**L’Economia Sanguinosa**

**A Vampire The Masquerade Scenario**

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**For Warpcon XX**

**A Bit of Background**

This scenario is primarily concerned with the Giovanni Clan. The Giovanni were a Venitian merchant family at the time when they became embroiled in the world of vampires. Maintaining the familial structure is of paramount importance to the Giovanni. Great care is taken to ensure that the correct mortal descendants are embraced, while others of equal merit carry on the family name. It’s no secret that the older, more well established Clans, especially the Camarilla Clans, despise the Giovanni and wish their utter destruction. From their earliest nights, the family adopted a ruthless efficiency that allowed them to not only survive the baleful attentions of their supernatural adversaries, but thrive. In the modern nights the Giovanni have used legitimate businesses and organised crime syndicates alike to gain wealth and influence on a global scale. However, not all the power the family has aquired is so mundane and earthly, as the Giovanni have an ability unlike any other vampire; Necromancy. To those in the know, the fact that the Giovanni can have as much control over their minions alive as dead is truly terrifying. The Giovanni capture and enslave souls for their own dreadful purpose that none outside the family can possibly fathom.

This game is set in 1929 in Chicago. Prohibition is still in full swing. Gang violence, bootlegging and vice are rampant. The Giovanni have gone to great pains to ensure Alfonse Capone’s appointment to the head of the Windy City’s Southside Outfit, and have seen a considerable return on that investment. Capone has an expansive business including speakeasies and prostitution, and his wealth has brought him a great deal of political influence. However, Capone and his Giovanni supporters are not without enemies. The North Side Mob are led by “Bugs” Moran, and controlled by the Camarilla. Even though the gang violence between Moran and Capone has been causing havoc in this city for years, the most dramatic events have occurred only recently. The Giovanni wished to cripple their enemies in one strike, and so sent some ghouls loyal to Capone to kill Moran and a number of his North Side Mob by day, while they destroyed the vampires loyal to the Camarilla by night. The result was the St. Valentine’s Day Massacre, seven of Moran’s best men were killed, but he himself was nowhere to be seen. Most of the local Camarilla lackeys were destroyed or driven out of town, but evidence suggests that a formidable elder Brujah had already embraced Moran.

The player characters are all ghouls acting in the service of the Giovanni, (a ghoul is a mortal that has become addicted to the powerful vitae of a vampire). All these ghouls dream of the evening when they will receive the embrace, and become a master of the night. Every year, on the fourth of April, the family holds a very exclusive celebration. At this soiree the elders of the Clan judge who will be embraced, and who will be denied that privilege.

There’s another bloodline of vampire that’s of note to this scenario, the Samedi. Though most are ignorant as to why, the Samedi and the Giovanni seem to share an inscrutable enmity. The Samedi wield control over death energies in a different, and more tangible, fashion than the Giovanni through their signature discipline Thanatosis (see below). Indeed, many Samedi have displayed in depth knowledge of Necromancy, even though the Giovanni would not have shared this power. If this strange bloodline has a defining feature though, it would come in the form of their curse. Every Samedi appears to be a corpse in the later stages of decomposition, an appearance they commonly use Obfuscate to hide.

**Quick Info on The Player Characters**

Carmela Giovanni (Necromancer): Girl that appears to be about eleven, but because the process of becoming a ghoul stalls normal aging, she is in fact over one hundred and forty years old. She is both daughter and ghoul of Andolini Giovanni. Also a ghoul of Francis Giovanni.

Jack “Machine Gun” McGurn (Enforcer): Organised the St. Valentine’s Day Massacre. Has Police contact. Ghoul of Veccio & Francis Giovanni.

John Scalise (Enforcer): Was the second gunman involved in the St. Valentine’s Day Massacre. Ghoul of Veccio Giovanni.

Andreas Rothstein (Visiting Casino Owner): Part of a Jewish family the Giovanni are manipulating in Las Vegas. Andreas owns a few casinos Chicago. Has a limited understanding of Necromancy. Ghoul of Valentina Giovanni.

Lorenzo Giovanni (Vice Master): Is involved in brothels, speakeasies and a bunch of business fronts. Ghoul of Francis Giovanni.

