

Campaign Baltimore (by Bernd Steinlein)

Statistics:

Name: Baltimore, Maryland aka Body More, Murderland
Population: 1950: 950.000 → 2016: 610.000
Ethnicity: 30% White, 64% African-American, 4% Latino, 2% Asian

Setting:

- City of sharp contrasts: centre of learning & education, high poverty & crime rate, economy based on low-wage services
- lots of monuments & statues throughout the city and lots of art centres & museums
- was a very important seaport & centre of industry (steel, shipping, auto manufacturing) → has a lot of abandoned / run down industrial buildings
- 25% poverty rate; 25% of the jobs are in science, technology, engineering and maths; the rest are mostly low-wage service jobs
- temperature: Between -1 and +32 celsius, rains / snows often
- lots of abandoned buildings (due to population loss), high amount of homeless people
- homicide rate is 14 times that of New York City
- frequently has tropical storms and even hurricanes

Timeline:

- before 2006: Werewolves and Vampires are the strongest factions in the city. Each of the factions concentrate on their infighting with occasional skirmishes between Vampires and Werewolves. The Werewolves drive out most other shapeshifters.
- 2006: Dawid Slowik [1] and Leszek Godlewski [2] arrive in Baltimore. They have Andrei Schneider [16] with them and immediately start to work on taking over Clan Nosferatu in Baltimore.
- 2006-09: Dawid and Leszek kill all other Nosferatu and strike a deal with the Ventrue to kill the Prince of Baltimore, the Mekhet Timothy Bright, who opposed the new arrivals. The two children of Timothy are hunted and killed as well.
- 2009: Gabriel Gerlach [7] becomes the new Prince of Baltimore. The internal struggle between Gabriel and Peter Johnson [9] over the crown starts. Jake Surely is announced Justiciar of Baltimore to keep the Daeva loyal. Everyone knows that the true power behind the throne is Leszek.
- 2010-15: Dawid [1] creates four new Nosferatu (Sue Anderon [3], Andre Darwin [4], Ivan Sander [5] and Patrick Mariner [died in 2016]). The Nosferatu take control over Baltimore prison with the help of the Ventrue. The Vampires expend their control over Baltimore dramatically and start to aggressively confront the other supernatural factions in Baltimore.
- 2015: Riots in West Baltimore, with a lot of dead people.
- 2016: The conflict between Vampires and Werewolves escalates. The Mages are also drawn into this fight later on and unify knowing that they will be next if they do not put aside their internal disputes. During this war one of the Werewolf packs is wiped out. All in all eight Werewolves, two Mages (Alexander Brown, Michael Somon), six Vampires and roughly ten ghouls die during the conflict.
- 2016: The war ends because the Mages forge a hasty alliance with the Sin-Eaters, who had been neutral up to that point, but were forced to take action because of recent attacks on their members by the Vampires. The remaining Werewolves half-heartedly agree to assist this alliance but no oaths are given. The Vampires establish themselves as the strongest faction in Baltimore.
- 2016-18: Jonathan Shark [17], who unified the Mages, and Sara Talbur [18] become the leaders of the Mages and continue to forge a supportive community among the normally very

Campaign Baltimore (by Bernd Steinlein)

individualistic bunch. Alia Forrest [24] fortifies the pathology of the John Hopkins Hospital.

2018: The campaign starts in 2018. The player characters arrive. Sylvia arrives (plot 5)

ca. 2019: Uri Friedmann [22] and Rico Windeco [23] arrive (plot 2); the “Three Sisters” [38, 39, 40] arrive (plot 4)

Inner Harbor:

Description:

The Inner Harbor is a historic seaport, tourist attraction, and landmark of the city of Baltimore. The waterfront was gradually transformed with award-winning parks and plazas surrounded by office buildings, hotels and leisure attractions, which reversed the city's decline and became a model for urban renaissance in cities around the world. There are four historic ships serving as tourist attractions. The area contains four concert halls and arenas. A big shopping mall, the *Harborplace*, can be found here. The *Baltimore World Trade Center*, a huge office building, is in direct proximity to the waterside.

Shadow Realm:

The Shadow is rather positive here. On land you can find spirits of intellect (and without morality), commerce, happiness and sometimes suppression or gluttony. Most of the spirits seem to be in a hurry and have a short attention span. Near the water one can find tormented water spirits.

Police & Crime:

Inner Harbor, Downtown and Midtown share the same police department: Police Department Central. The department is led by Major Daryl Gaines (afro-american, male). The central police administration can be found in Downtown. The department mostly deals with white collar crimes and occasionally with some drunken people. Some FBI agents are stationed here to help out with homicides in various districts (mostly East and West). Political and vampiric influence is heavy here.

There are no major gangs at work, with the exception of corporate crime. Street violence is low. Valkyre has started to develop an interest in Baltimore and one of the agents is part of Valkyre.

Locations:

National Aquarium in Baltimore: Largest tourist attraction in Maryland. The National Aquarium houses several exhibits including the Upland Tropical Rain Forest, a multiple-story Atlantic Coral Reef and an open ocean shark tank. The aquarium also has a 4D Immersion Theater.

Shadow Realm: In the Shadow a war is waging. Nature spirits fight against spirits of mankind or technology. Many smaller spirits can be found here.

Maryland Science Center: It includes three levels of exhibits, a planetarium, and an observatory. In 1987, an IMAX theater was added. In 2004, a large addition to the property was opened, and the modernized hands-on exhibits now include more than two dozen dinosaur skeletons. Subjects that the center displays include physical science, space, Earth science and the human body.

Shadow Realm: The complex seems rather normal, but the biggest dinosaur exhibit is pulsating with power. A powerful spirit of knowledge is attached to the dinosaur skeleton. Some spider spirits have begun nesting in the building, but stay away from the dinosaur.

Campaign Baltimore (by Bernd Steinlein)

American Visionary Art Museum: The museum specializes in the preservation and display of self-taught art. The museum's main building features three floors of exhibition space, and the campus includes a tall sculpture barn and wildflower garden, along with large exhibition and event spaces.

Twilight: Some of the items are anchors for old and powerful ghosts.

Shadow Realm: Many of the exhibits have spawned small spirits because of their emotional significance. Because of their number most of them are starving and are quite desperate.

University of Maryland Marine and Environmental Technology: The institute is a hub of intensive study into the applied science of biotechnology and its application the marine environment and protein engineering/structural biology. Some fucked up experiments happen here behind closed doors.

Shadow Realm: The hallways echo with sounds of pain. Blood is smeared on the otherwise perfectly clean walls. The experiments have attracted some really fucked up spirits (pain and suffering). In the oldest examination room is an examination chair that is the focus of a rating two Hallow.

Downtown:

Description:

City Center is the historic financial district in Baltimore. Hundreds of businesses are found here, and it remains the center of life in Baltimore. The area is home to the majority of Baltimore's skyscrapers. The western portion of downtown Baltimore includes is the former home of Baltimore's many and famed department stores and is now anchored by the University of Baltimore.

Shadow Realm:

The Shadow is neural here. Spirits of commerce but also of passion can be found here. Dark places of exploitation can also be found below the surface.

Police & Crime:

Inner Harbor, Downtown and Midtown share the same police department: Police Department Central. The department is led by Major Daryl Gaines (afro-american, male). The central police administration can be found in Downtown. The department mostly deals with white collar crimes and occasionally with some drunken people. Some FBI agents are stationed here to help out with homicides in various districts (mostly East and West). Political and vampiric influence is heavy here.

There are no major gangs at work, with the exception of corporate crime. Street violence is low. Valkyre has started to develop an interest in Baltimore and one of the agents is part of Valkyre.

Locations:

Club Lux: A high-society dance club that is difficult to enter, because the doormen are picky. It is very expensive plus the VIP area offers high quality prostitutes and some drugs but is discreet about it. The club has been used by the Ventrue on numerous occasions and is a frequent hangout for vampires.

Shadow Realm: In the Shadow the club is nearly dark. Sensual movement can be seen in the corner of ones eyes and moans of pleasure and pain can be heard. The drinks are blood. Spirits of gluttony, dark passion and ecstasy can be found here. However a spirit of domination is the strongest entity here.

Campaign Baltimore (by Bernd Steinlein)

Howl at the Moon: It is a bar and dance club. Consists of one big room, with a small stage and a huge bar. It was owned by the local Werewolf pack, its old owner (Jack Pearson) died and it is now run by Werewolf Kin that are worried about the Vampires shutting or killing them. Mainly plays Indie music and offers live music quite often.

Shadow Realm: The bar is bathed in a warm light and a cooling breeze can be felt. Motes of tension are starting to grow here (because of the worries of the Wolfkin).

Edgar Allan Poe House and Museum: The museum is the former home of American writer Edgar Allan Poe in the 1830s. The small unassuming structure is a typical row home. Nothing special.

University of Maryland at Baltimore: The University of Maryland Health System, University of Maryland School of Law and the University of Maryland Biopark can be found here. Nothing special.

Holocaust Memorial: A haunting bronze monument of intertwined, gaunt people. Nothing special.

Midtown:

Description:

Mount Vernon is the cultural district of Baltimore. It is a high-density area known for its attractive nightlife, with its large amount of bars, clubs and lounges. It also features the Joseph Meyerhoff Symphony Hall as well as the Lyric Opera House. In Cathedral Street the first Catholic cathedral built in the United States is located. Midtown is a living place attractive for students.

Shadow Realm:

The Shadow is positive here. Spirits of creativity and community are dominant here. The spirits are mostly smaller ones.

Police & Crime:

Inner Harbor, Downtown and Midtown share the same police department: Police Department Central. The department is led by Major Daryl Gaines (afro-american, male). The central police administration can be found in Downtown. The department mostly deals with white collar crimes and occasionally with some drunken people. Some FBI agents are stationed here to help out with homicides in various districts (mostly East and West). Political and vampiric influence is heavy here.

There are no major gangs at work, with the exception of corporate crime. Street violence is low. Valkyre has started to develop an interest in Baltimore and one of the agents is part of Valkyre.

Locations:

Baltimore Basilica: The Basilica of the National Shrine of the Assumption of the Blessed Virgin Mary is a church soaked with True Faith barring entry for Vampires but also affecting supernatural creatures according to their Harmony score (the lower the worse it gets). Every supernatural creature can feel the energy in the church. The local priest (Gary Winterson, male, 47) has True Faith and offers refuge in a secret chamber in the church for those in need.

Shadow Realm: The church is bathed in a blinding light that burns the skin of supernatural creatures. No spirit can be found here.

Campaign Baltimore (by Bernd Steinlein)

Washington Monument: The Fall Ley Line artificially runs through the monument. Since the ley line is heavily aspected with death and fate, troublesome spirits reside here. It is unknown how the architects managed to affect the ley line.

Shadow Realm: The monument is partly hidden behind a swirling darkness. The Shadow is cold around here and an electric energy can be felt in the air. The original cornerstone is the focal point of a rating four Hallow (Fate).

