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Layton UT, 84040





# THE HUNTED

## A SURVIVAL ADVENTURE RESOURCE FOR CHARACTERS OF ZND AND 3RD LEVEL

BY DIOGO NOGUEIRA

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## The Hunted

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## Premise

The characters have attracted the unwanted attention of a powerful individual who wants them out of the picture. A rival or enemy has hired a famously efficient and cruel bounty hunter to get them out of the picture, and now the PCs will have to survive their hunter, the best way they can and, if possible, get rid of her.

This is an adventure situation toolkit the Referee will use together with their ongoing campaign setting (or with the Port of Perchoir du Corbeau presented in the FC&B 2nd Edition book), as the bounty-hunter can attack them anywhere, possibly making this situation a long running one in the game.

## Amanda Hellblade

Amanda is a fearsome bounty-hunter, specialized in catching more than capable targets, dead or alive. She is a tall woman, with muscular body, dark hair, and deep grey eyes, almost ghostly, especially with the dark circles around them. She wears dark leather armor made with the skin of a hellish serpent and hides her features with crimson or violet cloaks.

She was a normal bounty-hunter until a few years ago, when she had to face a group of adventurers to collect her bounty and decided she would play by their same dirty rules to get the job done. Now, she makes her own rules.

### STATS, AS A HIGHLY SKILLED ASSASSIN/WARRIOR

LIFEBLOOD: 25 DEFENSE: 18

**ATTACKS:** Sin Seeker Dagger, Attack +7, 1d10, Brutal 2, Poison 2; Vengeful Crossbow, Attack +7, 1d12, Armor Piercing 3, Brutal 1, Reload 3.

**QUALITIES:** Thievery 4 (as per the Thief ability), Lethality 3 (as the Executioner ability), Poison Use, Backstab, Disguise, Armored 2, Tough, 2 attacks per round, only surprised on a 1 in 6 chance.

### **MAGIC ITEMS**

**BASILISK'S SKIN:** Her leather armor was made from the skin of an ancient basilisk. It is hard as metal, and those that strike her in melee must make a Saving Throw or suffer 1d3 points of damage and suffer Disadvantage on their next action.

**SIN SEEKING DAGGER:** This dagger seeks to punish sinners and those who carry guilt on their hearts, ignoring the protection of their armor. Additionally, when it hits a target, it is very hard to pull it out of the wound, dealing 1d4 points of damage per round afterwards.

**VENGEFUL CROSSEDW:** If Amanda is acting to enact vengeance on a foe and attacks with the Vengeful Crossbow, she gets advantage and the attack inflicts maximum damage.

**SMOKING RING:** This ring can create an area of 30' radius of thick smoke that blocks all vision beyond 5' twice per day.

#### **ELIXIRS**

Amanda has also developed a technique that allows her to take parts of dangerous creatures and distill them into potential elixirs that can help her accomplish amazing deeds, giving her tremendous advantage in her line of work. She usually carries 2d4 of every time, but her body can only sustain the effects of two at a time. More than that forces her to make a Saving Throw or pass out in 1d6 round (anyone else makes the saving throw after drinking the second one).

**VAMPIRE'S BLOOD:** Allows her to charm anyone who looks at her eyes if they fail a Saving Throw. Add +3 to all damage she inflicts. Suffers half damage from mundane sources. Can drink blood to recover 1d6 Lifeblood. Effects last for 1d6 turns.

**GHOST'S TEARS:** Allows her to become invisible at will (taking aggressive action makes her visible again). Fear aura forces those who see her to make a Saving Throw or suffer from fear for 1d6 turns. Suffers half damage from mundane sources unless they become ethereal. Effects last for 3d6 turns.



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**TROLL'S ESSENCE:** Allows her to regenerate 1d6 Lifeblood per round (unless she takes fire damage that round). Add +2 to her Armored quality (Armored 4 total). Her skin also becomes rugged and greying. Effects last for 2d6 turns.

**LIVING EMBER:** Takes only half damage from fire-based attacks. Can breathe fire, causing 5d6 points of damage to everyone in a cone 30' long and 20' wide at the end (targets can make a Saving Throw for half damage). Effects last for 1d6 turns.

**FROST ESSENCE:** Takes only half damage from cold based attacks. Gains Armored 5 against mundane attacks. Her attacks slow those she hit, making them choose between moving or attacking each round (effect lasts for 1d6 rounds). Effects last for 1d6 turns.

**MEDUSA EXTRACT:** Her attacks become infused with Poison 3. Additionally, if she stares at someone's eyes, they must make a Saving Throw to avoid becoming paralyzed. If she keeps staring at them for 6 straight rounds after they fail their Saving Throw, they turn into stone. Effects last for 2d6 turns.

**DOPPELGANGER CREAM:** Allows her to assume the appearance of anyone she has studied for at least 1 hour. If she is killed, however, she reverts to her normal appearance. Effects last for 3d6 turns.

