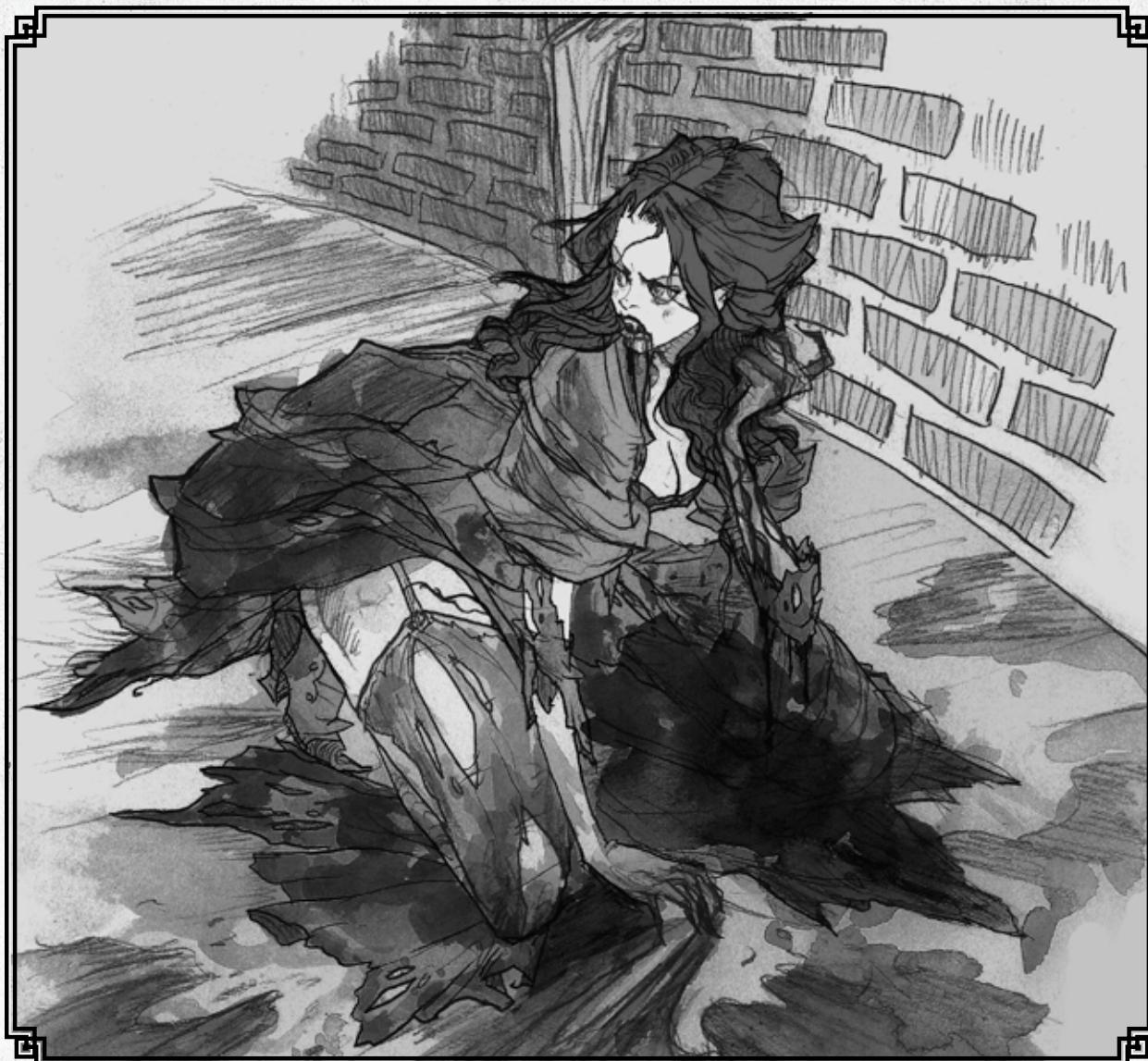


GASMASK GAZETTEER

Dhampiri of the Underground

A menace beneath the streets of the metropolis and new powers of the blood with which to combat that menace.



