

# Dark Ages

# Dormiens Sapiens

*(Nuremberg Sleeping Sage)*



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# I. Introduction

## A. Gereon Of Aquileia

Gereon of Aquileia or simply Gereon is an itinerant monk of Italian origin, an inventor and an occult enthusiast who studied in Ravenna, Rome and Constantinople at the end of the 8th century AD. Of Roman and Slovenian origin, he traveled east and visited Turkey, Bulgaria and Greece. Pilgrim, monk, preacher, sage and scholar, he used all the resources of the church to learn, mastering the art of rhetoric and theology, he invited himself everywhere and was often well received. Too interested in the occult and knowledge, consumed by the desire to know, he ventured to look for proscribed works on divine origins, magic or Greek myths, especially those revolving around death (the Mysteries of Eleusis). It was on this occasion in a monastery in Serbia that he met his future lord Addemar son of Lamdiel, they spent a lot of time together in the region of Pristina and if Addemar made Gereon a ghoul to save him (Gereon already had more than 65 years old), he ended up transforming it in 756. Gereon had therefore joined the Malkavian clan and could devote himself for eternity to the discovery of the mysteries of this world. Following the advice (or orders) of his sire he deepened his research, learned magic, studied the occult arts, became interested in fairies, mages and Slavic myths (among others). He lived in different places but remained established in the Holy Empire, his last refuges were in the region of Nuremberg, the city where he came to settle around 1200.

The Great Prank. The setbacks of the Clan since the end of antiquity, its increasingly secondary role (a low clan), the ravages of madness among its members lead Addemar and others to seek a remedy, to try to limit Dementation in clan newborns. This is Gereon's current job in Nuremberg, in addition to watching over the mages, fairies and vampires of the east.

Gereon in Nuremberg uses 4 ghouls (a priest, a chamberlain, a good woman, and a soldier), resides in the imperial castle (technically he is Saint Gereon of Aquileia, he was not canonized but travels in a stone sarcophagus on occasion), does research in a secret laboratory, maintains relations with the various local authorities (by taking the appearance of his ghouls) and is allied with the steward of the castle and the burgomaster.

He travels the region using his Auspex traveling in the astral and receives on this occasion fragmentary messages from the eastern moon (a fairy, Malkav, the Dionysian). He unfortunately got lost in the astral and his body has remained in torpor ever since. His ghouls then organized a gathering of young vampires of his acquaintances to help them.

## Gereon of Aquilea

Lord of Nuremberg (Occult Scholar, Demeanor = Idealist (knowledge), Nature = Philosopher (logic))

Elder – 756AD – 6th generation **Malkavian**, son of **Addemar**, Road of Humanity 7, Willpower 8.

STR 3 DEX 3-1 STA 4 \* CHA 4 MAN 4 APP 2 \* PER 6 INT 5 WIT 4-1 \* Conscience 4 Self Control 5 Courage 3

### Abilities

Alertness 3, Athletics 1, Awareness 4, Brawl 1, Empathy 4, Expression 4, Intimidation 2, Leadership 2, Legerdemain 2, Subterfuge 3

Animal Ken, Archery, Commerce 1, Crafts 4, Etiquette 3, Melee 1, Performance 3, Ride, Stealth 4, Survival 2

Academics 5, Enigmas 5, Hearth Wisdom 3, Investigation 4, Law 1, Medicine 2, Occult 5, Politics 3, Seneschal 2, Theology 3

Derangement = **Phlegmatic** (-1 dice to Wits and Dexterity rolls)

Languages = Latin, Slavonic (South & West), German, French, Greek, Lombard, Magyar

**Disciplines** Auspex 5, Dementation 4, Obfuscate 5, Thaumaturgy 4, Dominate 3, Fortitude 2, Celerity 1 (x24)

Paths: Oneiromancy (4), The Power of Lifeblood (3)

Rituals: Defense of the sacred haven (1), deflection of wooden doom (1), domino of life (1), encrypt/decrypt missive (1), wake with evening freshness (1), commune with cainite (2), extinguish (2), summon guardian spirit (2), witness of whispers (2), animated assistants (3), mirror of second sight (3), scry the heartstone (3), fire-walker (4), heart of stone (4).

**Merits/Flaws** Literacy (1), Multi lingual (2)

### Backgrounds

Allies 2 Imperial Stewart of Nuremberg Castle, Mayor of Nuremberg

Contact 2 Malkavians Sages (Addemar, Brude, Tryphosa, Unmada) & Imperial Occultists

Domain 4 An enclave in Nuremberg Castle, the Double Shrine

Herd 2 6 vessels (2 soldiers, 4 servants)

Influence 1 City of Nuremberg

Mentor 4 Addemar (son of Lamdiel)

Resources 3 A small treasure (600£)

Retainers 4 Aegidius (Noble Chamberlain), Father Clemens (Priest), Dona Cunigund (Cook), Bernhard (Guard)

Status 4 Lord of Nuremberg

Infants = Liberius (7th from 1099, to Jerusalem) Havens = various houses in Bamberg, Bayreuth & Erlangen

# B. Gereon's Ghouls

## 1. Aegidius

Aegidius is Gereon's chamberlain, a very capable ghoul who has followed Gereon for over 100 years, Of noble and Lombard origin, he is strict, charismatic and an intelligent professional, he always seems to be in his forties with his hair slightly graying. He has been for a hundred years a man of forty with black hair and gray eyes, distinguished and haughty, always well dressed. Officially he works for the steward of the castle, taking care of relations with the people and the mayor of the city.

### Aegidius Di Monza

Chamberlain of Nuremberg (Noble Stewart, Demeanor = Autocrat, Nature = Soldier)

Ghoul – 1142AD – **Malkavian** ghoul, Willpower 7.

STR 3 DEX 3 STA 4 \* CHA 4 MAN 4 APP 3 \* PER 3 INT 3 WIT 4 \* Conscience 3 Self Control 5 Courage 4

#### Abilities

Alertness 3, Athletics 1, Awareness 1, Brawl , Empathy 3, Expression 2, Intimidation 4, Leadership 4, Legerdemain , Subterfuge 3  
Animal Ken, Archery , Commerce 1, Crafts , Etiquette 3, Melee 2, Performance , Ride 1, Stealth 3, Survival  
Academics 1, Enigmas , Hearth Wisdom , Investigation 3, Law 2, Medicine , Occult 2, Politics 3, Seneschal 4, Theology  
Languages = Latin, German, Lombard, West Slavonic

**Disciplines** **Auspex 2, Dominate 2**, Potence 1, Fortitude 1

**Merits/Flaws** Literacy (1), Multi lingual (2), Celestial Attunement (1)

#### Backgrounds

Allies 2 Stewart of Nuremberg Castle, Mayor of Nuremberg (Gereon takes Aegidius appearance to discuss with his allies)

Contact 1 Bourgeois of Nuremberg

Herd 2 x6 (4 henchmen, 2 servants) – it represents his employees

Mentor 2 Gereon

Resources 2 A small treasure (150£)

Retainers 2 Hartwin (Brave Loyal Knight), Blaz (a Czech henchman, scout and messenger)

**Equipment:** noble outfits (for diplomacy), gold ring (5£), long sword, heavy clothing (R1, for daily work)

## 2. Father Clement

Father Clement is the priest (chaplain) of the double chapel of the castle of Nuremberg, he has been in the service of Gereon for at least 25 years and looks 30. He is very advanced in medicine and does not hesitate to experiment (to try to save people). He is very open-minded (a little too surely for the taste of the Catholic clergy) and does not hesitate to upset people with his power of Dementation. In general, he manages the clergy and morality problems for his master and takes care of the chapel which is the heart of the refuge. Father Clement met Frederick II Hohenstaufen (the emperor, now dead) about twenty years ago and he authorized/encouraged him to experiment with medicine on the sick (and corpses for training).

### Father Clemens

Castle Chaplain (Priest & Physician, Demeanor = Caregiver, Nature = Deviant)

Ghoul – 1235AD – **Malkavian** ghoul, Willpower 5.

STR 2 DEX 2 STA 3 \* CHA 3 MAN 4 APP 3 \* PER 2 INT 3 WIT 3 \* Conscience 4 Self Control 4 Courage 2

#### Abilities

Alertness 2, Athletics , Awareness 1, Brawl , Empathy 4, Expression 3, Intimidation , Leadership , Legerdemain , Subterfuge 3  
Animal Ken 1, Archery , Commerce 1, Crafts , Etiquette 3, Melee , Performance 2, Ride , Stealth 1, Survival  
Academics 3, Enigmas , Hearth Wisdom , Investigation , Law , Medicine 4, Occult 2, Politics 3, Seneschal 1, Theology 3  
Languages = Latin, German, Greek, Bavarian German

**Disciplines** **Dementation 2**, Potence 1

**Merits/Flaws** Literacy (1), Multi lingual (2)

#### Backgrounds

Contact 1 Clergy of Nuremberg Area

Herd 1 3 servants – it represents his staff (sacristans)

**Equipment:** priest outfits, silver cross (5£), heavy clothing (R1, for daily work)

### 3. Dona Cunigund

Dona Cunigund or Sister Cunégonde is an itinerant merchant's daughter whose parents died young and found herself working as an inn maid, canteen maid, midwife, herbalist, and imperial cook. Before her forty years she met Gereon who saved her (while she had pneumonia) and took her into his service to ensure the stewardship of his servants and allies, in addition to monitor what is happening in the castle for more than 50 years.

#### Dona Cunigund

Castle Matron (Cook & Alchemist, Demeanor = Creep Show, Nature = Defender)

Ghoul – 1204AD – **Malkavian** ghoul, Willpower 6.

STR 3 DEX 3 STA 3 \* CHA 3 MAN 3 APP 2 \* PER 3 INT 3 WIT 4 \* Conscience 3 Self Control 3 Courage 4

##### Abilities

Alertness 3, Athletics, Awareness 1, Brawl, Empathy 1, Expression, Intimidation 4, Leadership 2, Legerdemain, Subterfuge 3

Animal Ken 2, Archery, Commerce 3, Crafts 3, Etiquette 2, Melee 2, Performance 2, Ride, Stealth 3, Survival 2

Academics, Enigmas, Hearth Wisdom 4, Investigation 2, Law, Medicine, Occult 2, Politics 1, Seneschal 1, Theology

Languages = German

**Disciplines** Obfuscate 2, Potence 1, Dominate 1

**Merits/Flaws** Light Sleeper (2)

##### Backgrounds

Contact 1 Good people of Nuremberg Area

Herd 2 6 servants – it represents his staff (servants)

**Equipment:** Large Knife, heavy clothing (R1, for daily work)

### 4. Walhberct

Walhberct is a peasant son from the Weiden region born around 1200, his father having Austro-Hungarian origins and his mother Slavic and German ones. Walhberct quickly distinguished himself by his willingness to travel in the region, thanks to his parents he learned different languages and quickly became a carter, peddler and then mercenary before seeking the protection of a local "lord" and serving as a guard / messenger / spy for Gereon.

#### Walhberct (bright stranger)

Henchman (Soldier & Messenger, Demeanor = Soldier, Nature = Curmudgeon)

Ghoul – 1233AD – **Malkavian** ghoul, Willpower 6.

STR 3 DEX 4 STA 4 \* CHA 3 MAN 3 APP 2 \* PER 4 INT 2 WIT 3 \* Conscience 3 Self Control 3 Courage 4

##### Abilities

Alertness 4, Athletics 3, Awareness 1, Brawl 2, Empathy, Expression, Intimidation 1, Leadership, Legerdemain, Subterfuge 2

Animal Ken 3, Archery, Commerce 1, Crafts, Etiquette, Melee 3, Performance, Ride 2, Stealth 4, Survival 3

Academics, Enigmas, Hearth Wisdom 2, Investigation 3, Law, Medicine, Occult 1, Politics 1, Seneschal 1, Theology

Languages = German, Slavonic (West), Magyar

**Disciplines** Obfuscate 2, Potence 1

**Merits/Flaws** Multi lingual (2)

##### Backgrounds

Contact 1 Good people of Nuremberg Area

**Equipment:** Large Sword, Dagger, heavy clothing (R1, for daily work), Horse, 10£

***NB** :Gereon has occupied the premises for fifty years, he is not known but his ghouls are. Since the time they should have aged and to hide this, Dona composes mixtures to dye her hair in gray hair, Gereon sometimes also used Domination to convince that his ghouls were other people, relatives coming to take the functions of their parents. The servants and guards are sometimes changed to avoid trouble and generally the troop tries to behave well with the little people so that they do not pose a threat.*

*Interactions with the Magrave of Nuremberg and visiting emperors are avoided, and the troupe mainly concentrates on controlling the stewards (both Imperial and Margrave) and manipulating (helping, arranging or pressuring) the city authorities (the Mayor and his Council).*

# C. Nuremberg Castle

The castle was built in the 11th century by the Salian Kings and Holy Empire Emperors. The Hohenstaufen Emperors rebuilt it between 1138 and 1254. The castle served as the imperial residence of various emperors, with the emperors temporarily occupying it as they moved from one castle to another.

It also serves as a castle for the Margrave of Nuremberg who occupies part of it (Margraviate of Nuremberg between 1105 and 1427).

There is no more emperor of the Holy Roman Empire since the death of Conrad IV Hohenstaufen in 1254, it is the interregnum which will last until 1273 with a new emperor elected but not crowned, Rodolfo I° of Germania, a Habsburg.

The castle is managed by an imperial steward, an imperial noble who is responsible for managing the castle against the background of the emperor and now of the imperial city of Nuremberg (since there is no longer an emperor) which can cause problems and allows the group to play the middleman.

The eastern part of the castle belongs to the Margrave of Nuremberg, who also has a steward, a local knight subservient to the Hohenzollern Margraves.

## 1. Buildings (see castle map)

You can still see the coat of arms of Frederick II Hohenstaufen in the castle, the inhabitants of the castle being still lulled by the relative openness of the monarch.

The **Kemenate** (1, women's building), it accommodates noble women and servants. Dona spends time here and commands many maids.

The **Palace** (2, of the Emperor), it is inhabited by the imperial steward, his guard and his people. Aegidius spends a lot of time here as the steward's left arm.

