

# Twin Cities Hidden Parlor 1985 Player Guide (revision 1)

## Regional map

North America is, certainly by land area largely under control of the Sabbat. Based in Mexico City, this is their base of power, although the Camarilla has made significant inroads in recent decades, Sabbat presence and influence remains throughout the US, Canada, and especially Mexico where their supremacy is without question.



## Key NPC: Camarilla



Name: Dara O'Malley (Dara Ní Mháille)

Title: Prince of Minneapolis

Clan: Toreador

Generation: Luminary Elder, 6<sup>th</sup>

Brief Description: Dara claimed praxis in 1965 following a bloody war (1953-1965) for territory with the Sabbat west of the Mississippi. She was successful in part due to an information sharing and cooperation agreement with local anarchists which she honored in full. During the territorial war, Dara even sent Camarilla into Anarch St. Paul to assist in defense of the anarch domain, an act of solidarity that has not been forgotten among the older anarchists. She is known for her rare but fiery temper - and to be a lover of all manners of rock n' roll music.



Name: Diafrou (or Jeffrey in most dealings with mortals) Zac-Burgess – shown with his secretary and retainer Eileen

Title: Seneschal of Minneapolis

Clan: Ventrue

Brief Description: Descended from a wealthy family of diamond miners from Sierra Leone, Diafrou's family left West Africa and emigrated to Chicago in the 19<sup>th</sup> century. The family wealth grew in a variety of ventures ranging from department stores to iron mining. It is not known when Diafrou was embraced, or for how long he has been guiding the family business, but business has continued to flourish. The companies controlled by Diafrou are wide – based in both Chicago and Minneapolis – making him a very wealthy man. He is known to wield significant influence with (and in fact own) the local news conglomerate.



Name: Mary Mellows

Title: Sheriff

Clan: Brujah

Brief Description: Made a name for herself during “the troubles”. Volunteered to leave Ireland for a crack at Sabbat in the New World. She has a reputation for unconventional warfare and a little less than typical regard for collateral damage. Word is that Mary may be on the outs, given that her talents are more suited to a war time posturing than a peace time sheriff role. Her Camarilla loyalty and her hatred of the Sabbat however are without question.



Name: Dieter Baum

Title: Harpy

Clan: Toereador

Brief Description: Dieter's sharp tongue is tolerated because of his steadfast commitment to the role of harpy, which he takes very seriously. Dieter often laments the dowdy, aged fashion popular among Minneapolis kindred and wishes they would modernize a bit. "But not like that!" adds Dieter, motioning East across the river towards St. Paul.



Name: Eleanor Wall

Title: Keeper of Elysium

Clan: Malkavian

Brief Description: The first thing you need to know about Eleanor is that there are two things that she loves but only three things she hates. What for does she hate? Does there have to be a reason? High five! No no no no no no not that one. Skip. Seven is her lucky number, and your color for today will be green and she cannot help that, it's a choice you made.



Name: Christopher Albert

Title: Ventrue Primogen

Clan: Ventrue

Brief Description: Chris was born into money. His sire is an archon or a prince or something – the story changes. Seen diving around town in a yellow Lamborghini Countache, Chris is well connected among the wealthy trust fund sort – and he just seems to know people. No one really knows where Chris gets his money and just assume he was born with it. He never seems to be working.



Name: Teodora Nowak

Title: Nosferatu Primogen

Clan: Nosferatu

Brief Description: First off let's get out the fact that Teodora looks like a mannequin. Whether this is her unmasked self or just some weird thing she does... well, you will have to ask her.