Unhallowed Metropolis created by: Jason Soles
and Nicole Vega

Written by: N. Conte

Graphic Designer: J

Editor: Jennifer Shaiman

Project Manager: Simon Berman

Cover Artist: Abigail Larson

Photography: Bloodengel Photography and
Marc17

Models: Alan Link, Chris Carrico, DekenAngel,
Jenni Beetem, Katie Mineke, MzDeliverance,
Nicole Vega, Revel, and Victoria Shaffer

Art Direction: Simon Berman

Unhallowed Logo: Daniel Gelon

New Dark Age Logo: Joshua McDowell

Proofreaders: Jason Soles, Simon Berman,
Jennifer Shaiman

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Playtesters: Carl Ballard, Kyle Burckhard, Elliot Erickson, David Hurd, Christi McCray, Donovan Moubrey

Photo Credits

Feeding Vampire

Photo and Manipulation: Marc17
Models: Nicole Vega and Victoria Shaffer

Bloodlust

Photo and Manipulation: Marc17
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Model: Revel

The New Dark Age is Jason Soles and Nicole
Vega.



Introduction

The *Gasmask Gazetteer* is a supplement for *Unhallowed Metropolis, Revised*, of interest to and use by Narrators and players alike. Each installment of the *Gazetteer* shines a light upon a location in the city of London, 2105 A.D. and the inhabitants thereof and relates to a specific Calling. These places are described in grim detail for use by Narrators seeking locations to include in their games of *Unhallowed Metropolis* and include statistics for important non-player characters. Further, players may find these locations and non-player characters useful in describing the backgrounds of their own characters. Finally, each instalment of the *Gazetteer* concludes with several items intended for the use of players, including new Calling-specific Stunts as well as a number of new combat Stunts, Qualities, Impediments, or equipment of use to any character.

"Dhampiri of the Underground" examines the threat of feral vampires inhabiting the fetid London Underground, explores the lair of a particularly unpleasant example of the vampiric infection, and concludes with new Stunts for the Dhampir Vampire Hunter as well as playable content suitable for characters of any Calling who brave the squalid tunnels.

Part One: The London Underground

"But it is hard to be gay when underground; one must have a sort of vampire nature for that. Those gloomy tunnels whose roofs are wreathed with perpetual steam; those squat engines that dart forth from their mysterious recesses, clanking and laboring at their tasks; those carriages where the yellow gaslights glimmer from their glass eyes on a pale, careworn, nervous, irritable race, thronging to and fro in ceaseless never-ending swarms,—those are not exhilarating sights."

—*Frederick Talbot, "A Maid Forlorn," 1873*

The endless labyrinth of train tunnels, sewers, and subterranean passages beneath London is home to numerous outcasts, degenerates, and criminals cast out of the Family, all living in fear of both the world above and the vicious predators in their midst. Transit tunnels are the largest part of the Underground, a subterranean world almost as vast as the metropolis itself. Many pathways lead from the upper reaches to the deeper tunnels of the Underground, some of which date to before the Reclamation. There is no sunlight



in the dripping darkness beneath the streets of London, and the Deathwatch only ventures below in the case of an extreme threat to the whole of London.

Foremost among the predators of the Underground are the feral vampires. Feral vampires present an entirely different sort of threat from their secretive and insidious, sentient cousins. Though they seldom spread vampirism due to their murderous indiscretion, they feed wantonly and kill purely for the sake of killing. Vampires may lair in places accessible only to their kind and feed as they wish from the vagrants and outcasts that call the Underground home. The more puissant of these revenants even prey on tube passengers and come into conflict with the armed guards who patrol the train tunnels. The few survivors often contract the disease and become a danger to all around them.

Sometimes, feral vampires form nests in areas where their hunting territories overlap. They do not cooperate, and they are quite territorial, with the weakest often destroyed at the claws of the strongest, but sometimes their battles for dominance produce a vampiric pecking order. The strongest vampire claims the choicest feeding ground, and the others hover around the edges of that territory, fighting among themselves for the best places to collect scraps.

Undertakers collect high bounties for slaying vampires of the Underground, and the best adapted to these subterranean conditions are the dhampiri. The exotic half-lifers possess many of the vampires' strengths, such as heightened senses, that serve them well in the darkness of subterranean London and allow them to track down a vampire's hiding places. In addition, their physical prowess makes them well suited to the act of destroying vampires, especially if they find a willing (or unwilling) source of human blood prior to engagement. Often, bands of dhampir hunters operate together to ensure that the job is carried out effectively and to prevent any single dhampir from losing control upon encountering their hated foes. The latter case often results in a dhampir's death and guarantees the rise of a vampire, further compounding the problem.

