

VAMPIRE THE MASQUERADE CHAPTERS

INTRODUCTION TO THE STICKERS KIT

This Stickers Kit is designed to enhance your **1st Edition** physical copy of *Vampire: The Masquerade — CHAPTERS*.

Carefully read these instructions to ensure proper sticker application. This process addresses major issues, significantly improving the game experience by removing key obstacles—sometimes by streamlining problematic paths.

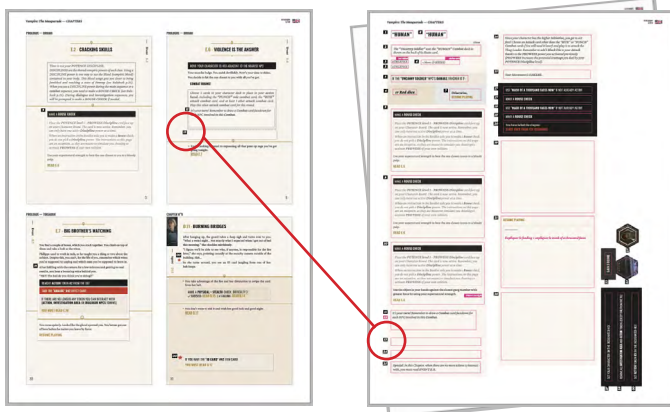
Applying stickers may take up to 10 minutes per scenario. Some scenarios require none, while others need multiple, so the total

time will vary. We recommend applying them progressively as you advance through the campaign, scenario by scenario.

IMPORTANT NOTE: Since these stickers address only major issues, we highly recommend using the CHAPTERS app whenever possible. It features extensive rewrites and additional improvements, providing the same text as the Definitive Edition. This will significantly enhance your experience with the 1st Edition of CHAPTERS.

<https://app.vampirethemasquerade-chapters.com/>

How to



1 Download the Instructions PDF

Visit <https://www.vampirethemasquerade-chapters.com/downloads/vampire-chapters-stickers-guide-en.pdf> to download the step-by-step instructions PDF.

2 Apply the Stickers

Identify the required stickers and their unique numbers in the instructions.

Open your physical materials to the corresponding page.

Find the numbered stickers on the sheets (in your language), peel them off, and apply them as shown in the PDF.

That's it!

Step-by-step example

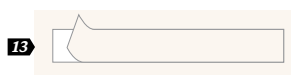
1 PDF Instruction



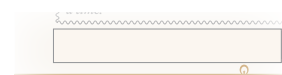
2 Game material



3 Peel



4 Apply



***Some stickers are plain and are used to cover incorrect information.**

Note

The reading order can sometimes be very important for how actions unfold. That's why, in some cases, you'll need to place a white arrow along with the new instruction. This arrow indicates where the instruction should be read.



Example:
The instruction need to be read between the second and the third paragraph.



1 The “Uncanny Soldier” uses the “HUMAN” Combat deck as shown on the back of its State card.

2 Your skills count as automatic successes when making skill checks. You currently have 3 points in ATHLETICS, and so have 3 automatic successes.

3 Like with an attack, your skills count as automatic successes. With 3 points in ATHLETICS, you have 3 automatic successes.

4 IF THE “UNCANNY SOLDIER” NPC’S DAMAGE TRACKER IS 7-

5 USE “MASK OF A THOUSAND FACES” NOW IF NOT ALREADY ACTIVE
MAKE A ROUSE CHECK

6 MAKE A ROUSE CHECK

Place the POTENCE level 1 - PROWESS Discipline card face up on your Character Board. The card is now active. Remember, you can only have one active Discipline power at a time.

When an instruction in the Booklet asks you to make a Rouse check, you do not pick a Discipline power. The instructions on this page are an exception, as they are meant to simulate you choosing to activate PROWESS of your own volition.

Use your supernatural strength to beat the one closest to you to a bloody pulp.

READ E.6

7 MAKE A ROUSE CHECK

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Use the object in your hands against the closest gang member with greater force by using your supernatural strength.

READ E.6

9 It’s your turn! Remember to draw a combat card facedown for each NPC involved in this combat.

10 Since your character the higher Initiative, you get to act first! Choose an Attack card other than the “BITE” Combat card (You will need it later) and play it. Remember to add 1 Black Dice to your Attack thanks to the PROWESS power you activated previously (PROWESS increases the potential Damage you deal by your POTENCE Discipline level).

11 USE “MASK OF A THOUSAND FACES” NOW IF NOT ALREADY ACTIVE
MAKE A ROUSE CHECK

12 You have failed the chapter.
START OVER FROM THE BEGINNING

13

14



You walk to the side of the building and place the ladder against the wall.

RESUME PLAYING

15 Your Movement is 3 HEXES.

16 ■ Time to get started.
RESUME PLAYING

There are three ways to feed on an NPC: Approach a prey NPC during the Main sequence (identified by their red drop icon on the scenario introduction page), during combat (using the BITE attack card) or through a Narrative sequence, as shown here. Note that you can only feed during a Narrative sequence if the game offers you the possibility. When feeding during the Main sequence, you must move your character to a HEX adjacent to the prey and make a PHYSICAL + BRAWL or SOCIAL + SUBTERFUGE Skill check. The Difficulty for this Skill check is always 5 - your current Hunger level. For example, if your current Hunger is at 3, then the Difficulty would be 2. When feeding during a Narrative sequence, the instruction in the booklet will tell you what Skill check to make, and what its Difficulty will be.

As a Nosferatu, you must activate your Discipline power MASK OF A THOUSAND FACES before entering any Dialogue with a human NPC. As Luciana, you know the risks of showing your true face to kine, and the breaches to the Masquerade this would engender. As such, you will not show yourself to just about anyone. Note that the booklet will not remind you to use this power—it is shown here only because this is Luciana’s Prologue, and that doing so always requires a Rouse check. The same goes if you want to be involved in a Dialogue sequence another player has started on their turn.

17 After fiddling with the camera for a few minutes and getting no real results, you hear a booming voice behind you.
“HEY! The hell do you think you’re doing?”
REMOVE ACTION TOKEN #2 FROM THE TILE
TAKE THE “ANALOG” #42 EFFECT CARD
IF THERE ARE NO LONGER ANY TOKEN YOU CAN INTERACT WITH (ACTION, INVESTIGATION AREA OR DIALOGUE NPC’S TOKENS)
YOU MUST READ E.10
You curse quietly. Looks like the ghoul spotted you. You better get out of here before he makes you leave by force.
RESUME PLAYING

18 SET YOUR CHARACTER ON THE DESIGNATED HEX
19 SET ACTION TOKEN #3 ON THE DESIGNATED HEX
20 REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE
21 REMOVE ACTION TOKEN #3 FROM THE TILE
22 REMOVE “SECURITY GUARD” #22 FROM THE TILE
23 REMOVE “SECURITY GUARD” #22 FROM THE TILE

24 0/102 SUCCESSES. READ IN.2
3-SUCCESSSES. READ IN.1
25 ■ Move: (3 HEXES)
26 WASTED OPPORTUNITY
27 YOU MUST READ E.6
28 ■ Otherwise, RESUME PLAYING



29 ■ Special: In this Chapter, when there are no more tokens to interact with. You Must Read Event E.8.
30 RESUME PLAYING
31 REMOVE ALL ACTION TOKENS FROM THE TILE (EXCEPT #4)
REMOVE ALL INVESTIGATION AREA TOKENS FROM THE TILE
RESUME PLAYING

32 You explored every avenue you could think of, to no avail. Clearly, you wasted your opportunity to meet with Alex Simard tonight.

You swallow up your shame, humiliated by your failure. Your sire will be disappointed.

You have failed the chapter.

START OVER FROM THE BEGINNING

33 "WATCHMAN" #21 USES THE "WATCHMAN" #9 STATE CARD

COMBAT BEGINS!

34 IF YOU WIN

TAKE CLUE TOKEN #3

RESUME PLAYING

35

36

37 REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

IF "SECURITY GUARD" #22 IS ON THE TILE

SET "SECURITY GUARD" #22 ON A HEX ADJACENT TO YOU

YOU MUST READ "SECURITY GUARD" DIALOGUE D.1

Otherwise,

RESUME PLAYING

38 REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

IF "SECURITY GUARD" #22 IS ON THE TILE

SET "SECURITY GUARD" #22 ON A HEX ADJACENT TO YOU

YOU MUST READ "SECURITY GUARD" DIALOGUE D.1

Otherwise,

RESUME PLAYING

39 REMOVE "SECURITY GUARD" #22 FROM THE TILE

40 REMOVE "SECURITY GUARD" #22 FROM THE TILE

41 IF YOU ENTER THE "WATCHMAN" #21 LINE OF SIGHT WITHOUT A STEALTH TOKEN

YOU MUST READ "WATCHMAN" DIALOGUE D.1

42 *The werewolf moves at the end of each turn.*

43 **RESUME PLAYING**

44 IF YOU HAVE CLUE TOKEN #4

45 IF YOU HAVE CLUE TOKEN #3

YOU MUST READ E.4

▪ **READ E.3**

46 IF EACH HEX ADJACENT TO ACTION TOKEN #1 IS OCCUPIED BY A PLAYER CHARACTER

READ E.5

If you are playing with fewer than 3 players, all player characters must be adjacent to Action token #1 to be able to read this page.

Otherwise, you will have to wait for the others.

YOU MUST RESUME PLAYING

47 **COMBAT BEGINS!**

Special: In this Combat, you can exceptionally interact with Action tokens.

48 REMOVE "RUDE NEIGHBOR" NPC FROM THE TILE

49 REMOVE "RUDE NEIGHBOR" NPC FROM THE TILE

50

51


52 **YOU MUST READ "FREAKED OUT WIDOW" DIALOGUE D.1**

53

54 REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

55

56 REMOVE ALL INVESTIGATION AREA TOKENS FROM THE TILE

57  ACTION TOKEN #1.....P.66

58 IF YOU HAVE **DOMINATE - COMPEL** LEVEL 2+ AND INVESTIGATION AREA TOKEN #2 IS ON THE TILE

Ask him to unlock the van for you.

READ D.7

59 REMOVE INVESTIGATION AREA TOKEN #3 FROM THE TILE

60

61 REMOVE THE "SECURITY GUARD" NPC FROM THE TILE

62 IF YOU HAVE **DOMINATE - COMPEL** LEVEL 2+ AND INVESTIGATION AREA TOKEN #2 IS ON THE TILE

Ask him to unlock the van for you.

READ D.7

63

64

65

66 REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

67

68

READ EVENT E.4

TAKE THE "SPOTTED" #52 EFFECT CARD

Suddenly, you hear a noise.

YOU MUST RESUME PLAYING

REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

TAKE CLUE TOKEN #1

IF YOU HAVE THE "HAIRPINS" #62 ITEM CARD

You search the truck and find a signed contract between Northshield and the Redpath Museum for a private event. All you need to do is get your hands on some Northshield uniforms, and you'll have a way in.

69 **YOU MUST READ EVENT E.41**

70 **YOU MUST READ EVENT E.41**

71 *

72 *

73

74

75 *

76 *

77 **READ "NORTHSHIELD AGENT" DIALOGUE D.2**

78 Otherwise,
RESUME PLAYING

79

80 * IF YOU HAVE THE "ID CARD" #42 ITEM CARD
YOU MUST READ D.17

81 * IF YOU HAVE THE "ID CARD" #42 ITEM CARD
YOU MUST READ D.17

82

83

84



87 TAKE CLUE TOKEN #1

88 * IF YOU DO NOT HAVE THE CLUE TOKEN #1
The guard is too close at the moment. There is no way to open the door inconspicuously.
YOU MUST RESUME PLAYING

89 * DISCARD ALL CLUE TOKENS

90 TAKE CLUE TOKEN #1

91 TAKE CLUE TOKEN #1

92 TAKE CLUE TOKEN #4

93 TAKE CLUE TOKEN #4

94 TAKE CLUE TOKEN #1

REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

SET THE AUTHORITY TRACKER TO 8

IF THE AUTHORITY TRACKER REACHES 0
YOU MUST READ E.41

SET THE "NORTHSHIELD AGENT #1" #37 ON THE DESIGNATED HEX

"NORTHSHIELD AGENT #1" #37 CAN NO LONGER BE INTERACTED WITH

IF YOU ARE IN ANY NPC'S LINE OF SIGHT WITHOUT A STEALTH TOKEN
YOU MUST READ E.30

RESUME PLAYING

95 IF YOU DO NOT HAVE THE CLUE TOKEN #1
There must be a computer that controls the lock nearby...
YOU MUST RESUME PLAYING

Look what lies beyond the door now that you have it unlocked.
READ E.6

Otherwise,
RESUME PLAYING

96 IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #3 AND #4

REMOVE "SECOND GUARD" #9 FROM THE TILE

SET INVESTIGATION AREA TOKEN #4 ON THE DESIGNATED HEX

RESUME PLAYING

97 YOU HAVE CLUE TOKEN #4

98 YOU HAVE CLUE TOKEN #4

99 IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #3 AND #4

100 IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #3 AND #4

101 IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #3 AND #4

102 IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #3 AND #4

103 IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #3 AND #4

104 IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #3 AND #4

105

106

107

108

109 REMOVE ACTION TOKEN #4 FROM THE TILE

110 *

111 *

112 READ EVENT E.8

113 READ EVENT E.8

114 READ EVENT E.8

115 READ EVENT E.8

116 READ "THE COUPLE" DIALOGUE D.10

117 *

118 *

119

120 READ D.11

121 READ D.12

122 READ D.13

123

E.41 - TIME'S UP

IF INVESTIGATION AREA TOKEN #2 IS NOT ON THE TILE

Northshield may have increased their numbers due to your carelessness, but you are too deep within enemy territory to back down now. You'll just have to make due.

