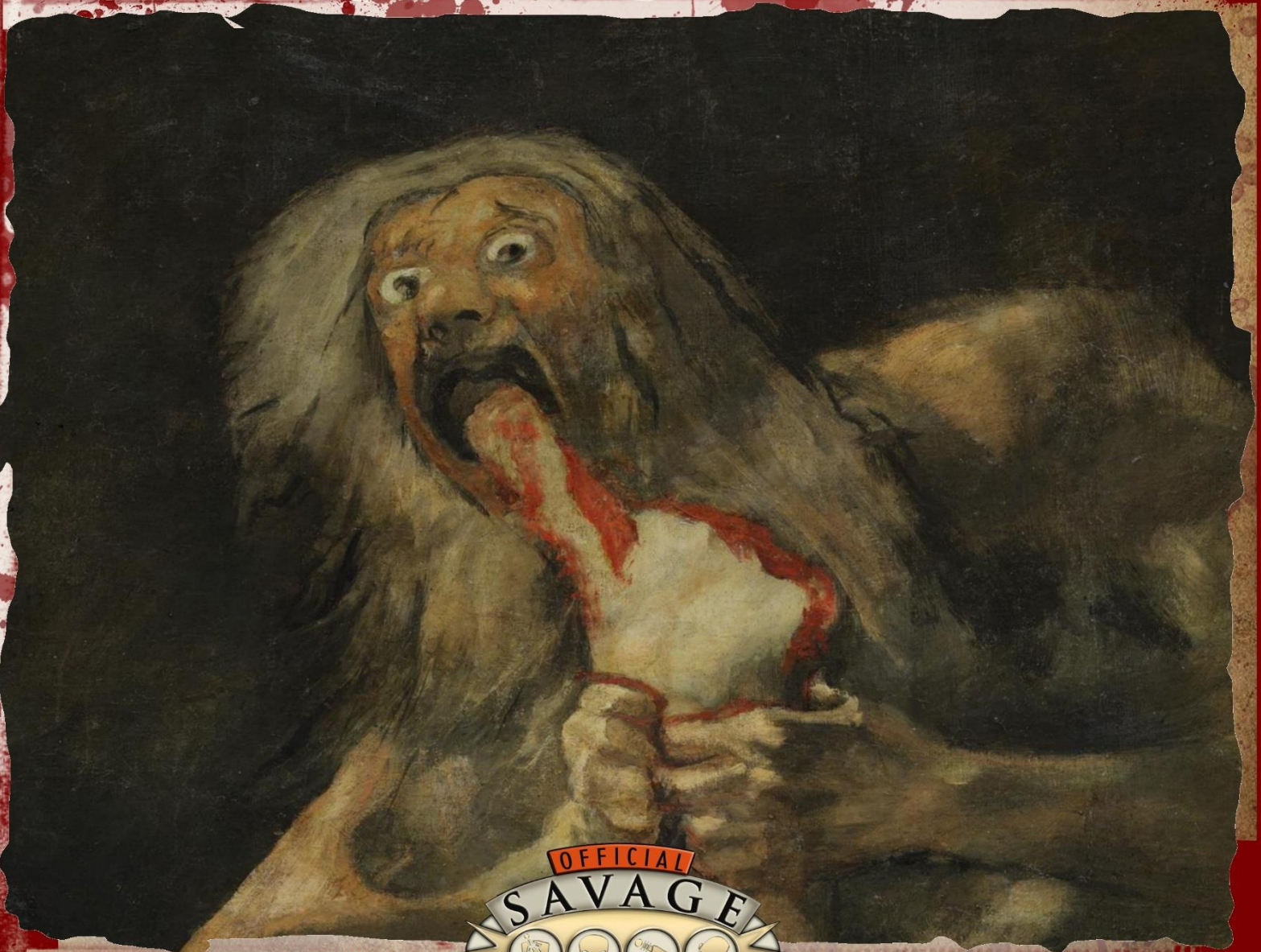


Four-in-Hand Games presents...

A Savage Tale for 4 to 6 Seasoned Heroes

The King is Dead **VARR**



Sean Tait Bircher

Robin English-Bircher

The King is Dead

V A R G R

A Savage Tale for 4-6 Seasoned Characters

Plot by Robin English-Bircher & Sean Tait Bircher

Written by Sean Tait Bircher

Editing & Layout by Robin English-Bircher

Logo by Aaron Acevedo

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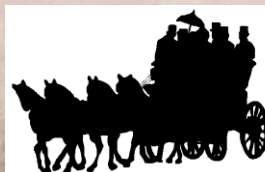
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FOUR-IN-HAND
GAMES

A Land in Need of Revolution

The island nation of Malleus is in the throes of revolution. An artistic revolution flowers as the people embrace periwigs and hoop skirts, symphonies and comic operas. An economic revolution looms as the steam engine changes industry, and the wealth from the colonies invigorates the middle class. An intellectual revolution boils as scholars study science and philosophy, galvanism and the social contract. And a political revolution threatens as the people of Malleus conspire to take their nation back from the bloodsucking ruling class that treats them like cattle.

Throughout Malleus, revolutionaries are at work. In the dark forests that line the king's roads, highwaymen in masks and greatcoats ambush nobles' coaches and plunder their wealth. In the streets of the capital city Hammerstadt, radicals risk their lives to spread the call to rebellion amongst the people. In secret rooms, conspirators gather to destroy the old government and forge a new one. And in the palaces of the vampires, libertines in lace and silk become assassins and strike the first blows for freedom.

But that is not all. On mountain heights, scientists harness the lightning to create weapons capable of incinerating the dead. Amongst standing stones and cromlechs, fae-touched freedom fighters learn the uses of their second sight. In towns and villages across Malleus, a generation born with strange powers hides their gifts. Amid the libraries and hidden work rooms of lawyers and merchants, would-be sorcerers seek the secrets of alchemy. Amid the libraries and hidden work rooms of lawyers and merchants, would-be sorcerers seek the secrets of alchemy. In the bedrooms of the vampires' mansions, disenfranchised wives and daughters hone their minds and wills to strike with the power of the second sight. And by native campfires and in the fencing halls of Hammerstadt, martial artists hone their bodies and souls into weapons.

The King is Dead is a setting of revolution in a Gothic 18th century that never was.

A GOTHIC 18TH CENTURY

The 18th century was a time of adventure and a time of change. It encompassed the Golden Age of Piracy and the French and Indian Wars. Science and rationality flourished through the Enlightenment and the Industrial Revolution began. America and France threw off the shackles of their monarchies. Casanova wooed his ladies, Benjamin Franklin flew his kite, Mozart wrote his operas, and Horace Walpole rejected the didactic realism of contemporary literature and invented the Gothic novel.

The Gothic novel embraced the fantastical and horrific even as the Enlightenment discredited them and paved the way for modern horror and fantasy fiction. *The King is Dead* embraces the Gothic tradition begun in the 18th century and marries it to the sophistication and style of the 18th century itself.

In the world of *The King is Dead*, an incestuous, cruel, bloodsucking nobility subjugates humankind, doing so for over 1700 years. Lightless castles and manor houses dominate every town and village. If their master's demand it, the common folk must offer up their blood to satisfy their masters' thirsts; women find themselves forced to give up their bodies to breed the half-vampire dhampirs that do the nobles' dirty work. The only hope the vampires hold out – the temptation that sways so many to their cause – is the inhuman vitality gained by drinking a vampire's blood and the rare, rare gift of becoming a vampire too.

Most people simply spend their lives praying their masters take no notice of them, but some have chosen to fight for a better world. With the law of the land against them, those who would defend humanity become outlaws. Like the American Sons of Liberty or the Bavarian Illuminati, revolutionaries gather in secret societies to plot the overthrow of the ruling order. Secrecy and subtlety are the best weapons against a corrupt state inimical to equality and freedom; toppling the government and literally burning it to the ground is the only answer to a world run by monstrous predators.

Malleus, then, is caught up in the revolutions of its own 18th century. Even ageless undead cannot resist the march of history, and so the world of *The King is Dead* is also one of scientific and philosophic progress. It is an unfettered blending of the best and worst that man might dream of...

Background

VARGR is set near Thornburg, the county seat of the mountainous and heavily-forested province of Thornshire, just south of the border between Malleus proper and its subject kingdom of Lochland. Thornburg is a busy, prosperous market town – like England’s York or Germany’s Bremen – home to the palace of the local count and the cathedral of the regional bishop of the Holy Panoptic Church of Sathaniel. Thornburg boasts an urbane cultural life despite its rustic remoteness.

Over the last three weeks, something has haunted the woods north of Thornburg. First, the locals found a known poacher mauled in vicious fashion, and then a courier and his horse suffered a similar fate. A pig-keeper hunting for truffles was attacked in the middle of the day. Finally, the newly-married son of a local merchant, his bride, and their coachman were all slain mere hours after setting forth on their honeymoon.

As some of the attacks took place by daylight, many assumed that the attacker must be a beast: a pack of wolves, perhaps, or a bear. The mayor of Thornburg posted a bounty, but no hunter could find the animal. Rumors started to circulate that the predator was a supernatural creature – a werewolf or one of the dragons that people claim lair high in the Graustark Mountains. As the attacks continued and no beast caught, ugly rumors whispered among the locals suggested the creature was a pet of one of the local vampires, strengthened through feeding on vampire blood and loosed to hunt for the aristocrats’ amusement.

A riot after the wedding party’s murder convinced the vampires to finally call for a muster of the shire. Every able-bodied man possessed of a rifle has been ordered to join with the local bloodcoat garrison and scour the forest for the monster.

The players’ cabal, busy with the work of the revolution, regrettably left the beast hunt in the hands of the local law. A copy of a fragment of the *Sanguinem Maledicta* came into their hands a few weeks back, and they busily studied the ancient vampire-slaying rituals contained therein. While the cabal had a hand in fomenting the riot, they only now find themselves drawn into the hunt, summoned by the heavy hand of vampire law to join the hunt.



Lukas Geoffrey in better times.

What the players do not know as play begins is that the “beast” they are hunting used to be a man.

Lukas Geoffrey served for decades as the steward of Count Alfred Eligos von Stenzgard, the vampire who effectively rules the county of Thornshire. The count made him a thrall early in Geoffrey’s service, maintaining the man’s youth and vigor by regularly feeding the human his own blood.

Decades of this eventually made Geoffrey a moroi – practically a “living vampire” – but a couple of months ago, Count Alfred abruptly grew bored of his servant of many years and cut off his supply of blood. Going into withdrawal, the steward went mad and fled into the forest.

Count Alfred hoped Geoffrey would starve to death like many abandoned moroi, but instead he became a vargr: a rabid, unhinged blood-drinker unable to resist the urge to kill.

Lukas Geoffrey was never a good man – like all too many Malleans, he willingly sided with the vampires instead of his fellow humans – but even he hates what he has become. He has a wife and family and would eagerly return to them if he could. If someone could cure him of his disease, then he would happily tell them all the dirty secrets he knows about Count Alfred and the other vampires of Thornshire. If not, then he will thank anyone with the strength to put him down like the rabid beast he is.

HOLLYWOOD HISTORY

The following films and shows are recommended to set the mood for VARGR:

- *Brotherhood of the Wolf* (2001)
- *The Last of the Mohicans* (1992 film)
- *Tom Jones* (1963 film or 1997 TV series)
- *Turn: Washington’s Spies* (2014 TV series)

Act I: The Muster

CHARACTERS:

- Count Alfred Eligos von Stenzgard and his blood-thrall bodyguards (10)
- Baron Karlen Asmodiel von Karnstein, the baron's foppish friends (5 lesser vampires), and their thralls (10)
- The mayor of Thornburg
- A detachment from the local bloodcoat garrison (5 patrols of 5 soldiers each)
- Several score armed and nervous citizens and their hunting dogs
- Horst Robards and his bounty hunters (1 per player character, plus another for good measure)

PROLOGUE

After summarizing the appropriate parts of the background for the players, allow them to call in any favors from Contacts they wish to employ. Keep in mind that the muster has been called rather suddenly, so anything that might take a few days to complete won't be possible.

