

## **Bloody Awful**

*These are the notes I used to run a three-part epic at MACE 2013; it includes a major crossover with Melior Via's Accursed setting.*

A number of De'Lear vampires and werewolves, seeking to prove themselves to their elders, have undertaken schemes in the Wildlands to gain power and influence while disrupting their nation's long-time enemies. They've achieved ranks of power within the Red Store, and gained more power still through their contacts with agents of the woman known simply as "The Blood Witch."

A new floater has become exceedingly popular in the streets and back alleys of various Wildland towns and cities. Called the *Scarlet Dram*, it's salty and spicy flavor and energizing effects make it a popular morning cordial. The first few uses grant energy and sharpened acuity, and a small level of euphoria. Continued use increases the euphoria and actually boosts the prowess and strength of the user; aggressive and paranoid behavior also sets in. By this point, the addiction is utterly settled in – the user must have more, will do pretty much anything to get it.

Eventually, such folks are destined to become Leech Men; ostensibly loyal to the De'Lears, they are in actuality in full service to the faraway queen and intent on paving the way for her greater schemes.

In the meantime, the Red Store is happy with the profits and the service of those who become desperate for more, while the De'Lears are enjoying the opportunity to gain monstrous minions and sew chaos among the Southern Kingdoms.

### ***Part I: Kinnady's Experiments***

The vampire Kinnady De'Lear is testing the waters, so to speak, in the small river town of Arven (south of Shale) to determine the full cycle of usage, addiction, and transformation. The Rangers must deal with these "experiments," track him down, and end the operation. However, they discover evidence that this is a much more widespread problem that needs to be chased down.

*Encounter A: Town square, docks area, or similar location*

### **Brawling Dockworkers and Mercs**

**Attributes:** *Agility d10, Smarts d6, Spirit d6, Strength d10+2, Vigor d10*

**Skills:** Fighting d8+2, Gambling d6, Intimidation d6, Lockpicking d4, Notice d6, Shooting d6, Stealth d8, Streetwise d6

**Pace:** 6; **Parry:** 4/5 (1); **Toughness:** 11 (2)

**Edges:** *Berserk*, Brawler, Dirty Fighter, Tricky Fighter

**Gear:** Two-Handed Weapons (Str+d10) or One-Handed (Str+d8), Partial Scale Armor (+2, -2 Coverage), Small Shield (+1 Parry)



*Encounter B: Interior of a shop or tavern, preferably with a secret room or basement, a secret escape route should be available for Kinnady.*

**Kinnady (Vampire Alchemist)**

**Attributes:** Agility d10, Smarts d10, Spirit d8, Strength d12+1, Vigor d12

**Skills:** Alchemy d10, Climbing d6, Fighting d10, Intimidation d8, Knowledge (Magic) d10, Notice d8 (+2), Persuasion d8, Riding d6, Stealth d8, Streetwise d6, Throwing d8

**Pace:** 8 (d10 “Run”); **Parry:** 8 (1); **Toughness:** 13 (4)

**Edges:** Alchemist, Alertness, Charge, Elan, Fleet-Footed, Frenzy, Level Headed, Quick

**Gear:** Enchanted Black Iron Long Sword (Str+d8+1; +1 Fighting), Black Iron Chain Armor (+4, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

**Formula:** *Blast, Boost Trait, Conceal Arcana, Disguise*

**Special Abilities**

- **Bite:** Str+1, must first Grapple opponent; Bypasses any Armor, victim suffers a Fatigue level each round after the first; vampire is a TN 4 to hit in melee while engaged in a bite
- **Blood Nourishment:** Gains Fast Regeneration when drinking blood
- **Claws:** Str+d4; vampires are never considered “unarmed”
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Invulnerability:** Can only be damaged by Weaknesses; other attacks only cause Shaken
- **Spawn:** Any human or fae killed by a vampire’s natural weapons has a 50% of rising in 1d4 days. Roll 1d6 if they do; 1-4, they rise as ghouls, 5-6, they come back as another vampire
- **Weakness:** +4 damage from White Silver and Everwood; if plunged into the heart [-6], the vampire must make a Vigor check or be turned to dust
- **Weakness:** Daylight - Fatigue level, Bad Eyes; 2d10 burning damage from direct sunlight, no Armor protection
- **Weakness:** Cannot swim; sinks like a stone and, not being undead, can drown



### **Curd, Kinaddy's Ogre Enforcer**

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d12

**Skills:** Fighting d12, Gambling d6, Intimidation d6, Knowledge: Business d6, Lockpicking d6, Notice d8, Shooting d8, Stealth d8, Streetwise d6, Taunt d6, Tracking d4

**Pace:** 9 (d10 "Run"); **Parry:** 8 (1); **Toughness:** 13 (3)

**Edges:** Brawler, Bruiser, Combat Reflexes, Dirty Fighter, Frenzy, Killer Instinct, More than Muscle, Trader, Tricky Fighter

**Gear:** Ogre Two-Handed Flail (Str+d12, Bypass Shields; -1 Parry), Partial Chain Armor (+3, -2 Coverage), Bracers (+1 Parry)

