



A scenario for WOD Berlin 2017

(Based on the original Fastaval 2012 scenario)

Contents

| | |
|--------------------------------------|-----------|
| Preview | 2 |
| Contact Info..... | 3 |
| Setting..... | 4 |
| Characters | 7 |
| Clan Leaders | 9 |
| Council Meetings | 11 |
| Territories | 14 |
| Disciplines/Dance Moves | 17 |
| Songs | 19 |

Preview

Dancing with the Clans

Berlin. A hotspot for roaring parties, international events, and fresh blood. Ever contested territory, the fierce feuds of the local Camarilla have not gone unnoticed.

In order to avoid outright clan wars, a group of four archons has been sent to administer the situation. The group is led by Praetor Raven. So as not to have too large breaches in the Masquerade, it has been decided that any disputes shall be settled with as little bloodshed as possible. And, in order to truly blend in amongst humans, a concept from television has been adapted.

Dancing contest!

Dance your way to influence and the right to delicious geek-throats. Join a single event, or all three, or join as audience at your leisure.

Facts:

disclaimer This is a silly party scenario. It is full of clichés and lame references and, not least, disco dance moves. It is not in any way meant as a serious WoD scenario, and will only sporadically and with a loving wink in the eye touch on the rules and mythos of Whitewolf.

Dancing with the Clans is a whole-con that you can attend as you wish – even before the convention!

At specific times during the convention, there will be a council meeting where any conflicts are settled by dancing. It is not required to participate every time.

Everyone can join in the dance, or be audience!

Pre-con events will happen on our Facebook [event-page](#).

Contact Info

The main source for information on Dancing with the Clans before WoD Berlin is the [Facebook event](#). The site is public, so that you are able to see the information there even without having an account.

Use the site for asking questions to the organisers and other players, get in contact with your clan, or simply follow the news.

You can also contact the author at ravenfynbo@gmail.com.

We hope you are going to have a lot of fun and sore feet,

Kween Kitty-Kwickstep, The Violator, Lady, and Raven from Funen

Setting

Dancing with the Clans is a scenario for everyone who wants to participate, no matter how much or little, no matter if it is the vampires, disco dancing, or talent shows they like.

You can show up for an hour, or you can be in-game for three days. You can be a ballerina or all knees and elbows on the dance floor, and we promise you will have the same spot light as everyone else.

Please keep this in mind when playing Dancing with the Clans. There is room for everyone.

When and where?

The scenario runs from Thursday evening to the end of the council meeting Saturday night.

The only planned events in this period are the council meetings; Friday at 14:00, Saturday at 14:00 and during the Vampire Ball. Whether you wish to participate in these, or do your playing at other times, is your choice. But the meetings will be the forum for the dance-offs and are certain to be the talk of town, so we suggest you find the time to attend at least one.

If your convention schedule is full of scenarios, and you only have time for a few hours of Dancing with the Clans, planning those hours for a council meeting would be the obvious choice.

The location of the council meetings will be announced at a later point. Outside the meetings, you are free to play wherever and whenever you want.

The Setting

Berlin has once again become a cultural, political and economic center, with a constant influx of new people from all over the world - fresh throats. In the wake, vampires have followed. So many vampires gathered at one place all trying to satiate their hunger and the resulting fights among the clans could threaten the Masquerade. After sucessfully testing on a smaller scale, archons have rushed to the scene with a solution to the crisis; the creation of a dance contest.

Sometimes the easiest way to hide is in plain sight, and that is just what the solution to the problem is, through disco dancing. By using powerful and awe inspiring moves, the vampires can achieve such a degree of fame and admiration among the populace that they can have their pick of their juicy necks. After all, who expects groupies to be at their best health the day after a night with their idol anyway?

By dancing, the vampires can solve more than just their dietary problems. They can also out-battle their personal nemesis' without the more noticeable usual bloodshed and dusting. It is obvious to

all that this is a most sensible and fair way of dealing with the crisis. Or at least no one dares argue with the archons about it.

Dancing with the Clans is set in a light version of the original World of Darkness, combined with the glory of disco and the excitement of television talent shows.

