

# Highlander: The Phantom Menace

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Plot Synopsis for a Highlander/World of Darkness Crossover LARP done at MACE 1998

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Somewhere in High Point, NC is a Cathedral. In this Cathedral, a dark and sinister plot unleashed.

Set in the White Wolf's World Of Darkness, several people are invited to a party... a gathering, of sorts, at this Cathedral. A famous rich entrepreneur, Dr. Malcolm Fitzwaters Ellington III, invited them. He is a well-known eccentric, but friendly to everyone. He is a worldly man, a knowledgeable man, a father or brother to all his friends.

But then why is it sinister? Some people will not be as they seem. Some are much older than they look, and fight with blades of steel to take their opponent's head; they cry "their can be only one", and claim their long life is "a kind of magic". They are immortal, and were called to this holy ground by a mutual friend. However, not all of them are friends with each other... and now people are dying.... on holy ground.

Play an Immortal, play a mortal or just come party with us and watch the mystery unfold. The party starts at 10 PM and the LARP starts at 11:30 PM. We will have characters and storytellers to explain the rules. There will be door prizes. This is brought to MACE by The Game Society, and the UNCC Science Fiction & Fantasy Guild.

## **Basics:**

Several people will be invited to a gala or a party. A well-known rich entrepreneur, Dr. Malcolm Fitzwaters Ellington III, is holding this party in a Cathedral... somewhere in Europe, on a stormy night. This man is known for his parties, at which no one leaves unsatisfied.

In reality, Malcolm Ellington is an old Immortal, who had his First Death late in life. He loves to have other immortals around him, and has had parties like these many times through out the centuries. Many Immortals know him and respect him. He is like a Vampire prince to many immortals; a godfather to them. Not all these immortals are friendly to each other, so every time he has these parties, he has them on holy ground. No immortal has refused Ellington, and no one should, when they get the invitation. Just in case things might get out of hand outside the range of the holy ground, he invites mortals to keep his friends in line.

Many of the Immortals who are invited know of these parties and know that they are legitimate. They are allowed to invite whom ever they want as long as all weapons are checked at the door.

Other players will be mortals, Watchers, and 2 will be Vampires.

Important NOTE: In this WoD, most Immortals are unaware of the Vampires, but some are. Some immortals are aware of the Watchers, but not all.

### **The Plot Thickens: The Pull**

The party will start out tense as Immortals and Mortals meet each other for the first and sometimes not for the first time. Some Immortals will have a past with each other, which will be summarized on the character sheets (or made up on the fly and explained by the storytellers on site). One thing that will intrigue most players in general, is that Ellington has not been seen all night. Other clues will come up from key planted mortal and immortal players; some will be rumors, other will not.

#### **Key points:**

There will be a rumor that Ellington is dead, head taken by a young immortal.

A rumor that there were other immortals among them that feed on humans (Vampires).

Other rumors that will lead them to believe that a mortal was on the verge of finding out the origins of Immortals. Ellington is rumored to be the primary fund-provider of the project. This project had recently been abruptly ended. (This is a key part of the plot)

### **The Plot Thickens Further: The Push**

As the night goes on, perhaps an hour or so into the game, an Immortal (picked randomly) will be found dead. All storyteller should watch for Immortal players that go off on their own even for a fleeting moment.

The actual time of death and everything surrounding it will be determined.

From there, every 15 to 30 minutes or so, an immortal player will die (Depending on how many Immortal characters are there), one by one.

### **What's Going on: The Gimmick**

The project mentioned above was funded by Ellington for two reasons; one, to find out the origins of immortals, and two, to find a way he could procreate to create an heir. He knew of the Watchers, and asked a watcher to do the work for him, using the watcher archive. This watcher (name pending) stumbled on something major however, and is rushing to her benefactor to tell him. In her research she figured out how to detect a Immortal before his/her First Death. She also found records of things called "night" Immortals (Vampires) and a secret society of Watchers that watched these particular types of Immortals. She found record of an ancient alchemist who was one of these watchers. This alchemist talked about something called the "Embrace", the "Kiss" and a series of other strange lore.

What it boiled down to is a theory that a pre-Immortal, if attacked and completely drained by a Vampire and Embraced, can be turned, if the right things happen at the right time (all the planets align, the right constellation is in view, whatever...). This would be the potential Immortal's First Death. Normally, the

Immortal would just purge the Vampiric curse as the Quickening gained strength, however, sometimes, the Quickening is too weak in him. Sometimes, it creates a monster, much like when an Abomination is created. It creates a creature that is part Vampire part Immortal. They do not require human blood to survive, they require Quickening to survive. They can either draw it out the normal means (taking the head of an immortal) or if they can get close enough, they can drain it with a touch. She also finds out that they only hunt once in a hundred years or so, for about a week. She began to research further for any mysterious deaths of Immortals. She not only found that, but she found a record of one of these creatures still in existence. His hunt was coming up soon.

### **What Else: The Gimmick Part 2:**

The creature that the Watcher found out about has already killed and wants to kill more. It has killed Ellington and with his knowledge absorbed with his Quickening, knows all about the parties and how to go about calling them up. Because the creature is considered a blasphemy, and unholy, holy ground has no effect on it. So in the guise of Ellington (which was easy because the man was a recluse and did all his communication via electronics), he called the party, and plans to have a feast.

The watcher is also on her way. She has sent a few watcher ahead to wait for her at the party. She doesn't suspect that her benefactor is dead or that the blasphemy is already hunting.

The Vampires know about it too, but want to capture or kill it before any Immortal find out about it. The last thing they need is the Immortals finding out about them and starting a war. So 2 Vampires are at the party to find it.

The rest are meat. . . meat for the beast, unless they can stop it. For the same reasons the Blasphemy can kill on holy ground, it can be killed on holy ground. It must be killed like any other Immortal, however