REMOVE ALL ACTION TOKENS FROM THE TILE

IF IT IS ON THE TILE, REMOVE INVESTIGATION AREA TOKEN #4

SET "WATCHMAN" #21 AND "SECURITY GUARD" #22 ON THE DESIGNATED HEXES



IF YOU ARE IN ANY NPC'S LINE OF SIGHT WITHOUT A STEALTH TOKEN
YOU MUST READ E.30

RESUME PLAYING

Otherwise, with their increased presence, it will be impossible to infiltrate the offices.

You have failed the chapter.
START OVER FROM THE BEGINNING

124

IF YOU HAVE CLUE TOKEN #2

YOU MAY DISCARD IT TO SUCCEED ON 1 SOCIAL SKILL CHECK

125

* TAKE 1 INVESTIGATION SUCCESS TOKEN

REMOVE INVESTIGATION AREA TOKEN #4 FROM THE TILE

126

Special: In this Chapter, whenever COMBAT BEGINS!, first read Event E.8, then proceed with Combat.

127

You hear a commotion behind you. Turning, you notice a number of Northshield guards staring directly at you, hands on their radios.

"We'll show you what happens when people mess with us."

You're about to taste Northshield's version of civilian arrest.

TAKE THE "LOOSE ENDS" #69 EFFECT CARD

IF IT IS ACTIVE, REMOVE THE ROUND TRACKER

IF THERE ARE ANY "GUEST" NPCs ON THE TILE

The visitors flee in a panic. Word of your misdeeds are sure to spread.

REMOVE ANY "GUEST" NPCs FROM THE TILE

INCREASE THE MASQUERADE BREACH TRACKER BY 1

IF IT IS ON THE TILE, REMOVE ACTION TOKEN #4

IF IT IS ON THE TILE, REMOVE INVESTIGATION AREA TOKEN #1

COMBAT BEGINS!

IF YOU WIN
RESUME PLAYING

128

TAKE CLUE TOKEN #4

129

IF THERE IS AT LEAST 1 "GUARD" NPC ON THE TILE
YOU MUST READ E.8

130

IF YOU HAVE THE "SECOND KEY FRAGMENT" #55 ITEM CARD,
AND YOU DO NOT HAVE CLUE TOKEN #2
READ E.25

131

IF YOU DO NOT HAVE THE "SECOND KEY FRAGMENT" #55 ITEM CARD
READ E.23

132

IF YOU HAVE THE "SECOND KEY FRAGMENT" #55 ITEM CARD,
AND YOU HAVE CLUE TOKEN #2
READ E.24

133

* IF THE AUTHORITY TRACKER REACHES 0
YOU MUST READ E.34


134


IF IT IS ACTIVE, REMOVE THE AUTHORITY TRACKER

135

SET THE AUTHORITY TRACKER TO 5

136

 ACTION TOKEN #1 (PHASE II)P.103

 ACTION TOKEN #2 (PHASE II).....P.109

137

* TAKE CLUE TOKEN #4

138

IF YOU HAVE CLUE TOKEN #1 AND YOU DO NOT HAVE CLUE TOKEN #2
Ask him to take care of the cameras.
READ D.16

IF YOU HAVE CLUE TOKEN #2 AND YOU DO NOT HAVE CLUE TOKEN #1
Ask him to take care of the SEISMOVAULT.
READ D.17

IF YOU DO NOT HAVE THE "SECOND KEY FRAGMENT" #55 ITEM CARD
Ask him to get everyone out.
READ D.15

Come to think of it, he is of no use to you. Leave this conversation.

"CURATOR" #41 CAN NO LONGER BE INTERACTED WITH

RESUME PLAYING

139

"TOUGH-LOOKING GUARD" #47 CAN NO LONGER BE INTERACTED WITH

IF IT IS ON THE TILE, "ROOKIE GUARD" #50 CAN NO LONGER BE
INTERACTED WITH

140

TAKE CLUE TOKEN #2

141

IF ANY CHARACTER HAS THE "MORE THAN YOU BARGAINED FOR"
#78 EFFECT CARD
YOU MUST READ D.3

142

DISCARD THE "MORE THAN YOU BARGAINED FOR" #78 EFFECT CARD

143

READ EVENT E.113

144

READ EVENT E.113

145

IF YOU HAVE CLUE TOKEN #4 AND ACTION TOKEN #4 IS NOT ON THE TILE
All your efforts, wasted.
You have failed the chapter.
START OVER FROM THE BEGINNING

146

* +1 per NPC in a range of 2 HEXES to Action token #2.

147

TAKE CLUE TOKEN #1

REMOVE ACTION TOKEN #2 FROM THE TILE

DISCARD THE "MORE THAN YOU BARGAINED FOR" #78 EFFECT CARD

148

TAKE CLUE TOKEN #1

DISCARD THE "MORE THAN YOU BARGAINED FOR" #78 EFFECT CARD

149

IF YOU HAVE CLUE TOKEN #4

150

TOKEN #4

155

TOKEN #4

151

READ EVENT E.15

152

RESUME PLAYING

153

YOU MUST READ E.10

154

READ D.5

156

P.19
P.5

157

*

158

*

159



160 REMOVE "ROOKIE GUARD" #50 IF THEY ARE ON THE TILE

161 REMOVE YOUR CHARACTER AND ACTION TOKEN #4 FROM THE TILE

162 SET "ROOKIE GUARD" #50 ON THE DESIGNATED HEX

163 * IF THE AUTHORITY TRACKER REACHES 0
YOU MUST READ E.35

164 IF IT IS ACTIVE, REMOVE THE AUTHORITY TRACKER

165 SET THE AUTHORITY TRACKER TO 5

166 "TOUGH-LOOKING GUARD" #47, "ROOKIE GUARD" #50, "CURATOR" #41, "MARIE DUMONT" #36 AND "MAYOR" #53 CAN NO LONGER BE INTERACTED WITH


167

168 IF YOU HAVE CLUE TOKEN #1
TAKE THE "MORE THAN YOU BARGAINED FOR" #78 EFFECT CARD
DISCARD CLUE TOKEN #1
READ E.115

169 IF THEY ARE ON THE TILE, SET "TOUGH-LOOKING GUARD" #47, "ROOKIE GUARD" #50, "CURATOR" #41, "MARIE DUMONT" #36, "MAYOR" #53, "GUEST #1" #38, "GUEST #2" #42, "GUEST #3" #46 AND "LINDA" #51 ON THE DESIGNATED HEXES

170 *Reminder: The speech bubbles in the setup image are solely meant to distinguish Dialogue NPCs from other NPCs. If it is stated that a Dialogue NPC can no longer be interacted with, you cannot engage in Dialogue with them anymore, even if they are moved.*

171 SET "OLDER GUARD" #48 ON THE DESIGNATED HEX



172 SET "OLDER GUARD" #48 ON THE DESIGNATED HEX



173 IF "OLDER GUARD" #48 IS ADJACENT TO ACTION TOKEN #4
YOU MUST READ D.14

174 SET "MAYOR" #53 AND "OLDER GUARD" #48 ON THE DESIGNATED HEXES



175 IF IT IS ON THE TILE, REMOVE ACTION TOKEN #4

176 IF IT IS ON THE TILE, REMOVE ACTION TOKEN #4
REMOVE "SAM" #55 FROM THE TILE

177 IF IT IS ON THE TILE, REMOVE ACTION TOKEN #4
REMOVE "SAM" #55 FROM THE TILE

178 IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #2 AND #4

179 ■ READ E.9

180 ■ On second thought, objects like this are bound to have layer upon layer of security. Leave the display case alone, for now.
RESUME PLAYING

181 * IF "OLDER GUARD" #48 IS ADJACENT TO ACTION TOKEN #4
YOU MUST RESUME PLAYING

182 REMOVE ACTION TOKEN #4 FROM THE TILE

183 * IF THE AUTHORITY TRACKER REACHES 0
YOU MUST READ E.40

184 IF IT IS ACTIVE, REMOVE THE AUTHORITY TRACKER

185 TAKE CLUE TOKEN #4

186 TAKE CLUE TOKEN #4

187 TAKE CLUE TOKEN #3

188 TAKE CLUE TOKEN #3

189 IF THE AUTHORITY TRACKER REACHES 0

190 DISCARD CLUE TOKEN #4

191 DISCARD CLUE TOKEN #4

192 DISCARD CLUE TOKEN #4

193

194 * IF ALL INVESTIGATION AREA TOKENS HAVE BEEN REMOVED FROM THE TILE
YOU MUST READ EVENT E.2

195 ■ Otherwise, READ E.10

196 ■ IF YOU HAVE CLUE TOKEN #1 READ E.11

■ IF YOU HAVE CLUE TOKEN #1 READ E.11

■ Otherwise, READ E.10

197 TAKE CLUE TOKEN #4

198 DISCARD CLUE TOKEN #3

199 TAKE THE "THIRD KEY FRAGMENT" #56 ITEM CARD

Prepare these standees, tokens and cards right away:
· "Decrepit Risen Dead" #64 with Summon Card "Decrepit Risen Dead"
· "Shambling Risen Dead" #65 with all State Cards #31
· "Hulking Risen Dead" #66 with all State Cards #32

200 READ E.2

201 PAGE E.6.

202 *

203 IF YOU HAVE CLUE TOKEN #3

204 READ FINAL DEDUCTION FD.3

205 0/102 SUCCESSES: READ IN.1
3+ SUCCESSES: READ IN.2

206 *

207 *

208 *

209 *

210

If you do not have enough NPC tokens left to set on the tile when instructed, set the ones available on Action tokens following this priority order: Action token #1, #2, #3, and #4. If you completely ran out of NPC tokens, ignore the directive associated to the round tracker this turn. When an NPC is Defeated, you can reuse its token and State card.

211

• READ E.17

212



• COMBAT BEGINS!

IF THE ROUND TRACKER REACHES 8
YOU MUST READ E.3

IF THE "SCARED COUPLE" #13 REACHES HEX #0
YOU MUST READ E.26

"Decrepit Risen Dead" #64 always target the Scared Couple.

Special: At any time, you may choose to leave hastily and end the Chapter by reading E.2.

213

IF THE "SCARED COUPLE" #13 REACHES HEX #0
YOU MUST READ E.26

214

IF IT IS ACTIVE, DECREASE THE ROUND TRACKER BY 1

215

216

217

DECREASE THE ROUND TRACKER BY 1

"FEMALE FAN" #75 CAN NO LONGER BE INTERACTED WITH

218

YOU MUST EACH MAKE A PHYSICAL + STEALTH CHECK [DIFFICULTY 4]

× IF ANY CHARACTER FAILS:

READ EVENT E.34

✓ IF ALL CHARACTERS SUCCEED:

REMOVE THE "FEMALE FAN" NPC FROM THE TILE

RESUME PLAYING

219

* TAKE 1 INVESTIGATION SUCCESS TOKEN

REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

220

As you hurry through more woods, you see an opening amid the trees that flank the path. Beyond, a makeshift trail leads down a slope. Your dead heart sinks when you notice the shambling march of several risen dead heading your way.

REMOVE ACTION TOKEN #3 FROM THE TILE

SET "DECREPIT RISEN DEAD" SUMMON TOKENS WITH THE "DECREPIT RISEN DEAD" SUMMON CARD ON THE DESIGNATED HEXES



COMBAT BEGINS!

You cannot use the "BITE" Attack card on "Decrepit Risen Dead".

• IF YOU WIN

RESUME PLAYING

221

REMOVE INVESTIGATION AREA TOKEN #1 IF IT IS ON THE TILE

TAKE THE "A BEAST I AM..." #77 EFFECT CARD

Security is sweeping through the belvedere one last time to ensure no one is lingering. They will not take kindly to someone loitering.

YOU MUST EACH MAKE A PHYSICAL + STEALTH CHECK [DIFFICULTY 3]

× IF ANY CHARACTER FAILS:

READ EVENT E.32

✓ IF ALL CHARACTERS SUCCEED:

REMOVE THE ROUND TRACKER

REMOVE EVERY NPC FROM THE TILE

READ EVENT E.31

222

COMBAT BEGINS!

IF "SECURITY #1" #22 IS ON THE TILE, THEY USE THE "SECURITY GUARD" #10 STATE CARD

IF "SECURITY #2" #37 IS ON THE TILE, THEY USE THE "2ND SECURITY GUARD" #36 STATE CARD

"SECURITY #3" #9 USES THE "3RD SECURITY GUARD" #37 STATE CARD

IF YOU WIN

READ EVENT E.30

223

* IF "SECURITY #1" #22 IS ON THE TILE, THEY USE THE "SECURITY GUARD" #10 STATE CARD

IF "SECURITY #2" #37 IS ON THE TILE, THEY USE THE "2ND SECURITY GUARD" #36 STATE CARD

"SECURITY #3" #9 USES THE "3RD SECURITY GUARD" #37 STATE CARD

224

• RESUME PLAYING

IF INVESTIGATION AREA TOKEN #3 IS NOT ON THE TILE
YOU MUST READ EVENT E.26

TAKE CLUE TOKEN #1

REMOVE INVESTIGATION AREA TOKEN #2 IF IT IS ON THE TILE

TAKE 1 INVESTIGATION SUCCESS TOKEN

226

227

READ IN.6

229

READ IN.9

230

RESUME PLAYING

228

IF THERE ARE NO LONGER ANY TOKEN YOU CAN INTERACT WITH (ACTION, INVESTIGATION AREA OR DIALOGUE NPC TOKENS)
YOU MUST READ E.25

231

MAKE A MENTAL + OCCULT CHECK [DIFFICULTY 3]
✓ SUCCESS: READ IN.12 | × FAILURE: READ IN.7

You remember one of the dials stopped around what would have been four o'clock, and the other at three o'clock. But what could this mean?

232

233

234

235

236

237



238 You remember the needle broke when you were roughly at what would be three o'clock on a regular dial, or a sharp right angle. You take a moment to ponder it all. What do 3:00 and settlers have in common? Or settlers and veering right? This one seems to make even less sense. You look at where that needle would have pointed: the Jacques-Cartier bridge.

