

LAST DRINK

DESCRIPTION:

Regular disappearances around a remote town don't seem to bother the locals much.

ADVENTURE HOOKS:

- **BPI:** If the characters are BPI agents they will be asked to investigate the inordinate number of disappearances near Pleasance.
- **Curiosity:** The characters may come across information on the disappearances accidentally and decide to check it out.
- **Relative:** One of the characters may be related to someone who recently went missing in the area.
- **Bad Luck:** The characters are on their way somewhere and accidentally stop in Pleasance, running afoul of the locals.

PLAYER DETAILS:

Any good team will research to find out whatever they can about a situation before diving in. Included here are some pieces of information the characters may come across, and how they should be allowed to find them.

A. The town of Pleasance: *available in state and county records and BPI files*

A small town that began when the area was still territory, it has never been particularly notable or successful. It has only survived through the years due to the perseverance of its citizens. Most of the families that live here have lived here for over a hundred years.

The town itself consists of two major streets that cross near an exit ramp for the nearby highway. Major businesses include a bar, a gas station, a motel, and a small restaurant. There is also a small library with books dating back over a hundred years, a small town hall and jail, and a number of older houses. The area outside of town consists of a handful of subsistence farms and undeveloped land. There are no other towns within 30 miles.

There is nothing particularly unusual in the town's history. The disappearances reported in town have started only in the past few years, and consist solely of people who have recently moved into the area. Among the missing are migrant farm workers, some illegal aliens, and a small-time horror writer who moved into the area to get away from the city. It was only when these disappearances were matched with reports of motorists who were reported missing travelling along the nearby highway who may have stopped in the area that the matter came to the BPI's attention.

B. Police Reports:

There is minimal information available on these disappearances in police files. Included below are lists of people reported missing locally and by state police, with whatever pertinent information is available in the appropriate files. GM's are encouraged to flesh out these cases as needs be for the characters, to make the matter more personal one of the missing could be related to one of the characters.

1. **Recent State Police Reports:** Thousands of people have been reported missing along the highway, only recent cases where the person is believed to have stopped in Pleasance have been listed under State Police Reports. These reports have generally been filed by friends or family that the missing person called or spoke with, making it known where they were at the time.

Name(s)	Date Missing	Details
John Cabot	01/03/97	Stopped for gas at night in Pleasance while friend drove on.
Marsha Lister	02/14/97	Stopped at motel in Pleasance while travelling to NY to file for divorce.
Bob and Marcus Pasquinelli	05/17/97	Stopped at motel at night while travelling to Las Vegas.
Peter, Lisa, and Jenine Simonson	07/13/97	Family stopped at motel while en route to Disneyland.
Alba Galan	07/29/97	Stopped for gas, and drink at bar at night while travelling to Mexico with girlfriend. Girlfriend went on.
Piotr Shostakovich	09/05/97	Stopped at restaurant at night while travelling to Dallas.

2. **Recent Town of Pleasance Police Reports:** There is almost no information in these reports. While they were filed correctly, it appears that the cases were never seriously investigated by local police.

Name(s)	Date Missing	Details
Jim Saget	01/17/97	Migrant worker who went into town for a Friday night.
Ian Crenshaw	02/20/97	New resident, horror writer, disappeared from home in town.
Lita Norris	04/07/97	Migrant worker who left husband, went into town.
Manuel Ortiz	08/22/97	Illegal alien employed at local farm, disappeared after going to bar Friday night.
Consuela Ramirez	07/29/97	Migrant worker, went to town at night to call mother in Mexico.
Michael Greer	09/05/97	Antique dealer, purchased home in town, disappeared.

GM DETAILS:

Since it began, the town of Pleasance has been home to vampires that emigrated from Europe. The vampires have always preyed on travelers and transients coming through their area, and covered the evidence with the help of their companions - quasi-undead created by the vampires who can work as their agents in daylight. It is only recently that advances in communications have allowed evidence to accumulate at all.

Victims are selected at night from any travelers in the motel, restaurant, or bar. Usually a handful of vampires will wait until any other humans are gone, and then gang up on the unsuspecting prey. Occasionally they work singly and lure the victim out behind a building, to a hotel room, or a house. Once a kill has been made evidence of the victim, such as a vehicle or possessions, are taken by a companion to other vampires in other states who run pawn shops and junkyards. The drained corpse is plowed under one of the nearby fields and used to fertilize the areas meager crops, this is only done on farms run by Companions, to avoid having migrant workers discover the evidence.

