# ASCENSION NIGHT



# ASCENSION NIGHT: A VAMPIRE THE MASQUERADE STH EDITION JUMP START ADVENTURE

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# INTRODUCTION

This jump-start adventure you are about to read can be used in your game of Vampire: The Masquerade 5th Edition many ways. It can act as the start of a brand new chronicle, or a standalone story using the supplied characters, or as part of an existing chronicle. Perhaps you may just use just use particular scenes from this story and use them in your own chronicle of Vampire: The Masquerade. The story can also be easily retro-fitted for previous editions of Vampire, or a game of Demon: The Fallen, or even used in Vampire: The Requiem. Most of all, have fun with it!

This jump-start adventure is broken down into three sections. The first is an overview of Manchester, in the United Kingdom, one year on from the events in Berlin, and the influence of the growing threat of the Second Inquisition and their purging of London. Not all of the information in Chapter 1 is required reading for the story in Chapter 2, but it is provided as a useful overview of Manchester so that you can construct your chronicle. Chapter 2 is the story itself, broken down into key scenes. Finally, in Chapter 3, there are the Storyteller Player Characters (SPCs) and the sample player characters to use for this story, and perhaps beyond.

### CHAPTER 1: MANCHESTER BY NIGHT

#### THE CITY OF MAN

Manchester is a city in the United Kingdom and situated in the north west of England. As a global city, it is perhaps most famous for its local football (soccer for some of us) teams Manchester United (the one that David Beckham played for) and Manchester City (the one owned by a Sheikh of the United Arab Emirates). The city is a cultural hub for music and the arts, being the home to bands like Oasis, The Smiths, Joy Division, and artists such as L.S. Lowry and the poet and playwright Anthony Burgess. Manchester's renown for music, acid house, and rave, is why the city during the nineties came to be known as Madchester. It is also a significant hub to industry, historically and currently, having hosted such figures as John Dalton, Ernst Rutherford, Alan Turing, Brian Cox, and is home to modern technological advances in graphene technology. Manchester is also a multicultural hub, with a significant China Town, a sizable Middle Eastern population and the associated "Curry Mile" of curry and Indian restaurants, plus a significant Jewish and Caribbean populations.

Manchester has not always been the global city that it is today. Its history goes back all the way to the time of the Romans, with the location being of strategic importance against the Brigante – Celts who inhabited the region. The location of the Roman fort is now the part of Manchester known as Castlefield, and was a fort that stood until the coming of Norsemen and Saxons. In time the city grew, and the population boomed, though of course it did suffer as the Plague ravaged the city. At one point John Dee, renowned astrologer and spy in the court of Elizabeth the First, made his home in Manchester as the ward of the church. During the English Civil War the city would side with Parliament and be besieged by the Royalist forces, and during the Second World War the city would bear the burden of the German Luftwaffe Blitz. More recently, as the city has modernized and become a leading technological centre, the city has been the target of terrorism, first at the hands of the IRA, and then at the hands of a radicalised disenfranchised youth.

Manchester is located in the grasp of the Pennines hills. Cutting through the city is the River Medlock, which today joins the River Irwell and the Manchester Ship Canal. The network of canals winds under the city, creating a maze in the perpetual darkness. The network of tunnels is also host to an abandoned cold war nuclear bunker. The location of the city is important, as the lack of lime in the hills around the city means the water is suitable for the bleaching of linen, which is what made Manchester an industrial centre for linen production in the 1800s. Much of the lands around Manchester are host to deposits of coal – again significant for the city as it was growing and its role as an industrial powerhouse – and sandstone, which gives the buildings of Manchester a particular pinkish red appearance.

Manchester has also a reputation for crime and riots. In 1817 was the infamous Peterloo Massacre, where mounted troops charged a mob who were gathering due to the inflation in prices due to the Corn Laws, and the dangerous working conditions of the factories. Manchester is also the home of the Women's Suffrage movement and the Labour party, two organizations seeking greater representation for women and workers in Parliament and government. The Victorian period was rife with crime, as the city was heaving with workers, and crime has always persisted in the city, as it has suffered from under funding from Westminster. Places like Moss Side and Longsight, where gun crime and gang violence are rife, gave the city the nickname of Gunchester in the late 80s and 90s. Moss Side was also the location of the 1981 riot where a thousand youths besieged the local police station. Manchester is also the home of a number of notorious murderers, in particular Myra Hindley, the co-conspirator of the Moors Murders, that she committed with Peter Sutcliffe. The pair killed 5 children and buried them in the moors overlooking the city, and to this day two bodies still remain buried there.

Finally, it rains in Manchester. A lot.

#### THE HIVE

Manchester is a warren of tunnels and Byzantine politics that have emerged in the last 200 years as the city has grown. The Kindred have always existed in the area, influencing its people, acquiring wealth, and finding a place free from the overbearing influence of London. The city to be has always felt the presence of these undead creatures and other ancient horrors. The presence of the Cult of Mithras, which arrived with the Romans, suggests that even Mithras himself has visited the city, or that the Cult of Mithras, and the entire Mithras legend was one co-opted by the aeons old Methuselah. In modern nights, these ancient cults and forgotten pieces of Kindred lore once more influence the War of Ages.

Before the coming of the Second Inquisition, Manchester boasted a Council of Primogen, with the Prince merely a figurehead. The current Prince, or more preferably, the Arbitrator, Moira Dunne, is the daughter of Irish immigrants, and was born in the 1400s. As a mortal she was once a nun at the local collegiate before being embraced by her Toreador sire, who favoured her beauty and virginity, qualities he felt that must be preserved along with her skill with poetry, as they made her a paragon of faith and gave him insight into emotions of the age. Moira over the ages shed her belief in God, and saw the legends of the Kindred as a yoke used by the elders to contain their childer. It was during the Blitz that she finally took power, now a woman of science and cold-hearted logic. She saw the need to keep in line the fledglings and maintain the Masquerade, and so she established the Council for this means, who in turn used her as a tool in these modern nights. However, with the Beckoning, a number of these Primogen has left the city, and so she chose new members who hailed from the ranks of the ancillae, so that both Moira and the elder Primogen who remained could benefit from their insight.