Jacques-Cartier the explorer, the settler. Of course! 1534, the founding of New France! The other, then, has to be Champlain. None of the other bridges were named after settlers, and they fit within the lines those dials would have drawn. Whoever wrote this wanted you to look between the bridges: downtown. There is a cathedral, Mary, Queen of the World, downtown. This would check off both the "womb" part of the riddle and the "Rewme" part.

Given what little time you have left, you hope your intuition will prove correct.

READ EVENT E.4

239 REMOVE YOUR CHARACTER FROM THE TILE

IF THERE ARE NO PLAYER CHARACTER LEFT ON THE TILE
You have failed the chapter.
START OVER FROM THE BEGINNING

The diversion gave the rest of the coterie a good opportunity to hide.

REMOVE THE ROUND TRACKER

REMOVE EVERY NPC FROM THE TILE

REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

READ E.31

240



242 * "SECURITY #3" #9 USES THE "3RD SECURITY GUARD" #37 STATE CARD

IF "SECURITY #1" #22 IS ON THE TILE, THEY USE THE "SECURITY GUARD" #10 STATE CARD

243 REMOVE THE ROUND TRACKER

REMOVE EVERY NPC FROM THE TILE

REMOVE INVESTIGATION AREA TOKEN #1 IF IT IS ON THE TILE

244 IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #1 AND #2

245 SET "DE FACTO SUPERVISOR" #77, "CONSTRUCTION WORKER #1" #33, AND "CONSTRUCTION WORKER #2" #76 ON THE DESIGNATED HEXES

246 "DE FACTO SUPERVISOR" #77 USES THE "CONSTRUCTION BOSS" #39 STATE CARD, "CONSTRUCTION WORKER #1" #33 USES THE "1ST CONSTRUCTION WORKER" #40 STATE CARD, AND "CONSTRUCTION WORKER #2" #76 USES THE "2ND CONSTRUCTION WORKER" #41 STATE CARD

247 REMOVE THE ROUND TRACKER

REMOVE EVERY NPC FROM THE TILE

REMOVE INVESTIGATION AREA TOKEN #1 IF IT IS ON THE TILE

The crowd, guided by the security guards, leaves the premises as the flames spread rapidly across the stage. The rest of the Coterie make themselves as small as possible and wait for the kine to be gone.

READ E.31

248 REMOVE THE ROUND TRACKER

REMOVE EVERY NPC FROM THE TILE

REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

READ E.31

249 "SECURITY #3" #9 USES THE "3RD SECURITY GUARD" #37 STATE CARD

IF "SECURITY #1" #22 IS ON THE TILE, THEY USE THE "SECURITY GUARD" #10 STATE CARD

IF "SECURITY #2" #37 IS ON THE TILE, THEY USE THE "2ND SECURITY GUARD" #36 STATE CARD

250 IF "SECURITY #1" #22 IS ON THE TILE, THEY USE THE "SECURITY GUARD" #10 STATE CARD

IF "SECURITY #2" #37 IS ON THE TILE, THEY USE THE "2ND SECURITY GUARD" #36 STATE CARD

"SECURITY #3" #9 USES THE "3RD SECURITY GUARD" #37 STATE CARD

251 "DE FACTO SUPERVISOR" #77 USES THE "CONSTRUCTION BOSS" #39 STATE CARD, "CONSTRUCTION WORKER #1" #33 USES THE "1ST CONSTRUCTION WORKER" #40 STATE CARD, AND "CONSTRUCTION WORKER #2" #76 USES THE "2ND CONSTRUCTION WORKER" #41 STATE CARD

252 TAKE CLUE TOKEN #1

253

254 * You confront him immediately, and put an end to this odd rivalry he decided to start.

REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

READ "ANTONIO ANDRADE" DIALOGUE D.14

255 REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

256 REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

257 TAKE THE "RUSHED" #36 EFFECT CARD

258

259 IF ANY CHARACTER HAS THE "RUSHED" #36 EFFECT CARD

260 IF YOU DO NOT HAVE CLUE TOKEN #3
Backtrack to the crack you saw and investigate.
READ IN.19

IF YOU HAVE CLUE TOKEN #3
Tell Andrade to pour the poison down this pipe.
READ "ANTONIO ANDRADE" DIALOGUE D.13

261 IF YOU DO NOT HAVE CLUE TOKEN #3
Turn back and inspect the breach you saw earlier.
READ IN.19

IF YOU HAVE CLUE TOKEN #3
Tell Andrade to pour the poison down this pipe.
READ "ANTONIO ANDRADE" DIALOGUE D.13

262 *

263

264 IF YOU DO NOT HAVE CLUE TOKEN #4
Take a moment to investigate the body you saw earlier.
READ IN.20

* TAKE CLUE TOKEN #4

265 REMOVE "ENGINEER" #76 FROM THE TILE

IF IT IS NOT ACTIVE, SET THE ROUND TRACKER TO 8

IF THE ROUND TRACKER REACHES 0
YOU MUST READ EVENT E.8

266 TAKE CLUE TOKEN #3

267 *

TAKE CLUE TOKEN #3

268

269

270

IF YOU DO NOT HAVE CLUE TOKEN #3

Inspect the crack in the pipe.

READ IN.19

IF YOU HAVE CLUE TOKEN #3

Tell Andrade to pour the poison down this pipe.

READ "ANTONIO ANDRADE" DIALOGUE D.13

271

IF YOU HAVE CLUE TOKEN #1

YOU MUST READ IN.8

272

273

REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

274

- He is quite defensive for such an innocuous question. Something does not add up.

REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

READ "ANTONIO ANDRADE" DIALOGUE D.14

275

REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

276

IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #1 AND #2

IF IT IS ACTIVE, REMOVE THE ROUND TRACKER

IF A PLAYER CHARACTER WITHOUT A STEALTH TOKEN OR "ANTONIO ANDRADE" #3 MOVES INTO ANY RAT NPC'S LINE OF SIGHT
COMBAT BEGINS!

IF YOU WIN

RESUME PLAYING

RESUME PLAYING

277

TAKE CLUE TOKEN #2

278

Andrade complies, pouring down the toxic liquid down the pipe with a splash. The deed is done and you are now free to crawl back to the surface.

A welcome breeze greets you as you climb out of the manhole. The city's usual soundscape is as pleasant as a fresh meal.

Andrade follows not far behind. Once he is out of the hole, he turns his face to the sky and closes his eyes for a time.

"Everything okay, Andrade?" you ask, already expecting a biting retort. And of course, it comes. The man can hardly pass up an opportunity to piss you off.

"I'm free of you at last. I haven't felt this free since my sire passed away." He opens his eyes and smiles at you, fangs and all. He'd look intimidating, if he weren't rail-thin and sickly-looking. "I would thank you for your help, but I feel like I did everything, so...thanks for nothing, I guess?"

And, without waiting for a response, Andrade turns and leaves.

With no way to know if you've truly succeeded in your task, you make a mental note to find that Malkavian should his help have proven to be false. Word of the disturbance at the construction site will surely spread too, making any effort to return to these sewers almost impossible.

End of Chapter 19

YOU CAN NOW READ ITS CONCLUSION
IN THE STORYBOOK

279

REMOVE ACTION TOKEN #1 FROM THE TILE

280

REMOVE "BLUE-COLLAR" #78 FROM THE TILE

281

IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #1 AND #2

282

REMOVE "BLUE-COLLAR" #78 FROM THE TILE

283

IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #1 AND #2

IF IT IS ACTIVE, REMOVE THE ROUND TRACKER

COMBAT BEGINS!

IF YOU WIN

READ E.16

284

You've wasted enough time running around in the sewers. The faster you make a decision, the faster you'll be able to leave this horrible stench behind.

IF ANY CHARACTER HAS THE "RUSHED" #36 EFFECT CARD

YOU MUST READ E.26

- Tell Andrade to pour the poison down the Barred Pipe.

The Barred Pipe corresponds to Investigation #1.

READ E.18

- Tell Andrade to pour the poison down the Opened Pipe.

The Opened Pipe corresponds to Investigation #2.

READ E.23

- Tell Andrade to pour the poison down the Sizeable Pipe.

The Sizeable Pipe corresponds to Investigation #3.

READ E.25

- IF YOU HAVE CLUE TOKEN #1

Andrade's behavior has been strange this evening, to say the least. You confront him.

READ "ANTONIO ANDRADE" DIALOGUE D.18

285

Andrade complies, pouring down the toxic liquid down the pipe with a splash. The deed is done and you are now free to crawl back to the surface.

A welcome breeze greets you as you climb out of the manhole. The city's usual soundscape is as pleasant as a fresh meal.

Andrade follows not far behind. Once he is out of the hole, he turns his face to the sky and closes his eyes for a time.

"Everything okay, Andrade?" you ask, already expecting a biting retort. And of course, it comes. The man can hardly pass up an opportunity to piss you off.

"I'm free of you at last. I haven't felt this free since my sire passed away." He opens his eyes and smiles at you, fangs and all. He'd look intimidating, if he weren't rail-thin and sickly-looking. "I would thank you for your help, but I feel like I did everything, so...thanks for nothing, I guess?"

And, without waiting for a response, Andrade turns and leaves.

With no way to know if you've truly succeeded in your task, you make a mental note to find that Malkavian should his help have proven to be false. Word of the disturbance at the construction site will surely spread too, making any effort to return to these sewers almost impossible.

TAKE THE "THERE'S SOMETHING IN THE WATER" #82 EFFECT CARD

286

REMOVE ACTION TOKEN #1 FROM THE TILE

287

288

SET "ENGINEER" #76 AND "BLUE-COLLAR" #78 ON THE DESIGNATED HEXES

289

REMOVE "BLUE-COLLAR" #78 FROM THE TILE

290

IF ALL INVESTIGATION AREA TOKENS HAVE BEEN REMOVED FROM THE TILE
YOU MUST READ E.15

AT THE END OF EACH ROUND, SET "ANTONIO ANDRADE" #3 ON A HEX ADJACENT TO A PLAYER CHARACTER OF YOUR CHOICE

291

REMOVE THE CURRENT TILE AND ALL TOKENS, THEN SET UP TILE #12
SET "DISINTERESTED WORKER" #33 WITH THE "1ST CONSTRUCTION WORKER" #40 STATE CARD, "ENGINEER" #76 WITH THE "2ND CONSTRUCTION WORKER" #41 STATE CARD AND "BLUE-COLLAR" #78 WITH THE "3RD CONSTRUCTION WORKER" #43 STATE CARD ON THE DESIGNATED HEXES

292

DISCARD CLUE TOKEN #2

293

IF YOU HAVE CLUE TOKEN #2

296

READ E.24

294

IF ANY CHARACTER HAS THE "RUSHED" #36 EFFECT CARD

295

YOU CAN NOW READ ITS CONCLUSION
IN THE STORYBOOK

End of Chapter 19

297

READ IN.10
READ IN.9

299

READ E.14

300

CRAWL BACK UP

301

A WELCOME BREEZE

302

POUR THE POISON

303

304

305

306

E.25 - OUT OF THE HOLE

Andrade complies, pouring down the toxic liquid down the pipe with a splash. The deed is done and you are now free to crawl back to the surface.

A welcome breeze greets you as you climb out of the manhole. The city's usual soundscape is as pleasant as a fresh meal.

Andrade follows not far behind. Once he is out of the hole, he turns his face to the sky and closes his eyes for a time.

"Everything okay, Andrade?" you ask, already expecting a biting retort. And of course, it comes. The man can hardly pass up an opportunity to piss you off.

"I'm free of you at last. I haven't felt this free since my sire passed away." He opens his eyes and smiles at you, fangs and all. He'd look intimidating, if he weren't rail-thin and sickly-looking. "I would thank you for your help, but I feel like I did everything, so...thanks for nothing, I guess?"

And, without waiting for a response, Andrade turns and leaves.

With no way to know if you've truly succeeded in your task, you make a mental note to find that Malkavian should his help have proven to be false. Word of the disturbance at the construction site will surely spread too, making any effort to return to these sewers almost impossible.

End of Chapter 19

YOU CAN NOW READ ITS CONCLUSION
IN THE STORYBOOK

307

E.26 - FOLLOW THE LEADER

"I've had enough of you. Stop wasting my damn time and follow me!" He resolutely walks off, before stopping in front of one of the pipes. The Malkavian then pours down the vicious content of the can. To you, it almost seems he chose a pipe at random, but you have no choice but to accept his decision now.

A welcome breeze greets you as you climb out of the manhole. The city's usual soundscape is as pleasant as a fresh meal.

Andrade follows not far behind. Once he is out of the hole, he turns his face to the sky and closes his eyes for a time.

"Everything okay, Andrade?" you ask, already expecting a biting retort. And of course, it comes. The man can hardly pass up an opportunity to piss you off.

"I'm free of you at last. I haven't felt this free since my sire passed away." He opens his eyes and smiles at you, fangs and all. He'd look intimidating, if he weren't rail-thin and sickly-looking. "I would thank you for your help, but I feel like I did everything, so...thanks for nothing, I guess?"

And, without waiting for a response, Andrade turns and leaves.

With no way to know if you've truly succeeded in your task, you make a mental note to find that Malkavian should his help have proven to be false. Word of the disturbance at the construction site will surely spread too, making any effort to return to these sewers almost impossible.

As you watch Andrade leave, all you can think is, *God, I hope you didn't fuck us over.*

End of Chapter 19

YOU CAN NOW READ ITS CONCLUSION
IN THE STORYBOOK

308

REMOVE ACTION TOKEN #1 FROM THE TILE

309

- IF ALL ACTION TOKENS HAVE BEEN REMOVED FROM THE TILE
Having exhausted all of your options here, you leave the bar empty-handed.

You have failed the chapter.
START OVER FROM THE BEGINNING

- Otherwise,
RESUME PLAYING

310

311

IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #1, #2, AND #3

312

REMOVE ACTION TOKEN #1 FROM THE TILE

- IF ALL ACTION TOKENS HAVE BEEN REMOVED FROM THE TILE
Having exhausted all of your options here, you leave the bar empty-handed.

You have failed the chapter.