**Special Abilities:** **Big Target:** +1 to be hit; **Keen Sense of Smell:** +2 Notice for Smell; **Reach:** +1; **Size:** +2; Thermal Vision

### **Kinnady's People**

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Gambling d4, Intimidation d4, Lockpicking d4, Notice d4, Shooting d4, Stealth d6, Streetwise d4

**Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Gear:** Short Sword (Str+d6) or Club (Str+d4), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Partial Leather Armor (+1, -2 Coverage)



## ***Part II: Hanna's Operation***

Hanna De'Lear, werewolf, is integrating nicely with Red Store forces in Shale. She's developing a distribution scheme to get *Scarlet Dram* moved extensively through the Wildlands and beyond, using the river trade heavily. While she's at it, she's thinking of taking over Shale completely to make things easier. She's already got the second-in-command of the Shale Guard in her paws...

*Encounter A: Town square; the Corporal and her men should arrive after the townsfolk are settled.*

### **More Berserk Townsfolk**

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d10+2, Vigor d10

**Skills:** Fighting d8+2, Gambling d6, Intimidation d6, Lockpicking d4, Notice d6, Shooting d6, Stealth d8, Streetwise d6

**Pace:** 6; **Parry:** 4/5 (1); **Toughness:** 11 (2)

**Edges:** *Berserk*, Brawler, Dirty Fighter, Tricky Fighter

**Gear:** Two-Handed Weapons (Str+d10) or One-Handed (Str+d8), Partial Scale Armor (+2, -2 Coverage), Small Shield (+1 Parry)

### **Corporal Deliah Trent, Second-in-command, Shale Guard**

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d10

**Skills:** Fighting d10+1, Healing d4, Intimidation d6, Notice d6+1, Shooting d8+1, Stealth d6, Survival d4

**Pace:** 8 (d10); **Parry:** 8 (1); **Toughness:** 11 (4)

**Edges:** Battle Hardened, Combat Reflexes, Extraction, First Strike, Frenzy, One Against Many

**Gear:** Long Sword (Str+d8), Crossbow (15/30/60, 2d6, AP 2, 1 action reload), Full Plate and Chain Armor (+4, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

*Note – In the first stages of Scarlet Dram addiction*

### **Deliah's Men**

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d4, Shooting d6, Stealth d4

**Pace:** 6; **Parry:** 6 (1); **Toughness:** 7 (2)

**Gear:** Short Sword (Str+d6), Crossbow (15/30/60, 2d6, AP 2, 1 action reload), Scale Armor (+2, -4 Coverage), Small Shield (+1 Parry)



*Encounter B: A warehouse; Kinnady should be present if he escaped Part 1*

### **Hanna DeLear**

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

**Skills:** Climbing d6, Fighting d10, Intimidation d8, Knowledge (Business) d6, Notice d8+2, Persuasion d8, Stealth d6, Streetwise d8, Tracking d8

**Pace:** 8 (d10 “Run”); **Parry:** 7; **Toughness:** 9

**Edges:** Alertness, Ambidextrous, Berserk, Combat Reflexes, Fleet-Footed, Frenzy, Trader, Two-Fisted

### **Special Abilities**

- **Bite/Claws:** Str+d4; Infection [Vigor check every day or suffer a Fatigue level; Vigor check with raise to get rid of it]
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Fast Regeneration:** +2 to recover from Shaken; doesn’t work against damage from Everwood or White Silver
- **Howl:** Intimidation check over Medium Burst Template, centered on werewolf; once per battle
- **Infra-vision:** Halve penalties for Dark lighting against living targets (round down)
- **Size**+1
- **Spawn:** Any human that becomes Incapacitated from a werewolf’s infection has a 50% chance of becoming a werewolf in 1d4 days. Otherwise, they will simply die if they cannot be cured
- **Weakness:** +2 damage from Everwood
- **Weakness:** +4 damage from White Silver; being struck forces a Spirit check to prevent reversion to human form, even during a full moon

### **Hanna's “Pack”**

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Climbing d4, Fighting d8, Intimidation d6, Notice d6, Riding d6, Shooting d8, Stealth d6, Survival d4, Swimming d4, Tracking d6

**Pace:** 8; **Parry:** 7 (1); **Toughness:** 9 (3)

**Edges:** Counterattack, Fleet-Footed, Marksman, Tricky Fighter

**Gear:** Long Sword (Str+d8), Bow (Range 12/24/48, 2d6), Full Chain Armor (+3, -4 Coverage), Small Shield (+1 Parry)



### **Part III: Rocherre's Machinations**

Deep beneath the Northern Hills, north of Barak, the elder vampire Lord Rocherre De'Lear succumbs to the call of his new mistress, Sanguinara. He continues to pull blood from the stream, widening the gap between worlds just as she desires...