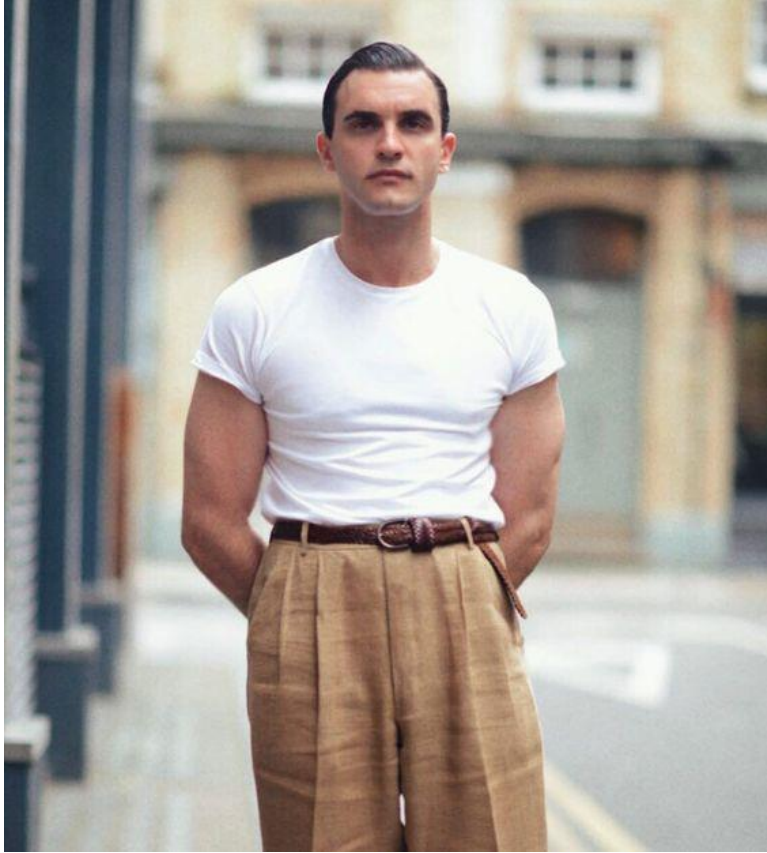


Name: Sadie Mottet

Title: Tremere Primogen

Clan: Tremere

Brief Description: Tremere Primogen and Magister of the Minneapolis Chantry. Sadie is generally reserved and soft spoken. Not your typical leader type. Rumor is she was chosen primarily for her thaumaturgical talent rather than other personal qualities.



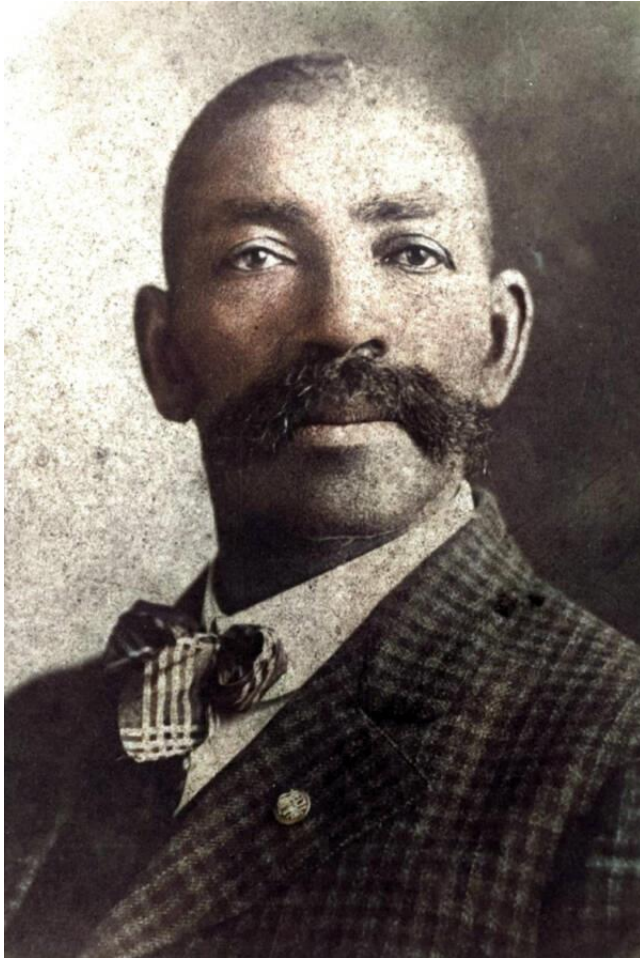
Name: Eddie Randazzo

Title: Brujah Primogen

Clan: Brujah

Brief Descriptions: A veteran of the ongoing war over the territory of New York City, Eddie was asked to relocate with Erin O'Malley to the Twin Cities back in the 50's. Eddie's reputation as a tough guy was validated in the territorial wars, racking up more shovelhead kills than anyone else bragged about – and he bragged about it a lot.