If the players decide they want additional muscle, the Secret Master should feel free to increase the number of opponents (such as the mysterious bounty hunters) they face to match their increased numbers.

Read or paraphrase the following:

The sun sits behind the Thornshire Alps, casting a deep shadow across the land. The vampires rose early to oversee the muster during the long twilight hour and now ride into the camp assembled on the outskirts of the woods.

The nervous citizens of Thornburg gather in small knots up and down the forest's edge, checking their muskets and watching the darkening sky. A company of bloodcoats from the Thornburg garrison stands ready, only slightly less nervous.

Count Alfred Eligos von Stenzgard, who rules Thornshire while his father the marquis is away at the king's court, arrives with his pack of thrall bodyguards. Baron Karlen Asmodiel von Karnstein, the count's younger cousin and political rival, rides toward him immediately, followed by his typical entourage of younger vampires.

Baron Karnstein addresses Count von Stenzgard:

"This is a blinding mess, Stenzgard!" the baron shouts. "Nobody's organizing the hunting parties and some of the cowardly humans are sneaking off back to town. I have visitors from the capital waiting at my manor; I want this hunt over and done with!"

"Where's your man Geoffrey? He usually cleans up your messes for you."

The Count von Stenzgard growls. "Shut it, Karnstein!" He shrugs. "Geoffrey's been... unwell. I'll take charge now."

The count fires a pistol into the air, startling the crowd into silence. He tosses the gun to one of his thralls and draws his saber.

"Let's make this simple, shall we? There is some... creature... attacking people in the woods. It might be a werewolf, so I hope you've all melted down some silverware. I'm sure you all have friends and family here, so split up however you want and get going. It is going to be a full moon tonight so that should help you see it before it gets you." He waves his saber toward the forest. "Now get going!"

The mayor of Thornburg steps forward timidly, *"Perhaps your lordship might pray for our success or offer some other benediction...?"*

Count Alfred rolls his eyes but holds up his hands in the sign of Sathaniel. *"Great Sathaniel, King of the World, greater than the Creator, we call upon your aid. Bless my flock and bless your shepherds that we may keep our flocks in peace. So be your will,"* he intones. *"Now get moving!"*

Heartened somewhat by their lord and master's prayer, the townsfolk begin to filter into the woods. The count turns his horse to gallop over to a newly-arrived group of hunters – hard-looking men who aren't from around Thornburg. Hard-looking men carrying crossbows. Baron Karlen readies his party to leave, but before he goes, you overhear him say something very intriguing.

"Geoffrey's ill, he says? Dear fellows, I think our good count might have unleashed a vargr on the world. If we can catch him before Alfie does, then..." He draws a line across his throat.

CHOOSE A COURSE OF ACTION.

Possible courses of action might include:

Asking about Geoffrey

Anyone asking (or making a Streetwise roll to learn) about Lukas Geoffrey learns that he's been the count's steward and agent for the better part of five decades. He's widely known to be a moroi – a human transformed by a lifetime of drinking vampire blood into something not quite human anymore. They say he can see in the dark, that he's developed fangs, and that he can even fly. (The last is not true.)

The cabal also learns that Geoffrey is generally acknowledged to have been an ameliorating influence on the count, curbing the worst of the count's excesses. While certainly a collaborator and vampire loyalist, he nevertheless made sure to give ample notice of evictions to let the victims find new homes, paid generous dowries for Count Alfred's *droit du seigneur*, asked the magistrate to behead criminals rather than impale them, etc.

He married five years ago and has seemed to be less in favor since then. Some of the cruelties the cabal fought against in recent years are of the sort Geoffrey would never have allowed before his marriage. His pretty, young wife Marta and their daughter Hester live in a townhouse not far from the count's palace in Thornburg.

Finding out what a vargr is

Anyone asking (or making a Knowledge: Occult roll to learn) about vargrs, learns that it is a catch-all term for any kind of blood-drinker – human or vampire – who has gone “rabid.” The vampires maintain their authority in part by representing themselves as humankind's shepherds, defending their flock from other threats like werewolves and other, mythical monsters.

For a vampire to not only accidentally create a vargr, but to allow it go uncaught for so long, is high treason. Count Alfred faces execution if this comes out, and his death will destabilize faith in the vampires throughout the shire and beyond.

Going on the hunt

If the cabal forgoes any other actions and immediately enters the woods, they gain a +2 bonus on their first roll for the Tracking Dramatic Task that

leads off the hunt, as the cabal's initiative gets them a head-start on everyone else. Move on to Act II.

Sowing Discontent

The cabal may attempt to undermine the vampires' authority by mentioning Baron Karlen's vargr theory to the citizens and soldiers assembled for the hunt. Doing so causes the citizens or soldiers to roll a Fear check, abandoning the hunt in panic if they fail.

Spying on Count Alfred

Listening in on his conversation with the newly-arrived hunters reveals that the count is angry with them. They were supposed to be in Thornburg the night before; he paid them in advance and he expects results. Now they'll have to compete with the rest of the hunting parties to get to “the quarry” first. He threatens that if they do not dispose of their quarry before anyone else finds him, they'll pay dearly.

Horst, the leader of the bounty hunters, grimly assures the count that there will be no witnesses.

Starting a fight

Attacking any vampires here is, frankly, suicidal. Not only do the vampires and their thralls outnumber the cabal, the majority of the humans present (around two hundred men) will defend the vampires. A cabal trying to instigate a spontaneous uprising against the vampires can certainly be allowed the chance, but convincing their fellow humans to join them is going to be a 5 round Dramatic Task that has to be carried out while being physically assaulted by the vampires and their bodyguards.



Act II: The Hunt

CHARACTERS:

- Lukas Geoffrey, the vargr
- 5 Citizens (Hans Talbot, Lars Ormstead, Bull Mueller, Wil Heller, Dell Goring)

TRACKING GEOFFREY

Tracking down the vargr is a 5-action Dramatic Task. The cabal wanders around an old and tangled forest by night with probably nothing more than moonlight and torches to see by. They have no actual trail to follow; effectively, they and the rest of the muster are beating the brush, hoping to scare the vargr out of hiding. This is no easy task.

The cabal suffers a -4 penalty to their Tracking rolls due to the poor lighting and lack of a clear trail (but only -2 on the first roll if they leapt straight into the hunt; see *Going on the Hunt*). The Secret Master may generously rule that characters without Tracking can contribute by rolling Notice or Survival instead of making unskilled rolls, but these rolls will be at an additional -2 penalty (for a total of -6).

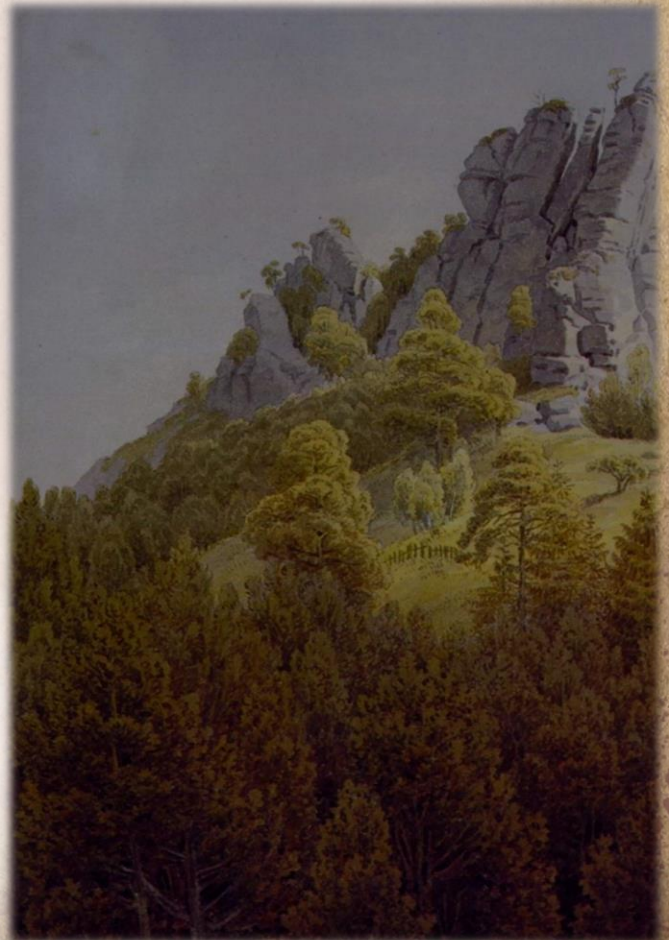
This is a deliberately difficult, frustrating experience. The Secret Master can emphasize how everybody on the hunt is having a miserable time by mentioning how the cabal hears the shouts and complaints and accidental misfires of their fellow hunters as they struggle blindly through the woods.

Complications

Additional complications might include (perhaps interspersing these encounters between the actions of the Tracking Dramatic Task) the following:

- **A bear.** One of the great brown bears of the Mallean forests – spooked by the shouting, gunfire, and hounds – appears out of the brush. Wily players might use *beast friend* to communicate with it; hasty players may find themselves in a fight. (See *Savage Worlds* for “Bear, Large.”)
- **Drunken bloodcoats.** A patrol of bloodcoats are shirking their duty and boozing it up. The bloodcoats are Hostile and belligerent, picking a verbal fight (Test of Wills) with the cabal.

- **A fox pursued by hounds.** Some of the hunting dogs, confused without a specific scent to chase, have gone after an unlucky fox. The fox races through the cabal’s line of march, forcing the heroes to make an Agility roll or be knocked down by the hounds. If the players decide to intervene, use the statistics for a “Cat, Small” for the fox, replacing the Bite/Claw attack with a Bite for Str+d4. If they do not intercede, they soon hear the fox’s terrified squeals as the dogs tear it to pieces. A shouting band of citizens comes blundering along shortly after, trying to find their hounds.
- **Terrified citizens.** A party of townsfolk somehow got ahead of the cabal. If the citizens fail a Fear check, they mistakenly open fire on the cabal. Otherwise, they simply fret and moan about running around in the middle of the night chasing who knows what. If anyone mentions the word “vargr,” they quickly fall into a panic.