START OVER FROM THE BEGINNING

- Otherwise,
RESUME PLAYING

313

IF IT IS ON THE TILE, REMOVE ACTION TOKEN #1

- You wait a few minutes before Zimmer returns, fuming.
READ D.27

314

315

- IF YOU HAVE CLUE TOKEN #2
Warn Zimmer about his troublesome client before going any further.
YOU MUST READ D.3

- Otherwise,
READ D.22

316

317

318

319

- * IF YOU HAVE CLUE TOKEN #2
Warn Zimmer about his troublesome client before going any further.
YOU MUST READ D.3

320

IF YOU HAVE CLUE TOKEN #2
Warn Zimmer about his troublesome client before going any further.
YOU MUST READ D.3

321

IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #1, #2, AND #3

322

IF YOU HAVE CLUE TOKEN #1
Get him to follow you out back.
YOU MUST READ D.3

IF YOU HAVE THE "MORE THAN YOU BARGAINED FOR" #78 EFFECT CARD
YOU MUST RESUME PLAYING

323

324

"ANTISOCIAL MAN" #4 CAN NO LONGER BE INTERACTED WITH

325

"BARELY" #80 USES THE "STATER BOY" #51 STATE CARD

"PRETENTIOUS BIKER" #5 USES THE "THUG" #2 STATE CARD

"ANTISOCIAL MAN" #4 USES THE "THUG LEADER" #3 STATE CARD

326

REMOVE ACTION TOKEN #2 FROM THE TILE

327

328

329

READ D.42

333

READ D.42

330

REMOVE ACTION TOKEN #2 FROM THE TILE

331

EMPLOYEES ONLY

332

DISCARD THE "MORE THAN YOU BARGAINED FOR" #78 EFFECT CARD IF YOU HAVE IT

334

*

335

337

339

336

338

340

341 You lean against the bar and cast a glance at the door leading to the kitchen. There seems to be something near its threshold, but you can't quite make out what it is before you hear Zimmer clear his throat.

IF YOU DO NOT HAVE THE "MORE THAN YOU BARGAINED FOR" #78 EFFECT CARD

"Hey. Curious George. There's nothing for you back there. It's employees only beyond this point."

After warning you, Zimmer returns to the sisyphian task of cleaning his bar top.

With his attention momentarily away from you, you shuffle closer to the door.

READ E.34

IF YOU HAVE THE "MORE THAN YOU BARGAINED FOR" #78 EFFECT CARD

"Hey! I told you to leave!" Zimmer snarls as he furiously make his way towards you.

You book it before he reaches you; the claws growing out of his fingertips a clear indication of what he will do to you.

You have failed the chapter.

START OVER FROM THE BEGINNING

342 **IF YOU HAVE CLUE TOKEN #2**
Warn Zimmer about his troublesome client before going any further.
YOU MUST READ D.3

Otherwise,
READ D.22

343 **IF THEY ARE STILL ON THE TILE, REMOVE ACTION TOKENS #2 AND #3**

IF YOU HAVE THE "MORE THAN YOU BARGAINED FOR" #78 EFFECT CARD
You hear sudden footsteps and the rustling of fabric. Someone is coming up on you!
YOU MUST READ "MR. ERIKSSON, ESQ." DIALOGUE D.2

Otherwise, you leave the kitchens, unseen and unheard.
RESUME PLAYING

344 If Zimmer hides any equipment in this building, it surely will not be where any customer can just reach out and grab it. Indubitably, it would be in a place few can access. Somewhere in the back, perhaps. Even if you were to sneak past Zimmer, you'll still have to contend with the dog.

As you approach the door to the kitchens, you hear a deep growl, too deep to come from a regular animal. You crane your neck to see what's behind the bar and spot a huge Doberman lying on the floor. He looks totally innocent, but the sound he made tells you this dog is alert and won't let anyone pass.

IF YOU HAVE ANIMALISM LEVEL 2+
You think you can persuade the dog to let you through.
READ "WATCH DOG FAMULUS" DIALOGUE D.1

IF YOU HAVE ANIMALISM LEVEL 3
Take control of this dog and make it move.
READ E.3

IF YOU HAVE THE "DOG WHISTLE" #2 ITEM CARD
Blow it and sneak into the kitchens while the dog is distracted.
READ E.5

Without any way to get this dog to move — it's not like you brought treats with you — you have no other choice but to give up on your idea of sneaking into the kitchens.
RESUME PLAYING

345 **"FATHER TEASDALE" #87 USES THE "FATHER TEASDALE" #64 STATE CARD**

346 * **DECREASE YOUR HUNGER BY 1**
TAKE THE "FALLEN ANGEL" #84 EFFECT CARD

347 * **REMOVE ACTION TOKEN #1 FROM THE TILE**

348 **TAKE THE "HACKER LAPTOP" #35 ITEM CARD**

349 **TAKE THE "ANALOG" #42 EFFECT CARD**

350

351 **IF THEY ARE ON THE TILE, REMOVE ACTION TOKENS #1 AND #3**

352 **IF IS IT NOT ACTIVE, SET THE AUTHORITY TRACKER TO 4**
IF THE AUTHORITY TRACKER REACHES 0
YOU MUST READ E.18

353 **REMOVE "BEGGAR" #6 FROM THE TILE**

354

355

356 **IF "CLEANING LADY" #89 IS ON THE TILE**
IF IT IS ACTIVE, REMOVE THE ROUND TRACKER
"CLEANING LADY" #89 STARTS FLEEING

IF YOU WIN
READ EVENT E.41

357

358 * **IF "CLEANING LADY" #89 IS ON THE TILE**
IF IT IS ACTIVE, REMOVE THE ROUND TRACKER
"CLEANING LADY" #89 STARTS FLEEING

359 **IF YOU WIN**
SET THE AUTHORITY TRACKER TO 4
Decrease it by 1 at the end of each round.
IF THE AUTHORITY TRACKER REACHES 0
YOU MUST READ EVENT E.49
RESUME PLAYING

360

TAKE CLUE TOKEN #4

361

COMBAT BEGINS!
REMOVE "CLEANING LADY" #89 AND ACTION TOKEN #1 FROM THE TILE
REMOVE THE ROUND TRACKER

362

REMOVE "WARY HUNTER" #93 AND "CLEANING LADY" #89 FROM THE TILE
REMOVE ACTION TOKEN #1 FROM THE TILE
REMOVE THE ROUND TRACKER

363

RESUME PLAYING
Decrease it by 1 at the end of each round.
IF THE AUTHORITY TRACKER REACHES 0
YOU MUST READ EVENT E.49
IF YOU WIN
SET THE AUTHORITY TRACKER TO 3

364

* **REMOVE ACTION TOKEN #1 FROM THE TILE**
REMOVE THE ROUND TRACKER

365

COMBAT BEGINS!
REMOVE "CLEANING LADY" #89 AND ACTION TOKEN #1 FROM THE TILE
REMOVE THE ROUND TRACKER

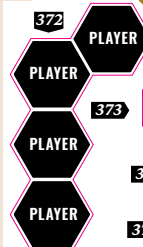
366

"WARY HUNTER" #93 USES THE "2ND S.I. AGENT" #61 STATE CARD
"WARY HUNTER" #94 USES THE "3RD S.I. AGENT" #62 STATE CARD

367

TAKE CLUE TOKEN #1

368



369

READ E.28

370

IF YOU HAVE CLUE TOKEN #1

371

BEWARE OF DOG

376

*

377

REMOVE "WEARY HUNTER" #94 FROM THE TILE

• READ D.15

378

SET THE **AUTHORITY TRACKER** TO 4

Decrease it by 1 at the end of each round.

IF THE **AUTHORITY TRACKER** REACHES 0
YOU MUST READ **E.49**

RESUME PLAYING

379



REMOVE **ACTION TOKEN #1** FROM THE TILE

REMOVE THE **ROUND TRACKER**

380

REMOVE "WARY HUNTER" #93 AND "WEARY HUNTER" #94 FROM THE TILE

REMOVE **ACTION TOKEN #1** FROM THE TILE

381

REMOVE **ACTION TOKEN #1** FROM THE TILE

382

SET THE **ROUND TRACKER** TO 0

Increase it by 1 at the end of each round.

MOVE THE "CLEANING LADY" #89 EVERY ROUND ACCORDING TO THE IMAGE, STARTING OVER AFTER REACHING 10

383

IF YOU ARE IN "WARY HUNTER" #93 OR "WEARY HUNTER" #94
LINE OF SIGHT WITHOUT A **STEALTH TOKEN**
YOU MUST READ **E.56**

RESUME PLAYING

384



IF YOU HAVE 1 **INVESTIGATION SUCCESS TOKEN**

You won't be able to deceive this woman again. Dispatch her.

YOU MUST READ **E.10**

385



TAKE 1 **INVESTIGATION SUCCESS TOKEN**

386

TAKE 1 **INVESTIGATION SUCCESS TOKEN**

387

TAKE 1 **INVESTIGATION SUCCESS TOKEN**

388



IF IT IS **ACTIVE**, REMOVE THE **ROUND TRACKER**

TAKE 1 **INVESTIGATION SUCCESS TOKEN**

389

REMOVE THE **ROUND TRACKER**

390

REMOVE "CLEANING LADY" #89 FROM THE TILE

TAKE **CLUE TOKEN #3**

391

Note: You can now enter the Line of Sight of "Cleaning Lady" without a Stealth token.

392

SET "OLD PRIEST" #90 WITH THE "OLD PRIEST" #60 **STATE CARD**
ON THE DESIGNATED **HEX**

393

394

IF YOU HAVE **CLUE TOKEN #1**

With no time to lose, you begin setting up the crime scene. From time to time, you swear you see shapes, silhouettes walking by the windows and staring. You hope that none of them will be curious enough to come closer. It's unusual to have this much activity in a presbytery at night.

READ **E.29**

395

TAKE THE "CRISIS OF FAITH" #83 **EFFECT CARD**

396

IF YOU HAVE **CLUE TOKEN #1** OR **#3**

Going by the violence, you think you could turn your massacre into the doing of a crazed anti-church fanatic. After all, the catholic church has its fair share of detractors, and one could have snapped. So long as this lie can be upheld for a day or two, that is all you need.

READ **E.25**

397



REMOVE "CLEANING LADY" #89 FROM THE TILE

REMOVE THE **ROUND TRACKER**

REMOVE **ACTION TOKEN #1** FROM THE TILE

398

REMOVE "CLEANING LADY" #89 FROM THE TILE

IF IT IS **ACTIVE**, REMOVE THE **ROUND TRACKER**

IF IT IS ON THE TILE, REMOVE **ACTION TOKEN #1**

IF IT IS **NOT ACTIVE**, SET THE **AUTHORITY TRACKER** TO 3

Decrease it by 1 at the end of each round.

IF THE **AUTHORITY TRACKER** REACHES 0
YOU MUST READ **E.49**

• RESUME PLAYING

399

IF YOU ENTER ANY NPC'S **LINE OF SIGHT** WITHOUT A **STEALTH TOKEN**
COMBAT BEGINS!

IF YOU WIN
RESUME PLAYING

RESUME PLAYING

400

IF THEY ARE ON THE TILE, REMOVE **ACTION TOKENS #1** AND **#2**

401

IF YOU DO NOT HAVE **CLUE TOKEN #4**
Violence is the answer!
READ "WARY HUNTER" **DIALOGUE D.4**

RESUME PLAYING

REMOVE **ACTION TOKEN #1** FROM THE TILE

Attempt to slink past them unnoticed.

402

REMOVE **ACTION TOKEN #1** FROM THE TILE

403

404

IF YOU WIN
READ **E.47**

GAIN +2 TO YOUR **INITIATIVE**

COMBAT BEGINS!

REMOVE "CLEANING LADY" #89 AND **ACTION TOKEN #1** FROM THE TILE

REMOVE THE **ROUND TRACKER**

405

406

407

408

REMOVE "NEIGHBOR" #91 IF THEY ARE ON THE TILE

REMOVE "NEIGHBOR" #91 IF THEY ARE ON THE TILE

IF IT IS ON THE TILE, REMOVE **ACTION TOKEN #1**

409

E.1 -

410

"CLEANING LADY" #89 STARTS FLEEING

411

IF YOU HAVE **CLUE TOKEN #3**

412



413

VOTIVE FLICKER

414



415

PUTREFACTION

416



417



418

E.56 - SPOTTED

"What are you doing here?"

Looks like the hunters finally caught up with you. They pull out their weapons, frowning at you.

A fight is unavoidable now.

IF IT IS ACTIVE, REMOVE THE ROUND TRACKER

REMOVE "CLEANING LADY" #89 IF THEY ARE ON THE TILE

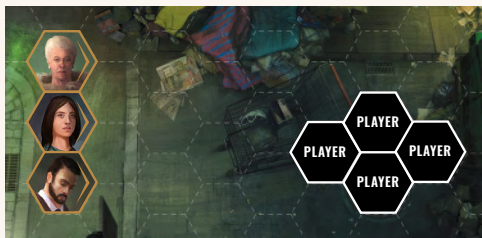
COMBAT BEGINS!

IF YOU WIN

READ E.47

419

SET ALL PLAYERS, "MAN IN SUIT" #44 WITH THE "2ND S.I. AGENT" #61 STATE CARD, "OLDER WOMAN" #42 WITH THE "OLDER GUARD" #19 STATE CARD, AND "MIDDLE AGED CUSTOMER" #96 WITH THE "1ST S.I. AGENT" #15 STATE CARD ON THE DESIGNATED HEXES



Note: The discrepancy between the illustrations on the tokens and those on the State cards is intentional.

420

Ask him about Paul Labonté.

READ E.27

Thank him for his answers, and ask if he'd be willing to share his thoughts on one final theory for you.

READ E.24

421

You part ways with Caleb and move up a set of stairs toward the small wing beside the basilica's main entrance. Once there, you push the iron-studded wooden door open and slip inside.

Your footfalls resonate against the massive marble colonnade, the corridor widening and light flickering as you round the last turn leading to the nave of the basilica.

