

LOST SECRETS OF THE INDIANAPOLIS CHANTRY

The Tremere of Indianapolis were once one of the most exclusive coterie in the Midwest. Their sole purpose was to unravel the secrets of the strange mystical “Null Zone” near IUPUI, where magic does not function. Then Obregon abandoned Indianapolis on the eve of a Sabbat invasion, and his fellow chantry members, Magnus and Abeno Cime, disappeared soon after. The Tremere have not reestablished their presence in Indianapolis, leaving their Chantry’s secrets vulnerable to outsiders.

Kindred from Chicago and beyond flock to Indianapolis to uncover its occult secrets before the Tremere return. Karl Schrekt is assembling an elite coterie to reestablish the Indianapolis Chantry before Obregon and his allies can do the same. Interested parties race against time to recover whatever they can before their window closes forever.

• **Abandoned Real Estate:** Obregon and Magnus maintained numerous havens throughout the wealthier areas of Indianapolis. Your search uncovers one such haven, providing you with access to a two-dot Haven in Indianapolis, equipped with a two-dot Occult Library (Obregon) or two-dot Hidden Armory (Magnus), and potential clues to the location of additional havens or Tremere secrets (Storytellers discretion). Tremere agents are certain to follow, so take up permanent residence with extreme caution.

•• **Magnus’ Grimoire:** Magnus was the deadly enforcer of the Indianapolis Tremere and had access to a potent array of unique rituals. You have located Magnus’ Grimoire and cache of occult rituals.

Subject to Storyteller’s discretion, Blood Sorcerers may immediately learn one of the rituals located in The Chicago Folios, p. 174 and have a roleplaying justification to learn additional rituals from The Chicago Folios through the standard expenditure of time and experience. Non-Tremere are hunted mercilessly for mere possession of this knowledge. Learning these rituals still requires Experience expenditure.

••• **Abeno Cime’s Haven:** You have located Abeno Cime’s haven, a “haunted” house near IUPUI. It is a three-dot haven with an awe-inspiring, yet utterly disorganized, occult library. The library grants you a three-dot bonus to all Academics and Occult tests and is filled with a wide range of other secrets. At the Storyteller’s discretion, these secrets might include access to Blood Sorcery, innocuous magic items, information about Indianapolis’ magical “Null-Zone”, theories on ancient Kindred in Lake Michigan, and even a copy of “The Book of the Grave-War” — although missing half a page or so. At the Storyteller’s discretion, Cime’s haven may contain a variety of mundane and mystical defenses to penetrate prior to entry.