

The Kindred of New York

Chapter 1: The Camarilla

Part 1: The Newborne

Players read their backgrounds (these must be short!). It happened a few years ago (10 for Tremere neonates, 2 for Brujah neonates, in between for the others). The players will then know how their first change happened and who they were in life. The PCs will all be archetypes from the old clanbooks. One Tremere will be +30xp and an ancillae (for Raphael).

Scene 1: The Sire Teaches the Childe

The players will know nothing of other kindred or other supernaturals. The fledgling vampire will believe they are the only pair in the city, perhaps the world. Switch between each player giving them each a short scene, in rounds so that multiple scenes are running at once.

Scene 1a: Feeding (toreador or Brujah)

You are at a party, your sire makes eye contact with a young lady and she walks over to the pair of you. She has had a couple of drinks, and is a bit tipsy. She hands you both a glass of beer, encouraging you to drink (the sire does not). If drinking roll stamina, the liquid feels heavy in your gullet, your atrophied stomach quickly fills up too. Even this half pint is enough to make you vomit. The control is to do so in the plant pot beside you, while your sire covers for you, directing the girls gaze away. If the roll is passed, the next phase is a dance. If failed the sire and you sit beside a pair of girls in a booth. After the dance you may notice the sire sat in a sofa with another girl. You can either sit with them or take this girl to a quiet corner. Either way its time to bite her and feed. She is a normal girl and she likes you, so she is happy to kiss you. You can sense the blood pulsing and are drawn to her neck. Roll to avoid your teeth growing by accident and biting her tongue. If passed you sneak a kiss on her neck and can bite. You feel her relax in your arms as soon as the teeth puncture her skin. She is helpless from that moment on. How much do you take? How much can you drink each round? Check VTM for feeding rules

Scene 1b: Boundaries (any)

Your sire disappears every few nights and is gone for several hours, but never says where they go. While the sire is away the childe is told to stay indoors. But you disobey and sneak out. There is no ghoul to guard you like their would have been in olden days. You are mugged, four mortals attack you in the alleyway outside. They see you only as prey. You fight them, and one of them pulls a gun. He hits you. You do not fall. He runs. The others struggle through the fight, and might win. They leave you for dead, the gunshot wound hurts but you are ok. You do not know how to heal yet, and return. The wound bled only the moment of impact, then congealed but it is like jelly rather than a scab. You return home and collapse exhausted. Your sire returns and finds evidence of the wound and is angry. You are targeted with a power, and feel the might of your sire. He is furious that you left the apartment, and warns you not to break the masquerade again. He then teaches you to heal.

Scene 1c: Frenzy (any - non Brujah)

A few years have passed since your embrace, you have always fed regularly in order to keep the hunger at bay. The last few nights however your sire has needed you beside him on a project (social=party, physical=turfwar, mental=research on a legal case), you have allowed nearly a week to pass since you last fed. Your sire notices your face, and suggests you feed although he is still very busy. He presents it as a reward for your hard work, and allows you to feed on your own (given you know nothing of the kindred, you may wonder at the significance), he gives you strict instructions to stay within 3 blocks of the apartment and to keep in mind the Masquerade at all times. Outside it is after midnight and hardly anyone is around, but you are in luck. Within half an hour of walking the streets and hiding in the shadows (not really knowing what you are doing really) a young couple pass you by. They are talking about a movie they have just seen, and other chit chat. The girl stops suddenly outside a brownstone apartment block and kisses her companion good night. Filled with glee and adrenaline, the guy pauses on the street for a moment (getting his bearings, he decides on a shortcut) he turns and wanders down the alleyway where you are hiding. As he approaches he sees you. Being a young buck he challenges you with the knife he carries. You should feel justified in attacking him, he deserves it after all. You should grab the knife. You turn it on him. He is strong and wrestles you to the ground. Suddenly there is blood, lots of it. The knife has stuck in his gut and blood is pouring out of the wound. Roll to resist frenzy. If failed you must feed. As gorge yourself you forget to monitor his health. You take him past the point of no return before you recover << probably. Now, do you finish the rest of the blood off? And what do you do with the body? Fix the masquerade, keep the mortals from your door. Help from the sire is a possibility, but if you do it will make him angry (and delay your presentation)

