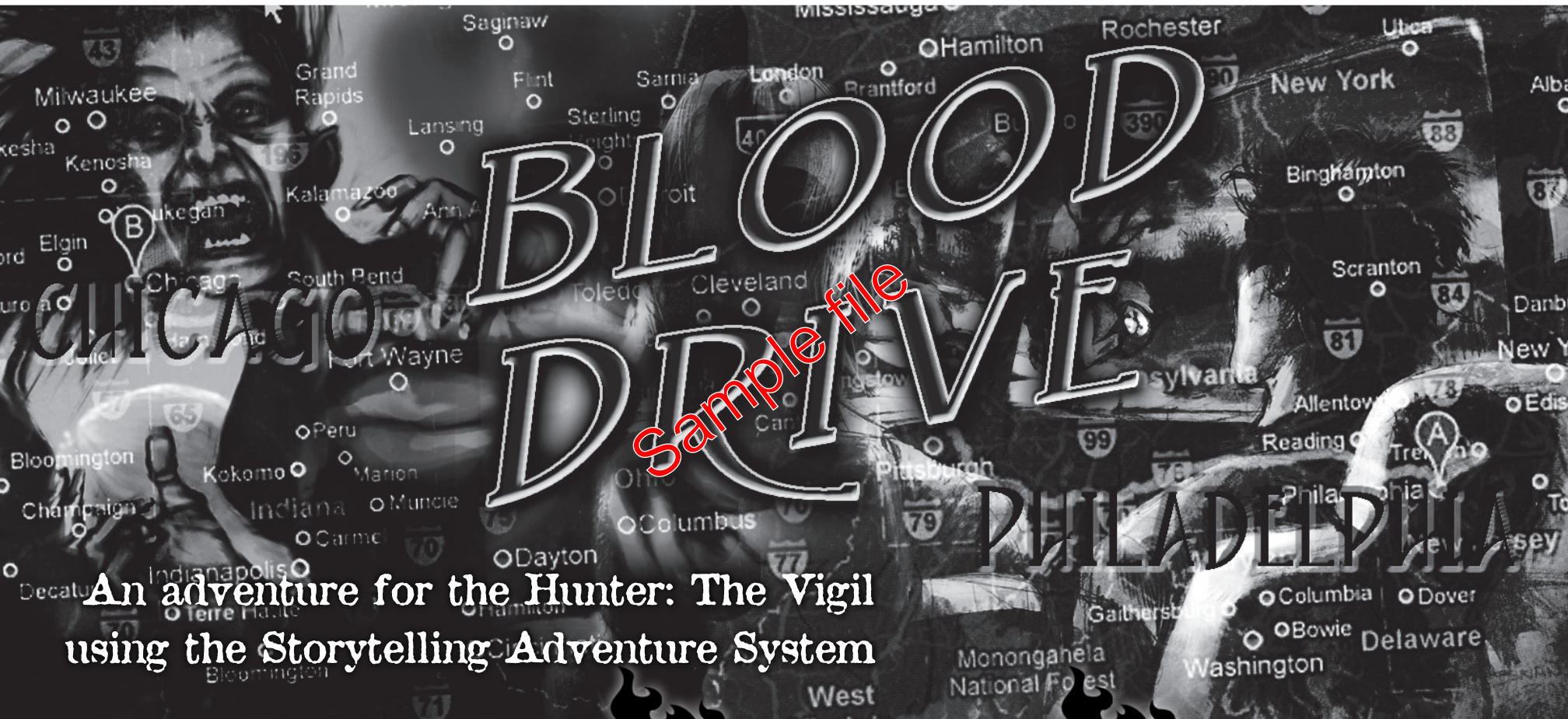


Ah! Well a-day! What evil looks  
 Had I from old and young!  
 Instead of the cross, the Albatross  
 About my neck was hung.  
 —Samuel Taylor Coleridge, “The Rime of the Ancient Mariner”