Whereas werewolves, changelings, mages and hunters might be “out there” they will have no real influence on the scenario. All players in the scenario will be of the original seven Camarilla Clans and it is their struggle against each other we will focus on, and let the Sabbat and the mummies tend to themselves. And to be honest, everything else than disco-dancing vampires is just plain silly... Right?

Trade and competition

There are two main game parts of the scenario; dancing and scheming.

The ultimate goal is to be the Prince of Berlin. But maybe, for you, settling for Right Hand of the Prince is just fine – or whichever price you set your eyes on.

The strategic resource determining which clan is allowed the title is territory. Your territory, and that of your allies – scheming.

The means to gaining territory is prestige – dancing.

Both territory and prestige are gained by the clan as a whole. Prestige is the power to sway the audience; the coolest dance, the best songs, the most powerful moves. The right to songs may be gained with territory, while the backing of other clans may add moves to your dance.

Dancing is used as a type of battle. By judging between clans in a dance competition, disputes over territories or other rights are settled in the least harmful way. At the same time, dancing is how the vampires attract the attention of the prey - eh, population. By dancing with stronger moves and in larger numbers, the clan can not only win more battles, but also get to eat more.

Of course, any internal struggles for power in a clan might also be settled with a dance off!

The chapters on council meetings, territory, disciplines and songs go more into detail with the exact mechanics of trading and dance-offs.

Good manners

The setting is the WoD convention and Berlin, in every aspect. Yes, vampires at a WoD convention. Hiding in plain sight, remember? This means you can play anywhere you want, common rooms or a café or elsewhere, but remember you are also bound to upholding the Masquerade! This means

not being too obvious in your vampiric glory, no fighting or biting unless consensual and hidden. Not everyone at the convention will want to be your ghoul, not to mention the common Berliner.

Also please remember that while you may be hyped about an idea, and totally in-game, another player may be in the middle of a critical phase of V:TES and very much his human self. Be considerate. The scenario is meant to allow people to have different activity levels.

Last but not least; we are all different, but disco is the rhythm of our hearts. Well, at least in this scenario. This does not mean everyone is equally gracious on a dance floor, and some may be somewhat self-conscious about this fact. Let them shine with the beauty of their character, and don't immortalise the performance of anyone who does not wish it.

Characters

Your character will be a persona you will assume time and again during the convention. Therefore it is important that it be someone you are comfortable being, while also taking part in the convention as yourself. Noone knows how to keep that balance better than yourself, and so we will leave it up to you to.

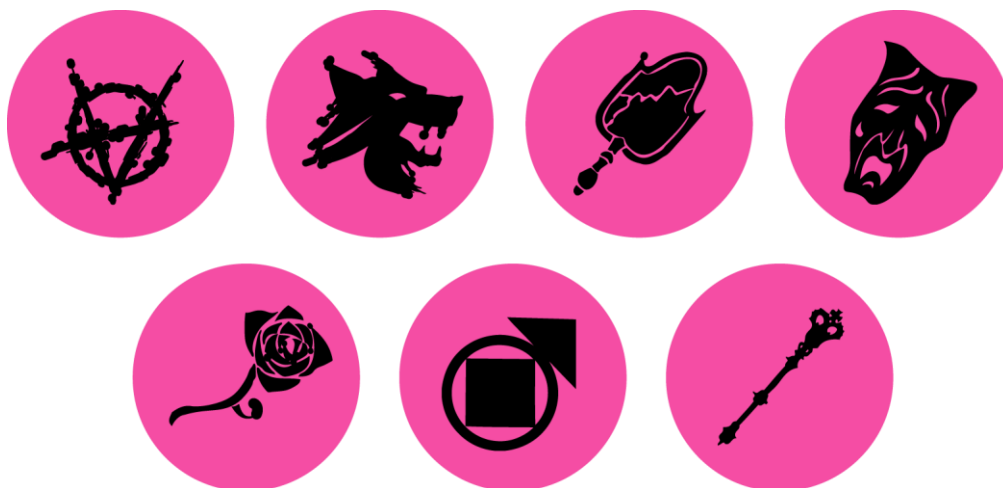
Basics of a character

The bare minimum of your character is your clan (chosen upon signup) and a name by which others can address you. The organisers do not need to know more than this.