Feral vampires sometimes come into conflict with ghoul tribes. Some ghous ignore the laws of their tribes and hunt the human denizens of the Underground, bringing them into direct competition with feral vampires for sustenance. The tribes that *do* obey the laws of territory sometimes face no alternative but to destroy feral vampires whose actions draw unwanted attention to the ghous. Sometimes, vampires even attempt to invade ghouls domains to steal prime hunting grounds.

In addition to feral vampires and ghous, passengers face a myriad of other threats, from mundane tunnel collapses to hordes of animates that quickly overtook small communities in the undercity, and worse things, such as thropes, that seek seclusion in the darkness. Ghouls and human dwellers of the Underground also speak of angry spirits of people who died in the Plague Years or the Reclamation. These spirits are said to have festered like a wound in the

darkest tunnels. The dangers present are rarely more common than those faced by aboveground travellers, but the sense of isolation underground can magnify their significance.

Part Two: Tracks, Tunnels, and Nests

The ecology of the fetid tunnels of London is influenced by many factors, the seasons not least among them. The onset of winter often sees a spike in the number of train passengers. When blackened snow and sooty ice cover the already-crowded streets, slowing traffic to a crawl, the trains are the fastest and often cheapest method of transit across the metropolis.

True to form, as winter darkens the metropolis, the number of attacks has increased. In one case, a vampire abducted a Metropolitan Police officer standing guard at the Waterloo tube station. Though vampirism is a threat that the government can never ignore, lest it get out of control, the problems surrounding Waterloo station have become a priority for the OUD. To this end, they have distributed through all OUD hubs and agents in South London a special notice regarding vampires preying on passengers passing through Waterloo. Agents are advised to inform hunters of the increased bounty on these vampires, and most display the notice in order to further motivate hunters. The patrons of this station are fewer by the day as more choose to find other methods of transportation not subject to vampire predation.

Waterloo station lies at the very heart of a feral vampire infestation. Several vampires lair nearby, fighting for territory and the scraps left by the dominant vampire. Their bloody internece struggles claim the lives of ghoul and human alike, in addition to the cost of feeding the vampires' insatiable appetites.

In the case of the Waterloo station, the stairwells and access ramps lead to other abandoned stations as well as sewer access points, which had been all but forgotten by officials until the recent spate of vampire attacks. These entrances to the larger world of the Underground have been frequented for some time, however, by the hopelessly destitute of South London who needed somewhere to go when the slums could no longer contain their number. Rather than sealing off hundreds of people and future avenues of expansion, the city has given the OUD time to address the problem while the Home Office decides on a response to the situation. Vampirism does not spread as quickly as an animate outbreak but is far more dangerous. Even the most bestial feral vampire is more intelligent than an animate and far more powerful. If one stricken by the disease returns to his family or preys on the poor, it can claim many victims and further spread vampirism in the survivors. Its slain victims can even rise as animates, presenting yet another hazard. Opportunistic vampire hunters looking to make good money in the Underground find themselves presented with a lucrative, if extremely dangerous, prospect.

Waterloo Station

The tube station is a large, well-lit chamber just a short walk from the entrance ramp that leads to a fairly affluent section of South London. There are benches to sit upon for those who arrive early, and two armed guards on either side of the station. The line runs north-east and south from the station, terminating at Elephant and Castle station where passengers can transfer to another line that carries them to other parts of South London and several other transfer points to the north.

On the east side of the chamber is a staircase that descends deeper into the Underground, into tunnels once planned for restoration but long since abandoned, where few lights still work and many access tunnels lead only to dead ends. One of the guards stands near the stairs in order to keep vigil over anything that might venture up from below. Most often, this is simply vagrant tunnel dwellers who prefer to stay on the upper levels, closer to the society that shuns them, for safety. Known criminals and seedier sorts are directed back down the stairs at gunpoint.

