

# Vampires and Werewolves

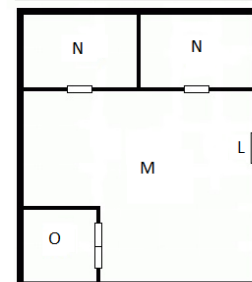
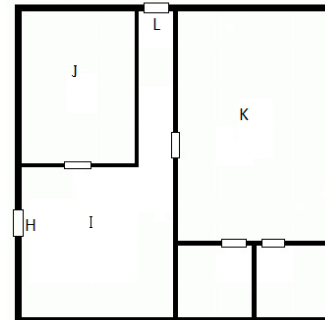
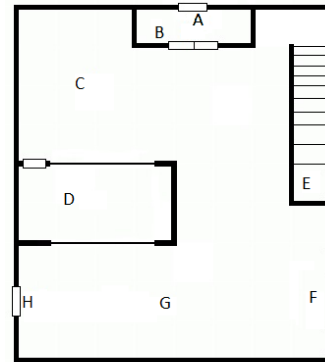
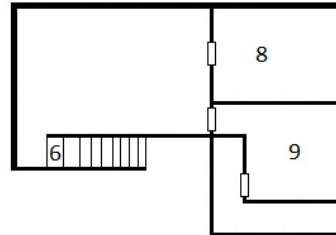
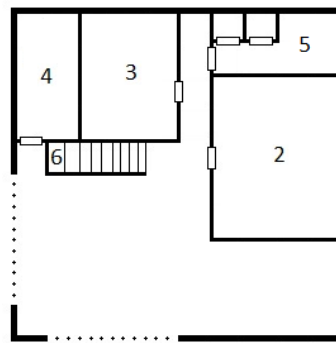
The party comes across a minor skirmish between a part of vampires and a pack of werewolves. Each group is small and the battle could go either way. The party could support either side, in which case, a surviving member is willing to talk to the party, explaining their group's aims and structure. The party could support neither side, destroying or ignoring them, in which case a third party, most likely a clued-in police officer or priest, contacts the party later.

Both party's believe the other to be responsible for a number of local kidnappings, and each requests assistance in stopping the other. If the party supported neither, the blame falls to both.

**Vampires** are fast on their feet and highly dexterous, with skill increasing with age and position. They operate out of an underground night club, called the **Villa**. Their leader, **Miss Scarlett**, is oldest and most skilled, although still young by vampire standards. She wields guns and magic with dangerous precision. All the **Vamps** like concealable knives and pistols, with swords and larger guns on stand-by. Each also carries a key-card of their rank. **Human Thralls** carry more noticeable and powerful weapons. The Villa functions to sate the vampires social lust, while also a lab to develop a sustainable blood source, using condemned criminals for research.

The **Werewolves** are a street gang, with their headquarters in the **WereHouse**, a refurbished warehouse in an industrial area. They are tough and strong, able to take a lot of damage, and fight with tooth and claw. **Elder Alpha Vincent** is the leader and although old and blind, excels at close combat. **Betas** serve him loyally, and **Omegas** are generally non-combatants, but are all dangerous when required. Vincent runs the WereHouse as a half-way house for omegas when they have trouble in society, providing them with beds and non-human meat, and even securing them if they become **Moon-sick Ferals**.

Once the 'investigation' is complete it is clear that neither the vampires nor the werewolves are responsible for the kidnapping. But if it is not them, then who, or what, is responsible?



## The WereHouse

- Main Floor** – Large concrete area littered with scrap parts. Roll-up entrance doors are controlled with a chain crank in lower left corner. Area contains a number of motorcycles and a van with 'Meryl's Meats' written on the side. A beta work on projects here, with a couple of omegas.
- Quarters** – Numerous bedrolls and blankets litter the floor, and a number of cases lie next to the bedding, with one containing minor treasure. A large number of non-combat omegas are here.
- Cage** – Appears similar to the Quarters, but the door is barred and has a heavy lock. A peephole shows two people inside. They are feral werewolves, currently 'moon-sick', but seem normal until someone opens the door.
- Freezer** – Full of frozen beef, pork, lamb, venison, kangaroo, or whatever.
- Bathroom** – Toilets and showers.
- Stairs** leading up to an open second floor
- Common Area** – A hodgepodge of tables and chairs, a fridge stocked with beer, and a hardly-used barbeque, sit on this open deck. A large number of betas and omegas are here and will join any fight on the main floor, given time.
- Storage Room** – Mostly spare equipment. Some loose floor boards contain minor treasure.
- Alpha Room** – Elder Alpha Vincent stays here in relative comfort. A door leads to a small veranda which overlooks the Main Floor where he sits, listening. He will engage the party if they move up to the common area or injure the non-combatant omegas. A desk contains a safe with a major treasure.

## The Vampire's Villa

- Entrance Door** – at the bottom of some stairs
- Reception** – Two thralls stand guard on either side of the electric doors into the main floor
- Dance Floor** – With humans and a few minor vamps moving to low beats, which subtly compel the dancers to consume liquids and keep dancing. A couple of thralls.
- Bar** – Serves mostly normal drinks although many are spiked with quickly disappearing compel magic. There is a small fridge under the counter with blood-mixed drinks and another with potions.
- Suites** – A number of small rentable rooms like a hotel, these are not guarded and are for humans.
- Bathrooms** – with at least one sick person.
- Relaxation Area** – With tables and chairs. Low-level vamps lay around, and thralls watch the area.
- Main Elevator** – Requires a low-level keycard from either security or any vampire. Goes to four private floors, each identical. The 4<sup>th</sup> floor can be accessed with a high or mid-level keycard.
- Private Lounge** – A sleazy, but typical, lounge room, with expensive looking furniture. A large group of low-level vamps enjoys themselves on the 1<sup>st</sup> floor.
- Office** – A desk and filing cabinets. The 3<sup>rd</sup> floor has three mid-level vamps here.
- Private Room** – With access to an ensuite and a walk-in robe. The 2<sup>nd</sup> floor has a high-level key card left on a bedside table. If approached, however, a semi-naked magic-user comes out of the ensuite with a wine bottle, clearly expecting someone else. On the 4<sup>th</sup> floor, Miss Scarlett lays with a red nightie, a book, and dual machine guns, and the robe has a hidden safe, with major treasure.
- Another Elevator** – Only the fourth private room has this, and the lock is high-level.
- Lab** – The expected amount of paperwork, microscopes, and computers.
- Beds** – Two rooms each containing beds with comatose humans, each with a little chart with names and medical details.
- Blood Chamber** – A strung up human with IVs and monitoring equipment are in this small glass room. The machine seems to be removing the blood and accelerating blood production.