

Valley by Night – Prologue: The Gangrel and the Brujah

Scene Two: Welcome to the Valley

Setting:

Just before dawn on the outskirts of Phoenix — near Van Buren and 35th Avenue, 1994. The desert thins into city lights, warehouses, and chain-link fences. The Gangrel has walked all night, guided by instinct toward the city's heartbeat.

Scene Opening:

The last stretch of open land gives way to cracked asphalt and sodium light. The smell of dust and mesquite fades beneath the reek of oil, hot tar, and cheap beer. You've walked miles since you dug yourself out. The moon's nearly gone, replaced by the first hints of violet dawn. And now, ahead — the city. Phoenix. The Valley of the Sun. The desert hum quiets, replaced by the buzz of transformers and the far-off roar of a Harley.

Up ahead, the Gangrel sees a figure sitting on a concrete divider, smoking a cigarette, a leather jacket tossed over one shoulder. A Brujah — the kind who looks like they've fought more than they've slept. They're watching a pair of cops talk to a homeless man near a liquor store. One of the cops pushes the man down. The Brujah's hand twitches like they're deciding whether to intervene — but they don't. Not yet.

When the Gangrel approaches, the Brujah glances over without surprise.

"You look like hell, amigo. Desert chew you up and spit you back out?"

The Gangrel's dirt, clothes, and stare tell their own story. The Brujah flicks their cigarette into the gutter.
"Don't worry. You're not the first one to crawl out of the sand lookin' for a place to hide before sunrise."

Event 1: The Encounter

The cops start roughing up the homeless man again — a bad one. The Brujah mutters under their breath:

"Phoenix finest. Same bullshit every night."

Then they look at the Gangrel.

"What about you, cowboy? You the quiet type, or do you still care about how people get treated?"

Player Choices:

1. **Stay Silent:** The Brujah sneers but nods in approval. "Smart. Pick your fights. You'll live longer."

2. **Intervene:** The Brujah grins like they've just found a kindred spirit. "Yeah. Thought I saw that look in your eye."

If the Gangrel uses Physical Traits or Intimidation, they can make the cops back off with minimal risk — the Brujah will lend a hand if needed.

Event 2: Recognition

Afterward, the Brujah finally speaks plainly.

"Name's Rico. Most folks around here don't mess with cops, gangs, or Anarchs unless they're one of 'em. You don't look like either. What's your story?"

If the Gangrel admits they just came into town, Rico gives a crooked smile.

"Then you picked a hell of a time to show up. Prince's court's a mess. Anarchs are stirring up dust on 24th Street. And everyone's looking for a piece of the power vacuum."

He looks east toward the rising sun.

"You should get underground. You burn easy?"

If the Gangrel admits they don't know — Rico sighs.

"Figures. Alright, follow me. I know a place."

He leads them toward an old auto shop near McDowell and 27th, a known Brujah hangout. The scene fades as the first light of dawn hits the sky.

Storyteller Notes:

- Rico can become the Brujah coterie member or an early contact who introduces them to the local Kindred scene.
- If you want tension, have a passing Anarch messenger mention the Prince's death — teasing the central plot.
- Thematically, this moment bridges wild survival (the Gangrel's domain) and urban rebellion (the Brujah's world).