Almost all of the businesses in town are run by companions. One exception is the bar, which is run by the head vampire - who tends bar after dark. The town's doctor, mayor and police chief are companions, so that they can operate in daylight. The vampires average 200 years old, with several older and a few with only 10-20 years as a vampire. The companions average 100 years old, they tend to live 2-3 times as long as normal humans.

Recently, two normal humans were allowed to move into town to help the illusion. But when each came close to uncovering the secret of the town they were quickly slain. These vampires rarely create more of their kind, preferring instead to keep their population small. New vampires and companions are only created when one dies, or moves away. Both of these circumstances are unusual.

When the characters come poking around they may be selected as victims if they make it obvious that no one knows where they are and/or they are headed far away. If they appear to be getting close to learning the truth about the town then the vampires will gang up on them, with the intent of killing them.

I recommend using anywhere from 15-30 companions for the town, depending on the number and capabilities of the characters. I've included specific stat changes for a few 'main characters,' but most will just use the base stats listed under Shadows for Companions.

Name	Occupation	PHY	REF	CAN	EDU	TEC	WIL	LP	KP	SP
Karl Woods	Motel Clerk	4D+1	3D	3D	2D+1	2D+1	3D	37	1	4
Joe Cappitelli	Day Bartender	3D+1	3D	3D+1	4D	2D+2	3D+1	33	1	5
Mike Young	Restaurant Cook	4D+1	3D	3D	2D+1	3D	3D	38	0	3
Casimir Paderewski	Police Chief	4D+2	3D+1	3D+2	3D	2D+2	4D	40	2	7
Donna Winslow	Daytime Waitress	4D	3D+1	3D+2	2D+1	3D	3D+1	36	0	3
Valerie Schulte	Daytime Librarian	4D	3D	3D+1	3D+1	2D+2	3D	35	0	3

All of the vampires fall under the stats for Classic Vampires as listed in the Shadows section. Tailor the number of vampires to the number of characters and their capabilities, but around 10-15 total is recommended. I've included specific stats changes for a few 'main characters' down below, otherwise use the base stats found in the Shadows section.

Name	Occupation	PHY	REF	CAN	EDU	TEC	WIL	LP	KP	SP
Lec Antonescu	Head Vampire, Bartender	4D+2	4D+2	4D+2	3D+1	2D+1	5D+1	38	2	13
Lucas Short	Motel Owner	3D	4D	4D+2	3D	2D	4D+2	32	1	10
Helga Nansen	Restaurant Waitress	3D+1	4D	4D+1	3D	2D	4D+2	33	1	10
Gunther Dietrich	Farmer, stool warmer	4D	3D+1	3D+2	2D+2	2D+1	4D	36	2	10
Maria Velasquez	Bar slut	3D+1	4D	4D	3D	2D	4D	33	1	10
Pedro Villa	Librarian	3D	3D+1	4D+2	4D	2D+1	5D	32	2	10

TIMELINE: n/a

LOCATIONS:

The Town of Pleasance: Descriptions of the various buildings and who/what live there follow. Tailor the number of companions and vampires found to the location, and time of day. There are also vampires and companions going about their business on the street. Tailor the number of additional houses and/or apartments to the number of vampires and companions being used.