**An adventure for the Hunter: The Vigil  
 using the Storytelling Adventure System**

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STORYTELLING ADVENTURE SYSTEM		
SCENES <b>II</b>	MENTAL PHYSICAL SOCIAL	●●○○○ ●●●●● ●●○○○
		XP LEVEL <b>25-59</b>



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Everything is blood. The heartland gushes. Highways like arteries. The map darkens with spreading red. At night, it's all a great big bloody nowhere, a yawning mouth, a hungry shadow. And you have to cross it. You have to take a long midnight run down those wretched veins, those sanguine channels. Tires splashing through the stuff. The sharks are circling. It feels like a bad dream. It is a bad dream. This can't be real. This can't be what they want you to do. Of course, you know as soon as you wake up it doesn't change anything. It doesn't stop the fact that tomorrow night, this dream you're having right now becomes really real, and let's face it, you're probably going to die out there.

## Introduction

For many who carry the Vigil, it's all about putting the boot down. It's about jacking a shotgun shell into the chamber and filling a werewolf's muzzle full of silver shot. Witches can't whisper their dark curses with a collapsed trachea. A vampire won't feed off the weak and transmit their nest of infections if his body has been turned to grimy ash. Kill 'em all, let the Devil do the math. Right? *If only.*

Some creatures can be redeemed. Others claim they can, but they either woefully underestimate their monstrous addictions or are just lying so they can avoid getting that face full of shotgun spray. What's the dividing line? How can one tell? Are those fiends that choose to be what they are more or less dangerous than those who have been dragged headlong into the dark night? Is a vampire worse than a witch because he cannot easily turn away from his monstrous state? Is it even reasonable to feel mercy for something that's practically a disease?

Now, imagine being a hunter cell tasked with something that may very well go against its members' shared Vigils. Imagine being handed some bloodsucker who claims he seeks redemption, and perhaps more importantly, he's got a head full of *verboten* information that he's willing to info-dump on anybody who will protect him and help usher him to his so-called salvation. Imagine receiving orders to keep this creature safe, a blood-hungry creature driven by a seething beast within, who's taken pleasure and gained life from the act of killing. Worst of all, imagine that this fiend has a whole hoary host of enemies, both hunter and beast, looking to make him pay for sins real and imagined.

Is reaching for another's redemption worth it? Is it even possible? Does the cell embrace or oppose their orders from above?

Can a creature like this be brought to redemption, or is it all one big awful lie?

## What's Inside

This scenario is broken down into three sections:

In this **Introduction** you'll get the background of the story to come, the full write-ups of the Storyteller characters and some other general notes.

The **Scenes** of the story are the heart of the action. Because of the way in which storytelling games can flow, these scenes are modular and provide you with a framework upon which you can improvise, rather than locking you into rigid patterns.

The **Scene Cards** at the end of the scenario are a quick-reference resource for you to use as the Storyteller. If you don't have the option of printing up the entirety of **Blood Drive**, you can just print up the scene cards instead and use those to get the overall gist of the story.

**ABOUT THE STORYTELLING ADVENTURE SYSTEM**

If this is your first Storytelling Adventure System (SAS) product, you've chosen a fine place to start. To keep this story kit lean and focused, though, we haven't included a lot of the core premises and Storyteller suggestions that are at the heart of the SAS. Whether you're a new Storyteller or an old hand, be sure to read the *free SAS Guide*, available at the SAS website:

[www.white-wolf.com/sas](http://www.white-wolf.com/sas)

Here are some of the features available in **Blood Drive**:

- **Interactive links.** Clicking on anything in green will take you directly to the section referenced, or to an appropriate character sheet or prop. It may also take you to an external website that could be useful.
- **Scenes.** Clicking on a scene name in the scene flowchart or the page number in the scene card will take you to the full write-up of the scene.
- **Bookmarks.** This PDF is fully bookmarked, so you can jump to major sections at any time when the file is open.