READ E.2

422

SET ALL PLAYER CHARACTERS ON THE DESIGNATED HEXES

IF YOU DO NOT HAVE THE "FALLEN ANGEL" #84 EFFECT CARD

SET "2ND S.I. AGENT" #93 WITH THE "2ND S.I. AGENT" #61 STATE CARD ON THE DESIGNATED HEX



IF YOU HAVE THE "FALLEN ANGEL" #84 EFFECT CARD
YOU MUST READ E.4

Otherwise,
READ E.3

423

TAKE THE "MARK OF THE SABBAT" #89 EFFECT CARD

424

You've barely begun your advance, skulking quietly along the aisles, when a rush of wind surprises you and draws your attention to a rack of votive candles at the nave's entrance. One after another, each flame is snuffed, until none remains.

A man at the far end of the nave turns a curious eye toward you as you stand in the slowly darkening entrance. A flash of disbelief crosses his features, followed by grim resolve.

"His Grace was right..." A nervous, incredulous chuckle escapes the man's mouth as he observes you from afar. "The devil hasn't been driven out completely. There is still putrefaction in the underbelly of the city," he says as he grabs a heavy candelabra.

"Blankbodies!" he shouts, his deep, booming voice accentuated by the acoustics of the basilica.

READ E.4

425

426

REMOVE "ROBERTO" #71 FROM THE TILE

SET "GHOUL LOOK-OUT" #15, "GHOUL DIGGER" #6 AND "GHOUL STRONG ARM" #92 ON THE DESIGNATED HEXES



"JACOB" #98 CAN NO LONGER BE INTERACTED WITH

427

You recall an old ritual you found in your research, one that would allow someone to undo the magic laid down by another sorcerer. It's a lengthy process, from what you remember, but in this circumstance, it might be preferable to whatever happened to Caleb's ghoul earlier.

428

Special: Do not increase your Hunger when you fail these special Rouse checks.

WHEN THERE ARE NO MORE DIFFICULT TERRAIN TOKENS LEFT ON THE TILE
YOU MUST READ E.9

Note: At any point, you can forsake dispelling the wards by reading E.10.

429

REMOVE A DIFFICULT TERRAIN TOKEN FROM THE TILE

430

IF YOU HAVE 1 INVESTIGATION SUCCESES TOKEN
YOU MUST READ E.20
IF YOU HAVE CLUE TOKEN #2
YOU MUST READ E.22

431

TAKE THE "MARK OF THE SABBAT" #89 EFFECT CARD
TAKE THE "MARK OF THE SABBAT" #89 EFFECT CARD

432

433

REMOVE ALL DIFFICULT TERRAIN TOKENS FROM THE TILE

434

TAKE THE "MARK OF THE SABBAT" #89 EFFECT CARD

435

436

SET 3 DIFFICULT TERRAIN TOKENS, ACTION TOKEN #2, INVESTIGATION AREA TOKENS #1, #2, AND #3 ON THE DESIGNATED HEXES

437

IF ANOTHER PLAYER CHARACTER IS INVOLVED IN THIS SEQUENCE
A member of your coterie helpfully springs into action, grabbing hold of you and pulling you free.
YOU MUST READ E.45
The hungry vampire empties you of your blood, but stops short of committing diablerie. Instead, he throws you out of his coffin like a rag doll and proceeds to drink dry the other members of your coterie.

438

Investigation No.3 A Mischief of Rats (E.5).....P.30

439

REMOVE ALL DIFFICULT TERRAIN TOKENS ADJACENT TO ACTION TOKEN #1

440



441



442

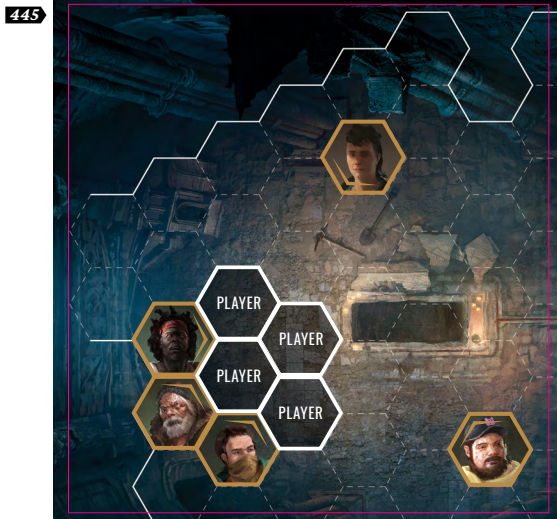


443



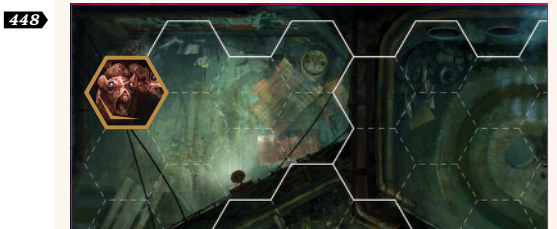
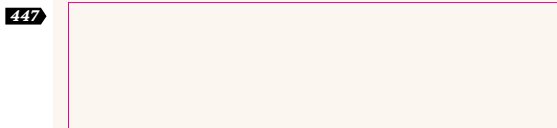
444





Look for a plank that can support your weight.

MAKE A MENTAL + SEARCH CHECK
0 TO 3 SUCCESSES: READ IN.4
4+ SUCCESSES: READ IN.1



"THE CRAWLING END" HAS AN INITIATIVE OF 1 AND MOVES 5 HEXES PER TURN TOWARDS THE CLOSEST CHARACTER

"THE CRAWLING END" TAKES 1 IMMOBILIZED TOKEN

Discard the token at the end of the "The Crawling End" NPC's first turn.

IF YOU OR AN NPC STARTS THEIR TURN ON A HEX ADJACENT TO "THE CRAWLING END" #25
YOU MUST READ E.8

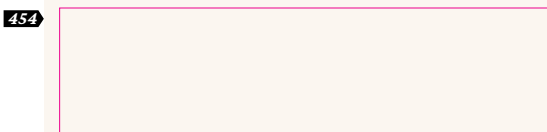
Discard the token at the end of the "The Crawling End" NPC's turn.

IF YOU OR AN NPC STARTS THEIR TURN ON A HEX ADJACENT TO "THE CRAWLING END" #25
YOU MUST READ E.8

Pull the rebar out to collapse the wall.

MAKE A PHYSICAL + BRAWL CHECK [DIFFICULTY 5]
✓ SUCCESS: READ E.34 | ✗ FAILURE: READ E.35

REMOVE ALL DIFFICULT TERRAIN TOKENS ADJACENT TO ACTION TOKEN #1



REPLACE ACTION TOKENS #2 AND #3 WITH 1 DIFFICULT TERRAIN TOKEN EACH
SET YOUR CHARACTER ON THE DESIGNATED HEX



"THE CRAWLING END" TAKES 1 SLOWED TOKEN

Discard the token at the end of the "The Crawling End" NPC's turn.

RESUME PLAYING

REPLACE ACTION TOKEN #3 WITH 1 DIFFICULT TERRAIN TOKEN
MOVE "THE CRAWLING END" #25 1 HEX TOWARDS THE CLOSEST CHARACTER

* SET INVESTIGATION AREA TOKEN #1 ON THE DESIGNATED HEX

A hexagonal map showing a character in a dark environment. The character is positioned in the center of the map, surrounded by dark, shadowy figures. The map is divided into hexagonal tiles.

REMOVE ALL DIFFICULT TERRAIN TOKENS ADJACENT TO ACTION TOKEN #3
REMOVE ACTION TOKEN #3 FROM THE TILE
REPLACE ACTION TOKEN #2 WITH 1 DIFFICULT TERRAIN TOKEN
RESUME PLAYING

REMOVE ALL DIFFICULT TERRAIN TOKENS ADJACENT TO ACTION TOKEN #3
REMOVE ACTION TOKEN #3 FROM THE TILE
REPLACE ACTION TOKEN #2 WITH 1 DIFFICULT TERRAIN TOKEN

* IF THE CHARACTER YOU CHOSE TO SACRIFICE IS AN ALLY
YOU MUST READ E.32

IF YOU HAVE CLUE TOKEN #1, #2 OR #3
YOU MUST READ EVENT E.5

IF YOU HAVE CLUE TOKEN #1, #2 OR #3
YOU MUST READ EVENT E.5

464

RESUME PLAYING

REMOVE ACTION TOKEN #1 FROM THE TILE

REMOVE ALL DIFFICULT TERRAIN TOKENS ADJACENT TO ACTION TOKEN #1

With a grunt and a hiss, you methodically pull out the rebar from the wall of debris. As you give one last tug, the structure, the result of years of neglect and Caleb's dogged efforts at finding the Temple, crumbles to the ground pelting you with dust and smoke. Behind you, you hear the maddened chattering of the horde. Whatever dangers lie beyond this opening, it cannot be worse than what is after you.

E.34 - LYNCHPIN

465

RESUME PLAYING

MOVE "THE CRAWLING END" #25 1 HEX TOWARDS THE CLOSEST CHARACTER

REMOVE ACTION TOKEN #1 FROM THE TILE

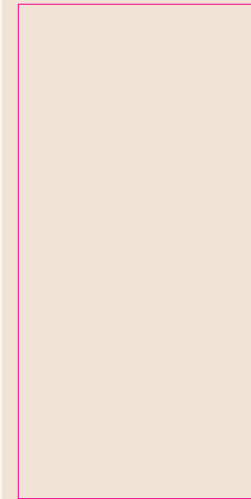
You struggle for what appears to be an eternity, the growing chattering of the rats fast approaching tells you you will not have enough time to widen the tight opening through the wall. You abandon your enterprise and resign yourself to crawl through the hole, hopefully keeping what lead you have on them.

E.35 - CRAWLING INTO THE DARK

466



467



468



469

READ "YUMA MCKENZIE" DIALOGUE D.1

470

IF YOU HAVE CLUE TOKEN #1 OR #2

471

*

472

- Wait in awkward silence for Yuma to come back.
READ EVENT E.5

473

- IF “MR. VARGAS” #103 IS ON THE TILE AND INTERACTABLE
Hear what he has to say.
RESUME PLAYING

- Otherwise,
READ EVENT E.5

474

- IF “MR. VARGAS” #103 IS ON THE TILE
Go see what that other Anarch might have to say before Yuma comes back.
“MELKIAH” #104 CAN NO LONGER BE INTERACTED WITH
RESUME PLAYING

- Thank him for the advice and wait for Yuma to come back.
READ EVENT E.5

475

- IF “MR. VARGAS” #103 IS ON THE TILE AND INTERACTABLE
Go see what that other Anarch might have to say to you.
RESUME PLAYING
- Wait for Yuma to come back.
READ EVENT E.5

476

477

- IF “MR. VARGAS” #103 IS ON THE TILE
Perhaps the other Anarch over there has something to say.
“MELKIAH” #104 CAN NO LONGER BE INTERACTED WITH
RESUME PLAYING

478

- IF “MR. VARGAS” #103 IS ON THE TILE AND INTERACTABLE
Go see what that other Anarchs might have to say to you.
RESUME PLAYING
- Wait for Yuma to come back.
READ EVENT E.5

479

TAKE 1 INVESTIGATION SUCCESS TOKEN

480

DISCARD ALL YOUR CLUE TOKENS EXCEPT #2

481

- * REMOVE ALL CHARACTERS WHO HAVE BLOOD SORCERY FROM THE TILE
IF EVERY CHARACTER HAS BEEN REMOVED FROM THE TILE
YOU MUST READ E.7

482

IF YOU DO NOT HAVE CLUE TOKEN #3, TAKE THE “MISTRUSTED” #28 EFFECT CARD

483

IF YOU DO NOT HAVE 2+ INVESTIGATION SUCCESS TOKENS OR CLUE TOKEN #3

484

485

SET UP TILE #8 AND SET ALL PLAYER CHARACTERS ON THE DESIGNATED HEXES

SET “MELKIAH” #104, “ANARCH THIN-BLOOD” #43, AND “YOUNG ANARCH” #74 ON THE DESIGNATED HEXES

IF THE MASQUERADE BREACH TRACKER IS 2-

SET “MR. VARGAS” #103 ON THE DESIGNATED HEX



486

IF YOU HAVE CLUE TOKEN #1
YOU MUST RESUME PLAYING

IF YOU HAVE 1 INVESTIGATION SUCCESS TOKEN
YOU MUST RESUME PLAYING

IF YOU HAVE 3+ INVESTIGATION SUCCESS TOKENS
YOU MUST RESUME PLAYING

- MAKE A MENTAL + OCCULT CHECK **DIFFICULTY 6**
✓ SUCCESS: **READ IN.3** | ✗ FAILURE: **READ IN.2**

487

DISCARD ALL YOUR CLUE TOKENS EXCEPT #1

488

TAKE 2 INVESTIGATION SUCCESS TOKENS

489

Otherwise,
RESUME PLAYING

490

491

492

No.1 Auditor’s Computer..... P.21

493

REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

494

REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

495

REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

496

TAKE THE “RED LISTED” #70 EFFECT CARD

497

498

TAKE THE CLUE TOKEN #4

499

Let your fists do the talking for a change.
READ D.22

500

- MAKE A ROUSE CHECK
✓ SUCCESS: **READ E.14** | ✗ FAILURE: **READ E.8**

501

502

READ E.12

E.14 - AN INSURMOUNTABLE FEAT

With such willpower you thought yourself incapable of, you subdue the Beast within you and resist the urge, the craving, of emptying Carl Johnson of his soul and taking it for your own.

503

IF YOU DO NOT HAVE CLUE TOKEN #2 OR #3

504

READ E.14

505

5+ SUCCESSES: **READ EVENT E.3**

506

While you climbed the outside of the tower, your coterie made their way up in the elevators. You have scoured floor after floor, searching for any signs of the Prince, but something did not add up: There must be some sort of secret floor somewhere at the top of the building!

You have split your coterie to cover more ground and eventually climbed a flight of stairs leading to a floor inaccessible by the elevators. You must be on the right path, as this floor is swarming with private security patrolling what appears to be a deserted office space. Thanks to your stealthy approach, no one has been alerted to your presence. Yet.

