



The King is Dead **DHAMPİR**



By Robin English-Bircher with Sean Tait Bircher

The King is Dead: DHAMPIR

Story by Robin English-Bircher

Written, edited, and layout by Robin English-Bircher and Sean Tait Bircher

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Introduction

Revolution engulfs the island nation of Malleus. 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 vampire aristocracy that rules their land.

Throughout Malleus, revolutionaries are at work. In secret rooms, conspirators gather to destroy the old government and forge a new one. In the dark forests that line the king's roads, highwaymen in masks and greatcoats ambush nobles' coaches and plunder their wealth. In towns and villages across Malleus, a generation born with strange powers hides their gifts. 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 in the farms and servants' halls, slaves dream of rising up against those who stole them from their native lands.

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

Overview

This adventure pits the heroes (collectively known as a “cabal”) against the clock as they must plot a way to extract a dhampir defector from the clutches of her vile family. The asset – **Lady Clarimonde von Durward-Essen** – possesses a fragment of an ancient vampire-destroying spell called the *Sanguinem Maledicta*. She is tired of being her father's pawn and offers to trade the spell for a life of her own.

As a young noblewoman coming out to society, Lady Clarimonde's schedule is busy with dances and parties. Since the lady refuses to risk the lives of her family in a snatch directly from her home, the cabal must instead arrange the extraction during one of these social occasions.

Unfortunately, the Lady Clarimonde is an opportunist, not a devotee of the cause. If the cabal doesn't succeed within a week, then she throws her lot in with the dangerous Countess Erzabeta Battori, a sorceress who tempts her with true undeath and magical power.

Recommended Viewing:

Dangerous Liaisons (1988) or *Valmont* (1989) – Both of these adaptations of *Les Liaisons Dangereuses* have much to recommend them. Secret Masters should look to Cécile de Volanges for an understanding of Lady Clarimonde's education and the Marquise de Merteuil for her cunning and frustration.

The Duchess (2008) - Another film showing the painful circumstances even noblewomen endured.

Casanova (2005) – Free spirits attempt to escape their repressive society; good for its depiction of the carnival atmosphere surrounding aristocratic festivities.

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Glossary

Afar: The massive southern continent from whose numerous dark-skinned cultures Malleus takes its slaves.

Bharahtastan: The sub-continent that borders the eastern edge of the Ostermann Empire. The Royal Bharatastani Trading Company of Malleus trades extensively with the sub-continental vampire kingdoms, importing tea and opium.

Blood-drinker: A generic term for vampires and blood-fed minions (dhampirs, moroi, and thralls).

Erebus: The small continent adjacent to Malleus.

Dhampir: The half-human child of either a vampire and a human virgin or two dhampirs. Dhampirs have not sold their souls to Sathaniel and are not irredeemably evil; being raised by vampires, however, they tend to be terrible people. Dhampirs see poorly in full sunlight but can otherwise endure the sun. They are stronger and faster than humans but lack most vampire powers.

Goths: The dominant culture of Malleus. The Westengoths were merely human invaders who conquered the Keltisch nearly 1,000 years ago; in turn, they were conquered by the Ostergoths and vampires over 660 years ago. Goths see themselves as more sensible and well-mannered compared to other cultures.

Hammerstadt: The capital of Malleus; the broad and powerful River Hammer, the city's lifeline to trade and the sea, bisects the city. The North Bank of Hammerstadt is home to the nobility and gentry; the South Bank houses the professional and working classes.

Holy Panoptic Church: The state religion of Malleus and Erebus, worshipping Sathaniel. The Holy Panoptic Church preaches a mollifying form of vampire dominance, painting them as shepherds guarding the human sheep from the outer darkness – but this is mainly enlightened self-interest, trying to defuse potential human rebellions.

Huns: The barbarians who overthrew the Tiberian Empire and founded the vampire bloodlines that conquered Erebus (and eventually Malleus). Most of the cultures of Erebus are Hunnic in origin, but Malleans view Huns as childish and emotional compared to Goths.

Keltisch: The original inhabitants of Malleus and its surrounding isles; Keltisch people are commonly perceived by Goths and Huns as drunken and lazy.

Malleus: The setting of *The King is Dead* is an island roughly the size of Borneo that sits where its world's Britain and France would be. Consider the culture of Malleus an unholy mishmash of the best and worst of 18th century Britain, France, and Germany.

