

Resurrection: Call Of The Blood

Introduction

There's a dangerous and nerve-racking day behind you. You just want to process all the information and think about how to proceed from here. Very tired you leave the crypt and soon after also that spooky house.

You decide to take quarters in the missing doctors' house. Perhaps it will be possible to find new clues there. You cannot imagine that you have already seen every piece of information the doctor has found.

The sun is already rising over the horizon as you reach the house of the Livingwoods. You can still feel the last night heavy in your bones, when you notice that the door in front of you isn't locked any more.

You become really tired right now of always getting yourselves into the next disaster. Because what else should lurk behind this door? When you started the day before, this door had been firmly locked. You were here before you went out in search of the missing people and nothing was out of the ordinary then. Some must've been here in the meantime.

Uneasily you glance at each other.

„Let's go in already. There is no use waiting here for something bad to happen.“

Your collective sighs are filling the cold air. This was enough excitement for one day for sure. But evil never sleeps ... so you won't sleep either.

The rising sun on your backs you pull yourself together and push the door open. Though you feel uneasy at the thought of walking into the house of two missing persons, you make your first step...

What happened before...

A soon as you take quarter in the Livingwoods' house, you take a look back at the past events... Not too long ago your mission was just about one missing person. But soon after, her husband disappeared too. You found one of the last appointments in her calendar: Mrs. Livingwood was regularly visiting a notorious medium because she was a believer in this kind of superstitious nonsense.

In search of the missing Dr. Livingwood you went near that woman's decaying estate - finally you even followed her inside, in the hopes of making contact to the creature that last spoke to the missing doctor.

You soon noticed that there was something wrong... the wine bottle filled with blood, the countless monsters that put themselves in your way, and last but not least the strange Madame Crandon herself. A chill was crawling through your bones when you found the half-dead Dr. Livingwood on the blood witches kitchen floor. When all that was over, the doctor was brought to the hospital. There haven't been any recent news about his condition. You worry about him for sure, but right now there is more important things to do. This fake medium could not be allowed to create any more trouble, after all the damage she had already done.

You couldn't really tell what shocked you the most in the house of the blood witch. You barely managed to stay alive and apparently you don't have much time to breath and relax.

3A: *Your thoughts still lie with the mysterious medium, who afterwards turned out to be not simply a medium but to be something completely different. Something ... dark ...*

You once again review all the clues you managed to notice last night. The strange tasting wine reminding of blood, Madame Crandons extremely mysterious behaviour, and last but not least the many monsters that seemed to obey her unconditionally.

You think about something you found in a heavy book you read a few months ago. And soon you finally start to see: Madame Crandon appears to be a thoroughly evil creature. An arch vampire. You are upset you didn't realize this earlier. In hindsight the evidence is very clear and hard to miss.

Now you need a damn good plan to confront Madame Crandon. Because you would be completely suicidal facing a vampire without a well-defined battle plan. In the end it could very well be YOUR blood that woman is keeping in those bottles. That kind of situation should clearly be avoided.

3B: *You know that the doctor wanted to make an end to all the fuss – no matter the cost. You also know that there must be a considerate force behind Madame Crandon. If someone was able to obtain her power, they could possibly be able to raise the dead. That should be enough motivation to bring someone in mortal danger...*

Perhaps you should have noticed earlier. The power of Madame Crandon has been more than her delightful character. Creatures like her can achieve feats normal people can only dream about. Dr. Livingwood's wife is dead, and he himself ... well, who knows what's up with him now!? But one thing is clear: Dr. Livingwood surely had a reason to visit Madame Crandon.

She probably possesses a lot of supernatural powers and since Mrs. Livingwood disappeared, this was probably exactly what her husband had in mind when he stopped to see reason and visited her. He was simply looking for help and what did he find? Nothing that would justify the death of a human being ...