

AFTER THE FLOOD



An Adventure for White Wolf's 'Chicago By Night' setting
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The original setting of Chicago for White Wolf's Vampire The Masquerade game appeared in the Chicago By Night Books and was originated by Mark Rein Hagen, Andrew Greenberg and Steve Crow. This PDF is intended as supplemental material for those products to be used in conjunction with White Wolf's Chicago By Night campaign setting. The Chicago By Night books are essential to use with this PDF.

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Long live the World Of Darkness...

AFTER THE FLOOD

CHICAGO 1992, APRIL 13

SYNOPSIS

After The Flood is a scenario for Vampire The Masquerade, set in the city of Chicago. You will need the Chicago By Night books to run this scenario properly.

In April 1992, not long after the Chicago By Night chronicle begins, the city suffered a devastating flood that put most of downtown out of action for 3 days. In our world, this was caused by a pile driver that penetrated the roof of the old freight tunnel network below the city. The disused tunnel network, which is connected to many city buildings basements, flooded completely. The basements flooded along with it, cutting much of the city power supply and plunging downtown into darkness. In the World Of Darkness there is another explanation. The second edition Chicago By Night book reveals that a Thaumaturgical ritual cast by the Nosferatu, Nathaniel Bordruff, caused the flood. Nathaniel wanted to destroy Khalid, leader of the Nosferatu, and possibly the Prince, Lodin by forcing them out of their havens into daylight. His plan failed, but created enough chaos and financial fallout that many Kindred in Chicago became concerned. Rumours began to circulate that threatened to disrupt the delicate power balance in the city...

In this scenario, the player's characters become involved in an attempt to discover the cause of the flood. Ultimately this attempt is likely to fail, but the process of placing blame and explaining events may well have repercussions in local Kindred politics.

After The Flood works best if at least some of the players have Tremere or Nosferatu characters, though members of other Camarilla clans could become involved at the insistence of the Prince or Primogen.

INTRODUCTION

That day a numberless army slept dreaming immortal dreams. Havens filled with rising floodwaters that crept stealthily through the abandoned freight tunnels, and the waters carried their twisted bodies away almost tenderly. In a myriad of basements, concerned rescuers bought them lost in their slumber into the deadly light. Others were rushed, waking in terror but powerless to resist, into storm drains and sewers. Then they were inelegantly deposited into the dark embrace of the lake, never to be seen again. What led Nathaniel to destroy his secret brood? Was it just an unfortunate consequence of his attempt on Khalid's 'life'? Or was it a perverted acknowledgment that they should never have

been created? Only Nathaniel knows. Perhaps he feared that Khalid or Lodin would discover the truth and would see the hatred he holds for them? To any that look closely at the consequences of the flood, the uncounted coterie of hidden Nosferatu is the only obvious casualty. Such questions might naturally occur to anyone that knew about them.

Nobody did. They were a mystery. They remain a mystery.

So the question that remains is this: why did the flood occur?

There are theories, many of which can be easily heard in the darker corners of the notorious Succubus Club. It was an act of revenge. The Tremere did it (as they always do it seems). The city's Nosferatu have enemies. It was intended as the opening gambit of an attack on the city. Nobody really knows. Or do they? Is it possible that some of the Kindred managed to untangle the web of intrigues that were spun around the flood? If so, what earthly reason would they have had to remain quiet, to keep the answer to the riddle of the flood a secret?

Now is the time to find out.

BEGINNINGS

The Succubus Club has the atmosphere of an emergency shelter tonight. More Kindred than usual have gathered here, forced out of their normal routines and havens either by the floodwaters that have mysteriously invaded The Loop, or by the disruption it has caused on the streets. The Kine are here as well, but in smaller numbers than would be normal. Many are reluctant to brave the streets, fearing looters or becoming trapped in lengthy traffic jams and diversions. Navigating through Downtown has become a challenge that defeats most. Others are watching their television screens, devouring the news with a rapacious hunger that is reminiscent of the hidden feeding of the city's vampiric masters. Those that have come to the club tonight seem to have an almost manic energy, as if they hope to compensate for their lack of numbers. For some it is because they fear this could be more than it seems. These unfortunate few are sensitive enough to have picked up the undercurrent of threat amongst the club's more unusual patrons. The disquieting ones. The ones that never seem to blink. They talk in hushed whispers, gathered in little groups and secret cabals. Tonight you join them as you often do. Tonight something in the air tells you important events are unfolding...

As the players circulate around the club, let them hear some of the theories and speculation that the Kindred are sharing. Allies and friends will obviously be more willing to share their thoughts and news. The group should hear at least some of the rumours, and those they miss now they should pick up later in the scenario if possible. The Brujah are probably one of the best sources

in the club (no Nosferatu are present tonight unless they are player characters). They are the main source of the 'anti-Tremere' rumours and are being quiet vocal about them. Out of the Toreador, Sir is probably the most forthcoming, but they are all natural gossips. A few representatives of other clans may also be present, and since they are likely to be alone they may be seeking news as well and eager to talk. The Ventrue in the club are gathered in the VIP lounge for an emergency session and will be far too involved in damage control operations to do much more than suggest (or order) that the players look into the problem in their own way. Anyone making a perception + empathy roll difficulty 6 will notice that the Ventrue are extremely distressed by events. Anyone asking after the Prince will be informed that Lodin is 'unavailable'. If they make another roll they may detect that the venture are worried about Lodin for some reason. Perhaps he is in some sort of danger?

RUMOURS HEARD AT THE SUCCUBUS CLUB

- Everything in the Loop has closed, and there is no power there.
- There has only been a small amount of looting, but the Police are still overstretched.
- The Tremere caused the flood in an attempt to conduct a secret count of the Nosferatu living in the tunnels.
- Hundreds of derelicts have been found washed up by the flood, dead.
- There is a plague of giant rats fleeing the flooded sewers.
- A prominent Tremere caused the flood in revenge on Khalid. Apparently, this mysterious Tremere 'embarrassed himself' when Khalid removed his obfuscate at the Opera. The Tremere had been trying to impress a lady friend at the time and was furious with Khalid.
- Many Ventrue business interests have been badly hit by the flood.
- Lodin is trapped in his haven and they are moving in heavy cutting equipment to free him.
- The Brujah believe that Lodin paid the Tremere to cause the flood in a bid to destroy his opponents that went horribly wrong.

Once the players have heard enough or become restless, they will receive a polite summons from DuSable to attend him at the Chantry. Garwood is the most likely character to bring the summons. Any player characters that would not normally respond to this should be taken to one side by an elder present, who will suggest that it could be an opportunity for them to learn something important-something that could gain them favour in the city. Any Nosferatu will be approached first by Elzbieta and told they are to help the

Tremere in order to find out as much about their involvement as they can. Such an elder should ideally be one that would logically use the character as their agent.

ACROSS TOWN

The journey south to the Chantry is a tortuous one that takes far longer than normal. After the bright street lights and neon of The Rack, Downtown is a black pit filled with the flashing reds and yellows of emergency lights and car lights trapped in a relentless crawl through the streets. Police diversions and blockades seem to be everywhere, and numerous fire engines are surrounded by swarms of emergency workers trying to pump water from buildings. In the distance sounds of breaking glass and alarms can also be heard, but these are rare. The predominant atmosphere is one of tired confusion, not anarchy. Within The Loop itself it is clear that almost all of the power has been cut. Even the backup generator systems one would expect to have kicked into life seem to have failed. The deeper into the heart of the city you go, the more it feels like being devoured by some gigantic beast.



If the players travel with Garwood he will display an emergency pass that enables him to travel a more direct route through the city centre. If not the journey is longer and even more frustrating, following diversion after diversion, always skirting round the dark heart of Chicago.

If you wish, this could be a good moment to add some drama in the form of a pack of ghouled rats that have escaped the tunnels and are running rampage in the streets. They are large, bloodthirsty, and sufficiently distressed by having to leave their lairs below that attack on sight. They are quite happy to attack targets on foot, or in cars. They will even attack the cars themselves, throwing themselves at the windscreens or tearing at the wheels. They are enough of them that this tactic could cause a blow-out (yes, you have to get out of the car to change the tire) or a crash. The majority of the rats should probably die attacking the cars, leaving enough alive to put up a good fight, but not so many the party is overwhelmed.

Ghouled Rat

Strength:1, Dexterity:4, Stamina:3
Willpower:3, Health Levels: OK,Ok,-1,-1,-3,-

5,incap.

Attack: bite/4 dice

Abilities: Alertness 2, athletics 2, brawl 3, dodge 3, Stealth 3.

Each rat can hold 4 blood points.

Potence 1 and either Fortitude or Celerity 1.

