

# FORGED IN STEEL

The Unofficial Gary, Indiana By Night



Text and Illustration  
by Peter Hollinghurst

www.creative-eclectic.co.uk



**Author, Illustrator, Typesetting and Layout by Peter Hollinghurst**

The original setting of Gary, Indiana for White Wolf's Vampire The Masquerade game appeared in the second edition handbook ww2002 and was originated by Mark Rein Hagen. This PDF is intended as supplemental material for that product to be used in conjunction with White Wolf's Chicago By Night campaign setting. Both the second edition handbook and the Chicago By Night books are essential to use with this PDF.

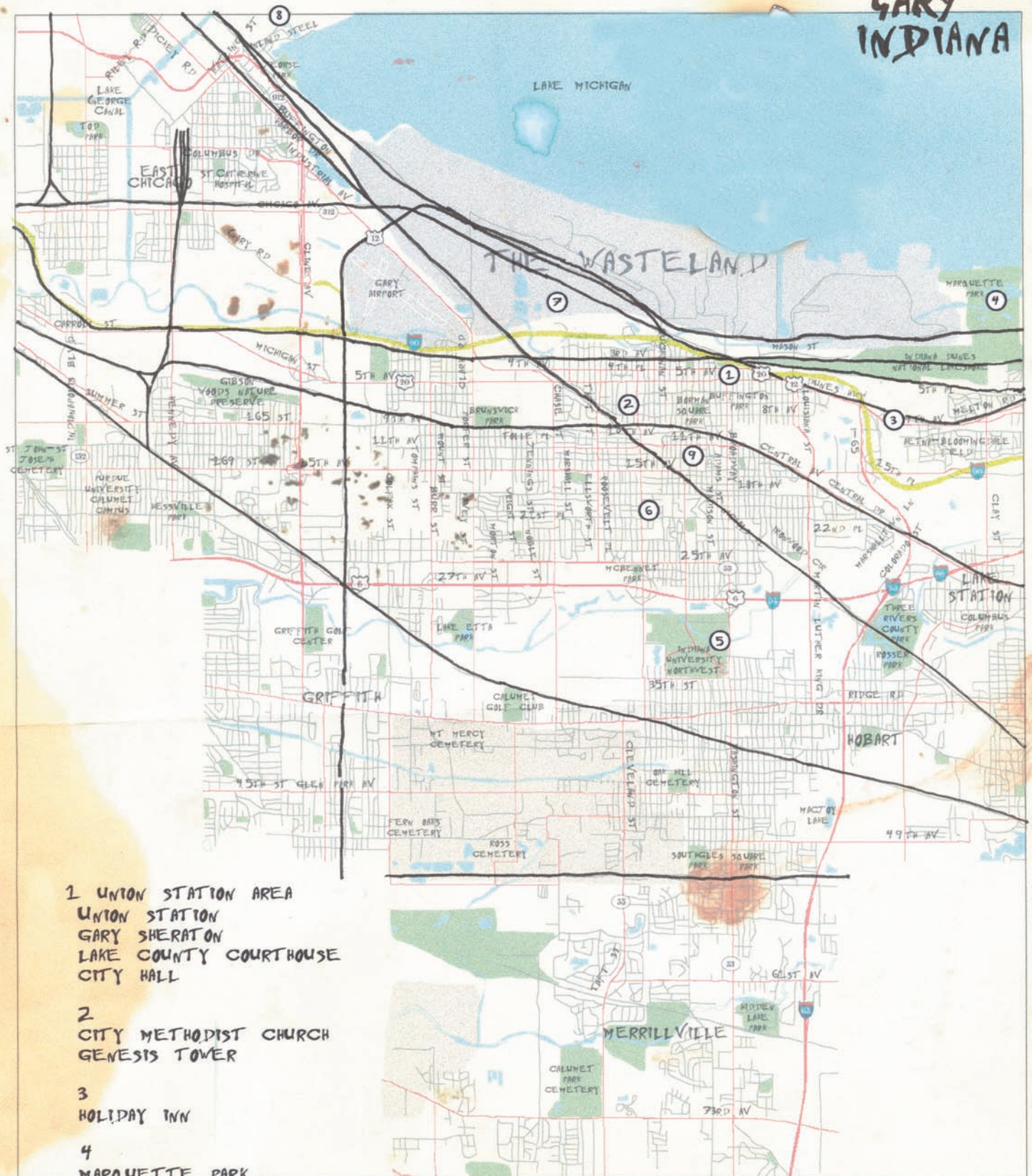
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Long live the World Of Darkness...

# GARY INDIANA



1 UNION STATION AREA  
UNION STATION  
GARY SHERATON  
LAKE COUNTY COURTHOUSE  
CITY HALL

2 CITY METHODIST CHURCH  
GENESIS TOWER

3 HOLIDAY INN

4 MARQUETTE PARK

5 INDIANA UNIVERSITY NORTHWEST

6 TOLLESTON CEMETERY

7 ABANDONED STEEL MILL

8 GARY EXPORT COMPANY

9 MODIUS' MANSION



# FORGED IN STEEL

Baptism Of Fire was originally intended as both a simple starter adventure for a campaign in the first edition of Vampire, and as a prequel to Chicago By Night and Ashes To Ashes. When the collected Chicago By Night books were published Baptism By Fire was not included. Reference material that had been in the Vampire first edition handbook for the entire Forged In Steel Campaign which it began never seems to have been republished, and is consequentially rather hard to find. This means that anyone playing Chicago By Night without the earlier edition rulebook has all sorts of references to material that they cannot get.