The **double chapel** (3) or imperial chapel is managed by Father Clemens who takes care of the places and the masses except when a high imperial authority comes with his own chaplain, he then slips away. He usually stays in the basement chapel that leads to the reliquary (cellar) where the recumbent statue of "Saint Gereon" is, in addition to an apartment for the priest, and a secret passage leading to Gereon's private apartments at the pagan tower nearby.

The **pagan tower** (4, heidenturm), it welcomes some travelers and serves as habitat for Aegidius and Gereon. It has 6 floors, an entrance (ground floor) serving as a guardhouse, a very clean cellar with some storage and an office, a second with the laboratory and Gereon's apartment (accessible by a secret passage), then five bedrooms upstairs (the first for Aegidius and the others vacant), then the top floor serving as an attic and guardhouse for Aegidius's people.

The pagan tower has several pagan works of ancient Roman or Greek origin.



**Ground floor** (40m<sup>2</sup>), a guardhouse with a guard room (15m<sup>2</sup>) and a reserve (15m<sup>2</sup>), a spiral staircase that goes up and down.

A mosaic of Roman masks (2x1m) occupies the corridor (3rd century AD)

A marble bust of Nero dating from the 2nd century is placed in an alcove of the guard room

**The cellar**, a large cellar of 60m<sup>2</sup> with a main room (30m<sup>2</sup>) with supplies, food and some furniture, a wine cellar (15m<sup>2</sup>) and an office with some furniture including a solid wooden cupboard giving access to a staircase in stone descending to level -2).

A marble statue of Hecate with three faces sits in the room (3rd century BC)

**Gereon Apartment** of 40m<sup>2</sup> with a main room (20m<sup>2</sup>) and two cells (10m<sup>2</sup>) with locked doors. One cell serves as Gereon's bedroom with a single bed, chest of drawers, chest, and wardrobe; and another cell serving as a reserve with a cupboard (leading to the passage to the double chapel) and several wooden boxes with utensils, tools, ropes, sheepskins, candles, torches...

**First floor**, a large bedroom (40m<sup>2</sup>) with a reinforced door with a bedroom and a large bed (20m<sup>2</sup>) and a study with a table, an armchair, chairs, dressers, cupboards, chest and the possessions of Aegidius.

A large Byzantine tapestry from the Battle of Adrianople in 718 (8th century AD)

**Second floor**, a large bedroom (40m<sup>2</sup>) with a reinforced door, a bedroom and a double bed (20m<sup>2</sup>) and an office with a table, an armchair, chairs, dressers, cupboards, safe (for distinguished guests).

A marble statue of Apollo sits in the room (4th century BC)

**Third floor**, a large bedroom (40m<sup>2</sup>) with a reinforced door, a bedroom and a double bed (20m<sup>2</sup>) and an office with a table, an armchair, chairs, dressers, cupboards, safe (for distinguished guests).

A wooden Roman lyre from the first century sits on a chest of drawers (1st century AD)

**Fourth floor**, two bedrooms of 20m<sup>2</sup> with a double bed, a rug, a chest of drawers, a wardrobe and two chairs.

**Fifth floor**, two bedrooms of 20m<sup>2</sup> with a double bed, a rug, a chest of drawers, a wardrobe and two chairs.

**Sixth floor**, the attic under the eaves (40m<sup>2</sup>), there are 4 beds, cupboards, a few chests, a weapons rack with 4 short spears and two daggers. Two ladders provide access to four high windows and a false ceiling 3m high and 15m<sup>2</sup> (in the center of the room) where a few utensils, ropes and old belongings are stored. This is where Dona and Walhberct reside.

The **Sinwell tower** (7) is under construction, it must become the most fortified place in the place to accommodate prisoners or treasures.

The **chapel** (8) of Saint Othmar (then Walpurgis after 1420) is frequented by the Hohenzollerns.

The **Margrave's castle** (11) and its pentagonal tower (10) are inhabited and managed by the Hohenzollerns.

## 2. Important individuals of the castle

### Elmar (famous edge) Von Wolferstadt, Stewart of Nuremberg Imperial Castle

Stewart of Nuremberg Castle (Noble Knight, Demeanor = Conformist, Nature = Soldier)

Human – born in 1206, Willpower 6.

STR 3 DEX 2 STA 4 \* CHA 3 MAN 3 APP 2 \* PER 2 INT 3 WIT 3 \* Conscience 3 Self Control 3 Courage 4

**Main Abilities** Empathy 3, Intimidation 3, Leadership 4, Etiquette 3, Melee 4, Seneschal 3

**Merits/Flaws** Literacy (1), Multi lingual (2, German, Arab, Latin, Sicilian)

**Backgrounds** Ally 1 (Gereon/Aegidius), Contact 1 (Hohenstaufen stewards in the Holy Roman Empire), Domain 4 (Nuremberg Castle), Herd (servant) 6, Resources 3 (600£ treasure), Retainers 3 (**Andreas** (knight), **Gerd & Roman** (Soldiers))



Emperor Heraldry

Knight of minor nobility, originally from Wolferstadt in Swabia, Elmar made the crusades with Frederick II (the sixth crusade in 1227-1229) and fought among his knights until 1242, when he received the title of steward of the castle directly from the emperor. Title that he keeps until his revocation (by the emperor) and can delegate to a successor in case of unavailability (at his death).

He has 60 servants and 40 guards, armed valets or knights.

He resides in the palace (2).

Elmar plans to make way for one of his nephews when he is no longer fit (or dead) unless a new emperor is appointed by then.

### Traugott (trust god) Von Spalt, Stewart of Nuremberg Burgraviate Castle

Stewart of Nuremberg Castle (East) (Noble, Demeanor = Philosopher, Nature = Rebel)

Human – born in 1228, Willpower 4.

STR 2 DEX 2 STA 2 \* CHA 2 MAN 3 APP 2 \* PER 3 INT 2 WIT 4 \* Conscience 2 Self Control 2 Courage 4

**Main Abilities** Empathy 3, Intimidation 3, Leadership 4, Etiquette 3, Melee 4, Seneschal 3

**Merits/Flaws** Literacy (1)

**Backgrounds** Ally 1 (Conrad I<sup>o</sup>), Domain 4 (Nuremberg East Castle), Herd (servants) 5, Resources 2 (150£ treasure and domain of Spalt), Retainers 2 (Elisa & Julius)



Margrave Heraldry

Knight of minor nobility, from the village of Spalt (20km south of Nuremberg), Traugott is a vassal of Margrave Conrad I<sup>o</sup> of Nuremberg (1178-1262).

Traugott is a seemingly thoughtful and pragmatic individual, brave and affable except that in fact he hates authority and is glad there is no more emperor. He likes to sow discord but hates being pinched even more, hence a certain restraint.

His two sidekicks:

Elisa (charming and indiscreet troubadour/noble, young cousin of 1234 of Traugott)

and Julius (Spy (Criminal?), pseudo valet monitoring what happens in town and in the castle).

# D. The city of Nuremberg in the 13th century

The city should count in the 5,000 inhabitants at that time.

The history of the city is intimately linked to the creation of the imperial fortified castle in the 11th century. The city gained imperial independence in 1219 and its commercial boom could begin.

The gold route between Nuremberg and Prague in Bohemia will bring prosperity and wealth to the city, as well as the route between Regensburg (in the south) and Magdeburg (in the north), Nuremberg becomes in the 13th century an important trading city. In 1256 it joined the Rhine League of Towns led by Worms and Mainz (with other towns in Swabia and Bavaria).

## Administration

A council of the city directs it and its representative the mayor acts as spokesperson but the power is in the hands of a council of its 7 most influential members (bourgeois and nobles).

## Economic

The city will quickly specialize in crafts, gold smithing, pewter work and the manufacture of weapons. Long-distance trade also quickly grew due to tax exemptions due to the imperial independence of the city (trade with Italy and even the Levant via Venice).

## 1. Buildings (see city map)

### Saint Egidus Church (N°2 on map)

A small 12<sup>th</sup> century church.

### Saint Sebald Church (N°5 on map)

*Its construction began in 1225 and is still in progress (the work ended in 1273). A crypt with two naves is located under the church and dates from the 12th century.*

*The relics of Saint Sebald are kept in the church in a silver chalice. The Bones of Saint Sebald radiate True Faith to ●●●. (a True Faith that could cure sickness or insanity) The church itself radiates True Faith at ●, which disturbs vampires.*

*Saint Sebald of Nuremberg (or Sinibald) is revered as the patron saint of the city of Nuremberg. It was the guarantor of its independence as a free city of the Empire. According to legend, Sebald was a hermit and a missionary.*

*"Most of the details of his life are uncertain. We know that he lived in the region of Nuremberg in the first half of the 11th century, that he died and was buried there. His name appears for the first time in 1070. Venerated since the middle of the 13th century in Nuremberg, he was canonized by Pope Martin V in 1425, at the insistence of the municipality of Nuremberg. In 1429, Nuremberg guilds bearing his likeness began to circulate, called Sebaldusgulden. He is celebrated on August 19. He is represented as a pilgrim, with the specific staff and hat, sometimes adorned with the scallop shell, a Rosary in his hand and carrying his church on his arm. Many legends surround his life, and he is credited with various miracles and healings. »*

### Nuremberg City Hall (N°6 on map)

Une grosse maison en pierre avec une grande salle de réception et quelques autres pièces dont une salle du conseil à l'étage.

### Stromer Family House (N°7a on map)

A big stone house with a warehouse and an inner courtyard, plus room for half a dozen horses.

Anselm Stromer, Dye Trader, 35y (married, 4 children), Demeanor = Penitent (he seems very pious) & Nature = Rogue (he won't hesitate to "sell his soul" to gain wealth and prestige) \*where he is (supposed) to be competent = **6d10**

### House of the Order of the Teutonic Knights (N°9 on map)

A simple house on the banks of the Pegnitz river and serving as a relay for the order with a dormitory, a stable. It can accommodate about twenty people but in general there are only 6 people present. It will later become the Hospital of the Holy Spirit.

**Brother Filibert Wagner** (the wheelwright), Knight of the Teutonic Order, 25 years old (left hand cut off by the Wends, he is removed), Demeanor = Director (he gives advice) & Nature = Thrill Seeker (he will not hesitate to go see the shady things) \* where he is (supposed to) be competent = **5d10**

### « At the Red Horse » Inn (« Zum Roten Ross », N°10 on map)

A large 3-storey house with an adjoining stable, the hostel has a large room for 50 people, a smaller more private room of 25m<sup>2</sup> and 4 alcoves for 4 people each. Upstairs there is a dormitory for 12 people with beds and 4 bedrooms with a double bed.

The 2nd floor belongs to the family and is used to house them and the servants.

**Hans Keller** (the wine waiter), Innkeeper, 35, Demeanor = Visionary (expanding business) & Nature = Deviant (he accepts supernatural things and is unbelieving) \* where he is (supposed) to be competent = **5d10**

### **Saint Laurent Church** (N°12 on map)

The construction of this new church will begin in 1260, shortly before the land had to be cleared.

## 2. Important people of Nuremberg

Both reside near Saint Sebald Church.

### **Kunibert Schultz (merchant) Nuremberg Mayor**

Merchant & Mayor of Nuremberg 1250-1271 (Merchant, Demeanor = Conformist, Nature = Rogue)

Human – born in 1226, Willpower 5.

STR 2 DEX 2 STA 2 \* CHA 4 MAN 2 APP 2 \* PER 3 INT 3 WIT 2 \* Conscience 2 Self Control 4 Courage 2

**Main Abilities** Empathy 3, Expression 3, Leadership 2, Etiquette 3, Commerce 4, Seneschal 3

**Merits/Flaws** Literacy (1), Multi lingual (2, German, Latin, Bavarian, Yiddish)

**Backgrounds** Ally 1 (Gereon/Aegidius), Contact 1 (Merchants of Germany), Domain 3 (Rich house), Herd (servant) 4, Influence 1 (Nuremberg), Resources 3 (600£ treasure)

Kunibert is a merchant who has become rich and who has taken full advantage of imperial freedom, conformist and diplomat, he works with everyone. He made his fortune by trading with the Jews, the people of Bohemia (Pilsen) and by selling local jewelry. He is someone who knows how to compromise and that is why today he is the head of the Nuremberg Council.

### **Gunter Schmidt (aristocrat) Nuremberg Bourgeois**

Merchant & Bourgeois (Merchant-Smith-Aristocrat, Demeanor = Autocrat, Nature = Celebrant)

Human – born in 1218, Willpower 5.

STR 2 DEX 3 STA 4 \* CHA 3 MAN 2 APP 2 \* PER 4 INT 2 WIT 3 \* Conscience 2 Self Control 3 Courage 3

**Main Abilities** Empathy 3, Expression 3, Leadership 2, Etiquette 3, Commerce 4, Seneschal 3

**Merits/Flaws** Literacy (1)

**Backgrounds** Contact 1 (Good people of Nuremberg), Domain 4 (Blacksmith District), Herd (servant) 6, Influence 1 (Nuremberg), Resources 3 (600£ treasure)

Gunter is the eldest son of a blacksmith in town who has greatly developed weapon and now armor crafting, he now has several workshops and many blacksmiths working for him. He managed to get contracts for the imperial armies and got rich thanks to that.

He is an austere and tough man (Autocrat) but who lives only to go hunting in the adjoining forests, which is why he himself bought local estates and farms thanks to the status of the city.

He is part of the council of 7 of the city.

# E. A Gereon's demand (or Aegidius)

*(Possible characters and their sires)*

Gereon fell into torpor following an unfortunate visit to the umbra using Auspex 5 while traveling in Bohemia.

His ghouls take matters into their own hands, Aegidius directs the others, organizes the supply of his sire and the offerings of his blood to all the ghouls.

Aegidius will set up a plan to receive outside help:

He will contact Gereon's relations and ask them to send young vampires (Neonates) to come and help their sire (supposedly at his request). The object is to receive less powerful vampires, have them do a few chores, surround them, and then reveal to any or all of them the real problem, their sire's torpor; the end goal being that the guests can fix Gereon's problem.

