

Core Idea of the Game - Scourge has been Killed

The Scourge is an unpredictable Malkavian called Annabelle. She suffered from various derangements, including multiple personalities and Schizophrenia. Very few people could predict her and only the prince could command her. Her job was to kill unsanctioned vampires in the Prince's territory and any other enemies he deemed worthy of death

I. Core Game

- A. Annabelle was killed by a Black Spiral Dancer - this is not know by anyone yet.**
- B. The Black Spiral Dancer was a contact of hers. She used it for muscle and to perform hits at arms length in exchange for services and money.**
 - 1. Services rendered - driving people mad at the Black Spiral's request**
- C. Annabelle betrayed the BSD - she had used him too many times and he was learning too much about her so she sent him on a hit that was a trap, she lured some other werewolves in to kill him. It failed and he got angry.**
- D. The BSD was able to infiltrate her haven in daylight, after scouting it from the Umbra. She used her sidestep ability to appear virtually on top of Annabelle as she slept and slaughtered her**

II. Hook for the players - The players work for the sheriff

Meeting the Sheriff at one of his safe houses, it is a restaurant that he owns and uses to front his other businesses.

- A. The Sheriff is an unimaginative Ventrue named Archibald who enforces the Vampire Law by brute force. He tends to find things out by Brute force as well.**
- B. The Prince's Seneschal, a Tremere called Helena, has instructed the Sheriff to investigate the Murder Quietly as currently no one outside the Prince's inner circle is aware. The seneschal dictates that the players must be employed to investigate.**
- C. The summons comes 4 hours after sundown.**
- D. Annabelle failed to attend a summons by the Prince, so the Sheriff was dispatched to find out why**

III. Killed in her Haven, a Penthouse downtown

- A. Haven is utterly trashed - the furniture,high quality - she was paid well, looks like it was destroyed by an animal in a frenzy.**
 - 1. close investigation would reveal large claw marks, bite marks and maybe even some fur.**
 - 2. The decomposing remains of Annabelle are found in a strong room. The room is open, but the Sheriff said they found it sealed.**
- B. Search of the Haven (Investigation/Perception difficulty 8 and 3 successes) finds recording/surveillance equipment**

1. **There are lots of files. However the security footage shows no one in the apartment at all after Annabelle entered**
 - a. **Annabelle arrived at haven 30 minutes before sunrise**
 - b. **No one entered after she left the night before**
 - c. **no one entered after she secured the panic room before the sheriff arrived the next night**
 - d. **Images and recordings of Annabelle talking to a man (BSD in Homicid form).**
 - (1) **Begs the question who is he**
 - (2) **Who took the photos (Annabelle had a Ghoul. This Ghoul is in Hiding now)**
 - (3) **Further Search of physical documents in haven will reveal Annabelle paid rent on a number of properties in town.**
2. **There are no cameras in her panic room**

C. Building Security

Building has a security office, and state of the art systems. The guards are strength 5. They were doing the rounds, nothing unremarkable, The security system saw nothing

IV. The Ghoul

The Ghoul is called Geoffrey and he is a former Marine with PTSD. He loves Annabelle, and finds that she can ease his suffering via her abilities. He is aware she is a vampire

- A. **The Ghoul is hiding out at one of Annabelle's rented properties. He is unaware that she is dead and will be understandably distraught when he finds this out.**
- B. **He has more photographs and video footage of Annabelle meeting the BSD Contact.**
 1. **Investigation/Perception roll difficulty 8, three successes required - the meeting places are all within a three block radius. This is the BSD's favoured haunt and hunting ground**
- C. **The Ghoul knows what the BSD is and his name but not where he makes his lair**

V. The Finale

The Black Spiral Dancer calls one particular neighbourhood home. Investigation of the Ghoul's photographs will narrow the search down. Use of the photograph with people in the know, contacts, Nosferatu etc, will also be able to point the players

A. Asking Around

Players can bribe, coerce, seduce or any other method they can think of the whereabouts of the BSD so long as they have his picture. However, if they do poorly - being overbearing or threatening, the civilians may run to warn the BSD and thus he might have friends. Either way they can find him in a nearby junkyard

B. The Junkyard

The BSD is not alone. He has at least one other werewolf, add one if the players have silver and add one if the neighbourhood alerted him

C. The Higher Ups

If the players survive and are victorious they are brought before the Prince to receive a reward

VI. Notes/Appendices

A. Character Sheets need to be made for BSD, and three stat lines for companions.

B. All of this assumes pre-existing character sheets for Prince, Seneschal and Sheriff

C. Everything else can be added ad hoc (for instance if the players found the ghoul by visiting a Nosferatu Information Broker, or bought weapons from a Giovanni Arms Dealer...) so long as you remember to incorporate them into the campaign setting afterward