

<u>Cleveland</u>	By	Nigl	nt	Epis	ode	2	:
<u>Player(s)</u>	of	the	N	<u>lght:</u>	R	lob	bi
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<u>Elysium:</u>	Dea	admar	ר <b>י</b> צ	s Cur	ve	Br	ew

**9/13/24**- The group splits up to cover the leads they think they have. Kale, John and their crew went to the **3** Strikes Social down the street from Elysium to speak with the Garou, while the rest regroup from the Wrack and Pain to discuss the findings there, as well as what Rembrandt and Juliana found at Janet's Apartment.

Kale leverages his friendship with the Garou that followed them from Savannah to get a little into that something weird is going on here in Cleveland for the Garou and that they're planning to look into it- but that their biggest concern is that one of their contacts in another pack of Garou has gone silent after tracking a pack of Sabbat heading down to Cleveland from Detroit seeking to establish themselves in the absence of leadership. Things continue amicably as Kale and his group run an errand for his friends to acquire some purchases they have made from the local hunters, culminating with a chance encounter with an oddly familiar resident of the Lofts Apartments marking Kale with a tracking ward before they disappeared into the elevator and out of their reach.

Amidst the friendly reunion, Amelia's place of Business was served for a health code violation due to an incident earlier in the night being recorded at the Wrack and Pain. She swiftly uses her connections in the city to smooth over the matter, but she is still shaken at the violation of her privacy and hospitality, the voice of John D. Johnson haunting her from a digital grave as it is shared between factions, creeds and packs across town. The night progresses into wheeling and dealing at the casino for the group staying close to Kale and John. Sleuthing provides some fruit, but it's not enough to keep them from dabbling into their own vices and interests.

Similar temptation is felt across the lake on the Islands at the Chantry as Apollo, Chi and Alastor also give in to their own vices, leading to more questions than answers about what really happened on August 6th despite a first hand account by a Tremere named Barb who is now a ghost trapped within the chantry walls. She met her end outside of the casino that night And doesn't know the real reason she and the Chantry members were invited to meet there that night by Janet, nor what ended them.

Will time heal the trust that has been broken and the strengthen the bonds formed on the first night of Levi's Leadership?

Leave Space For The Holy Ghost

ie, Fae, Stefanie, Rudy 2, 2024 very in the Flats