2 PLAYER CHARACTERS MUST TAKE THE “FURTIVE” #25 EFFECT CARD

▪ READ E.5

507

You rode the platform up to the broken window, entering the Prince's tower on an empty floor. You found stairs going up, but also that the elevators do not go any higher than this floor. Taking the stairs, you have reached a floor swarming with private security.

You will need to exercise caution, the noise the platform made going up alerted the kine on this floor and you can hear their puzzled remarks about it.

2 PLAYER CHARACTERS MUST TAKE THE “EXPOSED” #26 EFFECT CARD

▪ READ E.5

508

After your assault in the lobby, you rode the elevator up to the highest floor it could reach, only to find it empty. Noises coming from a stairwell confirmed your theory: the Prince has restricted several floors to stair access as an added precautions against accidental kine incursion. Climbing the stairs two at a time, you rushed to the last floor, the actual one this time, and opened the door only to stumble face to face with Hilkers' private security. After what you've done to their pals in the lobby, they are itching for payback.

REMOVE ACTION TOKEN #4 FROM THE TILE

IF YOU HAVE “VAMPIRE'S OATH” #73 EFFECT CARD

Your actions have alerted everyone. You will not have time to steal the data Eriksson wanted.

DISCARD THE “VAMPIRE'S OATH” #73 EFFECT CARD

TAKE THE “MORE THAN YOU BARGAINED FOR” #78 EFFECT CARD

COMBAT BEGINS!

▪ IF YOU WIN
READ E.7

509

Using Sid's card, you rode the elevator up to the highest floor it could reach. However, you quickly realized that this was not the highest floor in the building, far from it. In fact, you climbed stairs up another floor, only to find this one empty as well. Another flight of stairs, another empty floor, all arranged to look like office spaces.

You and the rest of the coterie split up to cover more ground and eventually found a secondary staircase, this one leading to a floor — almost identical to the ones you had cleared — swarming with security guards. There is a definite tension in the air. You do not recall having seen any cameras on the previous floors, but it feels to you like these kine are on high alert.

▪ READ E.5

510

IF YOU HAVE “VAMPIRE'S OATH” #73 EFFECT CARD

Recalling the deal you made with Eriksson, you look for a way to steal the data the Ventrue wanted.

SET INVESTIGATION AREA TOKEN #1 ON THE DESIGNATED HEX



Time to find His Highness.

IF YOU ENTER ANY NPC'S LINE OF SIGHT WITHOUT A STEALTH TOKEN
YOU MUST READ E.6

▪ RESUME PLAYING

511

You insert the key in the keyhole and turn. There's a satisfying click as the door unlocks and opens slightly. The way to the Prince is open. Only one more floor to go.

IF YOU HAVE “VAMPIRE'S OATH” #73 EFFECT CARD AND
INVESTIGATION AREA TOKEN #1 IS ON THE TILE

DISCARD THE “VAMPIRE'S OATH” #73 EFFECT CARD

TAKE THE “MORE THAN YOU BARGAINED FOR” #78 EFFECT CARD

End of Chapter 30

YOU CAN NOW READ ITS CONCLUSION
IN THE STORYBOOK

512

TAKE 1 INVESTIGATION SUCCESS TOKEN

513

REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

514

REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

515

516

SET “SYLVESTER THE HOUND” #107 WITH STATE CARD “SYLVESTER” #83 ON
A HEX ADJACENT TO A PLAYER CHARACTER OF YOUR CHOICE

517

SET “SYLVESTER THE HOUND” #107 WITH STATE CARD “SYLVESTER” #83 ON
A HEX ADJACENT TO A PLAYER CHARACTER OF YOUR CHOICE

518

SET “SYLVESTER THE HOUND” #107 WITH STATE CARD “SYLVESTER” #83 ON
A HEX ADJACENT TO A PLAYER CHARACTER OF YOUR CHOICE

519

DISCARD THE “MORE THAN YOU BARGAINED FOR” #78 EFFECT CARD

520

▪ Otherwise,
READ D.29

521

DISCARD 1 INVESTIGATION SUCCESS TOKEN

522

523

E.2 - A FORTUITOUS ENTRANCE

524

E.3 - A SNEAKY ENTRANCE

525

E.4 - A BELLIGERENT ENTRANCE

526

"Got 'em!"

You barely have time to react before the security guard spins around, weapon in hand. You are not dealing with NORTSHIELD anymore, but with kine specifically trained to handle highly dangerous threats.

IF IT IS ON THE TILE, REMOVE ACTION TOKEN #4

COMBAT BEGINS!

IF YOU WIN
READ E.7

527

The last of the Prince's security detail falls to the ground.

IF YOU DO NOT HAVE THE "SET OF KEYS" #38 ITEM CARD

These people must have means to reach the Prince, somehow. You root through their pockets for anything that could lead you out of here.

TAKE THE "SET OF KEYS" #38 ITEM CARD

IF INVESTIGATION AREA TOKEN #1 IS ON THE TILE

Given all the noise you made, you have no time to linger and steal the data Eriksson wanted.

DISCARD THE "VAMPIRE'S OATH" #73 EFFECT CARD

TAKE THE "MORE THAN YOU BARGAINED FOR" #78 EFFECT CARD

REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

RESUME PLAYING

528

The door to the staircase is locked with what looks to be a conventional lock instead of a magnetic one, as you would normally assume. A good long inspection of the lock reveals that, while it looks like a regular deadbolt, the keyhole is unconventionally shaped to deter lock pickers. What more, the door itself is one of those steel fireproof doors, and thus not one that you could easily break through.

IF YOU HAVE THE "SET OF KEYS" #38 ITEM CARD

You have what you need to reach the Prince.

READ E.26

Without any recourse to open it, you back out from the door and resume your search for a set of keys.

RESUME PLAYING

529

Hanging on the belt of the impressively huge guard before you is an equally impressive set of keys. Surely, one of them must unlock access to the Prince.

Attempt to knock him out.

MAKE A PHYSICAL + BRAWL CHECK DIFFICULTY 5

✓ SUCCESS: READ E.77 | ✗ FAILURE: READ E.6

Otherwise,
RESUME PLAYING

530

The man before you is huge, much bigger than you thought. Still, you steel your resolve and ball your hand into a fist. Like a bear, you spring upon him and land the hardest blow you've been able to muster thus far. Your own knuckles crack under the force, and the guard begins to waver. He tries to lean against a desk, but his legs buckle and he falls to the floor, unconscious. You take a moment to look him over, in case he has an ID card that could take you higher quickly, but find instead a ring of keys on his belt. You grab them, just in case.

TAKE THE "SET OF KEYS" #38 ITEM CARD

REMOVE ACTION TOKEN #4 FROM THE TILE

RESUME PLAYING

531

IF YOU DO NOT HAVE CLUE TOKEN #4

ONLY THE PLAYER WHO DEFEATED "CARL JOHNSON" #106 USING THE "BITE" COMBAT CARD CAN INTERACT WITH THE REST OF THE SEQUENCE

IF YOU HAVE CLUE TOKEN #4

CHOOSE 1 CHARACTER INVOLVED IN THIS SEQUENCE, ONLY THEY CAN INTERACT WITH THE REST OF THE SEQUENCE

Giving in to the Beast, you sink your fangs in an helpless Carl Johnson, drinking what Blood is left in the Kindred's body.

He moans in pain, but these are quickly replaced by a low whimper, indicative of how little strength there is left in the Ventrue's body.

IF YOU ARE THE ONLY PLAYER CHARACTER ON THE TILE
YOU MUST READ E.5

DECREASE YOUR HUNGER BY 1

READ E.6

532

SET ACTION TOKEN #3 ON THE DESIGNATED HEX



RESUME PLAYING

533

IF "YUMA MCKENZIE" #16 IS NOT ON THE TILE

534

SET "CONSTRUCTION WORKER #3" #78 AND ALL PLAYER CHARACTERS INVOLVED IN THE SEQUENCE ON THE DESIGNATED HEXES

535

IF YOU ARE IN THE LINE OF SIGHT OF ANY NPC EXCEPT "CONSTRUCTION BOSS #7" WITHOUT A STEALTH TOKEN
YOU MUST READ EVENT E.2

536

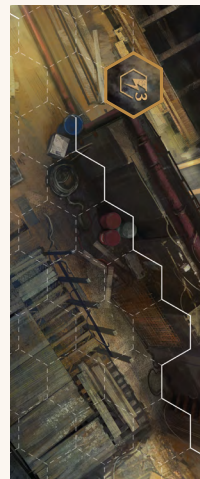
"STORE ASSISTANT" #113 CAN NO LONGER BE INTERACTED WITH

537

"STORE ASSISTANT" #113 CAN NO LONGER BE INTERACTED WITH

538

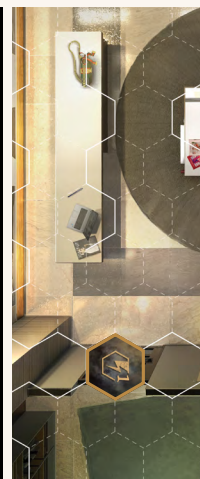
RESUME PLAYING



SET ACTION TOKEN #3 ON THE DESIGNATED HEX

539

"STORE ASSISTANT" #113 CAN NO LONGER BE INTERACTED WITH



SET ACTION TOKEN #1 ON THE DESIGNATED HEX

540

TAKE CLUE TOKEN #1

541

E.5 - LIMINAL NIGHTMARE

542

E.6 - RAPID RESPONSE

543

E.7 - LOOT THE DEAD

544



545



546

REMOVE "CARL JOHNSON" #106 FROM THE TILE

IF YOU HAVE IT, DISCARD CLUE TOKEN #1

With Carl out of the way, all you need to do now is figure out a way to reach Hilkers. The Ventrue refused to talk, but given that he is his lieutenant, there must be something in here that will lead you to the Prince. You just have to figure what.

SET INVESTIGATION AREA TOKENS #1, #2 AND #3 ON THE DESIGNATED HEXES



547

SET ACTION TOKEN #1 ON THE DESIGNATED HEX



IF YOU ARE THOMAS CHARTRAND
YOU MUST READ D.23

RESUME PLAYING

548

You try to explain how you got the brand...

MAKE A SOCIAL + PERSUASION CHECK DIFFICULTY 6

✓ SUCCESS:

...and you can see that, while most still refuse to believe you, your words are enough to at least cast some doubt.

✗ FAILURE:

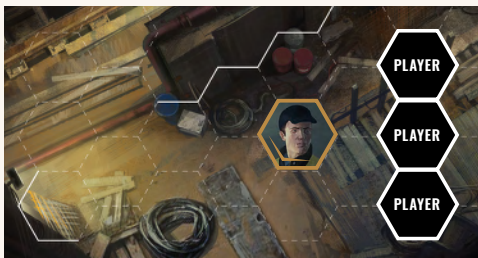
...but Nyaya orders you to keep quiet and let the Anarchs deliberate, free of your lies.

DISCARD 2 INVESTIGATION SUCCESS TOKENS

■ READ D.29

549

SET ALL PLAYER CHARACTERS INVOLVED IN THE SEQUENCE ON THE DESIGNATED HEXES



550

"PERSONAL SHOPPER" #38 CAN NO LONGER BE INTERACTED WITH

551

TAKE CLUE TOKEN #1

"PERSONAL SHOPPER" #38 CAN NO LONGER BE INTERACTED WITH

552

553

554

555

556

SET INVESTIGATION AREA TOKEN #3 ON THE DESIGNATED HEX



Now that the store is empty, you can explore it at your leisure.

RESUME PLAYING

557

* IF YOU HAVE THE "HARROWED HERALD" #93 EFFECT CARD
YOU MUST READ D.5

558

SET ALL PLAYER CHARACTERS, "BETTY DUHAMEL" #63 AND
"ALEX SIMARD" #60 ON THE DESIGNATED HEXES



559

TAKE THE "PAVINED" #92 EFFECT CARD

560

MAKE A PHYSICAL + BRAWL CHECK DIFFICULTY 4
✓ SUCCESS: READ D.12 | ✗ FAILURE: READ D.11

561

REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE
PREFERRING NOT TO TAMPER WITH THE HERALD'S POSSESSIONS, YOU PATIENTLY
WAIT FOR BETTY TO SHOW UP.
READ EVENT E.5

562

REMOVE INVESTIGATION AREA TOKEN #3 FROM THE TILE

563

"ALEX SIMARD" #60 USES THE "ALEX SIMARD" #44 STATE CARD
"ALEX SIMARD" JOINS YOU AS AN ALLY FOR THIS CHAPTER

564

REMOVE ALL "CUSTOMER" NPCs IF THEY ARE ON THE TILE
SET ALL PLAYERS, "BETTY DUHAMEL" #63 AND
"ALEX SIMARD" #60 ON THE DESIGNATED HEXES

565

REMOVE INVESTIGATION AREA TOKEN #3 FROM THE TILE

566

"ALEX SIMARD" #60 USES THE "ALEX SIMARD" #44 STATE CARD
"ALEX SIMARD" JOINS YOU AS AN ALLY FOR THIS CHAPTER

567

REMOVE INVESTIGATION AREA TOKEN #3 FROM THE TILE

568

REMOVE INVESTIGATION AREA TOKEN #4 FROM THE TILE
IF YOU HAVE CLUE TOKENS #1, #2, #3, AND #4
TAKE 1 INVESTIGATION SUCCESS TOKEN

569

YOU MUST READ E.16

570

P.93

571

572

573

*

574

E.5 - CLICKITTY CLACKITTY

You hear the clicks and clacks of her heels long before Betty opens the storeroom's door. Each step is purposeful, angry even. You have made yourselves comfortable in her nest, and attracted her ire.

