

BLOODSUCKERS



FIRST BITE

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This one is for the sickos. A blanket content warning for all metaphors inherent to vampire media applies to the entire book and especially Fanging & Banging. Also we technically buried some gays in the introductory adventure but they're also already undead and also neither is actually dead. Set clear boundaries for what content you want to include in your game before playing. Session Zero exists for a reason! Use whatever safety tools suit your table.

Bloodsuckers is a work of fiction and vampires are not real. Any resemblance to real individuals, living or dead, is purely coincidental but very funny if it happens.

Thanks to everyone who gave feedback during the Bloodsuckers playtests! Special thanks to Victoria, for believing in Marcy Serrano when nobody else would.

Visit the official site (when it's finished) at bloodsuckers.neocities.org/!

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“I Swear, I Really Wanted to Make a ‘Rap’ Album but This Is Literally the Way the Wind Blew Me This Time.”

-André 3000

The Book

Bloodsuckers was an accident. I didn’t set out to make a vampire game after my last big project was also a spooky urban fantasy. I was vampired out! I worked on other things! When I finally came back to working on TTRPGs, I spent months working on a second edition of my previous build-your-own-cryptid NSR game *We Hunt By Night*, pushing forward that game’s setting to the post-apocalypse where roving bands of cryptids fought against the servants of the ancient Demons. Think ‘Devil May Cry.’ Real ‘Eat God’ kind of stuff. Tons of work went into it, and then I just... got stuck. It wasn’t resonating with me, or anyone I was showing it to, or anyone who was playtesting it with me. I had a bunch of mechanics I was playing around with for it that we all kind of *liked*, but the framing was off.

Long story short, we scoped down, turned all the Cool Mechanics we were working on into different kinds of vampire archetypes and some loose factions. From there, we looked into stuff we thought would be fun to put on top, drew influence from *everywhere* we could (seriously, flip the page and look at the Appendix N), and put together this weird game that I’m going to describe as “Sitting in the back of class hopelessly crushing on Powered by the Apocalypse” entirely because, while it does NOT follow the structure or cadences of PbtA play at all, I have said the words “Like Apocalypse World, yeah” when trying to explain my thought process to friends roughly ninety million times over the past few weeks. Also we had a Progress Clock mechanic for how long your friends would wait without hanging out before deciding you were “definitely mad at them” until one of the playtesters made me take it out it was a whole thing.

In the main package for *Bloodsuckers* you’ll find this Core Book, which also contains OFF WITH HER HEAD, a 10-page introductory adventure. You’ll also find FANGING + BANGING, an in-setting zine that shows what vampiric unlife looks like in a city David Foster Wallace called ‘the lower intestine of North America.’

So that’s *Bloodsuckers*. This is a game about weird vampire freaks brought back from the dead through their pacts with demons from the void. It happened on accident and we committed to the bit.

This has been a blast to work on during a pretty rough period of my life. I hope you enjoy it.

- RACH

Selected Ludography

- *Apocalypse World*
- *Blades in the Dark*
- *Cairn*
- *Dark Souls TRPG*
- *DURF*
- *Elegy*
- *FATE*
- *Into The Odd*
- *Ironsworn*
- *Thirsty Sword Lesbians*
- *Thousand Year Old Vampire*
- *Trophy Dark*
- *Undying*
- *Urban Shadows*
- *Vampire: The Masquerade*
- *Vampire: The Requiem*

Appendix N:

- *30 Days of Night*
- *Alan Wake*
- *Blade*
- *Carmilla*
- *Daredevil (2003)*
- *Dark Souls II but only the parts where you're being mocked by mean otherworldly femmes.*
- *Dishonored*
- *From Dusk Til Dawn*
- *Gangrel (WWE Wrestler)*
- *John Carpenter's Vampires*
- *John Wick*
- *Interview With A Vampire (The Gayer One)*
- *Legacy of Kain: Soul Reaver*
- *Near Dark*
- *Peaky Blinders*
- *Phantasmagoria 2: A Puzzle of Flesh*
- *The music of The Cramps*
- *The Crow*
- *The Crow 2: City of Angels (I KNOWWWW ITS A BAD MOVIE BUT I LOVE THE POST INDUSTRIAL VIBES OF IT SO MUCH)*
- *The Strain*
- *The Music Video to 'This Corrosion' by Sisters of Mercy.*
- *The Song "Freak Like Me" by the Sugababes*
- *The First Two Underworld Movies They Get Kinda Boring After That*
- *Vampire: The Masquerade – Bloodlines (do not @ me for putting this in a different category than the tabletop game. The girls who get it get it.)*
- *Vamps by Vertigo Comics*
- *Vampyr*



[IMG_0326.jpg. Discrete screen capture of Phone belonging to Subject 'S.' Taken using 'ByteR' Malware. Passed along to the Unusual Crimes Unit for further analysis.]

Keasbey Longevity Centre

SILKWORM: King Street.

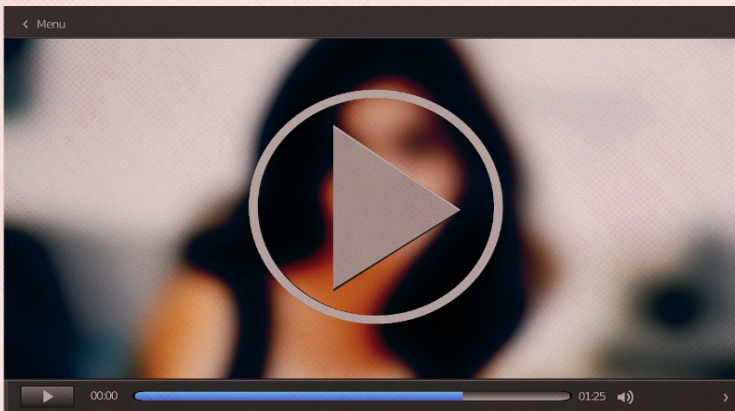
SILKWORM: The Mora family wants to stage an intervention for their son.

SEV: Knew it. Rehab?

SILKWORM: Outpatient.

SILKWORM: Your hunch was right.

SEV: It's always the romantics.



NewView - 'Bite & Subscribe!'

@DahliaV.Gutierrez

32.6K Subscribers - 2.3k Likes, 7.9k Dislikes.

Character Creation

Choose an **Archetype** (the 'type' of Vampire you are) and write down the **Allegiance** of your character. (which political faction they belong to.) Optionally, you can choose or create your vampire's **Bloodline** (a more specialized sub-type of vampire, conferring an additional benefit.)

Decide on their **Vice** and **Virtue**.

Assign their **Traits** (Set one Trait to 3, one Trait to 2, and one Trait to 1.)

Assign their **Skills** (Set one Skill to +4, two Skills to +3, three Skills to +2, and four Skills to +1.)

Write down your vampire's **Reputations**. These are 1-3 things that people (mortals, or other vampires) believe about your character. (i.e. *Catfished An Elder Vampire*, *Shotgun Jesus*, *Worst Lay in Los Angeles*). You gain 1 dice to pools in which you invoke one of your Reputations to solve a problem. A reputation does not need to be true (at first) in order to be chosen or invoked; it just matters that others *believe* it to be true.

Roll for your starting **Psyche**. Roll two six-sided dice (2d6) and take the lowest result.

Write down three **Memories** of your vampire's mortal life.

Choose their **Oaths**. (Your Archetype's Original Sin and any optional Bloodline Oath. Vampires can gain access to additional Oaths by joining an **Allegiance**.)

The Basics

When the outcome of an action is in doubt, the Referee determines the **Difficulties** of your action, either by picking a High and Low value (usually 8/6) or by rolling two ten-sided dice (2d10). Pick an applicable **Trait** for the action you are trying to accomplish and roll a number of six-sided dice (d6) equal to that trait.

Then, add your current **Modifiers** (An applicable Skill, followed by your current Psyche modifier) to the result of the highest dice.

If your roll does not beat either of the difficulties, the action **Fails**. You do not get what you want, and introduce a **Clot** to the scene. A Clot is a short (three or four words) complication that prevents your vampires from totally surmounting the obstacle, or otherwise impedes the bloodsuckers from getting what they want.

Sample Clots Include:

- **Someone Called The Cops**
- **The Getaway Driver Fled**
- **I Ate The Hostage**
- **Oiled Up Saxophone Man**

If the result of your roll is equal or higher than one of the Difficulties but lower than the other, it's a **Weak Hit**. You take what you want, but introduce a **Clot** to the scene.

If your result is higher than both Difficulties, it's a **Full Hit**. You get what you want, without adding any additional complications or advantages.

A player's dice **Burns** if it shows a 6. Increase your result by 1 degree (a Weak Hit into a Full Hit, a Failure into a Weak Hit.) If Burns would take a result above a Full Hit, introduce an **Advantage** into the scene for each Burn. An Advantage may be triggered by any player to turn a Weak Hit into a Full Hit, or a Failure to a Weak Hit, removing the Advantage from the scene.

Keeping Time

A **turn** begins when a player declares an action and ends when the outcome of that action is resolved.

Multiple turns comprise a **Scene**. A Scene ends when the player characters move to a new location, and all powers that last for a Scene end with them.

Downtime represents the actions characters take between Scenes. At the start of a Downtime period, a vampire can choose:

- To **Follow Leads** (Rolling [Insight + Hunting] to unravel mysteries or meet with figures of interest.)
- To **Maintain Connections** (Restoring Psyche according to their Vice or Virtue.)
- To **Sate Their Hunger** (Restoring Hunger according to their feeding habits.)
- To **Retreat to Their Haunt** (Recovering all Wounds.)

When a session ends, the **Night** does too. All vampires retreat to their corners of the city before sunrise. Vampires re-enter player control again upon the next Night, and gain 1 Hunger.

Example In Play

Alex, playing as the Siren Vanessa Moreno, is negotiating a peace settlement between herself, representing the Brimstone Club, and Monk, an emissary of the Bleak Chorus. To persuade him, she uses her Manipulation (3) & Composure (+3), but her current Psyche is 3(-1). Alex invokes Moreno's Reputation as 'Heir to the Queen' for an extra dice in the pool, leveraging the belief that Moreno has authority within the Brimstone Club as heir apparent to add weight to her promises. This is untrue: Moreno is on the outs with the Queen, but the Chorus doesn't need to know that.

*The Referee rolls 2d10, setting the difficulties at 7 & 10. Alex rolls 4 dice (4, 5, 1, 1), adds their Composure modifier to the highest dice, then subtracts 1 from the result due to Moreno's current Psyche modifier. The highest result is 7, so the action is a **Weak Hit**. Alex introduces the Clot 'Offer I Can't Refuse:' the other party presents a counter-offer under unfavorable terms, and Vanessa has to choose between losing face with her Allegiance or inciting a turf war.*

Traits

Vampires in *Bloodsuckers* have three core Traits that determine how many dice you roll on Skill Tests:

- **Body** is a vampire's ability to deal damage and withstand punishment.
- **Manipulation** is a vampire's ability to interact with the world around them, either through interfacing with objects or charming and deceiving others.
- **Insight** is a vampire's ability to perceive and empathize with those around them.

At character creation, assign 3 Dice to your highest Trait to 3 Dice, 2 Dice to your second highest Trait, and 1 Dice to your lowest Trait.



All of us are looking for answers.

If you have nowhere left to turn,
look for the red door. Knock twice.
Always, ALWAYS, ask for "Alex."

They take payment in blood. It's not
always yours.

Skills

Vampires possess twelve total Skills, organized into three categories: **Instincts**, **Smarts**, and **Proficiencies**. At Character Creation, assign +4 to your highest skill, +3 to two skills you're great at, +2 to three skills you're good at, and +1 to four skills you're proficient in.