When the tunnel dwellers die in confined quarters with no access to cremation and proper weaponry, the Plague can quickly spread through underground communities. Occasionally, animates will amass in small but dangerous groups at the bottom of the stairs and in the tunnels below, requiring the intervention of both guards and extra officers called in from the streets above.

The tunnels below the station run for many miles. Newcomers to life in the Underground move south through the old tunnels almost every day, driven off by the established groups or in search of relics or forgotten valuables that might help salvage their former lives. The train tunnels and sewer lines spread beneath the city, intertwining with abandoned tunnels and sunken buildings, some dating back to Roman times, and connecting foetid subterranean communities. Two miles from the station, the southward tunnel runs through a junction, with smaller access tunnels on either side. The left tunnel leads to a sewer access and an underground river, while the right leads through a series of abandoned cellars and south of the station lays a forgotten station with a crumbling, subterranean chapel from the old city.

Long Shadows

Only light that filters down from above or from the flickering lights of the junction to the south reaches the tunnel. Such poor visibility inflicts a -3 penalty on ranged attack rolls, which can be reduced to a -1 penalty by the use of lamps and torches. Similarly, most sight-based Wit – Perception rolls suffer a -3 penalty unless mitigated by specialized equipment or supermundane capabilities. These penalties are negated entirely for dhampiri thanks to their heightened sense of vision.



Southeast – Sewer Culvert

Part of the many sewer lines lost or simply abandoned as the metropolis grows, the southeast sewer facilities house a small tribe of ghouls. This ghoul tribe obeys the laws of their kind and do not hunt humans, but those who stray into their territory usually vanish.

The ghouls, who compete for territory with the vampires, welcome and will attempt to aid vampire hunters. Furthermore, if the police march into the Underground to slay the vampires, they will just as quickly exterminate the tribe of ghouls.

The ghouls live near a culvert that was converted into a sewage tunnel, in the remains of a small service area used during construction that provides some shelter. The doors have long since rusted away and many of the catwalks are too dangerous for all but the smallest ghouls to traverse without risk of collapse, which would send them plunging into a river of effluvia that carries anything in its grip to an underground tributary, never to be seen again. The creatures sometimes use what storage basins remain to "pickle" their prey in sewer runoff, for those among them with a taste for such meats. Most prefer their human flesh a bit more fresh, but when limited to drug addicts or the sickly, they enjoy the added flavour.

Several of the ghouls speak broken English, enough to communicate with any hunters that venture into their culvert. The ghouls

will offer what assistance they can, including a guide into the tunnel labyrinth that they know so well. They will avoid any fights unless cornered, in which case the younger, more mobile ghouls will swarm the more dangerous-looking characters first and attempt to pull them down, even dragging them into the sewage to save the rest of the tribe.

Southwest – Abandoned Wine Cellar

Forgotten or abandoned cellars litter the Underground, remnants of the old city, one of which lies southwest of Waterloo station and can be reached through an access tunnel. When the establishment that owned the cellar went out of business, its aboveground entrances were buried and looters from the Underground quickly found their way to the stock and took what they would. Now, the cellar reeks of rotted wood, wine that has long since turned, and decomposing human remains.

A feral vampire has taken up the wine cellar as its lair, capturing newcomers to the Underground or those who stray too far from the protection of their fellows. It brings them to the large chamber, full of sagging wine racks and mouldering barrels. There it toys with its victims in sadistic games. Their screams echo throughout the old train tunnels, carrying even up to Waterloo station at times, but no one is brave enough to venture in to rescue his fellow man. When it tires of playing with its victims, it breaks them, piece by piece, drinking blood from spurting veins, sucking marrow from the bones of the still living. The nearby ghouls can lead the hunters right to the wine cellar and provide them with some warning of what lies within. Naturally, they will not venture inside to confront the vampire personally, but they will fetch what wood they can find in the wreckage for hunters.

Broken bodies and torn flesh, rotting remains of the vampire's victims, litter the wine cellar floor. There are few places on the floor not covered in wooden or fleshy detritus, making stealth difficult. The vampire receives a +2 bonus to its Wit – Perception rolls to spot any characters using the Shadow Skill to sneak into the cellar. An overpowering stench of decay inflicts a -3 penalty on any smell-based Wit – Perception rolls. The vampire sleeps and rests atop some of the rafters that have not fallen, confident that none will come to challenge it in its own domain.

