

VSS Boundaries: Harmony Island
VST Name: Chloe Schultz
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Domain Code: NT-001-D

City Type: Invasion

Other Vampire Political Affiliations Active in the Domain: Sabbat PCs are the only permissible concepts on the VSS, all other sects are NPC only.

Sect Boundaries: The Sabbat have taken a small part of the island and will be stationed there until live games allow them to expand. Starting location will be Port Harmony per the map on the Server.

Theme: You are on a staging ground, you came here to be sharpened or to be reshaped. This is a location to grow and change, where will those take you?

Mood: Growth, Conflict, Redemption

Setting: BNS MES Vampire: The Masquerade

Chronicle Teaser:

“War does not determine who is right — only who is left.”

— Anonymous

For years the Northwest has been strong with the Camarilla holding major cities, this was only made worse by the presence of the Anarchs and the IA when they came around. Eventually it seemed to be a nest of non-believers and Antediluvian worshippers. The sheer gall these fangs had in their complicit beliefs has been a dream for the Sabbat to strike down and prove no location was safe. We have taken down the Mountain, and now we come to siege the Tower, halt the Movement, and put an end to the remnants of an Alliance.

City Description: Port Harmony is the new base of operations for the Sword. They have access to the Docks, and this allows them to get support and resources easier than ever before. The Port was taken by a few packs of Cainities led by a Salubri, Seth. He led the packs into the area and spent the better part of a week clearing out contenders and using a pair of Lasombra to lock down control of the area for the Sword.

The Port is a largely blue collar area, with a lower class setting. The Sword has brought into the area more money to help pay better wages and make the public more willing to relax their morals and beliefs. The shipping of fish products has increased with more focus on long term gains and benefits. There is a new deep sea fishing craze as some companies have been finding they can generate more customers nearly year round.

City Timeline:

- 1774 – *Juan José Pérez Hernández of the frigate **Santiago** is the first European to visit the Island as part of his expedition to explore the Pacific Coast.¹ The island showed no signs of prior habitation by humans, but was flush and overgrown with wildlife. Rev. Esteban Flores and a few men are left behind to establish a mission.*

- [Author's note: Harmony is 117 miles from the coast and as an ST staff we wanted to avoid being culturally insensitive, so we have elected to leave Harmony previously unpopulated using its distance as the IC reason]

- 1812– A lighthouse was built on the western shore of the island and **Fort Faro** was built around it. This settlement would eventually become modern day **Allentowne**.
- 1815– The **Singer Fishing Company** sets up shop on the Eastern Shore of the island in what would eventually grow to become **Harmony City**. While they did not have the salmon streams of the Columbia river, they made up for it with ocean fishing.
 - The growth on the island is known to have attracted Vampires, this is largely when most of the elders arrived on the island.
- 1852– **Dean Singer**, current owner of the **Singer Fishing Company**, founded the **City of Harmony** officially as their company town has begun to spawn other businesses.
- 1868– A fire of unknown origins sweeps through the **City of Harmony**, while structures were damaged
 - On this night, it was known that a battle took place within Mt. Cooper and then suddenly the fires were extinguished.
- 1873– **George Allen**, a naturalist affiliated with **St. Ignatius College**², arrives on the Island to study the local flora and fauna. He sets up his research facility at **Fort Faro**. As the populace begins to grow, **Allentowne** is established.
 - A few more vampires are known to arrive following the naturalist. No one is sure what happened to them.
- 1880– **Singer Fishing Company** goes under due to being unable to compete with mainland companies. They are bought out by a Washington based fishing company that takes their boats and the fisherman willing to relocate, but leaves the buildings they had worked out of abandoned.
- 1886– **Skipjack Cannery** is established on the Island as part of the expansion of the salmon canning industry in the region.³ They use the Singer Fishing Building office for their administration building and build the cannery on that land after buying it from the owners.
- 1888– The Island's first newspaper, the **Columbia Gazette**, is published.
- 1899 – **Robert Holmes**, returning from having made his fortune in the **Klondike Gold Rush**⁴, purportedly visited the Island and fell in love with its remote location. He arranged for the purchase of the western end of the Island for the development of a private estate. Over the course of construction, **Robert Holmes**'s eldest son died in a riding accident on the property and his wife died of the flu. In his grief, **Robert Holmes** transitioned the private estate into a sanatorium for mental rehabilitation.
 - There were records showing that Clan Malkavian was behind this, they have since solidified the hold on the Sanatorium and are believed to have remained there since.
- 1901– A Masonic Lodge is founded in the **City of Harmony** under the name of **Columbia Lodge**.⁵