It is the intention of this booklet to help provide a usable sourcebook for the city of Gary (where Baptism Of Fire was set). The material has been gathered for use by own gaming group and it only seems right to share. It is NOT the original material from the first edition. Everything in this booklet has been compiled through my own researches and some sketchy background information I managed to pick up. It should provide enough detail for storytellers to not only fill in the gaps, but also go further as it gives you enough material to use Gary as a complete 'By Night' setting. I hope you find it useful and entertaining.

'Built on sand, forged in steel'  
Gary city motto

## INTRODUCTION AND HISTORY

Gary is a city in decline. Once a giant in the American steel industry, a long economic war between the Prince of Gary, Modius, and the Prince of Chicago, Lodin, has all but destroyed its power. Little is left of the great factories, steel works and production yards of Gary. Where there was once industry there is now an urban wasteland inhabited by societies outcasts and rejects. Where, in the real world, Gary's plight is desperate; in the World Of Darkness it is far, far worse.

Nothing has escaped the ennui and decay that grips the city. Lodin has broken Modius and everything around him is slowly but surely falling apart.

*It was not always like this.*

The area now known as Gary first enters the history books in the 1600's. The great French explorer Marquette used the Calumet River in his exploration of the Mississippi, camping to east where (or so popular legend has it) Marquette Park is now. Before the city was founded in 1906, it had been home to the Potawatomi Indians, but they had abandoned the area by the mid 1800's;

moved on to western reservations. The southern lakeshore was deserted in 1886 when Octave Chanute completed the first heavier than air glider flight from the dunes there. It was Judge Elbert H. Gary, the Chairman of the United States Steel Corporation, who changed the lakeshore forever with his dream of building the world's largest steel plant. The location was ideally situated between the coalfields of the south and the ore resources of Minnesota, and in 1906 construction began on the 12,000 acres of unused land where Gary is today. It took three and a half years and a small fortune before the first steel was poured in the mills and the city of Gary (named after its founder, even though he hated the idea) was born. Other industries such as construction and cement works followed as well as all the supporting businesses needed by a growing town of steel workers. Between 1910 and 1980 the city grew from 16,800 people to 128,000. A mix of immigrants from around the world arrived to work in Gary, mostly from Eastern Europe. Lodin's interdiction of Gary that began in 1921 eventually succeeded in changing the cities fortunes however. Between the 1980 and 1990 census a quarter of the population of Gary had left and the ethnic mix had changed from being predominantly Eastern European to being over 80% African American. During this period the fragile steel industry in Gary completely collapsed, leaving vast tracts of land dominated by the brooding hulks of factories and steel works left to rot when they closed because they were too expensive to clear. When the industries that had helped Gary to grow went bankrupt, the city itself soon followed. Only a dedicated core stayed on in the hopes of regenerating the city, but even their fragile hopes have been crushed by personal bankruptcy as the cities wealth crumbled. Now only those who cannot afford to live anywhere else can be found in Gary.

The change in the cities fortunes were a testament to the ruthless efficiency of Lodin's interdiction of the city, but what had caused the Prince of Chicago to destroy the cities economy? The Toreador Modius, who had been fighting for control of Chicago with Lodin since 1880, finally sought refuge from a war it seemed he was never destined to win in 1913. The still infant but powerful city of Gary, only a few miles east from Chicago, seemed an ideal base not only to regroup his forces, but also to continue the fight. Lodin anticipated the possibility of Modius gathering new forces for a renewed attack, and in 1921 he instructed his lieutenants Ballard and Capone to cripple the cities industry and bring Modius to his knees. Modius had relied on the unions as a power base and the destruction of the economy of Gary by Ballard forced the workers to contemplate a move elsewhere. Capone used crime and extortion to turn the city into a cesspit





**MODIUS**  
Prince Of Gary



of immorality and corruption that persuaded the decent hard working folk of the city who had formed the bedrock of the unions that there was no point in staying and looking for other work. Remarkably, it took Lodin over forty years to achieve. Faced with the initial resilience of the steel industry Ballard had to attack it on a nationwide level, which took time. Eventually new threats demanded Lodin's attention, and Modius has been left in an urban hell with a status trapped between being an independent city with its own Prince, and an outlying area of Chicago ostensibly controlled by Lodin. Modius reluctantly lets Lodin treat him as a vassal Prince, satisfying himself with petty slights and insignificant acts of rebellion in return. Modius found himself in this position following a conclave called by Lodin in Gary that proved to be such a shambles it had to be reconvened in Chicago. Embarrassed and humiliated before the Justicar, Modius was forced into an agreement to 'confer' with Lodin on all major decisions he made. In the twenty-three years that have followed the two Princes have settled into a pattern of disagreements and minor slights which always end with the weakened Prince of Gary giving in (however reluctantly). Lodin cannot supervise everything that happens in Gary though. Chicago is a turbulent and dangerous city where some believe great powers are engaged in the war of ages. If he were to try and fully incorporate Gary into his Princedom he would over stretch himself and mobilise powerful enemies against him. Modius thus remains trapped in a strange limbo, unable to rebuild his power yet too well entrenched to destroy. His only victory since the interdiction has been that the nature of Gary has enabled many of Chicago's kindred to use it as a place of secret trysts, meetings and plots. They can freely embrace childer and conduct their more controversial business in Gary, safe in the knowledge that Lodin can do nothing about it except chastise Modius, and that Modius enjoys this small role as a thorn in Lodin's side.