REMOVE ALL “CUSTOMER” NPCs IF THEY ARE ON THE TILE

REMOVE ALL ACTION TOKENS FROM THE TILE

REMOVE ALL INVESTIGATION AREA TOKENS FROM THE TILE

SET ALL PLAYERS, “BETTY DUHAMEL” #63 AND “ALEX SIMARD” #60 ON THE DESIGNATED HEXES



▪ READ “BETTY DUHAMEL” DIALOGUE D.1

575

576

Decrease it by 1 at the end of each round, except during Combat sequences.

577

Note: Decrease the round tracker by 1 at the end of each round, except during Combat sequences.

578

TAKE CLUE TOKEN #2

579

Note: Decrease the round tracker by 1 at the end of each round, except during Combat sequences.

580

“JIMMY SMYTHE” #61 USES THE “JIMMY SMYTHE” #48 STATE CARD

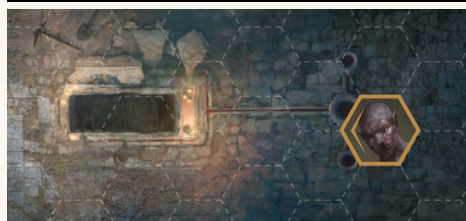
SHUFFLE THE BOSS N°6 AND SHARED BOSS COMBAT DECKS TOGETHER

581

TAKE CLUE TOKEN #4

582

SET “JIMMY SMYTHE” #61 ON THE DESIGNATED HEX



READ “JIMMY SMYTHE” DIALOGUE D.1

583

“ENZO DELUCA” #121 USES THE “ENZO DELUCA” #57 STATE CARD

584

YOU MUST READ E.12

585

SET “JIMMY SMYTHE” #61 ON THE DESIGNATED HEX



READ “JIMMY SMYTHE” DIALOGUE D.1

586

▪ IF THE MASQUERADE BREACH TRACKER IS 2+
YOU MUST READ D.37

▪ IF THE MASQUERADE BREACH TRACKER IS 1-
YOU MUST READ D.38

587

▪ If Caleb will not let you join his version of Montreal, you can always join Prince Villon in Paris.

READ EVENT E.15

588

589

Special: In this Chapter, whenever Combat begins, pause the round tracker (if it is active) and resume it once Combat ends.

590

▪ Otherwise,
RESUME PLAYING

591

Special: In this Chapter, whenever Combat begins, pause the round tracker (if it is active) and resume it once Combat ends.

592

READ E.11

593

READ E.11

594

READ E.11

595

READ E.11

596

READ E.11

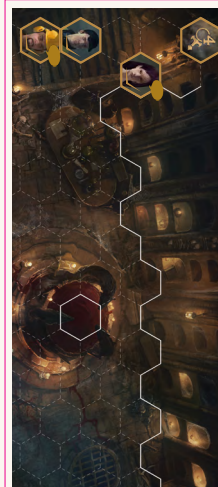
597



Their Damage tracker spans both cards, meaning they are only Defeated once they have taken a total of 28 Damage. It is impossible to defeat just one sister; they both remain on the tile until they are Defeated together. To make tracking easier, place “Ella’s” State card to the right of “Maggie’s”, forming a single continuous Damage tracker.

Special: During this Combat with Maggie and Ella, refer ONLY to the State card thresholds to determine which page to read. Damage that exceeds a threshold is ignored. Disregard any upcoming Damage tracker instructions in the Booklet.

598



SET INVESTIGATION AREA TOKEN #4 ON THE DESIGNATED HEX

599

600

Spectate: During this Combat with Sid, refer ONLY to the State card thresholds to determine which page to read. Damage that exceeds a threshold is ignored. Disregard any upcoming Damage tracker instructions in the Booklet.

601

IF YOU HAVE THE “PETER PRINCIPLE” #94 EFFECT CARD

602

IF YOU DO NOT HAVE THE “CAST OUT” #95 EFFECT CARD

603

RESUME COMBAT
IF YOU WIN
END OF SIDE QUEST

604



605



606



607

IF BOTH “GHOULS” DAMAGE TRACKERS ARE FILLED BEFORE “BETTY DUHAMEL’S” YOU MUST READ E.11

608

▪ Wait for Betty.
READ EVENT E.5

609

▪ Wait for Betty.
READ EVENT E.5

610

YOU MUST READ E.3

611

YOU MUST READ E.16

612

READ EVENT E.31

613

YOU MUST READ E.16

614

SHUFFLE THE BOSS N°6 AND SHARED BOSS COMBAT DECKS TOGETHER

615

SHUFFLE THE BOSS N°6 AND SHARED BOSS COMBAT DECKS TOGETHER

616

✓ SUCCESS: READ D.2 | ✗ FAILURE: READ D.4

617

✓ SUCCESS: READ D.3 | ✗ FAILURE: READ D.5

618

IF YOU WIN, BUT

619

IF YOU WIN, BUT

620

RESUME COMBAT

IF YOU WIN
END OF SIDE QUEST

621

IF ACTION TOKEN #4 IS ON THE TILE

"What the fuck are you doing here? You need help?"

The watch commander is clearly irritated. You did not manage to discreetly accomplish your mission on time.

You have failed the chapter.

YOU MUST START OVER FROM THE BEGINNING

622

SET ALL PLAYERS AND "TATTIAWNA" #154 ON THE DESIGNATED HEXES



623

SET INVESTIGATION AREA TOKENS #3 AND #4 ON THE DESIGNATED HEXES



RESUME PLAYING

624

SET THE ROUND TRACKER TO 8

IF YOU HAVE CLUE TOKEN #2

The alarm was raised.

DECREASE THE ROUND TRACKER BY 2

IF YOU HAVE CLUE TOKEN #1 AND YOU DO NOT HAVE CLUE TOKEN #2

Someone knows of your presence here, but the alarm was not raised.

DECREASE THE ROUND TRACKER BY 1

IF YOU HAVE CLUE TOKEN #3

Your sabotage has afforded you more time.

INCREASE THE ROUND TRACKER BY 2

IF THE ROUND TRACKER REACHES 0

YOU MUST READ E.16

READ E.2

625

Try to convince the pack to take Yuma's Final Death as the sacrifice.

MAKE A SOCIAL + PERSUASION CHECK [DIFFICULTY 7]

✓ SUCCESS: READ D.13 | ✗ FAILURE: READ D.14

626

TAKE THE "END OF AN ERA" #91 EFFECT CARD

627

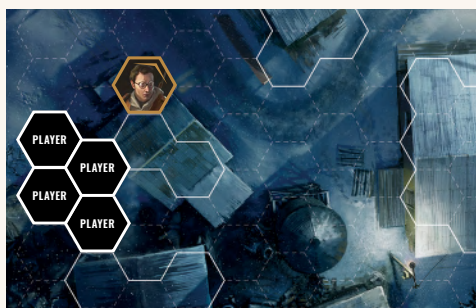
SET ALL PLAYERS ON THEIR STARTING HEXES, THEN SET "ALERTED REINFORCEMENT" #93 AND "CONCERNED NEIGHBOR" #116 ON THE DESIGNATED HEXES



628



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630

MAKE A PHYSICAL + STEALTH CHECK [DIFFICULTY 5]

✓ SUCCESS: READ E.6 | ✗ FAILURE: READ E.2

631

REMOVE "PUNK LEADER" #15, "MEEK PUNK" #71, "BELLIGERENT PUNK" #92, "BLITHE PUNK" #74 AND "SKATER BOI" #80 FROM THE TILE

REMOVE ACTION TOKEN #3 FROM THE TILE

632

REMOVE INVESTIGATION AREA TOKEN #1 FROM THE TILE

633

As you pass through the door, you draw the attention of a uniformed police officer.
READ "DESK SERGEANT" DIALOGUE D.1

634

REMOVE ACTION TOKEN #4 FROM THE TILE

635

636

REMOVE "PUNK LEADER" #15, "MEEK PUNK" #71, "BELLIGERENT PUNK" #92, "BLITHE PUNK" #74 AND "SKATER BOI" #80 FROM THE TILE

637

SET ALL PLAYERS ON THEIR STARTING HEXES, THEN SET "ALERTED REINFORCEMENT" #93 AND "CONCERNED NEIGHBOR" #116 ON THE DESIGNATED HEXES

638

TAKE CLUE TOKEN #4

639

DISCARD CLUE TOKEN #4

640

641

REMOVE "PUNK LEADER" #15, "MEEK PUNK" #71, "BELLIGERENT PUNK" #92, "BLITHE PUNK" #74 AND "SKATER BOI" #80 FROM THE TILE
REMOVE ACTION TOKEN #1 FROM THE TILE

642

IF YOU DO NOT HAVE ANY INVESTIGATION SUCCESS TOKENS

643

IF YOU HAVE CLUE TOKEN #4

644

IF YOU DO NOT HAVE THE "PANINED" #92 EFFECT CARD

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IF YOU HAVE THE "PANINED" #92 EFFECT CARD

646



647

READ D.8

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READ D.10

649

READ "POLICE OFFICER" DIALOGUE D.2

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READ "POLICE OFFICER" DIALOGUE D.2

651

READ "POLICE OFFICER" DIALOGUE D.2

652 TAKE 1 INVESTIGATION SUCCESS TOKEN

653 IF THE ROUND TRACKER REACHES 0
YOU MUST READ E.34

IF THERE ARE NO LONGER ANY TOKENS OR DIALOGUE NPCs YOU CAN INTERACT WITH
YOU MUST START OVER FROM THE BEGINNING

RESUME PLAYING

Special: In this Chapter only, whenever you are instructed to decrease the round tracker, note the changes instead and apply them all the next time you RESUME PLAYING.

654 IF YOU ENTER IN ANY "GUARD" NPC'S LINE OF SIGHT WITHOUT A STEALTH TOKEN
YOU MUST READ E.36

Special: You can interact with Action token #2 without losing your Stealth status.

655 MOVE YOUR CHARACTER TO A HEX FACING "TICKET BOOTH OPERATOR" #129
REMOVE ACTION TOKEN #1 FROM THE TILE

IF YOU HAVE CLUE TOKEN #1 AND YOU DO NOT HAVE THE "TRAIN TICKET" #74 ITEM CARD

Ask to buy a ticket for the train you know Nina Barker is taking.
YOU MUST READ E.17

IF YOU DO NOT HAVE ANY INVESTIGATION SUCCESS TOKENS

Threaten the ticket booth operator to find out whether she's seen a woman who matches Nina Barker's description.

MAKE A SOCIAL + INTIMIDATION CHECK [DIFFICULTY 2]

✓ SUCCESS: READ E.18 | ✗ FAILURE: READ E.20

Ask the ticket booth operator if she has seen a woman who matches Nina Barker's description.

MAKE A SOCIAL + PERSUASION CHECK [DIFFICULTY 2]

✓ SUCCESS: READ E.16 | ✗ FAILURE: READ E.19

656 IF YOU DO NOT HAVE ANY INVESTIGATION SUCCESS TOKENS
Threaten the ticket booth operator to find out whether she's seen a woman who matches Nina Barker's description.

MAKE A SOCIAL + INTIMIDATION CHECK [DIFFICULTY 2]

✓ SUCCESS: READ E.18 | ✗ FAILURE: READ E.20

Otherwise,

DECREASE THE ROUND TRACKER BY 1

RESUME PLAYING

657

658 DECREASE THE ROUND TRACKER BY 1

659 You have failed the chapter.

START OVER FROM THE BEGINNING

660 REMOVE "PASSENGER #4" #135 IF THEY ARE ON THE TILE

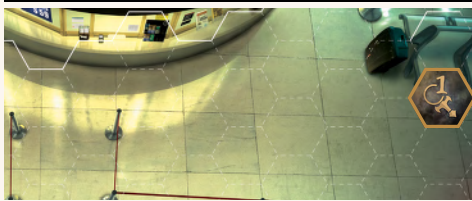
661 REMOVE "PASSENGER #5" #130, "PASSENGER #7" #132 AND "PASSENGER #8" #46 FROM THE TILE

662 IF IT IS ACTIVE, REMOVE THE ROUND TRACKER

663 REMOVE ALL NPCs EXCEPT "NINA BARKER" #134 FROM THE TILE

664 TAKE 1 INVESTIGATION SUCCESS TOKEN

SET INVESTIGATION AREA TOKEN #1 ON THE DESIGNATED HEX



IF YOU HAVE CLUE TOKEN #2

YOU MUST READ E.36

IF YOU ARE IN "GUARD #1" #50 LINE OF SIGHT WITHOUT A STEALTH TOKEN

YOU MUST READ E.21

Otherwise,

DECREASE THE ROUND TRACKER BY 1

RESUME PLAYING

665 IF IT IS ACTIVE, REMOVE THE ROUND TRACKER, THEN SET A NEW ONE TO 5

REMOVE ACTION TOKEN #1 FROM THE TILE

666

667 REMOVE "TICKET COLLECTOR" #133, "PASSENGER #4" #135 AND "SECURITY GUARD" #21 IF THEY ARE ON THE TILE

IF IT IS ACTIVE, REMOVE THE ROUND TRACKER

SET THE ROUND TRACKER TO 5

668 IF IT IS ACTIVE, REMOVE THE ROUND TRACKER

669 REPLACE ACTION TOKEN #4 WITH "PASSENGER #6" #134

670 IF YOU HAVE CLUE TOKEN #1
YOU MUST READ D.3

IF YOU DO NOT HAVE 2+ INVESTIGATION SUCCESS TOKENS OR CLUE TOKEN #1 AND THERE ARE NO LONGER ANY TOKENS OR DIALOGUE NPCs YOU CAN INTERACT WITH
You have failed this chapter.