If characters allow themselves to be surrounded by a swarm (by becoming separated from the group), treat the swarm as having a damage pool of 6 dice and allow dodging or soaking of the result. Damage should be lethal. The swarm attacks with an initiative of 3 once per turn. If the character dodges they can move normally during the rest of the turn, if not movement is halved. If the character botches, or takes more than 3 damage in a turn after soaking they are knocked down and overrun. Damage difficulty for the swarm falls from 6 to 5 and the character is restricted to a yard or two of movement per turn. It will take 12 points of damage to disperse the swarm.

Anyone examining a dead rat will notice that they are exceptionally ugly. It is not hard to determine that they are Nosferatu ghouls.

Eventually the party should reach the Chantry.

They may need to walk the remaining distance, or commandeer another car to do so.

AT THE CHANTRY

The Chantry is an imposing mansion house, one of the few remaining in the Downtown area. It is nestled between several small skyscrapers but somehow manages to retain a sense of power and importance. Candle light flickers through the fine gaps of heavily curtained windows. You are led through a heavy oak door into a grand marble hall illuminated by a great chandelier encrusted with a century of wax from a hundred candles. A butler takes your coats. He then leads you down a corridor lined with portraits of men and women from ages past (all of which have the same strange look of power and mystery to them) to a sitting room. This room is comfortable, furnished with fine Victorian furniture, the occasional bookshelf and yet more portraits of sinister characters posed with books, globes, skulls and other shadowy and unidentifiable props. A bizarre and seemingly out of place touch are the modern Hi-Fi and television to one side of the dark, old fashioned wood panel room. You are invited to sit and await Dusable, who will be joining you shortly.

Perceptive characters (perception + security difficulty 6) may notice that each room has a small security camera and a smoke alarm. A perception + alertness roll (difficulty 7) may reveal that there is a large damp patch on the carpet near one of the interior walls of the room. Only a more careful search (perception + search difficulty 7) will reveal that there is a secret door

in the wood panelled wall nearby. DuSable's arrival will make any further investigation impossible at this time. He will tell the party that the city is riddled with old freight tunnels that were closed down years ago when the coal



they used to transport to businesses in the city was no longer needed. Any Nosferatu in the party may be surprised that he knows of them (few in the city apart from the Nosferatu do). DuSable will stress to any Nosferatu that he is in need of the special knowledge of these tunnels.

He proposes an investigation of them, fearing that the flood has started there somehow, perhaps deliberately in an attempt to frame clan Tremere for it. He believes that the scurrilous rumours of his clans' involvement in the flood have been started deliberately, and he wants to know whom by, and why. Most importantly, he wants enough evidence to be gathered to demonstrate that they had nothing to do with it.

Perhaps the party can actually gain entrance to the tunnels (after all, they no longer need air to breathe so they can survive under the flood waters). If so they may be able to find the source of the flood and any clues to who started it. If the tunnels prove impossible to investigate they can also seek the source of the flood on the surface and question any witnesses there. They might also gain useful intelligence from questioning city officials and emergency workers in the vicinity. If they succeed in proving the Tremere's innocence the clan will be grateful to them, and they will be rewarded. He can provide another car if they lost theirs to the rats earlier.

THE SOURCE

It is not hard for the party to find a point of entry into the tunnels if they have a Nosferatu amongst them. If not, DuSable provides directions for them. Some, or all, of the party may require torches to explore the building, in which case Dusable has supplied them.

You enter a darkened building, deserted and mysteriously unlocked. Descending a service stair to a lower basement area, you find it flooded with cloudy, cold water. Boxes and loose papers float in lazy spirals and circles through the water,

tracing patterns of ripples caused by your entry and movement between them. Water bubbles up from one corner of the room, forcing its way up from another, and deeper basement below. You must dive down into the water to explore any further. The disturbed dirt and sediments flushed up from the tunnels, along with the drifting debris of the storeroom itself makes this a difficult task. Vision is limited, and the sediments distasteful to ingest. Your path takes you through clusters of stationery-strange schools of pencils and pens that catch the light of your torches like multi-coloured tropical fish. Pulpy masses of paper, no longer identifiable as anything other than a slowly shredding, unwinding cluster of smeared print, claw and clutch at you as you pass. Ahead you can feel the slow relentless pressure of the rising floodwater.

Beyond this point swimming will become difficult—once the crude barrier that once separated the sub basement from the tunnel elevator (the total depth of the tunnels beneath the street is forty feet) is passed, the force of the water moving through the tunnels becomes much stronger. It will immediately become obvious that actually entering the tunnels themselves will result in even the strongest swimmer being swept away with the current. Strength + swimming rolls (difficulty 7) must be made to avoid being swept into the tunnels, and the difficulty rises to 9 once a swimmer is in the tunnels, with rolls having to be made every turn. Once taken by the current the character will be swept through the length of the system, generally either to the limit of the tunnels, or into a breach either in a basement area or the sewers. This could be an opportunity to create a situation that will enable characters to regain some lost humanity—they could discover a victim of the flood, perhaps an emergency worker or a hapless citizen who has been swept into the torrent from a basement and needs rescuing before they drown. Do the players risk being swept away themselves in order to save her? They will discover very rapidly that the one thing they cannot do is to get any closer to the source of the flood in the tunnels themselves. They must continue their investigations on the surface. Remember that the players may well be soaked through by this time, and will present a very sorry sight to the kine on the surface. There may well even be offers of medical help that could breach the masquerade (checking for respiration or the strength of a pulse on a vampire mistaken for a victim of near drowning).

ON THE STREETS

Mortal activity seems to be focusing on an area near the Kinzie Bridge. Most of the emergency workers and city officials seem to be moving to or from this area. Further investigation will reveal that a crowd has gathered to watch the desperate efforts of those trying to seal up the breach in the

tunnels below.

The area around the Kinzie Bridge is bustling with activity. People are jostling to watch a group of men in a barge throwing mattresses and sandbags into a great whirlpool in the river. There is a sense of desperation in the air, made all the stronger by the presence of police, firemen, and the US Army Corps Of Engineers. Nearby, in Franklin Street, an impromptu emergency operations centre has been created in an office block. Tired officials and city workers are still relocating vital documents there, carting boxes of files into the building. Across the street a small gathering of bewildered looking homeless are clutching paper cups of hot soup in trembling hands. A squat man in a grubby jacket and baseball cap can be seen organising the soup run.

The players are faced with a series of choices of who to question about the flood. Emergency workers and city officials will all point to the discovery that a pile driver has ruptured the tunnel walls below. Apparently this happened some time ago, but the pressure on the tunnel walls only became too great for them to take recently.

Moving amongst the city officials are two Nosferatu, Jurgis and Khalid are both helping co-ordinate much of the emergency work to ensure that as few clan secrets are discovered as possible. Both are using their obfuscate to appear as normal (though important) officials. Because Khalid is worried that he may have been the target of an attack, if anyone identifies him as a Nosferatu, he will pretend to be Jurgis. This is part of a general plan the two vampires have concocted to confuse potential enemies of Khalid. If either have any reason to suspect the players mean Khalid any harm, they will direct them to look for 'vital clues' in an old cave some way to the north of the city. The cave is a trap, guarded by an ancient ghoul bear.

Ghouled Bear

Strength:5, Dexterity:2, Stamina:5
Willpower:4, Health Levels:OK,Ok,Ok,Ok,-1,-1,-1,-1,-3,-3,-3,-5,incapacitated
Attack:Claws for 8 dice, bite for 6
Abilities:Alertness 4, brawl 4, Intimidation 4, stealth 2
Blood Pool: 6
Disciplines: Potence 1, Obfuscate 1, Fortitude 1

If questioned, both the Nosferatu can confirm that the pile driver seems to have been the cause, but they will add that documents they have seen suggest it should have been dealt with by the city weeks ago and for some reason was not. They will suggest that city officials may have been 'interfered with' to bury the reports on the damage. If asked what other Nosferatu are doing, they will say that Elzbietta is investigating the causes of the flood, and that Nathaniel should be



acting as liaison with the Ventrue to ensure clan secrets that could break the masquerade are not exposed. They do not know about Tommy.

Anyone questioning the group of homeless and vagrants outside may notice clues that some could have been in the tunnels and basements when the flood occurred. Perception + Investigation (difficulty 6) will show that many are drying off clothing, Perception + Medical (difficulty 7) will reveal signs of shock and previous water inhalation along with early indications of conditions such as pneumonia, while Manipulation + Empathy (difficulty 6) will encourage them to open up and talk about they were caught in the underground areas they sleep in by the flood.



They will all mention that they should talk to a charity worker, Tommy (the squat man in the baseball cap). They clearly hold Tommy in high regard.