While this is enough, it is most likely unsatisfactory to play such a character. At least consider how you came to be a vampire, and how you ended up in Berlin at exactly this time. Also, give some thought to what kind of vampire you are, in line with your own wishes; are you ambitious, planning to scheme and dance your way to clan leadership, and possibly the title of Prince? Are you simply a fun-loving trooper who will dance along?

Maybe you join as part of a group – consider your relations within the group; are you all loyal to the leader, or is there some discontent?

You do not need to consider generation, skills, or the like. Low generation vampires are not likely to have a need of participating in disco dance offs, so in this scenario all ordinary vampires are equally powerful. All vampires start out with 3 levels in their clan disciplines – and the short time of the convention does not allow for learning more.



Costumes

Whether you want to go all out in costumes or not is your choice. Costumes are fun, but can be hard to fit in in an otherwise full convention schedule. A recognisable costume can serve several

purposes. While wearing it, you indicate you are in game, ready to play and open for discussion. While not wearing it, people may not even recognise you as your character, allowing you to attend the convention as normal. Your costume in itself can give a strong signal of your intentions, as a Dark Lord and Master, or the Dancing Queen.

All participants will be given a badge with the clan mark when checking in to the convention, allowing you to signal the disco in your heart, even without a full blown costume.

Level of activity

This is, more than anything, what you should consider in the making of your character. It was never the intention that Dancing with the Clans was to be a 24-hour-a-day whole con scenario, but rather something to play besides other convention activities. But we realise some may want to 😊.

If you plan to play Dancing with the Clans all the time, make a character with a purpose and a goal, something you can work towards. This may be becoming Prince, gaining control of a specific territory, or something completely different. You will also want to have relations to other vampires to play with. You can arrange some relations before the convention, e.g. having a common background story, even across clans. If you have difficulties with this, we suggest you contact your clan leader first, or look for other players on the Facebook site. The organisers will also be happy to help you set up relations. When planning relations like this, it is important to remember not to play them out beforehand. Simply set up a basis for interaction; leave any negotiations or conflicts to the actual scenario.

If you only want to hit the dance floor a couple of times, and really don't want to get involved in any planning or dealings, don't make a character that someone else is dependent on. You can definitely show up and be a part in any case.

Probs, weapons, artifacts

To some characters, it may be vital to have a gun, a sabre, a skull on a stick, or... In general, this is your prerogative. However, a few ground rules.

Weapons or magic items have no effect. Only dancing matters.

Keep within German law. Don't bring swords or real weapons, or anything that may be mistaken. That includes hardball weapons.

Clan Leaders

Clan leaders are the direct link between the archons and their clan members. They are the final decision makers and the stars on the dance floor.

Choice of leader

The first clan leaders are appointed before the convention by the organisers. If you wish to be a clan leader, let Raven know or write on the event side. Please read this section carefully before deciding to become a clan leader.

During the convention, the clan may decide they want a new leader, or the leader may want to step down. How the clan wishes to choose the leader, democracy or dance off or something else, is up to them. The archons will recognise a clan leader if the majority of the clan members present at the council meeting stands up for him/her.

The Clan Leader Role

As the clan leader, you will have the final word in the decisions of your clan. You will present the claims and agreements of your clan to the archons. At the council meetings, you are the one who represents your clan in discussions. You may send a Primogen or other stand in to the meetings, but any such must be recognised by the clan in the same way as any new leader.

You are the solo dancer of your clan. You may even choose to directly challenge the leader of another clan to a dance duel, instead of the usual dance offs with the whole clan. Duels should be limited to matters of honour, though.

The Responsibility of the Clan Leader (off game)

The clan leader acts as a sort of game master within the clan. While hopefully having a lot of fun yourself, you should also try to make sure that the members of your clan get to play around with the parts of the scenario they like the best; scheming, strategy, dancing, etc. You will always be able to contact the organisers, as will other players, so you will not be on your own, but you will be the one with the most direct contact to the doings of your clan.