Moroi: Humans who drink the blood of vampires for many years begin to develop a taste for human blood and animalistic traits; their hardiness and quickness increase to superhuman levels. These “living vampires” are some of the most dangerous human collaborators.

Sathaniel: The powerful demon god that created the first vampires. In the moment between life and death, every person becoming a vampire receives a vision from Sathaniel, asking for their soul. Only those who accept his offer are gifted with undeath.

Thrall: Vampires and dhampirs share their blood with their servants to buy their loyalty. A mouthful of vampire or dhampir blood increases health and hardiness for a week (in game terms, the human's Strength and Vigor is raised to d10 or by one die type if over d10) – but at the cost of the vampire mentally commanding them (the *puppet* power). Repeated drinking of vampire blood leads to addiction.

Tiberian Empire: The powerful and relatively enlightened human state that ruled Erebus and Malleus almost 2,000 years ago.

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Timeline of Events

Monday	•The cabal meets with Dame Zorina von Khronos and is given the assignment to make contact with Lady Clarimonde and extract her and the <i>Sanguinem Maledicta</i> fragment.
Tuesday	•No events •The cabal is free to spend the day making plans and contacting allies. •The von Durward-Essens are not receiving visitors.
Wednesday	•Baroness Ethilda holds her salon.
Thursday	•Lady Clarimonde is presented to Prince Heinrich. •Lt. Stenzgard curries her favor.
Friday	•The von Durward-Essens are receiving visitors. •Lt. Stenzgard calls and receives permission to court Clarimonde.
Saturday	•Foxhole Gardens opens. •The von Durward-Essens attend with Lt. Stenzgard.
Sunday	•The von Durward-Essens – like most of Malleus – attend church services.
Monday	•Delilah opens at the Royal Opera. •The von Durward-Essens attend with Lt. Stenzgard.
Tuesday	•No events •The von Durward-Essens are not receiving visitors as they are attended by costumers for the ball tomorrow.
Wednesday	•Countess Erzabeta hosts a masked ball. •If the cabal has not extracted Lady Clarimonde yet, she is turned by Countess Erzabeta and becomes her asset

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Act 1: The Job

*In which the cabal meets **Dame Zorina von Khronos** (formerly Sir Almaric) at a coffeehouse. Here, they are given the mission to help **Lady Clarimonde** (a dhampir) escape. In return, she has promised to give the revolutionaries a fragment of the **Sanguinem Maledicta**, a powerful curse that can end entire vampire bloodlines. If the Secret Master wishes, the heroes are beset by a patrol of **Bloodcoats** who were tipped off that something's afoot.*



Noon on Monday and raucous voices fill the air of Auld Ginnee's coffeehouse. Traders from the docks argue the value of colonial maize versus Bhāratastani cotton, lawyers debate the merits of their cases with their peers, and students from the Scholomance wax poetic on philosophical conundrums. The scents of the matron's Ostermann-style sweet coffee and the patrons' pipe tobacco mixes in an atmosphere filled with steam and smoke. The sun beats down outside, making this the perfect place and time to plan sedition.

Dame Zorina von Khronos sits at the head of the table, visibly uncomfortable to be wearing men's clothes once again. The only person to belong simultaneously to the Illuminated and the Bluestockings, she leverages her notoriety as a fencing master and what the bloodsuckers dismissively call an "eccentric" to win entry to some of the most exclusive salons and soirees in

vampire society. The fact that she has risked exposing her cover to meet with your cabal means the news she brings is important indeed.

Dame Zorina strokes her stubbled chin with her long, strong swordsman's fingers and clucks her tongue. "What we will not do to restore humanity to freedom, eh?" she asks. "Forgive my dishabille, dear comrades, for I bring word of an astonishing opportunity.

"The social season begins, and with it the noble families of Malleus bring their eligible sons and daughters to Hammerstadt to make political alliances and shore up their fortunes through marriage. How repulsive, yet beautiful! When else is the city so filled with gaiety? Balls, opera, plays, and promenades – yet it is but the frippery and pomp of a market fair. The difference is that the chattel for sale are women, not cattle.

"Most of them simply go along with it, of course, because their fathers and priests and even mothers have spent a lifetime telling them their worth is defined by the husband they get and the children they produce. At Baroness Ethilda's salon last Wednesday, though, I met her daughter – a delightful young dhampir who wants something more out of her life.

