



# KELLEY'S BANE

A Savage Worlds One Sheet™ for use with East Texas University  
By Ed Wettermann & Kelley Foote



*Witchcraft and vampirism come to ETU. Can the students survive the sinister secret of the Celtic Lord of the Dead?*

This adventure is designed for Senior rank characters, though it may be modified for less experienced groups.

## BACKGROUND

In 1849, an exceptional young man named Kelley Foote led two hundred Irish immigrants to Pinebox, Texas, to escape the Great Potato Famine. The settlers established themselves in the Blackburn community and soon elected Foote as mayor.

In 1852 Foote joined with Texas Ranger Edmund Dale in a posse against the Comanche Chief Red Hawk—a skinwalker and vampire. Although victorious, Foote was bitten. Upon their return, he was bedridden with a wasting ailment in Captain Dale's home on Dale Island in Lake Greystone. Mayor Foote died on March 21st, 1853 and was placed into the Dale family crypt.

Foote awoke three days later, hungry for blood. For the next twenty years he hunted those he had once led and called friends, until finally in 1873 Texas Ranger John "Pig Iron" Wallace captured the vampire. Unfortunately Pig Iron did not know the proper lore for killing the undead, so instead he placed the vampire into a warded wrought iron coffin and buried Foote in the Pinebox Good Shepherd Cemetery. There Foote remained, comatose, until earlier this week.

Jenna Davis, Staci Zeal, and Martin Jeffries each grew up in Pinebox. The three ETU Juniors have been inseparable friends since middle school. Although the local rumor mill created all sorts of stories about "those weird goth kids," no one would believe the terrible depths of black magic, sacrifices, and summoning rituals they have explored.

The group's leader, Jenna Davis, is a beautiful brunette. Although she always dresses in dark solid colors, the Psychology major seems warm and playful as she manipulates the pride and vanity of those around her. Staci Zeal, a vivacious redhead with a reputation as a "party girl," seems wild and carefree but has absolutely no empathy. Everyone is simply a pawn to be used for the Communications major's pleasure or advancement. Martin Jeffries, a skinny emo-type, is the coven's most accomplished ritualist and the most greedy for further power.

It was Martin, a History major, who discovered Pig Iron's journal in the Private Papers collection of the library. The three couldn't believe their luck and prepared a Ritual of control to force the vampire to do their bidding. Yesterday, they dug up Foote's casket, completed the Ritual, and awoke the vampire. Make no mistake, these three are remorselessly evil and will do anything for power.

## THE INVESTIGATION

The study group may get involved after hearing about the grave robbery or they may be called in by Professor MacClanahan to help investigate the wrought iron casket and discarded ritual components. Students who investigate the grave robbery can make a Knowledge (Occult) or Ritualism roll to realize the wards carved into the wrought iron coffin would trap an undead creature.



Over the next two weeks the campus suffers a series of unexpected deaths. Less publicized is how the bodies were all decapitated and drained of blood. The decapitations, which prevent new vampires from rising, also conveniently obscure Foote's fang marks.

When not doing the coven's bidding, the vampire may roam the night as he wishes. Foote is not allowed to hunt unless the trio orders him to do so, though they have allowed him to raid the hospital for blood supplies. By day Foote takes refuge in the Davis Mausoleum at the cemetery.



The heroes may meet Kelley Foote at the Pizza Barn one night. Foote is friendly, good-looking, and seems to genuinely enjoy the music, dancing, and fun. The vampire cannot directly tell the study group about his masters, as he is compelled to protect them and serve them. However, he may try to leave hints as long as they do not conflict with his compulsion.

Having a vampire to do their bidding makes the coven heady with power. The students summon him for specific tasks, usually involving revenge killings, stealing ritual ingredients, etc. However, the three have made a few mistakes. Everyone killed has recently run afoul of one of the three students. A successful Streetwise roll reveals Staci was overheard telling a "skinny emo-dude" how she "would get that girl." The girl in question was Elayna Johnson, who had slapped Staci at a Frat party for flirting with her boyfriend. Elayna disappeared that night until two days later when her body was discovered in a culvert near highway 96.

## THE SHOWDOWN

The three have talismans that they can use for protection, know dangerous rituals, and have full command of the vampire. Each of the three wears a large ring with a solid, ebony stone. These stones, which only work for the three, allow them to command Foote.

Once the coven realizes the heroes suspect their involvement, the three go on the attack. Remember, these students are willing to kill, have no empathy or remorse, and will even attack family and friends to hurt their enemies. They could become reoccurring villains, and nasty ones. The vampire Foote is intelligent and seemingly friendly, but ultimately evil and a deadly enemy in his own right.



### THE COVEN

For Jenna Davis, Staci Veal, and Martin Jeffries, use the stats for the Ritualist extras found in *East Texas University*. All three characters are Wild Cards. Give them d6 rituals, plus Command of the Souless Flesh (*bind entity* for undead). Although they have access to firearms, they prefer methods of attack that would be inadmissible in court.



### KELLEY FOOTE

Kelley is a powerful vampire but does not have the powers of calling the Children of the Night, nor the Mist ability. He is handsome and charming and may even try to befriend one of the heroes, though he must obey the orders of the three. If they stop

the coven and release him from their power, he is grateful and gives the heroes a chance to leave with their lives. Despite his charm he remains an evil, merciless killer, and a very dangerous enemy. If freed, he will wreak havoc throughout Golan County.

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10

**Skills:** Fighting d8, Intimidation d10, Notice d8, Shooting d8, Throwing d8, Tracking d8

**Cha:** +4 **Pace:** 6; **Parry:** 6; **Toughness:** 9

**Edges:** Attractive, Charismatic

**Special Abilities:**

- **Change Form:** As an action, Foote can change into a wolf or bat with a Smarts roll at -2. Changing back into human form requires a Smarts roll.

- **Charm:** Foote can use the *puppet* power on the opposite sex using his Smarts as an arcane skill. He can cast and maintain the power indefinitely, but may only affect one target at a time.

- **Claws:** Str +d4

- **Improved Frenzy:** May make two attacks per round without penalty.

- **Invulnerability:** He may only be harmed by his Weaknesses. He may be Shaken by other attacks, but never wounded.

- **Level Headed:** He can act on the best of two cards.

- **Sire:** Anyone slain by Foote has a 50% chance of rising as a vampire in 1d4 days, though Jenna has him remove the heads of her chosen victims so they do not.

- **Undead:** +2 Toughness; +2 to recover from Shaken; called shots do no extra damage (except to the heart). No wound penalties.

- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to direct sunlight. After that, he suffers 2d10 damage per round until he is dust. Armor does not protect from this.

- **Weakness (Holy Symbol):** Foote may be kept at bay by displaying a holy symbol of faith. Foote must beat the character in an opposed test of Spirit to attack through it.

- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if in direct sunlight (see above).

- **Weakness (Invitation Only):** Foote may not enter a private dwelling unless invited in.

- **Weakness (Stake through the Heart):** If hit by a called shot to the heart (-4), he must make a Vigor roll versus the damage total. If successful he takes damage normally, but if failed he disintegrates to dust.