Scene 1d: Enter the Sandman (Malkavian or Nosferatu)

How to hunt, sleeper style. Perhaps introduce other hunting styles not already covered

Scene 1e: The Keys to the Kindred City (any - streetcop, barman, call centre worker, night porter, security guard - mortal ties flaw)

As a young kindred you must learn to live with your vampire side, and not just morally. You have maintained your mortal ties and have several mortal friends and family members. Your sire however wants your resources for his own, and as his childe you are happy to grant them. You are given immortality in return of course, so what would you give in return for that? On one night your sire comes and demands more than you thought he would ask for, it will cost you your job if you comply, and your sire might end your life if you don't ("I'm sure there are others who would do what I ask in return for eternal life"). Refusal and exit is an option, your sire will come and make peace with you and all will be love again. He will get his desire another way. Refusal may end in a fight, and may end in patricide (diablerie is not possible without knowing it is possible), if so this character will be put back and used in the Sabbat game later - see the friendly coercion). The important lesson here is that the mortal ties are useful to the elders and in some cases are important enough that they will negotiate. It is also important to realise that sires do not like to make deals with childer, but when they do they start to cut ties and make the presentation soon afterwards. This is about an argument, and falling out with the sire. And him realising the childe has outgrown the coop.

Scene 1f: The Quagmire (any sneaky)

You and your sire are hunting in the streets far from your haven as is your custom (real little italy). You have encountered several 'neighbours', night people who deal with your sire and visit your haven from time to time. They appear to be mortal to you. You see one of these Joe's leaving a bar with a young lady. She is avoiding him and staying at arms length, but they are talking and though she is cautious she is following where he is leading. He takes her into an alley. There he comes upon a tramp, the man is dozing and wakes with a start as he is grabbed. The Joe is very strong and pulls him to his feet. The poor tramp. The girl is shocked, but curious. The Joe, bites the tramp. Showing her what he is doing. She is appalled. She exclaims her horror when he gestures her over, but after a pause she goes. The Joe is obviously uneasy with his childe feeding (he has never had to share before and the beast is angry with him). The girl however chickens out at the last minute and makes a run for it. She sneaks away and the sire takes too long to notice. She ducks one way, which you see, while he carries on. She has lost him. The tramp takes to his heels, a narrow escape for him. You follow her and she sees you. You talk she is struggling with the change. Her sire asked her if she'd like to be with him forever. He was lonely. It all seemed magical to her so she agreed. That was only two nights ago. A connection is formed. Love between vampires is a problem. A few months later the pair are on top of the world, but she is at odds with her sire and once lover. Jealousy perhaps? One night she simply doesn't turn up to their secret tryst. The pair meet again a year later, only to find that she is besotted in love with her once hated sire. Confused? This is the results of a full blood bond.

Part 2: Meeting the Prince

It is Tuesday 4th January. You are in New York city. But this is the World of Darkness, a closely resembling parody of our world. The buildings are similar, but darker in colour, perhaps the bricks they are made from are a few semitones darker. The buildings are also taller, or at least appear to loom over the streets in a more dramatic way. The people are generally less happy, violent crime is more common, the police are a little more brutal and the wealthy are more likely to get away with murder. The reason for this difference might be because of the group who call themselves the kindred. Vampires are more than just a reality in this world, everything at some point is probably driven by one of the kindred. Every event, broadcast centre and governor has at least one secret master. The ordinary folk are almost completely oblivious to this secret overclass of kindred, like us they go about their business day by day and see the things in their world as we might see them in ours. Rather luckily for these ordinary people the kindred are in no way organised, probably because they are not very simple either. There are three main groups of kindred and rarely do they share control with one another, the Camarilla, the Sabbat and the Anarchs. The oldest, largest and most powerful of these groups is the Camarilla, it has existed for over five-hundred years and enjoys as part of its membership a full half of the clans. New York was established as a Camarilla city over a decade ago. Wrestled from the clutches of the Sabbat in a bloody war. During all of the cities 40 year occupation Manhattan never once fell, mainly due to the heroism and leadership of its ruler throughout all of that period, Michaela. Her final death is considered one of the greatest costs for extending control into the rest of NYC. The current kindred ruler, Prince Calebros was her spymaster and some say the orchestrator of the victory which cost Michaela her unlife and boosted Calebros to the fore.