Instincts are the intuitive skills a vampire develops to survive and sate their Hunger:

- **Brawling** represents a vampire's ability to defend themselves from threats.
- **Coercion** represents a vampire's ability to enforce their will on others through flattery or intimidation.
- **Hunting** represents a vampire's ability to track and pursue their prey.
- **Theft** represents a vampire's ability to take what isn't theirs.

Smarts are skills developed through learning trades and proficiencies:

- **Composure** represents a vampire's ability to present themselves well and keep a cool head in negotiations.
- **Machines** represents a vampire's ability to interface with modern technology.
- **Stealth** represents a vampire's ability to blend in with their surroundings and move unseen.
- **Weaponry** represents a vampire's ability to wield ranged weapons in combat.

Proficiencies are skills that require specialist training or knowledge:

- **Attunement** represents a vampire's knowledge of the occult forces that govern their unearthly existence.
- **Customs** represents a vampire's ability to navigate politics and etiquette.
- **Hacking** represents a vampire's ability to use technology to obtain hidden information.
- **Research** represents a vampire's ability to investigate a given topic.

Vice & Virtue

You restore 1 Psyche by engaging with your Virtue. You restore 2 Psyche by engaging with your Vice.

When you restore Psyche through a Vice, roll d6 equal to your current Hunger rating. On a Weak Hit or higher, **someone gets hurt**. Describe who your vampire hurts along the way, and how they do it.

Example Virtues: *Patience, Temperance, Courage, Justice, Faith, Hope, Kindness*

Example Vices: *Envy, Gluttony, Sloth, Cowardice, Greed, Pride, Lust*

Time & Memory

Without meaningful **Memories** tethering them to their sense of self, a Vampire quickly falls into the extremes of their Psyche, existing utterly at the mercy of the whims of the blood. At character creation, choose three Memories that tether a vampire to their mortal self.

Memories can be:

- A **person** they know, or knew in life.
- A **place** they Haunt, or held dear in life.
- An **ideal** they hold, or held in life.

Once per Night, a Vampire may draw upon a Memory to re-roll a failed skill check. Describe how a skill, lesson, or trait they learned in the Memory gets them out of their current predicament.

Each time a vampire is incapacitated by Hunger or Wounds, roll d6 equivalent to their highest Trait. On a Weak Hit or Failure, the Memory has **Faded** when the vampire awakens. Lose 1 Psyche as the vampire acknowledges the deepening rift between their present and mortal lives.

If this happens twice to the same Memory, this connection to a vampire's mortal life is **Shattered**. Cross it out. At the cost of 2 Psyche, a vampire with a Shattered memory can maintain their mortal guise by conjuring a **Comforting Lie**. These fill the void left by the shattered memory, but cannot be used to re-roll failed skill checks

If all three of a Vampire's Memories are shattered, their soul is lost, consumed utterly by the beings of the Void. Decide upon an appropriate epilogue for their journey through the Night.

Humors & Psyche

It's common in disreputable Haunts to hear a vampire who's been around the block once or twice describe the 'pull of the blood' as though what you eat, and how you eat it, takes on a mind of its own. A cold-blooded vampire blends in more with humanity, but the chill of their veins make it harder to see them on a camera. A warm-blooded vampire appears on cameras just fine; that's the problem, because they usually do it because they're ripping some poor mortal's throats out.

The story goes: blend in, and you run Cold. Stand out, you run Hot. Whether stolen blood truly does recoil against any attempts to command it, or a vampire simply finds it easier to fall into less 'social' feeding habits for the sake of hunger and expedience, all vampires have a Psyche rating from 0 to 10 that represents the pull of their blood.

0	1	2	3	4	5	6	7	8	9	10
-2	-2	-1	-1	-0	0	+0	+1	+1	+2	+2

When a vampire's Psyche increases above 5, they have **Cold Blood**. When blood runs Cold, you gain a bonus modifier to all rolls that use **Smarts** and **Proficiencies**, up to a maximum of +2 at 10 Psyche. As Psyche decreases below 5, a vampire has **Hot Blood**. When blood runs Hot, you lose the bonus to Smarts and Proficiencies, but gain a bonus to all **Instincts**, to a bonus of +2 at 0 Psyche.

When a vampire's blood runs Cold, they cannot be identified by any recording device (such as traditional cameras) that uses mirrors, and their reflection becomes too faint for most beings to perceive. While a vampire is in this state, add 1 dice to pools on all Stealth rolls, but reduce any Full Hits to Weak Hits as the vampire's uncanny appearance distorts security footage and unsettles witnesses to their actions.

Blood & What It's Good For

Vampires get hungry. You have a **Hunger** track that ranges from 0-5. At 5 Hunger (Drained), a vampire is overcome by their thirst for blood. When this happens, a player may choose to either:

- **Fight Their Thirst**, and become immobilized by Hunger for turns equal to their highest Trait.
- **Succumb To The Thirst**, and choose a target in the Scene to feed from. If successful, the vampire will not stop until the target is dead.

Vampires can call on powers in the blood, called the **Art** in the parlance of vampiric society, that increase your Hunger when cast.

The Hunger cost is determined by three Components: the **Target**, **Power** and **Duration** of an Art.

An Art always succeeds when cast; the degree of success depends on how much Power is invested in the Art.

To regain spent Hunger, acquire and drink blood. This can be as involved or as off-screened a process as you, your party, and the Referee are comfortable with role-playing.

However, there's a few immutable truths to the blood:

- **Substitutes** (*bagged blood, or the blood of animals*) can sate only 1 Hunger per night, no matter how much you drink.
- You can sate 2 Hunger's worth of **Human Blood** a night from a mortal without killing them in the process.
- **Vampire Blood**, dead as it is, will never sate your Hunger.

Command	Target	Power	Duration
Move	Self (1 Hunger)	Weak Hit (1 Hunger)	Instant (1 Hunger)
Alter	Another (2 Hunger)	Full Hit (2 Hunger)	A Turn (2 Hunger)
Damage	A Group (3 Hunger)	1 Burn (3 Hunger)	A Scene (3 Hunger)
Command	A Crowd (4 Hunger)	2 Burn (4 Hunger)	A Night (4 Hunger)
Restore	An Army (5 Hunger)	3 Burn (5 Hunger)	Multiple Nights (5 Hunger)

You can pour a baggy of blood into 'people food' for sneakier feeding at a pinch. Food doesn't stay down otherwise. Slap some ice in it and pretend it's sangria

-Fray xoxo

Quick Bites

- **Blink** [Move + Self]
- **Command Lesser Beasts** [Command + A Crowd]
- **Commune With The Dead** [Command + Another]
- **Dazzle An Audience** [Command + A Crowd]
- **Demand Authority** [Command + Another]
- **Discern True Motive** [Command + Self]
- **Hide Your True Nature** [Alter + Self]
- **Make It Look Sexy** [Damage + Another]
- **Provoke Violence** [Alter + Another]
- **Shrug Off Wounds** [Restore + Self]
- **Strike Fear** [Command + Another]
- **Take the Form of a Beast** [Alter + Self]

Blasphemous Rituals

You can collaborate with other players to cast individual Components of an Art through a **Ritual Wager**, allowing you to bypass the 5 Hunger limit and cast powerful, and dangerous, rituals of the blood.

- Before casting an Art, each vampire states how much Hunger they will wager, and which Aspect of the Art (Target, Power, or Duration) their vampire focuses on. Once the Total Hunger Cost is decided, all parties spend the Hunger.
- If your individual Hunger cost would raise your Hunger to 5 (Drained), you are overcome with thirst until the Duration of the Art expires.

Do not speak of this openly at the Court. But if I cannot dissuade you from this venture, such an incantation would require, at the very least:

- A well-fed vampire to focus on the target of the spell
- A well-fed vampire to focus the incantation's power.
- A well-fed vampire to ensure the spell stays active until the job is done.

Still risky. An Art that intensive could leave all three of us open to a surprise attack

-Silas

Milestones

As a vampire journeys through the night, they learn lessons. Mark a Milestone on your character sheet when:

- A vampire experiences a moment of emotional catharsis, or is denied catharsis forever.
- A vampire uncovers a dark secret, or uncovers the dark secrets of another.
- A vampire suffers an unexpected betrayal, or executes one flawlessly.
- A vampire triumphs over an enemy, or is humiliated by them.

When you achieve a Milestone, raise two Skills by 1. Alternatively, you can choose to **defer** the Milestone. If you go three Milestones without raising any Skills, you gain a **Blood Rush**. Permanently increase a single Trait by 1. A Blood Rush can always raise your Traits beyond the usual limit of 3.

Bloodlines

Oaths are sworn among the dead. None carry more weight than the ties forged in blood. A vampire without a Bloodline can join, or create, a Bloodline at Character Creation or during Downtime. A Bloodline grants a vampire an additional Oath related to their Archetype. This Oath may be created by the vampire's player at the Referee's discretion.

All Bloodlines hold different rituals for those wishing to join their number, but joining a bloodline is always a taxing process for a vampire, requiring all the blood in their veins to be replaced with that of the bloodline's chosen Vessel (either the members of the bloodline, that of the bloodline's Progenitor, or another source.) The ritual leaves the vampire wishing to join the bloodline at 5 Hunger (Drained), and all bloodline benefits are acquired once the vampire is no longer under the affects of their Thirst.

Forging Oaths

Oaths have been given in this book for the Bloodlines and Allegiances that mingle in the carrion shadows of the city of Bridgeport, and gather in numbers among other cities on the East Coast of the United States. These have been written to be purposefully broad so that, for example, the Laws of the House Undying can apply to a regional variation on the ‘elitist club of vampires’ concept, while the decadent courtiers of House Vintyra can easily find a home among any vampiric court, not necessarily localized to the salons of Bridgeport.

Adapting these Oaths to suit your local setting might be preferable to creating new ones. However, you might want to lean into local folklore, your favourite portrayals of vampires in other media, or your own ideas to build new forms of vampiric society for your game. Even within the Bridgeport setting, your group could change and develop factions beyond what’s written in the book. A group might develop the gnostic tendencies of the Key & Labyrinth further than they’re presented in this book, introduce quasi-religious cults within the Brimstone Club, or turn the Bleak Chorus into a secretive network of spies and assassins.

In these cases, make custom Oaths. An Oath is built on a Situation and Benefit, usually written in the format “When [a condition triggers], I [gain a beneficial effect].” Give it a name and a sentence of justification in setting. Some players may wish to create Oaths that have detrimental or costly benefits. These are known among vampires as a **Geas**, and are often inflicted as a means of controlling a subjugated rival.

Some sample Oaths include:

- **Trapper-Keeper:** You keep a Grimoire (a journal, blog, Vamplr account, or other form of public communication) as a *Place Memory*; as long as you write in it Nightly, your blood cannot run Hot.
- **Fiends With Benefits:** You’ve forged a pact with a demon from the Void; add it to your *Person Memory*. While you remain bound to the demon, no hostile action can be taken against your Haunt.

Combat

There are three types of attacks in *Bloodsuckers*. Melee Attacks are governed by the **[Body + Brawling]** Skill Pair, Ranged Attacks are governed by **[Manipulation+ Weaponry]**, and the Art is governed by **[Insight + Attunement]**.

In combat, you are either within **Punching Distance** of another entity, **Spitting Distance** from them, or **Far Away**. An attack loses 1 to its final modifier when the Attacker is in Spitting Distance of a Target. This doubles to a penalty of 2 if the Target is Far Away.

When the outcome of an attack can be contested, roll the Skill Pair for the Attack type against the **[Body + Insight]** of the Target. If the Attacker's Hits, after subtracting the Target's Hits, still equal a Weak Hit, the attack deals 1 Wound. A Full Hit deals 2 Wounds. If the Attacker adds Burns to their roll, each Burn inflicts an additional Wound on the Target.

A mortal human who sustains 1 Wound requires serious medical attention. A mortal human who sustains 2 Wounds is dead.