As the clan leader, you must be relatively accessible for your clan members, also before the convention. As all claims and deals go through you, your clan members must be able to get a hold of you and discuss ideas. If you plan to have scenarios in every game period, you should not be a clan leader.

You are not supposed to be negotiating all deals, making all claims or planning all dances yourself. Let the other players have fun as well :-). Rather, listen to the ideas of excited clan members

wishing to do something, set up some limits for just how much they can give away, and then let them go with it.

Be aware that your clan may have all sorts of members, from the overly outgoing to the timid. Guide the first, do not push the second too hard, but let both shine. Some may want to just dance along, others will scheme all night. Both is fine, and allowed within the scenario. It is a casual whole con, with no requirements for activity level. You may know some players personally, while others are strangers. If you cannot set such knowledge aside, you should not be a clan leader.

Your style of play, inspirational leader or cruel tyrant, is yours to choose in the writing of your character. Just remember to facilitate the game of your clan members.

Council Meetings

The council meetings will be the only set hours, where all vampires can meet up and settle their disagreements by dance-offs.

Time and Place

Meetings take place Friday at 14:00, Saturday at 14:00 and during the Vampire Ball for the Final Battle. Clan leaders are asked to be there 30 min prior, or send a representative at that time. Clans that do not show up automatically forfeits any dance-offs.

Everyone can participate in the council meetings. They will be held in a public area, with room for a dance floor and a cheering crowd. The exact location will be announced later.

You do not have to participate in the council meetings every night or at all, but this is where the dance offs are held, so a great deal of fun is going to be centered on these events.

Order of Events

For strategic reasons, there will be a set order of events at the meetings. This allows the clan to best plan how and when to make their move.

Prior to meeting:

- Trades

Any trades made during the day are verified by the clan leaders involved. Only changing ownerships of territories (and songs) need to be made known. Whether a deal includes a pact of protection or aggression can remain a secret.

- Points

Blood points are tallied from the stats of the territories owned by the clans. The number of blood points determines which clan is considered the stronger contender for claiming the title as Prince.

- Claims

The clans *secretly* make their claims to territory and associated song. This is done by giving a note with the claims to the archons. Each clan may only make one claim per meeting.

Council meeting:

- Processing of claims

The archons will process the claims in order of blood points, lowest to highest.

Uncontested claims: If a clan claims a territory that is not owned by another clan, and no other clan has made the same claim, the clan gains control of the territory with no further contest.

Contested claims: If a claim is made for a territory owned by another clan, or more clans lay claim to the same territory, resolve by dance off. Defending clan, or the one with lower blood points, dances first. Each clan chooses a song available to them.

If a previously uncharted territory is claimed: The winning clan immediately assigns a song to the territory, and may use this song for any following dance offs during the council meeting.

If a territory owned by another clan is claimed: The winning clan immediately gains control with the territory and associated song, and may use this song for any following dance offs during the council meeting.

- Map

The map is updated with the new ownerships. Based on blood points after the council meeting Saturday at 14:00, the final dance off for Saturday evening is planned, the winner of which will be declared Prince of Berlin. The field will be narrowed to a few contestants, who then may make their alliances before the final battle.

Special dance-off rules

Clan leaders may choose that a dance-off is held as a duel between the opposing clan leaders. Both leaders must agree to this. Duels are only supposed to be used in cases of personal grievances, such as cases of backstabbing or loss of honour.

Alliances can be formed between clans in order to stand stronger. Such alliances do not need to be announced before the beginning of the dance-offs, or even before entering the floor and backing. Clans defending or attacking a song or a territory together, dance together. They may choose a song owned by either clan, but each vampire may only use moves held by their own clan.

Territories considered home turf for a clan cannot be won. Claims may be made to these, and if such a claim is won, the winning clan is allowed the use of the clan song for the losing clan. This is considered a grave insult to the losing clan, and a great victory for the winning clan, but has no effect on blood point standings.

Judging dance-offs

The four archons will be the supreme judges of the dance offs, and give the comments, praise or critique, as in all good dance contests as known from TV. Their main points to look for are the number of dancers on the floor, the level of participation, and the level and legality of the moves used.