COMPLETING THE TASK

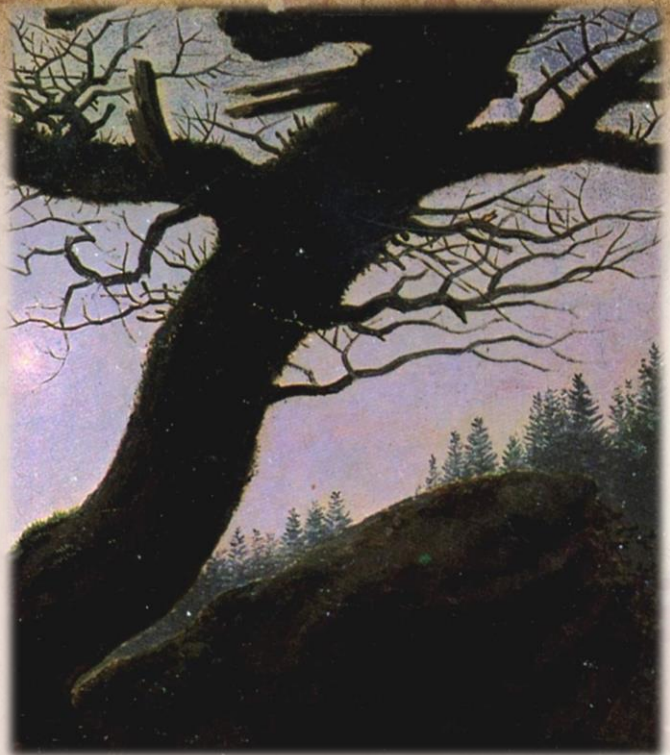
When the cabal either accumulates 5 successes or the 5 actions of the Dramatic Task are up, one of the following happens:

- **If the heroes succeed**, they discover Geoffrey. Assuming the cabal is trying to beat any of the interested parties to him, they are alone with Geoffrey when they find him. Geoffrey is as calm as he gets and is willing to listen to the cabal if they try to talk to him.
- **If the heroes fail**, they hear a scream of pain from up ahead. A small band of local citizens get to Geoffrey first and are on the verge of engaging him in combat. The cabal may follow the sounds of the fight and move to take part in the battle. Geoffrey is not yet berserk.
- **If the heroes fail on a Club**, then Geoffrey finds them. He gains the advantage of surprise as he attacks them. All of the heroes must make Notice rolls (at -2 for the poor light) and those who fail are not dealt Action Cards in the first round. Geoffrey is berserk with hunger.
 - Alternately, if a character's Horrid Secret is to be revealed this session, then this might be a good time for the Secret Master to reveal it. And then Geoffrey attacks afterward.

Bargaining with Geoffrey

If the cabal attempts to bargain with Lukas Geoffrey, he begins at Uncooperative. The Secret Master need only require a Persuasion roll if the players are terrible at negotiating. He will leap at the chance to purge himself of his bloodlust if the heroes tell him about the *Sanguinem Maledicta*, offering to tell them all he knows about the vampires (layouts of homes and castles, court gossip, secrets).

If the cabal requires proof, then he tells them about the last time he saw the count's father, Marquis Orlok Moloch von Stenzgard. The marquis has retired from the world because he is undergoing a horrid metamorphosis; his hair has all fallen out, his fangs have grown into a sharklike maw, and sometimes "things seem to squirm under his skin."



Fighting Geoffrey

If the heroes succeeded on their Tracking roll but attack Geoffrey instead of negotiating, then allow them a Stealth roll against Geoffrey's Notice if they want to surprise him. He might be vomiting blood or weeping piteously if the Secret Master wants to emphasize to the players that executing him isn't the only option.

If the players failed their Tracking roll and have made it their intention to kill Geoffrey, then they arrive at the confrontation between Geoffrey and the citizens just as things are getting dire. One of the men, Hans Talbot, panicked and attacked Lukas Geoffrey, who easily battered him aside. Talbot is Incapacitated, wounded and bleeding. His fellow citizens stand around their fallen friend, rifles aimed at Geoffrey. If combat is joined, the citizens must make a Fear roll at -4 or they flee the scene.

While Hostile, Geoffrey may be negotiated with up until someone attacks him. He's desperate to escape his living hell, but horrified at the thought of dying. "Please, I just want to see my family again," he'll say with one breath while saying "I can't go back! I might hurt them!" with the next.

If the heroes failed on a Club and have been ambushed by Geoffrey, then they will have to subdue him in order to prevent him from killing them. Grappling him and keeping him restrained for at least 3 turns can bring him out of his berserker rage. Beating him into submission will also work.

Act III: Escape

Now that the cabal has encountered Geoffrey, their next move – regardless of whether they’ve recruited Geoffrey or killed him – is to get back to Thornburg undetected. Count Alfred wants to make sure nothing links him with the vargr, even if this means murdering those who slew Geoffrey.

Which is why he hired the rangers...

ROBARDS’ RANGERS

Unless the players decided to pre-emptively attack Horst and his bounty hunters early in the adventure, they now become the hunted. The rangers are relentless in their pursuit, following the cabal into town and even to the doorstep of any Contacts the cabal turns to.

The heroes are alerted by whippoorwill calls that Onatah (as a member of the Wild Hunt) or Grainne McQuarrie (as Horst’s Enemy) immediately recognize as imitations. They can choose to fight, run, or perhaps parlay. Horst may try to deceive the heroes into surrendering Geoffrey and going their separate ways, but his orders are to kill any witnesses.

Avoiding combat may be in the cabal’s best interest while Geoffrey is with them; he’s just as likely to lash out at them as he is the enemy if he goes berserk. The *Sanguinem Maledicta* ritual cannot be completed while on the run.

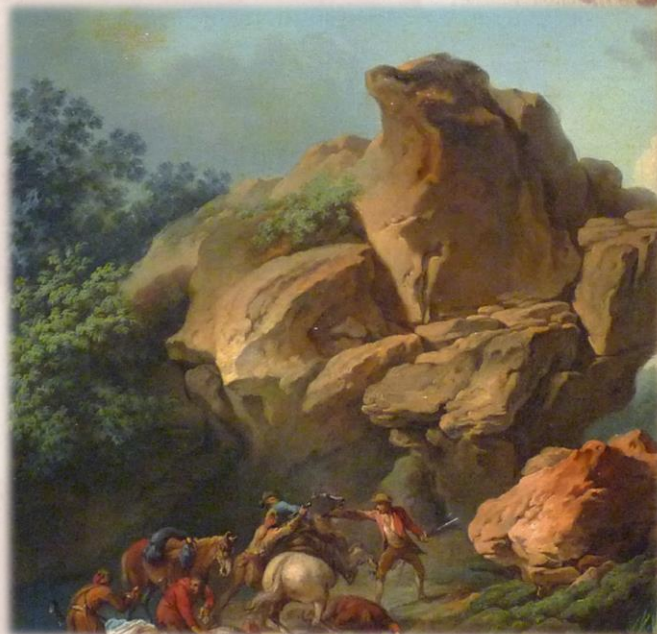
The cabal will choose a course of actions to best deal with the rangers:

- **Fight.** If the players choose to initiate combat, give the cabal three rounds to position themselves before the rangers come into sight. Horst and his companions try to snipe at the cabal from a distance before engaging in hand-to-hand combat. They also stay on the move, racing from tree to tree to get behind cover while closing ground.
- **Flight.** Employ the Chase rules, pitting the heroes’ Stealth against the hunters’ Tracking (or Notice) until such time as a bounty hunter is able to make a melee attack. If the heroes still choose to run, switch to Agility as all of the principals are now within sight of each other.

The Secret Master can choose to run this as a 5-round Chase or 10-round Chase. One option would be to run the attempt to sneak away

for 5 rounds and then run the footrace for another 5 rounds.

Assuming the cabal goes to ground at the hiding place offered by one of their Contacts, then the bounty hunters lose track of them until after the *Sanguinem Maledicta* ritual is completed. The hunters then storm the cabals hiding place, again approaching carefully but relentlessly.



ESCAPING WITH GEOFFREY

If the cabal dispatches Horst and his companions in the forest, then they just have to get Geoffrey back to Thornburg.

Sneaking past the ragged line of hunters to get to town (or the home of a Contact) is another 5-action Dramatic Task. The heroes’ Stealth roll is actually aided by the night and Geoffrey’s Low Light Vision (assuming he’s awake), so the -2 penalty for Dramatic Tasks is not applied.

- **If the heroes succeed**, they reach whatever destination they chose without incident – though the Secret Master should emphasize how narrowly they escaped by narrating near-encounters with Baron Karlen’s party, slipping past the bounty hunters, etc.
- **If the heroes fail**, then they stumble upon one of the other interested parties: frightened group of Thornburg citizens, a patrol of bloodcoats, or even Baron Karlen’s hunting party.

- **If the heroes fail with a Club**, then in addition to being caught by another group of hunters, one of the other party shoots Geoffrey without warning, driving him berserk. Alternately, this may be the place to reveal a character's Horrid Secret.

Once the cabal has escaped the hunt with Geoffrey, then they are free to return him to his family, cast the *Sanguinem Maledicta*, or whatever. The hunt itself lasts the rest of the night. Fuming, Count Alfred calls another muster the next evening, only calling things off when the bodies of the bounty hunters are discovered.

If the players find some way to make Lukas Geoffrey's story public, then Count Alfred flees the country. There is a great deal of excitement as the terrifying Inspector General of the King's Police arrives in town to capture the count, but he stays for only a few days before dragging the count's family and servants away in chains.

The young, over-reaching Baron Karlen is appointed in the count's place – an easier foe by far for the cabal to undermine and overthrow.

FURTHERING THE ADVENTURE

Secret Masters wishing to extend VARGR beyond the resolution of the hunt for Lukas Geoffrey might consider the following suggestions:

The Inspector General

The Inspector General, Wilhelm Ukobach Tarkington, is an Old Vampire like the count. Of unknown lineage and impervious to blackmail and bribery, Tarkington enjoys nothing more than rooting out traitors and rebels and could easily expand the scope of his investigation to include rooting out the whistleblowers who exposed Count Alfred.

Tarkington constantly wears a concealing mask over a voluminous black cowl, rather like many Venetian Carnival costumes. Since every bit of his skin – even his eyes – are covered, the Inspector General dares to move about during the day, striking when unexpected. (He has the *burrow* power to escape into the earth when needed.) Thankfully, Tarkington's vicious temper means his Young Vampire adjutants and the bloodcoat soldiers assigned to him are no more competent than usual.

Tarkington's sadistic delight in his task means that he not only occupies Count Alfred's garden square palace while he investigates the vargr inci-

dent, but he keeps the count's terrified wife and dhampir heir imprisoned in their home with him (use Lukas Geoffrey's stats for the dhampir, but without the Berserk ability).

Recruiting these collaborators to help strike at the Inspector General could be a challenge for the cabal.

The Rise of Baron Karlen

Once the Inspector General is gone, Baron Karlen quickly stirs up trouble for himself. After he moves into the count's palace, he turns it into his private bordello, enticing starstruck beauties of high and low society with promises of dangerous pleasures and sparkling romance. Seeking to maintain his status as a leader of fashion, he lavishes money on the sciences and the arts. Lacking Count Alfred's decades of hard-won self-control and political savvy, he treats humans as cattle in ways even the most stalwart vampire apologists can't justify, brutalizing and murdering those who displease him.

The cabal can use his trendiness against him, exploiting Onotah's exoticism, Priya's research, Rudolstadt's occult knowledge, and the like as means to enter his household. Once inside, they may worm their way into his confidence or turn his vain and foolish followers against him. Alternatively, they might instead use Karlen's excesses as the tinder to light the fire of revolution in the hearts of their fellow citizens.

The Return of Count Alfred

Count Alfred could also secretly return from exile, determined to hunt down those who exposed his secret. Verging on becoming a vargr himself, the count skulks about at night brutally interrogating anyone he thinks might know the answers he seeks. Family members and contacts of the cabal become the targets of his rampage as he works to lure the cabal into a battle in the ruins of his long-abandoned family castle high in the Graustark Mountains.