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- 1906– The **New Providence Sanatorium for Mental Rehabilitation** opens its doors.⁶ The area surrounding the sanatorium later becomes known as **New Providence**.
- 1919– Union workers at the **Skipjack Cannery** go on strike for five days. They asked for safer working conditions, healthcare, and better pay. This ended up culminating in the “**Harmony Massacre**” - an armed confrontation between the police and workers, this was largely due to the cannery’s owners encouraging police violence.⁷
 - Clan Brujah made their presence known in this period, feeling that Clan Malkavian was best not left to their own devices.
- 1922– The Island’s ambiguous legal status results in a rise of clandestine breweries and a proliferation of bootlegging to serve speakeasies in the Pacific Northwest.^{8 9}
- 1928– A group of affluent families, notably including the **Gwinnets, Hamiltons, Allens** and **Holmes**, establish the **Sons and Daughters of Harmony (“SDH”)**, a historical society with the stated purpose of preserving the Island’s history. The **SDH** sponsors a series of archaeological digs on the Island over the next several years.¹⁰ They set up a community called **King Circle**.
 - Clan Ventrue arrives and has since taken up the old part of Harmony East. They remained entrenched in the town with their faithful retainers.
- 1937– Due to the Island’s continued questionable legal status, **Benny Ricca** opens the first bingo club, **Smiling Jack**, on the Island. **Smiling Jack** becomes the anchor over what would later be known as **The Drag**, a street of waterfront facing casinos, hotels and nightclubs in **New Providence**. Organized crime arrives shortly thereafter and sets up shop within the framework of legalized gambling while also profiting from illegal activities such as money laundering and skimming, loan sharking and extortion.¹¹
- 1939– The U.S. Navy relocates a secret radio station post from Fort Ward on Bainbridge Island to the Island. The radio post is located on **Mt. Cooper**. The radio post was named “**Station X**” and began eavesdropping on Japanese messages in 1940. At the end of World War II, the station turned to the Cold War, intercepting messages from Russia and, later, North Korea.
 - Despite attempts to enter the Mountain and organize connections to this, all members of the three clans lose their agents within moments of their entry.
- 1942– **Skipjack** repurposes their factory to create parts for Boeing during the war.
- 1945– A Japanese balloon bomb ignites **Kroeber Forest**. The fire rages and makes its way to **New Providence**, causing the **Sanitorium** to be evacuated and burning down several businesses. In the aftermath, some patients had escaped custody and were never recovered. More importantly, several of the destroyed businesses relocated elsewhere.

- 1949– **KWOO (AM)** is established as the first FCC licensed news and talk radio station on Harmony Island.
- 1953– **Station X** ceases operations.
 - Nosferatu on the island were able to confirm that the Stations remains, but they are unable to make sense of what is coming over it.
- 1954– After ongoing issues over whether the Island belonged to the State of Washington or Oregon a resolution was passed in Washington, D.C. making the Island a U.S. Territory not subject to the jurisdiction of either State. The passage of the resolution is publicly attributed to the interests of organized crime to preserve the legality of gambling on the Island. It is lamented that no honest men remain in Washington, D.C
 - This is known to have been an effort of all the present members of the Tower. Great influence was used to make this happen so it can help extend their control of things.
- 1955– The **Brenner Institute**, a privately held company, purchases **Station X** and begins to invest in a rapid expansion of the listening post on top of **Mt. Cooper**.¹²
- 1962– The **Columbus Day Storm** (also known as the **Big Blow**) strikes the Island¹³. Over 50 fatalities and dozens of missing persons on the Island were attributed to the storm. Injuries went into the hundreds. Major flooding and mudslides occurred across the island. Timber, infrastructure and people were swept into the ocean.
 - Reports among the Sword show this is when the Tower numbers dropped sharply. Reports are slow to come in at first, but the resounding facts show that the Tower had overreached and suffered some internal conflicts. Sabbat capitalized on this by taking up some of the influences left floundering, the Sword sharpens a bit more.
- 1964– The **New Providence Sanatorium for Mental Rehabilitation** is closed following public reports of patient abuse and death
- 1966 – **Harmony Community College** is founded as an adult education program for the local public school system.¹⁴ The main campus is based in **Allentown**.
- 1967– **KHTV** is established as Harmony Island's first FCC licensed, commercial, television station.
- 1970– The Governor of Harmony Island, **Gilbert Smith** signs an act to support the creation of the **Kroeber Nature Reserve** on the Island.¹⁵
- 1973– The 1973 oil shortage affected a few homes on the island, though with the abundance of wood this became a period of major deforestation as the wood was needed to warm the homes of the citizens of Harmony Island. The **Nature Reserve** became the target of many acts of vandalism in this time.