Red Emma's bookstore and coffeehouse: This alternative, worker owned and democratic bookshop is a meeting place for mortals with special talents. It offers lots of esoteric and alternative, sometimes radical stuff. The people there tend to be helpful and understanding unless you manage to piss them off.

Several permanent spells are in effect on the bookstore (cast in 2008 by Alexander Brown [killed during the war]): Supernal Vision (in effect on the person behind the counter), Counterspell (on spells cast on the person behind the counter) and a unique spell that hinders spirits.

Shadow Realm: The motes found here are small and seem to be very sluggish. Residual energy affecting the Shadow can be felt from various rituals performed by the guests.

Fells Point:

Description:

Fells Point is a historic waterfront neighborhood in the southeastern area of Baltimore. The area features many shops, including antique stores, restaurants, coffee bars, music stores, a municipal markethouse with individual stalls and over 120 pubs. It has the greatest concentration of drinking establishments and restaurants in the city. The neighborhood has also been historically the home of large immigrant populations of Germans, Polish, and other East European nationalities. Upper Fells Point to the north has gained a sizeable Hispanic population and is sometimes now called "Spanish Town". At the waterfront everything is very clean, but the more you move away from it crime rates start to rise, but remain acceptable for Baltimore.

Shadow Realm:

The Shadow is neutral here. A mix of spirits can be found here. The waterside is rather positive but the inner parts have their share of darker spirits.

Police & Crime:

Fells Point and South-East Baltimore share the same police department: Police Department Southeast. The department is led by Major George Clinedinst (caucasian, male). The police here is mostly responsible for residual areas and mostly deal with burglaries and domestic crimes. In Fells Point the Irish criminal clans are on the rise and press many establishments into paying protection money. The head of the clan is Torna Moore (male, 36, caucasian).

Locations:

Lloyd Street Synagogue: The synagogue is the third-oldest in the USA and now houses the Jewish Museum of Maryland. The oldest mikveh (ritual bath) in America has been uncovered under the synagogue.

Shadow Realm: The bath itself is a rating three Hallow.

Club Orpheus: A dance club which is dark and claustrophobic in parts. It features a basement and four stories with lots of small rooms. The fourth floor is locked. The club is owned by Changelings

Campaign Baltimore (by Bernd Steinlein)

[33] [34] and is a hangout for Life RPG, furies and cosplayers. A gothic style is dominant and lots of kinky stuff can be found here too. The club is frequented by all kinds of supernatural creatures. Shadow Realm: A twisted maze of endless corridors and cave like rooms of varying size. A primal energy can be felt here, everything feels more intense here. Spirits of lust and knowledge reside here, but also more violent ones reside in the twisting maze looking for prey.

John Hopkins Church Professional Building: Formerly known as the “Washington University Hospital of Baltimore” (1830-1850). The hospital for the poor had a terrible reputation of using corpses for their experiments and even abducting people to experiment on. So many people died in hospital that often people preferred to die of their disease than to be treated there. It got so bad that the people this hospital was obliged to treat tried to burn it down twice. The building houses the place Edgar Ellen Poe died in 1849 for unknown reasons. It now houses the John Hopkins Nursing School. The administration has up to now successfully kept several scandals involving drugs and sex parties out of the media.

Shadow Realm: Entering the building feels like a descent into madness. Manic laughter echoes through the halls and cries of infants mix with sounds of pain. Several smaller dark spirits reside here. The room Poe died in is a rating two Hallow. A powerful spirit of suffering and happiness is currently inhabiting the building and pushes the inhabitants to SM stuff, self-injury and abuse.

The Horse You Came In On: Old bar from the 18th century, which was supposedly a favourite bar of Edgar Elan Poe. It is haunted by a moderately powerful ghost of a barkeeper from the early 19th century, who was shoot while serving drinks. The place is now one of the favourite spots of the city’s Sin-Eater community.

South Baltimore:

Description:

South Baltimore is one of the best places to live in Maryland. Living in South Baltimore offers residents an urban feel and most residents own their homes. In South Baltimore there are a lot of bars, restaurants, coffee shops, and parks. Many young professionals live in South Baltimore and residents tend to be liberal. Features two stadiums near the Inner Harbour / Downtown.

Shadow Realm:

The Shadow in the residential areas is rather positive and calm. Spirits of happiness, community and houses (since a lot of the houses are family homes) can be found here. The industrial part of the district is crawling with spider spirits. They have various nests there.

Police & Crime:

The department is led by Major Monique Brown (afro-american, female). The department mostly deals with theft and burglary. The department is one of the least corrupt with the noticeable exception of the harbour.

There are some smaller gangs that specialize in burglaries but the main source of crime is smuggling which is controlled by major non-local crime organizations. Most illegal goods get to Baltimore by ship and arrive here before they are distributed.

Locations:

Fort McHenry: The fort is a famous tourist attraction because the national anthem has been composed here. It also has a sealed off tunnel system which is a national secret. There is an open

Campaign Baltimore (by Bernd Steinlein)

Avernian Gate deep in the tunnels and desperate and very often mad ghosts coming out of that gate try to cling to anything to avoid to be drawn back in. Consequently the corpses, the walls and everything else in these tunnels is possessed by one or more ghosts trying to get out. The tunnels are obviously heavily Death aspected.

Shadow Realm: The Shadow is heavily distorted and warped here. A huge nest of spider spirits live here and feed of the ghosts that accidentally step into the Shadow Realm. If the spiders were to be removed, the tunnels would be a rating five Hallow (good luck claiming it).

Federal Hill Park:

Historically in the whole Federal Hill area mining operations were conducted (17th century), many of the old tunnels still exist and create a very dangerous maze below the park. The tunnels have a connection to the tunnels below Fort McHenry and are used by Sam [6] as a hideout.

Shadow Realm: The tunnels seem to be even narrower than in reality. The tunnels have such a claustrophobic feel to them that a Willpower roll is necessary to stay here for an extended period of time.

West Baltimore:

Description:

West Baltimore is a huge section of the city notorious for violent and other drug-related crime, but also for its unique culture, endless streets of old Baltimore rowhouses with their marble stoops, and sprawling parklands. The population is predominantly Afro-American.

Shadow Realm:

The Shadow here is mostly very negative. Spirits of murder, despair, addiction and weapons can be found here. Luckily because of the aggressive nature of these spirits not many big spirits reside here. The gauntlet is rather thin here because of the many rat spirits that can be found here which makes it easy for the spirits to influence humans.

Police & Crime:

The department is led by Major John Webb (caucasian, male). The department has to struggle with being constantly understaffed because no one wants to work here. The number of violent crimes is insanely high and consequently the department has a huge homicide section. Drugs are an ever present problem. The detectives working here are overworked and often transferred here for disciplinary reasons.

Currently several smaller gangs fight for dominance in the district. Therefore the territory constantly shifts and the amount of gang violence is high.

Locations:

Gwynn Falls Park: The park, the most extensive park in the city, is situated along the Gwynns Falls stream, which eventually flows into the Middle Branch of the Patapsco River (Baltimore Harbor). The park is a protected wilderness area, heavily forested and largely left in its natural state. Although surrounded by an urban environment, some areas of the park are so heavily wooded that they give the impression of wilderness. It has acquired the reputation as a place where bodies of murder victims are frequently found.

Twilight: For a park a large amount of ghost can be found here (murder victims).

Shadow Realm: Because of the wild nature of the park, the landscape in the Shadow changes more slowly here. The feeling of the park is wild and primal. Most of the nature spirits here are fiercely

Campaign Baltimore (by Bernd Steinlein)

protective of their territory and aggressive. Some “death groves” can be found where tree spirits mix with the death energy of the murder victims.

United Iron & Metal West: A big scrap yard dealing with commercial and private customers. They offer fair prices and pay promptly. They even do neighborhood BBQs from time to time. But if you ask the right guy, you can get rid of basically everything here (especially during night), although it will cost you. The company has ties to organized crime.

Shadow Realm: The scrap yard has many unnaturally dark spots. The smell of rot lies heavily in the air. Blood seeps out of the garbage compactor. Spirits of decay are strong here and several of them struggle for dominance. The compactor is a rating one Hallow.

North Baltimore:

Description:

The northern district is geographically the largest district in Baltimore. It is home to the second-largest Orthodox Jewish community in the country. The Northwestern District is home to the world-famous Pimlico Race Course (horse racing). It is home to the Good Samaritan Hospital and two public golf courses. It is the most rural of all the districts.

Shadow Realm:

The Shadow is rather positive here. Because of the rural nature of the district some nature spirits can be found here. The spirits in most of the residential parts are of happiness. The landscape here is rather stable and changes more slowly. Some dark spots exist nonetheless.

Police & Crime:

The department is responsible for North Baltimore and some eastern parts of West Baltimore. The department is led by Major Richard Gibson (caucasian, male). Burglaries and robberies are the main concern of the department. Because of the large area and the lower number of inhabitants the department feels a bit understaffed despite the lower crime rate.

There is no major crime organization at work here (except for some corporate stuff).

Locations:

Druid Hill Park: The park houses the Maryland Zoo. The Druid Hill Farmers' Market is located in the park. When open, it offers free programming each week, including concerts, children's activities, yoga classes, plant workshops, art workshops, hay rides, hula hoops and more. The market runs weekly from June through September. The park has three workout stations around the park reservoir. The workout machines in the park are free for the public. There are many different monuments in Druid Hill Park.

Shadow Realm: There are a lot of positive spirits around which helps to create a calm and relaxed atmosphere in the park. One of the oldest and biggest trees is a rating two Hallow.

John Hopkins University: The Johns Hopkins University is an American private research university in Baltimore. The university revolutionized higher education in the U.S. by integrating teaching and research. Over the course of several decades, the university has led all U.S. universities in annual research and development expenditures. Johns Hopkins is organized into ten divisions on campuses in Maryland and Washington, D.C. with international centers in Italy, China, and Singapore. The two undergraduate divisions, the Zanvyl Krieger School of Arts and Sciences and the Whiting School of Engineering, are located on the Homewood campus in Baltimore's Charles Village

Campaign Baltimore (by Bernd Steinlein)

neighborhood. The medical school, the nursing school, and the Bloomberg School of Public Health are located on the Medical Institutions campus in East Baltimore. The university also consists of the Peabody Institute, the Applied Physics Laboratory, the Paul H. Nitze School of Advanced International Studies, the School of Education, the Carey Business School, and various other facilities. Johns Hopkins University is often cited as among the world's top universities. The university is ranked 10th among undergraduate programs at National Universities and 10th among global universities.

Shadow Realm: The Shadow is one of the best monitored in Baltimore. Mainly spirits of knowledge and community can be found here. The lack of recent Werewolf patrols has led to some negative influences (spirits of anxiety).

Morgan State University: It is a public historically black university in Baltimore. It is Maryland's designated public urban research university and has about 8000 students.

Twilight: A few protective ghosts can be found here, who fought for this place as a means of educating coloured people and against racial segregation.

Shadow Realm: One of the ceremonial weapons exhibited in the main hall is a rating one Hallow (a student used it to defend his beloved against a racist attack).