If a vampire has 3 Wounds, they are **fighting through pain**. Remove a dice from all pools until they spend Hunger to heal that wound. If a character has 4 Wounds, remove another dice from all pools.

At 5 Wounds, a character is **Downed**. If you have Psyche remaining, spend as many as you have and restore that many wounds. Otherwise, the vampire burns to ash in a flash of light as their damned soul is consumed by the beings of the Void.

Fire and Sunlight always **Burn** a Vampire. Exposure to either threat deals 3 Wounds per Turn until the fire is doused or the vampire burns to ashes.

Movement

Each character acting in a combat encounter gets to Move once and Attack once per turn. A single move action gets you from one Range to another (for example, moving from Spitting Distance to Punching Distance, or from Far Away to Spitting Distance.)

*If you're using a grid, you can Move squares equal to your **Body Trait** per turn. You can spend 1 Psyche to move an additional square.*

Optional Rule: Initiative

There's a million different ways you can decide who goes first on a turn. Here's some fun ones:

- *If you have a deck of cards, draw as many as there are characters in a scene and deal them out. Highest card goes first. Aces High, Spades trump Hearts trump Clubs trump Diamonds.*
- *Ask the players to complete a Math problem. Slowest player goes first.*
- *Put a dice in the middle of the table. First player to grab it chooses who gets first turn. If a player injures another player's hand in the process, the injured player gets to go first instead.*
- *Just go from top to bottom in the VTT or Voice Chat application of your choice.*

[Transcript of an audio recording 05-04-2018(1).wav]

PERSON 1: Wanted to have a chat with you, Freddy. Before this whole thing got out of hand.
PERSON 2: Did my family put you up to this? I told them not to worry about me.
PERSON 1: They didn't.
PERSON 2: Where are we going?
PERSON 1: Downtown.
PERSON 2: You throwing me into an AA meeting?
PERSON 1: I'm getting lunch. When did you get involved with Gutierrez?
PERSON 2: Dahlia? What is this? Are you some kind of fucking private eye?
PERSON 1: Outpatient Care. Answer my question.
PERSON 2: Six months ago. We started messaging after I became a moderator in her chat. What the fuck is this? I just manage her socials for her.
PERSON 1: You call yourself a video editor on your resume.
PERSON 2: Yeah, I-- Sometimes she asks me to edit her videos for her.
PERSON 1: Any effects work?
PERSON 2: She asks me to change the colour grading of her photos sometimes. Changing backgrounds. Fixing bad lighting.
PERSON 1: You know why?
PERSON 2: Make it look like she goes outside? I don't fucking know.
PERSON 1: You never saw her leave the house?
PERSON 2: She's got a skin condition. Makes it difficult to go outside. It's why she got into, you know, content creation.
PERSON 1: She wanted to hide that from her fans?
PERSON 2: Yeah. Sure.
PERSON 1: When did she start drinking your blood?

BuckStop Coffee ###
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Creatures of the Night



The Siren

Set The Nightmare Alight

The dead shouldn't envy the living. The Sirens do. They're the jilted lovers who threw themselves from castle balconies, the tortured seers who filled their pockets with stones and walked into the sea. They loved enough to die for it, then loved enough that their Soul found that the relentless eternity of the Void paled in comparison to the peaks and troughs of mortal sensation.

Pacts are sworn among the dead. A Soul leaves the Void, and finds itself forever changed. Among the living, the Soul becomes a Muse. A Siren's song is a whirlwind tempest. They inspire humans, and in turn are inspired by them. In ten years or a hundred, the Muse loves again. They find the recently-dead or soon to die and make a bargain of their own. They tell their Muse that nothing awaits them but nothing, and offer them a chance to escape this fate.

Pacts are sworn among the dead. The Siren lives again through their new Muse. Sure, they need to drink blood, but that only brings them closer to the objects of their affection. Blood pumps once more. Two hearts beat. They cling to that feeling of being alive like it's a distant echo on the edge of healing. For some, it becomes a deafening roar. The feeling part, that is, and that becomes the problem. To love beyond death is to care in an uncaring world. Either they must change, or the world must change to suit them. A Siren has already conquered death twice-over. What else is there to stop them?

Pacts are sworn among the dead. Two minds in one body dance in perfect harmony as the ballroom burns down around them. O Muse, what sweet music we shall make.

Bloodlines: (Choose one at Character Creation, or make your own.)

- *House Vintyra (Deadly and decadent courtiers of the The Brimstone Club. Unique Art: **Pusher** – When convincing another to act in indulge in your Vice, regain Psyche as if you had indulged yourself.)*
- *Queens of Agony (Acolytes of the Key who seek truth through their own ritual suffering. Unique Art: **Equivalent Exchange** – Spend 2 Hunger to transfer all current Wounds onto a Target)*

Playing the Siren:

- *Who lured the Patron to their doom?*
- *What drew the Patron to their Muse?*
- *Who cares about the Muse, and how does the Patron relate to them?*

Specialty Actions: **Sirens** add 1 free Power to Arts when they *Blink, Make It Look Sexy, or Dazzle An Audience.*

Original Sin: **Backseat Driver.** All Sirens are born through the willing symbiosis of a long-dead Patron Soul and their recently-deceased Muse. At character creation, make a Character Sheet for both the Siren's Muse and their Patron, and roll their creation independently. At the cost of 1 Hunger, the Patron and Muse may 'trade places' and allow the other to take the lead in a Scene. Wound and Hunger penalties carry over between both characters. This lasts for a Night, unless otherwise canceled.



SIREN
XOXO



The Revenant

Hunt the Wicked

The dead shouldn't judge the living. The Revenants do. They're brought back to Earth with unfinished business. Old ghosts and new bodies, forged out of a spiritual marriage officiated by the demons of hell. Sometimes they wake up in time to get the bastard who put them in the ground to begin with before someone else gets there first. Other times, they settle for the generational kind of revenge, wiping out the descendants of the people who wronged them in life.

The thing is, the dead linger. The Revenants know they're too far gone to get a happy ending once they've settled their unfinished business. It takes more than avenging themselves to balance the books. They've got to burn down the society that created monsters like them. The other thing is, the Revenants have been watching you for weeks, studying your routine, learning your habits, your vices, your secrets. They consider themselves to be moral creatures at the end of the night, and what they see from you repulses them. There's no such thing as a coincidence once they've got the scent, see? It's justice. A Revenant makes a game of leaving breadcrumbs, carving their name into your chest through calculated happenstance. They're judge, jury, and executioner, and your sentence was passed a long time ago. How does the nursery rhyme go? One for sorrow, two for joy. Keep one eye open when you go to sleep tonight. It won't help.

Bloodlines: (Choose one at Character Creation, or make your own.)

- Widows (Assassins and bodyguards of the The Brimstone Club. Unique Art: **Petrifying Gaze** – Spend 2 Hunger to immobilize a target for turns equal to your current Psyche.)
- Reavers (Vicious killers who seek transcendence through the Key & Labyrinth. Unique Art: **Bloodlust** – Regain 1 Psyche each time you slay a combatant in battle.)

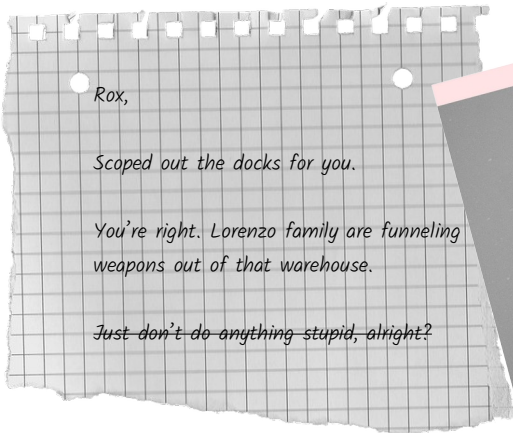
Playing The Revenant:

- *Who put the Revenant in the ground?*
- *What brought the Revenant back?*
- *Who have they hurt along the way?*

Specialty Actions: **Revenants** add 1 free Power to Arts when they *Strike Fear, Commune With The Dead, or Command Beasts.*

Original Sin: ***Sight Beyond Death.*** Revenants pay the price for their supernatural insight when the judgmental gaze of the dead turns upon their own sins. Choose another player, or the Referee, to play the Ghost of a person who shared a bond with the character in their mortal life. They will stop at nothing to stop the monster wearing their lost love's flesh on its quest for vengeance. For each point of Psyche below (+0), the Ghost adds an additional dice (up to 5d10 total) to all rolls opposing the Revenant, and difficulties for these rolls are judged on the two highest dice.

Once per Scene, the Revenant may spend 1 Hunger to cast the Art of **Blindsight** to redirect this ghost's anguish towards their enemies, giving them a bonus equal to the Ghost's dice on all rolls for the Scene.



The Outcast

Devour Your Enemies

The dead shouldn't ~~hunt the living~~ take five blasts from a full-auto shotgun straight to the chest and get back up. The Outcasts do. They were the lost and broken in life, the ones who didn't fit in. Now they're coming at you like Michael Myers, Voorhees, and all the rest. Don't think running helps, either: they brought friends that are just as hungry as they are. That's what they wanted from the Void: power, and a gang they could trust. They got it, too. They run faster, they hit harder, they barrel through walls like the fucking Kool Aid Man, gnashing snarling whirlwinds of claws and teeth all the better to eat you with. All those things you think will save you just make the Outcast angry. Just because it bleeds doesn't mean you can kill it.

Bloodlines: (Choose one at Character Creation, or make your own.)

- *The Barrow Gang* (Vampiric outlaws who menace the highways of America. Unique Art: **Feral Howl** – Spend 1 Hunger to extend the benefits of **Pack Mentality** to your allies for one Scene.)
- *Furiae* (Fallen knights once sworn to the Brimstone Club, who now find uneasy allies among the Chorus. Unique Art: **Oathbreaker** – Once per Night, you can spend 1 Psyche to break all Command effects imposed on a target.)

Playing the Outcast:

- *Who rejected the Outcast in mortal life?*
- *What community have they found in Death?*
- *Who do they hate, and who do they need?*

Specialty Actions: **Outcasts** add 1 free Power to Arts when they *Strike Fear*, *Take the Form of a Beast*, or *Shrug Off Wounds*.

Original Sin: **Pack Mentality**. Outcasts are creatures of extremes. When the time comes to show your fangs, you want one on your side. While among a group of vampires, Instinct gains and Smarts/Proficiencies losses for the Outcast are doubled, to a maximum of (+4/-4).



The Monarch

Reign in Blood

The dead shouldn't rule the living. The Monarch does, it's in their blood. They're the vampire king sat on his black throne: the warlords and oligarchs, media moguls and business tycoons. Denied power in life, they sought the strength to claim their thrones in death. This, they say, is the burden of all great men: they ascend to power wherever hungry mouths cry out for guidance. Royalty knows that things run smoother with them in charge; they use dark Arts to enthrall and tantalize willing servants who subjugate their own petty minions in turn in hopes of grasping their own tiny corner of power in a system that was rigged from the start. Trickle-down blood economics is a dangerous game, and the Monarchs are the ones most primed to come out ahead... and the first ones staring down a baying crowd with the headman's sword to their throat once it all comes tumbling down. Heavy is the head that bears its fangs.

Bloodlines: (Choose one at Character Creation, or make your own.)

- House Cardano (An infamous 'family' of the Brimstone Club who have secretly ruled the British Isles for centuries. Unique Art: **Lineage** – Substitute Psyche for Hunger when Demanding Authority.)
- Heralds of Mercator (Sado-Hedonists of the Key who accumulate vast hoards of unearthly delights. Unique Art: **Such Great Heights** - Regain all Hunger when satiating your Vice.)

Playing the Monarch:

- *What power was the Monarch denied in Life?*
- *What do they believe they're owed?*
- *Who do they plan to crush, and who do they plan to elevate?*

Specialty Actions: **Monarchs** add 1 free Power to Arts when they *Command Lesser Beasts*, *Demand Authority*, or *Shrug Off Wounds*.

