

A TASTE OF CRIMSON

STORYLINE DEMO Vampire 2002-03-29

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Introduction

This small story was written as an introduction to vampire for a novice roleplayer.

It isn't high on content but it succeeds in taking the novice player for a ride through all of the emotions which define Vampire: the Masquerade: horror, angst, adrenaline, guilt,...

Experienced Storytellers can easily add more content to it or even use it as the start of a small chronicle....the end is fairly open so you can go a lot of ways with it.

Enjoy...

Scene1: The Frat Party

The Omega Alpha Alpha fraternity is known for its wild parties.....a bunch of freshman is there for their initiation brew fest. There are kegs, chicks, jocks and the occasional nerd.

At exactly 24:00, the lights and music go down...when the power is restored a minute later, people will notice a few new arrivals in their midst. Strange looking people: older...creepier.

Really astute people (Perception-tests !) notice that some students have disappeared.....The music goes on and so does the party.

After 15 minutes it happens again.....again a few people are missing.

When any of the party confronts the strangers he/she gets a shove...HARD ! If it happens again, the stranger hisses and bares its fangs.

Then the lights go out a third time.....you hear shouts and screams.

When the lights go on again.....a massacre on the dance floor. Vampires are feeding on some of the students.

All exits are blocked...the Player Characters (PC) and another few students are locked in with the monsters.

When the vampires are done with feeding...they turn on the PC's and any survivors and begin to play sick games with them.

One Lick is flesh-crafting (Tzimisce discipline, see V:tM) a fellow student of the PC's, who is very much alive during the whole procedure.

After a small period of playing the leader of the gang, a huge black man gets a warning on his cell phone.

He yells to the rest of them that the Sheriff is approaching and that they need to create some diversion.

All Vampires grab a student (the Player Characters and any others; a total of 6 students) and embrace them.....

Scene 2: Aftermath

When the PC's wake up....they feel different. Cold, hungry...

There are six of em...lying on the ground in pools of their own blood. Sirens can be heard outside.....a beautiful blonde girl is sitting in the corner....almost catatonic, blood trickling from a simple gash on her forehead.

Even the misshapen boy is stirring now.....the hunger is instinctive.....A fight begins over the blonde girl, as the scent of her blood arouses the others.

Before the fight can be concluded, the door is kicked open and several men step in with rifles and flashlights.

They are wearing the uniform of the local sheriff's department, and the campus police is present as wdl. They are ordering everybody on the floor.....The misshapen boy attacks the campus police. All men start shooting the boy.....Chaos breaks loose.

After a short fight, all police officers are incapacitated and only the PC's and a fratboy named Ralph (NPC) remain standing.....fed, frightened and disorientated. More sirens can be heard.....the need to flee is apparent. They jump into one of the PC's nearby jeep and rush off.

Scene 3: eat at Joes

The PC's finds their way to a nearby 711. They enter and get a booth at the back of the diner. Slowly they start to suspect what has happened to them.

They order some food but are reluctant and even sick, when trying to eat it.

Ralph mentions that he is in pain...he seems to be transforming, and suddenly his nose drops off.

On the news is the story of a campus party gone bad. The foto's of the characters are displayed, proclaiming them to be youth mass murderers.

After a while, discussing what to do now, somebody notices one of the vampires stepping on a bike outside. He rides off, after talking to a gangbanger. (not the sexual kind, thank you)

If the characters use their jeep to follow him, they are led to an abandoned warehouse. He parks his bike outside, checks left an right and then enters the building.

Inside they find a meatlocker.....dozens of people are hanging on hooks.....some are still even twitching.

They find the vampire-biker mixing blood and some white substance (heroin) in the back, in some kind of primitive lab. His shirt is open and they can see a gaping maw where his chest used to be. When he notices the party he jumps up and strangely enough welcomes them to take a seat and a hit. When they do, he answers any question they have...he shoots up several times on his own concoction.

Should the party attack him, he will change in zulo shape (Tzimisce discipline: Vissicitude) and retaliate.

The PC's have little chance of holding out against the beast, and when all goes wrong another man breaks through the window and slays the monster. The man will present himself as THE LAW.....and he is going to finish what the monster started: kill the PC's.

At the last possible time he will change his mind and will make a deal with the characters. They have till midnight the next night to find the ones who created them and turn them over to him.

As it is almost dawn, he tells them to bunk down for the night here.....

Scene 4: The Vampire Lounge

If the PC's check the Vampire that was killed, they will find a match-book in his shirt-pocket for a club called "Amoco Cadiz", in the harbour district of town. As this is the only lead the PC's have, they will have little other reasonable option but going there.

The club lies in the docks and is a huge tanker, which has washed ashore. Several people are waiting to board the ship, but have been barred entrance for now by a bouncer in a spotless tuxedo. The bouncer will recognize the PC's for what they are, and will allow them in without too much trouble. He also gives them a pass to the 'Amoco Cadiz Lounge'

The club is filled with loud techno-music and people in expensive party outfits. In the lounge, next to the large bar, they will be met by a Sebastian Mellmot.....the owner of the exclusive part of the club.

He welcomes them to the club and advises them about the rules: the PC's are free to roam about the rest of the ship and enjoy the various comforts.

There are several rooms available for different tastes of pleasure, but in general everybody who frequents them is very nice towards the PC's. The occasional vampire can be seen, but most people here are mortals, who seem to be well aware of the fact that Vampire exist, and enjoy their company, even allowing them to drink from their necks.

After a while they will recognise the sire of a PC (Ventrue). He in turn, will recognise his childe and runs off, deeper into the ship.

A chase ensues, leading the PC's into a salon, where a few people (all Vampires) are sitting in luxureus couches.

The PC's sire is also here, levitated against the wall by one of the Vampires sitting there.

A Beautiful elderly woman gets up and approaches the party. She introduces herself as Adriana, Seneshal (a word unknown to the PC's) of the city and asks the PC's what they are doing here and why they need to disturb the peace of this Elysium (another strange word) in such a fashion. She adds to it, that she sincerely hopes they are not associated with the Sabbat traitor (at which point, she gestures towards the PC's sire, who is still pressed against the wall)

Now the characters need to make a choice: Tell her the truth or lie.

Perceptive characters will notice that the Sheriff, whom they met the night before is in the room as well, quietly observing everything.

Option A:

When the PC's speak the truth, Adriana will call for an assembly of the Kindred present, and proposes to hunt the Ventrue antitribu.....and his spawn (i.e. the PC's). They will get a 10 minutes headstart, seeing as this is an Elysium.

Once outside the Ventrue will run as fast as he can to an alley nearby.....the rest of the PC's Sires are waiting there with their bikes. Now the party must make a choice anew.....to try and apprehend their sires or flee alongside them.

Should they drive off together, it is apparent that every bike has a shovel strapped to it.....if asked about it they will only get some laughter back...

Option B:

Should the PC's decide to lie about their involvement with the Sabbat, then the Sheriff will speak up, and tell Adriana that the PC's are the Childer of the Sabbat Pack, and that he gave them a chance to redeem themselves. Again (as with option A), the Kindred will hold their council and will declare a hunt on the ventrue. The PC's are however invited to join in the hunt and prove their value....