East Baltimore:

Description:

East Baltimore is notable principally for helping to keep Baltimore's homicides per capita among the highest in the nation. It is also home to the Johns Hopkins Medical Campus, which is somewhat controversially demolishing the blighted neighborhoods that surround it in order to accommodate its ever rapid expansion. Displaced residents are not pleased, but Johns Hopkins is the single most powerful institution in the city, and the hospital is likely to get its way. Sensing neighborhood change in the wake of the expansion, real estate developers have been buying up properties by the block, looking to turn them into condos, leaving swathes with the appearance of a shiny new ghost town. Northeast Baltimore is an entirely different animal, with some strips with nice restaurants, cafes, and local shops.

Shadow Realm:

The Shadow here is mostly very negative. Spirits of murder, despair, addiction and weapons can be found here. Luckily because of the aggressive nature of these spirits not many big spirits reside here. The gauntlet is rather thin here because of the many rat spirits that can be found here which makes it easy for the spirits to influence humans. In the northeast the Shadow becomes friendlier and more positive.

Police & Crime:

Normally East Baltimore is separated into two police districts. For simplicities sake we combine the two departments. The department is led by Major Lloyd Wells (afro-american, male). The department has to struggle with being constantly understaffed because no one wants to work here. The funding is good though, mainly because of John Hopkins Hospital. The Hospital is heavily patrolled. The number of violent crimes is very high and consequently the department has a huge homicide section. Drugs are an ever present problem. The detectives working here are overworked and often transferred here for disciplinary reasons.

The biggest crime organization here are Jake [11] and Mike Surly [12] and their gang. They control most of the drug trade in this part of the town.

Campaign Baltimore (by Bernd Steinlein)

Locations:

John Hopkins Hospital: The Hospital is the teaching hospital and biomedical research facility of the Johns Hopkins School of Medicine. Johns Hopkins Hospital and its school of medicine are considered to be the founding institutions of modern American medicine and the birthplace of numerous famous medical innovations. Johns Hopkins Hospital is widely regarded as one of the world's greatest hospitals and medical institutions. The pathology is controlled by Sin-Eaters [Dr. Forrest, 24]. The psychiatry is controlled by Mages [Prof. Shark, 17]. Both factions have an alliance, but because of Dr. Forrest's paranoia it is somewhat unsteady.

Twilight: There are nearly no ghosts to be found on campus with the very noticeable exception of the pathology, which is tightly packed with ghosts.

Shadow Realm: The Shadow at the hospital is positive. The most numerous spirits are healing and compassion with a few anxiety spirits. The pathology is a twisted, grey and lifeless version of its real world counterpart. A death and ecstasy spirit has been born here and is growing stronger and stronger.

Old Town: This area is a borderline ghost town since almost all of the buildings are officially abandoned. It is used extensively by criminals to conduct their business since they are not bothered by any residents.

Shadow Realm: The Shadow has reacted to that development and some really fucked up spirits reside in the dark corners of Old Town. The main problem though is a huge nest of rat spirits that have gnawed the Gauntlet very thin and have started to possess the remaining residents.

Baltimore Prison: The prison is the main lair of Clan Nosferatu and at least three vampires can be found here at any time. They keep two to three humans locked up there as a blood resource in the basement. The officers of the prison guard are either ghouls or dominated but some of the prisoners have become aware that something is wrong at the prison.

Shadow Realm: The Shadow is ugly here, too much abuse, violence and desperation is felt here. Each of the cells has its unique feel to it in unison with its inhabitant. Spirits of fear are dominant here.

Southeast Baltimore:

Description:

Southeast Baltimore is a mixed bag of neighborhood mainly consisting of residential areas and ranging from industrial wastelands to charming neighborhoods both quiet and hip. The small Asian community of Baltimore can be found here. This district has no metro or light rail lines. The further one gets away from the center of Baltimore the more industrial the area gets. Some of these big industrial parks are abandoned leaving behind a deserted and decaying landscape.

Shadow Realm:

The Shadow is neutral here. One can find various spirits here and often spirits of community and friendship fight against spirits of sorrow and domination. In the industrial part the Shadow changes for the worse. The buildings and areas here convey the feeling of a wasteland. Everything shows some form of decay and the air tastes stagnant. Because emotions are rare in this part of town this area is mostly abandoned by the spirits but some of the stronger ones remain and are very hungry and desperate.

Police & Crime:

Campaign Baltimore (by Bernd Steinlein)

Fells Point and South-East Baltimore share the same police department: Police Department Southeast. The department is led by Major Major George Clinedinst (caucasian, male). The police here is mostly responsible for residual areas and mostly deal with burglaries, domestic crimes and small scale drug problems. Violence between the different ethnic groups is rare but happens from time to time. Big parts of the industrial areas are abandoned and so police neglects these parts of the district.

Some smaller local Asian gangs reside here but otherwise crime is rather unorganized here. There is some fighting between these groups.

Locations:

Patterson Park: Patterson Park is a huge urban park in the middle of Baltimore. Its notable attractions include the boat lake (where fishing is permitted), the marble fountain, the Pulaski Monument, and the Patterson Park Pagoda. The sports fields are open for use to anyone who wants to play a game, and there are public tennis courts as well. There is a swimming pool open during the summer and an ice skating rink that operates during winter. From spring to early autumn, several festivals are held in the park. There are no heavily forested areas of Patterson Park; however, there are plenty of open spaces. Nothing special.

Shadow Realm: The Patterson Park Pagoda is a rating two Hallow (many lovers propose to their beloved here).

Other locations:

Fort Carroll: The fort is a rating five Hallow. Visitors feel uneasy and it has a gloomy atmosphere especially at night. Several incidents have been kept out of the news and the internet: various cult meetings took place on the island (of varying seriousness) and some of the visitors have never been found again. The seas guard (especially Sgt. Rick Aleso) strongly discourages visitors, sometimes even resorting to intimidation (although one is legally allowed to visit Fort Carroll). Sgt. Rick Aleso informs Jonathan [17] about any event around Fort Carroll. Rick is a good guy only trying to prevent people from coming to harm.

Shadow Realm: It has attracted a number of spirits (solitude, nature, decay) but the primary spirit is an extremely powerful being of death and entropy. The spirits feed from the Hallow.

Campaign Baltimore (by Bernd Steinlein)

Major Plots:

1. Ghost Apocalypse

Dr. Alia Forrest [24] amasses a huge army of ghosts and slowly but surely loses control over them. She uses her Ceremonies to bind them to small trinkets which she stores on the walls of her office. She uses “Dumb Supper” to calm the ghosts but she can host only so many feasts and only a small number of her ghosts can participate so the rest grows increasingly restless.

- a) she loses control and some or all ghosts break free
- b) the Mage from plot 2 wrestles control over the ghosts from her
- c) she dies, releasing all ghosts

2. Asylum of Doom

Fort Carroll has been deliberately build on the Fall Ley Line and is a very powerful Hallow / Node. The Vampires and the Mages know this and in order to prevent the Mages from accessing the Hallow the Vampires arranged the fort to be placed under monument protection. The Mages were happy about this too since the place is heavily negatively aspected.

Peter Johnson [9] is now about to buy Fort Carroll through various shell companies in order to open a small asylum for difficult cases there. He is going to give a very powerful Mage (Uri Friedmann [22]) access to the Hallow in exchange for his help in destroying Leszek [2], Gabriel [7] and anyone who opposes him. He longs to become Prince of Baltimore and rule over the city with the help of his Mage ally.

- a) a magical ritual is used to kill his opposition (most likely including the Mage Community)
- b) the power off the Hallow is used to wrestle control over the ghost army from Alia [24]

3. Ancient Awakening

Leszek [2] is looking for a way to rise his lover Andrei [16] from torpor. He came to Baltimore because of its very strong Ley Line, he constantly looks for strong supernatural forces that might be used to stir Andrei from his long slumber. Luckily he lacks the necessary skills to identify the necessary pieces, but maybe some help can be acquired.... If Andrei is ever to wake up, he and Leszek will attempt to rule over every supernatural creature in Baltimore.

- a) the supernatural inhabitants bow to the new rule (paying tribute and favours)
- b) a war of survival begins...

4. Three Sisters

Three Changing Breed women come to Baltimore looking for a place to call home. They not only settle down but aggressively try to establish a power base in the eastern part of the city (they heard of the war in 2016 and move in to fill the power vacuum). Although of different Breeds and origins they call themselves the “Three Sisters” and they have left a trail of pain and blood behind. A group as powerful as theirs can easily shake up the status quo in Baltimore, so who is going to make the first offer?

- a) because of the new alliance between a local faction and the Three Sisters a new war breaks out

Campaign Baltimore (by Bernd Steinlein)

Minor Plots:

5. Happy Meal

A Sin-Eater, Sylvia Shawn [28], who was imprisoned in the Clifton Park Valve House starts to abduct students from the nearby High School and starts to draw attention from the media and the mortal community. She has been imprisoned for 15 years in a small niche in the tunnels below the Clifton Park Valve House. The mentor of Clive [20], Emily Harker, has used a Time spell to wall her in alive, because Clive [20] fell in love with Sylvia [28] and had a romantic relationship with her albeit being engaged with Emily. Sylvia [28] has been kept alive by her Geist, but being entombed for so long has severely eroded her sanity. She believes, that she has to eat mortals in order to restore her mind and soul.

Feeling: Crime investigation and later being hunted

Solution: Kill her or find a way to cure her

6. Here's Johnny!

The spirit in the John Hopkins Church Professional Building has been pacified by the Werewolves up to 2016 when most of the Werewolves got wiped out. It has grown restless ever since and is drawing in people and ghosts that are easily affected by his mad whispers. He slowly erodes the sanity of the people working there and disturbing events bring Jonathan [17] to investigate. Unfortunately the spirit is waiting for him and captures him with the plan of sacrificing him to gain his power and finally break free.

Feeling: Horror asylum; madness and creeping horror

Solution: Pacify the spirit or kick its ass

7. And again and again and again...

The infamous statue "Black Aggie" has been removed from the Druid Ridge Cemetery. Unfortunately the statue served as a powerful ward to imprison a very powerful being: a Geist so powerful that it overwhelms even the most sturdy of minds. Soon it starts to possess dying people and force them to further his agenda: To create a law-abiding orderly and most importantly white society (blacks are slaves after all). Getting rid of this Geist takes some major mojo since it easily retreats to the Underworld and defeating Sin-Eater after Sin-Eater after Sin-Eater is quite tiresome...

Feeling: Race against time; futility of one's struggle

Solution: Kill the Geist or put the statue back in place

8. Tunnel to Hell

Some colossal idiot opens the seal tunnels below Fort McHenry. Needless to say this does not go unnoticed and something has to be done fast, otherwise the fallout would be disastrous for all of the supernatural community.

Feeling: High octane PR damage control or trip into madness and insanity

Solution: Control the media frenzy and seal the tunnels again or seal the Avernian Gate itself

Campaign Baltimore (by Bernd Steinlein)

Vampire Community:

Strongest and most influential faction in the city, but also its most divided one. Although the prince is a Ventrue no one would think about crossing the Nosferatu since Leszek's supremacy is unchallenged.