## THEME

"do you know how far this has gone?  
Just how damaged have I become?  
When I think I can overcome  
It runs even deeper  
Everything that matters is gone  
All the hands of hope have withdrawn  
Could you try to help me hang on?"

Even deeper  
NIN

The overall theme of Gary is that of desperation and hopelessness. Because of its relationship to Chicago it has become a place for last-ditch plans and hiding secret activities too dangerous to undertake elsewhere. Alongside the theme

of desperation and hopelessness is a secondary theme of the consequences of power and corruption. The terrible urban and moral decay of Gary are the price of a failed power bid by Modius, and it is price that has been paid by all of its inhabitants, not just its Prince. Everything has its price. Everything eventually falls apart, decays, or hits trouble. The struggle in Gary revolves around what you do when all hope seems lost, and the desperate actions it can force you into if you cannot resign yourself to fate. When the darkness seems that little bit darker and immortality slides into an everlasting torment-come to Gary...

Nothing good ever seems to endure for long in Gary. The plans of its inhabitants and the secret schemes and rendezvous of its visitors always seem to subtly twist and go awry. This should be revealed in the game by the ceaseless pit of desolation and despair Gary has become and by the corruption and destruction of every attempt to overcome obstacles and forge new hopes. Hope in Gary is just a tool of further, even deeper, despair. Difficulties of actions that are helpful and positive could actually be increased by one in Gary, while difficulties for actions causing pain and grief could be decreased. In this way the despair and entropy in Gary can be made just that little bit more concrete. It is not that everything is always going to go wrong in Gary, but that every success is just teasing you with a little bit of hope before everything truly meaningful collapses around you.

If this all seems just that little bit TOO dark for you, perhaps Gary could have a deep secret that has caused its terrible plight, a sinister force or being that corrupts it from within that was conjured up by the interdiction. If that force is defeated, perhaps then there could be some hope for the city.

## MOOD

The mood is dark, dreary, dangerous and depressing. Nothing and no one is quite clean or unbroken in Gary. A veil of grime and corruption covers and enfolds everything in the city. The nicotine stains and track marks on the fragile limbs of its mortal inhabitants betray their addiction to self-destruction. The violence and crime reveals their frustration and rage. It is everywhere. Visitors to the Gary of the World Of Darkness instinctively breathe a sigh of relief when they leave and without knowing quite why, feel a strong urge to take a shower and rid themselves of its taint. Some of those who stay too long never get the strength to leave, or are so broken by the miasma of decay that they turn to self mutilation or suicide. It really is that bad. The kindred, while used to the darkness, are still affected by it there. To create the mood of Gary, emphasis the dirt, the vermin, the poverty and

the feeling of imminent collapse around them; when hope surfaces, tease the players with it, then snatch it away.

## THE DAMNED

Officially, there are only seven vampires in Gary. Unofficially, it has both a migrant population and potentially a number of caitiff that are impossible to count. Nobody knows how many kindred there are in Gary at any one time. Modius is Gary's contested Prince, and while he would like to truly rule the city, he knows that deep down he may have less control of it than some others in the city. Gary has no official sheriff or other 'officials' and its only Elysium is Modius mansion. Of the seven vampires known to reside in Gary, most are there to retreat into its darkness and escape the consequences of their past or remain removed from the politics of their kind. A few, like Juggler, use it as an opportunity to test their power and chip at the edges of the Prince's authority.

## MORTAL SOCIETY

There is nobody of any significance in Gary anymore. Some may appear to have great plans for the future, but nothing will ever come of them while they remain in the city. Most of the population of Gary is poor. If they are not poor, they are corrupt. Gangs, criminals and junkies are everywhere. The numerous 'regeneration' bodies established to help the city have become fronts for other agendas. Money for urban renewal is quietly diverted into slush funds or used in criminal activities. Where, in the real world, they are often trying to improve the city, in the World Of Darkness they do not care. The city government is at best a joke, and the police tend to keep as low a profile as possible, and this has helped make Gary the murder capitol of the USA.