### SHADOW COMPANION

Amanda has made a pact with the powers in the shadows to have total control of her own. Who knows what she offered in return, but now she can command her own shadow in astonishing ways.

- Her shadow can act independently from her.
- She uses it to spy and gather information for herself.
- They must be united at least 1 hour per day or both suffer Disadvantage until they do this.

### SHADOW COMPANION

LIFEBLOOD: 15 DEFENSE: 18

**ATTACKS:** Cold Touch, Attack +6, 1d8 damage (ignore Armored quality, unless it is magical).

**QUALITIES:** Armored 10 (unless it is magical attack), Fast, Fly, Tough, 2 attacks per round, only surprised on a 1 in 6 chance.

## WHAT IS HER STRATEGY?

Amanda will not simply appear in front of the PCs and start a fight. She likes to toy with her target and keep them on the edge. If she can, she will destabilize their relationships and confidence, and will hit where it really hurts.

#### 1D6

#### STRATEGY

- 1 She sends messages as if it came from someone the characters killed in the past and leaves signs that they must be alive. She then sets up a meeting in an abandoned place where she lays traps to slow the PCs while she burns the place to the ground.
- 2 She starts to spread lies (or truths) to damage the PCs reputation with contacts and employees, possibly blaming them for mistakes that will make people attack them. She may even lead a rival or enemy directly to their location, just to jump to finish the job after they have spent their resources.
- 3 She follows them for a while and, without them seeing, doing whatever she can to foil their plans and make them fail at their current job. Including helping the opposing party with information, and even attacking them while they are preoccupied with other problems. All else failing, she will keep doing that until their reputation and failing become too much and their low morale makes them an easy target.
- 4 She hires actors to hire the PCs to do a job they are suited for and send them to the place where a rival group is waiting for them in an ambush. She let them figure out what is going on and attack from the shadows in the worst possible moment.
- 5 She begins by attacking the place they hang out (tavern, inn, guild hall) sending enemies to that place, or using her Vampire Book Elixir to convince a gang that they should trash the location. Then she terrorizes the PCs' contacts, friends, allies and loved one. She uses her Doppel-ganger Cream to change her appearance every time, making it seem it is an organization after them.
- 6 She loads up on Doppelganger cream and studies the PCs life for a while. She uses the cream to assume the appearance of people they know and trust (as much as they trust anyone) to lure them away from one another and kill them one by one. She will possibly assume the appearance of the one she just killed to trick the others (allow the player who was killed to play her for a while).



## WHO SENT THE HUNTER?

Referees looking for inspiration or running this adventure framework as . a one shot can roll on the table below to find out who sent Amanda after  $\acute{}$  the PCs.

1D6	Employer
1	A witch who saw in her bones that they would take what was hers and want to prevent this for ever happening. She also provides Amanda with a doll representing one of the characters, giving the hunter Advantage on all rolls against that one.
2	A noble who believes the PCs are in league with a rival to tarnish their reputation. They want to send a strong message and have asked for their heads on spikes. To help Amanda, he has paid some militia officers to help her and avoid any interference from the authorities.
3	A former ally, who was offered a powerful position in the opposition, but must prove their worth by taking the PCs out of the scenario. They will use their proximity and knowledge about the PCs to help Amanda as much as possible. They want that promotion!
4	A demon that needs the character souls in their hellish domain but

- 4 A demon that needs the character souls in their hellish domain but cannot take direct action against the PCs. They will be instrumental in their plot to subjugate their infernal superiors. They provide Amanda with demonic influence, giving her an aura of fear (forcing those to see her to make a Saving Throw or suffer Disadvantage while she is visible).
- 5 A ghost of an enemy they killed a while back, who desires vengeance and to take their bodies to live again in their failure. The ghost will provide ghost's tears and will spy the characters, but will not engage in combat, as they are afraid of the PCs.
- 6 A cultist had a dream they needed to sacrifice the PCs to the God That Was not so that the god can exist again. The cultist is fanatical, as well as their companions, and can provide Amanda with lots of cannon fodder for her elaborate plans.



#### Hunted

## TRAPS

Amanda is also a skilled trap maker and will set up traps in the path of the PCs if she has enough time to prepare.

1DE	TRAPS
1	Oil barrels will open and spill the content on the PCs as they pass under a bridge or high passage. Then she shots a bolt with fire to light them up. This will inflict 1d10 damage per round until the fire is put out.
2	Wires tied to the characters beds in an inn cause a container full of deadly scorpions to open when they lay down. There are lots of scorpions, and only area damage can get rid of them all. Saving Throw or sleep for 1d6 hours.
3	In a tight passage, she puts explosives to cause a cave in and possibly split the party to deal with them in smaller numbers. When the PCs are going down a passage, she lights the fuse up and it will explode just above the PCs, unless more than half of them pass a Saving Throw, they are split into two groups. Those that fail also take 2d6 damage from the explosion.
4	A fake bazaar with mannequins spread all around, moving with wires, with baubles to call the PCs attention. It is all rigged with dozens of crossbows with hallucinogenic poison.
5	In a wizard lair, Amanda puts a fake wizard book in place of real ones to

- 5 In a wizard lair, Amanda puts a fake wizard book in place of real ones to lure spellcasters; these spells, when used, drain 1d6 HP from the spell-caster per level of the spell.
- 6 In the docks, Amanda prepares several chains and anchors triggered by wires that will sweep away characters and pull them to the water, possibly drowning them. PCs must pass a Saving Throw not to be swept away. If pulled in the water, they will drown if they cannot escape in time.