Manchester maintained a strong position against London, with Moira suffering more direct resistance from the Tremere, represented in the city by House Trismegistus. The local chantry of blood wizards viewed Manchester as an important convergence of ley lines, and the reason why Mithras had directed his minions to establish an outpost here. Clan Tremere worked for many years in the city, rescuing John Dee from possible execution, so that they might have more time to ascertain the nature of

You've got dog racing, Manchester United. And you've got people. Billions of people walking around like happy Meals with legs. It's all right here. Spike - Buffy the Vampire Slayer

his ability to talk to angels, and in particular if he held any secrets on the nature of immortality. The Trismegistus interest in Dee's works, and that of numerology and science, influenced modern chemistry and computing research within the city, both of which took great strides in Manchester. The recent events in Vienna have led this chantry to take ever more bolder actions in order to defend their independence in the three-way war between the rival houses of Tremere, Goratrix, and Carna.

The Sabbat have always been a constant threat, especially from the stronghold of Liverpool. Sabbat packs from that port city were able to easily travel the world and engage in their Jyhad, but it was from there that packs would be sent to Manchester by the Archbishop Galen Lonsdale. These Sabbat zealots were driven by the Vaulderie, striking into Manchester to infiltrate the canal network - more often known by the Kindred of the city as the Night Rivers. Often these invasions would take months to end, as the Sabbat packs would worm their way deep into the city tunnels and canals, hoping to lie there in wait for the appointed time. Some in the past have established beachheads that proved hard to shift until timely excavations exposed the creatures to the sun's rays. For the agnostic Arbitrator Moira, the sheer ferocity of these religious martyrs was repulsive, but also a convenient tool for scaremongering in Elysium court.

More recently Moira and her Council have also suffered not just resistance from the few Anarch coteries that stalk the streets, but also from a growing radical arm of her Council. For the last 70 years, since the Blitz, the new Gangrel Primogen, the self-titled Gothi, Nancy Turner has operated a growing cult. Turner's cult has operated in the shadows, but recent in nights, with her promotion to Primogen, has emboldened Turner, and her cult, a neo-pagan collective that venerates the myth of the Baobhan Sith. This cult is predominantly female and believe they are the embodiment of Morrigan, and their role is as seers of the chaos and bloodshed brought about by the thin-bloods. If Moira's work was not already too much the bear, the Toreador Primogen, Father Nicholas Vaughn, has been more active than ever. In the bowels of the city tunnels he holds dark masses, preaching the word of Caine, of the old Church of Caine, words that have not been so openly been spoken since the burning times. For centuries the sermons of Narses have been quiet, simply left in books. But now in these end times, with the coming of the red star, and the Beckoning, Vaughn is more vocal, seeking to convert as many as possible to his holy cause. His church is growing, as more fearful ancillae and neonates turn to him for guidance where once the Camarilla had answers. However, there is more to Vaughn's sermons, as a further more ancient faith has returned to the city, one which seeks to create an army of the undead.

Anarchs are a growing faction within the city, but the multitude of packs that make up their numbers have differing ideologies and beliefs. The Peterloo Warriors seek to bring down the Arbitrator and establish a society of Kindred where all are equally represented, through a council made not just of elders, but instead a gathering of individuals selected based upon merit. By contrast, The Hornets are a gang that is aggressively pursuing all forms of blood sorcery and thin-blood alchemy cobbled together on the streets. Compared to the practices of the Tremere, the workings of the Hornets seem rough and clumsy. But for The Hornets, these rites will empower them in their war against the Camarilla. Needless to say, in these troubling times Moira has a keen eye on the comings and goings in Manchester, and on the local museum and a certain exhibition of Egyptian artefacts, and the rumours of a new threat gathering influence in China Town - vampires, but not of the blood of Caine.

## CHAPTER 2: ASCENSION NIGHT INTRODUCTION

On the 10th of May, a year after the Berlin revolution, a coterie has fled from the Second Inquisition purge in London and arrived in the city of Manchester. Desperate to find a safe haven they presented themselves to the local Prince, and offered boons in the form of information and artefacts that they had recovered from the burning havens of elders. However, Manchester is not the place they were expecting. The Primogen Council was filled with few true elders, and instead in their place sat whips and lackeys. The Prince, or Arbitrator as she called herself, was even less keen to lend too much support to the new arrivals, fearing that their presence would alert the agents of SO13 – or Runners as some elders have come to know them, in reference to the Bow Street Runners, the first police force of London. Their arrival was also met by a coterie of zealots, calling themselves Confessors, representing Father Vaughn of the Toreador, who now, more openly than ever, has been practicing the old ways of the Church of Caine. However, Father Vaughn himself has not been seen in Elysium for many months. On the edge of Manchester, in the city of Salford, part of what was considered the domain of Father Vaughn, the coterie has identified a place that was once considered his haven, a church. This church is rumoured to host a secure crypt and also perhaps riches that clever neonates could fence. How the coterie has come upon this information will be revealed within this story.

Unknown to the neonates the church is not empty, and acts as a place of worship for the confessors, who are indoctrinating more Kindred and the homeless. This offers the confessors a willing herd, potential ghouls, and zealous fighters.

The coterie is not the only group to have identified the location as important. SO13 agents have taken it upon themselves to recover the historical texts and information believed to be in the church after identifying





it thanks to lore recovered during the purge of London. The SO13 agents hope the information within the church may uncover other haemovore nests and shed light on the rumours of events in the Middle East.

Unknown to all, the crypt of the church is in fact the upper chambers of long lost Mithraeum, dating back to the founding of the city by Roman legionaries when Mithras himself passed through these parts.

While all this plays out, in the city of Manchester, the Anarchs will have thrown down the old order, or the remains of it, and the Second Peterloo Massacre will have played out - but this time it is the underclass who will have won.

