

THE OLD WARRENS

Before the Second Inquisition, the Nosferatu of Indianapolis had an elaborate warrens under the city. Fraught with traps and misdirection, it was wonderous. Only the Nos, and few special friends knew where those traps were. Now, that the city is relatively safe again, many Nos have been to travel into the old warrens again, only to find that things are not as easily found as they used to be.

Beware the dangers of trespassing on another Nosferatu, even if they are long dead.

• **No Place Like Home:** You have made this place your new home. As such, you have familiarized yourself with the traps in the warrens and will not set them off, unless you are impaired in some fashion.

You gain 2 dots of Haven and associated Advantages as well. Additionally, you gain the Haven Advantage Security at 2 dots for free, but also get the Haven Disadvantage Creepy at 2 dots for free as well.

•• **We've Got Your Back:** Nosferatu are known for keeping pets around. These pets are usually especially gruesome and become mutated by the Nosferatu blood that courses through their veins after becoming Ghouled.

You gain a 3 dot Familiar in the form of either a Coyote or an Allegator. The animal is considered Ghouled to you.

••• **Trick or Treat:** The traps in the warrens are deadly. If sprung, they might well cause death to an unsuspecting soul.

You gain the Haven Advantage of Armory at 2 dots.

When a trap is sprung, it is treated as a Melee Weapon with the quality "Devastating" as well as "Staking". Alternatively, you can choose "Blasting" (a ranged weapon quality) instead of "Staking" if it is not that sort of trap.