Non-Player Characters

Lukas Geoffrey

Wild Card

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d12,* Vigor d12*

Skills: Fighting d10,* Gambling d6, Intimidation d8, Investigation d8, Notice d8, Persuasion d8, Riding d6, Shooting d4, Streetwise d8, Taunt d8, Stealth d8

Charisma: -4;* **Pace:** 6; **Parry:** 7;* **Toughness:** 8*

Hindrances: Addict [Major; vampire blood], Bloodthirsty*

Edges: Brave, Rich, Strong Willed

Gear: Tattered formal clothes

**Note: These values reflect his current vargr status. As a normal moroi, Geoffrey's Strength and Vigor were d10, his Fighting was d6, and he was not Bloodthirsty.*

Special Abilities:

- **Berserk:** As soon as he receives a wound (including being Shaken by physical damage) or if he's mad with hunger, Geoffrey goes berserk. His Parry drops to 5, but his Toughness increases to 10. He adds +2 to all Strength, Fighting, and melee damage rolls. He ignores all wound modifiers but can't use any skills, Edges, or maneuvers that require concentration (including Shooting and Taunt, but not Intimidation).
- **Bite:** A mutation from years of drinking vampire blood. If Geoffrey grapples a target, he may bite for Str+d4.
- **Claws:** Str+d4. Only as a vargr.
- **Fast Regeneration:** Geoffrey may automatically roll Vigor every round to heal any wounds he has suffered without spending a Benny, and receives a +2 bonus to recover from being Shaken. Unlike a vampire, his Fast Regeneration does not allow him to recover from being killed. As a moroi, he possessed Slow Regeneration.
- **Level Headed:** As the Edge, but a benefit of his moroi/vargr status.
- **Low Light Vision:** A mutation from years of drinking vampire blood. Geoffrey suffers no fighting penalties for anything except pitch darkness.

Horst Robards and his Rangers

Horst is a Wild Card; the rest are Extras.

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

Skills: Fighting d8, Shooting d8, Stealth d6, Streetwise d6, Survival d8, Tracking d8

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

Hindrances: Greedy [Major], Mean

Edges: Assassin, Martial Artist, Woodsman

Gear: Crossbows (Range: 15/30/60, Damage: 2d6, RoF: 1, AP 2, 1 action to reload), cutlasses or sabers (Str+d6), hunting knives (Range: 3/6/12, Damage: Str+d4, RoF: 1, melee and missile), leather and furs (Armor +1), 2d12 reichsmarks each.

Citizens

Extras

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

Skills: Fighting d6, Notice d6, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 5/6; **Toughness:** 5

Gear: Flintlock rifles (Range: 15/30/60, Damage: 2d8, RoF 1, 2 actions to reload, can be used as a club for Str+d4 damage)



Soldiers

Extras

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

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Taunt d6

Charisma: +0; **Pace:** 6; **Parry:** 5/6; **Toughness:** 5

Gear: Military-issue musket with bayonet (Range: 10/20/40, Damage: 2d8, RoF 1, 2 actions to reload, bayonet allows use as spear for Str+d6, Parry +1, Reach 1, 2 hands)

Blood Thralls

Extras

The bewigged and liveried footmen accompanying most nobles are in fact dangerously strong bodyguards.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6

Charisma: +1; **Pace:** 6; **Parry:** 5/6; **Toughness:** 7

Gear: Truncheon (Str+d4) or staff (Str+d4, Parry +1, Reach 1, 2 hands)

Young Vampire

Extras

Young Vampires may be Extras or Wild Cards at the Secret Master's discretion.

Baron Karlen's companions are Captain Helmut Goliath von Lowen, Sir Manfred Crocell von Grau, Lord Nigel Belial von Durward-Essen, Sir Richardt Focalor von Hartzinger, and Lord Walther Lucifuge von Wolfenstein.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d12

Skills: Blood Sorcery d6, Fighting d8, Gambling d6, Intimidation d8, Knowledge (Occult) d6, Notice d6, Riding d6, Shooting d6, Stealth d6, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 6 or 7 (with rapier); **Toughness:** 10

Hindrances: Arrogant [Major], Vengeful [Minor]

Edges: Noble

Gear: Flintlock rifle (Range: 15/30/60, Damage: 2d8, RoF 1, 2 actions to reload, can be used as a club for Str+d4 damage), rapier (Str+d4, +1 Parry), fine clothes, hunting horses (stats as "Horse, Riding" but trained to endure loud noises and bloodshed), jewelry and coin worth 20d20+100 reichsmarks.

Special Abilities

- **Power Points:** 20
- **Powers:** *quickness* (blur of speed; self only), *slumber* (spoken command), *smite* (fangs and claws grow to monstrous lengths; self only)
- **Bite:** If the vampire grapples a target, he may bite for Str+d4. For every Wound the bite inflicts, the vampire may heal a Wound or recover 5 Power Points.
- **Claws:** Str+d4.

- **Fast Regeneration:** The vampire may automatically roll Vigor every round to heal any wounds he has suffered without spending a Benny, and receives a +2 bonus to recover from being Shaken.
- **Level Headed:** As the Edge.
- **Low Light Vision:** The vampire suffers no lighting penalties for anything except pitch darkness.
- **Malleable Undead:** +2 Toughness; called shots (except for the head and the heart) do no extra damage; no wound penalties.
- **Weakness (The Head and the Heart):** A vampire hit with a called shot to the head from a cutting weapon (or other reasonable damage source) or a called shot to the heart from an arrow, stake, or other large piercing weapon must make a Vigor roll against the damage; if he fails, his head is decapitated or his heart is staked, disrupting his Fast Regeneration. The corpse may then be destroyed by holy water or fire.
- **Weakness (Holy Symbol):** If the vampire wants to attack a character displaying a non-Sathanielist holy symbol, he must beat the wielder in an opposed test of Spirit.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if exposed to direct sunlight.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to direct sunlight. After that, they suffer 2d10 damage per round unless the fire is doused. Armor does not protect. Damage from sunlight can only be healed by natural healing and is not affected by the vampire's Regeneration.



Baron Karlen (Mature Vampire)

Wild Card

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d12+1

Skills: Blood Sorcery d8, Fighting d8, Gambling d6, Intimidation d10, Knowledge (Occult) d8, Notice d8, Persuasion d8, Riding d6, Shooting d6, Stealth d6, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 6 or 7 (with rapier); **Toughness:** 10

Hindrances: Overconfident [Major], Vengeful [Major]

Edges: Command, Noble, Strong Willed

Gear: Flintlock rifle (Range: 15/30/60, Damage: 2d8, RoF 1, 2 actions to reload, can be used as a club for Str+d4 damage), rapier (Str+d4, +1 Parry), fine clothes, hunting horse (stats as "Horse, Riding" but trained to endure loud noises and bloodshed), jewelry and coin worth 20d20+200 reichsmarks.

Special Abilities

- **Power Points:** 20
- **Powers:** *beast friend* (bats and wolves), *fly* (bat-like wings grow from back), *intangibility* (turns to mist), *quickness* (blur of speed; self only), *puppet* (mesmerizing stare), *slumber* (spoken command), *smite* (fangs and claws grow to monstrous lengths; self only), *wall walker*
- **Bite:** If the vampire grapples a target, he may bite for Str+d4. For every Wound the bite inflicts, the vampire may heal a Wound or recover 5 Power Points.
- **Claws:** Str+d4.
- **Fast Regeneration:** The vampire may automatically roll Vigor every round to heal any wounds he has suffered without spending a Benny, and receives a +2 bonus to recover from being Shaken.
- **Level Headed:** As the Edge.
- **Low Light Vision:** The vampire suffers no lighting penalties for anything except pitch darkness.
- **Malleable Undead:** +2 Toughness; called shots (except for the head and the heart) do no extra damage; no wound penalties.



- **Weakness (The Head and the Heart):** A vampire hit with a called shot to the head from a cutting weapon (or other reasonable damage source) or a called shot to the heart from an arrow, stake, or other large piercing weapon must make a Vigor roll against the damage; if he fails, his head is decapitated or his heart is staked, disrupting his Fast Regeneration. The corpse may then be destroyed by holy water or fire.
- **Weakness (Holy Symbol):** If the vampire wants to attack a character displaying a non-Sathanielist holy symbol, he must beat the wielder in an opposed test of Spirit.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if exposed to direct sunlight.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to direct sunlight. After that, they suffer 2d10 damage per round unless the fire is doused. Armor does not protect. Damage from sunlight can only be healed by natural healing and is not affected by the vampire's Regeneration.

Count Alfred (Old Vampire)

Wild Card

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+2, Vigor d12+2

Skills: Blood Sorcery d10, Fighting d8, Gambling d6, Intimidation d12, Knowledge (Occult) d10, Notice d10, Persuasion d8, Riding d6, Shooting d6, Stealth d8, Taunt d10

Charisma: +2; **Pace:** 6; **Parry:** 8 or 9 (with rapier); **Toughness:** 11

Hindrances: Delusional [Minor; the centuries begin to blur together for older vampires, making them occasionally irrational and forgetful], Overconfident [Major], Vengeful [Major]

Edges: Alertness, Command, Danger Sense, Filthy Rich, Improved Block, Noble, Strong Willed

Gear: Flintlock rifle (Range: 15/30/60, Damage: 2d8, RoF 1, 2 actions to reload, can be used as a club for Str+d4 damage), rapier (Str+d4, +1 Parry), fine clothes, hunting horse (stats as "Horse, Riding" but trained to endure loud noises and bloodshed), jewelry and coin worth 20d20+500 reichsmarks.



Special Abilities

- **Power Points:** 40
- **Powers:** *beast friend* (bats and wolves), *fear* (malevolent aura), *fly* (bat-like wings grow from back), *havoc* (earthquake), *intangibility* (turns to mist), *quickness* (blur of speed; self only), *puppet* (mesmerizing stare), *slumber* (spoken command), *smite* (fangs and claws grow to monstrous lengths; self only), *telekinesis*, *wall walker* (self only), *zombie* (fallen thralls rise as undead servants)
- **Bite:** If the vampire grapples a target, he may bite for Str+d4. For every Wound the bite inflicts, the vampire may heal a Wound or recover 5 Power Points.
- **Claws:** Str+d4.
- **Invulnerability:** The regenerative abilities of old vampires heal damage so swiftly they can effectively only be harmed by their Weaknesses. Other attacks may Shake an old vampire, but may not cause a wound.
- **Level Headed:** As the Edge.
- **Low Light Vision:** The vampire suffers no lighting penalties for anything except pitch darkness.
- **Malleable Undead:** +2 Toughness; called shots (except for the head and the heart) do no extra damage; no wound penalties.
- **Weakness (The Head and the Heart):** A vampire hit with a called shot to the head from a cutting weapon (or other reasonable damage source) or a called shot to the heart from an arrow, stake, or other large piercing weapon must make a Vigor roll against the damage; if he fails, his head is decapitated or his heart is staked, disrupting his Fast Regeneration. The corpse may be destroyed by holy water or fire.
- **Weakness (Holy Symbol):** If the vampire wants to attack a character displaying a non-Sathanielist holy symbol, he must beat the wielder in an opposed test of Spirit.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if exposed to direct sunlight.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to direct sunlight. After that, they suffer 2d10 damage per round unless the fire is doused. Armor does not protect. Damage from sunlight can only be healed by natural healing and is not affected by the vampire's Regeneration.

Heroes

CINEMATIC HEROES

Heroes in *The King is Dead* need all the help they can get – even if the vampires only account for 1% of Malleus' population, they are monstrously powerful, controlling the nations' wealth and society. Player characters are therefore granted several free bonuses to move them into more cinematic levels of competence.

All heroes in *The King is Dead* belong to one of the secret societies rebelling against vampire rule. Belonging to a secret society grants the following:

- + 1d4 to two skills (worked into the statistics for the pre-generated characters)
- the Connections Edge for their secret society
- a bonus Edge reflecting their society's specialty; all members of a society may use this Edge even if their Attributes or Skills do not qualify for it.

