



Blood Dark Thirst



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"Blood. Sometimes, it sets my teeth on edge. Other times, it helps me control the chaos." ~ Dexter Morgan

WHO'S THIRSTY?

You play a blood-drinking demon, commonly referred to as a vampire, yet vestiges of your humanity remain. Struggling for survival and dominion, your vampiric nature makes you an extremely dangerous and desperate predator in a pre-apocalyptic world on the precipice of another inquisition. This night is for the taking!

Sunlight sears your pale flesh, crosses keep you at bay, holy water burns like acid - there's only an hour before dawn, a mortal hunts you, and you're running low on the red stuff. Vampire problems.

You're not dead, you're not even undead - you are a blood drinking demon, immortal unless slain by a hunter, another of your kind, or something else. Though infected with this infernal presence, this Hellish intruder, you still retain a human soul... and your humanity. But many a vampire have chosen to leave that behind in order to pursue darker indulgences.

THE ORIGIN

Over a thousand years ago, medieval sorcerers were taught the blackest magic. They learned from great and powerful demons who wished for darkness and chaos to reign on earth. This teaching gave European sorcerers power to reanimate the corpses of criminals, those who died violently, or were buried in unconsecrated ground so the dead would wake as demons, known as the Sryjek, with an endless thirst for human blood.

In recent nights, modern sorcerers have all but forgotten the black art of creating undead. The vampires of old made others of their kind throughout the centuries as they preyed upon mankind. Their blood-drinking descendants, however, have become less evil... the demon part struggling against that which is still human.

You are such a vampire, sired within the last hundred years. Will you side with those hungry for Armageddon and desirous of opening a gateway to Hell? Perhaps you like the world the way it is, feeling the need to protect humanity - or to become its master?

**Demons, known
as the Sryjek,
have an endless
thirst for human
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You're not dead, you're not even undead -
you are a blood drinking demon.

VSD6

When anyone wants to attempt anything, the GM determines how many dice should be rolled based on the potential action's difficulty. The d6s rolled are called a dice pool. Rather than add them together, only the highest number rolled in the dice pool should be considered (multiple sixes count when it comes to attacking).

The GM interprets the dice pool result and describes what happens. The following is a standard interpretation...

Result	Response
1	Critical failure: No, and...
2	Failure: No.
3	Partial failure: No, but...
4	Partial success: Yes, but...
5	Success: Yes.
6	Critical success: Yes, and...

Here's an example...

Player: I want to seduce that woman over there, sitting at the table across the room. Rodrigo walks up and starts putting the moves on her.

Game Master: You don't have any special advantage or disadvantage, so roll 2d6 and let me know the highest of the two dice.

Player: My highest number was a 3.

Game Master: You don't seduce her; however, she tells Rodrigo that he'd be a good match for her friend Veronica who's powdering her nose in the bathroom. "She likes 'em pale."

HOW MANY DICE IN YOUR DICE POOL?

If you're attempting an action that you're particularly well-suited for, you'll have a better chance of succeeding. Roll 3d6 for your dice pool.

If you're attempting an action that's neither your specialty nor a weak point, roll 2d6 for your dice pool.

If you're attempting an action that you're not very good at, roll 1d6 for your dice pool.

If circumstances are very much in your favor, you have advantage (a bonus 1d6 added to your dice pool). If circumstances are very much against you, you have disadvantage (a 1d6 penalty subtracted from your dice pool).

od6 is calculated by rolling 2d6 and taking the lesser result. If you have worse than a od6 probability of success, don't even bother rolling - you've got no chance.

For example, say your vampire character discovers a bomb in his coffin. He attempts to disarm it, even though he's neither good nor bad at demolition. Ordinarily, this would give him a dice pool of 2d6. However, bomb disposal is a task that requires both knowledge and skill. So, this isn't going to be easy. The GM decides your vamp must roll at a disadvantage - your dice pool is 1d6.

Vampire blood
has supernatural
properties which
give vampires
their power.



CHARACTER CREATION

Choose your own or consult the random tables below...

