ALL THE DAMN VAMPIRES

A FIASCO PLAYSET BY STACEY LAWLESS
ALL THE DAMN VAMPIRES

CREDITS

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Special thanks to Ian, Amanda, and Jj for patience and feedback

BOILERPLATE

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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I agree that this playset may be used by Bully Pulpit in an anthology of RPGGeek Fiasco Playsets.
THE SCORE

BLESS YOUR HEART

Snopesboro is a small Southern town, full of historic buildings, gracious living, and quirky charm. It straddles the picturesque Shoccoree River. It’s also got a slight vampire problem.

YOU’LL NEVER GROW OLD...

Unfortunately, y’all are the vampires. You may not be too clear on how the change happened, or you may know all too well. Either way, you’ve got to figure out what to do now that you’re dead.

...AND YOU MUST FEED

Being undead comes with significant drawbacks, true. But it also has a few perks. You’ve got to make some lifestyle adjustments now, but maybe you can also adjust a few other things before people catch on to what’s happening.

Death is only the beginning, hon. If you’re clever, you’ll come up out of this mess smelling like roses.

SPECIAL RULE

How did you become vampires? That’s something to figure out in gameplay, if it even matters. But you haven’t been dead for more than a few nights, so your Relationships are rooted in your human life. Think about who you were, then add these characteristics, which obviously won’t have any kind of negative impact on your personality or outlook.

• **Dead**: No pulse, no need to breathe, and if someone has the poor manners to shoot you, the worst it’s going to do is ruin your shirt. Illness, poisons, and booze don’t affect you anymore. You’re stronger and faster than you used to be, and if you were infirm before, you’re fine now. On the minus side, your sex drive is dead, too. If you’re a kid . . . well, better get used to being short.

• **Bloodthirsty**: You have to drink blood every other night or so. Which means you’re probably killing someone that often, because . . .
- **Vampirism:** . . . if you bite someone but don't kill them, they'll become a vampire too.

- **Death:** If for some reason you need to kill a vamp, staking, beheading, or sunlight are the ways to go. Hope you weren't too attached to your tan.

Keep in mind that if your character sort of forgets she's a vampire, that’s fine. She’s new at this! And if your character decides to cut loose and do something horrible because she’s trying out this vampire thing, that’s excellent! Powerful ambition, poor impulse control, and a suddenly-acquired predatory mindset should make a fantastic hot mess in combination.

**MOVIE NIGHT**

*Buffy the Vampire Slayer (TV), Cookie’s Fortune, Lost Boys, Near Dark, ‘Salem’s Lot (TV)*
RELATIONSHIPS...

1 FAMILY

- Grandparent and grandkid
- Parent and child
- Siblings, possibly only because of the remarriage
- Caregiver and invalid
- Cousins
- Foster child and foster parent

2 WORK

- Service worker and regular client
- 3rd shift manager and stocker at Jif-Mart
- Struggling business owner and employee
- Developer and real estate agent
- Professor/teacher and student
- Tradesman and homeowner

3 FRIENDSHIP

- Best friends since way back
- Drug friends
- Friendly rivals
- Can’t stand each other, but have to be nice in public
- Manipulator and victim
- Share an uncommon hobby
4 ROMANCE

- Married/"married"/civil union, depending on orientation and state law
- Married, with an “understanding”
- Split up
- Terrible crush and oblivious object of affection
- Hooking up
- The ink is still fresh on the restraining order

5 CRIME

- Kinda lax on those environmental regulations
- Corrupt official and campaign donor
- Involved with drugs
- Kinda ignoring that Native American Graves Protection and Repatriation Act
- Definitely not shoplifting
- Hoodlums

6 COMMUNITY

- Local celebrity and civic booster
- Elected official and Merchant’s Association board member
- Local cop and good ol’ boy
- Director and actor, community theater
- Case worker and client
- Scout troop leader and Scout

... AMONG THE DAMN VAMPIRES
NEEDS...

1 TO GET AWAY

☐... from people you know, before you hurt someone
☐... from this town, before they realize what’s happening
☐... with burying that old slave graveyard under a Breckenridge Homes lot
☐... with the money you embezzled
☐... with killing just the one specific person
☐... from the idiot you married, now that you can

2 TO GET EVEN

☐... with the ones who bully you, now that you can
☐... with the cop who busted you
☐... with the people who are ruining this town
☐... more for your property by fudging the mineral rights claim
☐... more into your pockets next time you want a little “shopping discount”
☐... with Rev. Wilson at First Baptist, finally

3 TO GET RESPECT

☐... from this town, by saving it from the other vampires
☐... from your family, by rescuing them from ruin
☐... from the other vampires, by giving them leadership and direction
☐... from this town, by exposing the extent of the soil contamination
☐... from the other kids by the insane things you can do now
☐... from yourself, by finally doing what you should have done years ago
4 TO GET OUT

 ... of this wheelchair and walk again
 ... from under your crushing debts
 ... of this town and away from your crazy ex for good
 ... from under by speculating on land
 ... of high school, since now there’s no point
 ... of this nightmare by finding the cure for vampirism

5 TO GET RICH

 ... so you can retire comfortably. Well, ok, stalk the night forever comfortably.
 ... by slipping some Native American antiquities onto the market
 ... so you can get your father into a decent nursing home
 ... so you can kiss Jif-Mart goodbye
 ... through diverting funds from the Beckett and Nash accounts
 ... by bringing your champion weed strains to market

6 TO GET THE TRUTH

 ... about the creepy man you saw at Argyll Manor a few nights back
 ... about what’s hidden at the bottom of the old quarry
 ... about the extent of the redlining in Snopes County
 ... about why the Garden Club kicked you out
 ... about why your parents split up
 ... about how your rivals were planning to shut you down

... AMONG THE DAMN VAMPIRES
LOCATIONS...