## **FIGHTING DIRTY**

Amanda fights to win. She does not follow rules, have a sense of honor or anything like that. She will hit the PCs where it hurts.

Below are some suggested tactics Amanda will use (you can roll a d6 to randomly determine the tactic or simply choose.)

## FIGHTING DIRTY

- *Glass powder:* Amanda carries a pouch of grinded glass she throws in the enemies' eyes with a ranged attack of 10' range. Those hit suffer 1 point of damage and must make a Saving Throw or become blinded until the glass powder is carefully cleaned. If the victim scratches their eyes, they become permanently blinded instead.
- *Kidney kick:* With a melee attack, Amanda may forego dealing damage and providing Advantage to the next attack against her to impose Disadvantage to all actions made by the target doe 1d4 turns.
- *Using the Downtrodden:* She pays the downtrodden a few silver coins to batter the PCs and beg them for money, food of whatever and disguise herself amongst them to make poisoned attacks against them with Advantage.
- *Poisoning Food:* She uses her Doppelgänger Cream to assume the place of a servant where the characters are and poison them to make them sleepy. When they realize what is happening, she comes to collect her bounty and taunt the PCs.
- *Fire in the hole:* This one is extreme but very effective. She makes sure to scare as many innocents as she can before putting the place the PCs are on fire and wait on the outside to pick them up with her poisoned crossbow bolts.
- *Hire the characters:* She assumes the appearance of someone influential and hires them for a job suited for their abilities but prepares an elaborate set of traps to pick them off. If it fails, she interferes herself.

## Getting Rid of the Hunter

Getting rid of Amanda is not easy. She was once a stalwart defender of the law and became a bounty hunter who prey on the bandits and so-called adventurers after a personal tragedy. She cannot be bought off. She is not scared off easily. And she will not face enemies in a fight she can lose. Besides killing her, which is not easy, here are some ways to get rid of her for a while.

- **ENLISTING HER FORMER COMPANION:** Amanda had a close relationship with her former companion, a ranger named Michaelli, but they parted way after an emotional disagreement. If they find out about Amanda's past, they may track down Michaelli and trick her into facing the hunter. This will make her disappear for a while (2d6 months). She will get back furious and now wanting revenge for their intrusion though.
- **CONVINCING HER THEY ARE GOOD:** That will be a tough one, because she will have made her job right and researched their past deeds and reputation. However, she is capable of being convinced if they prove that they are preventing a greater evil. This will not make them exactly good, and they will have to make sure they prove only themselves can do that job, but she will let them get off the hook for a while. At least until they finish what they must do. If the greater evil is the person who hired her, she will let them go. For now.
- **FAKING THEIR DEATH:** Ingenious players will eventually conclude that one way to make her stop chasing then is to make her believe they are dead and done for. This could be done either with an elaborate plan to make their deaths an unquestionable consequence of an event or even with an inventive use of spells and other non-usual resources. Rush jobs and careless preparation will not convince the hunter for long, however. If the characters come back to action too soon, using the same name and methods, she will come to investigate. If they lay low for 2d4 months, however, they are left alone.
- **CONVINCING HER EMPLOYERS TO TAKE THE BOUNTY OFF:** She is a businesswoman after all. If the bounty is called off, Amanda will stop the hunting. However, the characters would have to determine who was the employer, and Amanda is a professional, never revealing the details of her contract and who hired her. She is paid pretty well for confidentiality as well. Not to mention that convincing someone who was desperate enough to seek such a renowned bounty-hunter to give up will not be so simple.

• SHOWING THEY HAVE A LOVING FAMILY: Having lost her family, Amanda does not desire the same fate to others. It is very unlikely that the PCs will have a family, and even more one that is loving, and that they care for. They may discover through their contacts that she once let a target escape; she saw the target trying to save their spouse and a child. If they can pull it off and make her believe they have a family (they can hire actors, or something), she might be convinced and let them off the hook.

## **USING AMANDA IN YOUR GAME**

This is an unconventional adventure structure, and functions more like a toolkit and resource for Referees to use in their game when appropriate. For Coin & Blood is a game about villains,

> bandits, cultists, and other ne'erdo-good characters that are always on the run and not just stuck in a dungeon searching for treasure. That is why this adventure is set up in such a flexible and customizable way. Use it together with others. Or when the characters come

> > back to their lair after some grand scheme. This will add a lot of tension to a simpler job, heist, or mission, and used in their downtime, will make their lives just a lot more complicated!

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