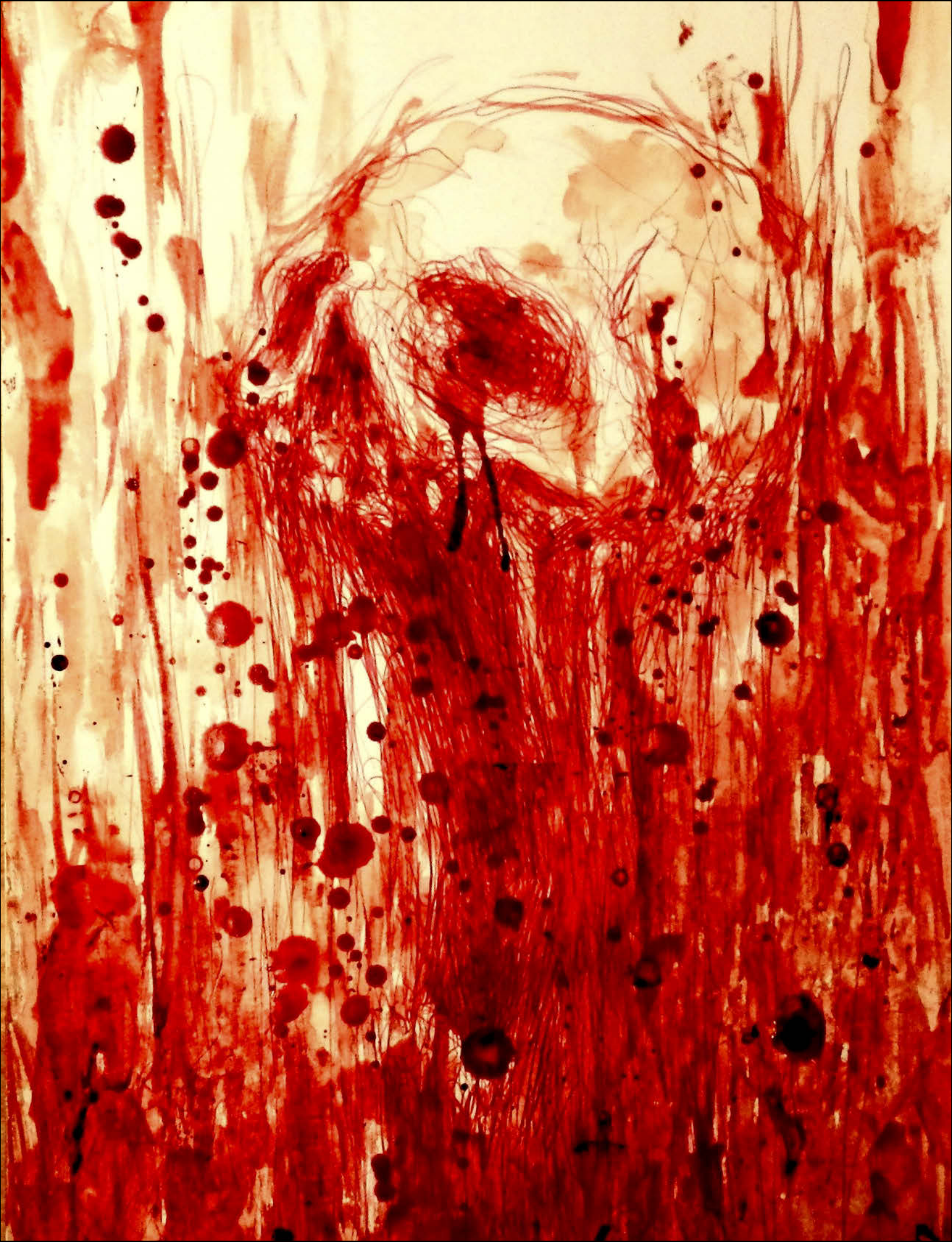
- ‡ Three things your character is good at (3d6 dicepool).
- ‡ Two things your character is bad at (1d6 dicepool).
- ‡ Everything else is average (2d6 dicepool).
- ‡ Three flaws.
- ‡ One quirk that makes him different than all the other vamps in the night.
- ‡ Pick a gender and name.
- ‡ Pick the year (within the last 100) that your character was turned into a vampire, or roll 1d100.
- ‡ Pick your character's apparent age - how old he was when turned into a vampire, or roll 6d6.
- ‡ Consider who turned you into a vampire - are you still in touch with your sire?
- ‡ What you look like (physical features, mannerisms, and clothing... including time period, sub-culture, or cringeworthy affectation).