But, also as with any good competition, it is the audience that truly will decide the winner. This will be judged by the archons, based on how loudly the crowd cheers. So be sure to have your ghouls (read: friends) show up!

Territories

The fight for territories is at the center of Dancing with the Clans. Territories give the right to delicious vibrant blood, as well as prestige among the other clans. Ultimately, the archons will give the title of Prince of Berlin to the clan with the most blood points.

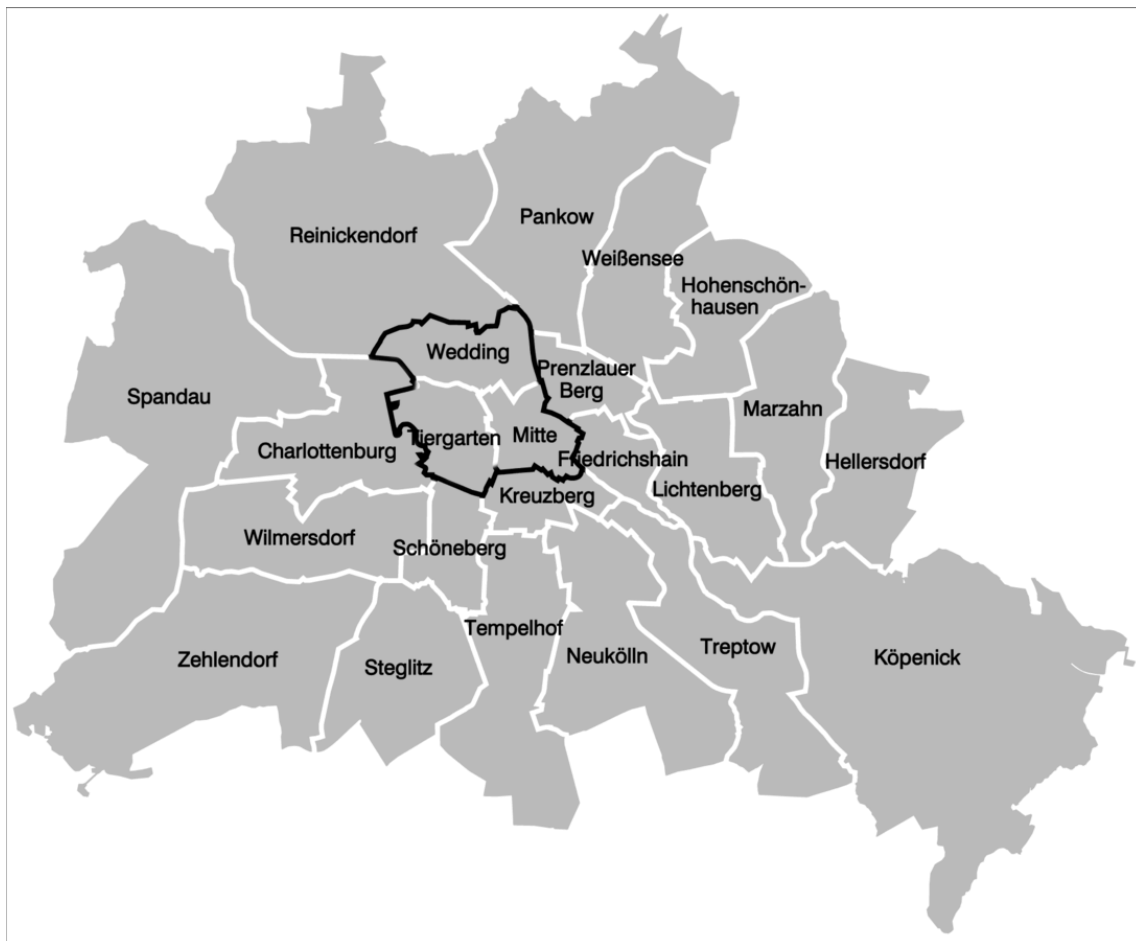
Map and territories

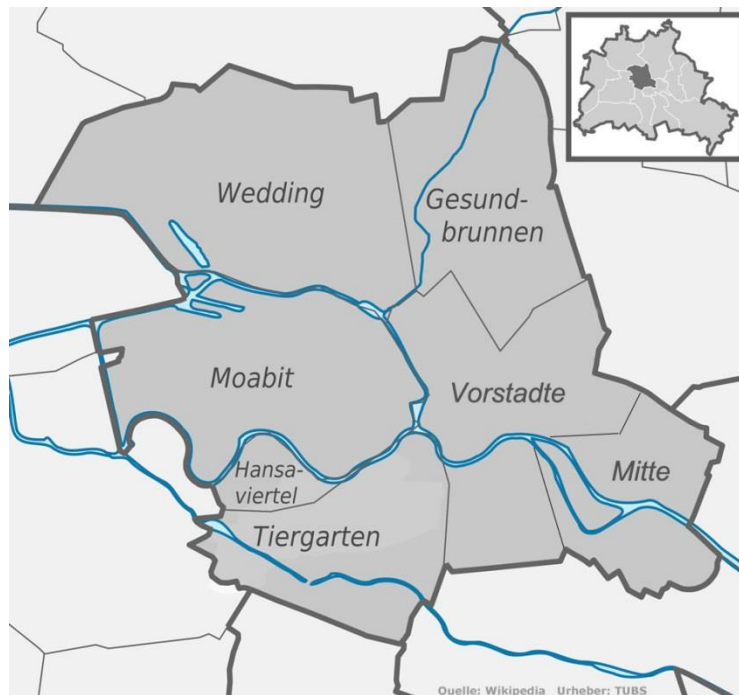
Berlin has been divided into territories for hunting and keeping.

Every clan will have a home turf, a territory which is theirs from the beginning of the scenario and cannot be claimed by others. Each home turf will have the same stats.

Each territory will have a song assigned the first time it is claimed. This may even happen through events before the convention!

The specific territories and a map of their locations are listed here. Of course, vampires are a bit old fashioned, and so the Bezirke (territories) may seem a bit outdated. What matters is their relevance to the vampires.





| Territory | Blood points | Clan | Associated song |
|-------------------|---------------------|-----------------------|--------------------------------------|
| <u>Mitte</u> | | | |
| Vorstadt | 1 | Malkavian (home turf) | It's Raining Men (The Weather Girls) |
| Mitte | 1 | Ventrue (home turf) | Daddy Cool (Boney M) |