Aegidius asks for the help of different vampires to send a neonate to form a coterie to intervene on certain problems encountered by his domitor Gereon, they will be expected for September 15, 1258 at the castle of Nuremberg with a letter of credence.

The affected vampires are:

## 1. Jürgen Von Verden, Prince of Magdebourg (Ventrue 6th)

Jürgen pushed by his lord Hardestadt must influence Gereon in Nuremberg so that he authorizes them to approach the Hohenzollern family of the Margraves of Nuremberg.

Jürgen will be happy to be able to send one or two vampires to help Gereon to ask him for a favor afterwards, he can send with a merchant caravan from Magdebourg to Regensburg one of his sons and/or a cousin of his wife Rosamund:

Jürgen prepared a (new) son to intervene under his authority as soon as the disastrous campaign in Transylvania ended.

For Jürgen see: <https://whitewolf.fandom.com/wiki/jürgen>

**Hermann Von Halberstadt** (a town near Magdebourg) was chosen by Jürgen to be transformed when he was in his twenties and to be educated before going to serve in East Prussia or elsewhere.

Hermann was born in 1210 near Halberstadt and was transformed in 1235 (25 years of physical appearance).

Concept : German Knight      Clan : Ventrue 7th      Demeanor : Autocrat      Nature : Architect  
Strength 3 Dexterity 2+1 Stamina 3+1 (5) Charisma 4 Manipulation 4 Appearance 2 (7) Perception 2 Intelligence 2 Wits 2+1 (3)  
Talents (13)      Alertness 1+1, Athletics 1+1, Awareness 1, Brawl 1, Empathy 1+1, Expression 1, Intimidation 1+1, Leadership 3, Subterfuge 3  
Skills (9)      Archery 1, Etiquette 2, Melee 3, Performance 1, Ride 1, Survival 1+1  
Knowledge (5)      Academics 1, Law 1, Occult 1, Politics 1+1, Seneschal 1  
Languages: German  
Disciplines (4) : Domination 1+1 Fortitude 1+1 Presence 1+1 Celerity 1+1  
Backgrounds (5) : Generation 5, Herd 1, Retainers 2, Resources 2 (150 pounds treasure)  
Virtues (7) : Conscience 3, Self Control 3+1, Courage 4  
Road: Road of King or Road of Humanity 7      Willpower: 4+2  
Freebie Points (15): +2 willpower (2), +1 self control (2), Merits (1), +1 Stamina (5), +5 Backgrounds (5)  
Merits and Flaws: Literacy (1)  
Experience (50): +1 dexterity (8), +1 Wits (8), Domination/Fortitude/Presence/Celerity +1 (22), 6 skills at one to two (12)  
Equipment: Dagger, Broadsword (STR+2), Heavy Clothing (R1), Heavy Armor (R4, penalty 2), Standard Shield, Horse, Noble Outfits, 10 pounds of jewelry  
Retainers: Berthold Engelmann (Cleric, Confessor), Raoul (Spy)

Isouda de Blaise (1069), the lord of Rosamund sends her young son or daughter to her sister in Magdebourg to serve and perfect herself far from the courts of love in France (safe from her enemies and in exchange for advantages for Isouda from Hardestadt). The young vampire will quickly be used by Jürgen/Hardestadt in their plans for Central Europe.

For Isouda de Blaise, see: [https://whitewolf.fandom.com/wiki/Isouda\\_de\\_Blaise](https://whitewolf.fandom.com/wiki/Isouda_de_Blaise) &

[http://bindusara.free.fr/web/affichage\\_donnees\\_perso.php?ID1=2441](http://bindusara.free.fr/web/affichage_donnees_perso.php?ID1=2441)

**John or Jane de Sorigny**, Coming from the family of the Barons of La Haye (village of Descartes/France), this young nobleman represents the best of the Toreadors of France, a beautiful look, craftsman skills, a noble heritage and a very good education. John/Jane was born in 1205 (20 years of physical appearance), was transformed in 1225 and was educated at the Court of Blois with her sire the Queen of Anjou.

Concept : French Noble      Clan : Toreador 8th      Demeanor : Gallant/Celebrant      Nature : Director  
Strength 2 Dexterity 2+1 Stamina 2 (3) Charisma 3 Manipulation 3 Appearance 4 (7) Perception 4 Intelligence 2+1 Wits 2+1 (5)  
Talents (13)      Alertness 1+1, Athletics 1, Awareness 1+1, Empathy 3+1, Expression 1+1, Intimidation 3, Subterfuge 3

Skills (9) Craft 3+1, Etiquette 1+1, Melee 1, Performance 3, Ride 1  
 Knowledge (5) Academics 1+1, Investigation 1+1, Occult 1, Politics 1+1, Theology 1  
 Languages: French, English, German, Latin  
 Disciplines (4) : Auspex 1+2 Celerity 1+1 Presence 1+1 Fortitude 1  
 Backgrounds (5) : Generation 4, Retainer 1, Herd 1, Resource 1 (75 pounds treasure)  
 Virtues (7) : Conscience 3, Self Control 4+1, Courage 3  
 Road: Road of Humanity 8 Willpower: 3+2  
 Freebie Points (15): +2 willpower (2), +1 self control (2), Merits (5), +1 en Empathy (2), +1 en Craft (2), +2 backgrounds  
 Merits and Flaws: Literacy (1), Multilingual (2), Blush of Health (2)  
 Experience (65): +1 dexterity (8), +1 Intelligence (8), +1 Wits (8), +2 Auspex (15), +1 Presence (5), +1 Celerity (5), 8 skills at one to two (16)  
 Equipment: Dagger, Broadsword (STR+2), Heavy Clothing (R1), Noble Outfits, a Gold Ring with Sapphire (10£)  
 Retainer: Edwin Richter (Knight, Knight servant)  
 Herd: 3 servants

## 2. Josef Von Bauren, Elder of Munich (Nosferatu 6th)

Gereon and Josef know each other, Josef is someone thoughtful and respected among his clan. Gereon has already asked him for some information and (as a result of which) the Nosferatu are welcome in Nuremberg.

Josef will send one of his infants (or little infants) to help the Malkavian at his request without any other compensation than to observe what is happening there.

For Josef see: [https://whitewolf.fandom.com/wiki/Josef\\_von\\_Bauren](https://whitewolf.fandom.com/wiki/Josef_von_Bauren)

**Dieter** was the son of a peasant from the Munich region (Tegernsee in southern Bavaria) around 1190, destined to be a horse breeder, he joined the armies of the Dukes of Bavaria as a groom, then a scout and a soldier, he participated in the 6th crusade between 1221 and 1225, tired and injured, he ended up in a hospice in Munich, the new capital of the Dukes of Wittlesbach around 1226. It was there that Josef spotted him and offered him a new job.

Concept : German Scout Clan : Nosferatu 7th Demeanor : Mercenary Nature : Judge  
 Strength 3 Dexterity 3+1 Stamina 4 (7) Charisma 3 Manipulation 2+1 Appearance 0 (3) Perception 2+1 Intelligence 2 Wits 4 (5)  
 Talents (9) Alertness 3, Athletics 1+1, Awareness 1, Brawl 1+1, Intimidation 1, Legerdemain 1+1, Subterfuge 1+1  
 Skills (13) Animal Handling 3+1, Craft 1, Etiquette 1, Melee 3, Performance 1, Ride 1, Stealth 1+1, Survival 2  
 Knowledge (5) Hearth Wisdom 1, Investigation 1+1, Occult 1, Politics 1, Theology 1  
 Languages: German, Latin, Arab  
 Disciplines (4) : Animalism 1+1, Obfuscate 1+1, Potence 1+1, Fortitude 1+1  
 Backgrounds (5) : Generation 5, Retainer 1, Herd 1  
 Virtues (7) : Conscience 3, Self Control 3, Courage 4  
 Road: Road of Humanity 7 Willpower: 4+2  
 Freebie Points (15): +2 willpower (2), 2 backgrounds (2), Merits (4), +1 en Dexterity (5), +1 en animal (2)  
 Merits and Flaws: Multilingual (2), Without a Trace (2)  
 Experience (50): +1 Manipulation (8), +1 Perception (8), +1 en Animalism/Obfuscate/Potence/Fortitude (22), 6 skills at one to two (12)  
 Equipment: Dagger, Broadsword (STR+2), Heavy Clothing (R1), 20 sol  
 Retainer: Quirinus (Merchant Adventurer from Bavaria with 2 horses and an heavy cart) – 20£ treasure  
 Herd: 3 servants working with Quirinus

## 3. Caelius of Trier (Malkavian 6th)

Caelius is a character of my creation, a Malkavian descendant of Brude and managing the city of Trier seat of the archdiocese of the same name.

Caelius is an 8th century German of aristocratic origin who became a monk and became master librarian in Trier. Since then he influences the archbishop and keeps an important occult library. It also supports certain Malkavian lines such as Brude, Addemar and Tryphosa. He has the Saint Vitus's Dance but seems perfectly normal otherwise.

**Hugh of Ashford** (near Canterbury) is a 4th son of noble origin who was destined to become a monk and who was able to study in Germany in Cologne and then in Trier where at the age of 22 he met his sire Caelius who saw in him an important potential, and vis-a-vis the young man's interest in knowledge and the occult he transformed him in 1228.

Concept : English Scholar Clan : Malkavian 7th Demeanor : Penitent Nature : Thrill-Seeker  
 Strength 2 Dexterity 2+1 Stamina 2+1 (3) Charisma 3 Manipulation 3 Appearance 2 (5) Perception 4 Intelligence 4 Wits 2+1 (7)  
 Talents (9) Alertness 1+1, Awareness 1+1, Empathy 3, Expression 1+1, Leadership 1, Legerdemain 1, Subterfuge 1+1

Skills (9) Craft 1, Etiquette 2, Melee 1, Performance 1+1, Ride 1, Stealth 3  
 Knowledge (9) Academics 2, Enigmas 1+1, Investigation 1+1, Occult 3+1, Politics 1, Theology 1+1  
 Languages: English, German, Latin, Greek, French  
 Derangement: Saint Virtus's Dance  
 Disciplines (4) : Auspex 1+1, Dementation 1, Obfuscate 1+1, Fortitude 1  
 Backgrounds (5) : Generation 5, Retainer 1, Herd 1, Resources 1 (75£ treasure)  
 Virtues (7) : Conscience 4, Self Control 4, Courage 2+1  
 Road: Road of Humanity 8 Willpower: 3+2  
 Freebie Points (15): +2 willpower (2), 2 backgrounds (3), Merits (6), +1 en Courage (2), +1 en Occult (2)  
 Merits and Flaws: Literate (1), Multilingual (2), Oracular Ability (3)  
 Experience (50): +1 Dexterity (8), +1 Stamina (8), +1 en Wits (8), +1 en Auspex & Obfuscate (10), 8x skills from 1 to 2 (16)  
 Equipment: Dagger, Heavy Clothing (R1), Noble Outfits, small gold medal of Christ (3£)  
 Retainer: Berthold (German Soldier)  
 Herd: 3 servants

#### 4. Norbert Von Xanten of Brunswick (Lasombra 6th)

Norbert is the former bishop of Magdeburg and will be canonized by the church, he is a paragon of the way of paradise and the Prince of Brunswick. Rival of Jürgen, he is the founder of the Premonstratensian order (<https://en.wikipedia.org/wiki/Premonstratensians>) which has many monasteries in Europe and over which he exercises influence.

Gereon is a well-known character, a respected scholar whom Norbert will help by sending one of his infants.

For Norbert see: [https://whitewolf.fandom.com/wiki/Norbert\\_von\\_Xanten](https://whitewolf.fandom.com/wiki/Norbert_von_Xanten)

**Florian Von Wesendorf** (near Brunswick) is a German knight born in 1210 who joined the orders in 1226 in Elmsburg (castle of the knights near the village of Schöningen) and took part in the crusades in Eastern Prussia by fighting the Baltic pagans and sorcerers, he also participated in the founding of the town of Thorn in 1231 and until 1234 remained in Prussia. Returning to Elmsburg in 1235 he fought evil forces in the Harz, demonic wolves and wizards. Finally after a serious injury he was sent to Brunswick in a hospital of the bishopric and it is here that his sire found him before making him a vampire with his agreement in 1237. Since then he has served Norbert loyally.

Concept : German Holy Knight Clan : Lasombra 7th Demeanor : Defender Nature : Competitor  
 Strength 4 Dexterity 2+1 Stamina 4 (7) Charisma 3 Manipulation 2+1 Appearance 3 (5) Perception 2 Intelligence 2 Wits 2+1 (3)  
 Talents (13) Alertness 1+1, Athletics 3, Awareness 1+1, Empathy 1, Expression 1+1, Intimidation 2+1, Leadership 3, Subterfuge 1  
 Skills (9) Animal Handling 1, Archery 1, Etiquette 1+1, Melee 3, Performance 1, Ride 1+1, Survival 1  
 Knowledge (5) Academics 1, Investigation 1+1, Occult 1+2, Politics 1, Theology 1+1  
 Languages: German, Latin, French, Old Prussian (Wendish)  
 Disciplines (4) : Dominate 1+1, Obtenebration 1, Potence 1+1, Fortitude 1  
 Backgrounds (5) : Generation 5, Retainer 1, Herd 1, Resources 1 (75£ treasure)  
 Virtues (7) : Conscience 4, Self Control 3, Courage 3+1  
 Road: Road of Humanity or Paradise 7 Willpower: 4+2  
 Freebie Points (15): +2 willpower (2), 2 backgrounds (3), Merits (3), +1 en Courage (2), +1 en Manipulation (5)  
 Merits and Flaws: Literate (1), Multilingual (2)  
 Experience (50): +1 Dexterity (8), +1 en Wits (8), +1 en Dominate & Potence (10), 8x skills from 1 to 2 (16), 2x skills from 2 to 3 (8)  
 Equipment: Dagger, Broadsword (STR+2), Heavy Clothing (R1), Heavy Armor (R4, penalty 2), Standard Shield, 2 Horses, Noble Outfits, 5 pounds of jewelry  
 Retainer: Alfred (German Counselor, ex-Teutonic Vicar with Melee 1 instead of Commerce 1, Theology 3 instead of Law 3 and Wendish instead of Slavonic)  
 Herd: 3 servants (Prussians & Balts servants from the Teutonic Order)

#### 5. Lucius Cornelius de Hambourg (Brujah 6th)

Lucius is the leader of the Promethean in northern Germany in Hamburg, he coordinates commercial activities from this city (with the Hanseatic league) and supervises the local Promethean. The Promethean seek to recreate Carthage, to live peacefully and openly with humans, to fight the corruption of the church, to fight the ideology of the low and high clans, to fight against the vampire and human feudal system.