## Treatment

In **Blood Drive**, it sounds easy. It's all about Point A to Point B. The hunter cell is handed a vampire. They're told that this bloodsucker — Dino, that's his name — *really* wants to change, and to prove it, he's willing to give up the goods on his vampire buddies, and maybe even spill some secrets he purportedly knows about one or several hunter organizations. The only thing Dino wants before he turns the vampiric equivalent of "state's evidence" is safe passage out of this city (Point A) and to another city (Point B).





Seems easy enough. Dino claims he doesn't have a lot of enemies. Plus, for a fanged monstrosity, he's actually charming — bit of a self-deprecating jester, doesn't want to make enemies, just wants to "get clean." Simple. No complications. Right?

Hardly. Dino's got enemies, all right. Getting him through America's heartland will be a struggle against two of those enemies. The first is a priest within the Malleus Maleficarum, a rogue agent of the Brotherhood of St. Athanasius whose "scorched earth" policy is a stone's throw from domestic terrorism. The second is Dino's unholy progenitor, a vicious force-of-nature known only as "Mother." Plus, Dino's not everything he claims to be. He's quite the monster himself, with a long trail of bodies left in his brutal wake.

The cell's against the wall. They're chased by vile shadows. They have their orders: Dino wants to be saved. He wants safe passage in trade for major information. And the cell is going to give it to him. Can they? *Will* they?

With **Blood Drive**, the cell is free to determine how it will make it across the map, knowing full well that each shadow cast across this country's topography might as well be hidden beneath a *Here There Be Dragons* sticker. Do they try to catch a flight? Is a train the best way? Will they attempt to traverse the network of midnight roads and lost highways to get Dino where he's going? Is any route safe?

### A Chapter in Your Chronicle

If you have a pre-existing **Hunter: The Vigil** game, this story can be a part of that ongoing tale. The cell may very well have heard some of the tales of Dino and Mother previously (it's recommended you seed your story with casual lies and truths about the two of them, while still holding back some of the "big" information like Dino's connection to the string of dead blonde girls).

Moreover, it's likely that the cell already has a patron. If the patron is somewhat antagonistic to the characters (and therein lies one of the great ironies of the hunter organizations — a cell's own organization can be both ally and enemy at the same time), it's quite possible that their organization is setting them up to take a big, bloody fall on this one. If they have enemies within the group, those enemies might be trying to send the characters to an early grave.

## Background and Setup

Some pieces of information should be made available to the hunters right off the bat, with no roll necessary. We've framed these pieces of information here in a "prop letter" written by whatever patron is behind the cell's activities. Feel free to print this letter out to use as an in-game artifact.

**DO NOT DISSEMINATE**

The subject's name is "Dino." No last name, not that it would matter. You'll meet Dino at midnight in the alley behind the Theater of the Living Arts, South Street.

This is what we know about our subject:

- Dino's been in the city for the last two decades.
- During that time, Dino hasn't made many friends among his own kind. Their "society" has not been particularly forthcoming or welcoming to him. He is kept to the fringes with few allies. In their hierarchy, Dino remains low man on the totem pole.
- Largely ignored and kept to the margins, Dino has been a "fly on the wall." He knows a great deal about the nocturnal society to which he belongs, and is willing to provide us with that information, as well as some other choice confidential tidbits.
- Records show that Dino is not a danger to the cell. We could find no history of deeply aberrant behavior beyond the "normal" survival mechanisms of his people.
- Dino seeks a change of scenery — or, if you prefer, a change of habitat. Dino, being relatively "young," has recognized his addiction and disease for what they are, and seeks to be counseled on how to keep his condition under control. It's our job to provide him with avenues of rehabilitation and protection for his cross-country journey, as traveling is not always easy for those in his state.  
He is to be protected at all costs.

Background and Setup

Sample file

Blood Drive

# Backstory: Truth and Bullshit

## The Letter

The information in that letter isn't entirely accurate. It's possible that the patron knows it, depending on the angle you want to take. For one, it'd be difficult to convince the cell to perform this task if the hunters knew the truth. Two, it's not completely impossible that someone in their patron organization is setting them up, hoping the hunters will fail or perish.