Dr. Wyatt Holloway (Mob Doctor): Can heal up serious wounds suffered by the characters. Uses vitae in his operations to speed recovery. Has newspaper contacts and an interest in politics. Has Auspex. Ghoul of Andolini Giovanni.

**Quick notes on Thanatosis and Necromancy**

Thanatosis

Level 1: The character can stretch his skin to the extent that it’s possible to create flesh pockets or disguise his appearance. Level 2: The character can cause a target it touches to age at a rate of years rather than seconds. Roll Dexterity + Medicine versus the target’s Stamina + Fortitude. Level 3: The character can transform into a pile of ash. When in that form he’s immune to flame or sunlight but is only dimly aware of his surroundings. Level 4: The character can wither a target’s limbs or head if he touches them. A mortal is killed instantly if his/her head is withered, they permanently lose the use of a limb should the attack succeed against one of those extremities. Vampires can heal these wounds, even if inflicted on the head. Roll Dexterity + Medicine versus the target’s Stamina + Fortitude. Three successes wither a limb completely, any less do damage.

Necromancy

Level 1: The Necromancer can see the last image a corpse witnessed reflected in said corpse’s eyes. Perception + Occult, difficulty 8. Level 2: The Necromancer can summon a wraith for conversational purposes. The wraith is under no compulsion to obey once it arrives. Perception + Occult, difficulty 7. Level 3: The Necromancer can summon a wraith and force it to obey a command. Manipulation + Occult, difficulty 7.

Note: There are other Necromancy powers that can be used by the NPCs in this scenario that include destroying wraiths outright and raising zombies etc.

**The Scenario Begins Here**

**Part One For The Family**

The characters are summoned to the office of Andolini Giovanni to discuss an assignment of great importance. The office is located in one of the many skyscrapers that this city has become famous for. The building is guarded by a substantial amount of heavily armed bodyguards. Once all the characters arrive in the lounge, a ghoul that serves as a personal aide to Andolini accompanies them to a boardroom. It’s clear that Andolini was born with distinctive Mediterranean characteristics like jet-black hair and dark eyes, but one of his eyes is now quite different to the other. His right eye is a dark brown, but his left is a milky white with visible scarring on the eyelids. His skin may have been sallow once, but the curse has made it pale. To those sensitive to Necromancy, it’s irrefutable that wraiths constantly surround him. He wears an expensive tailored suit and sits at the head of a table waiting for the characters to be seated before he explains why they were called upon.

The Giovanni have manipulated events to make Al Capone the head of the South Side Outfit, and thus have always been opposed to the presence of the North Side Mob in Chicago. Not only are the North Side Mob competing against Capone, but they are being guided by the Camarilla to do harm to the Giovanni. The recent St.Valentine’s Day Massacre was just part of a larger strike against Camarilla operations in the city. Most of the rival sect’s elders have been vanquished or routed, but the leader of the North Side Mob, “Bugs” Moran, has survived. It’s suspected that he was embraced by a Brujah elder shortly before the Giovanni launched their assaults. Moran’s location is unknown, but he retains control over his gang, and presumably remains loyal to the Camarilla even though he lacks their guidance. Andolini assures the ghouls that Moran’s already foul and violent temperament will only be worsened by his transformation into a vampire.

In fact, Moran has already started ordering retaliatory attacks against the Outfit, most notably earlier that night at “Tony’s Blind Pig”, a popular speakeasy owned by Lorenzo.

The characters have all proven themselves to be exemplary at performing within their cultivated fields of expertise, but now they’re being formed into a coterie to serve the Family in a unified purpose. The characters must use all the means at their disposal to locate and eliminate “Bugs” Moran, if the coterie’s methods also cause significant disruption to his mob, then so much the better.

Andolini makes it clear that he, and most of the other Giovanni the characters are familiar with, shall not be available to grant direct assistance to the ghouls over the coming nights. There’s a very important previous engagement that will monopolise their time.

Andolini implies that if Moran is destroyed, there shall be considerable rewards for the characters. Perhaps if a ghoul distinguishes himself, or herself, by displaying ingenuity, exceptional ability and ruthlessness, a coveted invitation to the April fourth celebration could be bestowed...