"More importantly for the cause, though, she has the means to pay for her freedom. She has a fragment of the **Sanguinem Maledicta**."

"I would doubt her," Dame Zorina continues, "were it not for the fact that vampires do not even dare whisper about the **Sanguinem Maledicta** amongst themselves. Still, that a young ingénue such as she even knows about the ritual tells me that she is to be entirely trusted...

"Her name is Lady Clarimonde von Durward-Essen. Her father is Baron Manfred Belphegor von Durward-Essen, a relatively minor noble with more cash than prestige. He's eager to attach himself to a more prominent lord or even one of the Blood Princes; his family descends from Prince Heinrich – you know, the one with the bat wings – so he'd prefer to place himself closer to that prince, but he'll settle for any of them. The baron sent Lady Clarimonde to the most prestigious nunnery in all of Malleus for her education, and she claims she discovered the book in its library.

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“Lady Clarimonde requests escape from Hammerstadt and some kind of sanctuary – a hiding place in some remote country estate or passage to the colonies or something like that. She’s rightfully nervous, so you must find some way to gain access to her to explain your plans. She positively demands that she meet at least one of her rescuers in person before she trusts her life to you.

“She spends most of her days idling around the family mansion in Balefire Square, but I know she’s scheduled to be presented to the Blood Prince Heinrich during the ceremony on Wednesday night and is then attending the opening of Brindle-Harrison’s new play at Foxhole Gardens on Friday. If you hurry, you may be able to make off with her before she even has a fiancée.”

“You must understand that I cannot involve myself further without risking discovery. Do not call upon me save in the gravest of circumstances.”

Dame Zorina exits. The cabal may plot and plan with the information provided. As they plan, they need to figure out when and how to contact Lady Clarimonde. Remind the players about their Connections if they seem at a loss. Freely offer the information that follows if they ask, or prompt them to make Smarts and Streetwise rolls if they need help.

What the Cabal Knows

- **Baroness Ethilda’s Salon:** Salons are private gatherings largely dedicated to discussing the arts and sciences. While largely restricted to the aristocracy and gentry, professionals and artisans often receive invitations as well – especially inventors, painters, and poets. Many of the secret societies use salons as cover for meetings and drops.
- **Foxhole Gardens:** Everyone knows that Foxhole Gardens is a pleasure garden on one of the small islands in the middle of the River Hammer, the broad, deep river that gives Hammerstadt its name. Something like a modern amusement park, it contains bandstands, hedge mazes, a large outdoor theater, dining both fine and common, and other amusements. The Montgomery Brothers are currently displaying their wondrous “hot air balloon” and charging five reichsmarks per passenger for an ascent.

Foxhole Gardens provides a unique opportunity for the cabal because of how freely the aristocracy mixes with common humans.

- **Prince Heinrich:** The youngest of King Wilhelm’s four sons (making him only a half-century younger than his siblings), Heinrich is the only Blood Prince born a dhampir instead of a human. He takes his role as a shepherd to the people of Malleus very seriously – acting more in keeping with the laws of church and state than his brothers – but he still thinks of humans as livestock. Lady Clarimonde’s presentation to the prince is a large formal gathering where all the season’s young ladies have their coming-out. Not only will it be attended by scores of vampires (some, like Prince Heinrich, quite old and powerful) but also their enthralled bodyguards.
- **The Sanguinem Maledicta:** Characters with a d6+ in Occult or a d8+ in Investigation know of the *Sanguinem Maledicta* as a legendary magical ritual supposedly used by the ancient Tiberian Senate to root out the vampires amidst their ranks. The ritual execution of a vampire destroyed the entire bloodline he created and purified any dhampirs of the vampire’s line of their bloodthirst. All vampires in Malleus are descended from King Wilhelm the Eternal and his four sons. If the full ritual could be recovered, then it may just be possible to end the vampire aristocracy forever.

If the Secret Master desires (or if the players seem itching for a fight), the cabal can face a character’s enemy or a gathering of Bloodcoats once they have formulated their plan. The hero with the highest Notice makes eye contact with a suspicious-looking newcomer, who quickly makes for the door. The newcomer sounds a whistle as he exits and the answering whistle of a Bloodcoat patrol sounds nearby!



