

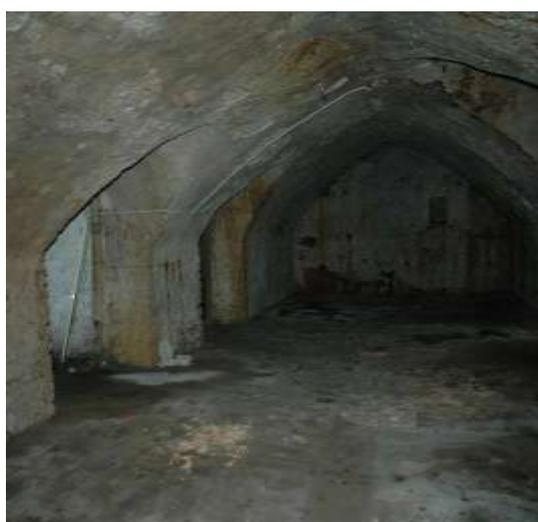
# Bristol by Night

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*In 1846 a merchantman drifted into Bristol harbour, the crew dead from some unknown disease. In the nights that followed sudden deaths from fever struck the upper classes of the city. In fear of plague they burnt the ship. At the height of the flames a great black dog ran ashore and disappeared into the night. The gathered citizens of Bristol thought nothing of this. Why should they have? After all, Bram Stoker would not be born for another 18 months...*

*The shadow of that ship has lain on the city of Bristol ever since. Three months ago, it fell deeply over you and took you into its fold forever.*

Bristol by Night will be UK-based chronicle of *Vampire: the Requiem*. Set in Bristol in the modern day, the game will see a group of neonate vampires fight to find a place in the city while preserving what they still value from their mortal life.



In the real world Bristol is quite a nice place; in this game Bristol is a seething hive of bloodlust, ancient hatreds and things that jump out of the night. Vampires, lost souls and still weirder beings glide through the dark, preying on mortals and supernaturals alike. There are self-proclaimed Princes in St Pauls, Clifton and the tunnels under both, with an uneasy ceasefire holding between them. Each would like to be *the* Prince; none are mad enough to set the whole city at war. Nobody else is foolish enough to drop a match and ignite the whole powder keg, except perhaps young vampires, ostracised and hungry and desperately trying to preserve what they love....

What will happen to the PCs? Well, you could:

- Find them a place in an established power group
- Build them a place as an *independent* alliance
- Have them flee the city in terror for their (un-)life
- Let them die. Permanently, this time.

Not all of you have to meet the same one of those endings. This is Vampire after all...



Vampire has a somewhat deserved reputation for railroading, metaplot-dependence and hopelessly adolescent angst. I'll build on my experience GMing *Burning Wheel* to circumvent all three, delivering PC-centric storygame play in a Story Now! idiom. I've [taken advice online](#) and will update the V:tR rules with intent-and-stakes, all-rolls-in-the-open, and TSoY-style keys. (for an example of the latter, see page 4+ of [the house rules here](#) - they let you choose what you get XP for)

I am thinking in the first instance of a 6-8 session run, and would ideally like three players although we could stretch to four.