In addition, the Skills list for *The King is Dead* has been slightly trimmed to better accommodate the setting's cinematic stylings. Strength checks replace Climbing and Swimming, making every character proficient in their use. Driving is subsumed into Riding. Knowledge (Occult) replaces Knowledge (Arcana) and Knowledge (Religion) for any Edges that require their uses. Throwing is replaced by Fighting for weapons that are both melee and missile (like axes and daggers), Shooting for purely missile weapons (like slings), and Agility for anything else (like grenades or handkegs of gunpowder).

STRENGTH IN NUMBERS

Since every hero has the Connections Edge, Secret Masters and players can benefit from some help fleshing out the various contacts every character possesses.

Heroes in *The King is Dead* know a number of experts (as described under the Edge in *Savage Worlds*) equal to $\frac{1}{2}$ Charisma + 2 (minimum 2). In *The King is Dead* Player's Guide will provide lists from which players can choose and develop their expert contacts. These experts are instead assigned for the pre-generated heroes in this adventure.

For heroes to gain access to a Connection, they must first succeed on a Streetwise roll (to contact

their society) and then a Persuasion roll (to convince the society to aid the hero). When making contact with experts, some provided bonuses or penalties to the Streetwise and Persuasion roles, while heroes receive no benefits or penalties to contact non-experts.

THE SECRET SOCIETIES

The pre-generated characters in VARGR belong to the following societies:

- **Ananzi's Web** is a society of abolitionists and spies comprised primarily of slaves and freedmen from the far southern continent of Afar. Characters such as Kunta Kinte and Kizzy in *Roots* and Grace Dixon on *Sleepy Hollow* represent classic examples for members of Ananzi's Web.
The Bloodstained Blade is a cult of holy warriors who worship the Pariah, the nemesis of Sathaniel, god of the vampires. They draw inspiration from traditional vampire hunters like Abraham Van Helsing and the hero of *Captain Kronos: Vampire Hunter*.
- **The Clan O'Naill** is an army of highlanders and mystics based on the Fenian and Jacobite movements of Ireland and Scotland. Models for Clan O'Naill characters include the title character of *Rob Roy* and the Macleods of the *Highlander* films and TV series.
- **The Illuminated** is a fraternity of politicians and magicians from the upper middle class of Malleus. Historical figures like Casanova and Thomas Jefferson and real-world societies like the Freemasons, Illuminati, and Sons of Liberty form the basis for this society.
- **The Wild Hunt** is a league of frontiersmen and shamans drawn from all the cultures the Mallean Empire touches. Mani and Fronsac (*Brotherhood of the Wolf*), Hawkeye from (*The Last of the Mohicans*), and Akinbode (*Turn*) are all representative characters.
- **The Zunft von Hohenheim** is an order of alchemists and engineers inspired by the many notable scientists of the 18th century, the men and women who discovered steam power and so much more: James Watt, Benjamin Franklin, Émilie du Châtelet, etc.

KONDO (AKA CALPURNIUS)

STANDARD VERSION

Secret Society: *Ananzi's Web*

Archetype: *Patient Hunter*

Race: *Human (Afari)*

Kondo trained as a warrior back in his homeland, but slavery forced him to seek learning as a way to escape. When answering to his slave-name, Calpurnius is quiet and reverent; when he becomes himself again, a trickster and hunter of subtle skill and strength.

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

Skills: Fighting d8, Investigation d8, Notice d8, Persuasion d6, Spellcasting d8, Stealth d6, Streetwise d8.

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Slave [Major], Cautious [Minor], Vengeful [Minor]

Edges: AB: Magic (Obeah), Connections (Ananzi's Web), Investigator, Nerves of Steel, New Power, Power Points

Gear: dagger (Range: 3/6/12, Str+d4, RoF 1), formal clothes, staff (Str+d4, Parry +1, Reach 1, 2 hands), 15 reichsmarks in savings to buy his freedom.

Special Powers:

- **Power Points:** 15.
- **Powers:** *cleanse the blood* (see Appendix: The Sanguinem Maledicta), *damage field* (venomous aura), *darksight*, *entangle* (either a literal spider web or a web of words), *wall walker* (spider-like scopulae sprout from fingers and toes)

Connections

Kondo can call on Ananzi's Web for information, muscle, and expert aid.

Average Ananzi's Web Ally

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

Skills: Fighting d6, Intimidation d4, Notice d6, Stealth d6, Throwing d4

Charisma: -2; **Pace:** 6; **Parry:** 5/6; **Toughness:** 7

Hindrances: Slave

Edges: Nerves of Steel



Equipment: Staff, rake, hoe, or other long implement (Str+d4; Parry +1; Reach 1, 2 hands), machete or sickle (Str+d6)

Experts

Damisi Corbin, Heroic Cimarron

+1 Streetwise to contact, +0 Persuasion to convince

Raised as a warrior in a tribe where women wielded the spear but now the defender of the Afari quarter in Thornburg, Damisi Corbin is a welcome ally both for his own martial prowess and for the doughty warriors in his retinue.

Notable Traits: Agility d8, Fighting d10, two Improved Combat Edges of the player's choice

Special: One raise is enough to get Baraka to send five Average Ananzi's Web as muscle; on two or more raises, he accompanies the cabal into battle alongside his troops.

Abasi Freedman, Wise Nganga

+1 Streetwise to contact, +0 Persuasion to convince

A practitioner of Obeah and the other mystic arts of Afari, Abasi serves as the local Afari community's healer and religious leader, providing a living link to the culture so many members of Anazi's Web were torn from.

Notable Traits: Smarts d10, Healing d8, Spellcasting d10, Arcane Background: Magic, Healer

Special: On a Persuasion raise, the Wise Nganga can provide the cabal with a fetish containing one power of Seasoned Rank or less (10 power points and a d10 Spellcasting die). Two or more raises increase the power's rank to Veteran, but the Wise Nganga will not provide muscle.

KONDO (AKA CALPURNIUS)

HORRID SECRET VERSION

Secret Society: *Ananzi's Web*

Archetype: *Patient Hunter*

Race: *Human (Afari)*

Kondo trained as a warrior back in his homeland, but slavery forced him to seek learning as a way to escape. When answering to his slave-name, Calpurnius is quiet and reverent; when he becomes himself again, a trickster and hunter of subtle skill and strength.

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

Skills: Fighting d8, Investigation d8, Knowledge (Occult) d6, Notice d8, Persuasion d6, Spellcasting d8, Stealth d6, Streetwise d8.

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Horrid Secret [Major], Slave [Major], Cautious [Minor], Vengeful [Minor]

Edges: AB: Magic (Obeah), Connections (Ananzi's Web), Investigator, Nerves of Steel, New Power, Power Points

Gear: dagger (Range: 3/6/12, Str+d4, RoF 1), formal clothes, staff (Str+d4, Parry +1, Reach 1, 2 hands), 15 reichsmarks in savings to buy his freedom.

Special Abilities:

- **Power Points:** 15.
- **Powers:** *cleanse the blood* (see Appendix: The Sanguinem Maledicta), *damage field* (venomous aura), *darksight*, *entangle* (either a literal spider web or a web of words), *wall walker* (spider-like scopulae sprout from fingers and toes)

Connections

Kondo can call on Ananzi's Web for information, muscle, and expert aid.

Average Ananzi's Web Ally

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

Skills: Fighting d6, Intimidation d4, Notice d6, Stealth d6, Throwing d4

Charisma: -2; **Pace:** 6; **Parry:** 5/6; **Toughness:** 6

Hindrances: Slave

Edges: Nerves of Steel

Equipment: Staff, rake, hoe, or other long implement (Str+d4; Parry +1; Reach 1, 2 hands), machete or sickle (Str+d6)

Experts

Damisi Corbin, Heroic Cimarron

+1 Streetwise to contact, +0 Persuasion to convince

Raised as a warrior in a tribe where women wielded the spear but now the defender of the Afari quarter in Thornburg, Damisi Corbin is a welcome ally both for his own martial prowess and for the doughty warriors in his retinue.

Notable Traits: Agility d8, Fighting d10, two Improved Combat Edges of the player's choice

Special: One raise is enough to get Damisi to send five Average Ananzi's Web as muscle; on two or more raises, he accompanies the cabal into battle alongside his troops.

Abasi Freedman, Wise Nganga

+1 Streetwise to contact, +0 Persuasion to convince

A practitioner of Obeah and the other mystic arts of Afari, Abasi serves as the local Afari community's healer and religious leader, providing a living link to the culture so many members of Anazi's Web were torn from.

Notable Traits: Smarts d10, Healing d8, Spellcasting d10, Arcane Background: Magic, Healer

Special: On a Persuasion raise, the Wise Nganga can provide the cabal with a fetish containing one power of Seasoned Rank or less (10 power points and a d10 Spellcasting die). Two or more raises increase the power's rank to Veteran, but the Wise Nganga will not provide muscle.

Horrid Secret

At the beginning of every session, Kondo's player must draw a card. If the result is a Clubs face card, Kondo's Horrid Secret will be revealed by the Secret Master at a time of her choosing during the game session. When revealed, Kondo's suppressed rage at his enslavement transforms him into a spider-like J'ba Fofi (use the Xenoforn Warrior from *Savage Worlds Horror Companion* adding the Wall Walker ability), striking out at friend and foe alike.

JOSEF RUDOLSTADT

STANDARD VERSION

Secret Society: *The Illuminated*

Archetype: *Man of Letters*

Race: *Human (Gothic)*

Born to a comfortable yeoman family, Josef attended the Scholomance in Hammerstadt and fell in with the discontented gentlemen who form the bulk of the Illuminated. Since returning to Hammerstadt, he uses his position to shield his allies from the law while studying ancient magic that might rid the world of vampires forever.

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

Skills: Fighting d6, Investigation d8, Knowledge (Battle) d8, Knowledge (Occult) d8, Notice d6, Persuasion d6, Riding d4, Shooting d4, Stealth d6, Streetwise d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Curious [Major], Cautious [Minor], Loyal [Minor]

Edges: Attractive, Connections (Illuminated), Qabbalist, Scholar

Gear: Flintlock rifle (Range: 15/30/60, Damage: 2d8, RoF 1, 2 actions to reload, can be used as a club for Str+d4 damage), rapier (Str+d4, +1 Parry), stake in hidden sheath in sleeve (Str+d4), leather greatcoat (Armor+1), fine clothes, riding horse, copy of the *Sanguinem Maledicta* fragment

Connections

Josef Rudolstadt can call on the Illuminated for information, muscle, and expert aid.

Average Illuminated Ally

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

Skills: Fighting d4, Knowledge (Occult) d4, Investigation d4, Notice d6, Shooting d6, Stealth d4

Charisma: +2; **Pace:** 6; **Parry:** 5 (rapier); **Toughness:** 5

Hindrances: Code of Honor

Edges: Gentry

Equipment: Flintlock musket (10/20/40; 2d8; RoF 1; 2 actions to reload), rapier (Strength+d4; Parry +1)



Experts

Tombald Jesterton, Gentleman Farmer

Streetwise +1 to contact, Persuasion +1 to convince
Squire Jesterton's manor house can shelter the weary and his library can aid the curious.

Notable Traits: Smarts d10, Knowledge (Occult and any one other) d8, Filthy Rich

Special: On a Persuasion raise, Squire Jesterton can shelter the cabal from pursuit (+2 Stealth) or aid their research (+2 Investigation or Occult). Two or more raises doubles the bonuses.

"Belisarius the Magus," Mysterious Mystic

Streetwise +0 to contact, Persuasion +0 to convince
Belisarius claims to be in touch with Secret Masters who guide the Illuminated from beyond the earthly sphere.

Notable Traits: Smarts d10, Knowledge (Occult) d10, Spellcasting d10, Arcane Background: Magic, Wizard

Special: On a Persuasion raise, Belisarius the Magus can provide the cabal with a Philosopher's Stone containing one power of Seasoned Rank or less (10 power points and a d10 Spellcasting die). Two or more raises increases the power's rank to Veteran.