Nosferatu:

Lair in the subway tunnels and in the local prison. All Nosferatu have their haven there. The clan is very hierarchically structured. Leszek and Dawid moved to Baltimore from the Balkans and have dominated the community ever since.

Dawid Slowik (primogen), male, caucasian, 34 (200) [1]

Nosferatu, Ordo Dracul

Profession: businessman; owns the private part of Baltimore prison and a small security company

Home: lair in Baltimore prison; owns an apartment downtown

Description: short but broad-shouldered, old suits, grey and wrinkly skin, pointed face

Character: calculating; thinks long-term; values information highly; callous

Derangement: none

Goals: protect Leszek (major), establish a powerbase (major), find a good lieutenant (minor)

Connections: - very loyal to Leszek [2]; child of Leszek [2] provides Leszek [2] with blood (his own) → no bond because of a Cruac ritual
- runs the clan affairs

- sired Sue [3], Andre [4] and Ivan [5] but only Sue starts to gain his respect

- deal with Isabel [14]: She finds his enemies and she gains his protection

Background: Born in 1821 as the first son of a successful farmer in Hungary, he lived a happy life until royal troops killed his parents and burned down the farm. He then joined the rebellion and fought against royal troops and was turned by Leszek [2] after being severely wounded in a battle. When Andrei [16] slipped into torpor in 1878 Leszek was heartbroken so Dawid stepped up and managed to get Leszek and Andrei safely through WWI and II. After a dispute with another ancient in Munich they were forced to leave Europe and arrived in Baltimore in 2006.

Leszek Godlewski (ancient), male, caucasian, 17 (1200) [2]

Nosferatu, Circle of the Crone

Profession: none

Home: lair in Baltimore prison

Description: short and very bony man, clad in rags, pale face with areas without skin

Character: constantly looks for weakness; swiftly and brutally takes advantage of it; never fights fairly; prefers to retreat if not sure of his victory

Derangement: Fixation (mild), Paranoia (severe), Schizophrenia (severe)

Goals: rise Andrei [16] from torpor (major), create a kingdom for him and Andrei (minor), eliminate threats (minor)

Connections: - trusts Dawid [1] and only him; leaves all matters to Dawid; sired Dawid [1]

- mentally unstable because he has never been in torpor

- in love with Andrei [16] whom he guarded for 150 years

Background: Born 857 in Hungary as the forth son of the chief of a small village he soon demonstrated an aptitude for hunting and fighting. As a young man he saved the son of prince Arpad. As a gift he was embraced by Teped the prince's advisor. After meeting and fighting Andrei they fell in love over time and roamed Eastern Europe together never bowing to anyone. Twice Andrei slipped into torpor before 1878 and twice Leszek refused to join him to be able to guard his resting place. Unfortunately each time the time he needed to rise again grew longer and longer. When the strain

Campaign Baltimore (by Bernd Steinlein)

became too much he sired Dawid [1] to help him and to remain connected to the fast moving modern times.

Sue Anderson, female, caucasian, 26 (35) [3]

Nosferatu, Ordo Dracul

Profession: former IT-specialist; earns her money through hacking

Home: lair in Baltimore prison; secret rundown apartment in Poppleton (west)

Description: stocky with a round face, body is covered with reddish pustules, has permanently extended fangs

Character: cautious; alert; hides her strength behind a mask of weakness and insecurity; smart

Derangement: none

Goals: - escape the control of Dawid [1] and Leszek [2] (major), earn some money (minor)

Connections: - child of Dawid [1]

- least respected member of the clan (woman and no fighter)

- ghoul: prison guard Ramirez Pasento (Dawid ordered her to)

Background: She originally came from Baltimore, but then studied in the state university of Binghamton and returned to Baltimore in 2008. During her studies she used her hacking skills to fund her education. She was sired by Dawid during a job interview. She soon noticed that she was embraced because of her computer skills and not because of her personality. The anti-women attitude of Dawid bothered her in the beginning but she adapted to it. She now funds the clan and provides Dawid with information.

Andre Darwin, male, caucasian, 31 (37) [4]

Nosferatu, Ordo Dracul

Profession: former security guard

Home: lair in Baltimore prison and the subway tunnels (prefers the tunnels)

Description: athletic man with a long face, pointy ears and an enormously wide mouth

Character: loves his powers and abuses them; likes to abuse and torture women

Derangement: Inferiority Complex (mild)

Goals: stay on Dawid's good side (major), live out his sadism (major)

Connections: - child of Dawid [1]; trained by Dawid [1]; loyal to Dawid [1] out of fear

- despises Sue [3]

- ghoul: prison guard Paolo Turner (Dawid ordered him to)

Background: Born and lived in Baltimore. He worked at different security companies but was not able to hold a job for long, because he bullied guests and groped women. After getting fired again he got drunk at a bar and woke up as a vampire. Dawid controls him through fear but showed him his powers. Andre eagerly fought in the war and since then uses his powers to drag women into his hideout in the subway tunnels to torture them.

Ivan Sanders, male, caucasian, 29 (36) [5]

Nosferatu, Ordo Dracul

Profession: small time criminal

Home: lair in Baltimore prison and the subway tunnels

Description: big and broad-shouldered man with a bug hunch and a flat, nearly noseless face

Character: good guy (rationalizes his deeds with the thought of somehow improving the world); tries to survive while still helping people in need; hides his intentions

Derangement: none

Goals: help his parents (major), help people in need (minor)

Campaign Baltimore (by Bernd Steinlein)

- Connections: - child of Dawid [1]; trained by Dawid [1]
- friend of Andre [4]; has a moderating influence on him; tries to help him
- ghoul: prison guard Timothy Keller (Dawid ordered him to)
- Background: Born and lived in Baltimore. He tried to rob the wrong guys and was embraced for it in order to be used as an expendable footsoldier. He did what he had to do to survive and managed to not get killed during the war. Andre is the only one who accepts him and who he considers to be his friend but it pains him to see Andre kill people. He has tried to calm him ever since.

Samuel "Sam" Enders, male, caucasian, 42 (76) [6]

Nosferatu, Ordo Dracul

- Profession: none
- Home: tunnels below Federal Hill Park (South Baltimore)
- Description: a tall and strong man with a lean, severely wrinkled and leathery face, he tends to move his head a lot (from the time he could not hear), he stresses words wierdly
- Character: he plays the role of a helpful and pragmatic guy but underneath he constantly looking for a chance to kill and torture someone
- Derangement: Schizophrenia (severe) → looks for the only friend he ever had (Mohammad)
- Goals: find a new Mohammad (he even rearranged the appearance of his victims) (major), play his sadistic and deadly games (major), be save (minor)
- Connections: - none
- Background: Born 1942 in as the firstborn son of a Mormon leader near Wellington (Utah), he was regularly and severely beaten for his shortcomings during his childhood. Although his punishment was cruel he was sadistic and fascinated by the act of killing and his father tried to steer him away from his compulsions with a firm hand. He never adhered to rules and was once beaten so severely that he lost his hearing. Soon after he killed his father and has improved his finesse and tactics when it comes to stalking and murdering people ever since. He fully accepts his vampiric nature, which gave him back his hearing and enhanced his already remarkable skills as a killer even further.

Ventruue:

Most influential clan in the city. Divided into two factions (Gabriel and Sabrina vs Peter and Roy), that are constantly competing with each other. Largely in control of politics and the low-wage service companies.

Gabriel Gerlach (prince), male, caucasian, 21 (200) [7]

Ventruue, Invictus

- Profession: businessman; owns several service companies
- Home: lives in Guilford (north) in a highly secure house with security personnel (lair in the basement)
- Description: athletic build with a sharply cut, winning face, cold eyes, deep voice
- Character: prefers the direct approach; believes in the use of force if necessary; stubborn; firm Christian believer
- Derangement: none
- Goals: secure his position (major), control Peter [9] (major), get rid of Leszek (minor)
- Connections: - sire of Sabrina [8]; fond of Sabrina [8]
- competes with Peter [9] but will not attack him because he fears to weaken the clan
- controls a large part of the city's low-wage service sector
- ghoul: Michelle Rost (female, latino, 38): secretary; formidable organizational skills; knows his financial secrets; loyal

Campaign Baltimore (by Bernd Steinlein)

Background: Born 1798 in Germany as an orphan he grew up in the poorest of conditions and had to fight for his survival from his early childhood on. He emigrated to America as a young man and found a job as a servant of a county judge. He was embraced by Victor Pernick to assist him as a stuart and servant. He later moved into organized crime and only recently concentrated on becoming a respectable businessman.

Sabrina Watson, female, latino, 36 (60) [8]

Venture, Invictus

Profession: businesswoman; own a building contractor company

Home: lives in Blythewood (north) in a small but modern house with build-in traps

Description: curvy and attractive businesswomen, wears female suits, has long curly black hair

Character: analytical, goal oriented; tough; likes to get to the point; can be subtle

Derangement: none

Goals: become Primogen of the clan (major), become irreplaceable (major), improve her position in the Invictus (minor)

Connections: - problem solver of Clan Venture
- child of Gabriel [7], loyal to him
- ghoul: Alexander Durkov (male, caucasian, 51): ex-Marine (highly decorated), nearly never leaves her side; has cancer (halted by her blood), very loyal

Background: Born 1958 in Phoenix (California) as the daughter of a poor immigrant family. Even as a child she showed a scary amount of dedication to improve her future. She managed to get a sponsorship for her studies and became head of department for a successful small software company in no time. After being assaulted she picked up firearms training with her usual amount of zeal. She was embraced 1995 by Gabriel [7] who was impressed by her dedication and personal skills.

Peter Johnson, male, caucasian, 23 (120) [9]

Venture, Carthian Movement

Profession: businessman; owns a consultant company (fake company with no employees) and various charity organizations

Home: lives in Kernewood (north) in a small mansion with security personnel (lair in a panic room)

Description: short man with thin, shoulder-length blonde hair, big nose, scar over his right eye

Character: precise movements and speech, likes to talk, hides behind a smiling mask

Derangement: Narcissism (mild)

Goals: become Prince of Baltimore (major), get back at Gabriel [6] (minor), find a worthy child (minor)

Connections: - competes with Gabriel [7], but is afraid of the Nosferatu's reaction
- in control of a large part of the financial and political sector of the city
- uses Majesty on important people (e.g. Mayor)
- initiated plot 2, he made the deal with Uri Friedmann [22]
- has no ghouls but uses very loyal bodyguards (Dominate & Majesty)

Background: Born 1893 in Pittsburgh (Pennsylvania) as the fifth child of poor farmers he ran away in his adolescence and became a talented charlatan selling fake potions. He served as a ghoul for a vampiric shop owner for two years when he finally was embraced for his services. He soon went into politics and has tried to expand his influence ever since. In 1957 he moved to Baltimore from Chicago after falling from grace with the Prince of Chicago. He joined the Carthian Movement to be able to undermine Gabriel's influence within the Invictus and to gain the support of the two Daevas. The appointment of Gabriel [7] as Prince was a big setback for his ambitions.