Pre-Scene: The sire explains the kindred society, the clans and the traditions. The traditions are supposed to be memorised.

Scene 1: The Boatman and the Charioteer

There is no large gathering outside Grand Central station, but a subtle and regular stream of kindred arrive in a staggered fashion. The arrivals are ordered in status order and so this group arrive with their sires very early. Until the childer pass through the first veil it will not be obvious that other kindred are with them (allow them to spot potentials, and possibly use Auspex 2). As soon as the group are out of the main thoroughfare they are met by the herald. He questions whether the childer are permitted, but one of the sires stands up to the little upstart. The herald leads them to the dock, but as he has double booked he sends some on ahead, tells this group to wait then rushes back to Grand Central to disperse the next group. This means that a couple of unknown ancillae wander down the passageway on their own and encounter the childer. Among them the ancillae players. This is a chance for the group to get to know one another. With them is a disposable npc childer he is a well spoken and passionately liberal student. He is also a caitiff. The herald eventually returns, with a couple of other kindred and joins the group in waiting for the barge to return. The group embark and set off into the darkness, lit only by the lanterns on the barge. One of the ancillae with them further warns the childer of who they are to meet "He is old, the Prince, and he has very old fashioned ideals. I hope you will be on your best behaviour. Be seen, but do not be heard. Speak only if spoken to and be respectful of the other Kindred you meet. Be warned, your very life depends on how you act tonight". This grump prompts some discussion on the officers of the court, and a historian may explain that the Camarilla has existed for over 500 years the names and titles, officers, prince, seneshal, etc all date back to an even earlier time.

Scene 2: Elysium

The boat ride ends after an interesting tour of the old tunnels (a la Phantom of the Opera), the group eventually find themselves in a large ballroom. After a while the room will fill up with 60 kindred, but right now it has less than a dozen. One of them is the keeper of elysium, who explains his rules. Another is the seneshal and with her are the harpies. The herald departs leaving the harpies to glean gossip about their sires from the childer.

A wailing is heard. A few rounds later a side door opens. A man is dragged in by two kindred (scourges). They are rough with him, a little too rough. When it turns to close the side door behind them, the prisoner makes a run for it. Right across the ballroom. Do the PC's try to intercept? He is a Brujah with 3 potency, 2 presence and 2 celerity but no fortitude. Showcase his strength, and his dread gaze. Either the players help and this occurs in the prince's chamber, or he appears as if from nowhere out of the chamber. The prince grabs the prisoner and it is scary just how much stronger the prince is than the Brujah (he has pumped to full). The prisoner is a Brujah anarchist who betrayed the Prince, selling details of one of the Tremere chantries to the Sabbat (The M... Room). The prisoner does his best to escape the prince's grip, even using celerity again. But Calebros is impossibly strong. And able to resist when the man kicks and beats him to try and break free. The prisoner is soon begging. The doors are closed for the Prince's discussion once control is regained. A little while later they re-open and the man is dragged away again (let the PC's think the prince is merciful, just wait until later).

The Prince is indeed scary, and he will be very judgemental if one of the PC's is uppity. The meeting is brief, the Prince tests them on the traditions randomly. He finds their knowledge imperfect and instructs a Tremere Ancillae to tutor them further. The group are released back into the party, though the prince has an obvious dislike of the weak npc, after the liberal voices his dislike of the draconian kindred system he has only just found out about.