Flaws

Roll	Result
1	Lustful
2	Cowardly
3	Petty
4	Vindictive
5	One-upmanship
6	Entitled
7	Jealous
8	Impatient
9	Insecure
10	Cruel
11	Melancholy
12	Spiteful
13	Insane
14	Greedy
15	Sycophantic
16	Impulsive
17	Arrogant
18	Gullible
19	Self-righteous
20	Fretful

Things Good and Bad

Roll	Result	Roll	Result
1	Connecting with people	11	Getting the hell out of the way
2	Math / Science	12	Seduction
3	Leadership	13	Style / Fashion / Art
4	Investigation / Perception	14	Animals
5	Shooting	15	Technology
6	Physical violence	16	Investigation
7	Stealth	17	Occultism / Esotericism
8	Intimidation	18	Survival
9	Trivia / Pop Culture	19	Street smarts
10	First aid	20	Awareness / Alertness



NAME

Your vampire needs a name, does he not? If you don't have one in mind, feel free to roll on the following random table.

Roll	Male	Female
1	Klaus	Selene
2	Elijah	Carmilla
3	Marcelle	Camille
4	Alaric	Elena
5	Severen	Rebecca
6	Michael	Hailey
7	David	Velvet
8	Cole	Leila
9	Stephan	Lilith
10	Damon	Lucine
11	Abernathy	Scarlett
12	Lucian	Darla
13	Morgan	Faith
14	Keiran	Ursulette
15	Adrian	Violet
16	Draven	Jacqueline
17	Emrick	Sigrid
18	Marco	Bella
19	Vladimir	Akasha
20	Jareth	Mina
21	Sebastian	Gwendolyn
22	Amilyn	Thana
23	Dante	Natassa
24	Tristram	Corentine
25	Byron	Virginia
26	Anton	Vanessa
27	Draco	Evelyn
28	Liam	Caroline
29	Santiago	Claudia
30	Armand	Madeleine

A scene is a group of people someplace who are doing something. Scenes usually end within an hour and can be as short as a minute. To help you remember, just think: people, place, purpose. If one or more of those has changed, perhaps the scene is over.

For instance, if a pack of vampires is at the docks waiting around for deep ones with vital information about a shipment of religious relics, that's a scene for as long as those vamps are at that place... unless the deep ones show up a couple hours late - that would be two separate scenes.

SUPERNATURAL POWERS

These are the dark gifts which elevate vampires to the level of apex predator.

Once activated by a point of blood, the vampire will have the benefits at his disposal for an entire scene.

Some vampiric abilities are rare while others are mainstays or legacies carried over from those first demons - the Sryjek - who stalked the night and fed upon mortals. All vampires have the following legacy Supernatural Powers...

Unnatural Strength - makes you stronger, allowing you to lift cars and punch through human skulls. Multiply the total damage by three.

Lightning Reflexes - makes you extremely fast, allowing you to run to the 7-11 a few blocks away, steal a pair of sunglasses, and return in less than a minute. Effectively triples your usual rate of movement, allowing three attacks per round.

Allure - allows you to influence weak minds, dominating the will of others and making them in awe of you.

All other Supernatural Powers are acquired at a rate of one per level, either choose or roll randomly. That means a 1st level character will have one additional power. A 2nd level character will have two additional powers. A 3rd level character will have three additional powers, etc.

Roll Result

- 1 **Blood Training:** The vampire can learn skills by drinking the blood (in sufficient quantities) of others.
- 2 **Shadow in the Darkness:** The vampire can become as a shadow.
- 3 **Blood Memory:** By drinking their blood, the vampire remembers moments from his victim's lives.
- 4 **Dawn Razor:** The vampire can act normally up to one hour past dawn and one hour prior to dusk, assuming his flesh isn't in contact with direct sunlight.
- 5 **Fright Night:** The vampire can widen and elongate his jaw, creating not only a horrific visage but allowing him to rip open flesh like a wet paper bag. Extra 1d6 to his damage dice pool.
- 6 **Shape Change:** The vampire can transform into a wolf, bat, or mist.
- 7 **Subspecies:** The vampire has unnaturally long fingers and can break them off at the knuckle in order to grow 6" tall demons who will serve the vampire.
- 8 **Uncanny Fortune:** The vampire is incredibly lucky when he needs to be. He gets a bonus 3d6 that's usable once per scene (the dice may be divided).
- 9 **Lose Control:** The vampire can cause mortals to go crazy, as well as, forcing other vampires to frenzy.
- 10 **Dread:** The vampire can cause irrational and extreme fear in those he chooses to target.
- 11 **Vanishing Mind:** The vampire makes the memory of his existence disappear in an individual's mind.