**Part Two Investigating Contacts and Leads**

1. “Tony’s Blind Pig” has a bunch of cops inside and out, most are preoccupied with keeping the press out of the building. The characters can find a cop that they have on their payroll or bribe a cop to gain entry. Also, Dr. Holloway may spot his reporter contact, Rick Preston, and bring him along for an exclusive look inside. Another option is to enter via the backdoor, as Lorenzo Giovanni owns the place and has a key. The inside of the building has been riddled with bullets, the wounded have already been carried away but the dead remain strewn around the floor. Slugs from machine guns have perforated many of the corpses. However, the occasional victim has expired after receiving ferocious beatings and have broken bones and caved in skulls. Two of what must be Moran’s goons lay dead near the entrance, their Thompsons empty and abandoned by their sides. Those assailants were killed by Tony, who had kept a shotgun behind the bar. Tony suffered several heavy blows to the head followed by a lacerated throat. He still clutches his gun. Necromancy Level one will reveal that the last thing Tony saw was “Bugs” Moran. If the bodies of the goons are searched, a business card for the politician Anton Cermak and a notebook are found. In the notebook there are three addresses in the marked in red ink with tonight’s date next to them; this speakeasy, a gambling den owned by Andreas Rothstein, and a brothel owned by Lorenzo. A few of the victims slain in this atrocity have become wraiths, but are not very cognitive. Some continue going through the motions of drinking and dancing, others are gibbering wrecks that speak of a beast wearing a man’s skin. While Carmela speaks to or observes these wraiths some powerful force takes them away from this place. They can no longer be contacted.
2. McGurn has a number of crooked cops on his payroll that can conveniently turn blind eyes to the coterie’s activities throughout the scenario, if necessary. Most immediately useful of his police allies is detective Christopher Webb. He can grant the characters access to crime scenes and give information on relevant crimes or weird murders. Speaking of which, he gives the characters the address of a house where a vicious and unique killing has occurred. He won’t say much about that murder, but it’s clear that he’s rattled by it. He can also reveal that cops bribed by Moran are all on duty in three days time, so it’s likely that a liquor convoy of his will be entering the city.
3. Andreas Rothstein mostly has interests in Las Vegas, but he also owns a number of casinos in Chicago. Valentina Giovanni is well aware of this, and has left Mr. Rothstein a gift in the safe of his most prominent Chicago premises. This gift is to assist his Necromancy studies. When the characters arrive the smoke filled main hall is all business as usual, the back office on the other hand is another story. Tucco, the boss of this enterprise, sits in a drunken stupor behind his desk. An empty bottle of whiskey rests on the floor beside the open, empty safe. The characters can ask Tucco what he saw, but he’ll only mumble stuff like “they were all the same, those hats” and “Mr.Rothstein is that you? Please don’t kill me”. The staff in the rest of the building were unaware anything was amiss. If the characters talk to Tucco the next day when he’s sober (albeit very hung-over) they can get more useful information out of him. Five identical men came into the office and robbed him. They all wore top hats & coattails, walked with canes and spoke with southern accents. They were all armed. Apart from money, the safe should’ve included a box containing ten ritually created fetters. These fetters look like coins and a wraith is bound to each one.
4. If the characters go to Lorenzo’s brothel they find that the staff there had to deal with some rough customers. A bunch of the girls were beaten by thugs that had purported themselves like average customers on entering the establishment. They had chosen girls and gone to separate rooms as would be expected. Their deeds were not discovered until a short time after their respective departures, as the girls had been knocked unconscious. When the characters inspect the girls they find that while most have been given black eyes, broken noses or visible bruises so as to make them unattractive, there is one that received fatal injuries. This girl has numerous broken bones in her arms and legs and her throat has been ripped out. While at the brothel the characters are told that the well-known politician Anton Cermak is currently visiting. He’s opposed to some building work that the Giovanni have proposed. The characters can get a news reporter down there on the double to take incriminating photos to assist with blackmailing this individual. If the characters pull it off in a competent fashion they’ll have made an unwilling ally out of this public official.
5. The most useful newspaper contact is a reporter named Rick Preston. Newspaper contacts can be used to give Moran a lot of bad press and sway public opinion away from him. If people prefer the way Capone does things then they’ll more than likely frequent his establishments before Moran’s. It can also be used for blackmail; there may well be some folks that don’t want their picture in the paper next to a prostitute for example.
6. The address where the unusual murder took place is a low rent apartment. There’s one fairly relaxed cop outside, seemingly waiting for a coroner to come and take the body away. Once the characters enter, the smell of rotted flesh will quickly guide them to the correct room. The body is that of a female, it was found lying on a bed and was wearing very little. The age cannot be determined, as decomposition has proceeded at different rates in different parts of the body. She seems impossibly old and withered at her extremities but her torso could be that of a much younger woman. Her neck tapers to a point, giving the characters the distinct impression that the now missing head was twisted off. If Auspex is used to view the body joy, terror and pain can be detected, but they are overpowered by a lingering sense of death energies. Further inspection of the room can reveal that the bed was moved to its current position to hide some burnt feathers, sticks, scattered ashes and scuffed chalk marks on the floor.