The party continues, it has no food although a bloodchef is offering delights, blood from a drunkard, blood from a poisoned man, blood from a pregnant woman high on heroine, and other horrific delights. He limits the childer to only two glasses (1 blood point), but passes on his card (the prison warden).

Gossip is available from the harpies, but only in exchange for equally juicy gossip. They also oversee and broker Boons being traded between kindred for various favours, clearing up a court appearance for a missed rent payment, acquiring a favourable report in the media for a new restaurant, getting access to bloomingdales after hours, acquiring \$20k in cash (in a month's time), etc

Scene 3: Watching the Wasteland

After enough time has past in the Elysium the city Sheriff approaches the group. He is introduced by an npc as he approaches, it is obvious that he is respected and feared. He approaches the Tremere they are with (or the group is gathered first) and asks him to do a task for him. He offers no reward except that he will remember their willingness to help. He explains if they are difficult, that every kindred must pitch in to help him when he asks. It is his privilege as Sheriff. The task is grim. They must help the Sheriff and his scourges escort the prisoner to an open wasteland area. He has been staked and is unable to speak. What the sheriff wants the group to do is observe the prisoner and confirm his final death at court tomorrow night. The sheriff does not know this but the PC's can do this with a telescope, a video camera with a telescopic lens attached and feeding direct to memory on a laptop. The sheriff will be satisfied if they just watch him burn though. If they use the camera method and do not guard it personally it will be taken and the man will escape. The prince will appear incompetent if he can't ensure a sentence is carried out. As dawn rapidly approaches the softhearted fellow tries to convince the group to pull the stake out of the man and talk to him. He is dead against capital punishment and will sneak down to the prisoner and let him go if he can. The players must stop him. If they don't they are in trouble.

Part 3: Under Siege

A few months pass. What downtime have the players done? 5 mins each player maximum. Manhattan is under attack.

Scene 1: A Warning

The prince calls an emergency meeting of all the cities kindred, the message is passed by phone and passed on to everyone in everyone's phone book. When the PC's arrive they meet up with one another at the docks and are forced to wait until the end. So when they finally arrive the Elysium is full, even the Settites are there. Much the same as before, there is time to gather and chat before the Prince and his officers enter the hall. The harpy's are busy witnessing boon exchanges as the city rapidly prepares for the worst. The Prince and his officers and the Primogen exit the Prince's chambers and walk into the centre of the ballroom and announce the problem. "The Settites have warned us that as the sun sets tomorrow, the city will burn". They do not ask for volunteers, it is assumed that everyone will assist. Groups have been created, the Sherrif has asked for the neonates, and their fellows. The scourges lead other groups. Half of the cities kindred will stay in Manhattan overnight and meet at Elysium, ready to respond to anything that might occur. The rest will watch the other bridges and other borders and call in reports regularly.

Scene 2: Preparing for War

The players are part of the main defense, they will wait beside the bridges to New Jersey for dawn to arrive. Tactical selection of the right haven for the night is a must, daytime Sabbat ghoul's will be hunting for sleeping kindred.

Scene 3: The Sabbat Attack

On the far side of each of the bridges the Sabbat have laid a trap. Shovel heads burst from the trash and dumpsters near the bridges and charge on foot across the bridge. Encouraged forward only by bright lights, once they begin to encounter mortals the lights are no longer needed. As they charge the shovelheads stop the cars and attack the passengers. The bridge is blocked in a traffic jam as the front cars are emptied. The few kine at that end, leap from their vehicles and run back to manhattan, leaving many mortals confused. In 3 minutes a toreador dressed as a police officer calls for their attention and announces to the kine that the bridge is closed due to an accident and they must all depart the area and wait for notice that the bridge is clear. Actual police escort the humans a few blocks away and a short while later a kindred organised group of volunteers turn up with soup. For the players this is not simply a matter of defense of Manhattan, they must advance against the crowd of humans and kill all of the shovelheads. The Sherrif is with them, he does not care if they survive only that the group succeed and he survives. With that kind of leadership, the PC's probably won't last. But they are helped when reinforcements arrive after 20 mins and are sent into the crowd at the soup kitchen to feed.