| <u>Tiergarten</u> | | | |
| Tiergarten | 1 | Gangrel (home turf) | Knock on Wood (Amii Stewart) |
| Hansaviertel | 1 | Tremere (home turf) | Disco Inferno (The Trammps) |
| Moabit | 1 | Nosferatu (home turf) | Le Freak (Chic) |
| <u>Wedding</u> | | | |
| Wedding | 1 | Toreador (home turf) | Dancing Queen (ABBA) |
| Gesundbrunnen | 1 | Brujah (home turf) | Macho Man (Village People) |
| Friedrichshain | 3 | | |
| Kreuzberg | 2 | | |
| Pankow | 3 | | |
| Weißensee | 2 | | |
| Prenzlauer Berg | 2 | | |
| Charlottenburg | 3 | | |
| Wilmerdorf | 3 | | |
| Spandau | 4 | | |
| Steglitz | 3 | | |
| Zehlendorf | 3 | | |
| Tempelhof | 3 | | |
| Schöneberg | 3 | | |
| Neukölln | 6 | | |
| Treptow | 2 | | |
| Köpenick | 3 | | |
| Marzahn | 3 | | |

| | |
|------------------|---|
| Hellersdorf | 2 |
| Lichtenberg | 3 |
| Hohenschönhausen | 2 |
| Reinickendorf | 5 |

Claiming a territory

A territory can be claimed before the convention, or at council meetings at the convention. Only territory not owned by others may be claimed before the convention.

In any case there must be a Keeper appointed for the territory. Any participant can only be the Keeper of one territory.

Before the convention:

Make a dance video! Use your clan song, or another song available to your clan. Remember to use your clan moves! Upload to the [Facebook event](#) while stating which territory is claimed, and let the archons and other participants evaluate your efforts. Remember to state who the appointed Keeper is – the Keeper must be in the video.