Roll Result

- 12 **Heightened Senses:** The vampire is able to increase his taste, touch, smell, hearing, and sight to an acute degree.
- 13 **Bestial Influence:** Animals view the vampire as their master, if he wishes.
- 14 **Without a Trace:** The vampire can hide his bite marks and leave no signs that a vampire has been there.
- 15 **Evaporate the Blood:** From a distance, the vampire can make his victim's blood evaporate from within his body.
- 16 **Acid for Blood:** As a defense mechanism, the vampire can turn his own blood highly acidic. 1d6 damage per round to any vampire who tries to bite you.
- 17 **One with the Earth:** The vampire can meld into the ground, safe from the daylight until night falls.
- 18 **Necroscope:** The vampire can communicate with the dead.
- 19 **Telepathy:** The vampire can read thoughts and send words and pictures to others.
- 20 **Resilience:** The vampire can toughen up his skin, making him difficult to harm. Subtract 1d6 from every damage dice pool (magical attacks are excluded).

The Vampire can
rip open flesh
like a wet paper
bag.



HUMANITY

Humanity can go up to 6 points. With a Humanity of 6, the character appears fully human. At a Humanity of 1, the character appears demonic and bestial.

New vampires start with a 6 Humanity. For every evil act performed, they lose a point of Humanity, but no faster than 1 point per night. Similarly, virtuous acts and good deeds will cause a vampire's Humanity to rise, such as saving mortals from being slaughtered by other creatures of the night.

The less human a vampire seems, the harder it will be for him to go out among humans and the more he will attract hunters. Though, vampires who look rather demonic should get a bonus d6 to their dice pool when attempting to intimidate others.

HEALTH

Vampires start out with 25 Health, just like ordinary humans. Vampires can spend a point of blood in order to regain 1d6 Health. Humans regain health at a rate of 1d6 per day.

If a vampire is brought down to zero Health, he's unconscious until roused by blood. For NPC mortals, zero means dead.

For vampires, there's no death - except in the case of decapitation and consumed by fire. No matter how mutilated a vampire's body (aside from the aforementioned disposal), he can regenerate. Simply keep track of his Health and roll 1d6 for each point of blood used to revitalize him - either expended by the vampire's own supply or poured down his throat.

Until he's back to at least 1 point of Health, a vampire remains in his deathlike slumber... similar to a coma.

When a vampire goes up a level, he gets 1d6 additional Health added to his total.

COMBAT

Whoever describes their action first can act first!

Attack dice pools depend on what the player attempts and depends on numerous factors. If the character is assumed to have a strong attack, his dice pool will be 3d6. If the character is assumed to have a decent attack, his dice pool will be 2d6. If the character is assumed to have a weak attack, his dice pool will be 1d6.

As usual, only count the highest result among the dice rolled in the pool. If you get multiple 6's, you get extra damage. Match that number on the chart below to see what kind of damage dice pool should be rolled.

Damage dice pools are not the same as regular dice pools. The results of damage dice are added together and that total is subtracted from the victim's Health.

For example, your vampire wants to throw a grand piano at another vampire. He already spent a point of blood on Unnatural Strength, so the GM tells the player to roll 2d6 (because he's not particularly adept at fighting, but he doesn't suck at it, either).

The player rolls a 2 and 5. Only the "5" result counts and the player rolls 2d6 for damage. He rolls a 1 and 4, equaling 5 points of damage. But remember about his Unnatural Strength - we have to multiply the total by 3. 5 points of damage quickly becomes 15, and that's how many points are subtracted from the victim's Health.