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- The Sword uses the Influence they acquired to strike at the Movement on the island and drives them mostly away without a major conflict.
- 1974– **Skipjack Cannery** files for bankruptcy. Habitat destruction, overfishing and changes in consumer preference all played a part in the steady decline of the industry. **Skipjack Cannery**, which was once one of the primary economic engines of the Island, ceases all operations.¹⁶
- 1975– A hurricane hits the island causing damage to many homes and businesses. One of the biggest casualties was **Fort Faro**, which was completely torn up and tossed into the sea.
 - The Sword takes the chance with this destruction to establish more foot holds in preparation for assault to take the island.
- 1975– The U.S. Trust Territory Management establishes the **Columbia Utilities Corporation** to operate the electric power, water and wastewater services of the Island.¹⁷
- 1976 – **Giffard Airport** commences operations.¹⁸ The airfield only supports flights to Seattle Tacoma International Airport. This gives the citizens an alternative to the ferry ships to get to the mainland. Tourism booms as a result.
- 1977– The Island emerges as a port of call for cocaine trafficking in and around the Pacific Northwest. The arrival of cocaine and other illicit drugs from cartels in South America disrupts the existing criminal elements on the island associated with legalized gambling.¹⁹ Human trafficking on and through the Island rises commensurate with the Island's role in the illicit drug network in the region.²⁰
- 1986-- The abandoned **New Providence Sanatorium for Mental Rehabilitation** is purchased by private investors and renovated with the stated purpose of providing modern medical care on the Island. Several workers go missing or suffer work-related injuries over the course of the renovation.
- 1988 – The **New Providence Hospital** is opened as the primary medical facility on the Island.
- 1990– Open conflict breaks out between the disparate criminal elements on the Island over control of the docks. Following the death of the local underboss, cartel leadership, and other associates, an 'understanding' is reached between the two groups.
 - Sword and Tower clash in near open warfare, luck kept the Silence but since then there is a presence that seems to be lurking.
- 1994– The **Columbia Fine Arts Society** completes construction on the **Columbia Art Museum** in the **City of Harmony**.

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- 1999– Reports of violent crime rise across the Island. The period is referred to as the “**Summer of Hell**” in local media.²¹
- 2001–*The **Columbia Lodge** celebrates its centennial. The event is marked by tragedy when a fire breaks out in the building. It is successfully contained; however, not before several members are burned alive.*
- 2009– The Worldwide Economic Collapse threatens the tourism industry on the Island. Several businesses, including the oldest casino on the island, **Smiling Jack**, close their doors and file for bankruptcy.
- 2012– The **Harmony Chamber of Commerce**, in coordination with other civic and business leaders, establishes the **Columbia Development Group** to facilitate and encourage economic development on the Island.
- 2015– Drenching storms trigger mudslides and flooding while also knocking out power across the Island. The storms open sinkholes in several major roads, cause rivers to spill over their banks and close roads. Several deaths are attributed to the storm.
 - A visiting Salubri was present for this destruction and those close to him claim it was the spark that gave him the drive to claim Port Harmony.
 - 2020– The Salubri, Seth, works with the Thaumaturgy users within the Sword to launch another massive storm onto the Island. The destruction and chaos allows the Sword to move with efficiency to clear out the remnants of an IA group in Port Harmony. Archbishop is selected, Kristof is bathed to ascend to the seat.
 - 2021– Seth departs to pursue new threats and enemies. Kristof has led things okay, but there is an obvious upswing in his mood when Rituals are being done. He proclaims that every gather should have a ritual of some kind and pushes the Bishop of Spirituality to agree and make this happen.
 - 2021– Kristof meets with a kindred named Victor who came to Esbat alone one night. Their meeting was private but it was clear the security in Esbat knew to let him pass.

“Let your plans be dark and impenetrable as night, and when you move, fall like a thunderbolt.”

— Sun Tzu, *The Art of War*

Port Harmony

Territory Type: Newly Claimed

Description

Port Harmony has been stabilizing itself under the hand of the Sword of Caine. Things aren't well off, but the subtle influence of the Order of St. Blaise. The members of different Factions are finding their own ways to influence the area as well. Currently things are going alright for the Sabbat, and there is even a few rumored bunkers supplied and stocked for a fall back if needed..

The Diocese is known to gather once a month in the first week, but that is about all the contact they have expected of them. The current Archbishop is a Brujah that has been itching to get back into the fight and keeps getting more angry when they can't.

OOO Information

Overseeing Storyteller: Adam Smith Vst.Sabbat@virtual.mindseyesociety.org

Style Elements: (if applicable)

ACTION & ADVENTURE 4

DRAMA & CEREMONY 5

CHAR. DEVELOPMENT 4

MYSTERY & INTRIGUE 3

DARKNESS 4

HUMANITY/MORALITY 3

PC DEATH 4

Kindred of Note on the VSS:

Kristof-Archbishop, Brujah, Believed Ancilla but some claim Elder. A rabble rouser that has led the Diocese for a few years. They are decent enough in quiet times, but they seem to relish the sense of battle and war. Known to want to lead from the front, he has been forced to stay behind after a few targeted ambushes nearly captured him.

Storyteller Notes

- This VSS will be about the growth of PCs and the secrets in the Island.
- There are elements of the Tower and the Movement on the island still.
- PC Leadership will be made by those on the VSS.
- PC Leadership is expected to be active, after 2 months of inactivity or no contact with staff, PC will vacate positions with no IC Penalty. If contact with staff is made beforehand, permissible absences will be allowed for 3 months.
- Sabbat are a Militant sect that are always willing to fight, your PC concepts should be comfortable with combat. Support, Recon, and other options are vitally important as well, so not everyone has to be on the front lines.
- Sabbat packs are expected to remain around 5-7, anything above 7 should have talks about splitting up the Pack.
- This VSS is intended to help players grow their concepts and build their stories. We ask that players play with the mindset that we are here to enjoy the game.