What follows is an examination of certain realities regarding Dino and how the hunters can learn some of those unfortunate truths. It's recommended, however, that the cell only gets a single night to prepare for this journey. In that single night, they can maybe uncover the realities behind one or two of the items listed below. The other tidbits should remain concealed until you choose to reveal them throughout the course of the story.

### **Truth: Dino's been in the city for 20 years.**

That's true. Easy enough to learn — hitting the streets and poking around some vampire-frequented nightclubs or checking with some other hunter cells can confirm this. Success on a Manipulation + Streetwise roll does the trick.

### **Lie: Dino's "young."**

While "young" is subjective, Dino's far from it. In fact, Dino's over 120 years old. Once a bartender and compulsive gambler in rural upstate Pennsylvania (real name: Dean Garrity), Dino ended up owing money to a number of mine bosses, money he couldn't pay back. A coalition of these so-called "coal barons" took Dino deep into the mines, stuck a pick ax in his gut and left him to die.

And die he did, but not from the pick ax. A wretched hag from deep within the bowels of those dark tunnels smelled the perfume of Dino's suffering. She pulled him deeper, fixed her mouth over his and sucked the breath and the blood from his body. This creature, known as "Mother," made Dino into one of her "babies."

Learning this information won't be easy. The vampires in the city know this fact, but aren't going to be keen to share it — they think of "Mother" the same way that medieval Christians may have thought about the Devil ("Don't say her name, because she can *hear* you"). Intimidation rolls may work, though. It's also not impossible that Dino has let this information slip to one or two of his blood junkie thralls. This information will likely come from Dino's own mouth at some point during the story.

### **Truth: Dino doesn't have many friends.**

That's true, but it's not the whole story. Dino doesn't have friends because they know who he is. They know that he's on Mother's leash. They fear her, so they fear him, so they purposefully keep him to the margins. It sounds like he's a fringe player because he's weak. Really, though, it's because of his raw potential and his frightening progenitor. (Dino's traits are also not the traits of a novice to the blood. He's quite powerful, a fact that is concealed behind his sometimes self-deprecating demeanor.)

Shaking the bushes and talking up the vampires (with Intimidation, Persuasion or Socialize coming into play) can yield this information, to a point. It won't reveal that Dino is powerful himself, but will reveal that he has a truly frightening "matron" figure. Vampires, though, whisper about her more like she's an urban legend, a Bloody Mary figure that they've never seen, nor dealt with. The cell should be left to wonder if she's even real, or just a bogeyman.

### **Truth: Dino knows things.**

That's true. He's really been a fly on the wall and can spill the details of his society's hierarchy. They've treated him like a diaper full of radioactive garbage, so he's more than willing to give up what he knows. He *also* knows some choice information about one or more hunter organizations, maybe the organization to which the characters belong. The problem is, the cell has no way to confirm this, because Dino isn't giving up a single nugget of info until he's safely away from the city. Once he's away from the city, he may start to drop a few meager crumbs of information when pushed.

### **Lie: Dino is not a danger.**

As mentioned, Dino's not toothless, despite what the letter would have the cell believe. Asking around (Intimidation, Persuasion or Socialize) might earn a quick story about Dino: "I knew a guy that figured Dino for an easy mark, a weak fish, easy to step on. Wasn't the case at all. My buddy — big fucker, chest like a concrete bunker — thinks to put the hammer down on Dino. He pushed too hard, I guess. My pal earned himself two broken arms and a mouth full of shattered chompers. All in about five, six seconds."

### **Lie: No deeply aberrant behavior.**

Dino has a compulsion that he doesn't like to talk about, and that he keeps well hidden. He likes the blood of young blonde women. He likes their blood so much that he ends up killing them every single time. Everybody else, he's good to take a taste and leave them to their night. Pretty young blonde girls? Not so lucky. He can't stop himself, and he's left a trail of over two dozen corpses.