#### SCENE 1: CONFESSION

The coterie are driving through the water slick streets of Manchester. Sodium yellow lamps dimly illuminate the run down red brick warehouses that once were the beating hearts of industry in the city. Council housing estates are stalked by local gangs, their numbers drawn from the poor and disenfranchised, driven to crime by circumstance and vilification. The coterie, in a van fitted for protection from sunlight, winds its way through the city, looking for a place to park up securely, and where they might interrogate their prisoners - a vampire confessor and his mortal grandson. When running this scene leave it up to the players to choose where they might find a safe place to park in order to conduct their interrogation. It could be an abandoned council house apartment block. Perhaps a row of run down terrace houses. Maybe an old warehouse. Reinforce the run down nature of the city, and the feeling of despair on the face of the people who are out at this time of night. Perhaps contrast the plight of the poor by having the coterie drive down the Curry Mile, and explain how the homeless are begging for scraps outside the various takeaways and restaurants, all illuminated by garish neon lights. With the location picked, the confessor can be taken out to interrogate. This vampire, Luke Kincade, who was wearing a neat clean jumper and blazer, currently has a stake through his chest, with his vitae staining the woollen top. Describe in detail the effect of removing the stake, the sucking sound as it is pulled from the vampire's chest. Removing the stake will bring the vampire out of torpor, and in doing so his eyes flicker to life, followed by and a deep snarl.

However, the vampire is not alone with the coterie. The coterie also has a mortal with them, Simon Kincade, a descendent of Luke Kincade, whom Luke is willing to protect. It should be established that the coterie captured Kincade after following him to his haven, which happens to be in the basement of the Kincade family home. Only just that same night Kincade had fire-bombed the building that the coterie had only just secured as their new have in Manchester. For a number of nights before the fire-bombing, the coterie had been stalked and confronted by the confessors who were demanding that they pledged their souls to the Church of Caine, and seek the guidance of Father Vaughn. For the purposes of the interrogation assume for all resistance rolls during the interrogation, that Kincade has a base dice pool of 6. He is at Hunger of 5, and so the coterie should have restrained him appropriately. Questioning should not take long, and the coterie should be encouraged to use the threat of harm to Kincade's descendent. The point of this scene to test the Humanity of the coterie and how far they are willing to go to get the information they need. What information can the coterie squeeze out of Kincade?

- The names of the other confessors and their Clan: David Legget of Clan Venture, Quinn Snowden of Clan Brujah, and Julia Flanders of Clan Toreador.
- The location that the confessors use as one of their havens – the Holy Trinity Church.
- With an exceptional number of successes Kincade will reveal that Father Vaughn is missing.
- The Church of Caine has been sending envoys to all the northern cities, establishing the church as the



new seat of power as the Camarilla shrinks away.

- Kincade and his confessors have noted that the Ashirra also have been making moves into the city, with a coterie south of the city centre representing Banu Haqim, Malkavian dervishes, and Brujah of a more ancient lineage.
- They can learn that there is a way into the church via the canal, as this would have been the way to bring in bodies a hundred years ago.

Given the threat that is presented by Kincade, you should also find out how the coterie wishes to leave him. Will they stake him? Will they leave him out for the sun? Will they do something even worse?

Ultimately this scene is such that the group can get a measure of just how far each character is willing to go for revenge, power, and act out of fear and paranoia.

#### INTERLUDE: GRAB A QUICK BITE

Depending on how the coterie's interrogation went, they may be hungry or even injured. This is a great time to highlight the hunting and Predator mechanics of V5. Roleplay a short vignette with each of the players based on their Predator type. Ask each player hunting to make a single dice roll to represent the hunt and have their Win or Failure dictate the outcome of the vignette. Here are four quick vignettes for each sample character:

- Arthur Templeton is a Siren. There are plenty of pubs open late, but his attractive victim will certainly be eyed by other, quite drunk, suitors...
- Barabbas is a Cleaver. His nephew attends to local Man Met university. Barabbas has never fed off him before, but the familiar taste of family blood is just too luring...
- Hannibal is a Sandman. Residents have been flocking back to Manchester in recent years so it won't be hard to find a victim, but with



the new money comes new security systems...

Ma Murdoch is a Bagger. She has two slimy blood bags in the van's cooler, but if she wants more she'll need to bribe or break her way into the local Red Cross storage refrigerators, or perhaps find a way through the busy halls of the Manchester Royal Infirmary.

#### SCENE 2: HOLY TRINITY CHURCH

The coterie are once more in the van, speeding to the Holy Trinity Church, hoping to find the haven of Father Vaughn and gain leverage over the elder, or the confessors. As Storyteller, reinforce the sense of the coming end times upon the coterie. The TV screens in the pawn shops show imagery of the volcanic eruptions in Hawaii, and the blue flames flickering off the lava. War in Syria still rages and footage shows the result of more aerial bombing, with children being dragged from the rubble. Politicians stand at podiums raging impotently, as their egos are stoked by the gathered masses who have had their fears and disenfranchisement taken advantage of. Finally, they could try and get in via the roof and the spire.

Approaching the church it is apparent that the church is run down, and sits surrounded by boarded up shops, ugly concrete car parks, and nearby is a train overpass, and a canal waterway filled with foul smelling water and rubbish. Outside the church sat about waiting are a host of homeless people who are soaked to the skin by the constant rain. On the ground are leaflets that are sodden and trampled, and a discarded thick cardboard sign which reads "Repent, for the End is Coming!". The homeless are loitering in the grounds of the church, some of which are the remaining tombs and graves, where the other parts of the graveyard that once existed has been tarmacked over or built upon in decades past.

The coterie will need to find somewhere safe to park, and decide upon the course of action. The other option is to blend in with the waiting dispossessed and so pass into the church unnoticed. Another option is to stake out the location and await one of the confessors to arrive and see how they are entering the church as there must be a back door in.



If the coterie joins the crowd of the destitute, then there is a chance to learn more of the confessors and their master, and the activities that are run here.

• Fiona is a woman in her mid 30s, but appears more in her late 40s due to living on the streets for so long. She wears a mix of tattered sports branded clothing, and a thick coat to keep her warm. Her hair is thin and matted, and her teeth are missing in places. She has a hacking cough and she is eager to share the good words of Father Vaughn, and the words of Caine.