*Encounter A: Wilderness, preferably with an entrance to a cave or underground lair/tomb of some kind.*

#### **Hobgoblins**

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10+2, Vigor d10

**Skills:** Fighting d8+2, Intimidation d6, Throwing d6

**Pace:** 6; **Parry:** 3 (-1); **Toughness:** 12 (2)

**Edges:** Charge, Combat Reflexes, Frenzy

**Gear:** Great Axe (Str+d10, AP 1, -1 Parry), Throwing Axes (Str+d6, 3/6/12), Partial Scale Armor (+2, -2 Coverage)

#### **Special Abilities**

- **Berserker Eternal:** +2 Fighting, +2 Strength and melee damage, +2 Toughness, ignore wound penalties if a Wild Card, -2 Parry, no skills that require concentration, reckless abandon [hit adjacent target if Fighting die comes up a 1]
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood

#### **Trogladytes**

**Attributes:** Agility d8, Smarts d6, Spirit d4, Strength d4, Vigor d6

**Skills:** Climbing d6, Fighting d8, Notice d6, Stealth d8, Tracking d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Special Abilities:** **Claws and Teeth:** Str+d4; **Dark Protection:** Corrupted are immune to all diseases and poisons



## **Troll**

**Attributes:** Agility d6, Smarts d4 (A), Spirit d4, Strength d12+1, Vigor d10

**Skills:** Fighting d6, Notice d6, Survival d4, Throwing d4

**Pace:** 7; **Parry:** 5; **Toughness:** 10

**Edges:** Sweep

### **Special Abilities**

- **Bad Eyes:** -2 to Notice, Shooting, or Throwing past 5"
- **Big Target:** +1 to be hit
- **Claws:** Str+d6, AP 1
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Fast Regeneration:** +2 to recover from Shaken; doesn't work against Fire
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Invulnerability:** Trolls cannot be wounded by non-magical attacks
- **Reach +1**
- **Size +2**
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood



*Encounter B: Tomb or worked underground lair, preferably with one or more pools from which the Leech Men can erupt. Rocherre will be at an altar or other edifice where he is in direct communion with the Blood Witch from the Accursed Lands; feel free to give him some extra protections or abilities as desired, until he is separated from the altar or edifice somehow. The Leech Men will keep coming, no matter how many are killed, until Rocherre is dealt with.*

### **Lord Rocherre De'Lear**

**Attributes:** Agility d12, Smarts d10, Spirit d10, Strength d12+2, Vigor d12

**Skills:** Climbing d6, Fighting d12, Intimidation d10, Knowledge (Battle) d10, Notice d10 (+2), Persuasion d10, Riding d6, Shooting d8, Stealth d10

**Pace:** 8 (d10 "Run"); **Parry:** 11 (2); **Toughness:** 14 (5)

**Edges:** Alertness, Block, Charge, Elan, First Strike, Fleet-Footed, Improved Frenzy, Killer Instinct, Level Headed, Quick

**Gear:** Enchanted Black Iron Long Sword (Str+d8+2, +2 to Fighting), Black Iron Plate & Chain Armor (+5, -4 Coverage), Enchanted Medium Shield (+2 Parry, +2 Armor vs. ranged shots that hit)

### **Special Abilities**

- **Bite:** Str+2, must first Grapple opponent; Bypasses any Armor, victim suffers a Fatigue level each round after the first; vampire is a TN 4 to hit in melee while engaged in a bite
- **Blood Nourishment:** Gains Fast Regeneration when drinking blood
- **Claws:** Str+d4; vampires are never considered "unarmed"
- **Dark Protection:** Corrupted are immune to all diseases and poisons
- **Dark Sustenance:** Corrupted gain Slow Regeneration
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken
- **Infravision:** Halve penalties for Dark lighting against living targets (round down)
- **Invulnerability:** Can only be damaged by Weaknesses; other attacks only cause Shaken
- **Spawn:** Any human or fae killed by an elder vampire's natural weapons has a 75% chance of rising in 1d4 days. If they do, they come back as a vampire
- **Weakness:** +4 damage from White Silver and Everwood; if plunged into the heart [-6], the vampire must make a Vigor check or be turned to dust
- **Weakness:** Daylight - Fatigue level, Bad Eyes; 2d10 burning damage from direct sunlight, no Armor protection
- **Weakness:** Cannot swim; sinks like a stone and, not being undead, can drown



## The Leech Men

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Climbing d6, Fighting d8, Notice d8, Stealth d8, Swimming d8

**Pace:** 6 **Parry:** 6 **Toughness:** 8

- **Aquatic:** Pace 6
- **Bite:** Str + d8
- **Blood Drain:** Leech-men commonly attack by grappling. When a leech-man has a foe entangled, if the bane wins the opposed roll, it automatically does one Wound of damage, plus an additional Wound for each raise, when it clamps on and sucks the prey's blood. This ability does not affect any characters who do not bleed normally.
- **Blood Frenzy:** When another character (this character must possess normal blood) or animal suffers a wound, all Leech-men within 6" are driven into a frenzy by the scent of blood. This causes them to go Berserk (as per the Edge). Leech-men cannot end their rage until the battle is over.
- **Hardy:** The creature does not suffer a Wound for being shaken twice.
- **Low Light Vision:** Leech-men ignore any penalties for Dim and Dark lighting.
- **Wood Weakness:** As a creature of the Blood Witch, Leech-men suffer +4 damage from any weapon or attack composed of wood.