Tommy will try not to reveal that he is a Nosferatu if at all possible. His existence is a secret to most Kindred. Khalid knows about him, but the rest of his

clan do not (with the obvious exception of his sire, Nathaniel, who wants him destroyed). Though he was created with Lodin's permission, he has never affiliated with any group and fears Lodin because of this. Rumours of large numbers of such unaffiliated Nosferatu have led Lodin to question their loyalty to him as Prince, and Tommy knows of this. He will only reveal himself as Kindred if allies of the Nihilists are in the group, and then only to them. His greatest fear is that the flood was designed to target him and his small army of the homeless.

Tommy will give a dirty, scrunched up piece of paper with a strange sigil drawn on it to the players if asked if he knows anything about the flood. He will reveal that a derelict that lived in the tunnels gave this to him. The derelict saw the sign painted on the tunnel walls near the Kinzie Bridge area. There was water leaking around it and it didn't look safe. Tommy will say that he has no idea what, if anything, the marking means or why it might be important.

Nothing more can be learned here, but the symbol may be part of a Tremere ritual, and the group should return to the Chantry to try and identify it.

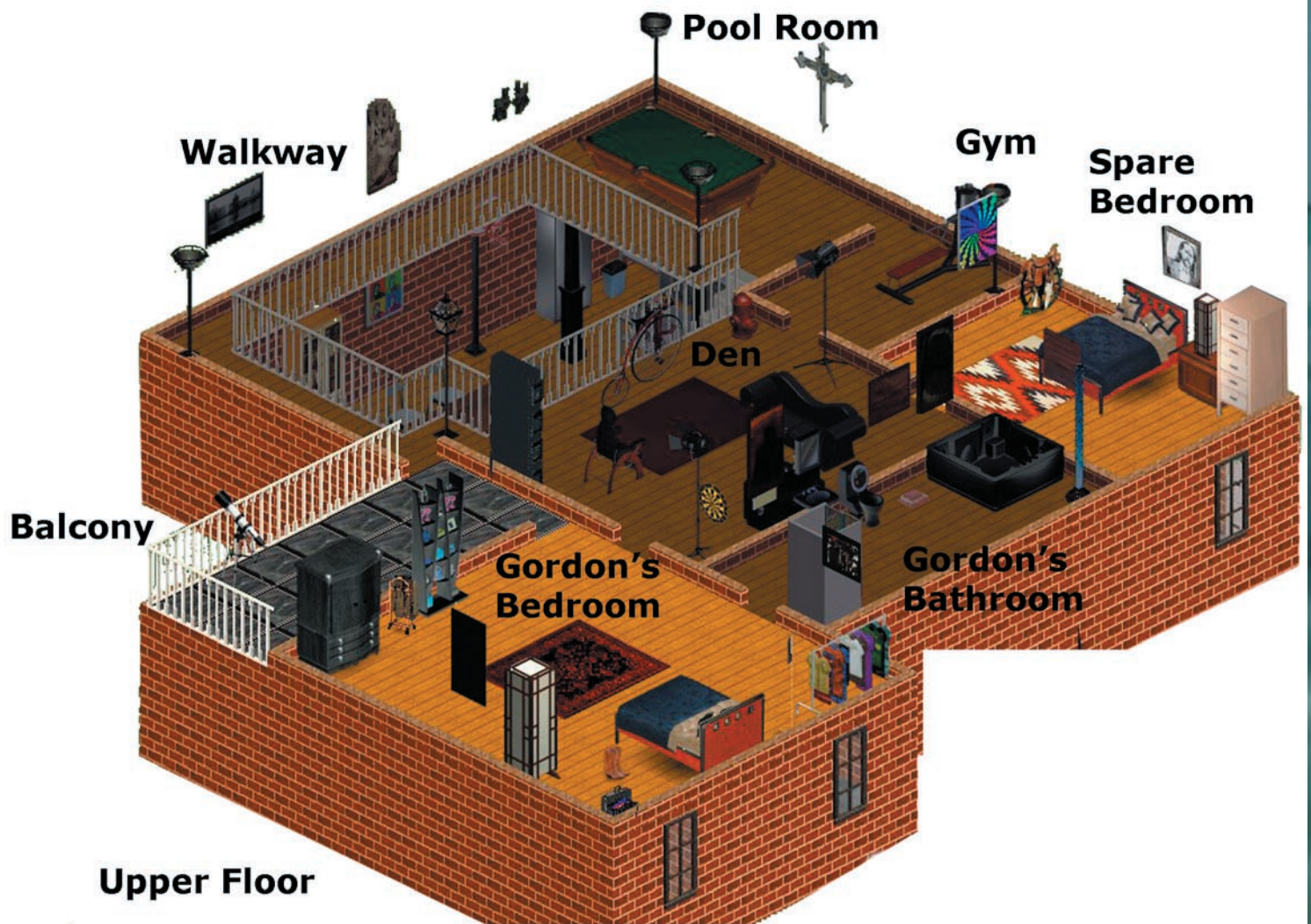
THE CHANTRY AGAIN

At the Chantry, DuSable will reveal that he has had an inventory taken of all the clan's rituals and discovered one is missing. He can confirm that the sigil found in the tunnels is from the missing book. It is part of a rare, but not very powerful, ritual called 'Chaining the Waters'. It is a level one ward against flooding. The rest of the missing book dealt with the 'Path Of Neptune's Might', and learning this would be essential to casting the ritual. He believes that it may be possible to remove the ward from as far away as fifty or sixty feet, totally cancelling its effect.

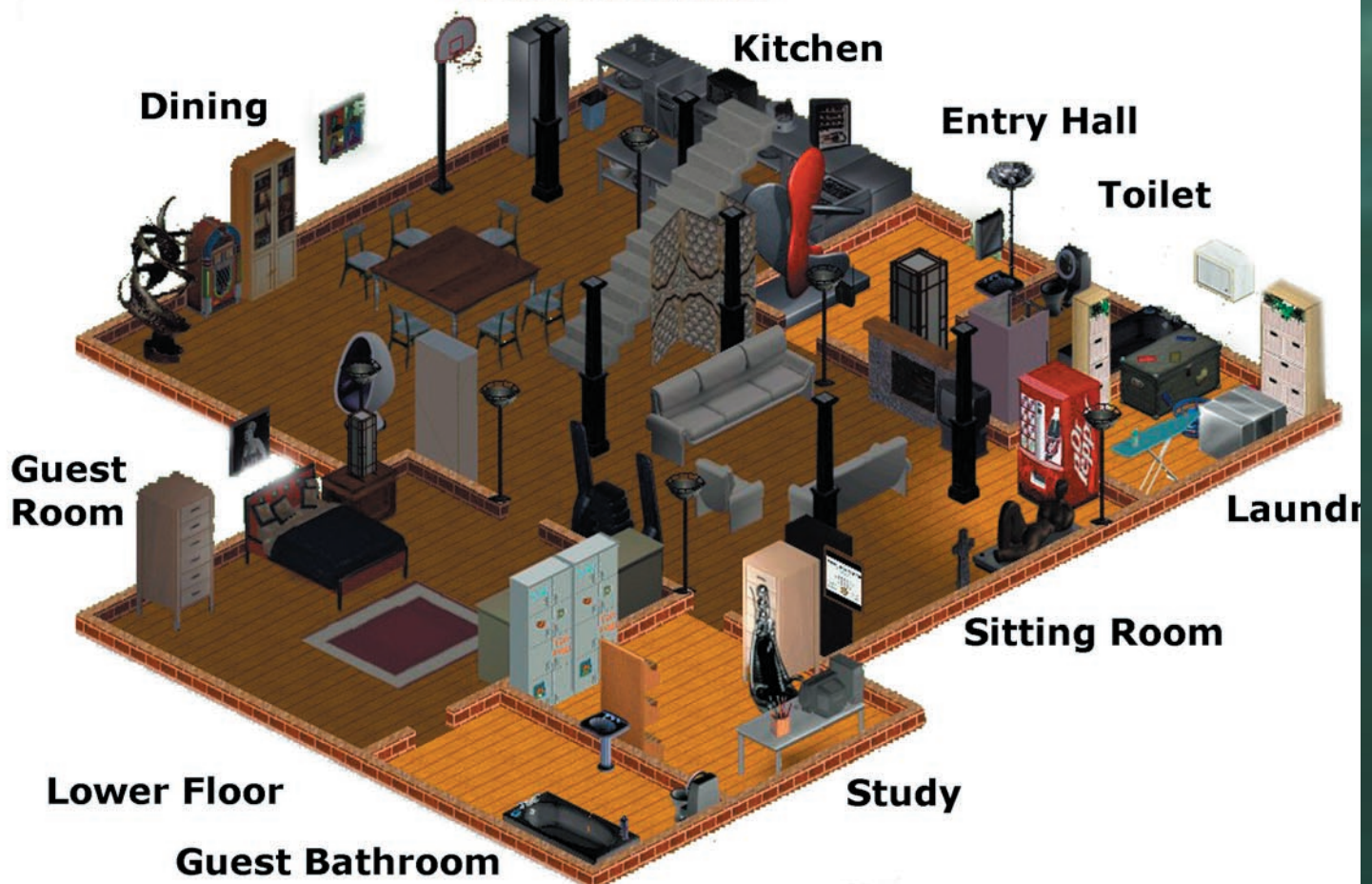
DuSable has checking since then to see if any of his clan mates removed and used the ritual and he has already used the ritual 'Bone Of Truth' to establish that Garwood had nothing to do with it. Nicolai is not present (and few of the Kindred in Chicago even know he exists). Anyone else with access to the Chantry will be checked with the bone (which turns black if told a lie by its holder). During this time, Erichtho has been sneaking around the Chantry using secret tunnels between the walls. She was in the Chantry basement, having used the freight tunnels to gain entry (a secret she learnt from Nicolai when he was still enamoured by her). The floods forced her up into the building, which suited her fine because she wanted to spy on her clan mates anyway. Though her blood bond to Nicolai is weak now, it is still enough to cause her to want to be near him. She is, however, trapped because if she tries to leave by any route other than the now flooded basement she will be detected on the Chantry security cameras. Anyone making relevant rolls or using Auspex will hear her moving about, and her presence will be detected. Investigation of the damp patch on the floor and the secret door will also expose her presence (she came out briefly to try and catch news of what was happening on the television). Her activity is clearly suspicious, and she is also wet, but she willingly agrees to The Bone Of Truth, which indicates that she is not lying if asked if she had anything to do with the flood. She will volunteer that she saw Gordon Keaton sneak a small book out of the guest library over a month ago. Since Keaton is not present, he cannot refute it, and by now the Bone Of Truth has been exhausted anyway. Attempts to question Erichtho further are hampered by the need to find Keaton. She knows he has a small top floor apartment