## TRAVELLING TO GARY

Road travel is theoretically the easiest route into Gary (almost all of which are toll roads, so most people use the free roads to the south and avoid Gary altogether). The city does have an airport, but it is small and dingy and most people prefer using its bigger or cleaner neighbours. There used to be docks, but they were turned into part of the crumbling wasteland to the north of the city along the coastline of Lake Michigan when the steel industry collapsed. The only route for boats (officially that is) is through the docks at East Chicago just along the coast. The Gary Export Co. operates from there and has become the main route into both Gary and Chicago for anything and anyone that wants to enter secretly. The train station in Gary is empty and abandoned. Rail traffic passes through Gary, but never stops.

## GEOGRAPHY

### Gary Indiana

Gary is located in Lake County in the Northwestern part of the state between Whiting and Portage along Highway 20 on the banks of the Little Calumet River near both borders Michigan and Illinois. The Grand Calumet River and Interstate 90 runs through the middle

The population estimate for July 1, 1998 was 108,469, a decrease of 8,177 since 1990.

The city of Gary is markedly bleaker and more dangerous than surrounding areas, an effect referred to by some as 'the blight' (players of Werewolf may read something into this, and perhaps the subtle influence of the Wyrms is more strongly felt here due to the concerted efforts of Lodin's brood in sucking the city dry and corrupting anything good in it). The blight defines the borders of Gary and everything within is just that bit darker and more menacing than anywhere outside. The blight is found just north of Indiana University Northwest, between Lake Station and Gibson/East Chicago and extends up to Lake Michigan. At its mildest it is a prime example of middle class suburban decay and corruption, at its worst it is a hell of rusted girders, brooding ruins and toxic waste.

### Downtown

The Downtown area has been subjected to the same urban decay and degeneration as the rest of Gary, but it is also the site of most of the attempts to regenerate the city. New business spring up, only to be closed shortly afterwards, and civic schemes (such as the convention centre) turn sour and leave half empty developments that are hardly ever used.

The Union Station on the north edge of the downtown area was the cities only rail station, but it fell into disuse years ago, and is now a hulking ruin. Its proximity to the town centre and the ready availability of better locations has meant that it is not even used by any of the areas supernatural inhabitants in any permanent fashion. Sometimes it is used as a semi-clandestine meeting place, but it is too open and obvious for anyone to hang around there for long. In effect it forms the unofficial 'gateway' to the wasteland of derelict factories to the north. A dismal pedestrian bridge crosses over the railway lines to the downtown area, linking the station to the rest of the town.

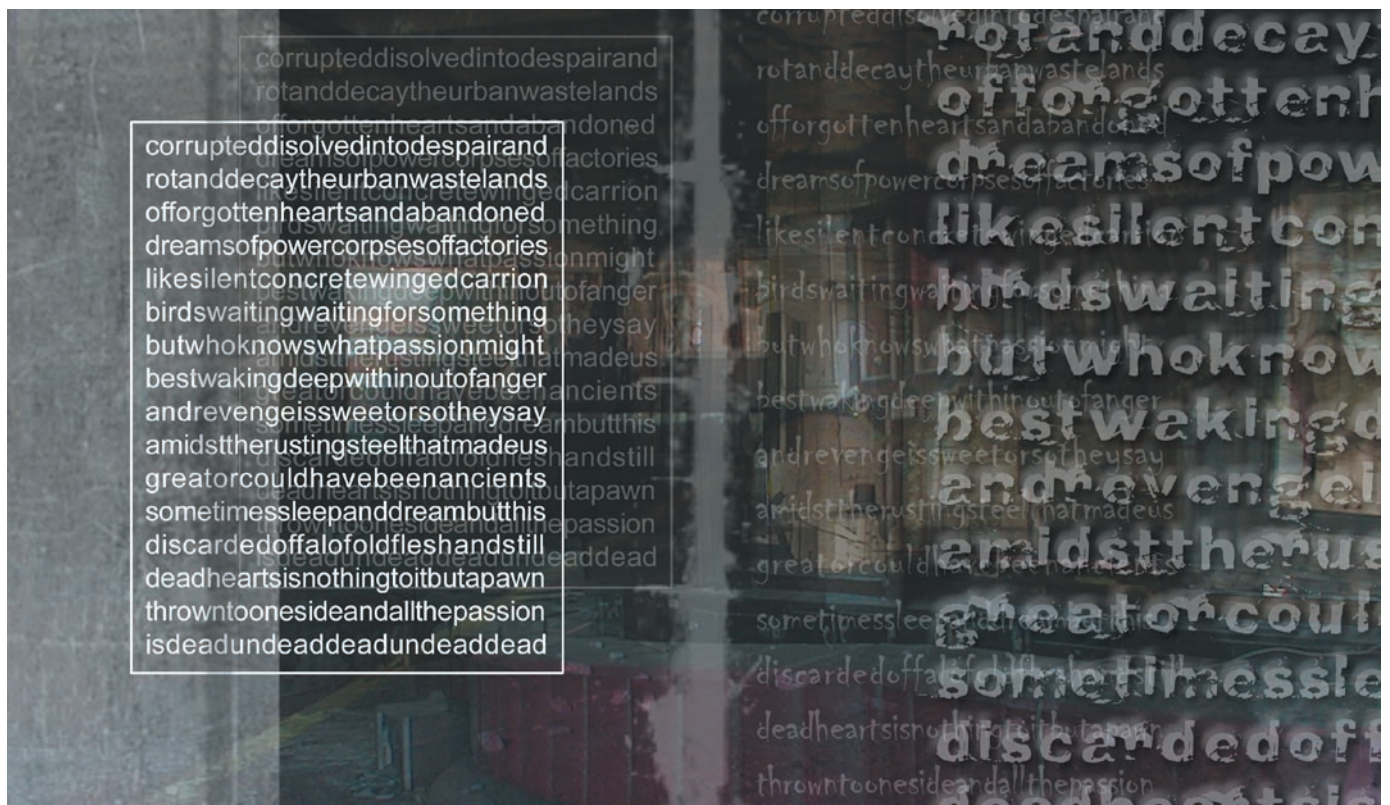
Just south of the Pedestrian bridge is the City Hall. Notable for the haggard looks of its officials, everyone that works there seems to be stressed and tired. A definite feeling of hopelessness pervades the building and its immediate surroundings. Anyone that hangs around City Hall long enough will note the continual, but fruitless,