## Key NPC: Anarchs



Name: Rabbit

Title: Baron, Saint Paul

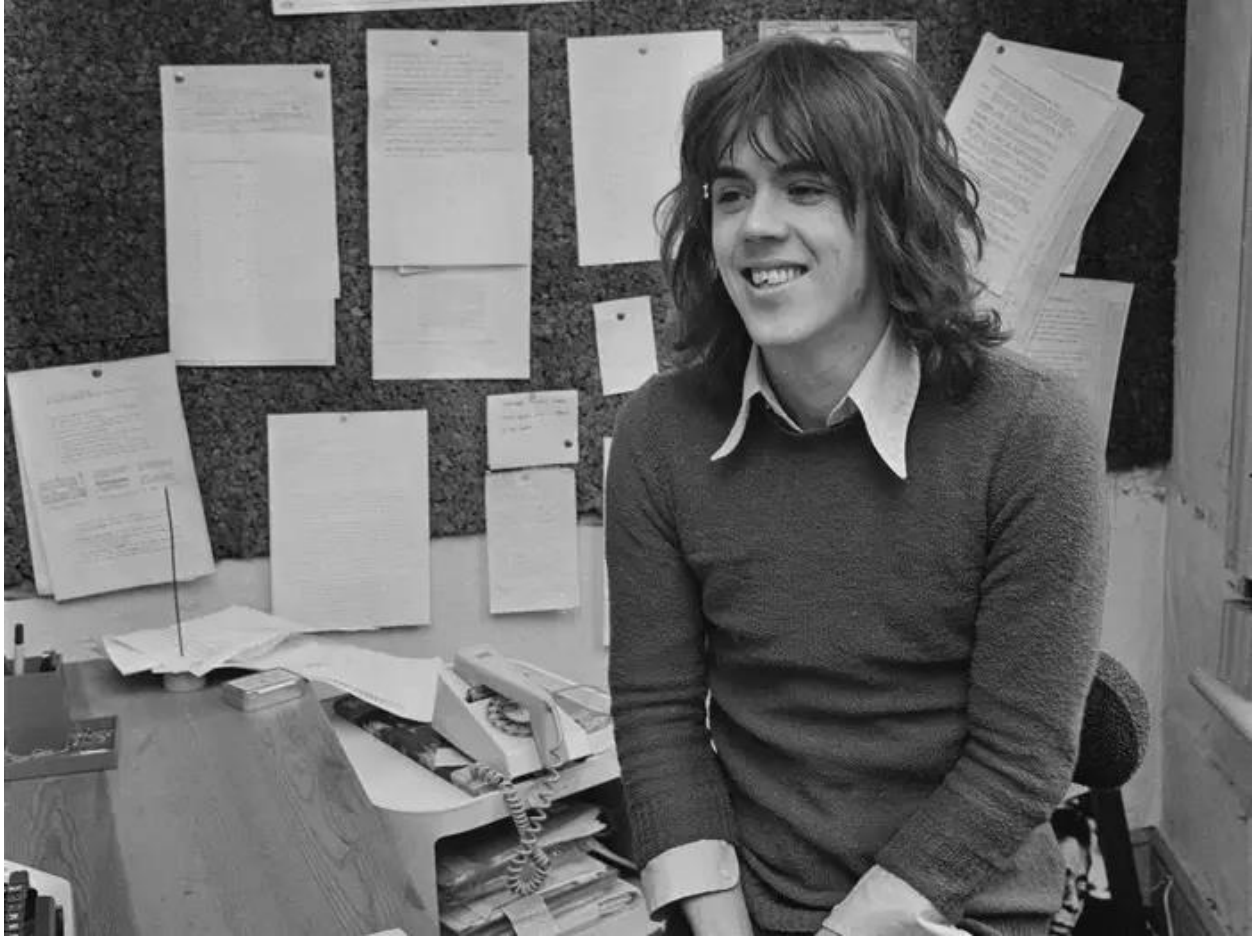
Clan: Gangrel

Generation: Luminary Elder, 6<sup>th</sup>

**Brief Description:** The Baron, Rooster, has been keeping everyone in check for a hundred years. Under his rule, the Barony has prospered. Saint Paul has long been a welcoming place for both Anarchs and Camarilla. Occasional Sabbat raids have been quickly and deftly handled by the Baron and the Camarilla has been happy to use Minnesota as a buffer between themselves and the Anarch states to the east. In Saint Paul, there's a happy and healthy balance with both Camarilla and Anarch existing in peace. As Rabbit tells it, he was a cowboy who was on his way back East to sell cattle when he was turned by his sire. His sire only stuck around a few years, but Baron eventually settled in St. Paul. He just had a knack for wrangling up the various kindred riff raff and keeping things peaceful. When the Sabbat began to

harass St. Paul, Rabbit organized the group together to coordinate a defense. He was named Baron, a title he never really wanted, but just kind of stuck for the last 100 years.