Campaign Baltimore (by Bernd Steinlein)

Roy L. Ward, male, caucasian, 30 (70) [10]

Ventrue, Carthian Movement

Profession: businessman; owns a tax consultant company with three employees

Home: lives in Tuscany-Canterbury (north) in a small reinforced house with four attack dogs

Description: slender man of average build with an attractive face, ice-blue eyes, short blond hair

Character: tries to look incompetent and arrogant; parties a lot; keeps informed; concerned with his survival and having some fun

Derangement: none

Goals: enjoy his existence (major), establish a power base in order to do that (minor), satisfy his curiosity (minor)

Connections: - supports Johnson [9] because Gabriel [7] would “straighten him out”
- some influence in the banking sector
- serves as a henchman for Johnson [9]
- knows Johnson’s [9] plot and is aware of Liz’s [19] relationship
- not respected among the Ventrue because of his carefree demeanor
- uses animals as spies if interested enough or ordered to do so
- uses Isabel [14] and her cult to support and protect him

Background: Born 1949 in London (Canada), he was raised by his single mother who worked at a shop. After his college education he had several jobs and became the personal assistant of a famous singer (Sly Stone) in the USA. He led an excessive life in his employer’s shadow and continues to do so after being turned. His sire, Thomas Marco, resides in Denver but he has not seen him in years.

Daeva:

The only two local Daeva in Baltimore have taken control over a major part of the local drug trade. They run their enterprise from the rundown parts of town (west).

Jake Surly (justiciar, primogen), male, afro-american, 21 (75) [11]

Daeva, Carthian Movement

Profession: crime lord; controls a good portion of the drug trade in Baltimore (especially meth)

Home: lives in McElderry Park (east), changes houses a lot, gangers as bodyguards

Description: broad-shouldered big man with long dreadlocks and a rather crude face, rarely smiles

Character: loves violence and fighting; callous; believes in fear being stronger than love

Derangement: Depression (mild)

Goals: control crime in the whole city (major), become Prince of Baltimore (minor)

Connections: - brother of Mike Surly [12], Jake is Mike’s sire
- sire of Solo [13]
- produces meth in two secret laboratories in the eastern part of town
- deal with Gabriel [7]: he is allowed to control drugs in the east → Gabriel gets a cut

Background: Born 1942 in Baltimore. His dad was killed in a race riot. He supported Malcolm X and later the Civil Rights Movement. His brother was given to foster care, while he joined a street gang and quickly moved up the ranks. When his mother died on an overdose he has already become a callous and brutal young man. His sire liked these qualities and turned him planning to break and use him later but Jake killed him instead. He then went to Dover to fetch his brother.

Mike Surly, male, afro-american, 25 (70) [12]

Daeva, Carthian Movement

Profession: crime lord and pimp; distributes drugs; leads a prostitution organization

Home: lives in McElderry Park (east), reinforced house, a few gangers as bodyguards

Description: big and athletic man with very short hair, a large smile and usually flashy clothes

Campaign Baltimore (by Bernd Steinlein)

Character: loves a luxurious life; likes to be admired; clever; tries to see the bigger picture
Derangement: none
Goals: keep his brother Jake [11] out of major trouble (major); expand his business (minor)
Connections: - brother of Jake Surly [11], Jake is Mike's sire
- uses "Summoning" to control people or get rid of them
- ghoul: Anita Barley (female, afro-american, 28): ex-hooker, serves as a pimp for his prostitutes, runs a brothel, loyal
Background: Born 1948 in Baltimore but raised in foster care in Dover after his dad died in a race riot. His foster parents were hard working people trying to pay of their newly build home. This led to Mike being unsupervised a lot of time and turned him into a wild teenager. Mike went to a good public school but partied excessively from his early youth on. He had several jobs with varying success but was never able to stay in a job for a longer period of time. Luckily he never got involved into any serious crime until his brother came and brought him back to Baltimore.

Solomon "Solo" Fields, male, afro-american, 19 (19) [13]

sired in 2018

Daeva, Carthian Movement

Profession: drug dealer

Home: lives in Harlem Park (west)

Description: young energetic man with a broad gait, he usually wears wide street clothes

Character: aggressive demeanor, uses slang all the time, wants to prove himself, very loyal

Derangement: none

Goals: become the only drug dealer in West Baltimore (major), become a partner of Jake [11] and Mike [12] (major), show of strength (minor)

Connections: - sired by Jake [11]

- ghoul: Jess Timoth (male, afro-american, 20): street thug, best friend of Solo, ill suited to run a business, violent, loyal

- Jake and Mike are his superiors, he takes orders and gets the drugs from them

Background: Born 1999 in East Baltimore and raised by his grandmother he had no firm hand to guide him and as a result he quickly abandoned school to become a member of one of the many local gangs. His quick reflexes, aggressiveness and callous behavior helped him to rise through the ranks and he knows all about dealing drugs on a street level. But his loyalty got him the attention of Jake Surly [11] who asked Gabriel [7] for the permission to sire him, which was granted. Jake uses him in a half-hearted endeavor to establish a presence in West Baltimore.

Mekhet:

Two Mekhet died during the conflict with the Mages.

Isabel Saling (primogen), female, caucasian, 32 (105) [14]

arrives in 2018

Mekhet, Circle of the Crone

Profession: cult leader

Home: larger house in Barre Circle (south-west), cult headquarters, has been changed to suit her needs, high security

Description: well dressed and attractive lady in old fashioned clothes, unkempt curly hair, full breasts and lips, often without shoes

Character: ladylike on the surface, seductive, playful attitude, seems a bit unstable

Derangement: Narcissism (mild)

Goals: live out her desires (major), care for her son (major), find supernatural creatures (minor)

Connections: - very protective of her son and child [15], pseudo-sexual relationship

Campaign Baltimore (by Bernd Steinlein)

- deal with Dawid [1]: She finds his enemies and she gains his protection

- Roy [10] will partake in the cults rituals and gain her trust

Background: Born 1911 on a ship from France to the USA Isabel was the second daughter of a poor immigrant family. Her father became the successful owner of a small shipyard near Baton Rouge (Louisiana) and she was raised to become a proper lady. She was drawn to the luxurious life of the local land owners and married one of them at a young age. Her marriage was not very passionate but resulted in the birth of her son Pierre who she was very protective of. In 1943 she was sired in a passion during an affair with a local landlord. Her sire abandoned her soon after because of her fairytale like dreams and plans. Not being able to live without her son she soon after sired him to continue to be his loving mother which she is to this very day. She adopted the teachings of the Circle of the Crone but follows them only because of the more deprived rituals not because of true faith. She has gathered a small cult around her who participates in said rituals.

Pierre Saling, male, caucasian, 9 (85) [15]

arrives in 2018

Mekhet, Circle of the Crone

Profession: none

Home: larger house in Barre Circle (south-west)

Description: pale and sickly child wearing a clean but old-fashioned suit, piercing blue eyes

Character: very shy, does not talk much, very careful and guarded but curious

Derangement: Inferiority complex (mild)

Goals: be safe with his mother (major), serve the old gods (major), become more independent (minor, he is not able to)

Connections: - dependent on Isabel [14] who sired him
- likes to follow people
- distrusts Roy [10]

Background: Born 1934 as the son of Isabel [14] and a landlord in Baton Rouge (Louisiana) he only knows the protective presence of his mother. Even after his death he is still very dependant on his mother. Their relationship has moved from overprotective to downright bizarre as she still breastfeeds him resulting in a deep blood bond between the two. He is a firm believer of the teachings of the Circle and gained some knowledge of its true rituals. He participates in the rituals of his mother's cult.

Gangrel:

Andre Schneider, male, caucasian, 19 (1100) [16]

Gangrel, Circle of the Crone

Profession: none

Home: entombed in Baltimore prison

Description: his arms seem to be a bit too long, has a lot of body and facial hair, constant snarl on his face, his facial bones are unnaturally prominent, piercing eyes

Character: he thinks in many ways like a predatory animal, does not tolerate when the weak do not know their place, claims a territory and rules there, cold-blooded killer

Derangement: none

Goals: be together with Leszek (major), kill all threats to their survival (major)

Connections: - in love with Leszek [2]
- in torpor for 150 years

Background: Born 923 in Poland as the third son of a carpenter he grew up in a small village learning his father's trade. When he became of age he married his childhood love who soon after died of fever. When he retreated into the woods to deal with his grief,

Campaign Baltimore (by Bernd Steinlein)

the young man was embraced by an unknown Vampire, who seemed to be touched by his devotion to his lost love. When he met Leszek [2] they had a territorial dispute over which he came to admire his opponent. In the following years he fell for Leszek and has not left him ever since. He is drawn more and more to the deep slumber of torpor and because of his low Humanity needs longer and longer to rise again.

Campaign Baltimore (by Bernd Steinlein)

Mage Community:

Activity is centred around the John Hopkins University and Hospital (psychiatry). Jonathan and Sara are the leaders of the community and act as teachers and guardians. All the Mages know each other.

Prof. Johnathan Shark, male, caucasian, 53 [17]

Mastigos, Mysterium (Legacy: Sphinx 1)

Profession: professor for psychology; teaches at university; works at Johns Hopkins Hospital

Home: lives at the hospital (apartment is warded); one of the cells in the psychiatry is his
Hallow (he makes sure that the cell remains empty)

Description: slender but healthy looking man with thin grey hair and a sharply cut, stern face

Character: dedicated and seemingly humourless; very analytical approach to problems

Derangement: none

Goals: protect the local Mages (major), find out about Leszek (major), make Sara [18] ready
for leadership (minor)

Connections: - leader of the Mages; tries to keep them united
- trusts Sara [18] with his life
- constantly spies on the vampire community and knows all of their members except
Leszek [2] and Andrei [16]
- magical oath with Alia [24]: Both swore to defend each other on their powers. The
oath was created by Tamara [34]. He searches for a way out of this oath because he
is convinced that Alia [24] is going crazy and will lose control of her army of ghosts
one day. (Pledge: greater alliance - greater curse, a decade)

Background: Born 1965 in Baltimore he is the oldest and arguably most powerful local Mage in
the city. He was a troubled youth but became fascinated with the trappings of the
human mind after his mother was diagnosed with a severe form of Alzheimer's
disease. He straightened out and went to the University of Kentucky to major in
psychology. During that time he awakened and only got more fascinated by the
human mind. After his studies he returned to Baltimore to perform his research but
has stepped up to unify the Mages and to protect them from outer threats.