Gereon is a client of Lucius, the latter has already sold him hard-to-find Latin works or facilitated certain trips or expeditions.

Lucius will be happy to send someone to help him monitor his activities more closely.

For Lucius see: [https://whitewolf.fandom.com/wiki/Lucius\\_Cornelius\\_Scipio](https://whitewolf.fandom.com/wiki/Lucius_Cornelius_Scipio)

Lucius can send Dante, a son of Marhuel son of Dominic (Brujah 6th) who is now under the supervision of Lucius.

Marhuel is a Spanish-born agitator who came to Central Europe in search of his missing sire Dominic in Transylvania, and Lucius asked him to create an Italian-born vampire, an ex-mercenary named Dante.

**Dante** is an Italian (Lombard) swordsman from the Milan region, specialized in caravans to the Holy Empire and as far away as Hamburg on the North Sea. Dante comes from Bresso (a village north of Milan), he rebels against feudal authority (and the clergy) on principle but thinks above all of his well-being and of making his immortality grows.

Concept : Italian Soldier      Clan : Brujah 8th      Demeanor : Rebel      Nature : Mercenary  
Strength 3 Dexterity 4 Stamina 3+1 (7) Charisma 3 Manipulation 2 Appearance 3 (5) Perception 2+1 Intelligence 2 Wits 2+1 (3)  
Talents (13)      Alertness 1+1, Athletics 3, Brawl 1+1, Empathy 1, Expression 1+1, Intimidation 3, Leadership 3, Subterfuge 3  
Skills (9)      Animal Handling 1, Archery 1+1, Etiquette 1, Melee 3, Performance 1, Ride 1+1, Survival 1+1  
Knowledge (5)      Hearth Wisdom 1, Investigation 1+1, Occult 1, Politics 1, Seneschal 1+1  
Languages: Lombard, German  
Disciplines (4) : Celerity 1+1, Presence 1+1, Potence 1+1, Fortitude 1+1  
Backgrounds (5) : Generation 4, Retainer 1, Herd 2, Resources 1 (75£ treasure)  
Virtues (7) : Conscience 3, Self Control 3+1, Courage 4  
Road: Road of Humanity 7      Willpower: 4+2  
Freebie Points (15): +2 willpower (2), 2 backgrounds (3), Merits (3), +1 en Self Control (2), +1 en Stamina (5)  
Merits and Flaws: Unbondable (3)  
Experience (65): +1 Perception (8), +1 en Wits (8), +1 en Celerity/Presence/Potence/Fortitude (22), 8x skills from 1 to 2 (16), one skill at 3 (9)  
Equipment: Dagger, Broadsword (STR+2), Heavy Clothing (R1), Composite Armor (R3, penalty 1), Standard Shield, Merchant Outfits, 2 pounds of jewelry  
Retainer: Ambra (an italo-german 20 years old courtesan passing as a merchant daughter with her staff, with a chariot and two oxen – she speaks Lombard rather than Slavonic, she has CHA3 and APP4, she has commerce 3 rather than Academics 3).  
Herd: 6 servants (German or Italian servants (3)/guards (3))

*Lucius could send any other character of Promethean obedience of generation 9 or more, young vampires of any clan breaking with their sire and/or their clan (and with 50 experience points more than the normal).*

# II. The Story

## A. First Chapter : To Nuremberg

### I. Arrival in Nuremberg at the Imperial Castle

The characters will arrive in Nuremberg between September 17 and 19, 1258, they are invited to go to the imperial castle with a letter of credence from **Aegidius di Monza**.

Sunrise and sunset around September 21: 6:00 am and 6:20 pm  
for December 21 we will be at 8:00 am and 4:20 pm

Aegidius will welcome them at the beginning of the night when the night guard will wake him up later to welcome the guests who will be led to one of the rooms of the Pagan Tower (two rooms of 40m<sup>2</sup> for 4-5 people, four rooms of 20m<sup>2</sup> for 2-3 people), the small staff can be accommodated at the top of the tower (2 beds) or will have to make it in Nuremberg city.

Aegidius will be able to converse with the newcomers like his fellow ghouls, but he will only make a solemn speech in his chamber when everyone will be there on September 19 early in the evening around 7:00 pm.

Aegidius will tell them that his master Gereon of Aquileia is not present and that he has summoned neonates to perform certain necessary tasks according to him:

- See what's going on at the Red Horse Inn (spies maybe?)
- Go and exchange books with a certain Bitiurges (1202), a mage, on the evening of September 23
- Fix an issue with Kemnath Village (Stone Forest Mountains – Steinwald)
- Save Gereon from his torpor (last, after character appreciation by Aegidius)

**NB** : these favors (or Boons) from vampires sending their offspring to Gereon are a payment (or a debt for Gereon) from them to him in exchange for services rendered. It's up to the game master to choose who owes something to Gereon or vice versa. But players might want to reclaim the favor directly from Gereon in the end one way or another... perhaps without their sire's advice which will surely upset him.

## II. Red Horse Inn

« **At the Red Horse** » Inn (« Zum Roten Ross », N°10 on map)

A large 3-storey house with an adjoining stable, the hostel has a large room for 50 people, a smaller more private room of 25m<sup>2</sup> and 4 alcoves for 4 people each. Upstairs there is a dormitory for 12 people with beds and 4 bedrooms with a double bed. The 2nd floor belongs to the family and is used to house them and the servants.

**Hans Keller** (the wine waiter), Innkeeper, 35, Demeanor = Visionary (expanding business) & Nature = Deviant (he accepts supernatural things and is unbelieving) \* where he is (supposed) to be competent = **5d10**

*A bedroom has been set up upstairs for the Hohenzollern family.*

### What happens there

The inn welcomes the locals for meals and especially drinks in the evening, but also some members of the Hohenzollern family who come to play and chat with the lower middle class of the region: **Timo** (a pleasant, intelligent and well-mannered young man) and **Doris** his sidekick, and also usually **Christian** or **Niklas** their bodyguard.

Here they meet young Hohenzollerns to chat, play chess (a game from Italy) and have a good time.

Timo is a friendly servant of **Burkhardt** (from his herd) which serves him for possession (Dominate 5) and allows him to rub shoulders with the nobles without risk, Doris and the guard complete the team.

Burkhardt amuses the nobles and has started blood-tying **Saskia** into a ghoul while Doris takes care of **Kaspar** (seduction and sex) but Timo/Burkhardt also plays chess with Kaspar.

They meet several times a week in the evening (between 7 pm and 10 pm) at the inn where the small room is rented as well as a room for the antics of Kaspar and Doris. Everyone goes home after the evening (the hohenzollerns at the castle and the ghouls at Ulrich Stromer's House (7a), Burkhardt occupying the adjacent house (7b)).

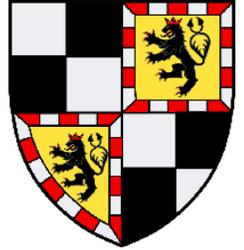
## Burkhardt the Ventrue Agenda

Burkhardt's plan is to blood tie Saskia (by deception) and then approach her more directly with a view to using her to infiltrate and then move into a Hohenzollern family castle (in Nuremberg or elsewhere). Saskia is already linked to 1 or 2. This is where the characters come in like a hair in the soup: they can just observe, question the various protagonists, report it or not, but harming Burkhardt will eventually become a bigger problem with Hardestadt. As for Aegidius he will be unhappy and will ask for more information or even chase the intruder (Burkhardt) unless he learns that Hardestadt is behind this, in which case he will let it go or ask the characters to convince Burkhardt not to settle in the Imperial Castle and to suspend its activities until the following year or to take it easy.

## The Hohenzollern

Conrad 1st Hohenzollern (1186-1261) is the Margrave of Nuremberg, old he manages his domain well and manages to increase his lands. His Son Frederick III (1220-1297) will replace him in 1261 until 1297. Conrad after the death of his wife Adelaide of Frontenhausen in 1230 married Elena of Cadolzburg (10km to the west) in 1236 and had three children with her then resided in Cadolzburg Castle since 1250. With Elena Conrad had three children: Saskia (1238), Kaspar (1240) and Irene (1248). Saskia and Kaspar often travel to Nuremberg where they have more freedom.

*NB : Elena and her children do not exist historically, I made them up.*



## Saskia Von Hohenzollern (*the new ghoul*)

*Saskia is quite exceptional: intelligent, charismatic, strong-willed, resistant to marriage and willing to live adventures.*

Noble Lady (Noble Rebel Maiden, Demeanor = Rebel, Nature = Perfectionist)

Ghoul 20 years old – 1258AD – **Ventrue** ghoul, Willpower 5.

STR 2 DEX 2 STA 2 \* CHA 4 MAN 3 APP 3 \* PER 2 INT 3 WIT 3 \* Conscience 3 Self Control 3 Courage 4

### Abilities

Alertness 1, Athletics 1, Awareness , Brawl , Empathy 3, Expression 3, Intimidation 1, Leadership 1, Legerdemain , Subterfuge 3

Animal Ken , Archery , Commerce , Crafts , Etiquette 3, Melee 1, Performance 3, Ride 1, Stealth 1, Survival

Academics 2, Enigmas , Hearth Wisdom , Investigation 1, Law , Medicine , Occult , Politics 1, Seneschal , Theology 1

Languages = German, Latin, Greek, Bavarian

**Disciplines** Potence 1

**Merits/Flaws** Literacy (1), Multi lingual (2)

**Equipment:** Dagger, Noble outfits, (Heavy Clothing (R1)), 5£, gold and silver jewels (15£)

## Kaspar Von Hohenzollern (*the uninteresting brother*)

*Pedantic, haughty and egocentric, Kaspar is a real nuisance, however he is easily manipulated by flattery, sex and intimidation.*

Young Noble (Demeanor = Autocrat, Nature = Rogue), 18 years old Human, Willpower 3.

STR 2 DEX 2 STA 2 \* CHA 2 MAN 3 APP 3 \* PER 3 INT 2 WIT 2 \* Conscience 2 Self Control 3 Courage 2

### Abilities

Alertness 1, Athletics 1, Awareness , Brawl , Empathy , Expression 2, Intimidation 1, Leadership 2, Legerdemain , Subterfuge 2

Animal Ken , Archery , Commerce , Crafts , Etiquette 2, Melee 1, Performance 1, Ride 1, Stealth , Survival

Academics 1, Enigmas , Hearth Wisdom , Investigation , Law 1, Medicine , Occult , Politics 1, Seneschal 1, Theology 1

Languages = German, Latin, Bavarian

**Disciplines** \*

**Merits/Flaws** Literacy (1), Multi lingual (2)

**Equipment:** Sword, Noble outfits, (Heavy Clothing (R1)), 5£, gold and silver jewels (10£)

*NB : The Hohenzollern steward of the Margrave at the Imperial Castle, **Traugott**, is supposed to oversee the two.*

*Saskia and Kaspar always travel with two experienced soldiers to protect them, in town or in the countryside. These wear the colors of the family.*

### III. Noble Burkhardt

**Burkhardt** is a nobleman of small origin and originally from the Nuremberg region in Schwabach (10km south of Nuremberg). Very interested in the trade and craftsmanship of gold, he traded with Regensburg and it was there that he met his sire Heinz who used him before making him a ghoul and then transforming him in 1156.

Burkhardt came to Nuremberg to settle there first with merchants and then (he hopes) with the Hohenzollerns to have an influence on them. All this without the agreement of Gereon but with the agreement of his lord Heinz and his great lord Hardestadt.

Normally Jürgen Von Verden should have taken care of placing someone a few years ago, faced with this failure Hardestadt authorized Heinz and Burkhardt to do the job as they see fit.

Burkhardt will not try anything against Gereon he will just try to influence the merchants (steal them to make resources) and the Hohenzollern nobles or others (to make influence locally).

### Burkhardt Von Nuremberg

*Burkhardt is a small man (1m65) stocky, blond with gray eyes, not without charm, dressed like a bourgeois and always looking calm and balanced. He could later be called the Sénéchal-Marchand.*

Lord of Nuremberg (Noble Merchant, Demeanor = Mercenary, Nature = Architect)

Ancilla – 1156AD – 7th generation **Ventruë**, son of **Heinz**, Road of Humanity 6, Willpower **8**.

STR **2** DEX **3** STA **3** \* CHA **4** MAN **5** APP **3** \* PER **3** INT **4** WIT **3** \* Conscience **3** Self Control **5** Courage **4**

#### Abilities

Alertness 1, Athletics 1, Awareness , Brawl , Empathy 3, Expression 2, Intimidation 3, Leadership 3, Legerdemain , Subterfuge 4

Animal Ken, Archery , Commerce 4, Crafts 3, Etiquette 3, Melee 2, Performance 1, Ride , Stealth 2, Survival

Academics 2, Enigmas , Hearth Wisdom , Investigation 2, Law 1, Medicine , Occult 1, Politics 3, Seneschal 2, Theology

Diet = Very poor people (lower lower class)

Languages = German, Bavarian, Latin, French, Magyar

**Disciplines**    **Domination 5, Presence 4, Fortitude 3, Auspex 2, Celerity 1, Potence 1 (x16)**

**Merits/Flaws**    Literacy (1), Multi lingual (2), Former Ghoul (2, +1 potence)

#### Backgrounds

Allies 2+	Two Bourgeois in Nuremberg (Ulrich Stromers & Gunter Schmidt)
Contact 1	Merchants of Bavaria
Domain 2	A real estate in Nuremberg (7a, 7b at Ulrich Stromers, see Nuremberg map)
Herd 2	7 servants helping him to find sustenance and useful for possession (valet, clerk, housemaid)
Influence 0	City of Nuremberg one day
Mentor 3	Heinz Eulau (son of Hardestadt)
Resources 4	A big treasure (3,000£) and a few real estates
Retainers 4+1	Christian, Doris, Eckart, Niklas & Saskia Von Hohenzollern
Status 2	Respected Ancilla

Infants = none but one soon enough

Havens = various houses in Nuremberg, Neumarkt & Ratisbonne (Domain 1)

### Christian & Niklas

Soldier (Bodyguards, Demeanor = Defender, Nature = Soldier)

Ghoul 30 years old – 1210AD – **Ventruë** ghoul, Willpower **7**.