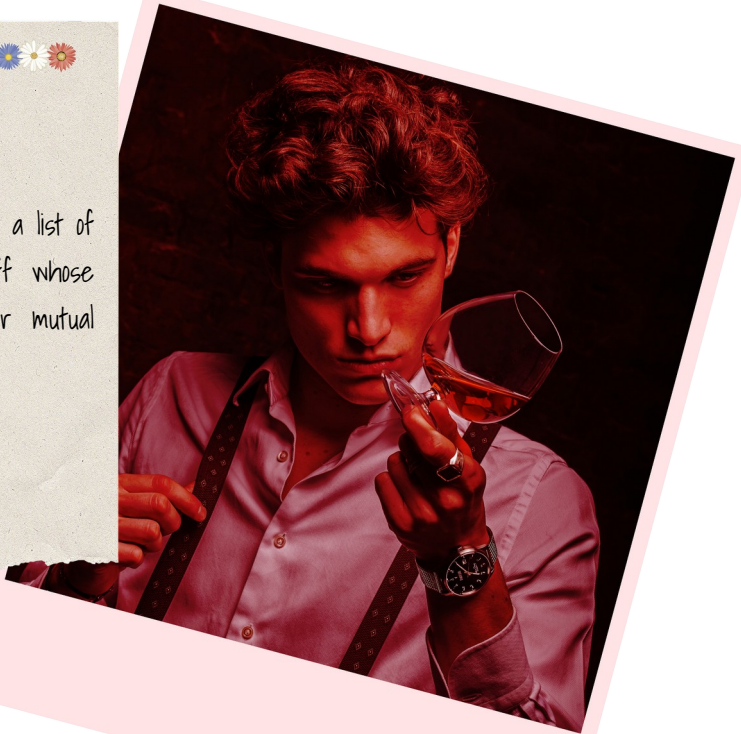
Original Sin: ***Luck of the Devil***. Lords are born when a Soul who had no power in life makes a pact with a Demon of the Void to come back and wreak vengeance on a world that denied them. At the start of the Night, roll dice equal to your highest Trait. If any of them show a 6, gain 2 dice to all rolls until the end of the Night.



Mayor Tellerman.

You will find in your drawer a list of six members of your staff whose policies run counter to our mutual interests.

You have until midnight.



The Melusine

Stand Against the Day

The dead should not pity the living. The Melusine do. They're the fear of the unknown made manifest, the wailing banshees and mothers of monsters, the Oracles of Rome and generations of women put to torches for witchcraft. They emerge from their well with both feet on the ground and a target on their backs.

On your marks: go. Can the truth outrun a bullet? Truth is a fragile thing. The mothers turned Eastwards when their empires fell to the Monarchs' petty fiefdoms, then to the Void when there was nowhere left to run.

They called. The Void answered. Pacts are forged among the dead, and the Melusine emerge forever changed. A sword and crown weigh the same, whether they rest in the hands of a righteous man or a wicked one. They wait. They study. In time, their enemies fall to mortal blades and mortal torches, and in falling learned that their monopoly on treachery was not as absolute as they thought.

The Melusine emerge from their carrion shadows to claim the Night once more. No hard feelings, little brothers. Betrayal teaches lessons.

Bloodlines: (Choose one at Character Creation, or make your own.)

- *Kallikantzaroi (Seekers of lost knowledge who fear the secrets that light unearths. Unique Art: **Hoarder's Insight** - Spend 1 Hunger to ask the Referee a Yes or No question. They must answer truthfully. Keep the results hidden from the other players.)*
- *Corinthians (Warriors, and fierce hunters. Unique Art: **Foresight** - Accrue 1 Hunger to re-roll Failed attacks.)*

Playing The Melusine:

- *What does the Melusine do to stay hidden from other vampires?*
- *Who, or what, has drawn the Melusine out of hiding?*
- *What do they plan to do about them?*

Specialty Actions: **Melusine** add 1 free Power to Arts when they *Discern True Motives*, *Hide Your True Nature*, or *Commune With The Dead*.

Original Sin: **Thousand Enemies**. From the moment they are reborn from the Void into their reconstituted body, a Melusine learns quickly that becoming known to the four-tongued serpent is to court their destruction.

A Melusine may not begin the game with an Allegiance. A Melusine whose blood runs Hot is immediately Known (their name and face) to all vampires in a given territory through the pull of the blood, who must roll a pool equal to their current Psyche in the presence of a Known Melusine or be overcome with a foreboding rage. Only other Melusine and, at the Referee's discretion, other player characters are unaffected by the Curse of a Thousand Enemies. Once invoked in a given location (usually the size of a large town or city), this Curse cannot be revoked for seven Nights-- thus most Melusine reserve their fury for when the time comes to strike against their ancient enemies.

The dead should not and yet I do. Do you hear it? The
siren song beckons so sweetly and we dance

as we have for eternity

in their wretched little game

So eager are the pieces that they never think to
look up and cut the strings

We do. And now, so do you.



[Approximate transcript of reconstructed audio file 05-04-2018(2).wav]

PERSON 1: You ever break a dog, Freddy?

PERSON 2: What the fuck kind of question is that?

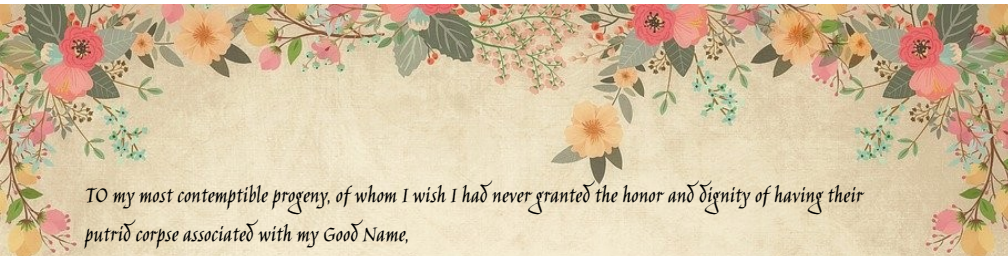
PERSON 1: Figured you hadn't.

PERSON 2: We're going the wrong way for Outpatient Care.



Allegiances of the Dead





TO my most contemptible progeny, of whom I wish I had never granted the honor and dignity of having their putrid corpse associated with my Good Name,

In case you need reminding, you insolent wretch, **Vampires are monsters.** Therefore, a rigid and uncompromising structure is required to prevent the worst of our impulses from bringing death to the majority. Since that wretched 'Enlightenment', **we have provided that structure.** As the monks of the so-called Dark Ages preserved the history of Fallen Rome, so too do we provide guidance to our kin as we navigate the troubled waters of our own fallen empire.

Yes, OUR empire. We were once kings, governing over a society that welcomed us as liberators. The greatest cities of Europe thrived for centuries beneath our beloved Empress Gloriana. Now, we are but a shadow on a cave wall of our exalted ancestors. I share this information only now because I entrust that its significance will instill upon you a bitter sense of irony in your final nights before the Brides hunt you down.

Yes. The Brides, who you so willfully disobeyed. They serve our regional Clubs, or 'Covens' in the common parlance, where we decide upon the best course for those beneath us. Tithes are paid in mortal blood and immortal favor. When it works, we are as a perfect chain in which all know their place and all know their role. Did you believe that there would be no consequences for your actions? Did your new 'friends' among the Chorus neglect to tell you that we enforce our laws in the blood of our enemies?

These are the things one should think of when they tear out a mortal's throat in full view of a smartphone. But I digress. I share responsibility for inducting you into our society in the first place. I shall bear the weight of the headman's axe with the dignity you sorely lack.

This missive is your last chance to disavow all notions of rebellion and face honorable execution. What the Queen does to me shall be wrought tenfold upon you once the Brides are let loose upon your 'perfect' city. Do not think the sins of the father will not be felt by his spawn.

Unfortunate Patriarch of Undeserving Swine,

Phillipus Montessor

The Brimstone Club

The House Undying | The Cabaret of Hell | The Old Guard

Core Beliefs:

- *Vampires are fundamentally immoral, therefore the purpose of a 'Society of Vampires' is to rein in their worst impulses.*
- *Rule from the shadows, and never let your subjects know who they owe their allegiance to.*
- *History is written by the victors, but it is worth preserving nonetheless.*

Playing A Vampire of the Old Guard:

- *Who took responsibility for you after your reawakening?*
- *Who owes you a favor? Who do you owe?*
- *Who have you hurt to protect the House?*

Typical Haunts: Exclusive Gentleman's Club, Hidden Floor on a Skyscraper, Disused Subway Station.

Oaths: Joining the Brimstone Club allows a vampire to access **Laws of the House Undying.**

Laws of the House Undying: *(Choose one at Character Creation, then another after passing five Milestones within the organization.)*

- **Law of Discretion** – The Brides appreciate anyone who knows not to bite and tell. You gain 1 Psyche upon the completion of any task in service of the House.
- **Law of the Gentlemanly Duel** – The House Undying observes the *pas d'armes*, the right to challenge any slight with mutual combat. You have tied your sense of self to these duels: as your blood runs Hot, all bonuses to Weaponry apply as though it were an Instinct.
- **Law of the Righteous Fiend** – For all their deadly excesses, the House Undying do try to preserve the Psyche of their charges. As long as you remain in good standing with the Brimstone Club, regain 2 Psyche when you indulge in your Virtue.
- **Law of the Bitter Rivalry** – Rivalries among the House are often emotionally charged affairs. Pick an adversary. Restore all Hunger whenever their interference prevents you from achieving your aims, and vice versa.

The House Always Wins

The Brimstone Club represent the archetypal gothic iconography of the social club of elite Victorian gentlemen sat in a room deciding the fates of everyone they deem to be 'beneath them,' and the name is also intended to call back to real-world secret societies of decadent rakes such as the *Hellfire Club*. In-universe, the Club traces their lineage back to the Privy Council of Elizabeth I, the 'Empress of the Dead.' In modern times, this iconography has come to define the modern conception of hidden criminal underworlds through films such as *John Wick*. The Brimstone Club maintains several front business and exclusive clubs in a city with hidden backrooms for their true purposes, keeps a low profile, and acts as the man behind the man for local power structures.



As allies or enemies to the player characters, the Brimstone Club functions as a bloodsucking criminal underworld within a given city. Players interact solely with lower level members who have a stake in the pyramid and want to ensure their own advancement, often by using you as disposable tools. Make reference to 'Brides', who are the judges and executioners of the Brimstone Club, as the means of projecting power and demonstrating its reach and influence. The true leaders of the House in a rarely make themselves known and never make themselves *vulnerable*-- it is possible that a key ally of the player characters is a high-ranking member of the inner circle in a city without the players' knowledge. Paranoia, intrigue, and elitism is the order of the day. You're just as likely to be betrayed by an ambitious underling or peer looking to impress their superiors as you are the man behind the curtain in his smoking room.

A more benign take on the House Undying focuses on their role as keepers of Vampiric Lore. If someone needs information about long-dead vampires, only the House Undying have the resources at their disposal to uncover it.

Symbols:

- Favors among the Brimstone Club are traded in mundane coins scratched with the alchemic symbols for Sulfur (a small favor) or Brimstone (a large favor). Signet rings and lapel pins of the same symbols are also a common signifier among members who wish for their affiliation to the House to be openly known.

Plot Hooks:

- **The House Triumphant** – A Coven of the Brimstone Club has recently won territory from its enemies. Enterprising young vampires are needed to help them keep it through subjugation of rival covens of vampires and the establishment of prime feeding spots.
- **The House Divided** – The Local House is split between two factions, and battle lines are being drawn. The player characters' favorite Haunt is caught in the middle of the turf war. Who do they side with? Is now the time to stake their own claim for independence from the House?
- **The House Betrayed** – Prominent vampires in the city start disappearing. In time, a pattern becomes clear: someone is selling out their rivals to vampire hunters. Find out who the traitor is, and put a stop to it.