Name	Inhabitants	Description
All-Night Video	1-4 companions or vampires	24 hour video store with a good selection of titles.
AmeriCo Gas Station	2 companions	24 hour gas station with a small convenience store. There are always 2 companion 'employees' on duty.
Bakery	1-2 companions	Fresh bread, rolls, pies, and muffins. Includes Polish and French pastries.
Barber Shop	1 companion	Small barber shop with a divider between the front and where the chairs are located, so that the mirror only displays the back of the shop.
Bela's Farm Tools	see Bela's Hardware	Shed holding farm tools and equipment for Bela's Hardware, generally locked up with chains on the door.
Bela's Hardware	2 companions	A small hardware store that also sells farm equipment out of a small barn in back. Open 9-7 daily.
Brown's Shoes	1-2 companions	Small shoe store
Butcher	1-2 companions	Good selection of standard meats and meat products.
Empty House	none	Empty home that belonged to Ian Crenshaw
Garage	1-2 companions	Small auto mechanics with room for two cars inside.
Helga Nansen's house	1 female companion and Helga(day)	Small, tastefully decorated home.
Jail	Casimir Paderewski	Small office, with files and computer, and two holding cells.
Last Drink Bar	Lec Antonescu or Karl Woods, Maria Velasquez(at night), Gunther Dietrich(at night), 2 vamp(at night), 2-4 companions	Standard dive with a jukebox, wooden bar and floor, and a collection of alcohol and neon signs, no mirrors.
Lec Antonescu's house	1 male companion and Lec(day)	Nice, small house, sparsely furnished. Lec's coffin is downstairs in a secret room.
Library	Valerie Schulte or Pedro Villa	Small librarian desk and numerous tall shelves stacked with a diverse selection of new and old books. Pedro sleeps in a coffin under the basement stairs.
Locksmith	1 vampire or companion	self-explanatory
Lucas Short's house	1 male companion and Lucas(day)	Small bachelor's house with computer and lots of games.
Maria Velasquez's house	1 male companion and Maria(day)	Small, romantically decorated house.
Men's Clothing	1 companion	Basic casual clothing and work clothes.
Nacht Music	1-2 companions	Small music store with CD's, tapes, and instruments.
Newsstand	1 companion or vamp	24 hour shop with newspapers, comic books, and magazines in several languages and all over the world.
Peaceful Rest Motel	Joe Cappitelli or Lucas Short, companion maid	Cheap, clean motel with no cable, 6 rooms 2 beds each, \$25/night.
Pizza Man	2-3 companions	Small fast food pizza place with 1 delivery driver.
Post Office	2-3 companions	Standard US Post Office with PO Boxes and stamp machines.
Restaurant	Mike Young, Donna Winslow or Helga Nansen, 1-4 companions	Clean 24 hour diner with a standard fare menu.
Sharpening	1 companion	Small shop for sharpening knives and tools.
Starlight Theater	2 companions	Small, 1 screen, movie theater.
Town Hall	2 companions (clerk and mayor)	Small waiting area, mayor's office, and meeting hall.
Van's Grocers	2-3 companions	Small grocery with dry goods and soda.
Wagner's Electronics	1-2 companions, 0-1 vamp(at night)	Basic electronics and parts, no camcorders or cameras in stock.
Women's Clothing	1-2 companions, 0-1 vamp(at night)	Normal women's clothing store with standard selection of clothing and accessories.

NPCs: n/a

SHADOWS:

COMPANION

Type: Psuedo-Undead

Physique: 4D+1

Stamina 5D

Reflex: 3D

Canny: 3D

Education: 2D+1

Supernatural: Vampires 4D+1

Technical: 2D+1

Trade Skills 3D+2

Will: 3D

Special Abilities/Disadvantages:

Undead – Companions are borderline undead. Requiring only the blood of their master, or mistress, to survive, they can live without food, water, or sleep and are highly resistant to sickness and disease. They age about ¼ the speed of normal humans after becoming a companion.

Story Hooks:

Servitude – Vampire companions are bound to their master by the blood they require, and will serve and protect them by day and night to get it.

Life Points: 38

Survival Points: 0-3 normally

Move: 10

Size: 1.5-2.1 meters tall

Most forms of vampires can create human companions to guard and protect them as they sleep through the day. Companions are created, often using slightly unbalanced individuals, by allowing them to drink small amounts of the vampire's blood regularly. The companion is not bitten, because they could become a vampire at that point. Companions gain increased abilities, an extended life-span, and suffer none of the weaknesses of a vampire. They do not even require sleep or food. However, they become dependent on regular feedings of the vampire's blood or they will perish. A companion can only drink the blood of the vampire that created them, so they will go wherever the vampire does, and always ensure they are protected.

Companions look completely human, and traditionally pass themselves off as the vampire's servant or companion. In Pleasance, a vampire's companions will live within a few miles of their master, but don't need to be around them constantly. They are mainly charged with keeping up the town's facade.

VAMPIRE, CLASSIC

Type: Vampire

Physique: 3D+2

Lifting 7D, Stamina 7D

Reflex: 3D+2

Unarmed Combat 4D+2

Canny: 4D+1

Disguise 5D, Evidence Disposal 4D+2, Hide/Sneak 5D, Surveillance 5D

Education: 3D

Technical: 2D

Will: 4D+2

Special Abilities/Disadvantages:

Claws/Fangs – PHY+1D damage, claws provide +2D to Climbing skill.

Control Wild Creatures – Vampires can control up to 5 wolves, or 50 bats or rats at one time.