1. The characters can try to find some rival gangsters by driving around the north side of town or calling into Moran’s speakeasies. It’s unlikely to end well. The only real way that information can be gathered from these guys is through torture or Dominate. The goons can reveal they’re needed to protect a liquor convoy that’s entering the city in a few nights, they won’t know its destination until the evening of the job.

**Part Three Oh, What A Tangled Web...**

The Shipment

The characters know that a convoy of trucks containing illegal liquor will be entering the city. While the coterie doesn’t know the exact destination of the shipment, they can easily extrapolate that it’ll enter the city from a main road to the north. Previous convoys have entered the city using the same route, so the characters will know the best places to lie in wait. At dusk the characters spot three trucks traveling in convoy being lead by one car. There’s a driver and a bodyguard in each truck, the car has a ghoul driver and three bodyguards. The characters can either tail the convoy (with some successful drive rolls) in the hopes that it’ll lead them to Moran, or they can raid the convoy in transit. If they decide to tail the trucks, skip to the warehouse section below.

If they decide to stop the convoy, those in the lead car know the destination, and the characters can use whatever methods to get them to speak. If the characters kill everyone in that car there could be a scrap of notepaper on the dashboard of the car, or in the pocket of the driver, that’ll have the address written on it. Two trucks contain liquor as suspected, the third contains a large wooden crate. If the characters open the crate they’ll find a vampire inside, even though they don’t recognise him, it’s a Family member: Benito Giovanni. A stake is protruding from his chest and his suit is frayed around the edges. If the characters remove the stake the vampire will frenzy from lack of blood. He’ll attempt to take blood from the nearest character by any means. He can be driven back into torpor by violence, or one of Moran’s men can be fed to him. If he is fed, he regains his composure and demands to be taken to the Giovanni mansion where he’ll be safe from the Camarilla’s dogs. The characters can do this, and this vampire shall be welcomed into the mansion.

The Warehouse

Moran, and half a dozen of his bodyguards, wait in a warehouse he owns for the convoy to arrive. Even though security is fairly tight and witnesses are plentiful, the characters may wish to attack Moran now that he’s in their sights. If the scenario is running long than this scene can make a perfectly acceptable showdown, otherwise you can continue with the plot outlined below.

The characters will notice a figure emerging from the shadows and entering the warehouse at roughly the same time as the convoy. If the convoy isn’t going to make it to the warehouse this person will enter the warehouse at shortly after the characters arrive and just before they get a chance to attack. If the characters don’t attack (or watch the place for a while before attacking) and successfully remain hidden, they can witness a strange meeting. The players should make Perception + Alertness rolls at this point. With any number of successes the characters will spot that Andolini Giovanni is meeting with Moran. A decent number of successes will allow a character to notice that Andolini’s eyes are both the same colour. Carmela may notice that no wraiths are near Andolini. In actuality this individual is a Samedi, named William Hunt. Hunt loathes the Giovanni and will do anything he can to disrupt their activities. Moran and “Andolini” speak for only a brief time. If the characters get within earshot, the gist of the conversation is that Moran has shown he’s a force to be reckoned with and the Giovanni should leave him alone. In return, Moran shall give him Benito Giovanni in the crate. “Andolini” agrees and leaves instructions for the truck to be driven to an abandoned lot in the south of the city. “Andolini” leaves and vanishes into the shadows. Moran leaves in his car with three ghoul bodyguards, while the truck containing the staked Giovanni travels in a different direction. Hunt intends to use Benito’s body as part of a Necromantic ritual, and impersonated Andolini using Obfuscate to obtain it.