GORDON KEATON'S APARTMENT



Upper Floor



Lower Floor

nearby and while guiding them to it she will try to slip off into the night. To avoid being sidetracked by her personal story of betrayal by Nicolai and his blood bond, she should probably succeed. If she is compelled to talk before then, she will reveal that she keeps away from the Chantry on the clan leader's orders, and that there is 'bad blood' between them. Players may believe that she means DuSable, but she is actually referring to Nicolai. DuSable will be very concerned about her presence in the Chantry, but will say and do nothing about her because he believes her information may be too valuable. He will be distressed if she escapes because he wishes to question her more closely later. If she fails to escape and is returned to the Chantry, Nicolai will ensure that she is not questioned (she can reveal far too much about their blood bond).

KEATON'S APARTMENT

Gordon Keaton's apartment is a trendy loft conversion filled with all the latest gadgets not far from the Chantry. It is on the top floor of the building and is currently dark and without power since is on the edge of the area affected by the power blackout. Players will have to break in to investigate further.

The apartment is rich in shadows that cascade amongst a wealth of modern and tribal art. Grinning wooden masks leer from the walls beside dramatic abstracts painting in blood red oils. Twisted metal sculptures on marble stands seem to dance in the shadows with fragments of totems and fetishes. One of the largest entertainment centres you have ever seen squats on the wooden floor like a brooding idol, silenced and robbed of its power by the blackout. Apart from the occasional sound of sirens outside, everything is quiet.

Because they cannot be certain that Gordon is not present, investigation of the apartment may be slow. However, he has left Chicago for a while and is not a threat to the players at this time. When he heard of the flood he realised that he

had supplied a book with water magic in it to his buyer and put two and together. Now Keaton fears he will be blamed and has decided to hide until everything blows over. As a caitiff he does not want to come to Lodin's attention because it may mean his destruction even if he is forgiven any involvement in the flood. Clues can be found in his office

computer (if they can get power to it or take it to somewhere outside the blackout area) and in a planner left in a jacket pocket in his bedroom. Intelligence + Computer (difficulty 8) is needed to extract the information from his PC, and a Perception + Search roll (difficulty 6) to find the planner. Both sources of information may also reveal his appropriation of material used to blackmail clients of a certain brothel in the city (Intelligence + Investigation, difficulty 7). A search of the apartment will also uncover signs that Keaton has a taste for bondage and S and M. The clues are a record of a meeting with a 'client' who paid him to obtain a particular book for him. A rare old volume on magic the client paid him handsomely for, and that Keaton was to drop it off at a Chicago TV Station. The book was to be given, wrapped and sealed, to someone named 'Jim Powers', who would then give Keaton the money. The faint suggestion of an approaching dawn will mean that this lead will have to be followed up later.

A MATTER OF FAITH

The TV Station is outside the blackout area, and a broadcast is just ending. The show, 'The Hour Of Power' has a small live audience, and Jim Powers seems to be the host. Posters showing him holding a book 'Power and Prosperity' are scattered throughout the studio. He has a sickening, sweet grin in all of them and wears the same expensive blue suit in them that he wears on stage.

Jim Powers struts around the stage before his adoring audience with a wide smile and commanding gestures. "Only Jeesus can bring you the success you desire, my friends. Only Jeesus can rid you of the demons that pull you down in life." Powers brandishes an expensive leather bound Bible in the air, leaps on one foot and brings it crashing down on a lectern dramatically. "The power of THE LORD is here, my friends. It is in his good and Holy Word. If you truly desire power over the demons, power that will free you from the cycle of despair that keeps you chained to failure, then turn to THE LORD. You must learn to give if ye are to receive, and to listen to THE LORD is ye are to learn. My friends, I will end this night in humble prayer with you. We shall open our hearts to THE LORD as we submit to him, giving with generosity to his servants." Numbers that flash across the monitor screens show how the faithful can make donations to 'The Hour Of Power' or buy Jim Powers's book. Once the prayers are finished, he leaves the stage, smiling and shaking hands with the faithful. As the sycophants slowly drift away, an opportunity to approach him unfolds.

Players may have worries about True Faith during their time at the Studio. Though it does host a range of Christian cable shows, the 'Hour Of





Power' does not seem to present a threat, and neither does Jim Powers. Any real faith has long ago been replaced in his heart by greed and a need for status. Pastor Powers is more than happy to talk, especially about his work, his new book, and monetary contributions to the 'Hour Of Power'. The pastor, remembers Keaton because 'God' told him to take a gift for the lord from him. He gave him a bulky envelope in return that the lord had left for him at his church. He took the book Keaton gave him back there too, and of course, a miracle happened and the lord 'took the book unto him'. The South Side Church Of Christ address is prominent in all the 'Hour Of Power' literature at the TV Station, so finding it is easy.

THE CHURCH

The South Side Church Of Christ has seen better days. Peeling paint and woodwork that shows signs of rot are indications of years of neglect. It seems that the profits from 'The Hour Of Power' are not ending up here. The building is unlocked, and inside it is gloomy and full of long shadows from the pale light filtering through the windows upstairs in the gallery. The shadows of the pillars supporting it form a lattice of lines like a web running through the church. Pews run down the ground floor of the building, facing a simple stage with a lectern and a table with a wooden cross on it. To either side of the entry way are stairs up to the gallery and organ. There seem to be several rooms at the back of the church, probably offices. Everything is very, very quiet.

An investigation of the church will reveal that there are not only offices behind the stage (on the upper floor), but also a kitchen and some meeting rooms. A staircase leads down to the basement, and since any investigation of the rest of the church will draw a blank, this is where the group will no doubt go next.

The basement smells of bleach and some sweet odour that reminds you of dead flowers. A long corridor with plain white painted doors stretches the length of the basement. One door is marked 'janitor', another 'supplies', and a third 'boiler'. Suddenly you notice that you are not alone-a pastor in a simple grey shirt and clerical collar stands before you at the end of the corridor. He holds a book in one hand, and a cell phone in another. He smiles, a broad smile that shows far too many teeth to seem genuine. For a moment his face seems transformed, a hideous mask

leering at you in the low light of the basement, but then it seems just that, a trick of the light, as he steps towards you and welcomes you to the Church of Christ.

This is the instigator of the flood, the Nosferatu, Nathaniel. He uses Obfuscate to appear as another pastor, and unless the players show evidence they are Kindred, he will maintain his ruse. If they do, he will warn them they could have breached the masquerade and suggests that perhaps he should phone his 'friend', Lodin. As the Pastor he will feign ignorance and try and persuade the players they are in the wrong place, or that as the door is always open anyone could have used the church for their purposes. If they persist in searching he will reveal his identity and tell them they do not have his permission to do so. He will indicate his status with both Lodin and Khalid if needed, even going so far as to phone Lodin and have a very irate Prince insist that they

leave Nathaniel alone. Lodin is not in a good mood (having been trapped in his haven by the power outage).