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ACT 2: The Asset

*In which the cabal contacts **Lady Clarimonde** and evades the curiosity of **Baron Manfred Belphegor von Durward-Essen**'s family and household to arrange Clarimonde's escape. It is likely the cabal comes into conflict with **Lord Mannheim** (the lady's brother), **Lt. Harrold Stenzgard-Fleischmann** (the lady's intended), or **Arnulf Torland** (the baron's assassin/secretary). During the meeting, Lady Clarimonde must be assured of the escape plan and the cabal's trustworthiness; she demands to make one of the cabal her thrall.*

While the cabal may attempt to infiltrate Prince Heinrich's gala, they will likely choose the sensible route and attempt to infiltrate Baron Manfred's home at 2 Balefire Square.

The home is a terrace house or townhouse – a multi-story home with a Classical façade, a small garden in front, and a mews in back. It shares adjoining walls with neighboring edifices on either side. Balefire Square is the most fashionable address for such modern homes, and as such is well-guarded both day and night by patrols of Bloodcoats and the vampires' enthralled household servants.

Note: The master bedrooms are in the basement and the servant quarters on the top floor, rather than the other way around.



There are two most likely ways to infiltrate 2 Balefire Square: sneaking in or attending the salon.

Sneaking In

The heroes may sneak in disguise as servants or attempt to simply break and enter. A contact within the household (Connections) certainly helps. Once inside, the rebels must go unnoticed as they attempt to evade the rest of the household (Stealth).

The cabal faces difficulty because Lady Clarimonde's bedroom is in the basement; while the Secret Master could resolve this infiltration through a Dramatic Task, a failure after the heroes reach Clarimonde's door means that the Baron himself catches them.

Upon reaching Lady Clarimonde, the heroes must convince her to trust them (Persuasion test). Then, they must sneak back out again. The Secret Master may consider assigning a penalty of -2 or greater to these tasks.

Baron Manfred's household contains the following people:

- Baron Manfred Belphegor von Durward-Essen (vampire)
- Baroness Ethilda, his wife (human)
- Lotte Semples, his mistress (human thrall)
- Lord Mannheim, his youngest son (dhampir)
- Lady Clarimonde, his only daughter (dhampir)
- Arnulf Torland, the Baron's secretary/assassin (moroi)
- Preminger, the butler (human thrall)
- Mrs. Holst, the housekeeper (human)
- Bentwick, the Baron's valet (human thrall)
- Mrs. O'Leary, Baroness Ethilda's maid (human)
- Zenobia, Lotte Semples' maid (human)
- Schwarz, Lord Mannheim's valet (human)
- Emma, Lady Clarimonde's maid (human)
- 4 footmen (human thralls)
- 6 under-maids (human)

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The Salon

Baroness Ethilda holds a weekly salon on Wednesday afternoons, starting late in the afternoon and ending after sunset. Most of her guests are humans – both members of her social circle and those brought to educate and entertain – chosen because they are charming, entertaining, and exciting. Lady Clarimonde and **Lord Mannheim** (the baron's son by his previous wife) comes in as the sun is waning.

The members of the cabal need to acquire at least one invitation. They may use any Contact that they can argue should have connection to the Baroness or a salon guest. Once there, they must maintain cover, which requires Notice and either Stealth or Persuasion. Disguises and cover identities may add +2 to +4 to their rolls.

Once in, they must find a way to make contact and speak to Lady Clarimonde in private. The Baroness tries to keep Lady Clarimonde close, protecting her pride and joy. In addition, her brother, Lord Mannheim, acts as an unwilling and often distracted chaperone.

At the beginning of the salon, the major characters have the following initial attitudes:

- **Lady Clarimonde:** Uncooperative
- **Baroness Ethilda:** Neutral
- **Lord Mannheim:** Unfriendly

The Enthralling Lady Clarimonde

Lady Clarimonde is far from the self-sacrificing martyr the players might expect. She is in this for her own gain, and she needs proof that the cabal is going to be trustworthy. She requires that at least one member of the cabal become her thrall. This is not open for negotiation.

While becoming a thrall means the hero(es) become open to Clarimonde's *puppet* power, drinking her blood also gives the character(s) a d10 in Strength and Vigor. The effects of thralldom fade after a week.

Complications

- Lord Mannheim hates the salons and would rather be playing cards than listening to scientists and poets. He rarely has his companions at these events, so he happily joins a game – but is very

unhappy to lose. This could lead to an impromptu duel.