Sara Talbur, female, caucasian, 34 [18]

Thyrus, Adamantine Arrow

Profession: physiotherapist with her own doctor's office (she sometimes does house calls)

Home: lives in Federal Hill-Montgomery (south) in an apartment next door to her office
(first floor in a small apartment building); reinforced door, may have wards up

Description: athletic and sporty woman who looks younger than she is, blond ponytail, pleasant
face with a winning smile, often wears comfortable clothes

Character: energetic; open-minded; life-affirming; enjoys a good fight (does not start one)

Derangement: Fixation (mild)

Goals: help Jonathan (major), protect Mages (major), kill Sabrina [8] (minor)

Connections: - second in command to Jonathan [17], but he considers her to be his equal
- has an immaterial familiar (fox spirit named Furole)
- offers physical training to fellow Mages
- teaches Liz [19] true magic

Background: Born 1984 in San Simeon (California) as the only child of a real-estate manager and
his wife. She had a happy childhood in San Simeon, she especially enjoyed the
beach. Her powers developed when she was 17 years old and soon after she found
her mentor and later lover Patrick McColm, who she travelled with for some years.
They broke up some years later and in 2014 Patrick asked her to move to Baltimore

Campaign Baltimore (by Bernd Steinlein)

as a favour in order to help an old friend of his, Jonathan Shark [17]. She agree and help Jonathan unity the Mages of Baltimore. She was secretly in love with the police officer Daniel Ashton who was ordered to be killed by Sabrina [8] in 2016, because he had noticed irregularities at his precinct. She has started to teach Liz Aufran [19] in 2017.

Liz Aufran, female, caucasian, 17 [19]

Thyrus, Free Council

Profession: High Schooler at “Digital Harbor High” and waitress at “Miss Shirley’s” (harbor)

Home: lives with her parents in Ridgely’s Delight (south-west)

Description: goth-style girl with a nice laugh, long legs and a longish face, tends to panic easily

Character: warm-hearted and friendly; can be quite naive and too trusting

Derangement: none

Goals: be together with Ryan (major), learn more true magic (major), take revenge on her uncle (minor)

Connections: - Sara [18] is her mentor and her friend, she trusts her completely
- likes Clive [20], she is able to see through his hard shell at the kind man below
- her boyfriend is Ryan Colby [a Wolfkin], who she secretly meets (he is aware of the dangers and insists on meeting in secret). Roy [9] knows of this relationship

Background: Born 2001 in Baltimore she has been quite a normal teenage girl (with the exception of her clothes) until half a year ago. Coming from a middle-class background she struggled with her parents’ values as can be expected at her age, but she loves them nonetheless. Half a year ago one of her uncles tried to rape her, which is when she awakened and got him possessed by a spirit. She never told anyone and her uncle is doing the same. Sara [18] noticed her magical talent and help her along magically and privately.

Clive Beaurant, male, caucasian, 45 [20]

Acanthus, Silver Ladder

Profession: unemployed bouncer, earns his living with the use of Fate magic

Home: lives in Johnston Square in a small rundown apartment; he has a big dog (Fenris), which he cares for very well

Description: a huge man with broad-shoulders and a pot belly, shabby beard and clothes, deep brown eyes and a deep voice, greying but thick hair

Character: angry and bitter; has a sensitive and caring heart if you can reach it; sarcastic

Derangement: Vocalization (mild)

Goals: protect Liz [19] (major), his loss has deprived him of his goals and dreams (after the return of Sylvia [28]: wants to be with her again (major))

Connections: - does not have a lot of contact with the other Mages; but likes Liz [19] a lot
- alcoholic, likes to create art from scrap metal
- has loves Sylvia [28], her disappearance has crushed him
- has a magical pact with Tamara [34]: Pledge: medial endeavour [inspiration and dreams] for medial endeavour [one magical favour every 6 months]

Background: Born 1973 in Jacksonville (Florida) into a hard working middle-class family he nearly became a criminal but managed to get out and use his experience as a social street worker, helping teenagers with difficult backgrounds. After his awakening he became drawn to power more and more through the heavy influence of his mentor and later lover Emily. Sylvia [28] showed him that there is more than just power in this world again, and he happily embraced the change. Unfortunately Emily found out, got rid of Sylvia (plot 5) and left Clive. Clive was heartbroken and fell into

Campaign Baltimore (by Bernd Steinlein)

depression, with only his dog and his art keeping him from suicide until Liz [19] came along and was able to draw him out of his self-imposed exile.

Martin Rigby, male, caucasian, 27 [21]

arrives in 2018

Mastigos, The Mysterium

Profession: student (psychology at Johns Hopkins), part-time job at the administration at Johns Hopkins Hospital (emergency)

Home: apartment in Douglas Homes (east, near Johns Hopkins Hospital)

Description: pale and slender but good looking young man, does not talk much, bland clothes

Character: prone to overthinking matters, tends to be brooding, curious, sometimes ignores danger, prefers to listen, likes to go out

Derangement: none

Goals: wants to experience all aspects of life (major), learn more magic (major), wants to have a meaningful relationship (minor)

Connections: - studies under Jonathan [17] and Sara [18]

- often visits Club Orpheus [34, 35]

- keeps tabs on Alia [24] and reports his findings to Jonathan [17]

Background: Born in 1991 in (UK) into a typical worker class family. He grew up in a cheap suburb and had to endure physical abuse through the hands of his father (an alcoholic), who he hates to this day. He also got bullied at school which he had to endure too despite his efforts to fight back. After his awakening he used his powers to get back at his tormentors but did not do any lasting harm. His old mentor left him in a hurry (he does not know why) but suggested that he should go to Baltimore and talk to Jonathan [17]. He sometimes calls his mother to make sure that she does not suffer in his stead and is well.

Uri Friedmann, male, caucasian, 47 (94) [22]

arrives in 2019

Moros, Guardians of the Veil (Legacy: Doomsday Clock 2)

Profession: former rabbi, psychiatrist, runs the new asylum on Fort Carroll

Home: asylum on Fort Carroll (high security, warded, very strong Hallow)

Description: short man with a black full beard and a sun tan, wears casual suits and a kippah, piercing eyes, soft voice

Character: hides behind excellent manners, callous, keeps his statements vague, rationalizes his deeds with the greater good, no patience with stupidity

Derangement: Phobia: children (mild)

Goals: secure the Hallow on Fort Carroll (major), drive people of or kill them to experiment safely (major), get rid of Jonathan [17] (minor), annihilate the world (minor)

Connections: - mentor of Rico [23], holds his soul (Thrall), he waits patiently for the right moment to introduce Rico to the Legacy of the Doomsday Clock

- deal with Peter [9] → plot no. 2

Background: Born 1924 in Chicago (Illinois). His father was a Rabbi in one of the smaller Jewish communities. He was mercilessly bullied in school but pulled through successfully. He studied psychiatry and worked with mentally ill young offenders, until he was nearly shoot to death by an eight year old who somehow had managed to get hold of a gun. He awakened that moment and left his old life to become a Rabbi like his father. His devotion to his studies of death has lead him down a dark path and he knows nearly no bounds when his experiments are involved. He uses Death Magic to prolong his life and to find a way to destroy the world entirely.

Campaign Baltimore (by Bernd Steinlein)

Rico Windeco, male, latino, 36 [23]

arrives in 2019

Obrimos, Adamantine Arrow / Left Hand

Profession: former private investigator

Home: asylum on Fort Carroll (high security, warded)

Description: athletic man of average height, energetic, wears casual white suits, fake smile

Character: quick to anger but able to control himself, likes to use his powers, restrains himself around Uri [22], tries to establish dominance over others

Derangement: none

Goals: establish his own powerbase (major), stay on Uri's good side (major)

Connections: - serves Uri [22] willingly

- none at the beginning, but he will approach others trying to use them

Background: Born 1982 in Chicago as the second child of Maria and Pedro Windeco he tried to fight his way out of poverty from his childhood on. He sought his advantage regardless of who had to pay the price, which sometimes included his own siblings. After the death of his father in a car accident the family's situation became really desperate and he was forced to work hard just to get by. He finally got a chance for a steady job at a shady private investigator company and ruthlessly bullied his way to the top. He awakened during that time and was approached by Uri [22] with the offer of an apprenticeship. In exchange for magical knowledge and protection he was willing to offer his servitude (Thrall) until he reaches mastery in one sphere.

Campaign Baltimore (by Bernd Steinlein)

Sin-Eater Community:

Major influence in John Hopkins Hospital (especially pathology). They have their hand full all the time since Baltimore produces a lot of ghosts.

Dr. Alia J. Forrest, female, caucasian, 43 [24]

The Torn (violence), Necromancer

Profession: lead-examiner of the pathology of John Hopkins Hospital

Home: lives in the pathology (almost never leaves it because she is very afraid to be killed)

Description: small, well-rounded lady with blond hair and a pretty face with a pointy chin, glasses

Character: tends to be brisk, seems nervous (smiles nervously) and stressed out, likes conversations, friendly but keeps her distance

Derangement: Paranoia (severe)

Goals: be safe! (major), enjoy life (minor), find a husband and have a family (minor)

Connections: - because of her isolation she craves social contact but is also afraid that someone might kill her
- binds every ghost she can find to the pathology to feel safe and slowly starts to lose control over them (currently over 80 ghosts)
- other Sin-Eaters avoid her, consider her to be crazy and dangerous
- Pledge to Jonathan [17]

Background: Born 1975 in Baltimore as the daughter of a successful businessman and a part-time secretary she has been spoiled throughout her entire normal life. Intelligent and attractive life was easy for her, so she tried to get the most of it and had a reputation as a true party girl. Seeing these frightening shades shadows in the mirrors occasionally also made her experiment with some softer drugs for a while. She studied medicine at John Hopkins and nearly died when a junkie stabbed her multiple times while she was trying to help him at the emergency room. Her Geist increased her interest in all aspects of death and she applied for a position at the pathology. The violent events in 2016 and another near death experience by the hand of a Nosferatu assassin (Patrick Mariner) have increased her fear of dying again tremendously. Since then she moved into the pathology (not helping her sanity at all) and build up her ghost army to feel safe again.

Geist of Fury of the Shadowpack: A pale and androgyonous humanoid with nearly invisible facial features. Its body is torn into tiny pieces and crudely stitched together.

Hank Nebrowski, male, mixed origin, 35 [25]

The Stricken (pestilence), Mourner

Profession: detective (downtown) and loss counsellor

Home: lives in Midtown Belvedere (mid-north) in an apartment with a reinforced door and a good alarm system

Description: broad-shoulder stocky man wearing cheap suits, three-day beard

Character: stressed and overworked, patient and caring; calming presence, polite

Derangement: none

Goals: handle Alia's [24] ghost army threat (major), put ghosts to rest (major), get help with his major goals (minor)

Connections: - tries to deal with the high number of angry ghosts in Baltimore (too many) and to reduce the number of ghosts Alia [24] has access to
- tries to find a way to stop Alia [24] before the situation escalates
- works with Alice [26] from time to time

Background: Born 1983 in Woodbridge (Virginia) as the second child of a shop owner for firearms (his mother died in his childhood) he could always hear his mother whisper to him

Campaign Baltimore (by Bernd Steinlein)

when they visited her on the cemetery. No one believed him of course and he did not mention it any more later on. He always wanted to become a cop and was offered the opportunity in Baltimore. Being shot is one of the risks of a cop but he survived the three gunshot wounds only to nearly succumb to a MRSA bacteria. His Geist pushes him to help the grieving families after a tragedy but also, if necessary violently, prevent those tragedies in the first place. He stayed at the police force and took up the training as a loss counsellor. He is well respected by his colleagues. He married once but his duties did not allow him to be there for his wife so they got divorced.

