

THE CITY BY NIGHT

EPISODE 1: OUT OF THE PAST (PAGE 1/POST #1)

Scene 1: Sammael runs into a woman from his living days, Natalie. From a distance, Anson seems intrigued by it.

Scene 2: Anson shares with Sammael his discontentment at Dan's activities in the immigrant communities, and asks him to do something about it.

Scene 3: Miranda drops by Dan's territory, together with her new 'toy' Ricky, and gives Dan a heads-up about taking the Bernal Heights back, and asks for his support.

Scene 4: Dan is having a drink at his favourite place, struggling with memories of his breathing family. He walks the waitress, Carrie, home and resists her charms, fearing he would kill her otherwise.

Scene 5: A few nights later, Dan and Anson meet Sammael at a bar. Anson reprimands Dan for his moves over the immigrant district, but Dan stands his ground and suggests the situation might have been misread. Tension builds up, but Sammael intercedes and speaks of rumors of a Brazilian rogue vampire. Dan is to keep his ear to the ground.

Scene 6: Reyes invites Sammael and Anson over to his yacht. He shows them a newspaper article about vampires in San Francisco, in which a body was found with severe wounds to the neck and blood loss, and tells them to sort it out.

Scene 7: Sammael visits the construction site where the body was found looking for clues, and concludes the whole thing was fabricated. He recalls a conversation with Miranda about a dangerous vampire from old days whose defiant ways were quite similar to the current issue. Turns out that back in the day Miranda chose to bury the rebel instead of killing him – something to do with his mystical connections to his brood, it would seem.

Scene 8: Anson goes to this cop bar, Costello's Four Deuces, and finds the investigator of the “vampire” case, Detective Mark Olsen. He tries to mind control the cop to step away from the investigation, but something goes wrong. Still confused, Olsen orders the barman to show him the security tapes for the previous hour.

Scene 9: Miranda invites Sammael over to talk about the case on the news. He shares what he's figured out so far, and she tells him the tale of Joaquin di Maria, who she'd staked and buried at that very construction site. Miranda also mentions having checked the place herself and verifies that Joaquin is not there anymore.

Scene 10: Dan and his friend Gus also pay a visit to the crime scene. Dan manages to sneak past the guards and, using supernatural perception, catches a familiar scent on the isolated area. He sends Sammael an sms asking for a rendezvous, and he and Gus talk about Dan's plans for his sire.

Scene 11: Dan, Sammael, Anson and Miranda meet at Struognuli. Dan tells them he's convinced the staged crime is a trap from hunters, something he'd seen before in Chicago. They exchange opinions and plan the next steps. Miranda states she won't be taking part in the hunters matter.

EPISODE 2: HIDDEN AGENDAS (PAGE 5/POST #50)

Scene 1: At his penthouse, Sammael blackmails the enigmatic vampire called Elizabeth, since the recent crimes have been happening in her territory. She grants him and his deputies free pass for limited time to scan the area.

Scene 2: Anson and Sammael talk about their current status, which matters seem more urgent, and how to handle Miranda and Dan.

Scene 3: Dan is at a college pub collecting urban legends that could lead to his sire, when he's approached by Detective Olsen. Olsen hints he knows more than he should about Dan and his associates and walks away. Dan decides to go after the detective.

Scene 4: Sammael is about to meet Gennaro when Reyes steals him for a little chat first. He warns Sammael about Gennaro's worries regarding Anson, who he blames for the current state of affairs because of his failure to redirect the investigator.

Scene 5: Miranda goes to Gennaro to claim Bernal Heights as her territory in exchange for her assistance, with which he agrees.

Scene 6: Sammael meets Dan and Anson at an empty park, and they discuss Anson's situation, especially how fast Gennaro got word of everything. Also, Dan tells them about his encounter with Olsen, Anson fails

to acknowledge what he did wrong, and Sammael shares his concerns about Miranda getting favours from Gennaro. In the end, they decide to take Olsen down.

Scene 7: Anson meets with Miranda and asks for her support on this crisis. She expresses her disappointment in him, since he's not really been there for her lately, but after some drama, she agrees.