Hey new blood.

Vampires are monsters. I bet you've heard that line a thousand times already from whatever stuck-up fuck in the House made you his latest pet project, and I have too. It's a 'Yes, And' kind of bit for the Chorus. Improv Comedy where the House are the only ones who don't get the joke. See, we're decent people. Just like decent people, we're perfectly fine governing ourselves without some Landlord Dracula swooping in and demanding blood on the fourteenth day of the month. Back when the breathing types in England chopped the head off their king we started getting thoughts of doing the same. Little slower on the uptake than the mortals, but we've got the benefit of sitting and waiting for ten or fifty years just to think about whether we're real sure we wanna turn everything to shit just because we don't like the asshole at the top. We brought the Empress of the Dead a petition. That scared the shit out of the old timers in England, but it scared the shit out of the ones in France even more. You might've heard what we did to the place. So, yeah. We kicked the ass of the Queen and all her undead lackeys, and we keep kicking until they learn the lesson. It's worked out pretty well so far. As you can tell, because we found you neck deep in some poor asshole on the street and you're getting this little IOU from me instead of being thrown in the Rat Hole.

Shit, you don't even know that one. It's this gnarly as fuck way Queen Yvonne used to take care of people like us. I'll tell you it over a beer some time. Yeah, a beer. You pop a blood bag in there and it goes down just fine. Bet your bosses didn't tell you that.

I'm not gonna sugar coat shit for you. Outside this 'shining city on the hill' shit some of the old-timers-- and yeah, we've stuck around long enough to have old-timers-- will try and sell you, we're organized chaos. Kill or be killed. We like it that way, and it likes us. Change brings fresh blood, new ideas, and nobody ever grabs enough power to get any big ideas about naming themselves Queen or running with their tail between their legs back to their old master because they know we'll round up enough guys to burn their Haunt down. You have a problem with the boss? Go take their spot. Prove you can do a better job, and you won't get killed by the next guy to get a big idea.

Just know what you're getting into. Fighting for every sip of blood ain't for the faint of heart. So you get the choice. You wanna face the Rat Hole, or run with us? Think I know which one you're gonna pick, though. I saw it in your eyes when you ripped that poor bastard's throat out.

You have my number. Call us once you wake up.

The Bleak Chorus

The Pact of Ninety-Three | Republic of Vampires | Hellraisers

Core Beliefs:

- *A lone vampire is a monster. A collective of vampires is an army.*
- *Destroy anyone who would impose their laws upon you.*
- *Conflict between vampires is inevitable. The trick is to make it quick and decisive.*

Playing A Vampire of the Bleak Chorus

- *What are you scared of losing? Who is trying to take it?*
- *Who among the Chorus do you fear? Who has earned your respect?*
- *Who remained behind when you joined the Chorus? How do they feel about your betrayal?*

Typical Haunts: Pop-Up Warehouse Rave, Slum Tenements, Illegal Gambling Den.

Oaths: Joining the Chorus allows a vampire to access Verses of the Bleak Chorus.

Verses of the Bleak Chorus: *(Choose one upon joining, then another after passing five Milestones within the organization.)*

- **Blood Buddies** – Pick one Specialty Action from a pack member of a different Archetype and add it to your specialties as if it was your own. In exchange, they get to add one of yours.
- **Sleeping With The Enemy** – Pick an adversary. Restore all Hunger whenever their interference prevents you from achieving your aims, and vice versa.
- **Big Bad Wolf** – It takes a certain kind of monster to stop the Pact from falling into abject chaos: you're the glue that keeps the Chorus singing. When your blood runs Cold, treat Coercion as a Proficiency.
- **Don't Fuck Up My Favorite Bar** – Once per Night, you spend 1 Hunger to mark a location with your blood. Any attempt to cause violence in marked territory fails unless both Difficulties are higher than your current Psyche.
- **Walk It Off** – Spend 1 Psyche to ignore all Wound penalties until the end of a Scene.

Discordant Choirs

The Bleak Chorus are vampires as Outlaws. They're the gangs in a John Carpenter or Paul Verhoeven film, the 80's Hollywood image of Hair Metal Biker Gangs in *The Lost Boys*, and the Neo Western Outlaws of Kathryn Bigelow's *Near Dark* and Robert Rodriguez's *From Dusk Til Dawn*. In universe, they claim to be the descendants of vampires involved in the English Civil War, who saw the New Model Army chop off the head of a mortal king and got their own ideas about how vampiric society ought to be run. Only the real oldheads and wannabe warrior-monks around them care about the history of it, though. Most of the hellraisers don't care how or why the Chorus sings, they're just here for quick blood, cheap thrills, and to kick the teeth out the mouths of anyone who wants to stop the good times.

Placing the Chorus in your game is easy: Find a bar. Rough it up. That's where the Chorus is hiding out tonight. You want to find them? Follow the bodies.



As allies, the Bleak Chorus are the fastest friends. They've got honor among thieves, the power of liberation and freedom behind their actions. Most importantly, they're the vampires who are having fun with it. They're quick to disavow any of the *real* monsters as not indicative of their group, and send the player characters to teach them lessons. They're a Republic of Vampires, the closest thing to democracy among the undead. As enemies, the Bleak Chorus are the feral outlaws rolling into town, wreaking havoc on anyone who gets in their way, and picking the bones clean like buzzards on the way out. It's finger-licking good.

Symbols:

Vampires of the Bleak Chorus often trend towards mortal symbols of rebellion against society that were popular in their youth or adolescence. Riot Grrls, Crustpunks, Health Goths, Parkour Guys, and 'that weird wave of dudes who dressed up like Killer Clowns in 2016 we all decided to forget about' all find a comfortable home within the Chorus.

Plot Hooks:

- **Rio Fucking Bravo** – How does a community that prides itself on chaos and freedom deal with actions that damage the community? Rounding up a good old-fashioned posse. Someone in the Chorus did something beyond the pale. It's time to dish out frontier justice.
- **You Always Have A Damn Plan** – Personality cults are the dirty little secret of the Chorus. Without a charismatic leader, a Chorus swiftly falls into infighting and backstabbing just as much as any Coven of the House Undying. A leader's on his way out, and everyone knows it. How long can the pack hold on before the old boss has to make way for the new?
- **Ain't Like That No More** – An old hellraiser fled the state back before you lopped the head off the Queen. It's been years, but now they're back in town. Something's changed about them, though. They're practically saintly for a vampire these nights, and they're trying to spread The Word around town to get other vampires to change their ways. What made them this way? Is there any truth to what they're saying? Can you let that kind of talk spread when your way of unlife is built on conflict?

Vampires are monsters. We agree with the House on that much. What we detest, what we shall not abide, is the belief that the purpose of our pacts, of ourselves, is to deny this ineffable truth.

We are no longer human. We are Ariadne and Minotaur both. Gaolers and mapmakers, weaving our path through this Bitter Dream. Do you not see the powers at your command? Do you not think we are meant for so much more than a meager existence foraging for scraps on the streets? The Godhead is within our grasp and yet we sully ourselves with the concerns of petty politics when we should be usurping the Deacons of this Bitter Dream. We should be honing the truest extent of our powers, not covering among drifters and vagabonds!

Our path was clear when the Angels spoke to our founder, so long ago. We chose to seek the lost and forgotten, the seekers and the scholars, and we made them our Knights. We chose insight that those who cannot follow us decry as madness. We chose dark pacts with the ineffable spirits of the Void. We chose to break with tradition, and seek a mastery of the Dark Gift greater than any Bride of the House undying.

We chose to know the true secrets of the Blood. We chose to realise who we are and we have been justly rewarded for this Truth. And on the eve that we take our place on the battlefield and usher in the Night unending, we will not spare the servants of the Archons from our mockery or our wrath.

Yours in blessed transgression,

Silas Ardelean.

The Key & Labyrinth

The Sanctum Scholars | The Knights of Seth | Usurpers of the Bitter Dream

Core Beliefs:

- *Reality is an illusion imposed upon us by the Deacons of the Dream.*
- *Our Blessed Mother of the Many Mouths gave her chosen the Arts to fight this delusion.*
- *When we wake The Sleeper, we will become as Gods.*

Playing A Vampire of the The Key & Labyrinth

- *What about yourself do you fear losing?*
- *Who do you envy? Who do you begrudgingly admire?*
- *What secrets is your mentor hoarding? How do you plan to steal them?*

Typical Haunts: 'Restricted' Section of a Library, Back Alley Doctor's Office, Illegal laboratory.

Oaths: Becoming an acolyte of the Key & Labyrinth allows a vampire to access Forbidden Knowledge.

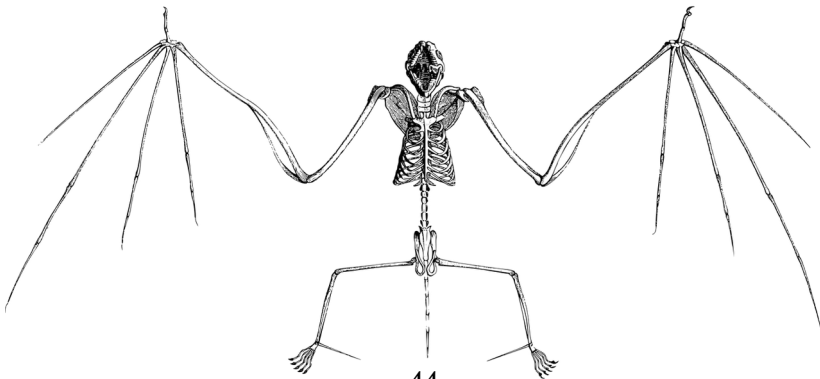
Forbidden Knowledge of the Sanctum Scholars: *(Choose one upon joining, then another after passing five Milestones within the organization.)*

- ***Pact of the Jealous Hoarder*** – You've gotten good at working under pressure. While your blood runs Hot, treat Attunement as an Instinct.
- ***Pact of the Ball of Twine*** – It's a powerful feeling, knowing that the strands of fate move to your whims. Gain, or Lose, 1 Psyche whenever you introduce a Clot or an Advantage into a scene.
- ***Pact of the Rule of Three*** – On a Failure, if any of the dice rolled show a 3, add a Weak Hit to the Roll.
- ***Pact of the Soul Cage*** – Spend 1 Psyche after defeating a foe to consume their Soul, restoring all Hunger. Vestiges of particularly troublesome enemies may linger in your mind, introducing potential Clots.
- ***Pact of the Tireless Investigator*** – You can roll Insight + Attunement after tasting **Human Blood**. On a Weak Hit or Higher, ask three questions about that human. The Referee must answer truthfully.

Unlocking The Key

Those other factions, man. They just don't see the *spiritual* side of it. The Key & Labyrinth are vampires as seekers of truth. They're the Byronic heroes and philosopher kings of the *Legacy of Kain*, the Victorian occultist, and the morbid science fiction of Mary Shelley's Doctor Frankenstein. In-universe, they trace their lineage back to the first recorded vampire of England: the occultist John Dee, who (alongside King Stephen Báthory of Poland) inherited the vampiric curse by communing with beings of the Void in an attempt to prove the existence of Angels. They found what they were looking for.

The Key & Labyrinth are scholars conducting a grand experiment with no ethical restraints and even fewer boundaries they will not cross in pursuit of knowledge. Mad science is a must. A contagion affecting vampires? The Key either did it on purpose to see what would happen, or one of their rogue elements (because even among a society of outcast vampires researchers, some are just *too* misanthropic to play well with others) unleashed it out of spite. They know the secrets of blood magic, and the truths of the Bitter Dream, and they work to understand their dual roles as Seeker and Sought within their Gnostic Nightmare. They believe that archons are out there, and that their role among the dead is to usurp them and become as gods themselves.



