

NIGHT OF THE HUNTERS

A RunePunk™ One Sheet for Savage Worlds™

It's third shift in ScatterPoint, and your jobbers are heading to a Nightmarket to grab a bite to eat. Typically, the Nightmarket is a bustling agora full of people, but tonight it's eerily quiet. A fog has rolled in, the lights flicker low, and there's a disturbing lack of people. Walking along the street reveals no sign of life. Visibility is severely reduced in the fog; the jobbers can see no more than 30 feet (10 inches).

If the PCs call out, or attempt to break into a stall, they'll find themselves faced with a hatchet-wielding baker by the name of Theodore V'sault, who is clearly terrified from some recent experience. He'll need to be talked down with a Persuasion roll before he can provide any rational information. Once calmed, Theodore will explain that "they" came just as the market was opening, sweeping out of the fog like shades and kidnapping everyone. Luckily, Theodore managed to hide himself in his stall before he was noticed. Questioning Theodore about who "they" are will be met with a terse head shake unless a Persuasion roll is attempted at -2. If they succeed, Theodore, weeping from fear, says "The Nachtjager have come... we are all doomed."

If calmed sufficiently, Theodore can be convinced to lead the jobbers to where he saw his friend vanish, just across the lane from his stall. Theodore says his friend Alain Trusman vanished on that very spot. The jobbers will need to make Notice rolls at -2. Success reveals scuff marks made by the heels of someone's boots as they were dragged away. A Tracking roll, or another Notice roll at -2, uncovers footprints that lead down the lane and then up the side of a building. As the jobbers are observing this, a Nachtjager will spring from the fog and attacks. Have the jobbers make Notice rolls, those that fail are not dealt in the first round and the Nachtjager can attack them with impunity. Those that do are dealt in as normal.

If the Nachtjager is overmatched it will attempt to flee, running up the wall to escape. If the Nachtjager is killed, it will turn to smoke in front of the character's eyes. The characters will either have to follow the Nachtjager or its tracks, both of which lead back to a warehouse just outside the Nightmarket. The warehouse is run-down, and looks like it hasn't been used in years. Investigating the warehouse is slow work. Dangers include rotting floors that will fall away, necessitating Agility rolls. If the PC fails, he falls one story and takes appropriate falling damage. Lighting penalties apply a -2 to all combat rolls and Notice rolls involving sight. The jobbers must make a cooperative Notice roll at -4 to find a trap door leading to the cellar which is in much better repair than the rest of the warehouse.

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In the cellar there are 20 or so ScatterPoint citizens, all bound and gagged. In the rafters above, the Nachtjager wait to strike. There is one Nachtjager per hero. Treat this as the encounter before, the jobbers must all make Notice rolls at -2, due to darkness penalties, or they will not be dealt in on the first round of combat and the Nachtjagers will attack unopposed. Any Nachtjagers that are shaken will attempt to flee upon unshaking; those that are killed vanish into smoke as before.

The citizens of the Nightmarket laud the characters as heroes, and welcome them into their stalls like family. The character's may not have made a fistful of Royals out of this deal, but at least they have one place in the city they can always come to for a free hot meal, or a place to sleep when they are in need. The characters have also earned the enmity of any surviving Nachtjagers, who don't appreciate the characters getting in the way of their plans.

NACHTJAGER

Nachtjagers are a brood of vampire unique to ScatterPoint. Some say the Nachtjager are the result of Talus experiments, but in truth none but the foul breed themselves know their origin. These beasts hunt the shadows and fog of the city, searching for victims to feed their unholy thirst. Nachtjagers are not solitary predators, but hunt in packs, which makes them all the more dangerous.

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

Skills: Fighting d8, Guts d8, Intimidation d8, Stealth d10, Notice d10

Pace: 6; **Parry:** 6; **Toughness:** 9

SPECIAL ABILITIES

Bite: Str + d6

Wallwalk: Nachtjager can walk (or run) on walls or ceilings just as if they were on the ground.

Undead: +2 Toughness, +2 recover from being shaken; no wound penalties; immune to poison, disease, and gas; no additional damage from called shots.

Darkvision: Nachtjager suffer no penalty from darkness

Light sensitive: Nachtjagers hate bright light and will suffer a -2 penalty in brightly lit places. In addition, a focused beam of bright light can be used as an attack, causing 1d6 damage

Weakness (Sunlight): Nachtjagers catch fire if any part of their skin is exposed to sunlight. After that, they suffer 2d10 damage per round. Armor does not protect them from this damage.

Cowardly: Nachtjagers do not like to go toe to toe with an adversary. They prefer quick, hit and run attacks, or ambushes. If forced to fight, the Nachtjager will flee the first opportunity it gets after it has been shaken at least once. After recovering from a shaken result, the Nachtjager will flee the combat and escape into the night.