Here we leave this tale. Complete, yet Unfinished.

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Chapter 2: A Very Mortal Affair

Part 1: The Hunt

The PC's are ordinary humans. Some are walking to their car from a late night at the office. Some are news-stall keepers in an underground station. Perhaps a girl on a date, a bicycle messenger working late, etc. Each of the PC's is being hunted. The Sabbat are herding them. So they are being scary, but not too lethal. Of course the weak and the slow are worth nothing to them. Natural selection is important, even for shovel heads. Many of their prey will die in this chase, it depends how bored the Sabbat get, but quite a few mortals will be ignored too. The PC's are being hunted. The pace of this game is fast and over a few blocks in detailed street by street chase and defense the PC's try to reach the Bus terminal. Here they meet their saviour, a kindred with presence who tells them all is safe and they should get on the bus. When a bus is full it drives off, and the people on board cheer. Once out of sight of the rest of the group a kindred brings down a makeshift portcullis, sealing the group in the bus. The emergency escape has been welded shut. The group are taken to a wasteland, drained of blood drunk where possible but so many kine and so few kindred means their arteries will be sliced between their legs as the group is piled into a pit beside a bridge and covered in garbage.

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Chapter 3: The Sabbat

Part 1: The Devil we Know

It is the week before the previous chapter. The Sabbat are preparing to retake NYC. Their leader Archbishop Don Polonia has a plan, the Sabbat have lived in the cramped conditions of New Jersey for the last few decades. It has been hard, keeping to the strict feeding rules. Finding and recruiting, and then training new kindred in packs. All in preparation to retake New York city. And this time, all of it including that most prized of all jewels, that vast international commercial center, Manhattan.

Scene 1: Working at the Bus Depot

You are in a bus maintenance yard, chatting with your pack mates. The job is dull, you and another young pack are outfitting ten standard New Jersey buses with a concealed steel portcullis, replacing the windows with bulletproof glass and welding up the emergency exits. You have no idea why, but it is something to do with the great plan. The rumours relayed to you by your Pack Priest from your Deacon imply that the time to attack gets closer every night. No new kindred have been created for nearly two years, so these rumours have been common recently. The buses are still a bit of a mystery though. Either way there is a restlessness in the air, and the pack priests aren't around, they've been away at some big pow wow up North for a few nights now. The other pack has been getting on your nerves, they are full of themselves, they think their busses are done better, they think their pack is harder and they have been insinuating for the whole of the past week that they know the Archbishop's plan and that your pack is going to be sent as sacrificial pawns to make some sort of distraction. They claim that because of your final deaths against the strongest Cammie fighters in the distraction they will be able to rape and pillage their way through all of Manhattan. They have even been gambling with cards showing the faces of celebrities known to live there (some of them tv characters who's actors probably live in LA, it has to be said) and they won't let your pack join in because they insist you will all be dead. Their reasoning? "You lot are worthless anyway, so it wouldn't be a loss". They even call you wusses because you won't battle them. It's not like they'd attack you either, the rule is Sabbat don't fight Sabbat. The archbishop doesn't want any of his troops falling before the first charge. But now it's just got too much, time to show those fools you are more than just street trash. Armed with tools from the garage, you charge into battle. They are ready for you though not that much tougher, in spite of their big talk.