Place the Key & Labyrinth in your city in butcher's shops, meat packing plants, back alley doctor's offices, and archives of forbidden knowledge. Anywhere that looks like a serial killer might take roost is prime real estate for the enterprising Knight of Seth.

Symbols:

- An antique key sigil is drawn in blood upon all locations where the Key & Labyrinth practice their Art. Red Robes are also common during rituals and ceremonies. Otherwise, most members of the Key maintain comfortable anonymity so as not to disturb other vampires by their presence.
- The 'Enochian' alphabet devised by John Dee also finds heavy usage within the rituals of the Key.

Plot Hooks:

- **Feed Me, Seymour** – There are many paths to power. One vampire among the Key chose to tie her blood to the land itself, in the hopes of becoming one with the city. Now, the plant that consumed her is consuming the city in kind, eating metal and flesh alike in its relentless hunt for blood. Can anything be done to stop it?
- **Monster vs. Monster** – A serial killer is stalking the dark corners of the city, carving the sigil of the Key into their victims. Who among the Key has been giving them their secrets? Can you track down the culprit before they kill again?
- **Identical Twin** – Voidborn Spirits do not often claim new bodies after they are returned to the void. And yet, a vampire claims to be the reincarnation of an old vampire thought lost to the Key. They come bearing the lost secrets of forgotten Arts, but can they be trusted?

Making NPCs

Most Non-Player Characters typically only need a name and a broad description before you place them in the Scene the players inhabit. A human enemy takes one Wound before death, and so in combat they either exist as a threat or don't. Similarly, difficulties are rolled or set by the Referee, and so there is little need to provide concrete mechanical details for an individual NPC.

Sometimes, however, it's fun to do exactly that. Whether it's to ensure that a character mechanically *feels* a little more like they should on paper, or to remove some of the randomness of rolling difficulties from the equation, it can be fun to put numbers on paper to represent an NPC. Referees are built different. We can't help it. So here's a middle-ground between *not* statting your NPCs and statting every NPC like they're Player Characters.

1. Give the NPC a **Name** and an **Attribute Rating** (Body/Manipulation/Insight, assign 3/2/1).
2. Assign their difficulties for a **Weak Hit**, and a **Full Hit** (Typically 8/6)
3. Give them an appropriate number of Wounds before they're downed (1 for Humans, 5 for Vampires.)
4. If they're a vampire, assign them a fitting **Archetype** and use this to inform what powers they have.
5. Optionally, assign the NPC 1-3 **Reputations**. Add an additional dice to any pool in which their reputation applies.

Made with this method, a typical NPC writeup looks like this:

Jennifer "Fray" Romasanta – Siren (**AR:** 2/1/3, **Difficulties:** 7/5)
Reputations: *Gossip Girl*, *Catfished an Elder Vampire*, *Worst Lay in LA*.

Politics of the Dead

There's a tightrope you have to walk when running political intrigue in a tabletop game. Stray too far in centering on the player characters, and the PCs feel like the only characters in the world who 'matter,' stray too far into the focusing on the setting, and your players spend the whole session on their phone as their fun vampire game becomes a front row seat to the NPC Theatre.

Here's a way of doing political play that works for me: find a want or ideal for the group. This is your Take. A faction's Take can be anything from "anarcho-communism" to "we want Queen Henderson Dead" but it's better if it fits in with a conflict or scenario you're already planning on having the players bump into. These can be related to the Core Beliefs of an existing faction, or operate in opposition to them. (i.e. a faction within the Brimstone Club that eschews the Club's belief that the Club *Rules From The Shadows*, with the Take *Vampires Should Rule Openly*)

Imply history, allude to a bigger political world outside of what's actually going on in front of the players, and let politics spill out organically from local and regional problems. So "we want to install an anarcho-communist government in Bridgeport because the Queen keeps feeding us to Rats" or "we want Lizzy Barrens dead because she's blackmailing our buddy Rox" are preferable to broad strokes Ideals because they center your political faction in the 'here and now' conflicts of your campaign.

When you have your faction's Take, make three NPCs to serve as the **Important Figures** of that faction:

- A **dogmatist**. This is the true believer, the guy who wants to complete the goal of the faction no matter what, and refuses to compromise with any external influence to achieve their ends. It's their way or the highway.
- A **pragmatist**. They believe in the goals of the faction, but believe that the ends can justify the means. They are willing to compromise, barter, and threaten if it brings them closer to achieving the aim of the faction.
- An **opportunist**. They don't really care about the ideal, but being part of the faction affords them time and security to achieve their own ends. The Opportunist can be the reclusive scholar who uses the organization's resources to pursue their own work, the religious zealot who finds a steady 'flock' of vampires to convert in an ostensibly secular political movement, or the cultist who doesn't really care about spiritual salvation and just wants to abuse the institution's power.

Put one of the three in power, make the other two have a problem with it. The Dogmatist suspects the Opportunist doesn't really believe in the movement. The Pragmatist believes that things would go a lot smoother if only the Dogmatist was willing to compromise on a few key issues. The Opportunist wants to take out the Pragmatist, because they're making moves which would compromise the Opportunist's security.

Add other NPCs to a faction as and when you need them, but treat them *Apocalypse World* style: NPCs are stolen cars. Burn them and discard as needed. Removing an Important Figure from power, however, is always a **Milestone**.

Mortal Threats



Threats & Enemies

Most people don't enjoy the thought of another person drinking their blood. That might be cowardice on their part, but it's the prevailing opinion of the human race. As such, vampires in a city quickly gather enemies among the local population. A 'gentleman's agreement' typically exists in cities where the Brimstone Club operates that local police do not interfere in the affairs of the dead. The Bleak Chorus and the Key & Labyrinth have no such compunctions about obfuscating the existence of the supernatural.

Most vampire hunters are solitary individuals with an axe to grind with the undead. They typically act as independent contractors, selling their services to various local governments and police forces on how to circumvent the Arts of vampires and bring exceptionally bad bloodsuckers to heel. In recent years, as vampiric activity has increased and the spread of social media and disinformation has led to a 'New Vampire Hysteria' among the public, a few larger governments and private organizations have begun to take note. More than a few vampires have also begun to take note, and subvert them to serve their own purposes. Rumors persist that several ostensible 'vampire-hunting organizations' have become so utterly compromised by high-ranking members of the Brimstone Club that these vampires enjoy using them as private security forces.

"The Best Way to avoid Van Helsing kicking down your door is to not act like a total douche."

-Ancient Vampiric Proverb

Threat Response

An organization's response to uncovering the existence of vampires typically follows six stages, referred to by vampires as 'Vampire Threat Response' or, more colloquially, the 'Cycle of GRIEFS':

1. **Glimpse:** A 'vampiric incident' is captured on camera and transmitted to local authorities, whereupon an Organization takes note of it. If vampiric agents do not correctly suppress this information, the response moves to the second stage.
2. **Response:** Vampire society is made aware of the indiscretion, and moves to remove the vampire responsible. At the same time, the Organization moves to confirm the sighting, and capture or compromise the vampire in question. If vampires successfully 'hush' the target, the cycle returns to Stage 1 unless the Organization believes a greater conspiracy is at play.
3. **Investigation:** Organization Agents travel to the location in which the vampiric activity was sighted to uncover information on the severity of the vampiric problem in the city. 'Outgroup' vampires within the city are bribed or subverted in order to understand the organization and capabilities of the local undead.
4. **Extermination:** Now knowing the scope and capabilities of their enemy, the Organization begins purging the afflicted city of the undead, usually with co-operation of members of the local government or private security forces. High-Ranking Vampires retreat into the shadows, or throw their subordinates to the wolves to throw the Organization 'off their scent.'
5. **Frustration:** As the Organization grows, vetting processes for new agents become looser and the threat of vampires is underestimated by newer Agents. Vampires work their way into the hierarchy of the Organization and begin hampering future investigations. Anti-Vampire Measures break, or go missing. High-profile backers of the organization are threatened or blackmailed into dropping investigations, and financial funding for the Organization slows to a crawl. Once the Organization is misdirected and frustrated, it can be safely subverted.
6. **Subversion:** Now foundationally useless as a tool of vampire hunting, the Organization changes its purpose or is dissolved entirely.

Interested Parties

The UCU

The FBI Unusual Crimes Unit (Colloquially the ‘You-See-You’) are one of several government organizations putting two and two together and seeing vampire fangs. They’re presently in the Investigation phase of Vampire Threat Response, investigating a spate of murders in New Jersey, having secured the tentative loyalty of a vampiric informant known only as ‘Scribe.’

Criminal Gangs

Vampires have a tenuous relationship with organized crime groups in their city. On the one hand, the Brimstone Club and the Key often find them to be excellent assets. On the other, the rigid hierarchy of the groups tends to make them unpalatable for the Chorus. What is undoubted, however, is that a gang of vampires can be easily mistaken for a mortal gang, and most mortal gangs react the same way they would for any rivals when bloodsuckers muscle in on their turf.

Inanna Technologies

Bradford “Bingo” Fen, CEO of Inanna Technologies, wants to live forever. To this end, he has undergone every anti-aging treatment possible, from the ethical to the ‘I Am Injecting The Blood of Youths In A Futile Bid To Lower My Biological Age’ batshit insane. He is, also, in the most technical sense (given that he *is* quite literally stealing people’s blood, he just hasn’t made a pact with the Void to rise from the grave), *not* a vampire. He sure thinks that vampires might be the solution to all his problems, though, so he’s ordered his Applied Sciences Team to capture and experiment on as many vampires as possible to discover their ‘secret.’ InTech agents show up, blackbag the first bloodsucker

they see on the street, and drive off to their secure facility (colloquially ‘the Farm Upstate’) until they need to grab more. InTech’s experiments are thought by some to be behind Locust outbreaks and Dhampir births, but very little is known for certain. What is known is that whatever they’re working on sometimes escapes containment, and that vampires are not the only thing, or the scariest thing, that lurks in the shadows.

Bite Club

Bite Club just want you to like them. They just want to be like *you*. Vampire ‘chasers’ of the highest order, these bloodsucker fetishists meet on various online and in-person forums (more than one group has actively infiltrated Vamplr) to share information about their local vampire communities and their ‘body count’ of which local vampires have fed on them. This, naturally, makes the Biters a *very* dangerous threat when groups such as InTech or the UCU are collating information about vampiric populations in the city during Vampire Threat Response. More than a few groups have attempted to become vampires themselves-- soliciting the services of local Locust to ‘turn’ them.

Leviathan Cults

The mortal agents of beings the Key refer to as the ‘Bitter Dream.’ Whether these beings actually exist are irrelevant-- the cults are very real, and believe it is their sworn duty to stop the Key from achieving their goals. They are perpetually stuck in a loop of the Investigation and Extermination phases-- the cults are too small, too dogmatic, and too decentralized to be effectively infiltrated by vampires, making their Frustration and Subversion incredibly difficult. As such, most vampires are ‘bite first, ask questions never’ when it comes to the cultists.

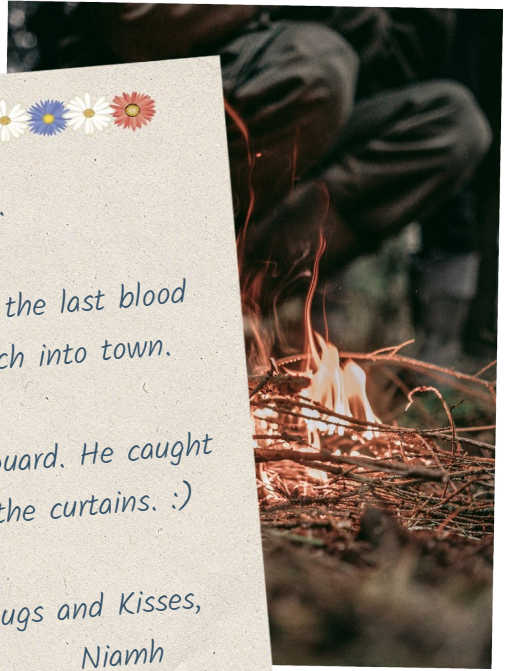


You know whose territory this is.