Destruction – Vampires may be destroyed by staking through the heart, beheading, cremating, immersing in moving water, extracting the heart, injecting or immersing with holy water, or by magical damage weapons and spells. If the form of destruction can be reversed, such as removing the stake through the heart or withdrawing the corpse from water, then the vampire will be restored in d6 rounds.

Drain Attack - With a successful fang attack at +10 difficulty, the vampire may latch on to a victim and drain 1D of the victim's PHY score and 4 Life Points every round until the victim dies or the vampire is removed. The victim may attempt to break free by making an opposed PHY roll at -2D.

Eternal Life – Vampires remain immortal as long as they drink the blood of a living human every three days. Vampires may extend this period by one day for every ten years of their existence. Victims left alive after the drain suffer a permanent -1D to their PHY unless the damage caused by the vampire is healed by magic. They are also immune to most weapons, but suffer normal damage from magically enhanced weapons. See Destruction methods above.

Hypnotic Stare – Vampires have the ability to mesmerize a target of the opposite sex by staring into their eyes, making them open to the character's suggestions. An opposed Will roll is made by the vampire and their victim. A roll of 10

higher is required by the vampire to enthrall the victim, forcing them to either stand paralyzed or follow the vampire. If another character spends an action attempting to restore the character's conscious control, then the target is allowed to re-roll their Will and compare it to the user's original roll to see if they can break free. A failed attempt to hypnotize will give the target a +5 bonus to resist further suggestions from that character.

Mistform – Vampires can become mist at will, requiring one round to transform, to pass through obstructions. They may retain this form for no more than a minute, and though they can neither cause harm, nor be physically harmed in this form, they retain all of their sensitivities.

Nocturnal - Classic vampires enter a coma-like state during the day, and must rest in darkness with soil from their native area in order to heal. The vampire must make a Heroic difficulty roll to act during daylight hours.

Sensitivities – Vampires suffer 7D/round of exposure to daylight or immersion in holy water, 5D/round from direct exposure to garlic, holy water, or holy symbols. Holy symbols must be made of wood or metal to be effective.

Vampires are repelled by holy symbols and mirrors, they suffer 3D/round stun damage from holy symbols within 1 meter and do not reflect in mirrors or other reflective surfaces.

Transformation – Classic vampires can assume the form of a wolf, rat, or a bat at will, requiring only one round to transform. They retain all of their special abilities and disadvantages in these forms.

Vision - Vampires can see perfectly in total darkness, as well as through smoke or mist.

Story Hooks:

Propagation – The victim of a vampire who has been drained on three occasions without being killed will die and be reborn in three nights as a vampire themselves. Those killed by draining will be reborn in three nights as well. The only way to stop this is to decapitate or cremate the corpse, or to drive a wooden stake through the corpse's chest. The time between death and resurrection will sometimes vary in certain geographical areas, such as in the proximity of Ley Lines and nexus points. In the temples of various death gods - such as Hades, Hel, Maat, or Mictantecuhli - the process may occur in a few minutes, and victims who survive a vampire's bite will still suffer transformation in about a half an hour.

Hemophage – Vampires maintain their undead existence through consuming the blood of the living. While drinking stored or animal blood will get a vampire by in times of need, the blood of a living human host is necessary for their continued survival. New vampires must feed nightly, but for every 10 years they exist as undead a vampire can roughly double the time between feedings – up to a year.

Communal - Classic vampires tend to remain solitary, but the citizens of Pleasance have lived together for several hundred years (the older ones) having moved the town from a site in Europe.

Life Points: 32

Karma Points: 0-2 normally

Survival Points: 0-10 normally

Move: 12

Size: 1-2.2 meters tall

Vampires come in a variety of shapes and forms, with all manner of powers and weaknesses. One of the most well known is a variety believed to originate in Transylvania, a region of Romania, and is now found all over the world. It lies as a corpse in its coffin by day, arising at sundown to feast on the blood of its unsuspecting victims. Most classic vampires are several hundred years old, and propagate rarely.

SOLUTIONS:

The only ideal solution for the BPI would be the destruction of the entire town and its vampire and companion inhabitants. These particular undead are unlikely to be open to joining the BPI, and there is no cure for their curses. This won't be easy without serious firepower, and even then...

Consider this a great hack and slash (or bless and burn!) adventure for a group of confident players who want to kick some serious butt. It helps to watch some good vampire flicks like *Lost Boys*, *Fright Night*, and *Near Dark* before playing to set the mood.