Henrik Gambrel, Radical Philosopher

Streetwise +0 to contact, Persuasion +2 to convince

Henrik Gambrel issues pamphlets proposing startling social changes and harangues his fellow citizens in the town square.

Notable Traits: Intimidation d6, Persuasion d10, Taunt d10, Strong Willed

Special: On a Persuasion raise, Gambrel and five Average Illuminated will join the cabal as muscle. On two or more raises, Henrik Gambrel's charisma draws a total of ten Average Illuminated into the enterprise.

JOSEF RUDOLSTADT

HORRID SECRET VERSION

Secret Society: *The Illuminated*

Archetype: *Man of Letters*

Race: *Human (Gothic)*

Born to a comfortable yeoman family, Josef attended the Scholomance in Hammerstadt and fell in with the discontented gentlemen who form the bulk of the Illuminated. Since returning to Hammerstadt, he uses his position to shield his allies from the law while studying ancient magic that might rid the world of vampires forever.

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

Skills: Fighting d6, Investigation d8, Knowledge (Battle) d8, Knowledge (Occult) d8, Notice d6, Persuasion d6, Riding d4, Shooting d6, Stealth d6, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Curious [Major], Horrid Secret [Major], Cautious [Minor], Loyal [Minor]

Edges: **Attractive**, Connections (Illuminated), Qabbalist, Investigator, Scholar

Gear: Flintlock rifle (Range: 15/30/60, Damage: 2d8, RoF 1, 2 actions to reload, can be used as a club for Str+d4 damage), rapier (Str+d4, +1 Parry), stake in hidden sheath in sleeve (Str+d4), leather greatcoat (Armor+1), fine clothes, riding horse, copy of the *Sanguinem Maledicta* fragment

Connections

Josef Rudolstadt can call on the Illuminated for information, muscle, and expert aid.

Average Illuminated Ally

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

Skills: Fighting d4, Knowledge (Occult) d4, Investigation d4, Notice d6, Shooting d6, Stealth d4

Charisma: +2; **Pace:** 6; **Parry:** 5 (rapier); **Toughness:** 5

Hindrances: Code of Honor

Edges: Gentry

Equipment: Flintlock musket (10/20/40; 2d8; RoF 1; 2 actions to reload), rapier (Strength+d4; Parry +1)

Experts

Tombald Jesterton, Gentleman Farmer

Streetwise +1 to contact, Persuasion +1 to convince
Notable Traits: Smarts d10, Knowledge (Occult and any one other) d8, Filthy Rich

Special: On a Persuasion raise, Squire Jesterton can shelter the cabal from pursuit (+2 Stealth) or aid their research (+2 Investigation or Occult). Two or more raises doubles the bonuses.

“Belisarius the Magus,” Mysterious Mystic

Streetwise +0 to contact, Persuasion +0 to convince
Notable Traits: Smarts d10, Knowledge (Occult) d10, Spellcasting d10, Arcane Background: Magic, Wizard

Special: On a Persuasion raise, Belisarius the Magus can provide the cabal with a Philosopher’s Stone containing one power of Seasoned Rank or less (10 power points and a d10 Spellcasting die). Two or more raises increases the power’s rank to Veteran.

Henrik Gambrel, Radical Philosopher

Streetwise +0 to contact, Persuasion +2 to convince
Notable Traits: Intimidation d6, Persuasion d10, Taunt d10, Strong Willed

Special: On a Persuasion raise, Gambrel and five Average Illuminated will join the cabal as muscle. On two or more raises, Henrik Gambrel’s charisma draws a total of ten Average Illuminated into the enterprise.

Horrid Secret

At the beginning of every session, Rudolstadt’s player must draw a card. If the result is a Clubs face card, Josef’s Horrid Secret will be revealed by the Secret Master at a time of her choosing during the game session. When revealed, a collector demon (see *Savage Worlds Horror Companion*) appears from nowhere, draining Rudolstadt’s soul and then attacking the rest of the cabal.

AARON HARKAWAY

STANDARD VERSION

Secret Society: *The Bloodstained Blade*

Archetype: *Knight of Swords*

Race: *Human (Gothic)*

Harkaway belongs to an old and secret lineage of Pariah worshippers and vampire hunters. Raised in a remote village high in the mountains, he knows little of the world at large. He believes his innocence guides him better than any worldly knowledge ever could.

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

Skills: Faith d8, Fighting d10, Knowledge (Occult) d4, Notice d6, Persuasion d4, Stealth d6, Streetwise d4

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Heroic [Major], Loyal [Minor], Pacifist [Minor]

Edges: Arcane Background: Miracles (Path of Charity), Connections (Bloodstained Blade), Elan, One of the Chosen, New Power

Gear: Katana (Str+d6+2; AP 2), stakes in hidden sheath in sleeves (Str+d4), leather greatcoat (Armor+1), copy of the *Sanguinem Maledicta* fragment, hammer (+2 damage when hammering stakes into restrained or sleeping vampires), lantern and oil

Special Abilities:

- **Power Points:** 10
- **Powers:** *cleanse the blood* (see Appendix: The *Sanguinem Maledicta*), *deflection*, *dispel*, *healing*

Creed:

The Path of Charity: The Pariah took a vow of poverty and forsook his family name; practitioners of this path follow his example of humility and giving.

Sins – Minor: refusing to give alms to beggars and the poor; Major: selling the services of your sword as duelist or soldier; Mortal: refusing aid to those in mortal peril.

Connections

Aaron Harkaway can call on the Bloodstained Blade for information, muscle, and expert aid.



Average Bloodstained Blade Ally

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

Skills: Fighting d6, Notice d6, Knowledge (Occult) d6, Shooting d4, Stealth d4

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Pacifist [Major]

Edges: One of the Chosen (+1 to attack evil)

Equipment: Contraband crossbow (15/30/60; 2d6; RoF 1; AP2, 1 action to reload), heirloom longsword (Str+d8), stakes (Str+d4)

Experts

Erich Walsingham, Embittered Soldier

Streetwise +2 to contact, Persuasion +0 to convince
A former bloodcoat who has seen the light, Walsingham now trains members of the Bloodstained Blade, building up an army to retake Malleus.

- **Notable Traits:** Knowledge (Battle) d8, Command, Command Presence, Fanaticism, Leader of Men
- **Special:** On two Persuasion raises, Erich Walsingham and five Average Bloodstained Blade Allies will join the cabal as muscle. On three or more, Walsingham rouses a total of ten Average Bloodstained Blade into the enterprise.

Niedermeier Flinders, Pious Layperson

Streetwise +2 to contact, Persuasion +2 to convince
Master Flinders may not be much help in the physical war against the darkness, but he gives what he can to live up to the Pariah's message of good works and charity.

- **Notable Traits:** Spirit d10
- **Special:** On a Persuasion raise, Niedermeier Flinders will shelter the cabal in his home (+2 Stealth bonus to evade pursuit). On two or more raises, the Stealth bonus grows to +4 and the Master Flinders will provide the cabal with 250 reichsmarks in coin or goods.

AARON HARKAWAY

HORRID SECRET VERSION

Secret Society: *The Bloodstained Blade*

Archetype: *Knight of Swords*

Race: *Human (Gothic)*

Harkaway belongs to an old and secret lineage of Pariah worshippers and vampire hunters. Raised in a remote village high in the mountains, he knows little of the world at large. He believes his innocence guides him better than any worldly knowledge ever could.

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

Skills: Faith d8, Fighting d10, Knowledge (Occult) d8, Notice d6, Persuasion d4, Stealth d6, Streetwise d4

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Heroic [Major], Horrid Secret [Major], Loyal [Minor], Pacifist [Minor]

Edges: Arcane Background: Miracles (Path of Charity), Connections (Bloodstained Blade), Elan, Quick Draw, One of the Chosen, New Power

Gear: Katana (Str+d6+2; AP 2), stakes in hidden sheath in sleeves (Str+d4), leather greatcoat (Armor+1), copy of the *Sanguinem Maledicta* fragment, hammer (+2 damage when hammering stakes into restrained or sleeping vampires), lantern and oil

Special Abilities:

- **Power Points:** 10
- **Powers:** *cleanse the blood* (see Appendix: *The Sanguinem Maledicta*), *deflection*, *dispel*, *healing*

Creed:

The Path of Charity: The Pariah took a vow of poverty and forsook his family name; practitioners of this path follow his example of humility and giving.

Sins – Minor: refusing to give alms to beggars and the poor; Major: selling the services of your sword as duelist or soldier; Mortal: refusing aid to those in mortal peril.

Connections

Aaron Harkaway can call on the Bloodstained Blade for information, muscle, and expert aid.

Average Bloodstained Blade Ally

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

Skills: Fighting d6, Notice d6, Knowledge (Occult) d6, Shooting d4, Stealth d4

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Pacifist [Major]

Edges: One of the Chosen (+1 to attack evil)

Equipment: Contraband crossbow (15/30/60; 2d6; RoF 1; AP2, 1 action to reload), heirloom longsword (Str+d8), stakes (Str+d4)

Experts

Erich Walsingham, Embittered Soldier

Streetwise +2 to contact, Persuasion +0 to convince

A former bloodcoat who has seen the light, Walsingham now trains members of the Bloodstained Blade, building up an army to retake Malleus.

Notable Traits: Knowledge (Battle) d8, Command, Command Presence, Fanaticism, Leader of Men

- **Special:** On two Persuasion raises, Erich Walsingham and five Average Bloodstained Blade Allies will join the cabal as muscle. On three or more, Walsingham rouses a total of ten Average Bloodstained Blade into the enterprise.

Niedermeier Flinders, Pious Layperson

Streetwise +2 to contact, Persuasion +2 to convince

Master Flinders gives what he can to live up to the Pariah's message of good works and charity.

- **Notable Traits:** Spirit d10
- **Special:** On a Persuasion raise, Niedermeier Flinders will shelter the cabal in his home (+2 Stealth bonus to evade pursuit). On two or more raises, the Stealth bonus grows to +4 and the Master Flinders will provide the cabal with 250 reichsmarks in coin or goods.

Horrid Secret

At the beginning of every session, Harkaway's player must draw a card. If the result is a Clubs face card, Aaron's Horrid Secret will be revealed by the Secret Master at a time of her choosing during the game session. When revealed, Aaron Harkaway snaps, immediately becoming a serial killer (see *Savage Worlds Horror Companion*) and going on a rampage against all non-believers (which is pretty much everyone else).

ONATAH

STANDARD VERSION

Secret Society: *The Wild Hunt*

Archetype: *Spirit Warrior*

Race: *Human (Cruthin)*

Onatah traveled to Malleus with her husband, a trapper and Mallean native, only to see him run down in the street by a vampire's carriage. Trapped in a land not her own, she nonetheless found companions and allies amongst the Wild Hunt and her cabal.

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

Skills: Faith d6, Fighting d8, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Streetwise d4, Survival d8, Tracking d8

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

Hindrances: Code of Honor [Major], Illiterate [Minor], Outsider [Minor]

Edges: Arcane Background: Miracles (Warrior Cult), Connections (Wild Hunt), First Strike, Martial Artist, Woodsman

Gear: Bow and 20 arrows (Range: 12/24/48; Damage: 2d6; RoF 1), 2 hatchets (Range: 3/6/12; Damage: Str+d6; RoF 1; melee and missile), war club (Range: 3/6/12; Damage Str+d8; RoF 1; melee and missile), buckskins (Armor+1)

Special Abilities:

- **Power Points:** 10
- **Powers:** *beast friend* (speaks the language of animals), *boost/lower trait* (supplication to one of the spirits)

Creed:

Warrior Cult: The totems of these cults are fierce and deadly warriors who live for battle; they would rather go to war than enjoy the fruits of their victories. Examples include Crocodile, Jaguar, Lion, Thor, and Wolf.