• A thin boy called Ben is in a threadbare jumper and his arms bear the scars of heroin use. He is however clean, having found salvation through the church. He has apparently had visions of Caine himself, and feels cleansed. These examples will be eager to pass on what they know of the Church of Enoch. The choice of Enoch is a clever one by Father Vaughn, as Enoch is both the name of Caine's son, and the name of the son of Jared, and for whom certain apocryphal texts are named. The teachings these homeless people speak of is that they, like Enoch, are all outcast children. The sermons they have heard speak of how Caine was not cursed, but marked by Abel, not God. And that it was Abel who sought to bring down the communities that Caine was building. Caine was cast out by Abel for allowing all people into his communes, something Abel saw as an affront to God. Thus Caine is seen in the same light as Jesus, as bearing their sins and leading the outcast away from the oppressor Abel. This is why Caine is said to have hidden from the light, in order to protect his people from the zealous children on Abel.

You dangle on the leash of your øwn lønging; yøur need grøws teeth.

Margaret Atwood



When the doors on the side of the church open, out come two of the confessors who the coterie may recognise from Manchester Elysium and who they should try and hide from. These two confessors setup a table with a heater for soup, and big bowls of bread. One of the confessors will be asked for by name by one of the homeless - Sister Julia. Julia wears a high neck jumper, with permed hair tied back and a pair of wire framed glasses. Once all the homeless have been fed the tables will be packed up, and the confessors will head back into the church before opening the main doors to invite the congregation in.

If the characters discover the back entrance, whether from interrogating Kincade or careful surveillance, they must enter the canals to take advantage of this information. The canals themselves are putrid and vile, and stink even during the heavy rain fall. The stones that pave the canal side are slick and slippery, and anyone walking along these should be careful as they may fall into the waters. Light barely filters in from the outside, with the yellow light from the street lamps causing a moving dapple like pattern on the canal walls, as the light is reflected off the dark water. As the coterie moves deeper into the canal network make it clear that there is little to no light now, and that in this place all manner of people, vampires and even other creatures lurk. Even if the coterie are unable to keep up with the confessor who they may have followed, they will hear the scraping of metal on stone as the entrance is opened. Along the way, to add some tension and to hint at the other mysteries of city, have one of the coterie witness a spirit, or some ephemeral being heading down a tunnel in the opposite direction. The being at first appears to be a gentleman in a top hat, and he doffs it briefly as the entity spots the coterie. But then as the being walks off, make it clear that its long coat seems translucent like insect wings, and that the being has segmented eyes.

Getting into the church via the canals will mean breaking a lock on a rusted steel door, and quietly sneaking into

vestry of the church. Within the vestry there is pile of leaflets for the Church of Enoch, and it is clear to any Kindred versed in the old lore that these leaflets contain lines taken from the Book of Nod, or some of the more minor books that make up the holy texts of the Church of Caine.

No matter how the coterie has gained access to the church, they will be able to witness the sermon given by Sister Julia. She stands in the pulpit, illuminated by the few lamps that line the church. The floor is dirty and covered in pigeon droppings, discarded leaflets, and cigarette stubs. Julia is speaking, reading from passages in the Book of Nod.

"Mark the shadow which flies, mark the dragon, which rises, mark the darkness which moves, mark the shadow of the moon, mark the angel that dies, mark the maiden who weeps, mark the children Em-braced, mark the Clanless who run.

And there will be a time, when Sire will drive out Childer, when Sire will abandon Childer to the sun's mercy, and there will be no mercy for the Clanless there will be no mercy, for the Clanless, mongrel though they be, upon their forgotten Sires shall be the curse of Auriel, upon their hateful Sires shall be the curse that comes of crossing Caine, upon their lazy Sires shall be the curse of the hunters hunted."

With the end of her sermon, one of the confessors provides a cup of wine to each of the front row of the congregation, enacting the Catholic rite of Communion and the ritual of transmuting wine into the blood of Christ. However in the the cup is vitae, not wine, as a blasphomous inversion of the Catholic ritual. Sister Julia looks at her phone, having received a message. With that she turns to the congregation and through the use of her supernatural aura of dominance and majesty, she commands the congregation to follow her onto the streets of Manchester. She proclaims that the revolution has come, and they will cleanse the city - at least that is what she tells them.



# SCENE 3: THE TEMPLE OF THE BULL

The coterie should have found a means to hide in the church or sneak back in as the congregation and the confessors have left to begin their small crusade. It is now an ideal moment for the coterie to investigate the church. There are a number of ways that the coterie can reveal more secrets about the church and determine how this place is used as a haven by Father Vaughn.

Auspex is perhaps the easiest way to reveal some secrets and clues. At its first level, Auspex used for the power Unseen Sense will reveal that the stone basin that once held holy water is stained with blood, and from it comes a sense of communion. This should feel similar to articles used for the Viniculum rites by the Sabbat. At the second level, Auspex used for the Premonition power will reveal Bacchanalian rites, and flickers of people stood around the basin, dripping their vitae into the container. At level four, the Auspex power of Spirit's Touch will reveal that the basin sits on top of a trapdoor, and has been used most recently by the confessors, Vaughn, and by red-robed priests centuries ago.

Revealing the trapdoor beneath the basin is possible by other means of investigation. There are clear marks where the basin has been slid along the floor and back again, as the stone is clearly worn away and the pigeon droppings are not present.

To heighten the tension and to impress upon the players that the coterie are in a city where violence is plaguing the denizens, have a police helicopter fly over, and the stained glass is momentarily illuminated by the search light. The coterie could think that this is the Second Inquisition - remind them that a helicopter flew overhead just before the London rack was assaulted. Use the moment to drive home how the coterie must suffer from paranoia since their flight. Beneath the basin and the pedestal it sits upon, is a steel hatch that leads downwards. The stone steps take the coterie into the crypt. The walls have engravings of coats of arms, and set into the walls are urns and tombs dating back to the 1600s. In the main chamber of the crypt it is clear that the chamber houses the confessors and their master. There are a few bookcases, a half dozen bunks, a few tables, a small TV and even a telephone that has been wired in. There is a computer and a printer and reams of paper plus freshly printed copies of the Church of Enoch pamphlets.