This is not information the cell can discover in a way that connects to Dino, not initially. Dino's kept this very quiet, and the other fangs don't know about it. That being said, the hunters might already know about the bloodless and broken blonde hard-bodies left around town over the last ten years. The police have kept this quiet lest it turn into a "serial killer" nightmare, but the cell could be clued into the mystery, even if only in a peripheral way.

Dino won't share this information willingly. Father Horan, however, will.

**Truth: Dino wants a change of scenery/Dino wants to be redeemed.**

These are both true, and maybe a protracted Wits + Empathy roll over several nights (five successes on an extended roll, each roll being equal to one night's worth of monitoring Dino) could reveal this. But certainly one must compare Dino's past to his present desires, and it's easy to believe that Dino's desire to be a "changed man," real or false, cannot beat his ever-present addictions.

## Researching "Mother"

It's possible that, if they hear about Dino's matronly progenitor, the hunters will hope to get some research done regarding the mysterious Mother.

A Research roll (**World of Darkness Rulebook**, p. 55, though a player could substitute Occult for Academics) needs five successes. Because information on ancient vampires isn't widely published, however, assume that each roll is equivalent to *two* hours of study. Success reveals a small snippet about Mother with an accompanying woodcut shown in the pages of a book on demonology and spirits, of all things. The snippet is:

*The demon feared one thing only, a wretched hag, a swamp demoness given many-a-name by our demon captive: Lila's maiden, the Screeching Woman, Lilith, Lilitu, Ki-sikil-lil-la-ke, Lamashtu, She-Who-Erases, Ardat-Lili, Arbartu, Labartu, the Lamia. Our demon explained that this hoary creature was barren, her womb a pocket of bone dust and dry leaves, and that her greatest desire was to have children. She would seduce men, stealing their seed in that dark pocket. Then she'd consume them, a spider queen eating her male charge. Somehow, she'd take that seed and make her wretched demon-children, her "babies," her spawn.*

Alternately, shaking the bushes with an Intimidation, Persuasion or Socialize roll might earn the cell some information from vampires (that is, if the cell is willing to deal openly with bloodsuckers). Vampires fear her. Deeply. They were told about her when they were fresh from the grave, sort of a "cautionary tale" whispered to unruly novitiates by their makers. "If you aren't good, Mother will come for you and make you *her* baby," or "If you don't abide by my wishes, I'll take you out into the deepest, darkest forest, and it's there I'll leave you, painted with the blood of an infant. That calls her, you know. She'll come for you, and who can say whether she'll claim you as her own, or pick her vile teeth with your picked-over bones?"

## The Set-Up

Really, the story begins in the set-up. It's where you'll provide the narrative impulse to get the game moving. Backstory is important, but don't focus over-long on it — the springboard to action (and thus, player interest) starts here.

## Motivations: What's at Stake?

It's important up front to establish the motivations for the characters beyond merely "following orders." What could such motivations include?

- **Reward.** Characters might be plied with promises of reward. A hunter's patron organization may recognize the difficulty of this assignment and offer something tangible as reward: money, an Endowment, new gear, a corner office.
- **Status and Allies.** Status is worth quite a bit within the compacts and conspiracies, and persevering through this story is likely to earn the characters a boost (perhaps even given free of charge). Characters can also earn Status and Allies in non-hunter circles. Dino and his new allies in Chicago might be able to throw some aid toward the cell now and again. Local cops might appreciate the fact that the players inadvertently solved the murders of those dead blonde girls, which could earn Status in the Fraternal Order of Police.
- **Information.** Dino's offer to perform a monstrous equivalent to turning state's evidence can put some powerful information in the hunters' pockets. It's even better if they can get Dino to spill the goods before the journey ends in Chicago. **Hunter** is a game about secrets and mystery, and Dino might have the answers to some very pervasive mysteries. If this is part of an on-going **Hunter** chronicle, we recommend you empower Dino with the ability to answer, or at least partly answer, some of the story's persistent questions.