So you know what happened to the last blood
sucking idiots who tried to march into town.

Don't bother looking for your guard. He caught
the sun when we pulled back the curtains. :)

Hugs and Kisses,
Niamh



Supernatural Threats



The Dhampir

To Live Among the Dead

Vampires fuck. Please be normal about it. Alright, with that out of the way: let's talk about the Dhampir. Half-Mortal, Half-Vampire, a whole lot of baggage. Some say they're made through rituals, some say it only happens when you were born on a Leap Year, but if you ask ten vampires you'll get twenty answers. Most either ply their trade as vampire hunters, find a place for themselves among the vampires of a city, or just cover their ears whenever Mom talks about all the blood she drinks and tries to live as normal a life as possible.

Unfortunately, trouble seems to find the Dhampir often.

Bloodlines: *(Choose one at Character Creation, or make your own.)*

- **Brood XIX** – Siege weapons for the dead, these monstrous dhampir were born from a failed attempt to turn Locusts into 'true' vampires. (+1 Body. Brood XIX gain 1 free Power when they Shrug Off Wounds.)
- **Sonatini** – Scholars and warriors, the Sonatini devote themselves to learning the truths of the Void; and how to fight the beings that lie within. (+1 Insight. The Sonatini gain 1 free Power when they Commune With The Dead.)
- **Lyristes** – Seekers and information brokers, the Lyristes excel at bringing unwanted truths to light. (+1 Manipulation. Lyristes gain 1 free Power when they Discern True Motives.)
- **Pallida** – Assassins and urban explorers, none know the hidden truths of a city better than the Pallida. (+1 Body. Pallida gain 1 free Power when they Hide Their True Nature.)
- **Zetavena** – Cenobites and pygmallions of the highest order, the Zetavena twist their Stolen Arts to exalt in glamorous transgression. (+1 Manipulation. The Zetavena gain 1 free Power when they Make It Look Sexy.)

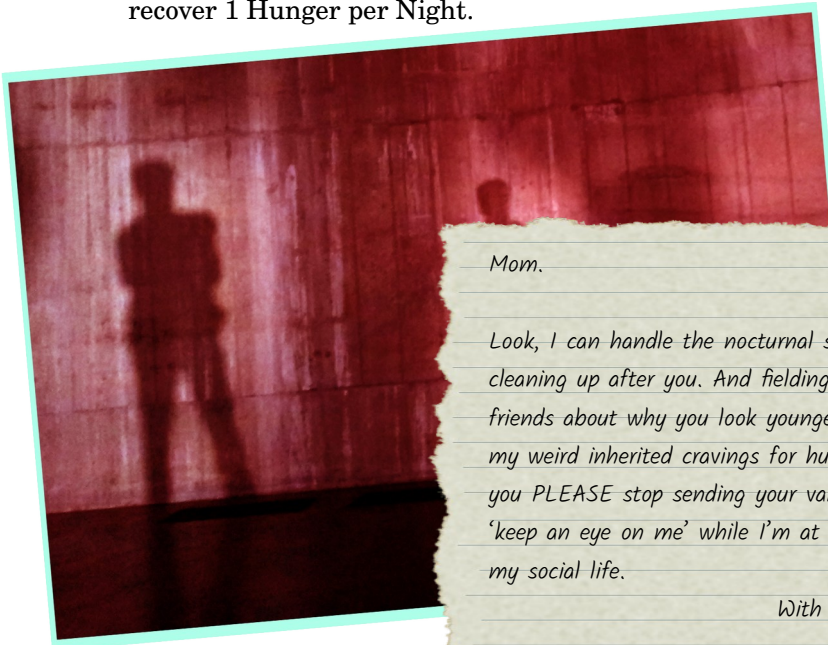
Playing The Dhampir:

- *Who is the Dhampir's vampire parent? How do they feel about them?*
- *Are they more comfortable among vampires or mortals? Why?*
- *What would the Dhampir die for?*

At Character Creation, choose one Specialty Action from the Archetype the Dhampir's vampire parent belonged to. The Dhampir can use Hunger to gain 1 free Power when they perform this action.

Original Sin: ***Bleed Them Dry*** – You've seen and heard it all. Command effects have no power over you, and you can extend this protection to your pack by spending 1 Hunger to cast the Art of ***Shut Up Dracula***.

You cannot drink blood, take no damage from fire or sunlight, and recover 1 Hunger per Night.



Mom,

Look, I can handle the nocturnal schedule. And cleaning up after you. And fielding questions from my friends about why you look younger than I do. AND my weird inherited cravings for human blood. But can you PLEASE stop sending your vampire freak friends to 'keep an eye on me' while I'm at college??? It's killing my social life.

With Love, CJ

The Locust

To Be Shunned and Shun in Turn

Vampires are typically a one and done affair. They rise from the grave, drink blood, and don't tend to spread their curse through bites. When a vampire wants to make more of themselves, as in the case of Dhampir, they typically use more mortal means.

The Locust, then, are an enigma. They have all the superficial similarities of a vampire, but no pact with a demon. They're spread through the bite, and they get hungry all the same as 'regular' vampires. The trail of bodies and fresh vampires they leave in their wake makes them an excellent tool for unscrupulous trying to overwhelm the territory of their rivals, and a massive threat to everyone in charge.

Oaths of the Swarm: *(All apply at character creation.)*

- **Heart-Wrenching** – Tearing out the heart of a vampire destroys them, granting the Locust a fraction of their power. Upon inflicting 5 Wounds on a True Vampire, a Locust may permanently reduce their maximum Psyche by 1 to consume the heart, gaining a **Blood Rush**.
- **Share The Wealth** – Mortals who drink your blood gain +1 to their highest Attribute for one Night, and their blood (up to 2 Hunger's worth) can be used in casting Blasphemous Rituals.

Playing the Shunned:

- *Who turned the Locust into a vampire? How do they feel about them?*
- *How does the Locust relate to other vampires? How do they relate to other Locust?*
- *How does the Locust feel about passing on the curse to whoever they feed from?*

Locust gain 1 Manipulation at Character Creation.

Original Sin: ***Misery Loves Company*** – Upon feeding from a Mortal, roll d6 equal to your current Psyche. On a Weak Hit or higher, you have spread your curse to your target. In three Nights, they awaken as a vampire of the Locust Archetype.

Locust do not belong to a Bloodline, and struggle to find acceptance within the Allegiances. Additionally, for reasons unknown, the Locust cannot cast Arts.



Carrion Shadows

Vampires are only one of many creatures that lurk in the dark corners of Bridgeport. Other supernatural creatures have been alluded to within the pages of this book and supplemental material we've published for *Bloodsuckers* since the outset: covens of witches gather in Quincy, Massachusetts. Werewolves are a known enough quantity that the prospect of dating one is scandalous. Beings from the Void consort with all of them for their unseen purposes.

For the most part, we've consciously kept these references vague to allow you to decide how these beings might 'function' in the world. If you want to *Dresden Files* it and have an elaborate hidden world of discredited dangers who all act as counters to each other's power and influence, nudge the setting in ways that allow for that. If you want to *Underworld* it and have covens of vampires and werewolves existing as different sides of the same coin, fighting over ancient enmities, go ahead. If you want to *Twilight* or *Anita Blake* it and build campaigns about vampires juggling their increasingly esoteric love (un)lives against a backdrop of baroque political melodrama? Absolutely go for it, that sounds like a blast. During play-testing, *Ars Magica* (one of the best games of all time, go play it) was released into the Creative Commons so we kept working in little jokes and goofs about 'The Novanglian Tribunal' of the [redacted trademark of Paradox Interactive] gathering and doing all the silly wizard tropes but everyone had New England accents, and how our vampires felt about those absolute *nerds*.

This does not (and probably *should* not) have to be in your game, but it *was* a part of ours.

You can also choose to ignore the existence of other 'paranormals' entirely, and keep your setting focused on vampires and the morals surrounding them. It's entirely up to the tastes of your group.

Off With Her Head!



“Come at the king, you best not miss.”
-Omar Little, *The Wire*

It's New Year's Eve on the *Regatta Silva*, a Luxury Yacht owned by Yvonne Henderson, a middle-manager of the Brimstone Club who has recently begun to style herself as the *Queen of the Damned*. The Queen and all her attendants are engaging in a disgusting display of wealth and excess.

You're there to provide the fireworks.

Off With Her Head is an Introductory Adventure for Bloodsuckers. It runs new players through the basics of the setting and mechanics of the system, before culminating in an explosive finale and setup for future adventures. For more information on the city of Bridgeport in Bloodsuckers, Referees should read the 8-page setting guide *Fanging & Banging*. It refers to events that may happen in *Off With Her Head*, but don't feel married to running the scenario that way. Stories spread like wildfire, and any number of things in this book or that could be completely and totally wrong.

If you plan to be a player in a game of *Off With Her Head* and your Referee is weird about you reading modules ahead of time, stop reading here to avoid spoilers. Seriously, the first paragraph on the next page is just an outline of the entire module for the Referee to run with.

Just kidding. It's a bunch of stuff you can read to the players. Nice try, players who were looking for spoilers. >:)

Tell it to Them Straight:

It's time for a Regime Change. Yvonne Henderson, the self-proclaimed 'Queen of the Damned' in Bridgeport, is a grasping tyrant with few friends and powerful enemies. Everyone knows her position is untenable, but to speak against the Queen of Bridgeport earns a vampire a one-way trip to a torture contraption called 'the Rat Hole.'

Ignore This Bit If Your Players Are Squeamish:

See, vampires are hard to kill, and drinking their blood gains you very little so they're not even worth keeping as juice boxes. So Queen Yvonne devised a gnarly as fuck way to almost kill vampires, over and over again, and then keep them just lucid enough to get eaten (un)alive for prolonged periods of torture. Yvonne calls the rat-bitten, skeletal husks that emerge from the Hole her 'Shamblers'. She likes to display them, bloody and ragged, among her entourage, as an example of what becomes of anyone who defies her.

Continue Here:

Whether you've had a friend or ally sent to the Rat Hole, you want Queen Yvonne out of the picture for your own ambitions, or you just think her whole deal makes you sick to the stomach, you've signed on to this suicide mission. Yvonne has ruled Bridgeport for too many nights. You're gonna make sure she doesn't see another.

This one is between the House and the Chorus. Kill the Queen, and the city is yours for the taking. Fail, and there's nowhere in the city you can hide.

No pressure.

The Vibes on the Boat Are Fucked:

- *It's disgustingly stuffy. The satin waters of the Long Island Sound rock the boat and you're beginning to learn that even vampirism is not a perfect defense against sea sickness. (As the referee, roll 1d10 while the player characters are socializing or attempting to sneak through the ship. On a 10, the boat rocks, disrupting matters.)*
- *This party sucks and nobody is having a good time. Everyone here kinda hates the Queen, or at least hates the people she places in charge. Guards are slightly laxer than they otherwise would be on security. Vampires are either bitter and hateful at having to even show up to this trainwreck of a party or actively plotting their own schemes while they're onboard. It's a ship full of extremes.*
- *Everyone is hiding something. Nobody (on board, at least) knows about your plot to kill the Queen, but everyone is on the boat to pursue their own hidden agendas, and there's a distinct possibility that you're not the only ones planning to kill the queen tonight. Feel free to have their conflicts ongoing in the background to make the ship feel more alive, or present NPCs to players as opportunities for distractions or intrigue.*

Not every encounter needs to be rolled on the Referee's side, especially if the players are enjoying getting into their characters and opposed rolls would interrupt the flow of roleplay. To 'shorthand' a social encounter on the yacht, set the difficulties to 8/6.