If Moran doesn’t have Benito Giovanni as a bargaining chip during these negotiations violence will soon ensue. Hunt’s Obfuscate fails as soon as he takes any action against the gangsters, and all present witness the horror of his true visage. His body is that of a walking corpse in the later stages of decomposition. He has no nose or lips, he’s bald and the bones in his fingers are visible through gashes in his skin. He wears a dirty coat with a suit underneath. The Samedi cripples two of the bodyguards standing between himself and Moran by shriveling their limbs. He suffers a withering hail of bullets before he grabs Moran in his clutches and vanishes into the shadows with his prey. If the characters attack, the consternation they cause will ease the abduction. They can have fun wiping out Moran’s bodyguards though.

“Bugs” Moran Quick Statistics

Attributes

All Physical 4 All Social 2 All Mental 3

Abilities

All Talents 2 All Skills 3 All Knowledges 1

Disciplines

Fortitude 2 Potence 2 Celerity 3

William Hunt Quick Statistics

Attributes

All Physical 2 All Social 3 All Mental 3

Abilities

All Talents 4 All Skills 4 All Knowledges 5

Disciplines

Fortitude 4 Auspex 3 Obfuscate 5 Thanatosis 4 Necromancy 5

Bodyguard Quick Statistics

Attributes

All Physical 3 All Social 2 All Mental 2

Abilities

All Talents 2 All Skills 2 All Knowledges 1

Disciplines (If the bodyguard happens to be a ghoul)

Potence 1 Fortitude 1

Regardless of whether or not the crate arrived, Hunt will leave with a vampire’s body, either Benito or Moran, as he requires one.

At this point, if the meeting went well, the characters can tail either the car or the truck, or if they split up they can follow both. The car will lead them to Moran’s HQ, and the truck will lead first to an encounter revealing Hunt as he actually is, and then to his lair. If the meeting didn’t go well, the characters are either standing in an empty warehouse with some dead bodyguards at their feet, or watching a bunch of frightened gangsters drive away into the night. However, all is not lost. After Moran’s mob have left, the characters can notice Hunt further down the street having just put Moran into the trunk of his car. Hunt gets into the passenger side of the vehicle that is then driven by his ghoul.

Following Moran (If The Meeting Went Well)

With some successful drive rolls the characters can follow Moran. They can attack him in transit if they wish. They find that he is currently making his haven beneath a skyscraper that’s under construction. The building site is closed off to the public and easily defended from trespassers by bodyguards at night, and the large number of construction workers during daylight hours. The haven can be accessed via the central stairwell of the building, which is behind a locked door under constant guard. The basement of the skyscraper is huge, and Moran has filled it with all sorts of expensive loot as would befit a gangster of his standing. However, the concrete walls make the haven feel dull and lifeless. During the day Moran sleeps on a bed in the safest place in the building: the vault. The vault also contains most of his money that isn’t tied up in assets and business fronts. The vault can be opened by one of the two ghouls that sit playing cards at a desk near its entrance. Once inside the drowsy Moran will be little match for the characters. They can even get away with staking him if they wish. If the characters arrive at night the ending fight will be more difficult as Moran will be up and about. They may walk in on him talking with his accountant about some of the ledgers giving them an opportunity to catch him unawares.

Following William Hunt

If the characters are following Hunt’s car with Moran in the trunk, then skip down to the psychiatric ward below.

If the meeting went well... The truck is followed to the abandoned lot without significant difficulty. The driver parks, then gets out and watches the truck expectantly from across the street. About ten minutes go by before a car pulls up and what looks to be a disheveled bum (Hunt) steps out of the passenger door while the driver of the car makes his way to the truck. The bum first puts on a top hat then proceeds to attack Moran’s driver. The assault only lasts a few seconds but the aftermath is horrific. The bum puts something the size of an apple into his coat pocket, the now headless driver collapses, and the bum walks towards the truck. If the characters don’t attack at this point they can follow the truck to its next location.