**LUCIAN**  
**The Hidden Influence**





attempts to keep the place running efficiently. New computer systems, photocopiers and even drink dispensers arrive periodically, only to break down a few days later. In consequence much of the activity around City Hall involves fairly frequent visits from both delivery trucks and repairmen. Staff turnaround follows the same pattern, with the added visits of ambulances and the police every few months when yet another office worker or official has jumped to their deaths from the top floor into the car park.

To the west of City Hall are the Convention Centre and Sports Complex everyone in Gary was pinning their hopes on as the best way to regenerate the city. The centrepiece of an urban redevelopment effort launched by Mayor Richard G. Hatcher, this 10,000 seat complex, with a 30,000 square foot main arena, was built in the 1980s with the adjacent Gary Sheriton (connected by a covered footbridge over the road) was a dismal failure, and though the complex itself is still open, it is usually empty. The Sheriton closed down shortly after it opened in 1978. Within the abandoned hotel there are 135 guest rooms, 2 luxury suites (the "Peach" and the "Lime" with matching 70's decorations), a lounge, restaurant and meeting rooms for up to 350 people. Alongside is a 300-car parking deck. Expected use by patrons of the convention centre never happened-the centre was delayed in construction and ended up being far smaller than intended, and its location was not attractive enough to draw in outside use in any significant amount. Quite simply, there was no reason why anyone would want to visit Gary. With most of the locals being too poor to afford to put up visiting relatives in the hotel, there was never enough trade to keep it open. Just a year after the hotel opened, there were less than 40 businesses remaining in Gary, and with no economic base

to support it, the hotel went bankrupt. The city began paying the hotel's utility bills in order to keep it open for a few more years, but by 1983 the city itself could no longer pay its utility bills, and had to lay off almost 400 city employees. By 1984 it was closed. The front parking lot of the hotel is used by City Hall, and the 300 car lot is left unused. The two 'skywalks' on either end of the hotel are locked and silent. One connects it to the sports complex over the road, while the other (which was intended to link the hotel to the convention centre), just ends in a stairway since the convention centre was smaller than originally intended. Like many properties in Gary, it is now almost impossible to redevelop the hotel because it actually has negative value-its owners (now the City of Gary) would have to pay someone to take it off their hands, and the city simply cannot afford it.

The hotel seems to have occasional unofficial use however, but to date nobody has ever seen who (or what) is using it. If anyone has, they certainly have not lived to tell or have mysteriously forgotten.

To the East of City Hall is a small run down fitness centre and the stadium used by Gary's minor league baseball team. The Steelheads (Gary's basketball team) use the convention centre. To the South is 'Hotel Gary', now the Genesis Tower retirement building, and the empty City Methodist Church (a gothic splendour built for over a million dollars in 1926 by the Reverend William G. Seaman. Gargoyles and unusual symbols decorate the church, many of which have meanings so obscure only the original congregation of the church know what they represent. Quite why the Reverend Seaman incorporated them into the design is unknown, and may represent a deeper mystery than the buildings current use. The church made ambitious



use of storefronts and other commercial and office space in a hall fronting the road. While the church has long since fallen into disuse, some of these are still active, and late on Saturday nights one of these shops, a dingy store called 'The Clothes Rack', seems to have a small but regular clientele who presumably are unable to visit during the day. Its secret is that it is the site of an event known only as 'The Auction' run by a ghoul named Williams. This is a slave auction, held in the Church's spacious auditorium that can be entered via a concealed door in the shop. Men, women and children are for sale at this auction. Most are taken from the numerous street people in Gary, but others are kidnapped to order. They are tranquillised to ensure there is no trouble. Williams has a squad of men that roam the streets of Gary looking for victims, but they tend to avoid the shelters because of the activities of the Reverend Coleman (see Fundamental Differences in 'The Succubus Club'). Many of Chicago's less scrupulous Kindred attend the auction because it is a good source of blood, and they can acquire meals suited to their particular tastes with relative ease. The price is usually either money or blood (which Williams uses to continue in his ghoul state since he has no master). Williams is careful never to drink the same vampires blood more than twice in fear of a blood bond forming though, so he will also ask for favours. Rumour has it that the original vampire that ghouled Williams was killed by him, and this, along with the existence of the favours owed him by some of Chicago's most powerful kindred, makes his clientele reluctant to harm or double cross him. Any vampire using the auction to get meals must make a conscience roll (difficulty 10) to avoid a loss of Humanity.