Geist of the Lonely Dream: A pale and gaunt gentleman in a suit from the late 18th century. His body is streaked by pulsing red veins.

Alice McCormick, female, caucasian, 16 [26]

The Stricken (pestilence), Reaper

Profession: homeless drifter

Home: lives on the streets or in changing run-down buildings

Description: slender teenager, short black hair, deep brown eyes, small scars (left cheekbone and lower lip), innocent looking face, soft voice, wears shabby and ragged men's clothing

Character: patient, dedicated, can be callous, silent sometimes skulking

Derangement: none

Goals: help people who got fucked by life (major), kill true arseholes (major), find some peace (minor)

Connections: - likes Terence [35], both feel connected through their violent lives
- starts to respect Hank [25] for his caring attitude

Background: Alice grew up in Belcamp (Maryland) as the only child of an engineer and a part-time teacher. She was a remarkably quiet child, who never had many friends. From her childhood on she had an invisible friend with whom she talked and played for hours. When her invisible friend started to move objects and make noises her parents could faintly hear too she was dragged to various doctors and was severely medicated for a large part of her life. At 15 she ran away from home. Last winter she got ill and died in a dirty back street in Baltimore of fever, hunger and the cold. Her Geist increases her hatred of any kind of abuse and urges her to react with violence. Since then she killed two low-life criminals and an abusive husband.

Geist of Vengeance of the Downtrodden: A ghostly figure in a torn white dress, with a skull-like face with her mouth wide open.

Dr. William "Bob" Goodman, male, caucasian, 31 [27]

arrives in 2018

The Stricken (pestilence), Advocat

Profession: doctor in a free clinic (west)

Home: lives in an Asian residential area (south-east)

Description: good-looking face with three-day beard, shoulder length brown hair, deep voice

Character: open-minded and outgoing, sometimes ignores boundaries of other people, he is sometimes a bit too carefree and trusting

Derangement: none

Goals: help ghosts to find peace (major), enjoy life (minor), punish / kill bad people (minor)

Connections: - friends with Indira [37]
- occasionally drinks something with Alice [26]

Background: Born 1987 in Baltimore. His father was a talented jazz musician who unfortunately never achieved great success. From his childhood on he could sometimes hear strange sounds and voices coming from nowhere (he faintly heard ghosts in the Twilight), but he has always kept this to himself. Studied medicine in Stanford

Campaign Baltimore (by Bernd Steinlein)

(California) but returned to Baltimore recently after finishing his degree. He became addicted to alcohol and painkillers during his job at a hospital where he had to work overtime a lot despite having to write his thesis. He is a passionate jazz musician like his father and loves to play the trumpet, which is one of the reasons his Geist selected him. He still visits his parents from time to time.

Geist of the Fading High: A sickly hobo with dirty rags and filthy full-beard. His arms are pierced by dozens of syringes.

Sylvia Shawn, female, mixed origins, 41 [28]

arrives in 2018

The Prey (nature), Celebrant

Profession: former veterinary

Home: tunnels below Clifton Park Valve House

Description: athletic woman with a light brown skin colour and long, curly dark brown hair (unruly mane), she often wears tight leather clothing and silver jewellery

Character: distracted (by the voices), prone to mood swings, likes to enjoy life and live carefree

Derangement: has lost a lot of her grip on reality because of her entombment

Goals: get mentally stable (major), get together with Clive [20] (minor)

Connections: - had an affair with Clive [20] that got her imprisoned; hates his mentor Emily
- seeks help, so getting in contact with Jonathan [17] is likely
- will reach out to Tamara [34] to strike a deal (lessen her pain)

Background: Born 1977 in Lafayette (Indiana) as the only child of a wiccan housewife and her often changing partners, she was considered to be an especially powerful medium by her mother since she sometimes could gain knowledge by holding possessions of dead people. As soon as she was old enough she moved out and left this “utter crap” behind her. She was good at animal care and started to learn to become a veterinary when disaster struck. While doing an internship at a zoo she misjudged the mood of a tiger while trying to administer a shot and was severely injured. Miraculously she recovered from the attack and since then focussed on enjoying life, no matter what. She never got seriously involved romantically with anyone until she met Clive [20] a young Mage in 2002. She fell for him and started an affair which was ended in 2003 by his mentor and lover Emily (plot 5).

Geist of the Lonely and Lost Wanderer: An old trapper with a weatherbeaten face who has torn skin and muscle tissue all over his body. He wears a thick fur coat which is made from living animals.

Campaign Baltimore (by Bernd Steinlein)

Werewolf Community:

The last remaining pack was forced to move into the outskirts of Baltimore. Their old haven, the “Howl at the Moon”, is now run by the remaining Wolfkin of the two old packs. The remaining pack is not able to patrol the spirit realm because they lost their cairn and shaman (Donna).

Jack Pearson: Dead. Former Alpha of the pack.

Donna Pearson: Dead. Wife of the former alpha.

Totem of the pack: Spirit of Community and Protection // Power 4, Finesse 2, Resistance 4

(Roaring Bear) Ban: Always protect children // Influence (courage) 2

Numina: Material Vision

Totem Bonus: a pool of two points of Strength for one scene

Arthur P. Alvarado (alpha), male, mixed origin, 27 [29]

Bone Shadow, Crescent Moon

Profession: quit his job as a salesman to concentrate on his role as leader of the pack

Home: lives in South Clifton Park (north-west) in a large but rundown house with the other werewolves

Description: large but slender man with a winning smile, dresses well but sometimes a bit extravagant, acts very self-confident, uses deliberate gestures

Character: a cautious man, who puts the pack's survival above everything else and is willing to sacrifice others for its safety, calculating, slick demeanor

Derangement: none

Goals: ensure pack's survival (major), consolidate pack while playing it very safe (major), recruit a shaman (minor), use other factions to fight the vampires (minor)

Connections: - tries to gather as much information as possible on the different factions in the city to be ready if a conflict erupts
- knows of Liz's [19] romance with Ryan

Background: He was found as a newborn in 1991 in Burlington (Vermont) on the steps of a church. His foster parents were a nurse and a minor CEO working for a snowboard company. Since his foster parents could not have children of their own, they spoiled him quite a lot but he became an angry youth trying to cope with being left by his real parents. He was talented in a lot of different fields but lacked the discipline to really commit to thoroughly becoming an expert in any skill. He half-heartedly became a salesman but fully embraced his true nature after his first change. He travelled down the east coast in search of a pack and territory when he was recruited by Jack Pearson as the pack's scout. He has taken over the role of Alpha after 2016.

Elodia Ladson, female, latino, 24 [30]

Iron Masters, New Moon

Profession: works as a part-time secretary

Home: lives in South Clifton Park (north-west) in a large but rundown house with the other werewolves

Description: short woman with a big mouth, dyed dark blond hair and sparkling eyes, very smooth voice (singer for a soul band)

Character: caring sometime motherly attitude, modest but emotional, protective of her friends

Derangement: none

Goals: get together with Arthur [29] (major), keep Michael [31] alive (major), alliance with the Mages (minor), recruit new members (minor)

Connections: - trusts Arthur [29] completely
- has a calming influence on Michael [25]
- knows of Liz's [19] romance with Ryan and encourages it

Campaign Baltimore (by Bernd Steinlein)

Background: Born 1994 in Phoenix (Arizona) as the only child of two social workers. She grew up in Baltimore after her parents moved there when she was five years old because her father had a job opportunity to operate a youth centre in Hollins Market. Her mother was a werewolf too and she was killed during a skirmish with a rival werewolf pack (pure) when she was eight years old. She was a shy but otherwise normal child. She only got angry when she witnessed injustice and always tried to help those in need. Even after her first change she still looks out for her father who she loves a lot. After joining Jack's pack she soon became the heart of the pack and started to learn how to deal with the Shadow Realm when Jack and Donna were killed in 2016.

Michael Lee, male, asian, 19 [31]

Blood Talon, Full Moon

Profession: car mechanic

Home: lives in South Clifton Park (north-west) in a large but rundown house with the other werewolves

Description: well muscled, athletic young man with short black hair and very innocent looking face, he has several scars on his body (mostly stab wounds)

Character: hot-headed, wants to prove himself, loyal, good guy

Derangement: none

Goals: kill all vampires (major), expand the pack (minor), become a pack leader (minor)

Connections: - was the prodigy of Jack Pearson (dead Alpha)
- he is frustrated with the cautious leadership of Arthur [29]
- respects Elodia [24] and listens to her
- constantly competes with John [32]

Background: Born in 1999 in Baltimore he grew up in the bad parts of east Baltimore. Being one of the few Asians in the neighborhood made his childhood very rough, but he learned very quickly how and when to fight back. His fierce nature got him his first job at a garage run by Latinos that sold stolen cars, where he learned very quickly and soon managed to make some friends among his colleges. When he had his first change though he shifted his attention to his pack and was trained by Jack Pearson (dead alpha), who treated him like his son. After the death of Jack and Donna he was devastated and has become very aggressive since then.

John White, male, caucasian, 25 [32]

arrives in 2018

Hunters in Darkness, Full Moon

Profession: car mechanic

Home: lives in South Clifton Park (north-west) in a large but rundown house with the other werewolves

Description: athletic young man, with several scars on his body, clean shaved, jarhead

Character: he is the silent type, calm and fearless, can be a bit too trusting, disciplined

Derangement: none

Goals: find his place in America and in the pack (major)

Connections: - knows the Wolfkin hunters from his time in Afghanistan
- constantly competes with Michael [31]

Background: Born 1993 in Baltimore (west), he had a rough childhood but gained the respect of the Afro-American gangs in his neighbourhood. He later joined the military and fought in Afghanistan, where he experienced his first change. After his return to Baltimore he was approached by the pack and joined their ranks. He works as a car mechanic since he returned. First he worked in West Baltimore but after joining the

Campaign Baltimore (by Bernd Steinlein)

pack and moving into the pack's home, he now works in the same garage as Michael and Elodia.

Freya Altmann, female, caucasian, 34 [33] **arrives in 2018**

Blood Talon, Crescent Moon

Profession: park ranger

Home: lives in South Clifton Park (north-west) in a large but rundown house with the other werewolves

Description: broad-shouldered blonde woman with dreadlocks, has a significant amount of scars, very expressive face and piercing blue eyes

Character: powerful presence, likes physical interaction, does not make many words, stubborn

Derangement: none

Goals: restore the Baltimore pack (major), end the humiliation of werewolves in Baltimore (major), get revenge for the killed werewolves (minor)

Connections: - she has connections to her powerful former pack in Indiana (Pennsylvania), the alpha of her former pack sent her to Baltimore

Background: Born 1984 as the only child of Swedish immigrants she was had all the opportunities to become a well-educated young lady. Unknown to her parents her family has wolfblood in their veins and so she has always been a wild one. Despite having such an excessive nature she caught the eye of a wealthy young man who courted her. They were about to get married when she was seduced and made emotionally dependant on a small group of Changelings, who killed her fiance. Luckily she was found by her pack to be and was bitten. She shredded the Changelings and has always been fiercely loyal to her pack. When her alpha asked her to restore the pack of Baltimore she accepted her task, but is still hurting from being separated from her pack.

