooper is so paranoid and defensive that he has turned it into a virtual fortress in our ceaseless shadow wars. The last major Sabbat attacks are but a memory in kine terms; even the nascent "anarch movement" has found little success within the domain.

I do not believe that Samuel Cooper and Raleigh are horrible paragons of elitist corruption, or incompetent scoundrels betraying our interests through a slack hand. There is simply room for improvement.

To act as if one city, no matter how impressive, is the entirety of your domain is nothing short of folly. Allowing the surrounding towns and villages to atrophy and wither into barrens is to grant your opponents a foothold on your own doorstep. He claims that he allows the other kindred to compete for resources, but this laissez-faire attitude is simply an excuse for him to ignore the affairs of the domain that he chooses to. Selective ignorance is still ignorance.

Yes, Raleigh is impressive, isn't it? All those kine blissfully unaware of the predators about them? That level of success was no easy feat to achieve, so I do not presume to underestimate the Prince's abilities. In terms of common sense and aggressive enforcement, he is somewhat lacking.

—Landru Ieyascu, eighth generation Tremere and Regent of the Chantry of New Hope.

Raleigh is a city with nowhere to go but up. The population steadily increases with each passing day. The financial and technical sectors become more firmly entrenched with each deal brokered and each office leased. You see, this is where those of intelligence and patience have the advantage. Where some kindred see the barrens, we see the prime hunting grounds of a few decades later. Where others see a quick mouthful of blood tonight, we see a crimson ocean to be cultivated, nurtured, and cherished.

I have chosen this city for my haven. I do not arrive at such decisions lightly. You are free to choose where you make your haven, but there are far worse places that you could choose than Raleigh. The past few decades have confirmed that discipline and the cultivation of mortal contacts pay off in droves.

—Genevieve Bischoff, ninth generation Ventruer.

Downtown Raleigh

Government, Commercial

Feeding: Difficulty 8

Downtown Raleigh is a buzzing nest of government buildings, corporate offices, nightclubs and restaurants, museums, galleries, and just enough public parks and private housing to provide Kindred a quick place to get some privacy.

The Raleigh Police Department and the State Capitol Special Police are efficient and vigilant, conducting frequent patrols and investigating suspicious incidents quickly. It's deliberately difficult to hunt in downtown Raleigh. The Ventruer cultivate such difficulties to make it an unappealing place for other Kindred to hunt. For their own part, the Ventruer already have rarified tastes and supplement their "diet" with other resources (such as through the Herd background or expending influences).

- **Capital Area:** A locus of downtown activity, the state capitol is surrounded with blocks of restaurants (including bars and nightclubs) and the typical array of downtown businesses (bus stations, pawnshops, bail bonds, specialty shops, and so forth). There are also several museums and government buildings within walking distance, including the State Legislature, the governor's mansion, and the state museums of history and natural history. Feeding is strictly proscribed within the capital area, where the State Capitol Police and other government agencies maintain security. The local Kindred wisely announce their presence before visiting the area for prolonged periods, and their affairs are always investigated by the Prince and his supporters.

- **North Carolina Museum of History (Elysium):** The North Carolina Museum of History is considered neutral ground between the Kindred and the magi that reside in the city. The history museum is of interest to the magi for reasons unknown, but speculation abounds. The court maintains several contacts throughout the state's historical community (as well as several magi), so they naturally choose to meet here when a mutual concern requires their attention. The court has never arranged for an "after-hours event" here, fearing the mortal authorities concentrated in the area. With the executive mansion and state capital buildings within sight, the prince doesn't want to take any chances.

- **Mosquito:** This trendy nightclub is the latest in the party scene. They are a private club with paid memberships and an enforced dress code, admitting only certain people to join their VIP circle. In truth, the club is a front financed by the local Ventruer to cater to their particular tastes. Those who fit their particular "dietary needs" always seem to find their membership applications processed quickly. The Ventruer are very careful to avoid letting other Kindred in on the place's purpose, the damage caused by exploiting a convenient source of vitae would be incalculable.

- **The Velvet Cloak Inn:** The Velvet Cloak Inn is a hotel used by the court as a haven for guests. The staff is courteous and discrete, trained to accommodate "special guests" and their habits. The suites sponsored by the court are soundproofed and quite secure from the sun. Ghouls check in on guests' rooms during the day for security and to help preserve the Masquerade. No official records are kept of the "special guests" and their stays, and the court is even willing to Dominate the staff into forgetting their entire stay. A convenient, on-site incinerator helps with not only the guests, but other inconveniences in the downtown area.

Mid-Town Raleigh

Shopping, Commercial

Feeding: Difficulty 7

Mid-town Raleigh is a developing sector with an abundance of businesses and housing. With two major malls and access to the beltline, the kindred flock to the area in greater and greater numbers. Genevieve Bischoff claims domain over this section of Raleigh. She works tirelessly to ensure that it maintains its reputation as a quiet residential area while building its economic diversity and long-term growth.

- **Raleigh Marriott (Elysium):** The Raleigh Marriott always has a ballroom and several suites reserved for members of the "Taurus Exports Group." When the prince officially holds court, it is often in this hotel. With easy access to NC 70 and 440, it's central to most of the Triangle's kindred population but still secure from mundane concerns such as random violence or prying eyes. Since Genevieve Bischoff claims domain over this particular portion of Raleigh, she goes to great lengths to provide an impeccably elegant experience for her guests. Rude kindred are not tolerated here. Ghoul security and the sheriff's deputies are quick to bring unruly kindred in line, and the prince has extended Miss Bischoff permission to destroy any kindred violating her hospitality.

- **Taurus Exports Group:** The Taurus Exports Group is based in an office building just north of the beltline on Arrow Drive. The small legal firm provides consultation for businesses that ship goods overseas, particularly to Europe. Business travelers from across the state and importers from across the world are here conducting business at all hours, so out-of-towners waiting for a meeting don't raise eyebrows. For those who have business with the court, the office is a contact point. The staff knows to refer certain visitors to Genevieve Bischoff. Local Kindred speculate as to how much the staff knows. Clerks disappear from the office from time to time. Among local businesses, the Taurus Exports Group is known as a stressful assignment with generous benefits packages.

Wade Avenue/Western Boulevard

Attractions, College, Parks

Feeding: Difficulty 7

The area around Wade Avenue and Western Boulevard is a well-developed sector of residential and university, with some businesses, a handful of parks, and other attractions such as the RBC Center and the State Fairgrounds. The area is the domain of the elder known as Michael Serino, only the Prince rivals his claims in terms of area or institutions. He sometimes allows feeding or other privileges here in exchange for considerations, especially during high-profile events such as concerts or the state fair.