

# THE WEEK OF NIGHTMARES

Kindred of all walks seem to know something about the Week of Nightmares, but none of them seems to be able to date it consistently. Calling it a “week” of Nightmares is really a misnomer, possibly adopted to downplay the torrential chaos that rained down on Clan Ravnos. In actuality, the event took place over several years, and it affected several thousand vampires. The ancient founder of Clan Ravnos Awoke from his slumber and began to slaughter his childer. Thin-blooded appeared, with omens and portents as Wormwood burned in the sky. You watch for signs of doom yet to come, learning to spot those omens either through study or because you survived, having manipulated the chaos of the event to your benefit.

- **The Night Network:** Your friends among the Ravnos (and other survivors of the Week of Nightmares) trust you to run a waypoint for their network of travelers. You gain a two-point Haven with one point in each of the Luxury, Security, and Guardsmen Advantages. Ravnos passing through will sometimes stay there at the Storyteller’s discretion. You can safely move goods and messages between cities through your facility. Sometimes other Ravnos bring news and warnings from outside your city.

- **Survivor:** Having either survived the Week of Nightmares yourself or learning from someone who has, you have developed unparalleled methods of escaping dangerous situations. You have the ability to slip away when no one is looking, escaping even the most stalwart prison or restraint. Physical attacks do not prevent you from Fair Escaping, unless the attack successfully does damage or you are grappled (see **Fair Escape**, page 102). Characters who are physically restrained or imprisoned (not grappled) may study their surroundings for two turns, after which they find a way to escape their bonds. This Advantage does not allow the character to escape from a situation with no logical exit, to escape mental restraints like Dominate, or to move through solid objects.

- **The Red Star:** Wormwood, as most supernaturals call it, or 28978 IXION, as NASA designated it, still burns red in the night sky. At least you still think it does. While it has faded for others, you believe the Red Star still exists hidden from everyone but you. Your ability to “see” the Red Star has changed you. Once per game, you can look up at the night sky where you believe Wormwood to be and reduce your Hunger to two. In addition, once per game, you can ignore the effects of any one Condition for 10 minutes. If the circumstances that levied the Condition remain after these 10 minutes, you suffer that Condition normally.