- The Baron's mistress, Lotte Semples, crashes the salon. She sashays in dressed in dark and alluring red silks, her timorous Afari slave Zenobia following after. The intrusion makes Baroness Ethilda livid with anger, but decorum (and fear of her husband) means she can't just throw the woman out.

If a cabal member finds a way to politely (or not so politely) persuade Lotte to leave, Baroness Ethilda immediately becomes Helpful. If the assisting hero seems to be of appropriate social standing (such as the pre-generated heroes Lady Integra and Walther Leigh), the Baroness even invites them to join her family at Foxhole Gardens.

- Alternately, a player might attempt to cozy up to Lotte or Zenobia. Even vampire society has some rules, though, so neither can provide access to any of the society events Clarimonde will attend. However, they may be able to sneak the hero into the house if the cabal intends to sneak Lady Clarimonde directly out of the house.
- The guest lectures can prove a good distraction for a quiet word with Lady Clarimonde. Today's salon is about progress in the forthcoming century, so the presenters are all connected to that theme. They include:
 - Ludwig Beefeater – a young composer deeply jealous of the vampiric child prodigy Wolfgang Asmodeus Mosshart.
 - Amrita Chatterjee - a Bharatastani woman with an overly-powerful prototype hair dryer
 - Alton Hypnos – a natural philosopher with a theory of “animal magnetism” (basically, hypnosis or mesmerism)

Additional Guests

The Secret Master may add guests to adjust the story (provide additional complications, aid in the cabal's access, etc.). Players can also argue in favor of one of their contacts as a guest. Additional guests should be entertainers that do not overlap with the guests already in attendance.

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Act 3: Extraction

Having contacted the asset, the cabal must find the opportunity to extract her from the clutches of her vile father. Lady Clarimonde refuses to make an escape directly from her family home, forcing the cabal to utilize one of her upcoming social events as cover for her escape. The remainder of the scenario lists the social events and possible complications at each event.

The heroes must put together a plan to affect Lady Clarimonde's escape. Clarimonde herself vetoes any plans to simply sneak out of the house, trying to avoid not only endangering her family but also any direct confrontation between herself and her father or his menacing secretary. She is, after all, a young woman with little experience in the world; for all her rebelliousness, her father intimidates her while Arnulf Torland's capacity for brutal violence terrifies her.

(Clarimonde's trump card in these negotiations is not to deny the cabal the *Sanguinem Maledicta*, but she may also scream and summon her family's enthralled footmen and Torland, turning the cabal over to her father for prosecution.)

If a hero doesn't suggest it, then Lady Clarimonde herself suggests using the hustle and bustle of one of the upcoming social events as cover for the escape. The cabal can choose any of the forthcoming events that occur after she has met them (if the cabal uses one of these events as the occasion to contact her, they can also attempt to affect the escape then and there, but that makes extraction more difficult). No matter which route they take, they must find her and abscond with her: the better the plan, the easier the escape.

Blood-drinkers are inherently stronger and faster than humans, so combat is not in the cabal's best interest. The heroes' best plan is to confound and confuse their physically more powerful opponent(s) while Clarimonde escapes.

Unfortunately, the blood-drinkers eagerly resort to violence. Lady Clarimonde's father, her suitor, her brother, her father's secretary, bloodcoats and other soldiers (including vampire and dhampir officers attending an event), and any valiant male

blood-drinker at the occasion will defend her honor. If the cabal chooses to infiltrate either Prince Heinrich's reception or Countess Erzabeta's masquerade, their actions may bring them to the attention of those individuals – who are, frankly, threats the heroes cannot hope to defeat. The heroes should be cautious and choose their battles wisely.

Complications

Each event includes a list of suggested complications to make the heroes' lives more interesting. These events can be included or left out depending on how much time the Secret Master wishes to devote to the adventure. Leaving them out can trim **DHAMPIR** down to a three-hour convention game; including all appropriate complications can stretch it out over several sessions.

Note on Maps and Miniatures

An espionage-based setting like *The King is Dead* requires a great deal of leeway for the players to come up with their own plans and stratagems. This in turn creates an undue burden on the Secret Master that wishes to use battle maps and miniatures; having a map ready for every contingency can be expensive. Instead, the authors suggest using a theater of the mind approach, turning to the Dramatic Task and Chase rules to cover stealthy approaches and quick escapes.