There are many pieces of wood that might serve as impromptu stakes, but the wood is soft and will break after a single attempt. Moisture has left most of the wood unsuitable for burning.

South – The Forgotten Station

Due south of Waterloo station, one can find one's way a short distance to an abandoned and forgotten station *via* inactive train tunnels. The path grows isolated and fraught with hidden dangers as one moves further away from the surface. The old tunnels saw many battles be-

tween Reclamation forces and zombies and sometimes even worse things than the walking dead. The tunnels often sustained structural damage as a result. Collapses are not uncommon, with portions of the tunnel ceilings falling and crushing the unwary. Such collapses require a Coordination roll to avoid being hit by falling debris. Depending on the area of the collapse, the Narrator may choose to vary the roll from DR 11 to DR 14. The Narrator should also decide the mass of the debris falling on each character: large chunks of falling debris inflict a +5 to +6 damage roll, while smaller pieces could hit for anywhere from +2 to +3.

The disused station is cut off from the street above, since its stairs were long since blasted down and sealed off for the safety of good citizens. Like the other stations, it is an expansive chamber with wings on either side of the tracks; yellowed bills peel from the pillars that still stand, while some have half-crumbled into dust.

On the east platform stands a dusty old newsstand that is now home to a feral vampire. Driven from the more choice territories by its stronger rivals, this vampire is more starved than its fellows and has taken to subsisting on animal blood, preying on rats and mongrel things that wander the Underground. Even then, it can barely sustain itself and has weakened over time. Large enough groups of travellers can keep the creature at bay long enough to pass through the abandoned station. Desperate and lacking intelligence, the vampire sees any small group, even a group of vampire hunters, as a source of possible prey.

The vampire has developed a rather useful trick: the ability to scale walls with any kind of handhold, as the rats often do. With a successful Coordination roll (DR 11), the vampire can scuttle up the pillars of the disused station or even up the almost sheer walls, where it can hide in small holes created by collapse or explosives damage. It fights by descending from the shadows above and striking, then retreating to attempt another surprise attack. If caught by a dangerous enemy on the ground, the vampire will attempt to retreat at any opportunity. Weak as it is, the creature is still more than a match physically for any human but incapable of fending off a determined assault by skilled hunters.

Hidden in and around the newsstand are artefacts of the vampire's few human kills, including several firearms and personal belongings (pocket watches, dust-covered scraps of pictures, and a ratty, old stuffed bear).

Weakened Vampire

Vitality: 3

Coordination: 4

Wit: 2

Intellect: 1

Will: 2

Charm: 0

Prowess: 6

Actions: 2

Skills and Stunts

Unarmed Combat 3 (Brutality, Snap Reaction, Power of the Blood: Preternatural Speed)

Features

Insanity (see *Unhallowed Metropolis*, Vampire Rules, 233 – 237).

Crumbling Chapel

This subterranean chapel is linked to the forgotten station to the east by a small corridor wherein bones of rats and unidentifiable things litter the floor. Once, it catered to passengers of the tube trains, an experiment not often repeated. Knowing the corruption and sin that lurked beneath the streets of London, the Church of England sought to combat it with a bastion of faith for travellers and wayward souls. It opened up a small, basement chapel to the Underground by tunnelling a passage to the station. The sponsoring church was destroyed during reclamation efforts, and the small but ornate chapel is all that remains of a noble attempt to bring light to the Underground.

Now the crumbling church is home to a feral vampire of incredible strength and intelligence. Once a young artist who found inspiration in the chapel, the creature is now a killer without peer. The vampire is dominant among those in the area. The others stay out of its territory, as the few that challenge it fall to its wrath, and it hunts as it pleases among the tunnels. Once, it has even ventured up to claim an armed guard. The ghouls have attempted to drive it off without success. The church itself is a ruin. Its doors were torn from their hinges by the vampire and most of the pews are shattered and strewn about the

room. Dried streaks of blood mar the stained-glass picture above the holy altar. The grisly remains of its victims adorn the walls, pinned in place until decayed enough to fall apart. Often the vampire perches among its victims, clothing itself with their flesh and embracing their bloody bones. It speaks in ghastly tongues as it does so, though not in any language known to the living. Sometimes it spreads the remains of its victims upon the broken altar and whispers strange things, fragments of words in different languages, broken sentences, snippets of old songs.