All damage explodes. That means if you roll a "6," you can roll an additional die and add it to the total. If you keep rolling sixes, you keep rolling additional dice and adding them up.

Attack Dice Pool	Damage
4	1d6
5	2d6
6	3d6
6/6	4d6
6/6/6	5d6

Overkill: If you kill an NPC opponent (bringing him down to zero Health) and have damage left over, that damage remainder may be carried over, onto one or more nearby opponents. This is not optional if the vampire is in a frenzied state - the remaining damage must be applied to others within reach/range (including the vampire's friends, allies, and loved ones).

Since this is a game about vampires and not medieval knights or space scoundrels with laser shields, we're not going to worry about Armor. But if a character has some kind of protective gear like a bulletproof vest, simply subtract a d6 from the attacker's damage dice pool.

FEEDING

"Now you know what we are, now you know what you are. You'll never grow old, Michael, and you'll never die. But you must feed!" ~ The Lost Boys

Blood is a necessity. Doesn't matter how good or evil, passive or aggressive a vampire is - he needs blood on a nightly basis to survive.

Humans also have a total of 6 blood points. 3 can be drained within a single night before medical attention is required. Only 1 point of blood can be drained (per night) from an animal. Animals have low quality or "dirty" blood that cannot sustain a vampire for long.

VAMPIRE BLOOD

Vampire blood has supernatural properties which give vampires their power.

All vampires can hold up to 6 points of blood (sometimes referred to as ichor by traditionalists) within themselves. There's no limit on how much blood can be spent per scene, but only 1 point can be spent per round (20 second increment).

If a vampire goes down to zero, he immediately falls into a deep slumber and is unable to awaken without blood.

A vampire's blood supply will oscillate wildly throughout the session. I suggest using little red tokens, such as glass beads, to track your blood points.

A vampire's blood can be spent on the following...

- ‡ Activating Supernatural Powers.
- ‡ Rising at dusk (vampires cannot awaken without spending a point of blood).
- ‡ Healing self (1d6 per point of blood).
- ‡ Creating a new vampire (this also requires a point of Willpower spent).

DON'T GO TO BED HUNGRY

That means if a vampire goes to sleep at daybreak with only a single point of blood within his veins, he doesn't have enough to awaken at nightfall. He would stay corpselike until someone could feed him blood.

Although, the vampire's insatiable hunger may rouse him temporarily if fresh blood were nearby. For example: someone opens up a coffin, sees the vampire's lifeless body inside, cuts their hand on a nail, and starts dripping blood onto him. At which point, the vampire's eyes open, he grabs the bleeding mortal, and starts drinking his blood.



WILLPOWER

All vampires can have up to 6 points of Willpower and can spend up to 3 points per scene, but only 1 point per round. New characters start with zero Willpower and earn Willpower points by roleplaying their flaws (indulging in the chief features which define them).

Only 1 point of Willpower can be earned per scene.

I suggest using black tokens, such as glass beads, for tracking your Willpower because that, too, will frequently go up and down.

Willpower can be spent on the following...

- ‡ Resisting any kind of supernatural influence or domination (lasts an entire scene).
- ‡ Resisting frenzy (if something else causes you to rage later on, you'll have to spend another point).
- ‡ Adding 3d6 to your dice pool.
- ‡ Making a new vampire (in conjunction with a point of ichor).

BLOODLUST

Have some red dice nearby when you play Blood Dark Thirst. These are called Bloodlust dice. If you're only using red dice, then roll the Bloodlust dice separately.

A vampire who is down to three points of ichor must roll an additional d6 of a red hue along with his ordinary dice pool. A vampire who is down to two points of ichor must roll two additional d6s of a red hue along with his ordinary dice pool. A vampire who is down to a single point of ichor must roll three additional red d6s along with his ordinary dice pool.

If a red bloodlust die comes up "1," the vampire immediately goes into a frenzy or berserk rage - he becomes emotionally and physically violent, attempting to feed on whoever is nearest and most deserving of his wrath.

If a bloodlust die comes up "6," the vampire may take a critical success result provided that he either indulges in at least one of his flaws while performing the action or immediately feeds upon a nearby victim.