STR **4** DEX **3** STA **4** \* CHA **3** MAN **2** APP **2** \* PER **4** INT **2** WIT **3** \* Conscience **3** Self Control **3** Courage **4**

#### Abilities

Alertness 3, Athletics 4, Awareness , Brawl 2, Empathy 1, Expression , Intimidation 3, Leadership 1, Legerdemain , Subterfuge 1

Animal Ken 1, Archery 3, Commerce 1, Crafts , Etiquette 1, Melee 4, Performance , Ride 3, Stealth 2, Survival 2

Academics , Enigmas , Hearth Wisdom 1, Investigation 2, Law 1, Medicine , Occult 1, Politics 1, Seneschal 1, Theology

Languages = German, Bavarian, Magyar

**Disciplines**    **Potence 2, Fortitude 1**

**Merits/Flaws**    Multi lingual (2)

**Equipment:** Dagger, Broadsword (STR+2), Longbow (4L, AP4), Heavy Clothing (R1), Composite Armor (R3, penalty 1), Standard Shield, 10 sol

## Doris Pfeiffer (*the fife player*)

Beautiful Maiden (Aristocrat Charmer, Demeanor = Gallant, Nature = Eye of the Storm)

Ghoul 18 years old – 1206AD – **Ventrue** ghoul, Willpower 6.

STR 2 DEX 3 STA 2 \* CHA 3 MAN 4 APP 4 \* PER 2 INT 3 WIT 4 \* Conscience 3 Self Control 4 Courage 3

### Abilities

Alertness 2, Athletics 1, Awareness 1, Brawl 2, Empathy 3, Expression 3, Intimidation 3, Leadership 1, Legerdemain 3, Subterfuge 3

Animal Ken , Archery , Commerce 1, Crafts , Etiquette 3, Melee 1, Performance 4, Ride 1, Stealth 2, Survival

Academics 1, Enigmas , Hearth Wisdom 1, Investigation 1, Law , Medicine , Occult 2, Politics 3, Seneschal 1, Theology

Languages = German, Latin, Bavarian, French

**Disciplines** Potence 1, Presence 2

**Merits/Flaws** Literacy (1), Multi lingual (2)

**Equipment:** Dagger, Rich outfits, (Heavy Clothing (R1)), 20 sol, silver ring and necklace (3£)

## Eckart Schreiber (*the writer*)

*Eckart is the leader of the ghouls and manages the troupe for his lord Burkhardt.*

Noble Seneschal (Noble Leader, Demeanor = Director, Nature = Philosopher)

Ghoul 40 years old – 1175AD – **Ventrue** ghoul, Willpower 6.

STR 2 DEX 3 STA 3 \* CHA 4 MAN 4 APP 2 \* PER 3 INT 4 WIT 3 \* Conscience 3 Self Control 5 Courage 3

### Abilities

Alertness 1, Athletics 1, Awareness 1, Brawl , Empathy 3, Expression 3, Intimidation 2, Leadership 4, Legerdemain , Subterfuge 3

Animal Ken , Archery , Commerce 3, Crafts , Etiquette 3, Melee 1, Performance 1, Ride 1, Stealth 1, Survival 1

Academics 2, Enigmas 2, Hearth Wisdom 2, Investigation 1, Law 2, Medicine , Occult 2, Politics 2, Seneschal 4, Theology 2

Languages = German, Latin, Bavarian, French, Magyar, Slavonic (West)

**Disciplines** Potence 1, Dominate 2, Fortitude 1

**Merits/Flaws** Literacy (1), Multi lingual (2)

**Equipment:** Dagger, Rich outfits, (Heavy Clothing (R1)), 10£, gold ring (5£)

## B. Second Chapter : Book Trade

This second mission concerns an exchange of books which must be carried out in **Freystadt** (a place called between the villages of Allersberg and Mulnhausen) around midnight on September 23 at Saint Constant with a certain Bitiurges, a mage. Freystadt is 40km from Nuremberg and it will take 7-8 hours to walk there.

**Aegidius** will provide the book to be delivered after 6 pm and **Walherct** will accompany the group because he knows where it is.

### I. Literae ab Italia VS Ritum Conventum Magicae

**Gereon** must exchange a book in his possession which is a copy of the Letters from Italy (**Literae ab Italia**) from Demetrius to Mokur (in 988) written by a certain Aristotle of Laurent in 1201 in France, it contains 90 pages with drawings. The book describes conversations of Demetrius of Antioch (a Malkavian) with a certain Mokur or Marco di Arrezzo, the two exchange on Golconda, the dream, the capacities of Auspex, the antediluvian Saulot who would have put Demetrius on the path of enlightenment and on Mokur. The author Aristotle is said to have translated some of these letters from Greek to Latin and reserved the reading for the member of the Malkavian clan.

*The Tremere seek the book to learn more about Mokur whom they seek to find in order to destroy him.*

**Bitiurges** must provide Gereon with a work on ritual magic written by **Notatus** of House Bonisagus in 854 where the basics of ritual magic and the principles of sharing the magic charge are explained in order to benefit from the magic effect all those who are present during a ritual: the Ritual in Assembly of Magic (**Ritum Conventum Magicae**). The book is also a copy dating from 1023 and made by the Tremere, it contains 120 pages.

It takes **Occult at 5** to understand everything without a roll or it takes 6 less success level in occult (with occult 3, you'll need 3 successes) to understand what it is all about. We can read there that for a shared ritual to work it is necessary that all participate actively and magically by giving of their own magic, astral links at a distance are possible if consciously the participants also give magically of their person. A note points out that consent can be obtained through manipulation and this does not change the validity of the ritual as long as the participants invest their magic in the act.

The book also points out that the power irremediably decreases with the number of participants according to a curve.

*Gereon is looking for this fairly rare book for his magical research regarding the Great Prank (see:*

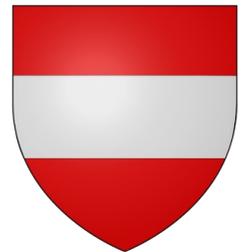
[https://whitewolf.fandom.com/wiki/Great\\_Prank](https://whitewolf.fandom.com/wiki/Great_Prank)).

### II. Rendezvous at Freystadt

Freystadt is a hamlet with about ten houses which will only become a real village in about twenty years.

Bitiurges and his troop are waiting for the characters in a clearing on the Nuremberg path near an oak grove, they have three carts and a tent.

There are 8 servants (of the herd in the form of servants, grooms and charioteers) and 8 soldiers in the colors of the Duchy of Austria (servants with two thirds of ghouls).



### 8x Austrian Soldiers (*Tremere Mercenary/Custos*)

*Some are blood bonded.*

Soldier (Mercenary, Demeanor = Soldier, Nature = Soldier/Mercenary/Conformist)

Ghoul 10 years old – 1250AD – Tremere ghoul, Willpower 6.

STR 3 DEX 4 STA 4 \* CHA 2 MAN 2 APP 2 \* PER 3 INT 2 WIT 2 \* Conscience 2 Self Control 3 Courage 4

Combat Initiative +6, Broadsword 8 (damage 6), Longbow 7 (damage 4)

#### Abilities

Alertness 2, Athletics 2, Awareness, Brawl 2, Empathy, Expression, Intimidation 2, Leadership 1, Legerdemain, Subterfuge 1

Animal Ken 1, Archery 3, Commerce, Crafts 1, Etiquette, Melee 4, Performance, Ride 2, Stealth 1, Survival 2

Academics, Enigmas, Hearth Wisdom 1, Investigation 1, Law 1, Medicine 1, Occult 1, Politics, Seneschal, Theology

Languages = German, Magyar, Slavonic (West)

Disciplines Potence 1

Merits/Flaws Multi lingual (2)

Equipment: Dagger, Broadsword (STR+2), Longbow (4L, AP4), Heavy Clothing (R1), Composite Armor (R3, penalty 1), Standard Shield, idio sol

## Bitiurges

*Bitiurges is a Tremere infant mage of Etrius, a colorful man, dandy, of noble appearance, intelligent but with a certain lack of imagination.*

*He resides between Vienna and Ceoris, and he was entrusted with this mission concerning Gereon of Aquileia for an exchange of books. He picked up the book in Vienna and headed with his troop to the meeting place decided several months ago.*

*He expects to find the original **Literae Ab Italia** (which would be helpful in confirming the authenticity of the document and its author) and will be unhappy to find a copy.*

*From there he will ask for compensation such as a ghoul, a book of magic, a favor (boon) to one of the characters or something else to close the deal.*

*Bitiurges is supposed to come back with the book and give it to Etrius (or his brother the Prince of Vienna Lotharius), the two are only too little reconciling and Bitiurges might want to take the book by force (avoiding destroying the characters but without having to give the copy of the *Ritum Conventum Magicae* if possible).*



Tremere Scion (Noble Mage, Demeanor = Gallant, Nature = Conformist)

Neonate – 1202AD – 5th generation **Tremere**, Road of Humanity 6, Willpower 7.

STR 2 DEX 3 STA 3 \* CHA 3 MAN 4 APP 3 \* PER 4 INT 4 WIT 2 \* Conscience 3 Self Control 4 Courage 3

### Abilities

Alertness 2, Athletics 1, Awareness 2, Brawl , Empathy 3, Expression 4, Intimidation 3, Leadership 2, Legerdemain , Subterfuge 3

Animal Ken, Archery , Commerce 4, Crafts 3, Etiquette 3, Melee 2, Performance 1, Ride , Stealth 2, Survival

Academics 3, Enigmas 2, Hearth Wisdom , Investigation 3, Law 1, Medicine , Occult 4, Politics 1, Seneschal 2, Theology

Languages = Latin, Greek, German, Magyar, Slavonic (West), French

**Disciplines** **Auspex 3, Domination 3, Thaumaturgy 4**, Fortitude 1, Celerity 1 (x12)

**Paths** **The Creation of Fire 4** (bonfire, diff7, 2A), **The Swift Journey 3** (4 wagons/12 horses)

**Rituals** Defense of the sacred heaven (1), domino of life (1), purity of flesh (1), wake with evening freshness (1), commune with cainite (2), Donning the mask of shadow (2), extinguish (2), animated assistants (3), incorporeal passage (3), **invisible chains of binding (4)** = instant, 4 targets (2 success STR diff8 to break).

**Merits/Flaws** Literacy (1), Multi lingual (2)

**Backgrounds** Mentor 5 Etrius

**Equipment:** Dagger, Heavy Noble Clothing (R1), 10£ & 20 sols

## Béka (*frog in magyar*)

*Béka is a young Gargoyle in the service of the Tremere in Vienna, today she is in the service of Bitiurges. It is called “frog” because of its slightly greenish (and gray) color and its large mouth and long tongue.*

Gargoyle (Tremere Slave Warrior, Demeanor = Director, Nature = Philosopher)

Neonate – 1246AD – 8th generation **Gargoyle**, Road of Humanity 6, Willpower 6.

STR 3 DEX 4 STA 4 \* CHA 3 MAN 2 APP 2 \* PER 3 INT 2 WIT 3 \* Conscience 3 Self Control 3 Courage 4

**Combat** Initiative +7, **Spear 7d** (damage 8), Claws 7d (damage 6)

### Abilities

Alertness 1, Athletics 1, Awareness 1, Brawl 3, Empathy 3, Expression 3, Intimidation 2, Leadership 4, Legerdemain , Subterfuge 3

Animal Ken , Archery , Commerce 3, Crafts , Etiquette 3, Melee 3, Performance 1, Ride 1, Stealth 1, Survival 1

Academics 2, Enigmas 2, Hearth Wisdom 2, Investigation 1, Law 2, Medicine , Occult 2, Politics 2, Seneschal 4, Theology 2

Languages = German, Latin, Slavonic (West)

**Disciplines** **Flight 3 (60km/h, 25kg)**, **Fortitude 2, Potence 2**, Celerity 1

**Merits/Flaws** Multi lingual (2)

**Equipment:** A verdigris large cloak, Spear 2H (STR+3, AP2)

# C. Third Chapter : The Demon of Kemnath

The region north east of Nuremberg has been the target of vicious attack by brigands for several months, operating at night, these are real monsters shredding, bleeding and sometimes cutting into pieces local peasants or peddlers.

Their main axis of attack is the path between Nuremberg and Egra or (Cheb) via Marktredwitz (70km\*), Kemnath (54km\*) and Pegnitz (35km\*).

The hamlet of Kemnath has a fortified castle, an inn for merchants and carters in addition to a few breeders and farmers.

**Aegidius** will send the characters to deal with the brigands before the end of September, after the exchange of the books, the objective will be to stop, kill or scare away the brigands he suspects are a vampire with ghoul.

**Walhberct** has contact in Kemnath and a place to rest, an often unoccupied old sheepfold that he can use; he will therefore be on the journey to lead the characters to their destination.

\* = Distances from Nuremberg as the crow flies

## I. Trip to Kemnath

The trip to Kemnath about 80km away on foot or on horseback would take two and a half days for a wagon or people on foot, a day and a half for horsemen or a whole night for vampires walking at a good pace (without fatigue for 12-14h).

On site, the hamlet of about twenty houses is concentrated around the inn "**Zum Steinriesen**" (at the Stone Giant), Waldeck Castle 2km away belongs to the **Landgraves of Leuchtenberg** family and is run by the **Obernburger** family (the High Citizens).

### « At the Stone Giant » Inn (Zum Steinriesen)

A large stone with two gray stalagmites 1m and 1m30 high sits in front of the entrance (the legs of the stone giant), this stone comes from the Steinwald, the stone forest, a granite and forest massif in the north-east of the Bavaria.