If the characters decide to take out this curious individual it’s certainly possible, but Hunt is an elder vampire so it won’t be easy. In fact he should only be taken out at this point if time is a worry.

Abandoned Psychiatric Ward

If the truck is followed by the characters they see it park outside an abandoned psychiatric ward. This is a condemned building set to be demolished in about three months. The top hat wearing Samedi and the driver both enter the building. After a moment, Hunt returns outside with two stout men. If the characters are close enough they can see that the two men, who are put to work unloading the truck, are walking corpses. These automatons shuffle and stumble but soon have the box moved inside. If Hunt’s car is followed, Moran’s body is unloaded from the trunk in a similar fashion, and the car parked nearby.

The psychiatric ward is a maze of little rooms and long corridors. The clinical aesthetic of the structure remains even though any equipment or beds that were here are now long gone. One of the large rooms is now used to house about a dozen zombies, all under the command of this Samedi.

If the characters attack immediately they’ll have to deal with Hunt, his ghoul, and about a dozen zombies. On the plus side they’ll have a chance to stop a ritual he has planned. Hunt needed either the body of Benito or Moran for the ritual, so whichever one he obtained can be fitted into the description below. The characters will find a large room guarded by the ghoul (he’s easily dispatched). Inside the chamber the zombies encircle both the Samedi and the torpid elder. The zombies’ arms are outstretched, and in their hands they hold shrunken heads. A previously prepared symbol is marked on the ground with blood and ash. Burning feathers float as if caught on a breeze. Hunt dances and chants to a rhythm only he can hear. Benito/Moran is at the centre of the room, upright, and two foot above the floor. The box stolen from Andreas’ safe is here, so the wraiths fettered to the coins are being used in the ritual. Carmela will see a whirlwind of spirits within the chamber, but there is one wraith more powerful than them all. It’s clear that this wraith will take possession of Moran/Benito’s body if the ritual isn’t stopped.

Zombie Quick Statistics

Attributes

Dexterity 1 Strength & Stamina 6 All Social 0 All Mental 0

Abilities

Brawl 2 Everything else 0

Zombies feel no pain, so they never take negative modifiers due to damage.

If the characters go in by day the ghoul will be nowhere to be seen (he’s at his job). The zombies will protect their master to the last. Hunt will be sleeping in a padded room, locked from the inside. The characters can break down the door though. By day, the Samedi is drowsy and no match for the characters in a fight (unless you need him to be for dramatic reasons). Benito, or Moran, will be found staked and locked in a separate room.

If the characters have Anton Cermak in their pocket he can speed up the process of having the building knocked down that will work. All zombies and vampires inside at the time of demolition will be killed by falling rubble, explosions, exposure to daylight, or a combination thereof.

**Part Four Aftermath**

The rewards of a job well done and the celebrations can be left to epilogue. The celebration itself is a grand affair in the Giovanni mansion. All the local Family are in attendance and some will openly congratulate characters for their sterling work thwarting the Giovanni’s enemies. Carmela will note that the area includes thousands of servile wraiths.

Only a few characters should gain the embrace, others should get more mundane remuneration. As an option you could state that they are all sired over the next century. The most probable candidates for the embrace are Carmela and Lorenzo as they have the proper lineage. The least likely are McGurn and Scalise. However, there are opportunities within the scenario for the other characters to really prove their individual worth. Retrieving Andreas’ fetters from Hunt, rescuing Benito Giovanni, gaining a political ally, spreading bad press against the North-Side Mob are all examples of how the characters can distinguish themselves. Of course, if a player has been inventive and role played well throughout the scenario you can find any excuse you want to have his/her character sired.

The Giovanni tend to appoint a sire that had not ghouled the prospective childe, as having the fledgling blood bound to two different Giovanni will cause greater loyalty to the Family.

As such, if any are chosen for the embrace:

Andreas Rothstein will be sired by Andolini Giovanni.

Jack McGurn will be sired by Francis Giovanni.

John Scalise will be sired by Valentina Giovanni.

Carmela Giovanni will be sired by Francis Giovanni.

Lorenzo Giovanni will be sired by Veccio Giovanni.

Dr. Wyatt Holloway will be sired by Veccio Giovanni.