- **Redemption.** Redemption in the World of Darkness is no easy task. It's a path of thorns, and if the hunters walk it, it's a major mark of personal pride and may allow the characters to embrace Virtues instead of Vices.

## The Patron

The patron is any figure that provides a narrative reason for the characters to pursue this story. A patron needn't be an individual (though even a larger group is often *represented* by an individual — a liaison, perhaps, between an organization and the hunters).

In this story, the compacts and conspiracies aim to have the cell protect Dino in the hopes of learning the information he has to offer. Below, we address one critical secret that Dino might know about the city's vampiric populace or about the hunter organizations. Feel free to pick up and use one or several of these; note that this information needn't be true for it to be a compelling and interesting reward for the end of the game. In addition, we provide that organization's outlook on the entire scenario.

If you're running this as a part of a larger chronicle, it's recommended that Dino's information isn't just what's listed below, but also includes some info pertinent to the hunters themselves — maybe they've long suspected a local hunter as having gone to the dark side, or they wonder about a superior's intentions. Dino might have the answers to such haunting concerns.

- **Ashwood Abbey:** The Abbey really isn't in this for the redemption game, and may only want Dino to turn over information on the local vampire structure (in Philly or Chicago) so they have a greater understanding of the local "poaching" grounds. *Secret: Dino knows that the vamps have infiltrated the highest social levels of the city's nouveau riche. This means the Abbey may have unwitting connections to such well-concealed blood-suckers.*

- **Long Night:** The Long Night can be wholly about Dino's redemption. They're generally easier on the souls of those creatures who did not choose to be what they are, and so they might want Dino saved just for the sake of saving him. (Note that "saving" demands the characters actively try to convert him to their cause.) *Secret: Dino knows a local prominent Long Night pastor is actually a blood junkie fang-lover. He doesn't know who it is, but says they'll be marked by a brand seared into the skin at the base of the spine, a brand that marks them with the Number of the Beast.*

- **Loyalists of Thule:** Redemption is ancillary. Knowledge is everything, and Dino has it (hopefully) in spades. *Secret: Dino can contribute to what the higher-ups in the compact call "Dracula's Directory," a glib reference to a list of powerful vampires, their locations and any notes about them. Dino will help fill in some very important blanks.*

- **Network Zero:** Any challenges that come from within the compact are geared toward getting the cell to put together a documentary based on Dino and getting him to Chicago. Dino may blanch at this initially, but he's also narcissistic and may grow to enjoy being on camera (even if his visage is distorted the whole time). *Secret: Dino will give the Netzo hunters information on the vulnerabilities of his kind, confirming and denying what's already known, while also providing some new and as-yet-unrealized information — something he's not really supposed to do, and something that has eluded the Secret Frequency for a long time.*

- **Null Mysteriis:** Redemption is very much on the minds of the Null Mysteriis, though perhaps not as expected. They see Dino as being the victim of a disease, and they want to cure that disease. Being in the field with a single subject for a protracted period of time will provide good study. *Secret: Dino will hook up the cell with a supply line of illicit vampire blood for study, or whatever else they want to do with it.*

- **The Union:** For the most part, hunters of the Union are just happy to get one more vampire off the streets. Even better if he can rat on his buddies. *Secret: Dino knows that local political figures are under siege by vampiric influence — the machinations of the bloodsuckers has hurt the common man for a long time. Dino will give the Union the names of those vampires and their human puppets.*

- **Aegis Kai Doru:** They could give or take redemption. Better to mine Dino for the information he's able to provide. *Secret: Dino knows a number of "collectors," i.e. those vampires that are keepers of strange artifacts and mystical objects. Moreover, Dino might know about a secret Aegis Kai Doru prison where they keep a number of ancient vampires staked so they can be occasionally tortured for information. This is critical, because not all Shield and Spear hunters know about this place — not even some of the conspiracy's higher-ups.*

Blood Drive

Background and Set-up