It is a large one-storey house with a large adjoining stable (20 boxes) and a low wall as well as a courtyard serving as a farmyard with 3 outbuildings (hen-house, shed, barn), the inn has a large room for 60 people, a small room for 20 people. Upstairs there is a dormitory for 20 people with straw mattresses and 4 bedrooms with a double bed. The family lives in a large room upstairs.

**Matthias Wann**, Innkeeper, 25 years old, Demeanor = Autocrat (with his staff) & Nature = Director (he gives advice to his customers) \* where he is supposed to be competent = **4d10**

### Waldeck Castle (Leuchtenberg Margraviate)

The castle of the Margraves of Leuchtenberg protects the region and the village of Kemnath, around fifty people live there and it is run by the Obernburger family (coat of arms opposite).

**Leader:** Eugen Obernburger, Ludolf Obernburger (Sergeant-at-Arms)

**Family:** Obernburger, 21 members

**Soldiers:** 10

**Minions:** 10



**Eugen Obernburger** (castle steward), Noble Soldier, 53 years old, Demeanor = Bravo (he has a heavy hand) & Nature = Philosopher (he tries to make decisions in a lucid and thoughtful way, Wits 4) \* where he is (meaningful) to be competent = **6d10**

**Ludolf Obernburger** (son of Eugen and sergeant-at-arms of the castle, he is also a dog handler), Noble Soldier, 30 years old, Demeanor = Enigma (he seems open-minded and you never know what he is thinking) & Nature = Survivor (he is interested in the strange but remains above all someone who wants to survive) \* where he is (supposed) to be competent = **6d10**

Ludolf watches over the people of Egra and the strangeness but also the beauty of Adriana Premsyl-Diebold leaves him with a feeling divided between oddity and interest.

## II. The Kemnath's Brigands

The Brigands are a band of Szlachta ghouls with their master, a renegade Tzimisce named **Valeriu Bratovitch** (son of Dragos, son of Csiskos) who left his region of Oradea to escape his sire, a tyrant.

He is now a brigand with a hatred towards his lord Dragos and the (Ventrue) Germans whom the latter forced him to fight for several years.

### Valeriu "Maruntitor" Bratovich

*Valeriu "the shredder" Bratovitch is a living deserter of plunder and murder, he feeds on his victims after having shredded them. He will not surrender and at worst will flee the region to go south or north.*

Tzimisce Cut-Throat (Tzimisce Warrior, Demeanor = Sadist, Nature = Mercenary)

Neonate – 1210AD – 8th generation **Tzimisce**, son of **Dragos**, Road of Humanity 3, Willpower 8.

**STR 4 DEX 4 STA 3 \* CHA 3 MAN 3 APP 2+ \* PER 4 INT 2 WIT 3 \* Conscience 2 Self Control 4 Courage 5**

**Combat** Initiative +8, **Axe 8** (damage 11), Short bow 7 (damage 2), Soak 6 (cloth)

**Zulo Combat** Initiative +11, **Claws 12** (damage 11) \* Zulo STR/DEX7 & STA6, Soak 8

#### Abilities

Alertness 3, Athletics 4, Awareness 1, Brawl 4, Empathy 2, Expression, Intimidation 3, Leadership 1, Legerdemain, Subterfuge 2

Animal Ken 3, Archery 2, Commerce, Crafts 3, Etiquette, Melee 3, Performance, Ride 1, Stealth 2, Survival 3

Academics, Enigmas, Hearth Wisdom 2, Investigation 3, Law, Medicine, Occult 2, Politics 1, Seneschal, Theology

Languages = German, Magyar, Slavonic (West)

**Disciplines** **Animalism 3, Potence 3, Vicissitude 4**, Fortitude 2, Auspex 2, Celerity 1 (x15)

**Merits/Flaws** Multi lingual (2), Without a Trace (2)

**Backgrounds** Retainers 5

**Equipment:** Dagger, Short bow, Battle Axe (+4), Heavy Clothing (R1), 5£, 20 sols, 17 deniers

### 3x Szlachta Thugs (Tzimisce Ghouls)

*These Szlachtas are Romanians or Hungarians, blood-bonded and slightly transformed into thick brutes with some deformities.*

Szlachtas (Soldiers-Thugs, Demeanor = Soldier, Nature = Bravo)

Ghoul 10 years old – 1250AD – **Tzimisce** ghoul, Willpower 6. (+1 Body Armor)

**STR 4 DEX 3 STA 4 \* CHA 2 MAN 2 APP 1 \* PER 3 INT 2 WIT 2 \* Conscience 2 Self Control 3 Courage 4**

**Combat** Initiative +5, **Broadsword 7** (damage 8), Short bow 6 (damage 2) \* Soak 6

#### Abilities

Alertness 2, Athletics 2, Awareness, Brawl 2, Empathy, Expression, Intimidation 2, Leadership 1, Legerdemain, Subterfuge 1

Animal Ken 1, Archery 3, Commerce, Crafts 1, Etiquette, Melee 4, Performance, Ride 1, Stealth 2, Survival 2

Academics, Enigmas, Hearth Wisdom 1, Investigation 1, Law 1, Medicine 1, Occult 1, Politics, Seneschal, Theology

Languages = German, Magyar, Slavonic (West)

**Disciplines** **Potence 1**, Fortitude 1

**Merits/Flaws** Multi lingual (2)

**Equipment:** Dagger, Broadsword or Spear 2Handed (STR+3), Short Bow (2), Heavy Clothing (R1), 10 sol

### 2x Wolves (Bratovitch Hell Hounds)

*Two big gray wolves enhanced with Bratovitch-style Vicissitude (with a monstrous maw).*

**STR 3 DEX 3 STA 3 \* PER 3 INT 2 WIT 3 Willpower 4.**

**Combat** Initiative +7, **Bite 7** (damage 6), **Claws 7** (damage 5)

**Abilities** Alertness 3, Athletics 3, Awareness 3, Brawl 3, Empathy 4, Intimidation 2, Survival (track) 4

**Disciplines** **Potence 1**, Celerity 1

**Health Levels** OK, -1, -1, -2, -2, -5, Incapacitated

**Armor Rating:** 0 (3 soak dice)

### III. A Third Party

The robbery of Valeriu's Gang has drawn the attention of the people of Egra who monitor the trade route between Nuremberg and Prague, the path of gold. So much so that the mistress of the castle of Cheb or Egra, Adriana Premysl-Diepold, a Tzismisce descending from Shagraa by Milan Dalibor, leads the hunt with a few men from the city and finds refuge during the day at the castle of Waldeck.

The hunt takes place only at night because the bandits are reputed to act only at night, during the day the group of Egra rests at the castle under the eye of the son of the steward, Ludolf.

#### Premysl Revenant Family

Disciplines: Animalism, Auspex, Domination

Weakness: Torpid Visions, torpor is doubled for vampires and all are subjects to the Flaw Nightmares (from Kupala as Shagraa).

### Adriana Premysl-Diepold

Adriana is a real Premysl who tries to continue the lineage of Premysl Revenants by mixing some ghouls with local Premysl who were starting to lose their power.

She lives in Cheb Castle (Egra) and manages her family from there while promoting trade between Bohemia and Germany. Hence her interest in eliminating the threat of bandits in the area whom she suspects to be Cainites since they attack at night. She will have blood-bonded 4 war dogs (Great Danes) for the hunt.

Tzismisce Lady (Noble Knight Girl, Demeanor = Judge, Nature = Architect)

Neonate – 1208AD – 7th generation **Tzismisce**, son of **Milan** (Shagraa), Road of Humanity 6, Willpower 7.

STR 2 DEX 4 STA 3 - CHA 2 MAN 4 APP 3+1\* - PER 3 INT 2 WIT 3 - Conscience 3 Self Control 5 Courage 4

**Combat** Initiative +9, **Long sword 2H 9** (damage 5), Short bow 9 (damage 2), Soak 6 (cloth)

#### Abilities

Alertness 3, Athletics 1, Awareness 1, Brawl, Empathy 4, Expression 2, Intimidation 2, Leadership 3, Legerdemain, Subterfuge 3

Animal Ken 3, Archery 3, Commerce 2, Crafts 2, Etiquette 3, Melee 2, Performance 2, Ride 2, Stealth 2, Survival 3

Academics 2, Enigmas, Hearth Wisdom 2, Investigation 3, Law 2, Medicine, Occult 2, Politics 2, Seneschal 2, Theology

Languages = German, Magyar, Slavonic (West), Latin

**Disciplines** **Animalism 4, Auspex 3, Dominate 3**, Fortitude 2, Celerity 2, Vicissitude 1\* (x15)

**Merits/Flaws** Literacy (1), Multi lingual (2), Light Sleeper (2)

#### Backgrounds

Allies 2+	Two Nobles from Egra
Contact 1	Nobles of Bohemia
Domain 5	Cheb (Egra) Castle
Herd 4	30 servants (valet, clerck, housemaid, guards, soldiers)
Influence 1	City of Egra
Resources 3	A treasure (750£) and some real estates near Egra
Retainers 5	4 nobles (Radek Premysl and more), one merchant

Infants = none Havens = a few estates in Egra area and Cheb Castle

**Equipment:** Dagger, Short bow, Heavy Clothing (R1), 15£, 15 sols, 15 deniers, Gold Jewels (25£)



Cheb Heraldry

### Radomir Premysl

Knight (Premysl Knight, Demeanor = Autocrat, Nature = Defender)

Ghoul 30 years old – 1228AD – **Premysl** ghoul, Willpower 7.

STR 4 DEX 3 STA 4 \* CHA 4 MAN 2 APP 3 \* PER 3 INT 2 WIT 3 \* Conscience 3 Self Control 3 Courage 4

**Combat** Initiative +5, **Long sword 2H 7** (damage 9), Short bow 6 (damage 2), Soak 7 (+Mail)

#### Abilities

Alertness 3, Athletics 3, Awareness 1, Brawl 1, Empathy 2, Expression 2, Intimidation 2, Leadership 3, Legerdemain, Subterfuge 2

Animal Ken 3, Archery 3, Commerce, Crafts, Etiquette 2, Melee 4, Performance, Ride 3, Stealth 1, Survival 2

Academics 1, Enigmas, Hearth Wisdom 1, Investigation 2, Law 1, Medicine, Occult 1, Politics 2, Seneschal 1, Theology

Languages = German, Bavarian, Slavonic (West)

**Disciplines** Potence 2, **Animalism 1, Auspex 1**

**Merits/Flaws** Literacy (1), Multi lingual (2)

**Equipment:** Dagger, Broadsword (STR+2), Short bow, Heavy Clothing (R1), Composite Armor (R3, penalty 1), 20 sol, Jewels gold and silver (5£)

## 4x Eger Soldiers (*Soldiers from Egra/Cheb*)

These soldiers are Germans or Czechs who are part of Adriana's herd, they were chosen for their loyalty (conformists). They have hooded lanterns for night hikes.

Soldier (Mercenary, Demeanor = Conformist, Nature = Soldier), Willpower 6.

STR 3 DEX 4 STA 4 \* CHA 2 MAN 2 APP 2 \* PER 3 INT 2 WIT 2 \* Conscience 2 Self Control 3 Courage 4

**Combat** Initiative +6, **Broadsword 8** (damage 6), Short Bow 7 (damage 2) \* Soak

### Abilities

Alertness 2, Athletics 2, Awareness , Brawl 2, Empathy , Expression , Intimidation 2, Leadership 1, Legerdemain , Subterfuge 1

Animal Ken 1, Archery 3, Commerce , Crafts 1, Etiquette , Melee 4, Performance , Ride 2, Stealth 1, Survival 2

Academics , Enigmas , Hearth Wisdom 1, Investigation 1, Law 1, Medicine 1, Occult 1, Politics , Seneschal , Theology

Languages = German, Magyar, Slavonic (West)

**Merits/Flaws** Multi lingual (2)

**Equipment:** Dagger, Broadsword and Spear (STR+2), Short bow (2), Heavy Clothing (R1), Composite Armor (R3, penalty 1),

Standard Shield (difficulty 5 parade), 1d10 sol

## 4x Large Dogs (*German Dogues/Great Danes*)

STR 4 DEX 3 STA 3 \* PER 3 INT 2 WIT 3 Willpower 4.

**Combat** Initiative +6, **Bite 6** (damage 6), Claws 6 (damage 5)

**Abilities** Alertness 3, Athletics 3, Brawl 3, Empathy 2, Intimidation 3, Stealth 2, Survival (track) 3

**Disciplines** Potence 1

**Health Levels** OK, -1, -1, -2, -2, -5, Incapacitated

**Armor Rating:** 0 (3 soak dice) Blood Pool: 2

Adriana also has a trained **Owl** and a **Falcon**, both of which can be used to use Animalism at 4, both are ghouls.

Adriana will use fire on its arrows (with pitch) to fight a tough foe, lit by one of his retainer with a torch.

## IV. Conclusion

Characters will come across Valeriu or Adriana very quickly, from the first night.

If the characters are attacked by Valeriu, Adriana will not be far with her troop to intervene after several minutes or protect the escape of the characters if things go wrong.

If the characters give up, Adriana will continue and eventually hunt Valeriu not without loss.

Adriana will be wary of the characters but will become less suspicious if they say they work on behalf of Gereon whom she asks them to greet on her behalf. (She only knows him by reputation and has never seen him but knows that he lives in Nuremberg and that he is a sage)

# D. Fourth Chapter : Gereon's Fate

## I. Aegidius's test

The different tasks entrusted to the characters are so many tests for Aegidius to estimate the morality and the confidence that he can grant to the characters.

Characters who have shown ill will, deceit and disloyalty will be dismissed immediately (they will have to leave the castle and the city of Nuremberg), the others will be asked to find out more.

One evening in October, the 1st of October for example, Aegidius with the other ghouls will meet with the remaining vampires to explain their dilemma: namely that Gereon has been in torpor since the beginning of August. A situation that the ghouls manage but their sire doesn't seem to get out of it and they don't know what to do except try to feed him and take some blood from him. Aegidius will invite the characters to go and see (under his supervision) and that of the other ghouls the body of Gereon and his secret workshop, his lair hidden under the pagan tower of the castle of Nuremberg. He won't let the characters search the lair (just poke around a bit) and there will always be a ghoul available to watch over Gereon's body and the lair.