Sins – Minor: Answering violence with non-violence. Major: Sparing the life of a foe who has refused honorable surrender. Mortal: Offering mercy to the undead.

Connections

Onatah can call on the Wild Hunt for information, muscle, and expert aid.



Average Wild Hunt Ally

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

Skills: Fighting d6, Notice d4, Shooting d6, Stealth d4, Survival d6, Tracking d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Heroic

Edges: Woodsman

Equipment: Flintlock rifle (Range 15/30/60; Damage 2d8; RoF 1; AP 1; 3 actions to reload), hatchet (3/6/12; Str+d6; RoF 1).

Experts

Gilliam Darby, Old Poacher

Streetwise +2 to contact, Persuasion +2 to convince

Old Gill has lived one step ahead of the law his entire life. He may have lost a few fingers over the years, but he knows the land and people in his territory better than anyone.

- **Notable Traits:** Healing d10, Tracking d10, Alertness, Danger Sense, Scavenger
- **Special:** On a Persuasion raise, Gilliam Darby will shelter the cabal, granting a +2 Stealth bonus to evade pursuit and offering medical aid. On two or more raises, the Stealth bonus grows to +4 and the Healing roll is made at +2

Arabella Grint, Peerless Markswoman

Streetwise +0 to contact, Persuasion +0 to convince

Renowned throughout the county for her prowess with bow, crossbow, or rifle, Arabella Grint is one of the best shots in the entire Wild Hunt. When there's a target that must be hit, she's the one to call upon.

- **Notable Traits:** Shooting d12, Improved Trademark Weapon, Marksman
- **Special:** Two Persuasion raises convince Arabella to act as muscle; with three or more raises, Arabella Grint is treated as a Wild Card for the combat. Unless killed with a Finishing Move, Ms. Grint always survives a fight.

ONATAH

HORRID SECRET VERSION

Secret Society: *The Wild Hunt*

Archetype: *Spirit Warrior*

Race: *Human (Cruthin)*

Onatah traveled to Malleus with her husband, a trapper and Mallean native, only to see him run down in the street by a vampire's carriage. Trapped in a land not her own, she nonetheless found companions and allies amongst the Wild Hunt and her cabal.

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

Skills: Faith d6, Fighting d8, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Streetwise d4, Survival d8, Tracking d8

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

Hindrances: Code of Honor [Major], Horrid Secret [Major], Illiterate [Minor], Outsider [Minor]

Edges: Arcane Background: Miracles (Warrior Cult), Connections (Wild Hunt), First Strike, Martial Artist, Woodsman

Gear: Bow and 20 arrows (Range: 12/24/48; Damage: 2d6; RoF 1), 2 hatchets (Range: 3/6/12; Damage: Str+d6; RoF 1; melee and missile), war club (Range: 3/6/12; Damage Str+d8; RoF 1; melee and missile), buckskins (Armor+1)

Special Abilities:

- **Power Points:** 10
- **Powers:** *beast friend* (speaks the language of animals), *boost/lower trait* (supplication to one of the spirits), *shape change*

Creed:

Warrior Cult: The totems of these cults are fierce and deadly warriors who live for battle; they would rather go to war than enjoy the fruits of their victories. Examples include: Crocodile, Jaguar, Lion, Thor, and Wolf.

Sins – Minor: Answering violence with non-violence. Major: Sparing the life of a foe who has refused honorable surrender. Mortal: Offering mercy to the undead.

Connections

Onatah can call on the Wild Hunt for information, muscle, and expert aid.

Average Wild Hunt Ally

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

Skills: Fighting d6, Notice d4, Shooting d6, Stealth d4, Survival d6, Tracking d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Heroic

Edges: Woodsman

Equipment: Flintlock rifle (Range 15/30/60; Damage 2d8; RoF 1; AP 1; 3 actions to reload), hatchet (3/6/12; Str+d6; RoF 1).

Experts

Gilliam Darby, Old Poacher

Streetwise +2 to contact, Persuasion +2 to convince
Old Gill knows the land and people in his territory better than anyone.

- **Notable Traits:** Healing d10, Tracking d10, Alertness, Danger Sense, Scavenger
- **Special:** On a Persuasion raise, Gilliam Darby will shelter the cabal, granting a +2 Stealth bonus to evade pursuit and offering medical aid. On two or more raises, the Stealth bonus grows to +4 and the Healing roll is made at +2

Arabella Grint, Peerless Markswoman

Streetwise +0 to contact, Persuasion +0 to convince
Arabella Grint is one of the best shots in the entire Wild Hunt. When there's a target that must be hit, she's the one to call upon.

- **Notable Traits:** Shooting d12, Improved Trademark Weapon, Marksman
- **Special:** Two Persuasion raises convince Arabella to act as muscle; with three or more raises, Arabella Grint is treated as a Wild Card for the combat. Unless killed with a Finishing Move, Ms. Grint always survives a fight.

Horrid Secret

At the beginning of every session, Onatah's player must draw a card. If the result is a Clubs face card, Onatah's Horrid Secret will be revealed by the Secret Master at a time of her choosing during the game session. When revealed, Onatah is overcome by the full moon, immediately becoming a werewolf and attacking the rest of the cabal.

GRAINNE MCQUARRIE

STANDARD VERSION

Secret Society: *The Clan O'Naill*

Archetype: *Hunted Highlander*

Race: *Human (Keltisch)*

Grainne McQuarrie ran away from home when she was just a lass, determined to see the world. She hid her gender and joined up with Horst Robards' Rangers, acting as scouts and skirmishers for Mallean forces abroad and at home. Deserting because she couldn't stomach their brutality anymore, Grainne returned to Lochland and joined the Clan O'Naill.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4, Streetwise d4, Survival d6, Taunt d6, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (1)

Hindrances: Wanted [Major; deserter from the army; thankfully, they think she's a man], Enemy [Minor; Horst Robards], Outsider [Minor]

Edges: Brawny, Connections (Clan O'Naill), Frenzy, Sweep, Trademark Weapon (claymore)

Gear: Claymore (Str+d10; -1 Parry, 2 hands), flintlock pistol (Range: 5/10/20, Damage: 2d6+1, RoF 1, 2 actions to reload, can be used as a club for Str+d4 damage), flintlock rifle (Range: 15/30/60, Damage: 2d8, RoF 1, 2 actions to reload, can be used as a club for Str+d4 damage), sgian-dubh (Str+d4), leather gorget (Armor +1, neck only), leather greatcoat (Armor +1)

Connections

Grainne McQuarrie can call on the Clan O'Naill for information, muscle, and expert aid.

Average Clan O'Naill Ally

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

Skills: Fighting d8, Intimidation d6, Notice d4, Stealth d4, Streetwise d4

Charisma: -2 (Outsider); **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Loyal, Outsider

Edges: Brawny

Equipment: Old-fashioned broadsword or claymore (Str+d8), oxhide buckler (Parry +1)



Experts

Liam O'Malley, Fey-Touched Poet

Streetwise +0 to contact, Persuasion +0 to convince

Versed in ancient Keltisch lore, Liam O'Malley claims to have visited the Otherworld and returned with his soul intact. O'Malley possesses incredible insight into strange secrets.

- **Notable Traits:** Knowledge (Occult) d10, Notice d10, Common Bond, Great Luck
- **Special:** With two Persuasion raises, the cabal can consult O'Malley on a cooperative Knowledge (Occult). Liam O'Malley's successes can increase the bonus above +4 and will always reveal at least weakness of a monster.

Bronagh MacKenzie, Cunning Elder

Streetwise +0 to contact, Persuasion +2 to convince

Folk remedies and hedge magic have sustained Bronagh MacKenzie well beyond her natural span. She doesn't even realize it is her own Psionic power that fuels her magic – she just thinks of it as the Good Folk's blessing.

- **Notable Traits:** Healing d10, Spellcasting d8, Arcane Background: Psionics, Healer
- **Special:** On a Persuasion raise, Bronagh MacKenzie can provide the cabal with an elixir of *healing* (3 doses, Spellcasting d8). Two or more raises allows Bronagh to concoct one of *greater healing* (2 doses, Spellcasting d8).

GRAINNE MCQUARRIE

HORRID SECRET VERSION

Secret Society: *The Clan O'Naill*

Archetype: *Hunted Highlander*

Race: *Human (Keltisch)*

Grainne McQuarrie ran away from home when she was just a lass, determined to see the world. She hid her gender and joined up with Horst Robards' Rangers, acting as scouts and skirmishers for Mallean forces abroad and at home. Deserting because she couldn't stomach their brutality anymore, Grainne returned to Lochland and joined the Clan O'Naill.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Streetwise d6, Survival d6, Taunt d6, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (1)

Hindrances: Horrid Secret [Major], Wanted [Major; deserter from the army; thankfully, they think she's a man], Enemy [Minor; Horst Robards], Outsider [Minor]

Edges: Brawny, Connections (Clan O'Naill), Frenzy, Sweep, Trademark Weapon (claymore)

Gear: Claymore (Str+d10; -1 Parry, 2 hands), flintlock pistol (Range: 5/10/20, Damage: 2d6+1, RoF 1, 2 actions to reload, can be used as a club for Str+d4 damage), flintlock rifle (Range: 15/30/60, Damage: 2d8, RoF 1, 2 actions to reload, can be used as a club for Str+d4 damage), sgian-dubh (Str+d4), leather gorget (Armor +1, neck only), leather greatcoat (Armor +1)

Connections

Grainne McQuarrie can call on the Clan O'Naill for information, muscle, and expert aid.

Average Clan O'Naill Ally

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

Skills: Fighting d8, Intimidation d6, Notice d4, Stealth d4, Streetwise d4

Charisma: -2 (Outsider); **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Loyal, Outsider

Edges: Brawny

Equipment: Old-fashioned broadsword or claymore (Str+d8), oxhide buckler (Parry +1)

Experts

Liam O'Malley, Fey-Touched Poet

Streetwise +0 to contact, Persuasion +0 to convince

Versed in ancient Keltisch lore, Liam O'Malley claims to have visited the Otherworld and returned with his soul intact. O'Malley possesses incredible insight into strange secrets.

- **Notable Traits:** Knowledge (Occult) d10, Notice d10, Common Bond, Great Luck
- **Special:** With two Persuasion raises, the cabal can consult O'Malley on a cooperative Knowledge (Occult). Liam O'Malley's successes can increase the bonus above +4 and will always reveal at least weakness of a monster.

Bronagh MacKenzie, Cunning Elder

Streetwise +0 to contact, Persuasion +2 to convince

Folk remedies and hedge magic have sustained Bronagh MacKenzie well beyond her natural span. She doesn't even realize it is her own Psionic power that fuels her magic – she just thinks of it as the Good Folk's blessing.

- **Notable Traits:** Healing d10, Spellcasting d8, Arcane Background: Psionics, Healer
- **Special:** On a Persuasion raise, Bronagh MacKenzie can provide the cabal with an elixir of *healing* (3 doses, Spellcasting d8). Two or more raises allows Bronagh to concoct one of *greater healing* (2 doses, Spellcasting d8).

Horrid Secret

At the beginning of every session, Grainne's player must draw a card. If the result is a Clubs face card, Grainne McQuarrie's Horrid Secret will be revealed by the Secret Master at a time of her choosing during the game session. When revealed, Grainne turns traitor, as a patrol of bloodcoat soldiers equal to the remaining members of the cabal + 1 join her in attempting to arrest the heroes.