If the players are more reasonable and tell Nathaniel that they have followed the trail of the stolen ritual to the church, Nathaniel will be forced into telling them what they want to hear (though he will be lying of course). He will say that he had a wealthy and influential buyer for the book, but apart from the fact that they are very powerful in Kindred circles he does not know the buyer's identity. All he knows is that he was to give the book to the Maitre D at a restaurant, and that payment for it would be made to his bank account. Nathaniel will seem reluctant and upset

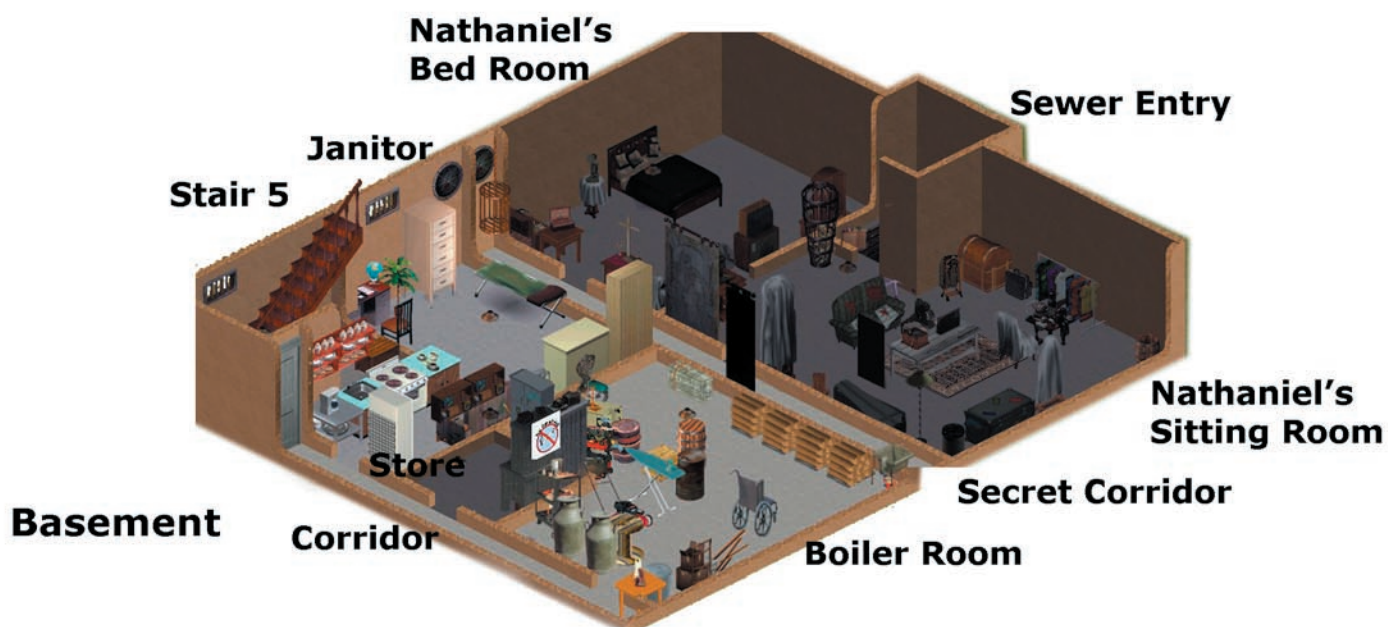
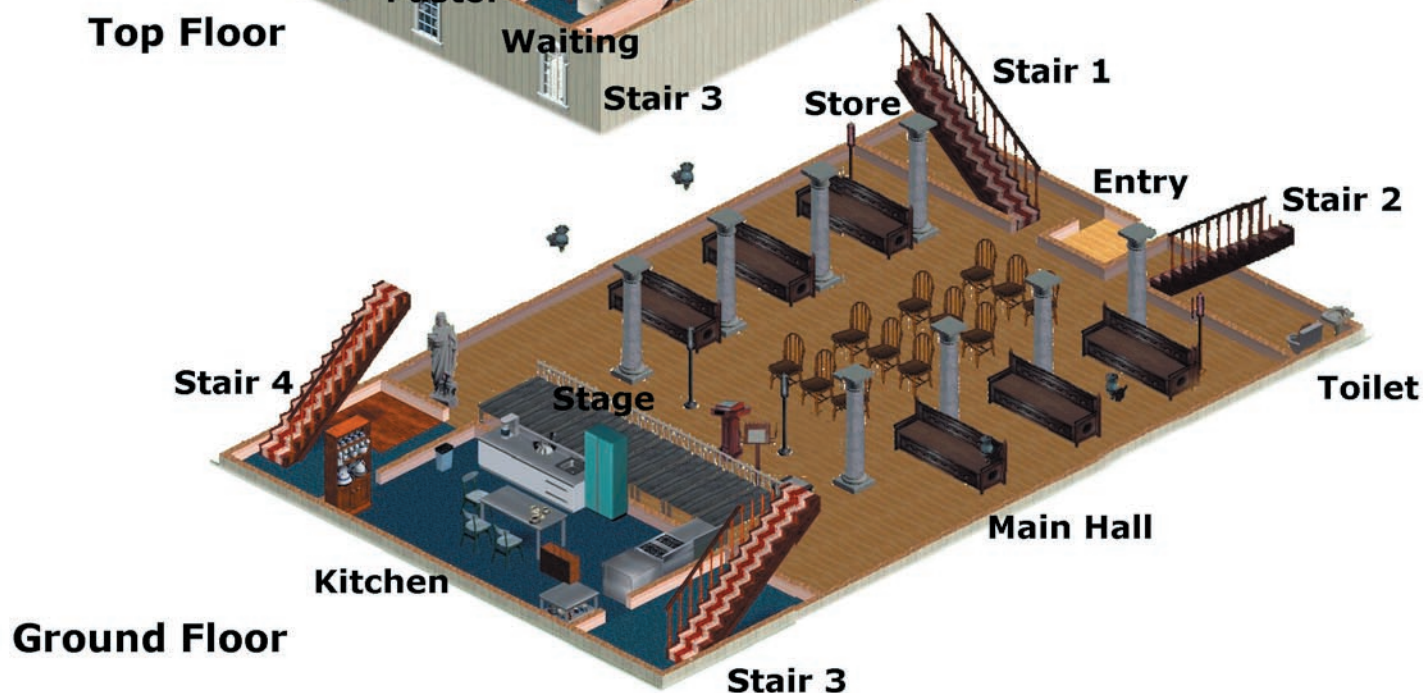
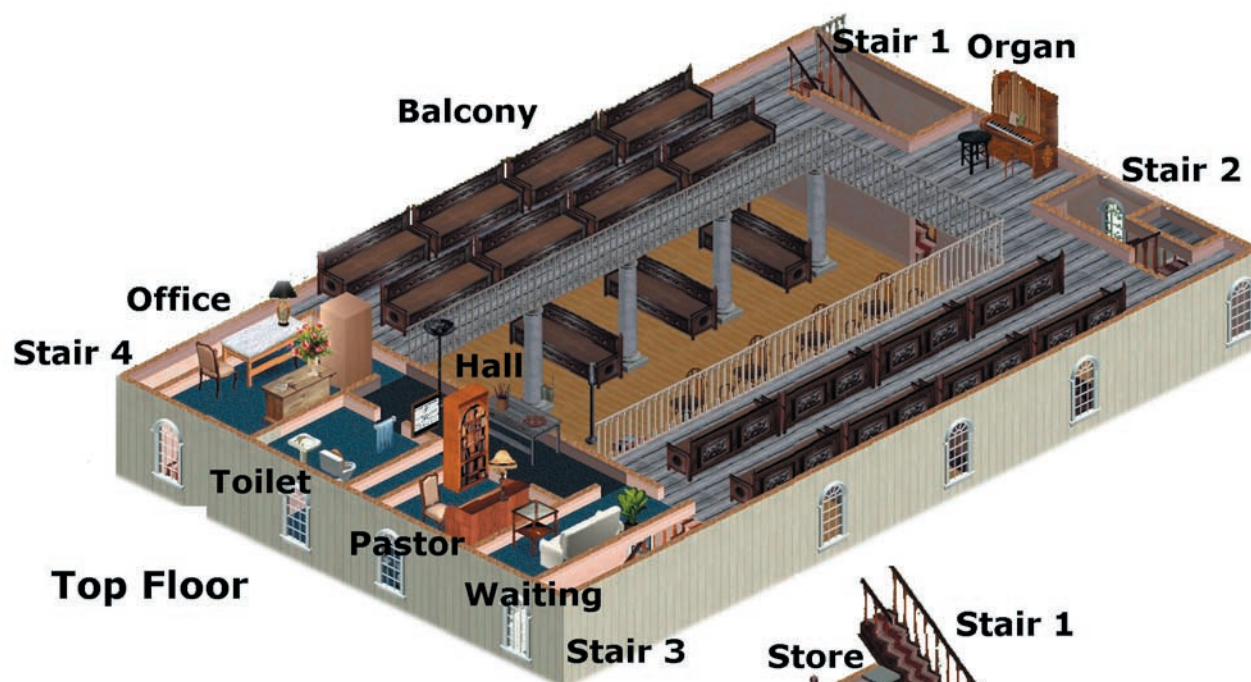
that he has revealed this-he has 'betrayed a trust' in doing so. Since the book is actually sitting in a secret area behind the boiler room that Nathaniel uses as a haven, this is all just a ruse. Nathaniel needs to get the group away from the area so he can hide the book elsewhere (somewhere safe were it cannot incriminate him). One of two different restaurants could be used. By mentioning Daley's, he is implicating that it is Horatio Ballard who is behind the flood. He hopes that this will lead the players into a deadly confrontation with Ballard, or even stir up resentment and distrust amongst the Chicago Camarilla. He will be happy so long as the players fail to find the book though. If, instead, he mentions a small Italian restaurant in the middle of the Rack, he is trying to implicate Capone.