The coterie will have the chance to search the chamber, and either through determination, frustration, or luck, the coterie will reveal that behind a bookcase is another door. This door is thick wood and braced with old iron plates. It is beyond this door that the coterie will find a tunnel that leads further underground, deeper into the earth, into tunnels and chambers that are far more ancient. The stone is far more roughly hewn, and carved into the rocks is Latin and ancient Persian. The tunnel winds its way downwards. Cobwebs are thick, the air is musty, and water can be heard trickling as it seeps in from the canal above. The side chambers are lined with tombs and bones piled high. These tombs are unusual as they are chained, but they appear to have been broken open, from the inside out.

Moving deeper past these side chambers the coterie nters the main chamber. It measures 10 meters across, and is almost circular, with a passageway at the opposite end. The chamber is cold, slightly damp, as water trickles in from part of the wall. In the centre of the chamber is a round pit, 3 meters across and 5 foot deep. The bottom of the pit is soaked and has puddles of water. This chamber must be close to the underground canal network or sewers. At the western end of the chamber is a statue that stands two feet high and is carved into the shape of a winged lion, with a key clasped between its front paws. To the more scholarly among the coterie they may recognise this as a representation of Ahriman, who may well be considered the same as Caine. At the opposite side of the chamber is a small wooden altar, upon which rest a number of scrolls, books with padlocks upon them, a bull's skull, and jars of blood. If the blood is tasted feel free to pick or randomise the type of humour the blood is associated with and the benefit the player character gains.

Using Auspex in this chamber would also be incredibly useful. At its first level, Auspex used for the power Unseen Sense will reveal that the pit has been used in recent times, and that the chamber is a site for mystical rituals. At the second level, Auspex used for the Premonition power will reveal that the location was used for ritual blood letting. They can hear the screams of the mortals sacrificed here, and the feeling of Father Vaughns ancient eyes watching them, peering into their souls. At level four, the Auspex power of Spirit's Touch reveals that each confessor was initiated by being been bathed in blood from a mortal who was hung from above them and their throat slit. More importantly the mortal is a person who hails from the confessor's mortal life.

Investigating the passageway reveals a final chamber, within which is a cell with wrought iron bars. Within the cell are three emaciated people who have clearly been fed upon for some time. They are fearful of the new arrivals and when questioned use the word vampire to describe their captors. These people are the source of the blood that is in the jars. It is entirely up the coterie what to do with these captives.

#### **SCENE 4: SO13**

The coterie are alerted to the echoes of gun fire from above. They have a few moments to prepare themselves in whatever manner they wish. If one of the coterie heads towards the main passageway and back to the staircase leading to the crypt above, and they witness one of the confessors roll down the staircase, on fire. The screams of the vampire fills the vaults, and coterie members present to witness this final death will need to test for fear frenzy!



Moments later another of the confessors runs down the steps only for a pneumatically fired stake to burst through his chest, sending the vampire into torpor. Behind them, wearing head to toe tactical armour in black, with a full face mask and armoured gorget, is a "Runner", a member of SO13's "Haemovore Extermination Unit". Armed with a shotgun with an underslung pneumatic stake launcher the person speaks with a scrambled voice over their intercom to their team members above.

#### Confessor

"Two more 2Bs down. 1 for extraction. 1 dusted. There is a secondary sub-basement. Awaiting backup".

It is now up to the coterie how to deal with this threat and make their escape before more agents of SO13 arrive!

Make this fight short and brutal. The shotguns are armed with phosphorous rounds and there is danger of taking a shot at point black range. The coteries should be pushed to the point of frenzy. Maybe the coterie hid and have the advantage of an ambush.

Escape is an option. Going up through the church risks encountering a further 3 agents including the first that is in the sub-basement with them, with a second arriving as backup. This would be the most dangerous escape route.

Another option is to use something to pry away the loose stonework and exit into the flooded sewer tunnels that run close to the Mithraeum.

#### SCENE 5: EPILOGUE

The coterie, to a certain degree, have escaped, having learnt a lot about the Cainite Heresy, and the threat posed by Cult of Mithras. All of this information is invaluable to the Arbitrator, the Tremere Chantry, or the Anarch packs. Does the coterie even want to stay in Manchester? Is anywhere safe from SO13? Did someone else call the Runners in to take down the confessors? There are many questions to ask. alliancmade. and truths to unveiled.  $\mathbf{es}$ to be be

If this is to be the start of a new chronicle do not be afraid of killing members of the coterie. This event could be the catalyst of a chronicle and the events of which brings together the new player coterie used for the remainder of the chronicle.

SPCS

Attributes: Strength 2, Dexterity 3, Stamina 3; Charisma 4, Manipulation 3, Composure 4; Intelligence 3, Wits 3, Resolve 3

Secondary Attributes: Health 6, Willpower 6 Skills: Academics 4, Awareness 2, Finance 1, Investigation 2, Medicine 2, Politics 4, Occult 5, Science 1; Athletics 2, Drive 1, Larceny 1, Melee 2, Stealth 2; Animal Ken 1, Etiquette 4, Insight 2, Intimidation 3, Leadership 2, Performance 2, Persuasion 3, Subterfuge 4 Disciplines: Auspex 2 (Heightened Senses, Premonition), Celerity 2 (Rapid Reflexes, Fleetness), Dominate 1 (Compel), Presence 3 (Awe, Daunt, Dread Gaze) Humanity: 5 Blood Potency: 2

#### **SO13** Operative

Attributes: Strength 3, Dexterity 3, Stamina 3; Charisma 2, Manipulation 2, Composure 3; Intelligence 2, Wits 3, Resolve 3

Secondary Attributes: Health 6, Willpower 6 Skills: Academics 2, Awareness 2, Investigation 2, Technology 2; Brawl 2, Firearms 3, Larceny 2, Melee 2, Stealth 2; Intimidation 2, Survival 2 Equipment: Radio, Body Armor (Rating 2), Shotgun with phosphorous ammunition (Causes aggravated damage), pistol with normal ammunition.