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Thursday Night:

Presentation to Prince Heinrich

The presentation is a major social event held at Prince Heinrich's Hammerstadt palace of Hirschsprung House. Nobles and high-ranking gentlefolk line-up their carriages down Hye Street and slowly parade through the palace gates. Once disembarked, they proceed to the throne room and are presented to the prince. After receiving his blessing, everyone attends the ball, staying until shortly before dawn. The cabal's best places to attempt to extract Clarimonde are either during the line-up or on the palace grounds after she has been presented.

Blood Prince Heinrich is the most evenhanded and most progressive of the four sons of King Wilhelm – but that isn't saying much. He dedicates himself to the letter of Mallean law and Panoptic dogma, all in hopes of currying favor with the lesser nobility and Church to favor his succession or regency when his ailing father if inevitably either assassinated or declared unfit to rule. His interest in science and technological improvement leans more towards animal husbandry and the management of the human populace, rather than a desire for true social and material progress.

The heroes can do Common Knowledge tests to learn basic info on the Prince. For more detailed information, they need to use Investigation or Streetwise. See his statistics in the Cast of Characters for more about Prince Heinrich.

Hirschsprung House

Hirschsprung House is a very large mansion located on the edge of fashionable Brodie Park, only a short ride from Balefire Square.

During the presentation, Lady Clarimonde first stands with her family in a long and tightly-packed line as she moves through Hirschsprung House. She then bows to the prince in a brief formal ceremony. Afterwards, she is expected to attend the ball.

This is a major social event. Enthralled and moroi humans, dhampirs, and vampires crowd the interior of the palace. A violent raid on the palace might ensure the deaths of a few human collaborators, but the cabal faces swift defeat from the vampires present. Prince Heinrich himself could plausibly wipe them out on his own.

Options

There are two main avenues here for contacting or extricating Lady Clarimonde: the line-up or the gardens.

The line-up: Lady Clarimonde sits for hours in the long line of carriages slowly parading down Hye Street and through the gates of Hirschsprung House as she awaits her turn to disembark and enter the palace. However, her parents and accompany her in the carriage, while her father's murderous secretary sits outside next to the driver. The carriage also sports two enthralled footmen hanging onto the back.

Complicating attempts to stop the carriage before it reaches the park surrounding the prince's home is the simple fact that Hammerstadt is a large, cosmopolitan city. Redcoats patrol the North Bank



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and assaults out on the streets are unlikely to be ignored. Approaching the carriage while in line means the cabal has the cover of Brodie Park, but they will more likely receive resistance from Baron Manfred's peers and their servants.

The gardens: The grounds of the palace are a more logical place to meet with Lady Clarimonde. The gardens offer a respite from the heat of the many candles, needed to light the palace, and the crush of bodies (and subtly rotten reek of the undead). Many cannot resist the refuge, especially those who are not vampires, to seek escape, cool off, and catch their breath.