The secret area behind the boiler room is reached through a hidden door in the brickwork of the wall



CHURCH OF CHRIST

SOUTH SIDE, CHICAGO



behind a set of shelves. Beyond there is a small complex of rooms used by Nathaniel, including a bedroom, chapel area and sitting room. A watertight door off the sitting room leads to the tunnels below. Nathaniel always keeps the door locked and has the only key.

FURTHER INVESTIGATION

Questioning the Maitre D is hopeless since Ballard or Capone (depending which has been implicated) has dominated him so heavily that he is incapable of talking about his master, or about anything unusual that may (or may not) have occurred at the restaurant. No evidence to link Ballard or Capone to the book will be discovered of course, but even searching for it will draw the Ventrue's attention and probably his wrath as well. Wise players will either return to Nathaniel (and find that he has gone-he is moving the book), or just leave the investigation as it is. They can demonstrate that Keaton stole the ritual, so it is easiest to lay the blame on him or on an unknown buyer. The Tremere will be satisfied since it absolves them of any involvement. The Prince and the Primogen will be satisfied because they have enough evidence to draw their own conclusions and will simply watch their suspects more carefully in future, waiting for the optimum time to use what they know. There are, however, a few possible variations that might come into play, depending on the group's actions. If they insist on searching Nathaniel's haven they will cause Lodin to Frenzy, and will incite punishment by him afterwards. Nathaniel will not fight to protect his secrets, but will attempt to flee through the secret area behind the boiler room with the book. If he must, he will destroy the book rather than let the players obtain it. This way it will be their word against his (and whoever has the highest status will probably prevail). If the players push Ballard to far, he will retaliate by crippling their finances and making them look as bad as he can to the elders. With no resources or allies he will then arrange for their havens to burn down with them inside. If it is Capone they are up against, he will arrange a series of gangster style 'hits' and drive bys. The political fallout from pressing investigations too far or telling everyone that Ballard or Capone is involved could spark off serious conflict in the city, though it is unlikely it will result in Lodin's



fall. If you want to cause even more chaos, Nathaniel could impersonate a few key Ventrue and be seen committing acts that will implicate them further in conspiracies against Lodin. If anyone suspects obfuscate could be being used to do this, Nathaniel will be happy as well, since it will implicate Khalid and the Nosferatu. As power is restored to the city and the tunnels emptied of water, the city will slowly return to normal. Many Ventrue along with a few vampires of other clans will have made great financial losses from the flood, and the Nosferatu have lost their greatest asset, the secrecy of the tunnels. Vampires with havens in the flooded area may return to them, but the flood will have seriously damaged many. An uneasy feeling will descend on the city Camarilla that will never quite fade. Many questions will remain unanswered, and suspicion and distrust will have been sown across Chicago's Kindred community.

SEQUENCE OF EVENTS

PREQUEL

January

Gordon Keaton is paid by a mysterious visitor (Nathaniel) to smuggle an old and seemingly insignificant tome of Thaumaturgy from the Tremere Chantry. Keaton uses his relationship with the Chantry (they are teaching him Thaumaturgy with the possibility of inducting him into the clan, while using him as a spy in the Anarchs) to obtain the book. It is considered so trivial a book that none of the Tremere notices its absence. He drops the book off at the TV station used by the Church Of Christ's 'Hour Of Power', and the ghouled minister follows his orders and takes it back to Nathaniel's haven. Nathaniel then sets about learning Thaumaturgy 1 (Neptune's Might) as detailed in the second edition Chicago By Night book. He also learns a level 1 ritual from the same book 'Holding The Water's Might' that prevents any water passing through a warded area while the ward exists. The ritual can be removed from a distance by reversing it.

February

Nathaniel uses the Thaumaturgical power 'Eyes Of The Sea' on a puddle in the tunnel to find the best spot to flood the abandoned tunnel network. He then dominates a construction company boss

into placing the pile driver into the tunnel at the weak spot. Using the level one ritual stolen from the Chantry by Keaton, he holds the water at bay. Some cracks in the tunnel wall start to form, along with a little leakage, but the tunnel holds. Workers laying cable in the tunnels discover the leak and send a videotape of it to the city Supervisor Of General Services, who Nathaniel dominates into forgetting it exists. The tape remains in his desk drawer gathering dust.

Wednesday April 7

An inspector who is due to exam the tunnel area fails to do so because 'he could not find anywhere to park his car'. Nathaniel ponders just how easy it is to dominate some mortals.

Tuesday April 12 (sometime late at night)

The flood starts near the Kinzie Bridge after Nathaniel unbinds the ritual, allowing the cracks to widen and the leak to become a torrent. He rapidly leaves the tunnel network and returns to his haven.

Wednesday April 13, 5.57am

Engineer Bill McGing discovers the flood in the lowest sub-basement of the Merchandise Mart's boiler room. It fills over half the area and water is entering at 550 gallons a minute. It takes a while for the threat to sink in amongst city officials, many of whom are completely unaware of the tunnels existence.

Wednesday April 13, 10.00am

Most of The Loop area loses power as electrical systems and backup generators (all located in the flooding basements and tunnels) fail. The transport system shuts down. Offices begin to be evacuated with warnings not to attempt to use the elevators. Warnings are given about the risk of electrical shock to anyone entering basement areas that have been flooded. Rats and other vermin, some abnormally large, flee into the streets, causing a panic in some areas (the vermin is not present in the real world. In WoD they are the result of Nosferatu spawning pools). Many Nosferatu (all unknown to the local Camerilla-are they Nathaniel's brood?) are washed out into the open where they are destroyed by daylight. Reports of the repulsive corpses of long dead derelicts begin to circulate. Many real derelicts are amongst them as they had been sheltering in the tunnels. Since Black Spiral dancers also sometimes use the tunnels, a few of these may also be washed up. Meanwhile, City Hall has set up an emergency operations centre at 400 North Franklin Street. City employees can be seen in a barge near Kinzie Bridge throwing mattresses, sandbags and cement into a great whirlpool. The US Army Corps Of Engineers is called in to help. The entire city begins to be affected by power outages and the CTA closes two of its subway tunnels. Traffic is severely disrupted and all business downtown

close. A media circus begins.

Two vampire hunters arrive from New Orleans and are stopped by police near Lodin's haven. Metal cutting equipment, climbing gear and wooden stakes are found in their car and they are arrested, but later released without charge. Believing that Lodin has detected them they leave the city. They had been supplied with schematics of Lodin's haven along with the ideal time and method to attack him while he was still trapped asleep and alone in the vault by a member of their local Church Of Christ (secretly dominated by Nathaniel).

FEMA are called in (the Federal Emergency Management Administration).

SCENARIO BEGINS

Wednesday April 13, Dusk

Kindred all around the city awaken to discover the chaos. Most of those endangered by the flood have been moved to safety by their retainers. Lodin is stuck at the top of his Prudential Building haven because the elevators have failed and there is no stair access. The vault door to his inner sanctum (controlled by a timer) has also failed, and he is trapped in the vault. After several hours kindred begin to assemble at The Succubus Club (which is outside the flooded areas) and the rumours begin to circulate. Player characters should be at the club, hearing rumours.

Wednesday April 13, 9.00pm

The Tremere leader, DuSable, requests the player's character's presence at the Chantry if they are Tremere or Nosferatu. Getting across town proves difficult and takes almost an hour.