#### **Police Officer**

Attributes: Strength 2, Dexterity 2, Stamina 3; Charisma 2, Manipulation 2, Composure 3; Intelligence 2, Wits 3, Resolve 3 Secondary Attributes: Health 6, Willpower 6

Skills: Academics 1, Awareness 1, Investigation 1, Technology 1; Brawl 1, Drive 2, Firearms 1, Larceny 1, Melee 2, Stealth 1; Intimidation 2, Survival 2 Equipment: Radio, Taser (attack may use Firearms or Melee skill depending on range, +2 damage value, superficial damage to mortals and vampires)

### CHAPTER 9: CONTINUING THE STORY

Ascension Night was designed as a standalone adventure, butthere are a number of possible sequel stories you can play.

#### THE ARCANE FENCE

The player characters are back to square one after the Ascension Night, running from the Second Inquisition with no haven to call home. However, they may have been able to loot some valuable resources from the Mithraeum, ranging from resonant blood (or resonant victims) to arcane and Noddist lore. This gives the coterie new leverage in their desperate search for safety.

The most obvious market for arcane goods is Clan Tremere. Manchester is home to the independent chantry of House Trismegistus, who are frantically reacting to the Anarch revolt and SI raids. It is unlikely that the Tremere will be interested in scraps of lore, if the chantry is even still standing when the coterie arrives, but it is possible that a blood sorcerer reviewing the material will find a Mithraic ritual of warding hidden in a papyrus scroll. With the remaining Tremere stretched to the limit, it is up to the coterie to venture in Manchester and beyond in search of the ritual components.

Should the characters want to flee Manchester immediately, there are a number of organizations that may be interested in what they found. Characters with two or more dots in Occult may be aware of the Arcanum, a mortal organization that watches and studies the Kindred world. Despite the potential Masquerade breach, the Arcanum has stood for centuries, too wealthy for the ambivalent Camarilla to work against them. Last the characters heard, back in the mid-90s, the Arcanum had large chapter houses of arcane experts in Dublin, Ireland, and their large headquarters in Cambridgeshire, just 100 kilometres north of London.

#### THE FUTURE OF MANCHESTER

Traveling to new cities is dangerous, so the player characters may want to see if they can wait out the chaos in Manchester and establish themselves as power players in the city's ashes. Simple autarky won't last for long, and the player characters will be dragged into the conflict between the Camarilla, Anarchs, and SO13. With so many elders drawn East by the Beckoning, and the Church of Enoch, revealed as turncoats and usurpers, and now ostensibly eliminated on the Ascension Night, the Camarilla wields only a fraction of the influence it once did. Their "war" with the Anarch coteries soon becomes one of cat and mouse, as the Camarilla Kindred pool resources to find new secure havens and set up traps for the Anarchs when they come knocking. While the player characters were known at Elysium, they will find it difficult to get in contact with the remaining Camarilla Kindred, who rely on a network of dead drops and ghoul proxies to coordinate with each other. Once the characters are able to get in contact, they should be able to call in a few boons, perhaps from previous work with House Trismegistus, and be brought back into the fold. After that, they join the slow attrition conflict against the Anarchs.

Eventually, once the Anarchs have been pushed out of the city, the players will be able to establish their own hunting grounds, and jockey for positions as whips or Primogen in the city. If the characters are sick of being pushed around by the Camarilla hegemony, the players may decide to throw in with the Anarchs. While the Anarch revolt has a brief surge or the first few nights, the ideological cracks once more urface between the crude pragmatism of the Peterloo Warriors and the Hornet's new age spiritualism. On the seventh day of the revolution, a series of well-timed raids on Anarch resources begin, as Camarilla influenced police and officials seize warehouses, pubs, and bookstores in connection with drug trafficking and gun running. By the second week, a number of Hornet members re captured, staked, and left for the sun. While fingers re pointed at the Camarilla or SI, there is a suspicion that someone in the Peterloo Warriors may have had a hand in it. If the player characters have decided to switch sides and join the Anarchs, and exert their influence to keep the Anarchs from fracturing – or perhaps even combine the Warriors and Hornets into one gang – they stand to be the dominant force in the new Free City of Manchester.

There is a third option available to more occult minded coteries. The Gangrel Primogen, the ancilla Nancy Turner, has not been drawn East by the Beckoning, and remains in the city with a strong power base in her Baobhan Sith cult. Its spiritual ideals and preaches of empowerment have gained traction amongst the women of the Camarilla, members of the Hornets, and even a secret devotee inside House Trismegistus. Should the player characters join Turner's cult, they can find a great opportunity to strike and seize power, using the Camarilla's isolation and the Warrior's disorganization against them. Once the Cult has seized power, the domain of Manchester may be more authoritarian than ever before – a draconian theocracy, but one where the coterie acts as Turner's enforcers.

#### **RUNNING FROM THE LAW**

London and Manchester are both too hot with SI agents and the characters must flee to new cities. Running from the law could encompass a whole chronicle, as the player characters move from one city to the next, staying just one step ahead of SO13. This nomadic story structure could pair well with occult mystery as well – perhaps the traveling characters are also searching for remaining artefacts and thaumaturgical rituals left behind by elders drawn away by the Beckoning. Each new city brings a new political structure for the storyteller to showcase, but any untouched city comes with the Sword of Damocles of the Second Inquisition hanging overhead.





Name Arthur Temp	<b>leton</b> Co	ncept Arcane Scaven	ger	Sire Dirk Ben	edict
Player		nbition		Clan <b>Tremere</b>	
Chronicle <b>Ascensior</b>	<b>Night</b> Pr	edator <b>Siren</b>		Generation 13	th
		ATTRIBU	TES		
Phys	ical	Socia	l	Mente	al
Strength		Charisma	••••0	Intelligence	
Dexterity		Manipulation		Wits	
Stamina	••000	Composure	•0000	Resolve	•••00
		SKILI	JS		
Athletics		Animal Ken		Academics	
Brawl		Etiquette		Awareness	
Craft		Insight		Finance	
Drive		Intimidation		Investigation	
Firearms		Leadership		Medicine	
Melee		Performance		Occult	
Larceny		Persuasion.(Seduction)		Politics	
Stealth		Streetwise		Science	
Survival		Subterfuge		Technology	
НЕА	LTH	Willpo	WER	HUMAN	ITY
		DISCIPL	INES		
Auspex	00000	1	••000	Dominate	•0000
F		<sup>1</sup> Corrosive Vitae		<sup>1</sup> Compel	
1					
1		<sup>2</sup> Extinguish Vitae		2	
		<sup>2</sup> Extinguish Vitae 3		2 3	
		3		3	
2 3 4 5	•0000	3 4 5	00000	3	00000
2 3 4 5	•0000	3 4 5	00000	3	00000
2 3 4 5 Presence	•0000	3 4 5	00000	3 4 5	00000
2 3 4 5 <b>Presence</b> 1 Awe	•0000	3 4 5 1	00000	3 4 5 1	00000
2 3 4 5 Presence 1 Awe 2	•0000	3 4 5 1 2	00000	3 4 5 1 2	00000



CHRONICLE TENETS	<b>TOUCHSTONES &amp; CONVICTIONS</b>	<b>CLAN BANE</b>
		May not blood bond kindred.
		Blood bonding mortals requires additional drinks equal to Bane Severity.

