

Dust to Dust

A story for
Vampire: The Masquerade
20th Anniversary Edition
using the

STORYTELLING ADVENTURE SYSTEM

SCENES

9

MENTAL
PHYSICAL
SOCIAL

●●●●
●●●●
●●●●

XP LEVEL

0-35

20th ANNIVERSARY EDITION

VAMPIRE
THE MASQUERADE

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20th ANNIVERSARY EDITION

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Sample file

Gobb 1991

Introduction

*Nothing beside remains. Round the decay
Of that colossal wreck, boundless and bare
The lone and level sands stretch far away.*

— Percy Bysshe Shelley, “Ozymandias”

Gary, Indiana is a dying city. Its population has halved itself in 40 years, many of its buildings are burned husks, its citizens are disenfranchised and out of work, and even its predators have fled. Of the many Kindred who once hunted this small Midwestern city, only a handful remains. Modius, the Prince of Gary, continues his long rivalry with the Anarch known as Juggler. But their struggles are becoming increasingly irrelevant. If things continue, Gary won't have enough mortals to sustain even a small number of vampires.

The Kindred aren't willing to let the city crumble just yet, though. Juggler and Modius have hit upon a scheme to revitalize the city's importance for Kindred, though each wishes to claim the credit (and the rewards) for this renewal. While they snipe and strike at one another like two starving wolves fighting for the last scrap of meat on the carcass, the Giovanni Maria DiMatteo seizes her chance.

Introduction

Dust to Dust is a story for **Vampire: The Masquerade – 20th Anniversary Edition** in which the characters have the choice to become embroiled in the

political and supernatural goings-on in Gary, Indiana. In some ways, this story is a sequel to **Ashes to Ashes**, one of the first stories published for **Vampire: The Masquerade**. Since this product is 20 years old as of this writing, though (and written for the first edition of the game, which differs quite a bit from the current one), no familiarity with **Ashes to Ashes** is required to play and enjoy **Dust to Dust**. All the players and the Storyteller need is a copy of **Vampire 20th**.

Note, too, that the characters in this story have the choice to become involved with the events of **Dust to Dust**. This story is presented as an open, ongoing event, meaning that it differs somewhat from the traditional presentation of such a product. More about what this means for you and the players can be found below.

Dust to Dust is written under the assumption that the characters are neonates, but that they have some degree of autonomy from their sires and are able to make their own decisions. That isn't to suggest that they can't be agents for more powerful vampires, of course. Conflicting loyalties make for great drama and conflict, which is to be encouraged. This story doesn't require them to take orders from anyone, however.




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*, found at the SAS website:

www.white-wolf.com/sas

Here are some of the features available in *Dust to Dust*:

- **Interactive links.** Clicking on most things in dark red 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 name 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.
- 

Backstory

Dust to Dust is a story of politics, but not the long, drawn-out, intrigue-laden politics of favor trading and nuance that the Kindred normally engage in. Gary is *dying*. It has been hemorrhaging people and resources for decades, and its death seems a foregone conclusion. Some of the blame for this falls at the feet of Kindred — Lodin, the late Prince of Chicago, used his influence to wreck the industrial concerns of Gary. But the city never rebounded, and much of that has to do with the way the city handles its finances.

The economics behind Gary's downfall aren't relevant for the purposes of *Dust to Dust*. The Kindred response to this downfall, however, is important. Gary was never heavily populated with vampires, but

Prince Modius did make it clear that neonates were welcome. This was in response to a long-standing policy of Lodin's that no vampire in Chicago was allowed to create progeny. Kindred in the Windy City who wished to Embrace would often choose their childer, then transport them to Gary, Embrace them, and train them there. Gary served as a "proving ground" for new vampires, and Modius got to thumb his nose at Lodin.

But then Lodin met Final Death. How exactly this happened is unclear — some vampires say it was under the claws of werewolves, while others claim that a particularly zealous vampire hunter managed to lay him low. In any case, with his policy no longer in effect, Chicago vampires could Embrace without having to leave their homes, and Gary became as irrelevant to the undead as it had become to the living. Modius tried to find a reason to keep his domain or some way to *matter*, but the eyes of the Kindred world had turned elsewhere. Within a few years no one was coming to Gary to Embrace anymore. Many of the native vampires left as well, leaving only Modius and a small number of vampires who were, if not loyal to him, at least comfortable with their home.

One such vampire was Juggler, the Anarch. Juggler initially wished to turn Chicago into a Free State, but never managed to drum up the kind of support he needed. Over the years, he lowered his expectations and made some bad concessions to the Camarilla and the Sabbat, and finally wound up losing most of his followers. Younger Anarchs view him as a sell-out, while the established factions see him as a former threat, not a current one. Embarrassed and dejected, Juggler returned to Gary, unsure of what to do next.

Modius and Juggler had always had a strange, uncomfortable relationship. As two of the only vampires left in Gary, they began to interact more. At first their discussions were mutual insults, each pointing out what the other had lost. And then one night, Modius pushed Juggler too far and the Brujah flew into frenzy.

The two of them fought, ran, ambushed, and bit each other, but neither managed to strike a killing (or even particularly injuring) blow. As they battled, Modius, who had kept his head, noticed that they hadn't seen a mortal for blocks. He hid long enough for Juggler to regain his head, and then pointed this out. Gary was becoming a ghost town, and there were too few mortals left to hunt.

Juggler disagreed — they were near a highway exit. They could simply wait in a gas station, truck stop, or fast food restaurant, feed from a traveler, and let the