Wednesday April 13, 10.00pm

Lodin is finally freed from his vault and is forced to crawl through air ducts to escape the building. He relocates to another haven outside the flood zone.

At the Chantry any player characters that have been sent by Lodin or the Primogen to investigate the rumours join those already there. The investigation begins. DuSable proposes an examination of the tunnel network (hence any Nosferatu present).

Wednesday April 13, 10.30pm

The continued water pressure as the river continues to enter the tunnels proves too much for any investigation of the tunnels until the leak is stopped. The characters are forced to interview witnesses on the street.

Returning to the Chantry, they will discover that a ritual has been stolen, and that a hidden observer knows who took it.

Investigating Gordon Keaton's apartment reveals that it is currently empty, but a thorough search will turn up his personal planner or important data

on his PC.

Thursday April 14, shortly after dusk

The group investigates the TV station and Church. They discover Nathaniel, who attempts to get them to investigate a dangerous 'red herring'.

At this point it should become apparent that the investigation is leading the deep into Ventrue clan politics and that if they have any sense at all they cannot investigate further. If they do, Ballard or Capone will react with force, resenting even the implication of his involvement. Lodin will do nothing to protect them, and the Primogen will be split and unable to act. The best solution is to find a natural explanation to preserve the masquerade, or a scapegoat. Keaton is ideal.

AFTERMATH

Sunday April 17

Power is restored to all but 25 of the Loops buildings. Tommy (Elucid) will seek out one of the players and tell them that he suspects one of his own clan may have been involved in an attempt to destroy Khalid, their clan leader. Further attempts to find Nathaniel will prove very difficult indeed.

Monday April 25

All the leaks are stopped and the water drained. The USGS complete a survey of the tunnels. All of the workers entering the tunnels have been victims of Khalid's high obfuscate powers and fail to notice the returning Nosferatu presence.

CHARACTER MOTIVATIONS

Nathaniel

His primary goal of destroying both Khalid and Lodin has been frustrated. Now he wants to hide his involvement, but cause as much disruption as he can in the process. If he can start a war amongst the clans he will. If he gains a chance to destroy any of the characters without any risk to himself he will. Nathaniel spend most of his time at the church, but he will also visit the tunnels to see if his secret brood of childer survived after the flood, as well as nosing around to see how the flood panned out.

DuSable

As the ostensible clan leader he has to clear the clan of any involvement in the flood. When he becomes aware of the breach in Chantry security he will focus on tightening it. He will be very worried about possible clan discipline for allowing non-clan member's access to Thaumaturgy. He will also be VERY curious about Erichtho's story though. He has always suspected Nicolai had a strange relationship with her, and never knew why she disappeared so suddenly.

Nicolai

Currently not in the Chantry, he may turn up at the Succubus Club trying to romance Portia. He shares DuSable's concerns and in addition wishes to keep the nature of his relationship to Erichtho secret.

Elucid

Apart from keeping out of danger, he also wants to save as many of his army of derelicts as he can. He is very curious to discover the identity of whoever caused the flood so he can get revenge on them. He already suspects Nathaniel.

Erichtho

Surprised by the flood, she is trying to avoid detection. Once discovered she wants to hide the extent of her knowledge of the secret tunnels in the Chantry if at all possible. If she can suggest Nicolai's guilt in blood bonding her she will, but the bond is still just strong enough to prevent her from doing it obviously. She also wants to keep away from the clan because she fears their discipline.

Ballard or Capone

Suppress any rumours involving you. If they become a threat, remove the source.

Garwood

Keep out of trouble. The clan already suspects too much involvement outside of Tremere ranks through Baby Chorus.

Keaton

Stay out of trouble. Keep a low profile. Being a caitiff is too dangerous with Lodin around. The risk of destruction if discovered is too great. Hide (probably with Madam). Nathaniel persuaded him to get the book using a combination of threats (revealing his existence to Lodin, along with information about his blackmail schemes using Madame's clients) and a generous payment in cash. His vulnerability to corruption, if known amongst the Anarchs, would put him in danger from them as well.

Khalid

Keep as low a profile as possible while investigating the cause of the flood. Restore the tunnel network so the clan can use it again. If Nathaniel is implicated, watch him closely to see if he slips up. He needs evidence to justify removing Nathaniel since not only is he a useful spy on Lodin, but Khalid also fears making a mistake and loosing humanity.

Jurgis

Jurgis is co-ordinating the city disaster relief at the improvised emergency office.

Elizbietta

Using her investigative skills, she is trying to discover the cause of the flood. Without access to

the Chantry she cannot do so, so she has sent any player Nosferatu there.

Lodin

The Prince is trying to cope not only with the disaster, but also with his growing anger that threatens to become frenzy. He is distracted by events and almost impossible to deal with. He will want to know (privately) who is suspected of causing the flood, but will be unlikely to act on the knowledge, fearing the consequences for the city. Like Khalid, he will require evidence, and if this is not forthcoming he will become paranoid about anyone implicated but will keep them working for him to try and catch them out.

The Primogen

The Elders need to discover who was responsible and ensure their own interests are protected. As a body they are too divided by internal political squabbles to actually do anything about it. They will all want to know who did it though, just in case.

Helena and Menele

Both the Methuselah's suspect the others hand in events. Menele is aware that he could have been the target since he has used the tunnels before. Helena thinks that any attack on her Ventrue pawns is an attack on her.

A BRIEF OVERVIEW OF THE FREIGHT TUNNELS

Constructed originally to house telephone cables, the Illinois Tunnel Company also secretly planned a network of freight tunnels that they built without official permission in 1899. Work started in the basement of a tavern in the Loop near LaSalle and Madison at a depth of forty feet. From this point the company then had tunnels dug by hand under nearly every street in downtown Chicago. The excavated earth was secretly moved from the tavern and other small access tunnels by night. The tunnels were then supported and lined with foot thick non-reinforced concrete. When finished the tunnels were roughly six feet wide and seven and a half feet high. Two-foot gauge rail tracks were then put in place. The company had a hidden agenda to run electric trains to carry goods and coal to local businesses, bypassing the crowded streets above. These miniature freight trains had pony-sized carts and would enter buildings by their basements to pick up or deliver packages and mail or deliver coal and remove cinders from the buildings boiler rooms. After initial tests a third rail for power was eliminated in favour of an overhead trolley wire. The service was officially established in 1906, though the tunnels continued to expand over the next twenty-four years with an additional sixty miles of track being added. 149 locomotives with over 3000 freight cars of different types were used, and elevators provided access to buildings that wanted the service when

their basements were not deep enough for direct access. In 1912 the company was renamed the Illinois Tunnel Company and over the years the telephone cables were removed in favour of the freight network. It became obvious over the years that the service was not popular enough to provide a profit though, and the decline in using coal worsened the company's fortunes, until the construction of the official subway system in 1938. The Subway was constructed on the same level as the freight tunnel network, and used some of the same area as the most profitable section of the tunnels. Combined with an 'out of sight, out of mind' attitude by business to the tunnels, the business was doomed. The company went of business in June 1959 and the tunnels were abandoned. Nearly the entire infrastructure of wires, cables, trains and freight cars was removed at this time. The pumps used to remove any wastewater into the storm sewers thirty feet above were also nearly all removed, but the tracks, signals, signs, lights and ash cars were left behind (though left inoperative). Ominously, the watertight steel doors that could be closed if leaks developed in the 'drifts' (those tunnels that went under the river) were also removed. The city of Chicago assumed responsibility for inspecting and maintaining the tunnels, and for years they remained forgotten and unused.

The two inspectors hired to check the tunnels for leaks retired in the 1980s and were not replaced. Since abandonment, access to the tunnels is mostly by ladder or through padlocked steel doors from various basements. The Nosferatu have keys for all of these hidden in concealed locations nearby. Apart from the area near city hall the tunnels are completely unlighted. In reality the tunnels are devoid of life, but in the World of Darkness the Nosferatu has encouraged a basic ecosystem to develop to support their ghoul creatures and spawning pools. The Nosferatu also know that other things use the tunnels. Black Spiral Dancers, bane spirits and corrupted elementals are rare but not unknown.

The temperature in the tunnels is a constant 55F with high humidity and there is a peculiar, pungent smell. Occasional scars in the walls occur that may be the result of derailments-or perhaps something more sinister moving through the tunnels. Some sections of tunnels (before and after the flood) contain water of varying depths up to waist high that is clear until disturbed, when dark cloudy silt forms making it impossible to see the varying depths properly. Such tunnel sections are unsafe to use because of the risk of slipping or stepping into a suddenly deeper section or pit. The Nosferatu exploit this in their defences. It is also very easy to become lost as all the tunnel sections and intersections are nearly identical and are rarely signed with the street names above. Somewhere in the heart of the tunnels there are hidden chambers protected by Khalid's high levels of Obfuscate that the clan use as a meeting point. Rumours of access to deeper tunnels that

connect to the vile worm pit uncovered by mining operations in 1923 north of the city have never been confirmed.