<b>BACKGROUNDS, MERITS &amp; FLAWS</b>	
Beautiful	••000
Mask	••000
Status (Camarilla)	•0000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
Destitute	•0000
Enemy (Ex-lover)	•0000

#### NOTES

BLOOD POTENCY	0000 00000
Blood Surge	Mend Amount
+1 Die	1 Superficial
Power Bonus	Rouse Re-Roll
N/A	Level 1
Feeding Penalty N/A	Bane Severity 1
TOTAL EXPERIENCE	
<b>Spent Experience</b>	
BIOGRAPH	IICAL DATA
True Age	82
Apparent Age	35
Date of Birth	1936
Date of Death	1971
Appearance	
A suave middle aged man with well	kept blond hair.

Distinguishing Features That smile.

#### History

Arthur worked in acquisitions for a London university before being "recruited" for Noddist archaeology by Clan Tremere.

Frequently worked with Barabbas on long distance jobs.

Name <b>Barabbas</b>	Со	<sup>ncept</sup> Legbreaker		Sire Alderma	n
Player	Ambition			Clan <b>Gangrel</b>	
Chronicle Ascension Night Predator Cleaver				Generation 13	th
	0	ATTRIBU	ITES		
Physica	al	Socia		Mento	al
Strength		Charisma		Intelligence	
Dexterity		Manipulation		Wits	
Stamina	$\bullet \bullet \bullet \bullet \circ \circ$	Composure	•0000	Resolve	
		SKILI	L <mark>S</mark>		
Athletics		Animal Ken	00000	Academics	0000
		Etiquette			
		Insight			
		Intimidation			
		Leadership		Ū.	
		Performance			
		Persuasion			
Stealth		Streetwise		Science	
Survival		Subterfuge.(Cover-ups)		Technology	
		Willpo		HUMAN	17057
HEALT	'H		WER		111
	.H ] □ □ ■ ■				
	:H ] [] [] <b>[] [] []</b>				
			INES	Protean	
	•••••			Protean <sup>1</sup> Eyes of the Beast	
Animalism		Fortitude	INES	<sup>1</sup> Eyes of the Beast	
Animalism <sup>1</sup> Sense the Beast		<b>Fortitude</b> 1       Resilience	INES	<sup>1</sup> Eyes of the Beast <sup>2</sup> Feral Weapons	
Animalism <sup>1</sup> Sense the Beast 2		□ □ □ ■ ■ DISCIPL Fortitude 1 Resilience 2	INES	<sup>1</sup> Eyes of the Beast	
Animalism  1 Sense the Beast 2 3		<b>Fortitude</b> 1       Resilience         2       3	INES	<ol> <li>Eyes of the Beast</li> <li>Feral Weapons</li> <li>Shapechange</li> </ol>	
Animalism  Sense the Beast  A		DISCIPL  Fortitude  Resilience	INES	<ol> <li>Eyes of the Beast</li> <li>Feral Weapons</li> <li>Shapechange</li> <li>4</li> </ol>	
Animalism  Sense the Beast  A	• 0 0 0 0	DISCIPL  Fortitude  Resilience	INES • 0 0 0 0	<ol> <li>Eyes of the Beast</li> <li>Feral Weapons</li> <li>Shapechange</li> <li>4</li> </ol>	
Animalism  Animalism  I Sense the Beast  2  3  4  5	• 0 0 0 0	Disciple   Fortitude   1 Resilience   2   3   4   5	INES • 0 0 0 0	<ol> <li>Eyes of the Beast</li> <li>Feral Weapons</li> <li>Shapechange</li> <li>5</li> </ol>	
Animalism  Animalism  Sense the Beast  A  A  A  A  A  A  A  A  A  A  A  A  A	• 0 0 0 0	Disciple   Fortitude   1 Resilience   2   3   4   5   1	INES • 0 0 0 0	<ol> <li>Eyes of the Beast</li> <li>Feral Weapons</li> <li>Shapechange</li> <li>5</li> <li>1</li> </ol>	
Animalism         1 Sense the Beast         2         3         4         5         1         2         3         4         5	• 0 0 0 0	DISCIPL Fortitude  I Resilience  2  3  4  5  1  1  2	INES • 0 0 0 0	<ol> <li>Eyes of the Beast</li> <li>Feral Weapons</li> <li>Shapechange</li> <li>5</li> <li>1</li> <li>2</li> </ol>	



<b>CHRONICLE TENETS</b>	<b>TOUCHSTONES &amp; CONVICTIONS</b>	<b>CLAN BANE</b>
		In Frenzy, gain animal features equal to Bane Severity. Each feature reduces one attribute by 1 point. These features last one more night afterward.

BACKGROUNDS, MERITS & FLAWS		
Herd Advantage	••000	
Haven (The Van)	••000	
Status (Camarilla)	•0000	
	00000	
	00000	
	00000	
	00000	
	00000	
	00000	
	00000	
	00000	
Destitute	•0000	
Dark Secret (Cleaver)	•0000	

#### NOTES

<b>BLOOD POTENCY</b>	۲	0000	00000
Blood Surge		Mend Amo	ount
	+1 Die		1 Superficial
Power Bonus		Rouse Re-	Roll
	N/A		Level 1
Feeding Penalty	N/A	Bane Seve	rity 1
TOTAL EXPERIEN	CE		
<b>Spent Experien</b>	<mark>СЕ</mark>		
BIO	GRAPH	IICAL DA	TA
True Age			60
Apparent Age			47
Date of Birth			1958
Date of Death			2005
Appearance			
A muscular man wearing	a gold cha	in.	