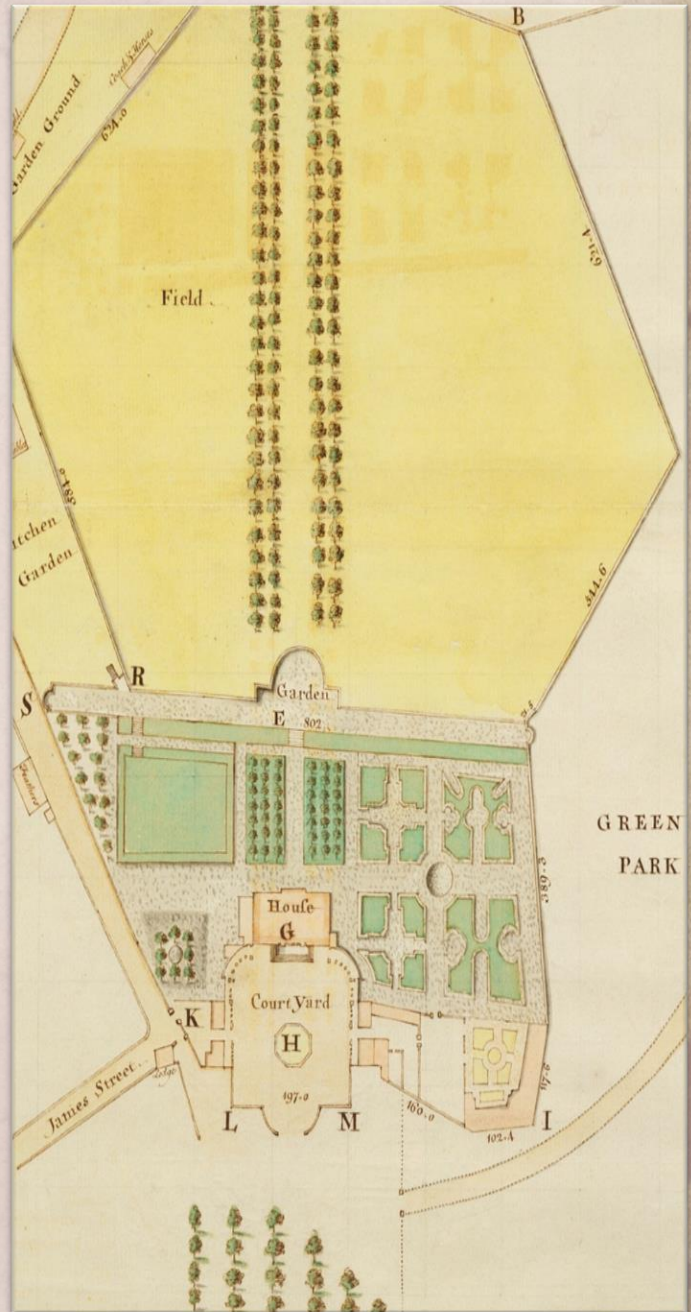
A chaperone accompanies Lady Clarimonde when she goes outside. Though the ball is a very formal affair, less acceptable behavior frequently commences on the palace grounds (impromptu duels, intimate liaisons in the shrubbery, unrestrained drinking and smoking, etc.), and Baron Manfred wants his daughter innocent until her wedding night. The Secret Master can choose whether her parents or her (sulking) brother chaperone her outside. She may also find herself in the company of a would-be suitor.

Complications

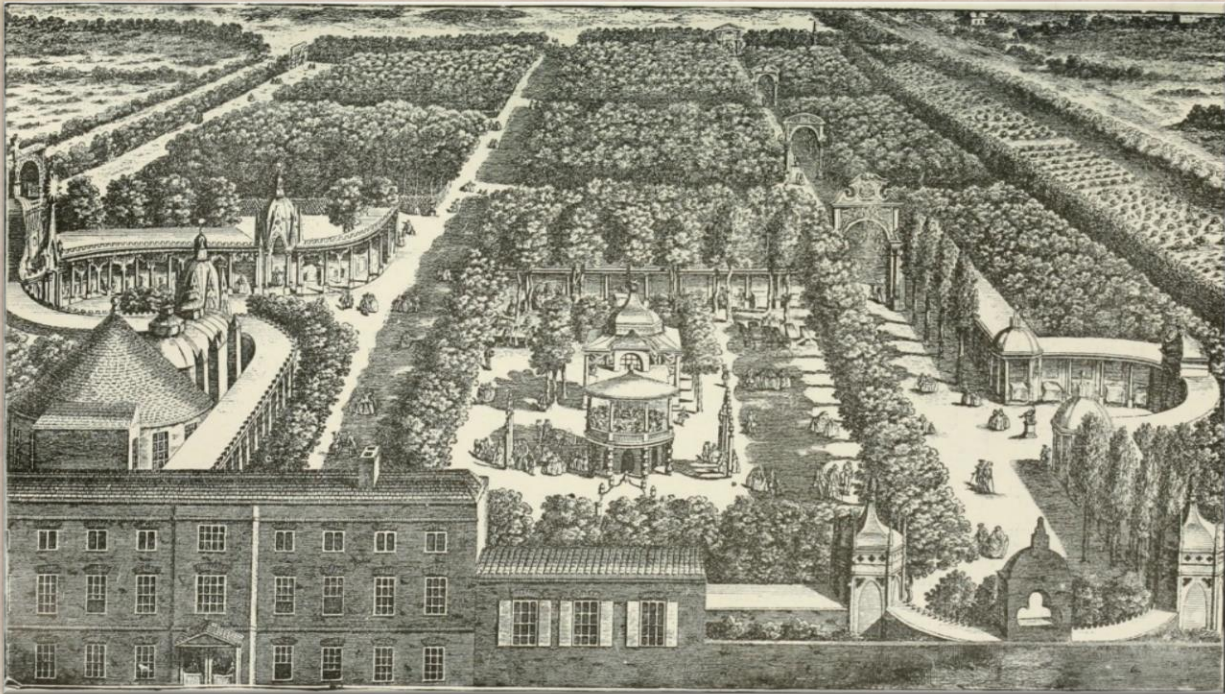
- Another young dhampir, **Lt. Harrold Stenzgard-Fleischman**, is fatally smitten with Lady Clarimonde. He plans on marrying her and will do whatever he deems necessary to win her (and her father's) affection, which also makes him suspicious and jealous. He exudes arrogance; he works hard to dominate others in whatever way seems best, as well as sees himself as being better than any human.
- If using the included pre-gens, Stenzgard is written as Walther Leigh's Enemy; if the group is using original characters, he could be used as another hero's Enemy. This obviously leads to direct conflict any time they meet. In public, Stenzgard primarily sticks to social warfare; however, he may quietly challenge a member of the cabal to a duel late that night.
- Lord Mannheim tries to drag the cabal into another game of cards or seeks revenge if he was beaten in a previous game.
- Lotte Semples sneaks into the soiree on her own and follows after Lady Clarimonde, seeking to