START OVER FROM THE BEGINNING

671 IF YOU HAVE 2+ INVESTIGATION SUCCESS TOKENS
READ D.2

672 "Good evening!" you tell him.
READ D.4

Otherwise,

RESUME PLAYING

673 TAKE CLUE TOKEN #1

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"POLICE OFFICER" #138 CAN NO LONGER BE INTERACTED WITH

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IF YOU HAVE CLUE TOKEN #2
YOU MUST READ D.7

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IF YOU HAVE FORTITUDE LEVEL 1+
Not taking any chances, you call upon your supernatural resilience to teach them a thing or two.
READ E.6

IF YOU ARE ON TILE #4-02
YOU MUST READ D.6

IF YOU HAVE CLUE TOKEN #3
YOU MUST READ D.3

TAKE CLUE TOKEN #3

685 RESUME PLAYING

686 READ D.8

687 READ EVENT E.12

688 READ E.15

689 YOU MUST READ E.16

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"CHARLOTTE" #139 JOINS YOU AS AN ALLY FOR THIS COMBAT AND USES THE "CHARLOTTE MILLINER" #95 STATE CARD

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TAKE CLUE TOKEN #2

IF "CLARENCE BLEAKER" #140 IS ON THE TILE
YOU MUST READ "CLARENCE BLEAKER" DIALOGUE D.23

REMOVE THE AUTHORITY TRACKER

Using the distraction the shambling corpse provides, you summon your supernatural resilience to free yourself from The Surgeon's grasp.
READ E.36

"...why you think we're stupid."
READ D.9

TAKE CLUE TOKEN #1

TAKE CLUE TOKEN #2

REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

TAKE CLUE TOKEN #3

REMOVE INVESTIGATION AREA TOKEN #4 FROM THE TILE


REMOVE ACTION TOKENS #1 AND #2 IF THEY ARE ON THE TILE
IF IT IS ON THE TILE, REMOVE INVESTIGATION AREA TOKEN #4
RESUME PLAYING

IF IT IS ON THE TILE, REMOVE INVESTIGATION AREA TOKEN #4

REMOVE INVESTIGATION AREA TOKEN #3 FROM THE TILE

TAKE CLUE TOKENS #1 AND #3

SET ACTION TOKEN #4 ON THE DESIGNATED HEX



RESUME PLAYING

Take a closer look.
READ E.39

Otherwise,
RESUME PLAYING

TAKE CLUE TOKEN #2

TAKE THE "SET OF CLOTHES" #44 ITEM CARD

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READ EVENT E.7

TAKE CLUE TOKEN #2

TAKE CLUE TOKEN #2

TAKE CLUE TOKEN #2

IF "CARTEL GUARD" #152 IS WITHIN 3 HEXES OF ACTION TOKEN #1 AND YOU DO NOT HAVE CLUE TOKEN #2
Call out to the guard.
READ "CARTEL GUARD" DIALOGUE D.1

IF YOU HAVE THE "DUCT TAPE" #45 ITEM CARD
Use it to fix the radiator.
READ E.24

REMOVE INVESTIGATION AREA TOKEN #2 FROM THE TILE

REMOVE ALL INVESTIGATION AREA TOKENS FROM THE TILE

RESUME PLAYING

TAKE THE "FURTIVE" #25 EFFECT CARD

REMOVE THE ROUND TRACKER
READ E.8

RESUME PLAYING

IF YOU HAVE THE "SET OF CLOTHES" #44 ITEM CARD

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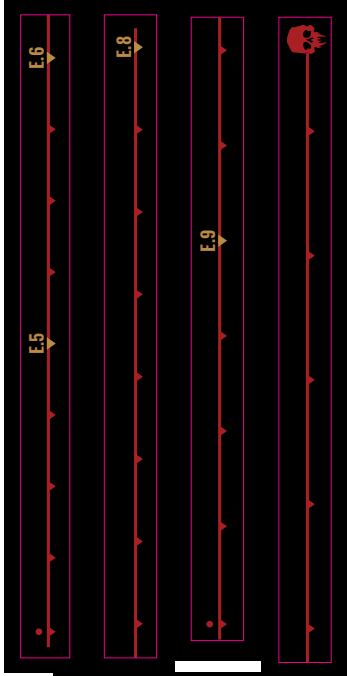
IF YOU HAVE CLUE TOKEN #1 OR #2

READ E.9

729

STATE CARDS

730 731 732 733



734

E.5

E.8



735 USE THE “HUMAN” COMBAT DECK

736 GAIN 3 BOONS, THEN READ EVENT E.1

737 READ EVENT E.1 TO E.8 ACCORDING TO THE CHARACTER YOU ARE PLAYING

738 You cannot use your Vampiric DISCIPLINES or Red Dice.

739 USE THE SAME “HUMAN” COMBAT DECK FOR ALL THREE.

740 SPECIAL INSTRUCTIONS

In this Chapter, you do **not** lose your *Stealth* token when activating an *Investigation Area* token.

741 DISCARD THE “MORE THAN YOU BARGAINED FOR” #78 EFFECT CARD IF YOU HAVE IT

742 DISCARD THE “BURNER” #46 AND THE “ID CARD” #42 ITEM CARDS IF YOU HAVE THEM

743 DISCARD THE “EXIT STRATEGY” #72 AND THE “MORE THAN YOU BARGAINED FOR” #78 EFFECT CARDS IF YOU HAVE THEM

744 DISCARD THE “EXIT STRATEGY” #72 AND THE “FORCED LOYALTY” #75 EFFECT CARDS IF YOU HAVE THEM

745 DISCARD THE “VAMPIRE’S OATH” #73 AND THE “RUSHED” #36 EFFECT CARDS IF YOU HAVE THEM

746 From this point on:
The HECATA character becomes playable.
You may play the HECATA – CHAPTER N°1 at the end of the any CHAPTER.

747 YOU MAY NOW READ INTERLUDE N°3

You may play *Side Quest - OBSCURE PAST N°1: INTO THE WOLVES’ DEN* before reading *Interlude N°3*.
If you proceed to *Interlude N°3*, this *Side Quest* will no longer be available.

748 SPECIAL INSTRUCTIONS

If you enter *FRENZY* during this Chapter, **do not** remove your character from the tile.
Instead, you **cannot** use the *BLOOD* for the remainder of the Chapter.

749 “ROOKIE GUARD” #50 USES THE “ROOKIE GUARD” #20 STATE CARD
“DISTRACTED GUARD” #37 USES THE “DISTRACTED GUARD” #17 STATE CARD
“OLDER GUARD” #48 USES THE “OLDER GUARD” #19 STATE CARD
“TOUGH-LOOKING GUARD” #47 USES THE “TOUGH-LOOKING GUARD” #16 STATE CARD
“OVERWORKED GUARD” #9 USES THE “OVERWORKED GUARD” #18 STATE CARD
“SECURITY GUARD” #22 USES THE “SECURITY GUARD” #10 STATE CARD

750 READ EVENT E.37

751 READ MELVIN KROSSMAN DIALOGUE D.4

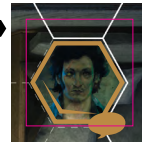
752 DIALOGUE NPCs

From this point on:

The MINISTRY character becomes playable.
You may play the MINISTRY – CHAPTER N°1 at the end of the any CHAPTER.

754 TAKE “MY OLD FRIEND” #67 ITEM CARD

755



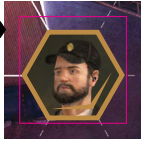
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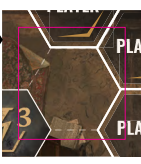
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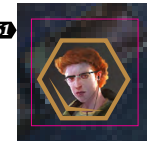
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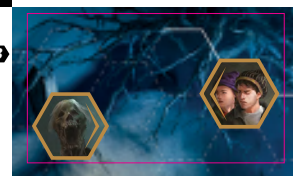
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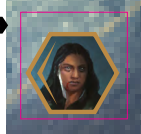
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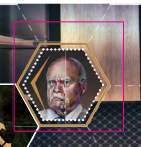
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SPECIAL INSTRUCTIONS

In this scenario, *Phase 1 Action* tokens activate automatically when a player moves adjacent to them.

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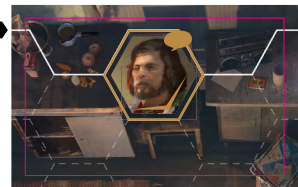
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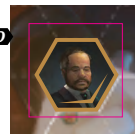
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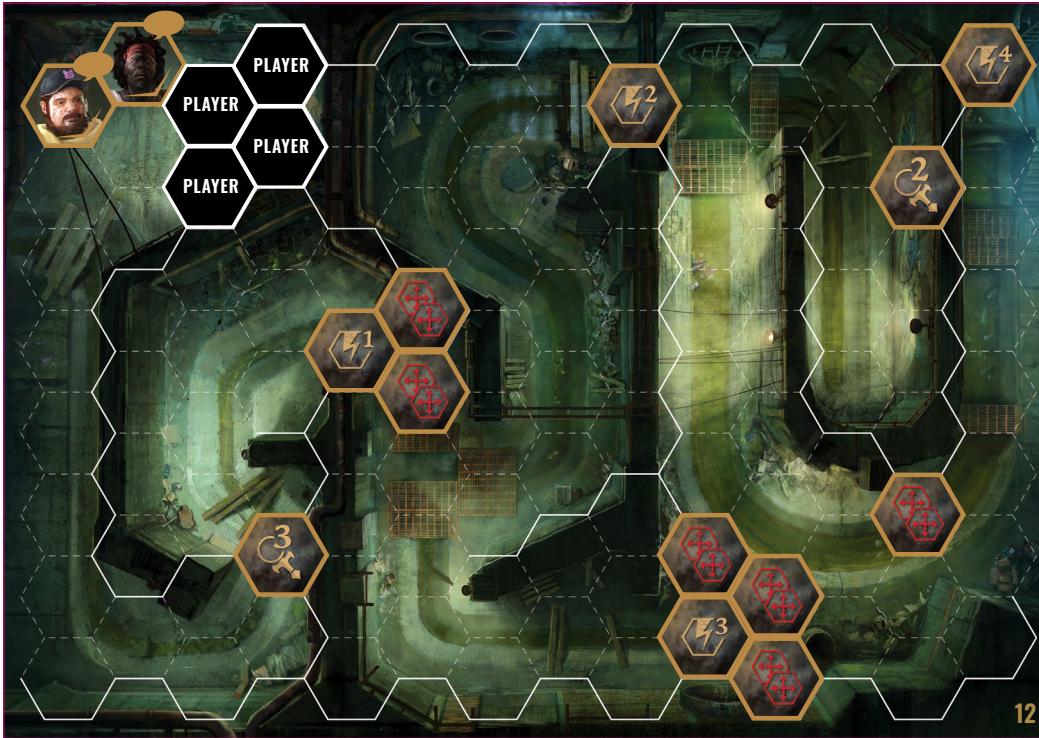
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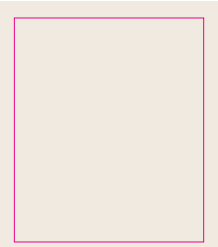
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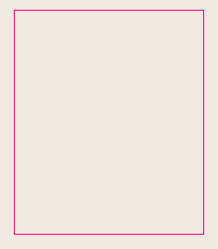
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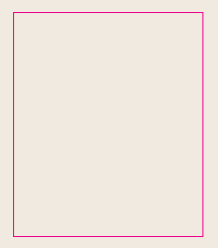
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NPCs



1st Security Guard
#22



2nd Security Guard
#37



3rd Security Guard
#9



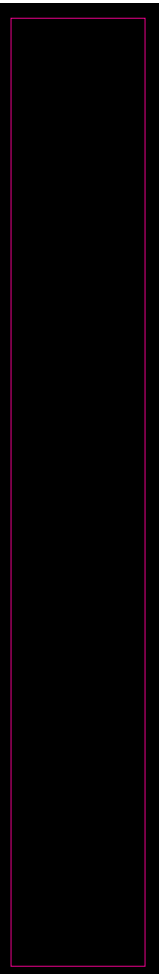
4th Security Guard
#148



5th Security Guard
#48



778



“1ST SECURITY GUARD” #22 USES THE “SECURITY GUARD” #10 STATE CARD
 “2ND SECURITY GUARD” #37 USES THE “2ND SECURITY GUARD” #36 STATE CARD
 “3RD SECURITY GUARD” #9 USES THE “3RD SECURITY GUARD” #37 STATE CARD
 “4TH SECURITY GUARD” #148 USES THE “POLICE OFFICER” #38 STATE CARD
 “5TH SECURITY GUARD” #48 USES THE “OLDER GUARD” #19 STATE CARD

779

IF “ENZO” HAS BEEN DEFEATED DURING THIS CHAPTER, TAKE THE “SIX FEET UNDER” #90 EFFECT CARD. OTHERWISE, GAIN 1 STATUS.

780

A MACABRE DISCOVERY

783

Construction Worker #2
#76

784

Construction Worker #1
#33

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DIALOGUE NPCs



Lost Idiot
#67

781

“PUNK LEADER” #15 USES THE “PUNK LEADER” #49 STATE CARD
“MEEK PUNK” #71 USES THE “MEEK PUNK” #50 STATE CARD
“SKATER BOI” #80 USES THE “SKATER BOI” #51 STATE CARD
“BELLIGERENT PUNK” #92 USES THE “BELLIGERENT PUNK” #52 STATE CARD
“BLITHE PUNK” #74 USES THE “1ST CROWD” #33 STATE CARD

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READ EVENT E.1

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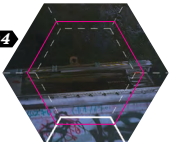
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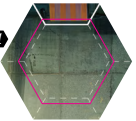
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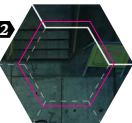
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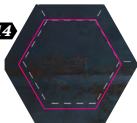
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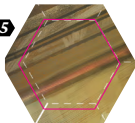
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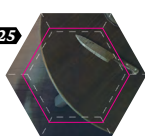
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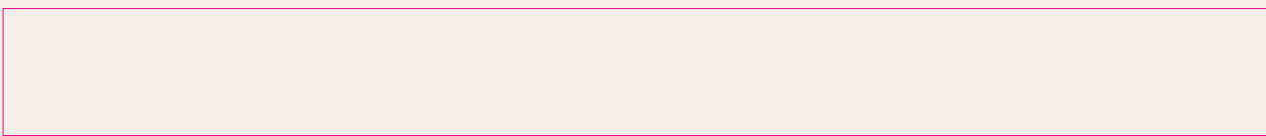
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