Distinguishing Features

A sweet beard.

#### History

A refugee of wartorn Lebanon, Barabbas was forced to become a legreaker for the London mafia, until one fateful night...

Barabbas saved Hannibal, Ma Murdoch, and Arthur Templeton from an Second Inquisition raid on the London Rack.

Name <b>Hannibal</b>	Co	ncept Information Br	roker/Disguise A	rtist Sire Lord of t	the Clog
Player	Ambition			Clan <b>Nosferatu</b>	
Chronicle <b>Ascensio</b>	<b>n Night</b> Pre	edator <b>Sandman</b>		Generation 13th	
		ATTRIBU	JTES		
Phys	sical	Socia	ıl	Men	tal
Strength		Charisma	•0000	Intelligence	$\bullet \bullet \bullet \bullet \circ \circ$
Dexterity	••000	Manipulation		Wits	$\bullet \bullet \bullet \bullet \circ \circ$
Stamina	••000	Composure		Resolve	••000
		SKILI	L <mark>S</mark>		
Athletics		Animal Ken		Academics	
		Etiquette			
		Insight			
		Intimidation			
		Leadership		0	
Melee		Performance		Occult	
Larceny		Persuasion		Politics	
Stealth.(Break-in)		Streetwise		Science	
Survival		Subterfuge		Technology	
HEA	\LTH	Willpo	WER	HUMA	NITY
		DISCIPL	INES		
Animalism	00000	Obfuscate		Potence	
1		<sup>1</sup> Silence of Death		<sup>1</sup> Lethal Body	
2		<sup>2</sup> Unseen Passage		<sup>2</sup> Prowess	
3		<sup>3</sup> Mask of a Thousand H	Faces	3	
4		4		4	
5		5		5	
	00000		00000		00000
1		1		1	
2		2		2	
3		3		3	
4		4		4	
5		5		5	



<b>CHRONICLE TENETS</b>	<b>TOUCHSTONES &amp; CONVICTIONS</b>	CLAN BANE
		Any attempts to disguise as a human incur a penalty equal to Bane Severity to dice pools (including Mask of a Thousand Faces).

**BLOOD POTENCY** 

BACKGROUNDS, MERITS & FLAWS	
Resources	•0000
Mask	••000
Contacts (London Underground)	
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
Revolting	••000

#### NOTES

Blood Surge	Mend Amount			
+1 Die	1 Superficial			
Power Bonus	Rouse Re-Roll			
N/A	Level 1			
Feeding Penalty	Bane Severity			
N/A	1			
Total Experience				
SPENT EXPERIENCE				
BIOGRAPH	HICAL DATA			
True Age	70			
Apparent Age	Gross			
Date of Birth	1948			
Date of Death	1968			
Appearance				
Blotched skin and the piercing eyes	of a hunter.			

•0000 00000

Distinguishing Features

An unlit cigar in his jagged teeth.

#### History

Born in the downturn after The War, your opportunities were limited to side hustles. A fateful delivery to the sewage treatment plant ended with you ghouled to the Lord of the Clog.

Later introduced Ma Murdoch to the Camarilla for a plethora of boons.

			PIRE <sup>-</sup>			
Name <b>Ma Murdoch</b>	Со	ncept Seer		Sire Unknown	,	
Player Ambition				Clan <b>Malkavian</b>		
Chronicle <b>Ascension N</b>	<b>Jight</b> Pre	dator Bagger		Generation 13th		
		ATTRIB	UTES	~~		
Physic	al	Soci		Menta	,]	
Strength		Charisma		Intelligence		
Dexterity	••000 ••000	Manipulation		Wits		
Stamina	••000	Composure		Resolve		
Stamma		SKIL		Reboive		
				Academics		
		-		Awareness		
		-		Finance		
				Investigation		
		_		Medicine		
				Occult		
Larceny.(Lockpicking)						
				Science		
Survival		Subterfuge		Technology		
HEALT	TH	WILLPO	OWER	HUMAN	ITY	
		DISCIP	LINES			
Auspex	••000	Dominate	•0000	Obfuscate	•0000	
<sup>1</sup> Sense the Unseen		<sup>1</sup> Cloud Memory		<sup>1</sup> Cloak of Shadows		
<sup>2</sup> Scry the Soul		2		2		
3		3		3		
4		4		4		
5		5		5		
	00000		00000		00000	
1		1		1		
2		2		2		
3		3		3		
-		4		4		
4						



THE MASQUERADE					
<b>CHRONICLE TENETS</b>	Touchstones	<b>TOUCHSTONES &amp; CONVICTIONS</b>		<b>CLAN BANE</b>	
			subtract I social, or	ial Failure or a Compulsion, Bane Severity from physical, mental dice pools for the er of a scene.	
BACKGROUNDS, MERITS & FLAWS		BLOOD POTENC	Y O	0000 00000	
Iron Gullet	$\bullet \bullet \bullet \circ \circ$	Blood Surge		Mend Amount	
Mask	●●000		+1 Die	1	
		Power Bonus		Rouse Re-Roll	
Status (Camarilla)			N/A	Level 1	

Status (Camarilla)	•0000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
Destitute	•0000
Enemy (Red Cross Administrator)	••000

#### NOTES

Blood Surge		Mend Amount			
	+1 Die	1 Superficial			
Power Bonus		Rouse Re-Roll			
	N/A	Level 1			
Feeding Penalty	N/A	Bane Severity 1			
TOTAL EXPERIENCE					
Spent Experience					
<b>BIOGRAPHICAL DATA</b>					
True Age		63			
Apparent Age		45			
Date of Birth		1955			
Date of Death	2000				
Appearance					

An aging woman with hard stress wrinkles.

Distinguishing Features

Unusually silver hair tied back with a scarf.

#### History

Ma has been in and out of mental wards ince returning from nursing in Vietnam.

Ma Murdoch was brought into the Camarilla fold when Hannibal found her hunting in the alleyways in despair.



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