## II. Gereon's Haven

Gereon's apartment is accessible by the Pagan Tower (through the cellar) and from the Double Chapel at the level of the reliquary of Saint Gereon. The two passages consist of a small corridor with a strong wooden door locked with a key.

Locating the secret passages in the cellar and in the reliquary is possible with an **Investigation** roll (3 successes) and a **Legerdemain** roll (2 successes), it is then necessary to pass through the locked doors (**legerdemain** 2 successes).

The haven itself is an underground room 6 or 7m below the ground with ventilation, a small draft testifies to this, and without light. The room is approximately 36m<sup>2</sup> and comprises: the two wooden doors, stone-cut alcoves, two stone benches, a central stone table and four stone-cut shelves, plus a large number of wooden furniture (table, desk, chest, alchemy table, two armchairs, a wooden chair, two stools, a bed) and various objects (a 50cm by 40cm mirror, alchemy instruments, herb pots, flasks of various liquids, number of books).

### Book and Documents everywhere

It has nearly a hundred books and works in addition to notes and many blank parchments.

One can find among them historical (real) works:

a copy of the "**Rithmus Teutonicus**", the Song of Louis is a poem written in Old High German, in honor of the victory of the Frankish army of Louis III of France over the Danes (Vikings) on August 3, 881 at Saucourt-en-Vimeu in Picardy. It is considered one of the oldest testimonies of the Germanic language. (in German and dating from 930)

a copy of "**Vita Caroli Magni**", The Life of Charlemagne is a work written around 830 by Éginhard, a personality close to Charlemagne and Louis the Pious. It is an important source concerning Charlemagne, his reign and his achievements. (in Latin and written around 880)

a copy of Albéric de Pisançon's "**Roman d'Alexandre**", it is a collection of legends concerning the exploits of Alexander the Great. Source of the various mirrors of medieval princes, it was, despite the diversity of versions, one of the most widespread books in the Middle Ages, subject of the first translations into the vernacular languages of Europe. (in French and written around 1130)

a copy of "**De Vetere Medicina**", it is a text belonging to the Hippocratic Corpus, a set of texts attributed to Hippocrates. This is a polemical work, written at the end of the 5th century BC. J.C, where the author opposes the postulates of pre-Socratic philosophers on the nature of man and diseases. He describes a common origin of cooking and medicine, to show that true medicine is the oldest, that which starts from the observation of facts from the sick. (in Greek and written around 600)

a copy of Pseudo-Apulei's "**Herbarius**", (Herbarius Apulei), is an artificial herbarium of Greek origin, compiled in Latin in the 4th century. It describes 131 plants, specifying their medical use and how to use them. (in Greek and dating from 750/Byzantine Empire)

As well as occult works (non-historical and invented):

a copy of "**Vocationem et Lunam**", the call (the madness network of the Malkavians) and the moon (Malkav) written by Addemar (sire of Gereon) around 600. The book talks about how the Malkavians pass on to each other messages on the madness network. Its use requires a high level of Auspex and Dementation, and to develop a specific talent, Malkavian time. (see: [https://whitewolf.fandom.com/wiki/Malkavian\\_Time](https://whitewolf.fandom.com/wiki/Malkavian_Time)) (This copy dates from 750 and is written in Greek)

a copy of "**Potestas Sanguinis**", the power of blood, a work on blood magic and written by a certain Aquilinus Realis Magi (the real magus), probably a real ancient Brujah who would have written the work around -300 and describes blood ties, the

way of blood in thaumaturgy and the possibility of blood rituals between several participants in order to create effects affecting all participants. (in Latin and dating from 590/Byzantine Empire)

a copy of the "**Expiravit Imperium**", the control of ghosts, a work written by an Obertu named Kyros around 850 and detailing certain hypotheses about the Tzimisce wanting to teach Dominion to the families of ghosts Bessarab, Grimaldi, Krevcheski and Premysl. The book describes that the ancient Tzimisces, those of the old country used Domination and that the vampire wishing to develop this discipline for his revenants must first develop it, then select over the generations those who among the revenants develop it. (re-written by Diodoros of Komotini in 1006, in Greek, for the Library of the Forgotten in Constantinople)

a copy of "**Genus Ritualium**", Lineage Rituals, a Latin tome dating back to the Roman Empire describing how to create Thaumaturgy rituals that work on lineages: as calling one's lineage, transferring information, recognition of the blood of his lineage. The information for this book seems to come from Babylonian Magi including one named Balthazar in Babylon around -600. (in Latin and written by Vibianus around 400, probably a copyist)

a copy of "**Secretum Verba**", the secret words, by Herminius Mercere of Terni, a work on cryptography and the meaning of symbols and how to encode information into Latin sentences. It is a good book to learn the knowledge of riddles. (in Latin and written around 950)

A hundred scrolls, notes, diagrams, drawings and texts presumably written by Gereon are scattered around the room, all visibly revolving around the occult (Auspex, Dementation, Domination, Thaumaturgy).

With several hours of reading (12h) and an **Academy** or **Occult roll** a careful reader will notice a pattern, Gereon tries to compile notes on making a group Thaumaturgy ritual (1 success), magic blood where everyone gives their blood (2 successes) used to modify a characteristic of the vampires participating in the ritual (3 successes), only the Malkavians (4 successes) and to remove Dementation from the bloodlines (5 successes).

Basically, this is a preliminary study on the **great prank** (see: [https://whitewolf.fandom.com/wiki/Great\\_Prank](https://whitewolf.fandom.com/wiki/Great_Prank) ).

We can also find a correspondence between Addemar (which should be in France or Germany, between Paris and Cologne) and Gereon relating to the occult and the rituals of thaumaturgy.

Plus many other works on the occult, history, geography, dead languages, Latin and Greek, literature.

## Gereon lifeless body

There lying on the bed is Gereon dressed in rich scholarly clothes, he seems like dead or in torpor but sporting a serene face, he seems like he has gone elsewhere.

At first glance Gereon seems to be in torpor. To find out more, you will need to use **Auspex 2** or **3**.

With **Auspex 2**: 1 success it is a vampire

2 successes it seems there is no color or emotion as if it wasn't there

4 successes a fine filament leaves the body in the umbra, we can deduce that his spirit is in the umbra

With **Auspex 3**: Difficulty 7, we can learn information and know that it is the body of Gereon but with 5 successes we will know that Gereon used his Auspex to go into the umbra and that he got lost there.

Characters will be able to analyze the situation and Gereon's body and then **roll Intelligence + Occult difficulty 6**:

1 success he must be in torpor

2 successes he is in torpor, only powerful blood can awaken a vampire directly

3 successes he is in torpor but should have woken up, there is a problem, maybe a Cappadocian could help

4 successes He seems to be in torpor but this is not normal, his mind is elsewhere, a specialist is needed

5 successes He is not in torpor, his spirit is no longer there, it takes the advice of a necromancer (Cappadocian) or a spiritualist mage (Spirit Talker from Dark Ages Mage) who can bring him back.

Anyway, if the characters find nothing, **Aegidius** will tell them that a Cappadocian by the name of **Gaius** resides in Bamberg, Gereon does not have cordial relations with him but he is the only person according to him who could help.

The characters will have to go to Bamberg.

# E. Fifth Chapter : Visit to Bamberg

It takes one to two days to reach Bamberg from Nuremberg (60km), the city is that of the Prince Bishop of Bamberg. Gereon owns a house in Strullendorf, 6km from Bamberg, this small village lives from hop growing and beekeeping. Walhberct knows the place and will accompany the characters to the house of Strullendorf and Bamberg.

House of **Strullendorf**, a simple house on the edge of the village. It is 60m<sup>2</sup> and has a 30m<sup>2</sup> cellar with a few empty barrels. It serves as a relay for Gereon and Walhberct and its space is rented to the **Tockler** family who stores beer barrels there to sell them in Nuremberg, Bamberg and Würzburg. (They are brewers and have wealthy cousins in Nuremberg)

## I. Bamberg City

The city of nearly 5,000 inhabitants has a Cathedral (Saint Pierre and Saint George where Emperor Henry II, Saint Cunigonde, King Konrad III and Pope Clement II are buried) and several churches and monasteries (Saint Jakob, Notre Dame, Saint Gangolf, Saint Michel (where Saint Othon is buried)...). The Altenburg of Bamberg is also the castle of the Prince-Bishops of Bamberg, the current one is **Berthold Von Leiningen** (1257-1285), it is located 1km south-east of the city on a height with its tower dominating the region (400m high).

There are several churches and monasteries in Bamberg but also several shops and craftsmen's workshops, the houses are opulent and the people well dressed.



### Saint Pierre & Saint George Cathedral (1190-1237)

The cathedral was built from 1002 by Emperor Henry II, burnt down in 1185 and rebuilt in 1237.

It is the burial place of the imperial couple Henry II and Saint Cunégonde, Pope Clement II and Bishop Suiter of Bamberg. There are also the graves of 5 bishops of Bamberg and the remains of King Conrad III Hohenstauffen in the crypt.

It radiates **True Faith at 1**, the Pope's tomb radiates **True Faith 2** and finally the imperial tomb with Saint Cunégonde radiates **True Faith 3**.

### Michelsberg Abbey

The abbey is a large abbey with a church, here is buried Saint Othon (canonized in 1189). It was built around 1015.

The Abbey's church hosts the crypt and the tomb of Saint Othon, the crypt radiates **True Faith 1** and the tomb **True Faith 3**.

### «The Stork » Inn (Zum Storch)

It is a large one-storey house with an adjoining stable (12 boxes) and a low wall as well as a courtyard serving as a farmyard with 2 outbuildings (shed, barn), the inn has a large room for 40 people, two small rooms for 20 people. Upstairs there are 8 bedrooms with a double bed or two beds (for 2 to 4 people). The family lives in a large room upstairs.

**Gerhardt Engelhoff** (Angel court), Innkeeper, 35 years old, Demeanor = Jester (with feathered hats) & Nature = Defender (he protects his customers) \* where he is supposed to be competent = **6dio**

### Schlenkerla Brasserie (near the Cathedral)

This is one of the most important breweries in the city, where a smoked, dark and spicy beer (5%) is produced, exported to the region and local bars.

The city also has bakeries (croissants), slaughterhouses (dried beef hams), organ builders (organs have been used in churches since the 12th century), and many brewers.

## II. Cappadocians (Saint James Abbey & Saint Jakob Church)

The Cappadocians live in the Abbey of Saint James, they live in the catacombs of the Abbey and many of their servants are monks and some seculars.

Gaius manages the monastery in the shadows, influencing the abbot, his ally, and his two infants serve his interests directly.

Abbot **Claus Friedrich** (powerful and peaceful), monk, 50 years old, Demeanor = Traditionalist & Nature = Loner \* He is a burly man and rather good but reclusive, where he is supposed to be competent = **6dio**

### Gaius of Perugia

*Gaius is a former noble priest of Aita (Hades) in Tarquinia who traveled across the ancient world to Egypt in the 6th century BC to uncover the secrets of Anubis' cult of the dead and learn more about the eternal kingdom of the Egyptians. It was there that he met his sire with whom he remained for a long time. He also spent a lot of time in Erciyes and learned the way of the bones there.*

*He ended up returning to Italy under the Roman Empire in Perugia where he lived for a long time. After the barbarian invasions he moved closer to Christian monasteries for his safety and migrated to Germany for his tranquility.*

*He goes to Erciyes from time to time but not at every gathering. He is particularly interested in the Umbra and the fate of the dead but above all on a metaphysical level, he experiments with the dead trying to keep in touch with them after their death. He has no empathy but keeps one foot with reality while teaching.*

*He seeks to create rituals to communicate with the dead and to know their fate.*

Lord of Bamberg (Occult Scholar, Demeanor = Pedagogue, Nature = Monster)

*He has a lich appearance but uses Obfuscate to look like he used to be in life.*

Methuselah – 498BC – 6th generation **Cappadocian**, son of **Thutmose**, Road of Bones 7, Willpower 9.

STR 4 DEX 5 STA 5 \* CHA 4 MAN 5 APP (3) \* PER 6 INT 7 WIT 5 \* Conscience 4 Self Control 5 Courage 4

#### Abilities

Alertness 3, Athletics 1, Awareness 4, Brawl 3, Empathy 6, Expression 4, Intimidation 3, Leadership 2, Legerdemain 1, Subterfuge 5

Animal Ken, Archery, Commerce 1, Crafts 3, Etiquette 4, Melee 2, Performance 3, Ride, Stealth 5, Survival 2

Academics 5, Enigmas 5, Hearth Wisdom 5, Investigation 4, Law 1, Medicine 5, Occult 7, Politics 3, Seneschal 1, Theology 3

Languages = Etruscan, Latin, Greek, German, Turkish, Arab, Slavonic (south), Aramaic

**Disciplines** Auspex 6 (Telepathic Communication), Fortitude 6 (The Knight's Bane), Necromancy 5, Obfuscate 5,

Dominate 4, Potence 3, Celerity 3 (x32)

Paths: Grave's Decay 5, Corpse in the monster 5, Path of the Sepulchre 4, Path of Ash 3

Rituals: All available to Cappadocians at levels 1-4, Treasure of Hades (5), Orphic Sojourn (5)

**Merits/Flaws** Literacy (1), Multi lingual (2)

#### Backgrounds

Allies 3 Saint Jack Abbey Abbot, one Bamberg Merchant, one Bavarian Adventurer

Contact 2 Bavarian Church & Cappadocian Scholars

Domain 4 Saint James Abbey & Saint Jakob Church with crypts, passages, graveyard and secret rooms

Herd 2 7 vessels (2 servants, 2 monks, 3 mercenaries)

Influence 1 City of Bamberg

Resources 3 A small treasure (600£)

Retainers 5 Ada (sister-nun), Falk (soldier/templar), Gerhard (Brother-monk), Körbl (undertaker), Marius

(merchant-traveler)

Status 4 Lord of Bamberg

Infants = Penelope? (Hamburg, 700AD?), Timotheos (Greece, 950AD), Andrea (1220AD)

Havens = a few in north Bavaria, a few abandoned in northern Italy, one house in Bamberg for Andrea

**Equipment:** Dagger, Heavy Clothing (R1), 20£, 20 sols, Gold Jewels (50£, Etruscan & Egyptian)

### Timotheos Tou Thermi (Thessalonika)

*Timotheos is a Greek monk who passed from Orthodoxy to Catholicism. Faithful servant of his lord, he manages the daily life of the Cappadocians in Bamberg.*

Cappadocian Monk (Scholar Monk, Demeanor = Conformist, Nature = Director)

Ancilla – 953AD – 7th generation **Cappadocian**, son of **Gaius**, Road of Humanity 6, Willpower 7.