When the territory is claimed, assign a song to it. This song will be associated with that territory for the rest of the scenario.

At council meetings:

A territory can be claimed by announcing this at the council meeting.

If two clans claim the same territory, or if a clan attempts to claim a territory currently owned by another clan, the conflict is resolved by dance offs.

Clans may make agreements to claim or defend a territory together, and in those cases they may use a song owned by either clan, and must dance together. Only one of the clans can be the owner, though.

Disciplines/Dance Moves

The vampiric disciplines are associated with certain dance moves. In order to use a move, the clan must know that discipline. Any move not associated with a discipline is free to use by anyone.

All vampires know up to level 3 of their clan disciplines, and for this scenario it will not be possible to learn new disciplines.

List of clan disciplines

Brujah – Potence, Celerity, Presence

Gangrel – Animalism, Protean, Fortitude

Nosferatu – Potence, Obfuscate, Animalism

Malkavian – Dementation, Auspex, Obfuscate

Toreador – Auspex, Celerity, Presence

Tremere – Thaumaturgy, Auspex, Dominate

Ventrue – Fortitude, Dominate, Presence

Discipline Dance Moves

| Discipline | Level 1 | Level 2 | Level 3 |
|--------------------|-------------|------------------------|------------------|
| Animalism | The Fish | Birdie Dance | Thriller |
| Auspex | Lookout | Flash before your eyes | Blame the Boogie |
| Celerity | Running Man | Slow motion | Moonwalk |
| Dementation | The Vogue | One-finger Dance | Mime |
| Dominate | Eyes on you | The Whip | OWNAGE |
| Fortitude | Sumo-stance | The Robot | Hammer-time |

| | | | |
|--------------------|------------------|------------------|--------------------|
| Obfuscate | Arms crossed | The Wave | Macarena |
| Potence | Raising the Roof | The Boxer | Grease Lightning |
| Presence | Spirit Fingers | Flamenco dancing | Power Stance/Slide |
| Protean | Earth Meld | Pussy Claws | The Travolta |
| Thaumaturgy | Magic Fingers | Fire ball | Stir the Cauldron |

Videos of Raven showing these moves can be found on the [Facebook-event](#).

Songs

Each clan has a theme song, which can serve as a soundtrack for their dancing. This is their song, and cannot be lost. However their home turf can be attacked in the most vile and treacherous way, in which case a victorious assailant may gain the right to use the clan song – to much disgrace of the losing clan.

Further songs can be gained by claiming territories before or during the scenario, but except clan songs, no song can be held by more than one clan.

Practical

The organizers will provide the music for all clan theme songs, songs suggested in this note and songs claimed before the convention. If a clan wishes to claim another song during the convention, they must be able to provide this in a digital version. Preferably find it on Spotify.

Clan Starting Theme Songs

Brujah – Macho Man (Village People)

Gangrel – Knock on Wood (Amii Stewart)

Malkavian – It's Raining Men (The Weather Girls)

Nosferatu – Le Freak (Chic)

Toreador – Dancing Queen (ABBA)

Tremere – Disco Inferno (The Trammps)

Ventrue – Daddy Cool (Boney M)

Suggestions

Relight my Fire (Dan Hartman)

Hot Stuff (Donna Summer)

I'm too Sexy (Right said Fred)

I'm so Excited (the Pointer Sisters)

Born to be alive (Patrick Hernandez)

I Feel Good (James Brown)

I love the Nightlife (Alicia Bridges)

Blame it on the Boogie (Jackson 5)

La Bamba(Ritchie Valence)

ABC (Jackson 5)

Play that Funky Music (Wild Cherry)

That's the Way (KC and the Sunshine Band)

Can't touch this (MC Hammer)

I Will Survive (Gloria Gaynor)

Staying Alive (Bee Gees)

I Wanna Dance with Somebody (Whitney Houston)

Upside Down (Diana Ross)

I've got the Power (Snap)

Saturday Night Fever (Bee Gees)

Thriller (Michael Jackson)

We are Family (Sister Sledge)