Originally, Minnesota was a pure Anarch domain but the Anarchs were having trouble with Sabbat, and the Camarilla was happy to help fend off the Sabbat in exchange for being tolerated as a presence in the area. Twenty years ago, the Camarilla elders were granted a boon allowing them to create a territory in Minneapolis, although the Twin Cities is still officially Anarch territory.



Name: Hennepin Ramsey

Title: Architect, Saint Paul

Clan: Malkavian

Brief Description: Hennepin Ramsey is a security expert for the domain has, in his word, a “95% threat to reality based contour mapping with only a 40% incidence of known false positives”. In practice, he is quite good with computers – and one of the few who knows how to navigate the joint information sharing bulletin board system maintained with the anarch enclave of Wisconsin. Hennepin is prone to conspiracy stories and has a bit of a “chicken little” reputation – but he does catch a lot of real security situations and is one of the only people with the patience to file everything with the oddly tech savvy network of the Anarchs of Wisconsin.



Name: Chip Rayl

Title: Ambassador, Saint Paul

Clan: Followers of Set

Brief Description: Chip's main job is coordinating with the anarchs in Wisconsin. He routinely works with Hennepin, and Chip is unable to hide his general annoyance with Hennepin, dwarfed only by his general annoyance with paperwork which Hennepin takes care of for him. He is well connected with the various baronies of Wisconsin, but tends to avoid dealing with Camarilla (or Hennepin) unless necessary.





Name: Ivan Pomorenko

Title: No title

Clan: Nosferatu

Brief Description: Ivan is an affable Nosferatu whose friendship with Rabbit goes back decades. While most Nosferatu remain aggressively neutral, Ivan through in his lot with the Anarch domain of St. Paul. Ivan operates out of an old antique store with strange hours in downtown St. Paul. He has good relations with the local Nos, and generally knows a thing or two about the comings and goings. He's not nosy, he just hears things.





Name: Eliana St. Martin

Title: No title

Clan: Toreador

Brief Description: Eliana is a party girl and generally just wants to use her unlife to have a good time. She routinely changes her look to fit in with the crowd she is in (and perhaps to stand out a bit less as one of the more publicly facing kindred in St. Paul). She is known to be friendly with the Camarilla Harpy, Dieter.



Name: Basil Chapman

Title: Oh, fuck that!

Clan: Caitiff, thin blood

Brief Description: Basil just showed up. No one knows who his sire is, and while he's going to play by your rules, he isn't going to do fuck all else you tell him to do. He did not ask for this, and he sure as hit is not asking you to do anything. Basil's a local punk/metalhead who caused a bit of a stir when he showed up locally and was noticed by Donna Nielson feeding in an alley way. Abandoned by his sire immediately after embrace, it's a wonder Basil did not get noticed sooner. Since being set straight by Rabbit, Basil has been let loose with the understanding of maintaining the masquerade – which he has done admirably since. Basil is, however, anti-authority through and through. A real Brujah's Brujah – were he a member of that clan – which he most assuredly is not.



Name: Donna Nielson

Title: None

Clan: Brujah

Brief Description: Embraced 10 years ago, Donna's sire was killed in a 1980 Sabbat attack. In the meantime, Donna is making the most of things. She has a bit of a thing for trying to fix hard cases, and was a big advocate for sparing Basil when he first showed up and was very unruly. She is known to be a very compassionate and caring kindred – not your typical selfish jerk.

## Key NPC: Sabbat



Name: Beauregard Sofley

Title: Archbishop of North America

Clan: Lasombra

Brief Description: Responsible for Sabbat activities in the Western Hemisphere north of Mexico, Beauregard is a gentleman and a monster. Despite his religious bone fides, Beauregard is a thoughtful opponent who is as likely to use his still significant influences to turn the tide in the ongoing war with the Anarchs and Camarilla. In his own words, "The Americas were ours and they will be ours again – and he will not rest until the blood of these elder puppets flows through the entire length of the Mississippi, runs down the mountains of the Alleghenies, and waters the mighty forests of Maine. Praise Cain! Mark my words, I can feel it in my blood deep down to the shadows of my soul". Right before downing a dark red cocktail garnished with a sprig of Mint.