STR 3 DEX 3 STA 3 - CHA 3 MAN 4 APP 2 - PER 5 INT 4 WIT 4 - Conscience 4 Self Control 4 Courage 3

#### Abilities

Alertness 2, Athletics 1, Awareness 2, Brawl, Empathy 3, Expression 3, Intimidation 2, Leadership 2, Legerdemain, Subterfuge 4

Animal Ken 1, Archery, Commerce 2, Crafts 3, Etiquette 3, Melee 1, Performance 2, Ride 1, Stealth 3, Survival 2

Academics 3, Enigmas 1, Hearth Wisdom 1, Investigation 4, Law 2, Medicine 3, Occult 4, Politics 2, Seneschal 3, Theology 5

Languages = Greek, Latin, German, Slavonic (South), Turkish

**Disciplines** Auspex 5, Fortitude 4, Necromancy 4, Dominate 3, Obfuscate 2, Potence 2 (x20)

Paths: Corpse in the monster 4, Path of the Sepulchre 3, Path of Ash 2

Rituals: various rituals

**Merits/Flaws** Literacy (1), Multi lingual (2)

### Backgrounds

Allies 1 Abbot of Michelsberg Abbey

Contact 1 Clergy of Bamberg

Domain Saint Jack

Herd 3 15 servants (8 monks/nuns, 2 valets, 1 clerck, 4 guards)

Resources 2 A treasure (150£)

Retainers 4 Ansgar (soldier), Annika (nun), Gabriel (monk), Manfred (peddler-spy)

Infants = Jervais (1049, sire of Garinol?)

Havens = one house near Bamberg

**Equipment:** Dagger, Heavy Clothing (R1), 5£, 20 sols, 30 deniers, Silver Jewels (cross, rosary, 4£)

## Andrea (Von Ebern)



*Andrea is a young noblewoman about to die of the plague in the years 1208 who was sent to the abbey for treatment and was about to die. Her lord Gaius saw the potential she had (intelligence and cunning) and made her a ghoule before transforming her a few years later in view of her great abilities (Medium).*

*Andrea perfectly plays the model little schoolgirl listening to her sire's lessons.*

Cappadocian Girl (Astute Noble Girl, Demeanor = Conniver, Nature = Philosopher)

Neonate – 1212AD – 7th generation **Cappadocian**, son of **Gaius**, Road of Humanity 6,

Willpower 6.

STR 1 DEX 4 STA 2 - CHA 2 MAN 4 APP 4 - PER 3 INT 4 WIT 4 - Conscience 3 Self Control

4 Courage 3

### Abilities

Alertness 3, Athletics 1, Awareness 1, Brawl , Empathy 3, Expression 2, Intimidation 2, Leadership 1, Legerdemain 2, Subterfuge 3

Animal Ken 1, Archery , Commerce 1, Crafts , Etiquette 3, Melee 1, Performance 3, Ride 1, Stealth 3, Survival 1

Academics 3, Enigmas 1, Hearth Wisdom 1, Investigation 3, Law , Medicine 1, Occult 3, Politics 2, Seneschal , Theology 1

Languages = German, Latin, Greek, Magyar, French

**Disciplines** Auspex 3, Fortitude 2, Necromancy 3, Dominate 1, Potence 1 (x10)

Paths: Corpse in the monster 3, Path of Ash 2

Rituals: a few rituals

**Merits/Flaws** Literacy (1), Multi lingual (2), Child (-4), Inoffensive to animals (1), Medium (2), Deceptive eating (1)

### Backgrounds

Domain Saint Jack

Herd 1 3 servants (1 monk, 2 servants)

Resources 2 A treasure (150£)

Retainers 2 Oskar (Game warden, butcher), Liselotte (noble maid)

Havens = one house near Ebern (Oskar use it)

**Equipment:** Dagger, Heavy Clothing (R1), 15£, 5 sols, 5 deniers, Silver & Gold Jewels (25£)

### III. Discuss with Gaius

The contacts for the Cappadocians are at the Abbey of Saint James and are called brothers Gerhard and/or Gabriel (the ghouls monks of Gaius & Timotheos). Once contacted, they will be able to arrange a meeting one evening at the Abbey for visitors (unarmed and in small number, without the ghouls).

Visitors will be taken after 9 pm to an underground room in the cloister where they can see Gaius and Timotheos with Falk and Ansgar (the soldiers).

Characters will be gifted with the tome "**De Vetere Medicina**" as a gift for Gaius in the hope that this is enough to prompt a helping action for Gereon.

With the gift Gaius will kindly answer them and give them his professional opinion:

- in all likelihood Gereon's body is in torpor and his mind elsewhere (probably lost in the umbra)
- for Gaius you have to summon the spirit back to the body as if he was a ghost (using "Path of the Sepulchre" at level 2 "Summon Soul", with a +2 difficulty penalty since he does not is not really a ghost), or you will have to follow his astral cord in the umbra with the same process to bring it back to his body (if it's not broken). In both cases it will be necessary to be with the body, on the spot.

Gaius won't move unless one provides him with a substantial gift like a magic item (an extremely rare thing that characters can't have) but **he might be okay with Timotheos going there to try and bring Gereon back for a favor (Boon) per character.**

Favors could be:

- a payment of £75 (per character).
- bring a shaman back to Gaius for questioning (Mage/Spirit Talker).
- provide him with a rare book of Necromancy.
- submit to a Necromancy test\* followed by Timotheos (which will involve traveling together to Nuremberg), one favor per ritual, one ritual per character, for two characters only.
- a distant favor to help the Cappadocian Clan (for one character only).

All this will be put in writing and divulged to Erciyes (to the Cappadocian Clan) later.

#### Gaius Rituals

\* **Memento Mori (level 2/difficulty 5)** : for a week the character has nightmarish visions randomly (1 to 3 per day and which last a scene where he is trembling with terror), he must make a difficulty 7 Courage roll to avoid them.

It takes a token of the target for the ritual (blood, hair or a personal object).

\* **Nightmare Drums (level 3/Difficulty 6)** : ghosts send nightmares to the target for the duration desired by the necromancer (one week) in order to drive him mad. For the duration the character is subjected to the "Voices" madness (he hears the voices not of demons but of the dead which gives him a +1 difficulty for his social rolls and each time he fails a social roll completely he goes into Fear Frenzy. The character will automatically be given a social roll of Charisma+Expression difficulty 7 each day and a completely failed (botch) roll will send him into Fear Frenzy.

It takes a possession/belonging of the target to perform the ritual.

### IV. Bring back Gereon with Timotheos

Timotheos will come to Nuremberg with a big cart, his ghouls Ansgar (soldier) and Gabriel (monk), and a dozen guards and carters subservient to the bishopric of Bamberg within 3 or 4 days and proceed with the operation.

He will use Summon Soul then if that doesn't work Soul's Flight.

Gereon's body will have been moved to Aegidius' apartment for the rest of the events.

#### Summon Soul

On Gereon, with his body, Timotheos can make a roll of Manipulation + Occult (8d10) difficulty 8. If he makes at least one success, Gereon's spirit will return to his body after 10-15 minutes and Gereon will come out of his torpor.

#### Soul's Flight

By using Auspex 5 Timotheos will be able to follow Gereon's silver cord, find him in the Umbra and bring him back to his body, if he himself does not get lost. Timotheos must pass a roll of Intelligence + Awareness (6d10) difficulty 8.

It will take only one success to return with Gereon after an hour.

# F. Story end

In conclusion Gereon will thank the characters for their intervention and quickly invite everyone to let him come to his senses, talk to his ghouls and assess the situation in his workshop for the rest of the night. The next evening he will discuss with each, Timotheos on one side and the characters on the other.

## **Gereon's discussion with the characters**

Gereon will want to reimburse the characters if they have paid Gaius in gold and he will listen to them if they have complaints or things to say.

For those who have contracted a favor (boon) with the Cappadocian Clan, he can make a gesture of goodwill by promising a teaching (discipline), copy of books or any help (academic, riddles, occult).

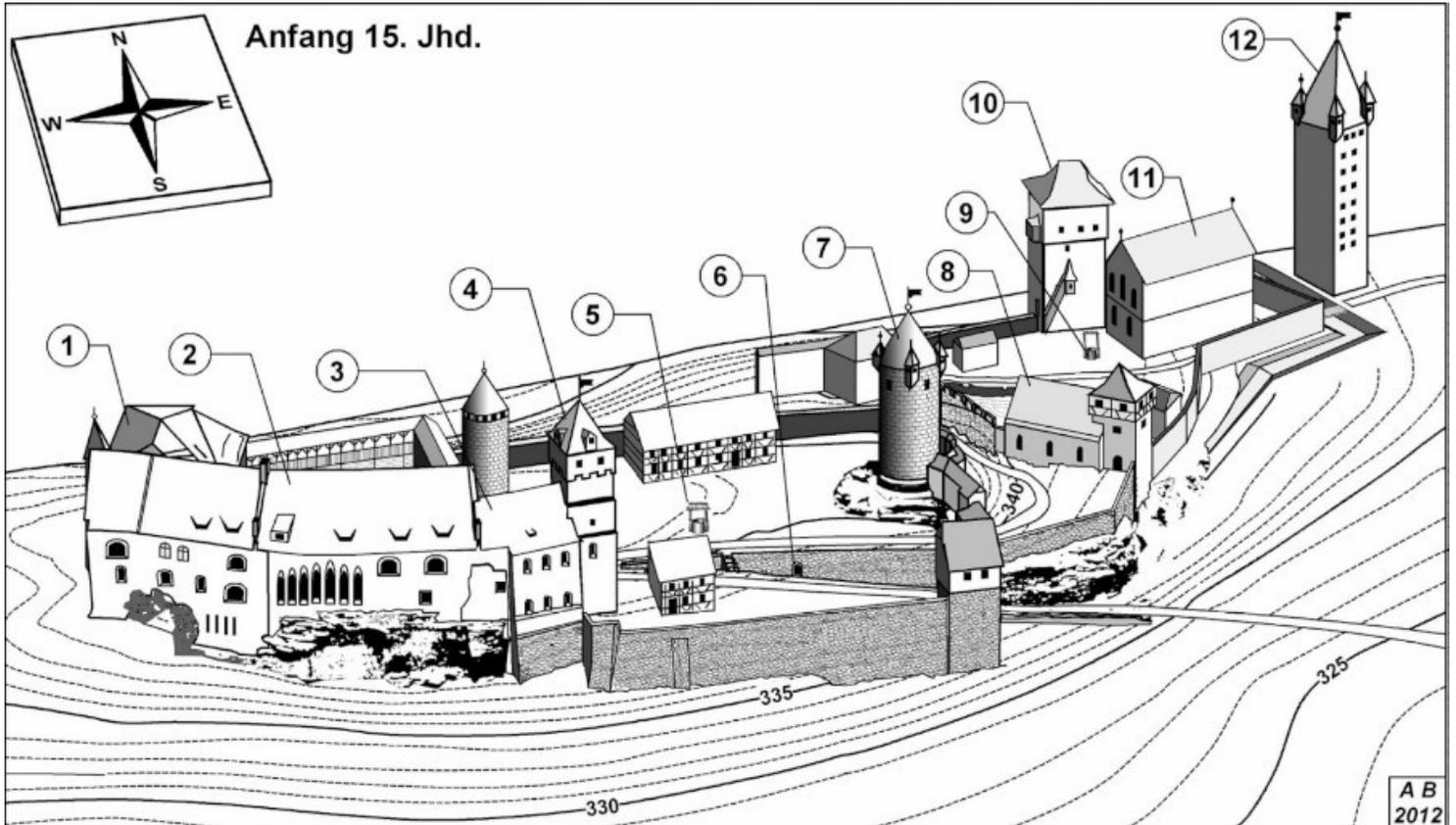
For those interested in his occult studies, he might be interested in people who can approach Tzimisce in Bohemia, Shagraa lineage, Kolduns who can share information about group rituals and blood magic.

## **Final story experience**

In addition to the experience of a session (1 to 4 experience points), at the end of the story an experience bonus can be granted to the characters as follows:

- 1 point for the success of the story, namely saving Gereon (destroying him, leaving him as he is and leaving are failures).
- 1 point for the danger, the characters having risked their skin during the story (against Valeriu for example) earn this point.
- 1 point (or 2) for Wisdom, the characters having best faced the trials by adapting to the situation, trying to solve the problems, being diplomatic and having developed one or more plans so that everything goes smoothly hitch earns a point. They can even earn two points if they best handle the situation between Gereon and Burkhardt by being diplomatic, and/or getting along perfectly with Adriana and/or Gaius.

# Map of the Imperial Castle of Nuremberg



- |                 |                      |                              |
|-----------------|----------------------|------------------------------|
| 1 Kemenate      | 5 Tiefer Brunnen     | 9 Brunnen der Burggrafenburg |
| 2 Palas         | 6 Margarethenbrunnen | 10 Fünfeckiger Turm          |
| 3 Doppelkapelle | 7 Sinwellturm        | 11 Burggrafenburg            |
| 4 Heidenturm    | 8 Walpurgiskapelle   | 12 Luginsland                |

3D-Rekonstruktionsversuch der Nürnberger Burganlagen des 15. Jhd.; n. Ausgrabungsergebnissen von FRIEDEL (2007), n. einer Darstellung der Burggrafenburg auf dem um 1410 erschaffenen Wandteppich der "Sebalduslegende" im Germanischen Nationalmuseum Nbg. und n. einer perspektivischen Darstellung der Burg und Reichsstadt Nürnberg in der Weltchronik des Hartmann SCHEDEL (1493).

# Nuremberg Map

(by Daniel Joedmann, on internet)