SWEET, SWEET SUFFERING

"Sever the ties to your mortality, Michelle. All your pain will turn to pleasure." ~ Subspecies

The demon part of a vampire responds favorably to anguish - it sweetens the blood, making it more potent. This is why vampires spend so much time toying with their victims, tormenting them, and scaring the Hell out of them.

Of course, this behavior will eventually have a negative effect upon a vampire's Humanity. Deliberately causing others pain (physical, emotional, or spiritual) for one's own benefit is an evil act. Vampires who routinely make their food suffer cannot be above a Humanity of 2.

When a vampire spends time and energy making their prey suffer before feeding upon them, the blood doubles in potency. Effectively, two points of frightened, terrorized human blood would be as 4 to the vampire drinking it.

WEAKNESSES

"Do they look like psychos? Is that what they look like? They were vampires! Psychos do not explode when sunlight hits them, I don't give a fuck how crazy they are!" ~ From Dusk 'Till Dawn

Besides a chainsaw to the jugular, there are other things that can harm or even destroy a vampire...

- ‡ **Sunlight** - Within seconds, direct contact with sunlight will cause your flesh to blacken and go up in flame. Normally, the sun does 1d6 of damage per round.

- ‡ **Religious symbols** - Crosses drive vampires away, holy water burns, and defiant expressions of true faith can actually bring a bloodsucker to his knees.
- ‡ **Wooden stake through the heart** - This paralyzes most vampires, as well as, hurting like a son of a bitch!
- ‡ **Decapitation** - Once a creature of the night has been drained of blood, severing the head from its body is one of the few ways to end a vampire's existence.
- ‡ **Fire** - Burning a vampire's bloodless body is another sure way of slaying him.
- ‡ **Animals** - They instinctively fear vampires, demons, and anything supernatural. Dogs will bark incessantly when a creature of the night comes close.
- ‡ **Daytime** - Vampires grow lethargic during the day to the point where it's extremely difficult to rouse themselves, even if their lair is disturbed by intruders. If a vampire must take action during the day (for instance, if he's being attacked by a hunter), have the vampire roll a dice pool equal to his current Humanity. The degree of success determines how awake the vampire will be until the emergency is over.

TRUTHS AND FALSEHOODS

There's a lot of rumor and speculation rooted in folklore about vampires. The following should disabuse you of misguided information...

- ‡ A vampire does not have to be invited in order to gain entry in any home.
- ‡ Vampires don't have a problem with crossing water.
- ‡ Vampires are not bothered by or warded off with garlic.

- ‡ Vampires cast a reflection in mirrors; however, that reflection captures something of their demonic nature.
- ‡ Some vampires sleep in coffins, but that is by choice and has nothing to do with being buried in their native soil.
- ‡ Silver and iron do not have special significance when it comes to harming a vampire, though any weapon enchanted by a sorcerer could be lethal to a vampire.
- ‡ Killing one vampire does not extinguish any other vampire from his bloodline.
- ‡ Vampires can partake of small amounts of food and drink before throwing it up.
- ‡ Can vampires have sex? Fuck yes, they can!
- ‡ Vampires can spawn others of their kind by draining a human of his blood and then allowing that human to feed upon the vampire.

BLOOD BOND

Blood bonds are occasionally perpetrated on young and unsuspecting vampires... or those who are indebted to another.

When a vampire gives his blood to another of his own kind, it not only feeds the craving but creates an emotional dependence, as well as, feeling of love and devotion. With each night, the drawing and sucking of blood continues, the stronger the bond grows.

The original feeding, where a vampire is born into darkness, doesn't count. However, all vampire to vampire blood drinking thereafter begins to forge a blood bond. The vampire who drinks from another, eventually becomes enthralled by him. In this relationship, the vampire who supplies the blood is usually referred to as the lord; the vampire who receives the blood is usually referred to as his subject or servant.

Each time a vampire drinks from another of his kind, compare their character levels. If the drinker has a lower level than the vessel providing the blood, the



vessel can roll a dice pool of 1d6, or 2d6 if the drinker is currently blood bound to that vampire, already. Furthermore, he may add 1d6 to his dice pool for each point of Willpower he wishes to spend on the blood bond. Compare the result with the following chart.

Roll	Blood Bond
6	Enthralled for a month.
5	Devoted for a fortnight.
4	Loyal for a week.
3	Amiable for 1d6 nights.
2	No effect.
1	Loathes the vampire for 1d6 weeks.