Three rounds of combat pass. Then a foreboding voice bellows "CEASE". The tone is commanding, but the command is only vocal and not physical. At least one of the other guys keeps fighting. The Dark Templar leaps into the fray. Attacking both sides using all of his might, he tears through both sides with ease. Both packs physically subdued he stands and introduces himself. ... A Templar ... here? ... what they really exist? .. possibly a lasombra who activates otten 3 in the 1st round then celerifies in the second. The two pack priests show their faces and confirm he is who he says he is. When the fight calms down he reveals that he is looking for a pack to help him with something. There is definitely going to be combat and might even be the chance for diablerie. The alternative is to finish these chores and ferry some food about for the real fighters when the attack comes. (players should know OCC that he is only partially correct, he has only a little bit more of a clue to what the buses are for as everyone else). He suggests a challenge to sort out the kindred from the kine. But he needs one of the buses too. The group all climb into one that is fully prepped, the templar directing the way.

Scene 2a: Dumpster Diving

It is a couple of hours later, you are all on a railway bridge, far below is a camp of down and outs, huddled beside various fire barrels. Immediately below where you stand is a collection of open skips., filled with trash. The Templar steps to the ledge "It's a long drop" he comments, looking down "I have a job I need doing next week, if the pack I send succeeds it will get two things. The chance to stick it to those Cammie pricks, and a big pile of cash and guns. " He tries to whet the groups appetite for glory and reward, mention of open season on diablerie might also sway the group.

When they are sold he says, there are five of you and five of them. The first pack to have three members in those dumpsters gets the job. The roll is a courage(8) roll three successes to leap without hesitation, one to leap only after others have proved it won't kill you. Failure means a race. The problem is racing means the group will arrive after the Bonegnawers who are nearby. Damage from the fall is 10 lethal, ignoring armour. This can be soaked Stamina + Fortitude(6).

Scene 2b: Attack the Tramp Camp

Kindred slam into the wreckage and junk which fill the dumpsters, each bang is loud enough to be heard by the six bonegnawers in the area, and the 3 ratkin. None of them are in the yard with the tramps though. The tramps rush to the steel bins, eager to nick what they can so the divers will be surrounded by kine to feed from when they have knitted their bones together. When the jumpers start attacking the tramps the tramps run screaming. It takes the first three Garou 7 rounds to arrive on scene from the sound of the first impact. Two weak rank one Banegnawer starting characters and a rank 3 Galliard stand a good distance from the kindred, wary of their ancient foe.

However the group rush to their friends the other pack is hot on their heels and will do all they can to trip them up. As they get in among the tramps, it might dawn on the charging and whooping kindred that the tramps are not running away. The first half of the kindred who rush into the camp are half way towards the dumpster when one of the tramps intercepts the first of the second half. He is very large and rather hairy, not inhuman but it is odd. The power of his clothesline is though, sending the vampire to the ground with a thud. The second half of the kindred a mix of both packs have been attacked by a Bonegnawer Ahroun.

It is the Garou guardians that the Templar is after. This clutch of

Scene 2: Preparation

The first destination is a warehouse about four miles West. Here

Scene 3: Catching Prey

It is a couple of hours later, you are all on a railway bridge, far below is a camp of down and outs, huddled beside various fire barrels. The Templar points to a road access way into the wasteland area. "That's the only way in"

3 weeks in the sabbat part 2: velya the vivisectionist meets with don polonia. The packs compete in a game, collect the most humans "who won't be missed" alive and in tapped for blood, within a single night. The players win if they either go for tramps, and fight off their rival pack. Or save the tramps and bring them home. One tramp group is actually a pack of bonegnawers. Or go for a group other than tramps. Reports of the Garou will surprise the sabbat. Many will hunt them out of curiosity. Once selected make a plan to attack the chantry and steel the book for Velya.

3 weeks in the sabbat part 3: the attack on the city begins with the shovelheads. The group use them as cover while the main force goes for the Bronx and the anarchs in staten island, the anarchs are seen as potential allies however and the mission their is to hold them off

Scenes

Posh fund raiser

Fight between railcars

A pack of kindred run into him, their leader wants recruits and seems friendly.