Some remnants of the church remain that might have a little value, if one can wash off the stench of death and waste: silver chalices and small statues carved in the shape of angels, their eyes long since bloodied in the sprays of violence that accompany the vampire's predations. The remains of a Metropolitan Police officer named Simon Callahan also lie in the chapel, near the altar. His corpse still bears his badge, coat, and the weapons that availed him little in the attack.

Dominant Vampire

Vitality: 6 (8)
Coordination: 4 (6)
Wit: 4
Intellect: 2
Will: 3
Charm: 0
Prowess: 8 (10)
Actions: 2 (3)



Skills and Stunts

Shadow 4, Unarmed Combat 3 (Free Dodge, Spit Fire, Power of the Blood: Death Dealer)

Features

Insanity (see *Unhallowed Metropolis*, Vampire Rules, 233 – 237).

Notes

The vampire of the chapel nest is a fearsome predator. Its superhuman strength and speed allow it to overcome even dangerous humans such as police and Deathwatch soldiers. It is far too powerful for any one hunter to confront alone, and any such confrontations will end with the hunter's death. Only through tactics and teamwork can such a monster be slain.

Successful as it is at hunting, the vampire will almost certainly have fed less than eight hours before the hunters encounter it. The numbers in parentheses next to its Attributes represent the bonuses it receives for recently feeding, unless the hunters manage to cut the vampire off and trap it away from prey for a length of time—a difficult proposition indeed, given its abilities.

The vampire does not fight with weapons, using purely its own savage strength to break its enemies. The monster prefers to cripple limbs in a way that leaves the prey alive but unable to escape or fight back, so that it may bask in their horrified agony while it slowly tears them apart.

Confident in its own killing ability, the chapel vampire will not retreat from a fight unless seriously injured by fire or presented with foes that rival the creature in physical prowess.

Managing Expectations

The chapel vampire is quite a formidable opponent, meant to be a threat to experienced hunters, even those who travel in groups. If the player characters are inexperienced, or are few in number, you may wish to reduce the vampire's physical prowess accordingly. In this case, consider the following options:

- Lower the vampire's Vitality to 4 or 5.
- Reduce the vampire's Intellect to 1.
- Lower Coordination to 2 or 3.
- Assume that the vampire has not fed in the past couple of days, denying it the feeding bonuses.

Part Three: Predator into Prey

Vampires are some of the most dangerous predators to stalk the Underground, but they are not themselves immune to predation. The deadly dhampiri are unrivaled in the arena of slaying vampires. None know the habits and abilities of their vampiric quarry better than the Dhampir Vampire Hunters, and none enjoy snuffing out such monstrosities more than the half-vampires. Experienced Undertakers also present a threat even to older and more potent vampires, for they know their enemies well and develop techniques specially for destroying such monsters.

The people who dwell beneath London, by unfortunate circumstance or by choice, also become quite adept at surviving, even in the face of such dangers as vampires. In a place where no map is useful, they learn to navigate the network of tunnels, cellars, and sewers as well as the rats. To such people, the Underground is home, and while it is fraught with dangers, it is not any worse than the metropolis outside the walls of aristocratic estates.

New Blood Legacy Stunts

Dhampiri possess many of the strengths of the vampires they hate so much, and they can hunt anywhere their prey dwells. Dhampir Vampire Hunters who specialize in hunting in the Underground have developed some new Blood Legacy Stunts to better combat the inhuman horrors that created them.

Blood Brothers

This particularly gruesome stunt allows the character to share a measure of his healing abilities with a human, if the intended recipient can get past the nature of the "blessing." The dhampir, by feeding a wounded human his own blood, grants that person the healing powers associated with his own semi-vampiric state. During combat, the dhampir suffers -1 Vitality each turn he feeds a human his blood. The dhampir recovers faster than a human would, regaining 1 Vitality every three days.