Decks:

- **Main Deck:** Upon entering from the docks, guests are patted down by mortal security. Exterior Pool (empty) and dance floor (likewise, despite the efforts of a hired DJ who is *really* unsure what to make of all this.) Inside, a vampire known as the Vineyard is selling his 'vintages.' They are **Blood Substitutes** and will restore a total of 1 Hunger, no matter how many a vampire indulges.
- **Upper Deck:** secured by the Queen, her mortal security entourage, and several of her 'Shamblers'. She is entertaining guests, which largely consists of humiliating them for her amusement.
- **Lower Deck 1:** Buffet Room (Source of **Human Blood**), Cinema, Crew Quarters (Mortals, supervised by one very annoyed Vampire).
- **Lower Deck 2:** Engine Room (contains the Rat Hole). Cargo Hold is filled with crates containing packing peanuts and sleeping vampires. Nobody you guys know.



Guests of Note: (*Roll 1d6 for random encounters, or litter em through the ship*)

1. A neurotic latina femme (she/they) with sharp black bangs alternates between nervously picking their nails and checking for wine-stains on their black bodycon dress. This is the Siren **Vanessa Moreno**, who organized the party. They are aware it is going poorly, and that this reflects poorly on their standing among the House Undying. Most vampires present will know who Vanessa is, and have many reasons to dislike them as the 'Master of Ceremonies' for the Queen. Making Vanessa's evening worse, and just about anything the players can do tonight will do that, will eventually cause the Siren to leave the boat in tears. Ironically, this may just end up sparing both Vanessa's career and their unlife, as they will become the highest-ranking member of the city's Brimstone Club to escape the explosion.
2. **Magdalena St. Clair**, a matronly stateswoman who makes great pains to introduce herself to new arrivals and learn everything about them. In truth, she is an informant for the FBI's Unusual Crimes Unit under the codename 'Scribe', picking off her rivals within the Club through calculated leaks to various individuals in the UCU. She has no knowledge of the plot to remove Queen Henderson, and the Chorus would rather St. Clair be killed tonight. She's a definite member of the 'shitlist' should she survive the Night. Should she realize what is going on, she will attempt to assist the party with their plans. They should not trust her for a minute, as she will sell them out to the UCU, or the Brimstone Club, the second they escape the ship.
3. **Minerva Hill**, a low-level street tough in a leather jacket and a thick scarf, is leaning on the railings. She and her partner Rafael were the muscle for Queen Henderson, until Rafael mysteriously 'disappeared' three weeks ago. Minerva has evidence that Magdalena sent evidence to the UCU, and plans to present it to the Queen tonight. What she doesn't know is that the evidence also

implicates Kayden “Kade” Dagleish on an entirely unrelated crime, as Kade was trying to extort Rafael into harassing his ex-boyfriend, Guilieme, at the time of his disappearance.

4. **Guilieme** is a dhampir, and a poser of the highest order. He is trying to look Very Cool in his gothic leather trenchcoat, and failing Very Badly. He flirts with most men who pass, but few particularly seem to be interested in his tragic heartthrob act. After each rejection, he heads to the restrooms to angrily write a callout post on Vamplr about it.
5. **Kayden “Kade” Dagleish**, Guilieme’s rockstar ex-boyfriend. He has been spreading bribes around the ship, leading several to believe that he is digging up dirt on Queen Yvonne. In truth, he’s organizing many of the rejections Guilieme has been suffering tonight (but not all, Guilieme’s personality is just that terrible) in the hopes that it will bring his jilted lover back to him.
6. **Smoke** is a member of a different ‘cell’ of the Bleak Chorus (based out of the Pale Lady Tavern, sent by the Silkworm) with her own independent plan to kill the Queen tonight after her girlfriend was sent to the Rat Hole. Her girlfriend is not among the Shamblers on board the ship tonight. If the players catch on that she has a similar goal to them, she can provide directions to where she stashed a makeshift bomb (it’s in the Crew Quarters) and get out. If the players get that info off her, she will cause a scene to get herself thrown off the boat as a distraction. It works a little too well, and Yvonne sends her to the Rat Hole. If players go down to the Engine Room after planting the bomb, they can choose to rescue her from this grizzly fate or go on their way. *(If rescued, she is a **Monarch** with Body 2 / Mind 2 / Insight 1)*

Conspicuous By Their Absence:

1. **Silas Ardelean**, a pallid researcher who fronts the local chapter of the Key & Labyrinth. His public excuse is that the Key is dealing with two runaway students who have absconded with forbidden knowledge from his base in Brigham Library. In truth, he has already signed a non-intervention pact with the Bleak Chorus, and has been holding back his Scholars from interfering in matters.
2. **Erik & Tina Castelli** a married duo of vampires who run the Babylon nightclub in the college district of the city. They were planned to be the 'guests of honor' tonight, as Yvonne wanted them thrown in the Rat Hole for failing to pay a blood tithe. Vampires at the party whisper that they escaped, and that the Queen ordered their enforcer to burn down the Babylon nightclub as a warning.
3. **Marcy Serrano**. An Outcast prone to brusque behavior, loud shirts, and brutal suppression of dissent against the Queen. Marcy's absence here suggests that the Queen sent them to burn down the Babylon nightclub.

What's Actually Going On:

Erik & Tina have their problems with the Queen, but this has nothing to do with her. The married couple consorted with a demon from the Void to get the funding to renovate their club. Marcy is in on it, and helped them burn the place down to split the insurance money. As a result, Marcy is not at the party tonight, Erik & Tina have a solid alibi and lose no face with the Chorus for not participating in the plot tonight.

The Key & Labyrinth are no friends of Queen Yvonne, as she has punished several of Silas Ardelean's most promising students. As such, the Key have a pact to stay out of the Bleak Chorus's way as they make plans to assassinate the Queen.

It All Goes To Shit:

If the players choose to work with Smoke to set the bomb, let the players decide how much stress they want on the way out by letting them set their own timer. Otherwise, let the players go with whatever plan they make to kill the Queen as it develops, using their characters' individual Traits and Skills. Either way, the dominoes start falling on the *Regatta Silva*.

Potential Complications:

- Vanessa is embarrassed by the player vampires and storms off the ship, sending security looking for her. Whatever the players are doing down there, they are suspicious parties. They're slowed by a weapons check and the room they were previously in is searched for contraband.
- Minerva exposes Magdalena to the Queen, or Magdalena finds a way to remove Minerva from the yacht by implicating Kade. Neither of them will go down without a fight.
- Guillieme and/or Kade are storming out of what was either a heated argument or messy make-up sex. With very few secluded spots on the lower decks, they will almost assuredly bump into the players on their route, whether planting the bomb or leaving.

If things escalate to violence, remember these rules:

- Mortals can take a **Full Hit** of Damage before death. A Weak Hit reduces the Mortal's Difficulties dice by one. (from 2d10 to 1d10 rolled in opposition to the player. Two Weak Hits knock unconscious, a Full Hit will always kill.)
- Vampires can take **5** Damage before death. (a Full Hit, plus three Burns).

Hiding is possible in the lower decks, but impossible under the scrutiny of the Main Deck and the Upper Deck. There are 12 Mortal Security guards and 6 Vampires in service of Yvonne on the yacht, and if they are killed Yvonne (or someone in her team, if Yvonne is incapacitated) will call for another 12 Security Guards (alongside Marcy Serrano, mentioned above) to. Events in the city itself will delay them, however, and it will take 20 minutes for the reinforcements to arrive. Escape routes are on the upper deck (Yvonne's helicopter) or the stern of the lowest deck (Jetskis? Dinghy? I forget how people get on yachts.)

Good luck!

We Killed The Queen, and Got Out:

- **Five To One** – If the Yacht explodes, it's the signal for the Bleak Chorus to start the street war. Vampires attack a power station north of the city. Electrical fires set half the city ablaze, and mortal gangs and cults under the thrall of the vampires are fighting on the streets. What are you gonna do about it?
- **The Shit List** – Yvonne wasn't the only one who needs to die tonight. The Bleak Chorus keeps a 'shitlist' of Vampires who need to be gone if the city is to be freed. You have one night to take out the heads of the House Undying
- **Hunters** – If Magdalena is compromised, the UCU will immediately start liquidating her assets and scouring the evidence for signs of her associates. As the last ones to see her un-alive (if given the chance to meet the party and left alone for five minutes, she'll have notes about them on her person, which will be recovered by her Handlers after they investigate her disappearance unless players cover their tracks), the players will be hunted.

We Did Not Kill The Queen:

- **Strings Attached** – An attentive player (or a quick *Insight + Customs* roll) can reveal that no Sanctum Scholars were present on the yacht, and that they could find a sentimental ear should they flee to Brigham Library. This proves to be true, but such help comes at a cost-- Silas will want his wayward apprentices found before they can flee the city, and finding them in a hostile city will put the vampires in great danger.
- **Hostile Territory** – The Dockyards are territory of Becker Blake, an ornery old Outcast who hates the Brimstone Club more than he hates intruders. Any method of getting to shore places the players in his territory; with the House Undying hunting them. Play Blake up like the old guy in Don't Breathe as he picks off the House Undying agents. He'll offer the players shelter for one night if they impress him with their grit and determination. After that, they're on their own.
- **Fallen Babylon** – The Chorus's attempt to free the city has failed, but not all hope is lost. Erik & Tina Castelli still un-live as potent symbols of resistance against the Queen, and if the players can get to them, they can regroup and find another way to kill the Queen. Their nightclub Babylon has been burned to the ground, however-- they keep a safe house in the Hall of Mirrors at an old Funfair.
- **The Curse of Calegari Castle** – The road out of town spirals towards a gothic estate, built by an Italian architect in the 1820s as a bitter remembrance of the home he left. Inside, five vampires have been locked for a century after being cursed by a Witch. Last vamp un-alive gets to go free. One of the five uses a servant to lure the fleeing vampires inside in the hopes of preventing their rivals from enacting a decades-long plan to kill the others and get their freedom. Can you escape before the night ends, and you too are trapped by the curse?

Appendix A: Optional Rules

Clot Cascades

Replaces the standard Clot rules, and is intended to cause a more chaotic experience for player vampires by piling up Clots on Weak Hits until a Failure removes them.

When triggered, a Clot lingers until the end of the Scene or until it is triggered by a player after a Failure. A player may choose to gain 1 **Psyche** by turning a Weak Hit into a Failure, triggering any lingering Clots.

If your roll does not beat either Difficulties, an action **Fails**. Remove all **Clots** from the scene, counting how many lingered before the Failure. Add these into a pool. Explain what went wrong, using every Clot introduced into the scene. Then, decide who it impacted by splitting the pool between the vampires' **Psyche** and **Wounds**. Ideally, each character should take one Wound, or one Psyche loss.

A player's dice Burns if it shows a 6. For each Burn, Remove a Clot from the scene, without triggering its effects. Describe how your vampire's actions mitigate the threat of the Clot.

Style & Substance

Replaces Vice & Virtue.

At Character Creation, decide on a vampire's **Style** (how your vampire presents themselves to others) and **Substance** (who they are when the chips are down.)

You gain 1 dice to pools in which you invoke your Style to solve a problem. When acting in accordance with your Substance, regain 1 Psyche.

Received Wisdom

Adds and removes player-defined traits from vampires and any other supernatural entities the players encounter.

You've seen the movies, and you know how things are supposed to work. Maybe that's all you know. When a vampire declares a 'Truth' about a supernatural entity (i.e. garlic repulses vampires, zombies can only be killed with a shot to the head), roll your Insight + Research. On a Full Hit, add that fact to a list of Truths for that entity going forward. On a Weak Hit or Failure, this specific Truth no longer affects supernatural entities of that type. The vampire who declared the false Truth loses 1 Psyche whenever their advice failing causes misfortune for themselves or someone they care about.