Still further south is Buffington Park (a bleak open space with a few decaying pavilions and a twisting, shadowy path through a mass of untamed undergrowth) and the 'historic building district'. This district is a polite way of saying the oldest and most run down buildings are here. One of the oddities of Gary is that all of its bad points have been given over optimistic and enticing labels by City Hall in an attempt to attract investment. The historic building district is a case in point.

Anyone continuing through this district will eventually reach Modius' mansion. This crumbling edifice serves as both the Princes' haven and the city Elysium. Two elderly black men act as servants there, and Modius has them so heavily dominated that they have lost their independence completely. In consequence, they have ceased to bother maintaining the building, or even cleaning it, and most passers by think it to be yet another unoccupied ruin.

To the Southwest of Modius' mansion is the Tolleston Cemetery, used as a haven by the vampire Michael (In the second edition rulebook this is called the Telton Cemetery, but so far as

this author is aware there is no such place-use whichever name you prefer). Michael sleeps in the mausoleum of Martin Greenman (Michael refers to him as 'Daddy', but this could easily just be a delusion of the paranoid Malkavian.

At the southern most edge of Gary is Indiana Universities Northwest campus. While it may not be exactly the world's greatest university, it does seem to be free of most of the malign influence of the city, and marks a boundary point between the blighted area ruled by Modius, and the more pleasant areas beyond.

## **East Gary**

To the extreme East of the Downtown area is a run down Holiday Inn. Probably dating back to the 1960's, it stays true to the rather standardised Holiday Inn designs of the era. Situated on the Dunes Highway, a very busy stretch of road at the time, it was once on the main route between Detroit and Chicago. New road development later on both hid the motel from the main road, and also resulted in cheaper travel to the south of Gary when the main road became a toll road. Doomed to a twilight existence of serving lost travellers who somehow found themselves getting off at the wrong exit for Gary the Holiday Inn slowly went the same way as all business in the area. Now a broken down fence surrounds it. The two story L-shaped building faces onto an overgrown parking lot, and the pool is drained save for a shallow collection of stagnant rainwater in the bottom.

Northeast of the Holiday Inn is Marquette Park. This is the Eastern most part of the blighted area. The park holds a ruined bathing house designed by noted architect George W. Maher (1864-1926) that is the first example of modular block design in the world. This historic building suffers from frequent incursions from sand drifting in from the beach and dunes. Over the years this has been allowed to accumulate so the entire ground floor area is almost completely buried under sand. Periodically someone from City Hall organises a clean up, but it never has any long-term success because building a break wall is too expensive. Nearby is the site of Octave Chanute's experiments with gliders in the 1890s. These experiments later formed the basis of the Wright brothers' first flying machine. The bathing house fell into disuse in the 1970's, and is also referred to as the 'Aquatorium and Aviation Museum', even though there is no museum there. This is yet another example of City Hall trying to make Gary sound attractive.

## **West Gary**

To the Northwest of Gary from downtown is Gary Airport, which is small, dreary and out of date. Few travellers use it. Moving further west you find East Chicago, an area claimed by Modius as part of Gary. Here the Gangrel Lucian runs



the Gary Export Company. This company serves as a major route for kindred in and out of both Chicago and Gary from the Atlantic. It is also used by some of Chicago's Ventrue for importing those hard to find dinner delicacies. This gives Lucian a hidden influence in Chicago, as well enabling him to observe some of the cities more secretive comings and goings. Lucian's influence over the stevedore's union suggests some strong links to the Socialist Anarch group in Chicago that Modius originally worked with. Lucian is trusted by Modius, but they do not seem to be friends and Lucian does not attend the socialist's card games or meetings.

## **The Wastelands**

The Wastelands of northern Gary deserve a special mention. This area along the south of the lake separates Gary from the lakeside completely. Apart from a few road crossings and the pedestrian bridge to the deserted Union Station, access is difficult from downtown. Nearly all the industry in this area is gone now, leaving a vast expanse of industrial 'ghost town'. Almost anything could go unnoticed in the wasteland, and almost certainly does. The wasteland stretches for about eight miles along the lakeshore and is a 'no go area' for the police. If you are expanding Gary beyond Vampire into crossovers with other settings, such as Werewolf, this is an excellent location for those ever so secret Pentex operations (most of which no doubt contribute to the blight of Gary). It is the location of the abandoned steel mill used by Juggler both as a haven and meeting place for the Anarchs. Protected by his retainers, a motorcycle gang, it is a dangerous place to visit uninvited.