For each Vitality point fed to a human, the recipient can reduce an Incapacitating Wound to a Serious Wound, a Serious Wound to a Flesh Wound, or remove a Flesh Wound, though few dhampiri would sacrifice so much to heal mere Flesh Wounds. It takes ten minutes to reduce an Incapacitating Wound, five minutes to reduce a Serious Wound, and one minute to remove a Flesh Wound. An ingested Vitality point can also be spent to reduce the healing time of a complication by one week. The human's worst wounds heal first. Humans do not gain the bonus to Vitality and Coordination after feeding that dhampiri experience. Half-lifers cannot benefit from this Stunt. Dhampiri with the Physical Impediment Infectious Bite may infect those they are attempting to help (see *Unhallowed Metropolis*, page 144).

Flight of the Bat

This Stunt allows the dhampir to leap greater distances than his human kin. While this is partially granted by the enhanced strength of the dhampir, there must also be an element of sheer will at play, since few vampires exhibit this ability. When making Coordination – Leap rolls (see *Unhallowed Metropolis*, page 160), the dhampir may add his Vitality to the roll total. Additionally, his base leaping distance is increased: he can leap Coordination x 5 feet without a roll and Coordination x 8 feet without a roll if he has a running start.

Warmth of the Living

Honing his preternaturally sharpened vision even further, the dhampir becomes capable of seeing into the infrared spectrum. He can see the heat generated by the living, which manifests as a glow in various shades of red and orange and yellow. The dhampir gains an additional +1 to Wit – Perception rolls used to see a living creature and does not suffer penalties, even in complete darkness, when attacking living creatures. This bonus is in addition to the effects of the dhampir's Heightened Vision ability (see *Unhallowed Metropolis*, page 239).

New Combat Stunts

Blinding Light (Melee Weapon or Unarmed Combat)

By quickly shining an available light source into the eyes in darkness or low-light conditions, the character temporarily blinds his opponent. Afflicted creatures that rely on sight, such as vampires, thropes, or humans, suffer a -4 penalty to combat, Wit – Perception, and Skill rolls related to vision, including dodge and parry, for one turn. This Stunt has no effect on animates. Against the sharp-nosed ghouls, the penalty is reduced to -2. Use of this Stunt requires a Melee Weapon or Unarmed Combat Skill roll with a called shot to the head, though the attack roll penalty is reduced to -2 in low-light conditions. The character must have some way of producing a blinding light, be it from a torch, lantern, or Pyrokinesis psychical Devotion.

New Physical Quality

Underground Recluse, 1 Point Quality

After so much time spent in the Underground, the character's senses have become attuned to it, for better or worse. He gains a +1 bonus to Wit – Perception rolls when in dim lighting or quiet conditions. However, when above ground, he suffers a -2 penalty to Wit – Perception rolls, as the lights and sounds overwhelm his senses. Furthermore, the character's pale skin and sunken eyes lend a ghoulish appearance resulting in a -1 penalty to non-Intimidation Charm rolls with surface-dwellers.

New Supermundane Quality

Animal Blood (Dhampir Only), 2 Point Quality

A dhampir with this Quality has learned how to derive empowering sustenance from the blood of animals. However, like vampires, he finds such blood much less nourishing than human blood, though perhaps a little less distasteful to acquire. A dhampir can drain less

than a single point of Vitality from all but the largest animals before they die and must feed from dozens of small animals (such as rats and cats) in order to draw even a single Vitality point. Unlike vampires, the dhampir suffers no weaknesses from consuming only animal blood, though the effects last for only fifteen minutes, regardless of whether or not the character has the Lingering Vitality Blood Legacy Stunt.

New Mental Quality

Tunnel Dweller, 2 Point Quality

Those who spend enough time in the Underground can often navigate more quickly below ground than others can by cart or by foot on the streets of London. Characters with this Quality are limited to knowledge of one of the five major divisions of the metropolis: West End, East End, Square Mile, North London, or South London. When in their chosen district's Underground, the character can make a Wit – Perception roll (DR 14), modified by circumstances at the Narrator's discretion, to navigate the subterranean labyrinth. Success allows travel in half the time it would take above ground. Travel in the metropolis always carries the risk of unanticipated hazards, and a journey in the Underground is no exception.

In addition, the character gains +1 to Wit – Perception rolls to notice dangers lurking in the dark, human or otherwise, and to track quarry in the tunnels. This bonus only applies when in the Underground.