Scene 8: Dan puts his plan in motion. He's got a worn out Olsen in custody, and had clued a few illegal low lives that the cop was part of a task force killing immigrants with criminal records. So he arranged for them to come across each other and a bloody showdown in the middle of a crowded street was unavoidable. Olsen and one of the goons end up dead. Gus tries to eliminate the rest of gang, but two of them escape. Miranda finds and kills one (in a rather spectacular way) and Sammael takes care of the other.

Scene 9: Reyes and Sammael meet to discuss Anson's situation, and Reyes tells him Gennaro's gone crazy and wants Anson dead, and Sammael would probably go next. They start planning a coup.

Scene 10: Miranda meets Gennaro to tell him she's protecting Anson. He looks intrigued, but acknowledges her claims, even if it doesn't seem to make much difference to him.

Scene 11: Sammael and Anson meet at Miranda's territory, and talk about the recent developments regarding Gennaro and Reyes, and the topic of a coup is once more implied. Sammael suggests using Miranda as a pawn, but Anson refuses.

EPISODE 3: INTERFERENCE (PAGE 12/POST #112)

Scene 1: Anson and Sammael drive around the city and stop by a cemetery, where Anson takes Sammael to a particular tombstone, of one Quincey Morris (1907-1964). Apparently, Anson got this place out of Olsen's mind and believes it to be a drop point for the hunters feeding him with intel. They decide to keep eyes on the place.

Scene 2: Dan goes to Olsen's flat, where he performs a shamanic hunting ritual to track Olsen's providers. He notices the cop's laptop has been taken. On his way out he meets Olsen's nephew, Tyler, to whom he introduces himself as Isaac. The boy says Olsen asked him to pick up his computer, and offered to show it to Dan. Figuring it could be a trap, Dan makes up an excuse and watches the kid go away.

Scene 3: Elizabeth goes speak to Miranda about Joaquin di Maria alleged comeback. Miranda reveals she had lied about her reasons not to kill di Maria, but is pleased with the way things are going, although she has nothing to do with all that.

Scene 4: Miranda visits Sammael and questions him about the plans regarding the threats on Anson. He reassures her that it won't ever get extreme, and clues her in on the coup hush-hush.

Scene 5: Dan is summoned by Sammael, and is introduced to two other kindred. Sammael speaks of war, hunters, returned anarchists, elders bickering and, finally, the coup. He asks their help, flattering them for their influence over mortal affairs, and Dan offers his support.

Scene 6: Miranda visits Anson. He tells her he's been doing his best to protect her as well, though she insists she doesn't need that. They talk about the possible outcomes of a coup, and Miranda reveals that Sammael hasn't been able to find di Maria because she is the one hiding him, occasionally using him to provoke Gennaro. She claims she doesn't have anything to do with the body at the construction site, though, and offers Anson the monster once she's done with him.

Scene 7: Before meeting Sammael, Dan follows Tyler home hoping to come across some hunters watching the kid's place. Luckily, his ritual works and he spots a female hunter. He captures her, learns what she's up to and all she knows, and finds out the hunters have Olsen's laptop and soon will learn all he knew. She confesses to being responsible for the body at the construction site. He "blood ties" her, making it easier to mess with her memories and find her later. He then lets her go.

Scene 8: Natalie (from pilot episode) takes Sammael to dinner. They talk about life between then and now, she's clearly trying to reconnect, but he is cautiously receptive.

Scene 9: Miranda calls Gennaro to deliver an ultimatum: she gives him one week to pack and leave.

Scene 10: Sammael speaks to Dan on the phone. Sammael asks Dan to use his influence over the hunter to have her go after Gennaro, which he does by following her home and manipulating her memories through a dream. Also, Anson spends his night watching the tombstone, in vain. (Turns out the hunter supposed to drop by was the one held up by Dan).

Scene 11: Anson, Dan and Sammael meet through a phone conference. They update each other on recent events, and Anson suggests including di Maria in the game between Gennaro and the hunters. Everybody agrees it might work.