Campaign Baltimore (by Bernd Steinlein)

Changeling Community:

The two local Changelings live in the club “Orpheus”. The club serves as some sort of unofficial neutral ground for the different factions since Tamara’s abilities are valuable to everyone.

Tamara Bean “Beauty”, female, mixed origin, 31 [34]

Fairest (Muse), Spring

Profession: none (supernatural deal broker)

Home: third floor of “Club Orpheus”

Description: slender and very beautiful dark-skinned Asian with perfect skin and sparkling eyes

Character: alluring, calculating, good-hearted in nature, can be moody

Derangement: thinks like a Fae at times

Goals: secure and expand her power base (major), fuck with the faery lords whenever she can get away with it (major), indulge her whims (minor)

Connections: - treats Terence [35] as a long-time servant
- she has a large number of various short and long term Oaths going
- she has some secret ties to Arcadia and is involved in some power plays there

Background: Born in 1987 in Ann Arbor (Michigan) near Detroit she was not abducted by the Fae but traded by her family in exchange for a blessed life for her parents. Because she was given to the Fae as an infant her chances of finding her way back were slim at best but Ryan Nebrowski (her first “Beast”) adored her and took her with him when he escaped through the Hedge. She followed him to Baltimore and opened the club “Orpheus” there. Subconsciously she tries to mimic a Faerie Court with the club.

Terence Smith “Beast”, male, caucasian, 29 [35]

Wizened (Soldier), Summer

Profession: club owner (Club Orpheus) and bodyguard for Tamara [34]

Home: second floor of “Club Orpheus”

Description: plain looking athletic man of average height, often relaxed posture, simple and practical clothing

Character: self-confident, tries to avoid fighting, not very talkative, pragmatic attitude

Derangement: Avoidance (mild, large-scale combat)

Goals: protect Tamara [34] (major), win her heart (major), protect the club (minor)

Connections: - he is the third “Beast” of Tamara [34] (the other two before him died)
- loves Tamara [34] but knows that she does not love him back
- he likes and feels connected to Alice [26] who is allowed to enter the club

Background: Born 1989 in Nashville (Tennessee) he was lured into Arcadia when he was seven years old. Constantly having to fight for every little scrap in Arcadia he was honed into a fighting machine from his childhood on. He made his way back in 2012 and effortlessly dispatched his doppelganger. He briefly made some money as a mercenary but he soon could not stand to fight any more. He heard of Tamara in 2016 (after her second “Beast” died during the war) and fell for her after seeing her for the first time. He has been in her service ever since.

Campaign Baltimore (by Bernd Steinlein)

Changing Breed Community:

When they arrive in 2019 the “Three Sisters” have a major influence on the eastern part of the city. Up to then there is no Changing Breed community to speak of.

Tommy Fitzgerald, male, afro-american, 35 [36]

Ursara (grizzly), Den-Warder

Profession: homeless drifter

Home: lives in the parks of Baltimore

Description: broad-shouldered and heavily muscled man, with scruffy shoulder-long hair and short full beard, longish face with piercing eyes

Character: cool headed, remorseless killer, hardened by life, not easily moved, sarcastic, silent

Derangement: none

Goals: help other Changing Breeds (major), to be left alone (major), find some happiness again (subconscious goal, minor)

Connections: - does not like Werewolves (but will not attack without provocation)
- very protective of other Changing Breeds
- keeps his distance from the “Three Sisters”

Background: Born 1983 in Denton (Maryland) as the only child of a successful businessman and his secretary he always struggled with any kind of authority. Because of that he had to change schools often, which only increased his violent streak. When puberty hit it all became too much and after attacking his father he ran away. When he finally came to Baltimore he was used to the harsh life on the streets and his first change came soon after. Tommy has been involved in countless fights and fears no one. Despite his disillusioned view on life he found a caring soul, Tatiana (a hooker), who showed him the meaning of love and happiness. When she was killed by a customer, he snapped and slaughtered the man and his friends.

Indira Gapda, female, Asian, 20 [37]

arrives in 2018

Bahgrasha (panther), Den-Warder

Profession: system administrator (small company working for the medical facilities in the city)

Home: lives in an Asian residential area (south-east)

Description: a small Indian woman with a petite figure and a soft voice, wears colourful clothes

Character: shy demeanor until provoked, tries to avoid trouble, blushes easily, likes her powers

Derangement: none

Goals: find her place in life (major), not having to marry (major), get some action (minor)

Connections: - friends with Bob [27]

Background: Born 1998 in Ahmedabad (India). She uses her job in the USA to escape the mounting pressure of her family to finally marry, but unfortunately her neighbourhood is full of single Indian men. She likes her work and uses it to slowly get the grasp of the American way of life. She wants to live her own life and enjoys her new powers and the freedom they give her. Because of her traditional upbringing she is prone to culture shock, especially the casual interaction between men and women.

Cassandra Petrov, female, caucasian, 32 [38]

arrives in 2019

Mimma Lemnua (roach), Root-Weaver

Profession: hitman / spy

Home: top floor of a half empty office building

Description: a scrawny woman with long and thin extremities that nevertheless is strangely attractive, she has short dark blond hair and often wears plain clothing

Campaign Baltimore (by Bernd Steinlein)

Character: shy demeanor that she uses to get people to lower their guard, likes to observe people, sometimes acts irrationally and unpredictable, cruel at times

Derangement: thinks differently (hivemind)

Goals: protect and support the other sisters (major), become a major factor in Baltimore (major), establish superiority over others (minor)

Connections: - trusts Leila [39] and Rosita [40] completely
- spies on supernatural creatures she is aware of
- reaches out to powerful individuals

Background: She was born in 1986 in a small town in rural Russia. Her mother was a former prostitute who loved her daughter with all her heart. Her father in contrast was a brutal man who beat up his wife and daughter. She was also mercilessly bullied in school. Her mother was beaten to death by her drunken father when she tried to protect her daughter. The sexual abuse she suffered through his uncle and some boys at school was too much. After she had her first change her tormentors all died in the following days. She then fled to America to avoid the repercussions and met Leila [39] and Rosita [40] who help her out of a rough spot. She stayed with them after that.

Leila Sabrino, female, arabic, 31 [39]

arrives in 2019

Strigoi (owl), Wind-Dancer

Profession: fortune teller

Home: top floor of a half empty office building

Description: small woman with huge and very dark eyes, long black single braid, winning and attractive smile, beautiful dark skin

Character: very curious, does not pay attention to personal space, likes to talk to people, prefers the direct approach but can be cunning if necessary, attentive, hopeless romantic

Derangement: none

Goals: protect and support the other sisters (major), learn more mystic secrets (major), find her true love (minor)

Connections: - trusts Cassandra [38] and Rosita [40] completely
- keeps close ties to the minor talent community
- will fall for a PC with the white knight syndrome

Background: Born in 1987 in Bridgeview (Illinois) near Chicago. Her mother was a competent herbalist helping her community, her father was a taxi driver. She always has been fascinated by esoteric stuff and studied rituals and ceremonies of various cultures and cults. She also had the minor magical talent to sometimes get a glimpse of a person's past. She later became a fortune teller and quite good at tricking people out of their money. One customer snapped after discovering that she had stolen his money and beat her up so badly that she nearly died. This event triggered her first change and she was able to recover. She met Rosita [40] at her circus. Later they helped out Cassandra [38] and have been together ever since.

Rosita Cabula, female, latino, 29 [40]

arrives in 2019

Bahgrasha (panther), Heart-Ripper

Profession: circus performer (athlete)

Home: top floor of a half empty office building

Description: broad-shouldered athletic woman with shoulder length curly black hair, broad face with sharp cheek bones, scar below her left jaw

Character: hot headed and quick to anger, short attention span, playful attitude, does not back down, easy to read and persuade

Campaign Baltimore (by Bernd Steinlein)

Derangement: none

Goals: enjoy life (major), loves to fight (major), protect and support the other sisters (minor)

Connections: - trusts Leila [39] and Cassandra [40] completely
- will provoke powerful warriors to fight her (for real or just for fun)

Background: Born 1989 in a dirty little town in Mexico. Her parents were trained athletes who used a circus to cross the border to the USA and hired at an American circus. Her parents were especially famous for their tightrope act in which Rosita participated from her youth onward. She has been a real tomboy for all of her life and she got into a lot of trouble in her youth. She had her first change early in her life but she nevertheless was nearly killed after getting into a fight with several drunk men from a nearby city. She swore to herself to never get hurt like that and dedicatedly trained to fight since that day.

Campaign Baltimore (by Bernd Steinlein)

Important Mortals:

Talented Mortals:

Usually magically talented mortals do not form communities but in Baltimore “Red Emma’s bookstore” has turned into a meeting place for the specially gifted mortals of Baltimore. The store’s alternative ideas that aim to help society and the environment are attractive for a lot of the esoteric folk that is drawn to supernatural topics.

Examples:

Tanja Winston (female, mixed origin, 27): easy going woman who loves Marx and works at Emma’s. She has a knack for herbs and potions that can produce several effects. Brews the best coffee at Emma’s.

Bella Smith (female, caucasian, 29): she is the librarian at Emma’s and came up with the shop’s idea. Under her glasses and mousy dress is a beautiful woman with a lot of passion and romance. She has an exceptional memory recalling texts perfectly and can predict future events.

Nancy Rodriguez (female, latino, 19): pale, beautiful petite woman who has the ability to be possessed by any ghost or spirit if she agrees. The experience has fucked her up quite a bit. She can sense ghosts and spirits. She is a handful!

Henry Simons (male, latino, 54): very polite old man, wearing clean cheap suits. He is able to read body language to a scary degree.

Susan Withermore (female, mixed, 46): a slightly overweight woman interested in occult lore of any sorts. Knows a lot of superstitious rituals. She can sometimes see future events in tea leaves and coffee dregs.

Hunters:

There are currently two active Hunters in Baltimore who work as a team. They are very careful and try to eliminate targets through indirect means.

- Theresa Simons works as a cop in Baltimore and gathers information on any strange cases coming up. Her partner was killed by a raging Werewolf on the run from two Ghouls in 2016 and she witnessed it barely surviving.
- Alex Springer is a former bomb-squad member now paralysed from the waist down. He specialises in research and bomb making.

Wolfkin:

There are two Wolfkin groups in Baltimore. They have no knowledge of each other.

- One runs the “Howl at the Moon” and supports the rest of the pack with money and information. They sometimes run errands for the pack. The five members are Ryan Colby (Liz’s boyfriend [15]), Simone LeCroix, Peter Ladson, Martin Portland and Samira Pearson.
- The other one has only recently returned to Baltimore after serving five years abroad in the Army. This group just learned that their pack has been eliminated. They are very cautious but try to find out what happened. They stay close together and will try to avenge their pack if they ever learn about the events in 2016. The four members are Thomas Fairlow, Frederick Fairlow, Melody Grimes and Rick Stukov. They know John [32] from Afghanistan.