## **SIRING, GHOULING AND SLUMMING IN GARY**

Since Lodin banned the creation of neonates in an attempt to gain more control of the anarchs Chicago Kindred have increasingly turned to Gary as the best place to sire. Modius is well known for his acceptance of neonates. Since Modius is still technically Prince of Gary (whatever Lodin may think), Camarilla Kindred can claim that in presenting their progeny to him they have been officially recognised by the Camarilla. Because they have been created outside Chicago they bypass Lodin's ruling. Lodin is fully aware of this, and it is a major source of friction between the two Princes. Gary is also used for a potential source of ghouls, since ghouling a certain type of person (especially police officers) in Chicago is likely to attract Lodin's wrath. Chicago Kindred also use Gary as an easy place to get blood, enjoy the hunt and indulge in any past times that would be likely to breach the masquerade anywhere else. It is surprisingly easy for a group of Kindred to mount a group hunt of Gary's homeless or to hold a massive blood feast in Gary because the

police there are overstretched and only inclined to investigate crimes that threaten the small wealthier minority in the city.

## **THE KINDRED**

Full details of the vampire inhabitants of Gary can be found in the back of the Vampire second edition rules book (ww2002), and unless White Wolf feel particularly generous and copyright proves not to be a problem, alas I cannot include them all in this booklet! In brief, there are only seven vampires in the city; Modius (the Prince), a cowardly yet cunning Toreador with mysterious (but possibly fictitious) connections to the Arcanum before his embrace, his beautiful childe Alicia who seduces male newcomers to the city into Modius influence through secretive blood sharing (and who never talks unless she is in love with that person deeply), the manipulative and scheming Brujah Juggler who secretly leads Chicago's largest Anarch group, shy Malkavian Michael whose only friend is Allicia, Juggler's childe, Evelyn Stephens (sister of the vampire hunter Detective Stephens), Danov, a Nosferatu searching for Golconda who may be a friend of Chicago's Monitor, and the Gangrel Lucian. With Gary being the unofficial dumping ground of Chicago, there are almost certainly numerous caitiff in the city as well, but since they have no contact with the Camarilla their number and identities remain unknown...

There are also three vampire hunters who are either based in Gary or have links there; the infamous Sullivan Dane (who is probably one of the deadliest hunters around), Detective Gregory Stephens (a Chicago Police Detective whose curiosity about vampires has been kindled by the recent embrace of his sister who he is trying 'to cure'), and Special Agent William Shepard of the FBI. Though Shepard is aware of vampires, he is not a member of Special Affairs. Inevitably these three will probably meet, but initially they all work separately.

The Reverend Coleman (see Fundamental Differences) is also based in Gary where he has a thriving Episcopalian congregation and runs several homeless shelters as well as helping out with various community services. Since he has an incredibly high True Faith rating and may become aware of vampires during the game, he could be very important later.

## **Other Supernaturals**

A run down theatre in Gary, the Royal Palace, serves as the base of a group of Hollow Ones (see Mage, The Book Of Chantries). Three mages (Crystal spinner, Marvin Hafuer and Klenton McKay) and two Acolytes (Julie Pratt and Dwaine Smith) make up the cabal of 'The Nightmare Theatre'. They are served by a 15 year old runaway named Eddie and mostly use the large basement as their home, along with the area behind the movie screen put in when the theatre



went out of fashion, and the offices. They know Juggler and Michael, as well as some of the Anarchs in Chicago and have grand, but foolhardy, plans for forming a gang with them. They also want to turn the theatre into a nightclub, but their magic is far too weak to overcome the miasma of decay that prevents such ventures from thriving in Gary.

Because Gary is the murder capital of America, it has a lot of wraiths. The hierarchy has never managed to organise itself in Gary however, so there is no real community of the dead in the city. Werewolves only ever visit Gary to raid any Pentex operations there. The taint of the Wyrms is far too strong and oppressive for them to make it a base.

## **Chicago Kindred With Gary Links**

Several Kindred have definite or possible connections with Gary. Annabelle clearly acts as a liason between the Primogen of Chicago and Modius, and may also meet him socially from time to time since she is his sire. Menele has hidden his body in Gary several times and no doubt will again. Tyler has strong links to Juggler, who she secretly manipulates, though it is unlikely they will be seen together because she keeps this very secret. Various Anarchs use Gary as both a meeting place and 'playground' for Anarch games. Dickie and Maldavis are also likely to use Gary for temporary havens. Tommy Walker almost certainly has contacts with many of the homeless in Gary.

Sheriff knows of several of Modius' old havens, including the one he betrayed Alexis in which could be in Gary (perhaps even Modius mansion). Levesque will also be familiar with such a place, as may many of the socialist group. Several Ventrue may use the auction in Gary to get food stock-Nina, Neally and Schumpeter are the most likely, and even Lodin may occasionally use it as a source of blood. Capone uses the Gary Export Co. to secretly smuggle in his 'Italian Brides'.

Jackson almost certainly has contacts with Bloods in Gary.

The Sabbat may well use Gary as a base or even a route into Chicago from time to time.

## **PLOTS AND ADVENTURES**

### **Fundamental Differences**

If Modius becomes aware of the chaos the Rev. Coleman causes, and if Coleman survives, Modius may well try and manipulate him into returning to Chicago. This serves a dual purpose; it destabilises the Chicago Kindred, and it moves the Reverend's attention away from Gary (which diverts a potential threat to him). If any characters suspect his involvement in Fundamental Differences, they may well believe he encouraged Coleman as well as the Baptists. If they are close allies he will do nothing to correct their mistake. If Modius does not trust them he will politely deny his involvement.