PRIYA ALI

STANDARD VERSION

Secret Society: *The Zunft von Hohenheim*

Archetype: *Underestimated Genius*

Race: *Human (Bhāratastani)*

The Zunft von Hohenheim member who sponsored Priya Ali's journey to Malleus was both surprised and delighted to find a young woman stepping off the boat instead of the man he expected. The rebellious Bhāratastani woman quickly proceeded to make a name for herself with her inventive use of rocketry and explosives.

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

Skills: Fighting d4, Investigation d4, Knowledge (Science - Alchemy) d6, Knowledge (Science - Engineering) d6, Notice d6, Persuasion d4, Repair d8, Shooting d6, Stealth d4, Streetwise d4, Weird Science d8.

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

Hindrances: Clueless [Major], Bad Eyes [Minor], Habit [Minor; constant muttering to herself].

Edges: AB: Weird Science, Alertness, Connections (Zunft von Hohenheim), Gadgeteer, McGyver, New Power (x 2)

Gear: artificer's tools (+1 Repair), dagger (range 3/6/12, Str+1d4, RoF 1), leather gorget (+1 Armor to neck only), leather greatcoat (+1 Armor), normal clothes, rapier (Str+1d4, +1 Parry), 5 reichsmarks.

Special Abilities:

- **Power Points:** 10.
- **Powers:** *blast* (prototype rocket launcher), *bolt* (fireworks gun), *confusion* (firecrackers)

Connections

Priya Ali can call on the Zunft von Hohenheim for information, muscle, and expert aid.

Average Zunft von Hohenheim Ally

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

Skills: Knowledge (any Science) d6 each, Notice d6, Shooting d4, Stealth d4, Weird Science d6

Charisma: +0; **Pace:** 6; **Parry:** 3; **Toughness:** 5

Hindrances: Curious

Edges: AB: Weird Science



Equipment: rapier (Str+d4; Parry +1), Hand Crossbow (2d4, Range 6/12/24; RoF 1; AP 1; 1 action to reload).

Special Abilities:

- **Power Points:** 10
- **Powers:** *bolt*

Experts

Dr. Emil Braunstein, Mad Resurrectionist

Streetwise +0 to contact, Persuasion +0 to convince

Determined to overcome the secrets of death itself, Dr. Braunstein is willing to cross moral boundaries other members of the Zunft blanch to consider. His aid, however, can give a second chance after the direst defeat.

- **Notable Traits:** Smarts d10, Knowledge (Science – Physiology) d10, Weird Science d10, *healing*, *greater healing*, *zombie*
- **Special:** On two Persuasion raises, Dr. Braunstein can provide the cabal five zombies as muscle. Three or more raises can persuade him to resurrect a fallen member of the cabal as a Patchwork Man (see *Savage Worlds Horror Companion*).

Franklin Arrowet, Pugnacious Polymath

Streetwise +0 to contact, Persuasion +2 to convince

Franklin Arrowet is learned in multiple disciplines, but burdened with an overbearing personality. His overweening pride, however, makes him eager to share the results of his numerous experiments with his less-talented peers.

- **Notable Traits:** Smarts d12, Knowledge (all Sciences) d10, Weird Science d10, all Weird Science powers of Veteran or less
- **Special:** On a single Persuasion raise, Arrowet can provide the cabal with a single-use device using one power of Seasoned Rank or less (10 power points and a d10 Weird Science die). Two or more raises increases the rank to Veteran.

PRIYA ALI

HORRID SECRET VERSION

Secret Society: *The Zunft von Hohenheim*

Archetype: *Underestimated Genius*

Race: *Human (Bhāratastani)*

The Zunft von Hohenheim member who sponsored Priya Ali's journey to Malleus was both surprised and delighted to find a young woman stepping off the boat instead of the man he expected. The rebellious Bhāratastani woman quickly proceeded to make a name for herself with her inventive use of rocketry and explosives.

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

Skills: Fighting d6, Investigation d4, Knowledge (Science - Alchemy) d6, Knowledge (Science - Engineering) d6, Notice d6, Persuasion d4, Repair d8, Shooting d6, Stealth d6, Streetwise d4, Weird Science d8.

Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Clueless [Major], Horrid Secret [Major], Bad Eyes [Minor], Habit [Minor; constant muttering to herself].

Edges: AB: Weird Science, Alertness, Connections (Zunft von Hohenheim), Gadgeteer, McGyver, New Power (x 2)

Gear: artificer's tools (+1 Repair), dagger (range 3/6/12, Str+1d4, RoF 1), leather gorget (+1 Armor to neck only), leather greatcoat (+1 Armor), normal clothes, rapier (Str+1d4, +1 Parry), 5 reichsmarks.

Special Abilities:

- **Power Points:** 10.
- **Powers:** *blast* (prototype rocket launcher), *bolt* (fireworks gun), *confusion* (firecrackers)

Connections

Priya Ali can call on the Zunft von Hohenheim for information, muscle, and expert aid.

Average Zunft von Hohenheim Ally

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

Skills: Knowledge (any Science) d6 each, Notice d6, Shooting d4, Stealth d4, Weird Science d6

Charisma: +0; **Pace:** 6; **Parry:** 3; **Toughness:** 5

Hindrances: Curious

Edges: AB: Weird Science

Equipment: rapier (Str+d4; Parry +1), Hand Crossbow (2d4, Range 6/12/24; RoF 1; AP 1; 1 action to reload).

Special Abilities:

- **Power Points:** 10
- **Powers:** *bolt*

Experts

Dr. Emil Braunstein, Mad Resurrectionist

Streetwise +0 to contact, Persuasion +0 to convince

Determined to overcome the secrets of death itself, Dr. Braunstein is willing to cross moral boundaries other members of the Zunft blanch to consider. His aid, however, can give a second chance after the direst defeat.

- **Notable Traits:** Smarts d10, Knowledge (Science - Physiology) d10, Weird Science d10, *healing*, *greater healing*, *zombie*
- **Special:** On two Persuasion raises, Dr. Braunstein can provide the cabal five zombies as muscle. Three or more raises can persuade him to resurrect a fallen member of the cabal as a Patchwork Man (see *Savage Worlds Horror Companion*).

Franklin Arrowet, Pugnacious Polymath

Streetwise +0 to contact, Persuasion +2 to convince

Franklin Arrowet is learned in multiple disciplines, but burdened with an overbearing personality. His overweening pride, however, makes him eager to share the results of his numerous experiments with his less-talented peers.

- **Notable Traits:** Smarts d12, Knowledge (all Sciences) d10, Weird Science d10, all Weird Science powers of Veteran or less
- **Special:** On a single Persuasion raise, Arrowet can provide the cabal with a single-use device using one power of Seasoned Rank or less (10 power points and a d10 Weird Science die). Two or more raises increases the rank to Veteran.

Horrid Secret

At the beginning of every session, Priya Ali's player must draw a card. If the result is a Clubs face card, Priya's Horrid Secret will be revealed by the Secret Master at a time of her choosing during the game session. When revealed Priya Ali turns traitor, as a patrol of bloodcoat soldiers equal to the remaining members of the cabal + 1 join her in attempting to arrest the heroes.

Appendix:

Players' Aid

THE SANGUINEM MALEDICTA

Developed by magi of the ancient Tiberian Republic during the age when the first vampires tried to infiltrate that lofty empire's ruling class, the *Sanguinem Maledicta* (Curse of Blood) is a series of interconnected rituals that allow the caster to expunge the essence of vampire blood from a host. Legends say that the full form of the ritual can destroy an entire vampire bloodline by killing the head vampire, but the fragment the cabal possesses can only purify a human or dhampir.

Cleanse the Blood

Rank: Novice

Power Points: 20

Range: Touch

Duration: Special

Trappings: bloodletting and a complex incantation

Cleanse the blood boils away the vampiric animus in the bloodstream of a living being, purging that being of their need to drink blood and their vampiric abilities. Its uses include removing a thrall's granted abilities, purging a moroi of its mutations, and even transforming a dhampir into a normal human being. It cannot harm nor resurrect a true vampire.

The animus in vampire blood will subconsciously defend itself even if the target is consciously willing, reflected as an opposed roll versus the target's Spirit.

Because *cleanse the blood* costs so many Power Points, it is much easier to perform as a ritual (see *Savage Worlds Horror Companion*). Since *cleanse the blood* is a benevolent ritual, failing to complete the ritual is less catastrophic than usual. A deuce on the Ritual Failure table means the target's vampiric blood combusts, inflicting 2d10 damage every round unless somehow quenched (such as with the *dispel* power). A 3-5 means that every vampire within 10 miles is alerted to the casting of the ritual and feels compelled to hunt down the casters.

A successfully casting causes a heavenly light to suffuse the ritual space, possibly alerting attentive spies or passers-by

NEW HINDRANCES

Horrid Secret [Major]

This Hindrance is a Faustian bargain between the player and the Secret Master: a secret so reprehensible that revealing it will destroy the hero's place in society and turn him against his closest allies! Horrid Secret is worth 4 points at character creation and may be taken in addition to the usual Major and 2 Minor Hindrances.

Revelation of a Horrid Secret removes the character from play as the secret turns him against his own cabal. Possible secrets can include being a werewolf or being a vampire's thrall and a spy for the king all along. The Secret Master can allow the player to run the character's escape from justice (providing appropriate character stats for the session) but the hero becomes a non-player character if it escapes its vengeful cabal.

The chances of a Horrid Secret being revealed increases the longer the secret is kept. At the beginning of each session, the player draws a card from the Action Deck. The secret is revealed at Novice Rank if the Ace of Clubs is drawn, at Seasoned if a Club face card is drawn, at Veteran if any Club higher than a 5 is drawn, and a Heroic and higher if any Club is drawn.

Slave [Major]

This hero belongs to another, the master's property under the laws of Malleus. Whether a fellow player owns the character or a malicious vampire, the hero has no rights under Malleian law. She receives only half the usual starting funds (though, unlike with Poverty, does not halve her funds every week) and suffers from a -2 to Charisma (as with Outsider). In addition, the hero may be sold, tortured, and even killed at her owner's whim. If the character escapes slavery, she may trade this Hindrance for Wanted [Major], and if granted her freedom, she may trade it for any two Minor Hindrances.

NEW EDGE

Qabbalist

Requirements: Smarts d6+, Knowledge (Occult) d6+

Though he may have never possessed the drive to perfect the casting of spells unaided, a character with the Qabbalist Edge at least understands enough of the dark arts to work ritual magic.

A qabbalist without an Arcane Background may still act as the primary caster when performing a ritual (see *Savage Worlds Horror Companion*), using his Knowledge (Occult) as the activating skill. Since the character has no Power Points of his own to spend, he must either make a sacrifice or build up ambient magical energy (every additional action builds 2 Power Points).

A qabbalist with an Arcane Background gains a +2 bonus to his rolls to complete a ritual.



Keep your enemies close...

VARGR

The King is Dead

In an 18th century that never was, revolution rocks the nation of Malleus! Secret societies of rebels strike to unseat the vampire aristocracy with pen and sword, inciting long-dormant dreams of freedom in their fellow humans while driving stakes through the hearts of their oppressors. Frontiersmen, highlanders, mad scientists, occultists, slaves, and more unite to overthrow the immortal regime!

In VARGR, the heroes join the hunt for a mad killer, only to find he holds the secrets to defeat the vampires. Can they save him from the assassins hunting him? Can they save him from himself? Can they save themselves from the wrath of the vampire overlords?

VARGR requires Savage Worlds and the Savage Worlds Horror Companion to play.

Watch for The King is Dead campaign setting in the summer of 2016!

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