1 HISTORIC DISTRICT

- Local landmark, the Antebellum Inn, inexplicably going to ruin
- First Baptist Church
- Venerable Masonic Hall
- Tastefully expensive private home
- Historic Argyll Manor and garden
- Old town cemetery

2 DOWNTOWN

- Old Courthouse, new courthouse, and jail
- Law offices of Bertram, Beckett, and Nash, LLC
- Bar ‘n’ blues joint with rotating owners and a new name every year
- National First Credit bank
- Le Gator Bleu, Cajun restaurant
- Snopesboro Arts Council gallery

3 BECKETT STREET

- Pit-cooked barbecue restaurant
- The Green Man, a brewery & pub
- Vast, crumbling old mill building for sale
- Co-op grocery (quinoa, kale, fair-trade coffee, homeopathic remedies)
- 1930’s mill cottage, lovingly restored
- Frank Nash Auctions & Estate Sales
4 ACROSS THE RIVER

- Dirt racetrack and disused quarry
- Revolutionary Ridge apartment complex
- Bertram Heights Assisted Living
- Snopes County High, home of the Fightin’ Pioneers
- Former historic Black church, recently sold
- Breckenridge Homes development, under construction

5 BY THE INTERSTATE

- Foxhill Grove apartment complex
- Snopes County Technical Community College
- Bill’s Automotive & Tire Service
- “Vintage” motor lodge, still in operation
- Ten acres of loblolly pine woods, marked for sale
- Low hill, definitely not an Indian mound

6 SHOCCOREE HILLS

- Trailer court
- Jif-Mart Superstore
- Southlands Feed and Garden Supply
- Chicken Hut
- House on Point Pleasant road with tinfoil-covered windows
- The Blue Light, pool hall and bar

... AMONG THE DAMN VAMPIRES
OBJECTS...

1 UNSAVORY

☐ A deeply inconvenient cadaver
☐ Klansman’s outfit
☐ X-rays from the time he put you in the hospital
☐ A broken police ankle monitor
☐ Bag of locally-made premium blood meal from Southlands Garden Supply
☐ Deep fat fryer at the Chicken Hut

2 INFORMATIVE

☐ Garden Club calendar of events
☐ Creatively placed nannycam
☐ An aerial survey of Snopesboro from the 1940s
☐ Collection of local folklore from the turn of the century
☐ Sales log from Bill’s Automotive
☐ Minutes from the Merchant’s Association meeting six months ago

3 VALUABLE

☐ Life insurance payout
☐ Deed to a house from the old mill village
☐ Enough Mary Jane to take care of rent for three months
☐ Dry-rotted saddlebag stuffed with Confederate money
☐ Carved shell ornament and beads, 600 years old
☐ Contents of a safe deposit box at First National
4 SENTIMENTAL

- A prized heirloom rosebush
- Old family Bible
- Wedding ring, handed down for generations
- Ashtray stolen from the old motor lodge in, like, 1965
- Pictures of everyone you’ll have to leave behind when you run away
- The last ultrasound before the accident happened

5 WEAPONS

- Shotgun, still with the Jif-Mart tag on it
- Rosewood stakes, recently carved
- USB drive full of the most interesting data
- Baseball bat
- Civil War reenactor’s replica cavalry sabre
- 1996 Dodge pickup truck

6 UNFORTUNATE

- Human skull from the Breckenridge Homes construction site
- Opening on the waitlist for Bertram Heights Assisted Living
- USB drive full of the most distressing images
- Legend about the last Argyll family heir
- Your utter inability to get high anymore since dying
- The amount of the chemical in the wells near the old quarry

... AMONG THE DAMN VAMPIRES
A CHARMING SOUTHERN INSTA SETUP

RELATIONSHIPS AMONG THE DAMN VAMPIRES

For three players...

• Community: Elected official and Merchant’s Association board member
• Romance: Hooking up
• Friendship: Best friends from way back

For four players, add...

• Crime: Kinda ignoring that Native American Graves Protection and Repatriation Act

For five players, add...

• Family: Foster child and foster parent

NEEDS AMONG THE DAMN VAMPIRES

For three players...

• To get rich: By slipping some Native American antiquities onto the market

For four or five players, add...

• To get out: Of this town and away from your crazy ex for good

LOCATIONS AMONG THE DAMN VAMPIRES

For three or four players...

• Across the river: Snopes County High, home of the Fightin' Pioneers

For five players, add...

• Beckett Street: 1930’s mill cottage, lovingly restored

OBJECTS AMONG THE DAMN VAMPIRES

For any number of players...

• Weapons: Baseball bat