VAMPIRIC SLAVE

"You don't have to be afraid of me. I know what it's like being different. Only they won't pick on you anymore... or beat you up. I'll see to that. All you have to do is take my hand. Go on, Edward. Take my hand!" ~ Fright Night

Many vampires are served by mortals. It's not surprising since vampires are usually seen as powerful, mysterious, and dangerous god-like creatures. The promise of "eternal life" doesn't suck, either. Of course, a vampire's life can be quite short if he's not careful.

Feeding vampire blood to a mortal or animal imbues that creature with certain qualities. With a point of vampire's blood, the following qualities last three nights.

- ‡ The vampiric slave remains healthy and disease free.
- ‡ The vampiric slave's natural aging process is temporarily halted.
- ‡ The vampiric slave gains one of the vampire's three legacy Supernatural Powers (chosen by the vampire).
- ‡ The vampiric slave becomes utterly devoted to his master.

SEIZING AND SUBDUING A VICTIM

At some point, the vampire will want to stop fighting a mortal and start drinking his blood.

When a vampire wishes to grab hold of a potential victim, he must roll the appropriate dice pool and consult the following chart.

Roll	Seize & Subdue
6	Iron grip – drink all you want.
5	You have him and drink a single point of blood (roll again next round).
4	You can drink a single point of blood, but he can also attack you (roll again next round).
3	He slips away.
2	You're unable to grab him and he gets a free attack on you.
1	You're unable to grab him and he crits you (automatic 3d6 exploding damage).

Optional Rule: Instead of lasting precisely three nights, a mortal is hopelessly enslaved for as many nights as the vampire's level.

DID THEY SEE YOU?

Vampires usually try not to be seen feeding on mortals. If you're spotted, you're in jeopardy.

Divide your Humanity by two, rounding up. That's your base dice pool. For instance, if your Humanity is 5, then you'll be rolling 3d6 on the following chart, adjusted by the following...

Add 1d6 for advantageous circumstances - you're feeding on an acquaintance who already knows your secret or you're feeding under a broken street lamp. Subtract 1d6 for disadvantageous circumstances - downtown is full of people tonight or your victim starts shouting, "Vampire!" at the top of his lungs.

Roll to see if anyone saw what you were doing in the shadows.

Roll Seize & Subdue

- 6 No one saw anything suspicious.
- 5 A couple people might have noticed but aren't doing anything about it.
- 4 Several people noticed and at least one person is checking things out.
- 3 You were obvious and a group is coming to investigate
- 2 People scream, some run over to help, others run away, and at least one person calls the cops. This attack will probably be on the news tonight.
- 1 See above - and law enforcement is in the area. Also, at least one hunter is now on your trail.

NPC CHALLENGES

Rather than spending time rolling or stating up antagonists, the following chart is a quick and easy method of gauging opposition strength.

Dice Pool	Challenge Rating
1	Soft Target
2	Default / Average Target
3	Hard Target
4	Serious Threat
5	Bad Motherfucker
6	Your Doom

Ita, posuit
venger vampire
hoc ludō res simul
et suus
'pulchellus
terribilis. Cur
non ludō, cum
quibusdam amicis
et in tenebris
et vinum rubrum.
Lamia vivat!



PROGRESSION

Character levels are acquired at the completion of a campaign. A character starts out at level 1 and by the end of the first campaign, he's level 2. By the time he's completed the second campaign (before playing in the third campaign), he's level 3, etc.

Going up a level grants three distinct benefits...

- ‡ Every time a vampire levels, he gains 1d6 additional Health.
- ‡ At every level, a vampire learns how to use another Supernatural Power.
- ‡ Vampires of a higher level can attempt to bind other vampires with their blood.

A campaign is loosely connected adventures that are broken up into nightly sessions. Much of a vampire's life is routine, so it is assumed that several months, possibly years, have passed between campaigns.

For the purposes of *Blood Dark Thirst*, a campaign usually lasts between three and seven individual sessions. That's approximately 15 -20 hours of game time between levels.

Introductory Scenario: The Black Envelope

All the PCs live in the same rundown house on Paper Street, one of the many lawless neighborhoods in the big city.