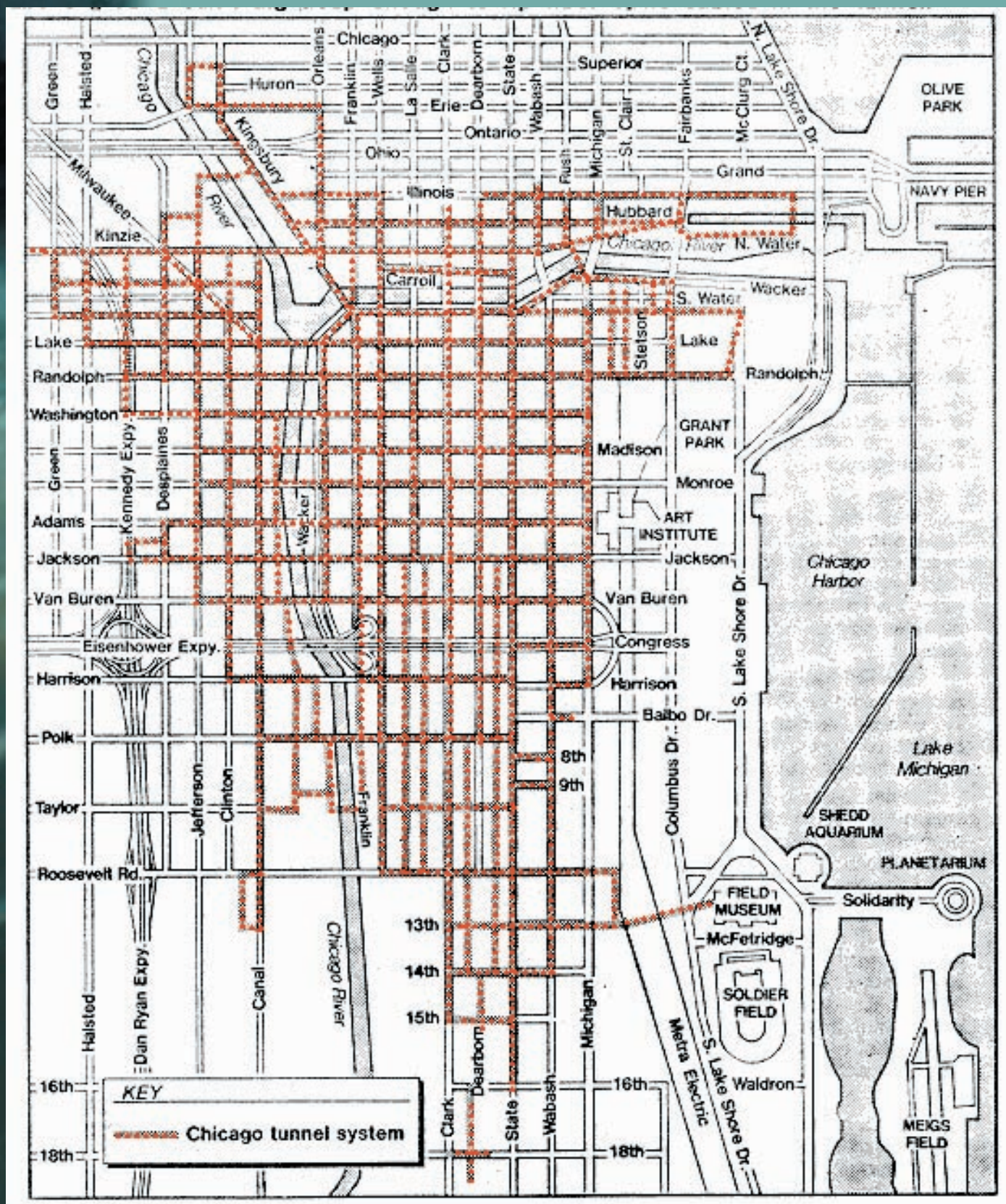
RESOURCES

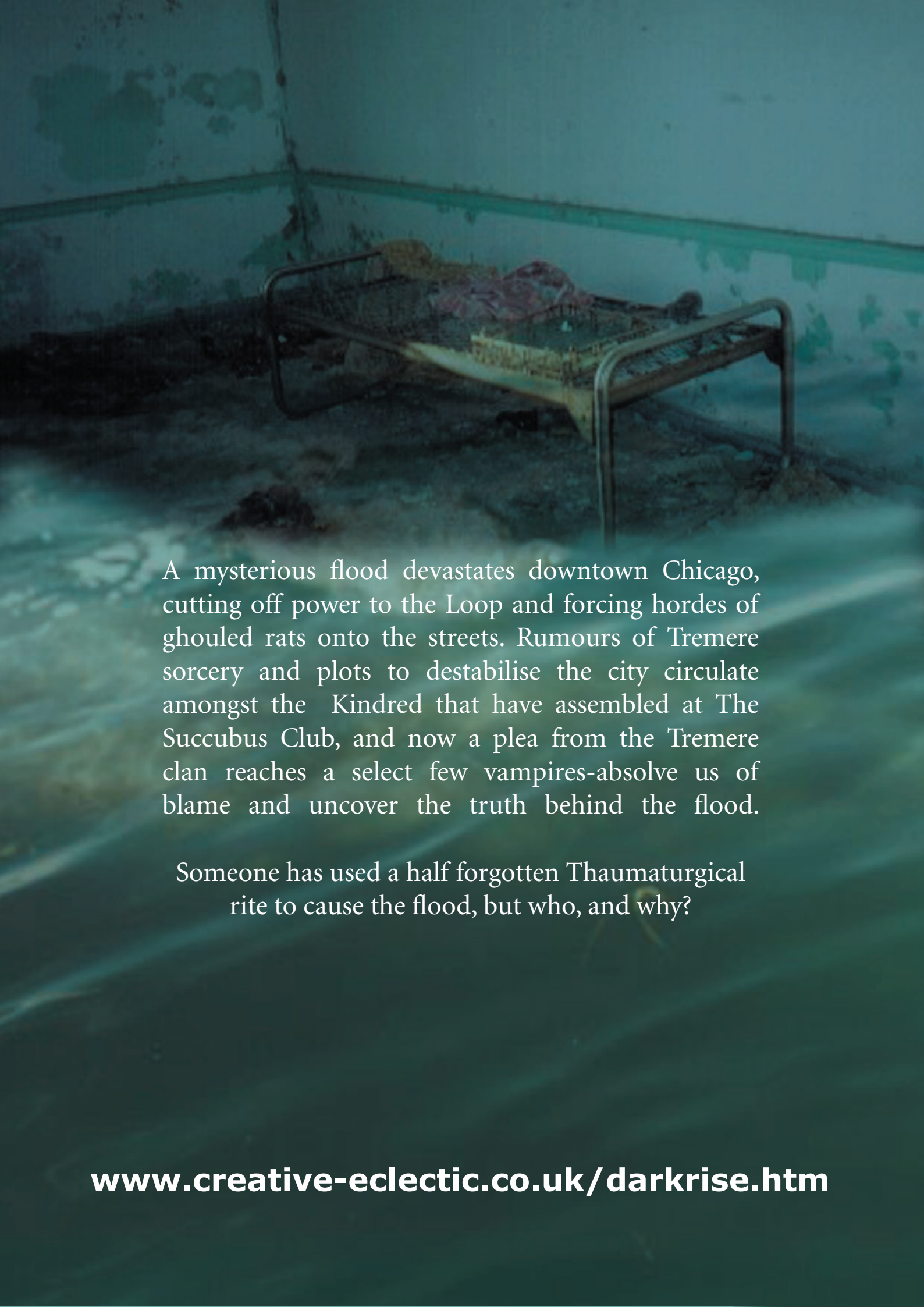
A promotional booklet for the freight tunnels:

<http://www.chipublic.org/004chicago/disasters/text/tunnel/contents.html>

A detailed site exploring the history and current state of the tunnels:

<http://www.ameritech.net/users/chicagotunnel/tunnel1.html>





A mysterious flood devastates downtown Chicago, cutting off power to the Loop and forcing hordes of ghouléd rats onto the streets. Rumours of Tremere sorcery and plots to destabilise the city circulate amongst the Kindred that have assembled at The Succubus Club, and now a plea from the Tremere clan reaches a select few vampires-absolve us of blame and uncover the truth behind the flood.

Someone has used a half forgotten Thaumaturgical rite to cause the flood, but who, and why?

www.creative-eclectic.co.uk/darkrise.htm