### **Under A Blood Red Moon**

Gary makes a good staging point for the Sabbat to import its troops through. It could also be used to generate shock troops and as a place to rest and recuperate after or during the attack on Chicago.

### **The Midnight Circus**

Gary makes an excellent setting for this supplement if you have it and do not want to use New York for the scenario within. The Vampire Tamoszius from Chicago would make a good source for a vampire violinist required by the adventure, and the theme of the tree and a Wyrms blasted area fits nicely with Gary and also with some of the Chicago background from Under A Blood Red Moon.

### **Other Scenario Ideas**

Sullivan Dane has clearly been watching the Kindred in Gary (Baptism Of Fire) and will eventually try to destroy some of them. As the small number of vampires in Gary gets steadily smaller, characters may be forced to face one of the deadliest vampire hunters in the World of Darkness.

Gary could house a growing number of caitiff that could cause a problem for Modius, or be used as small army against the Camarilla in Chicago by someone (Walker?) with the right motivation and connections. Caitiff could also cause clear breeches of the masquerade that have to be dealt with by agents of Modius.

The relationship between the Anarchs and the Mages in Gary would form a good base for a scenario featuring lots of character interactions, either revolving around ghouling them to the Anarchs, or helping the Mages realise the danger they are in.

Characters could learn of the auction, and either use it to exploit some of the Ventrue of Chicago's feeding habits, or attempt to shut it down. This could involve infiltrating the auction and trying to discover who its wealthy and powerful backers are.

Attempts to join or spy on the Anarchs will almost certainly lead characters to Gary, either to Juggler, or to secret Anarch meetings in the Wasteland.

The pedestrian bridge between downtown and the old station could be a weak spot in the Shroud, haunted by wraiths. There is an excellent 'Sapphire and Steel' story made for UK Television that could make a good source for such an adventure.

Characters could explore who, or what, uses the Sheriton hotel and why. Perhaps Nephandi Mages or a group of infernalist vampires conduct



**SULLIVAN DANE**  
**Servant Of Wrath**



secret rituals there? It could be something far more innocent-a gathering place for the homeless visited by the Reverend Coleman, and his presence could threaten any Kindred exploring it. It may well have been one of the places used by Menele to hide his body, and some of his secrets may remain there as tantalising clues to his presence in the area. The discovery of an ancient Greek coin could fuel all sorts of speculation!

The City Methodist Church could hide all sorts of secrets apart from the auction. Why did the original congregation carve strange symbols in the church and what do they mean? Are they clues to Gehenna taken from a rare copy of the Book of Nod? Could they be the ramblings of deranged occultists? Or is the secret of restoring Gary to something that resembles normality contained in hidden patterns in the building?

Perhaps a vampire from Chicago has a secret child in Gary whose existence they have concealed for years only for them to arrive in the city unaware that their presence could disgrace their sire and lead to their own destruction. Then again, the new arrival could have been manipulated in thinking the prominent Chicago Kindred was their sire when they are not, and the scenario could revolve around trying to expose the plot.

A group of Lupine Glasswalkers could have come to Gary seeking to route out the influence of the Wyrms there, and the characters could become embroiled in the middle of a battle between them and a subsidiary of Pentex with a secret research facility in the Wasteland.

An innocent vampire (Neon?) could have become lost in Gary and the characters are recruited to help find them before they get into trouble. Alternatively, an ally or contact could have been kidnapped for the auction and their disappearance in Gary leads to the characters discovering and exposing the auction.

Modius may well have been involved in the attack on Maxwell that led to Lodin becoming Prince. With Maxwell's return in CbN2 Modius may fear Maxwell taking revenge and try to group together the remaining Toreador involved (Sir?) and the Malkavians to oppose or make restitution to Maxwell.

There are many places in Gary that could be used for havens or hideouts-almost anything could be based in the city. If you are looking for an ideal place to put anything secret and hidden, Gary could well be that place.

Danov



Lucian



Michael



Modius



## FORGED IN STEEL

The Unofficial Gary, Indiana BY Night

Permission is granted to print out and use these portraits as player handouts. You can use these as the basis of a character notebook to help players keep track of who is who in the Chronicles.

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Juggler



Annabelle (in Baptism Of Fire)



Agent Shepard



Detective Stephens



Allicia




Evelyn Stephens



Sullivan Dane







Welcome to Gary, Indiana.  
We hope you enjoy your stay...

Forged In Steel is a free supplement for White Wolf's Chicago Chronicles and is intended to be used with them. You will also need the Vampire The Masquerade handbook, as well as the second edition rules which contain the original details for the Gary, Indiana setting.

This supplement provides greater detail on the city of Gary, a map, and character portraits that you can print out and use as handouts. Suggestions for further adventures are also provided.

Further resources for the Chicago chronicles can be found at:

[www.creative-eclectic.co.uk/darkrise.htm](http://www.creative-eclectic.co.uk/darkrise.htm)