As the PCs rise at dusk, they find a black envelope has been slid underneath their door. This is the trademark of Lyrean DuKane, the city's most powerful and well-respected vampire.

Opening the envelope, they read this letter...

*To the insufferable fools who
dwell at this dilapidated abode,
I am aware of your betrayal, but
will show the smallest
consideration due to our shared
history. You have until dawn to
vacate the city. If you are
discovered tomorrow night by
those still loyal to me, they have
orders to destroy you on sight.
Yours forever in darkness,
Lyrean DuKane*

DECISION TIME

Whether the PCs actually betrayed Lyrean DuKane or not is immaterial. The fact is that Lyrean believes it to be so. Feel free to let the PCs decide their transgression (or lack thereof) for themselves.

The PCs have the rest of the night to make preparations - presumably, they will try to slay or possibly depose Lyrean DuKane in order to take the city for their own. However, the PCs might attempt to persuade other vampires in the city to act on their behalf, clearing their name. The PCs may also gather information and supplies before leaving the city for redder pastures.

In the end, it's entirely possible that the vaguely worded letter is a huge misunderstanding or disastrous practical joke. In which case, the PCs will be off and running for little to no reason - other than your amusement. Regardless, with luck they may still position themselves to rule the city, instead of Lyrean.

Along the way, various chance encounters await...

They are
deliberately
turning the
Sisters of
Suspiria into
blood drinking
whores of
Satan!

What's Going On In The City Tonight?

Roll	Result
1	Minions of Lyrean DuKane.
2	One of Lyrean DuKane's brides.
3	Strip club named Reflections (vampire hot-spot).
4	Rough and tumble biker bar called The Black Cross.
5	Non-vampire demon demanding tribute.
6	Small group of mortals hunting vampires.
7	Lone hunter (possibly a vampire himself) going after bloodsuckers.
8	Neighborhood thugs looking for trouble.
9	Bachelorette party that's getting out of hand.
10	Lyrean DuKane's stronghold in the warehouse district.
11	Three sorcerers in search of Sryjek (vampire) blood to complete their eldritch ritual.
12	Civil war between several vampire factions within the city.
13	Full moon - werewolf on the loose!
14	Inner-city convent being assaulted by vamps. They are deliberately turning the Sisters of Suspiria into blood drinking whores of Satan.
15	A vampire from a nearby city has come to spy on the goings on in yours.
16	Three hoodlums are in the process of knocking over a convenience store.
17	Pan-handler begging for change gets executed by some punk with an orange mohawk.
18	A beautiful and slutty blonde who must have escaped from an 80's hard rock video is walking the streets. She's an ambitious vampire who's looking to make some kind of power play.
19	A pack of thirsty vampires stalk the night.
20	Roll twice and combine!

Lyrean DuKane

The PCs may be aware of the following details about the vampire who runs this city. Roll once for each PC, as well as, for each NPC vampire questioned about Lyrean DuKane.

Roll	Result
1	Lyrean owns a magical, blood-red ruby amulet which aids the vampiric healing process. While wearing the amulet, one point of ichor spent yields a return of 2d6 Health.
2	Lyrean is tall, thin, and attractive with long blonde hair pulled back into a ponytail. He wears a gray coat matching his eyes.
3	He has three "brides." These are female vampires who are continually blood bound to him, and utterly devoted to their master.
4	Lyrean has long been after a Tibetan artifact called the Ajaanti dagger. He who wields this weapon gets a bonus 1d6 to his attack dice pool. Additionally, the Ajaanti dagger glows with a shimmering golden light when in the presence of supernatural creatures (50' radius).
5	He has at least one contact among the police force, crime syndicate, and street gangs. Lyrean receives nightly briefings from all three sources.
6	He's also on the Board of Directors for the Hattori Hanzo Corporation – an international import/export company that deals with exotic and illegal goods on the black market.

The Ajaanti dagger was fashioned by Tibetan Buddhists from the remains of a meteor. The dagger is rumored to be possessed by the three manifestations of Vajrakila.

CREDITS

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Character Name

The Things They Carry

Blood



Humanity



Willpower



Character Description

Health



What You Do Well

Supernatural Powers

What You Do Poorly

Unique Trait

Flaws