catch her in some tryst with which the human woman can blackmail her.

- Prince Heinrich steps away from his throne for a few minutes. He doesn't recognize the cabal and is curious about them.



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Saturday Night: Foxhole Gardens

The raucous atmosphere of Foxhole Gardens – a pleasure garden on an island in the middle of the River Hammer – offers the chance for confusion and quick-change escapes. While the cabal may be isolated by the river, they can sneak more allies onto the grounds – and the hot air balloon can offer a path of escape or a means of distraction.

Foxhole Gardens is a pleasure-garden (essentially an amusement park) on a small island in the middle of the River Hammer adjacent to the Anvil (an island housing the Scholomance and the High Church). While many vampires attend the opening, far more humans attend due to the affordability of the entertainment; it only requires a single reichsmark for admission. Bloodcoats struggle to safeguard the Gardens due to the crowds, and everywhere, attendees find entertainment and distractions: acrobats, jugglers, a performance of the new play “The Vendetta,” and a hot air balloon – capped off with a fireworks display at midnight. Small river taxi-boats conduct all travel to and from the island.

Heroes may choose to whisk Lady Clarimonde away at any point, but they must be able to slip free of the watchful eyes of her entourage (nearly the

entire household is there – including Semples and the watchful secretary/assassin Arnulf Torland). They also need to find a means off the island.

The Grounds

Features include:

- Bear-baiting and dog-fighting pits
- Garden paths accented by night-blooming plants and exquisite statuary (Some paths are lit with hundreds of coal and whale oil lamps; others are dark and romantic.)
- Guarded pavilions with artwork on display
- Stages (some elevated, some ground-level) where acrobats, dancers, musicians, singers, and swordsmen perform
- Supper boxes for the outdoor restaurant

Baron Manfred gravitates toward rowdy pleasures like the scantily-clad acrobats, while Lotte urges him to take her on one of the dark paths. Baroness Ethilda is more inclined toward the art pavilions and the concerts. Lord Mannheim intends to gamble on the dogs, but he suspects Lt. Stenzgard intends some impropriety that will force Lady Clarimonde to marry him. Lord Mannheim is right, as Stenzgard quietly urges Clarimonde to wander the dark gardens with him. Torland merely hangs back, observant and quiet.

The King is Dead



The Golden Age of Ballooning

One of the most popular amusements is the hot air balloon invented by the humans Otto and Baldric Montgomery. They lecture the crowd about manned flight, and between lectures, they offer tethered ascents for 5 reichsmarks a head. The gondola of the balloon can easily accommodate ten people.

Hot Air Balloons

Hot air balloons are a faddish novelty with little practical use. Some members of the Zunft von Hohenheim have begun experimenting with sails, manually-powered aft rotors, and lightweight steam engines in order to allow balloonists some control over the direction of their craft, but this research is in the very early stages. Acceleration for hot air balloons is $\frac{1}{4}$ wind speed, Top Speed is $\frac{3}{4}$ wind speed, and climb is -2; Toughness is 5 and Crew is 1+3 for most balloons.

The Play

The festivities that night include the premiere of Rickard Brindle-Harrison's new play, "The Vendetta." The play, in five acts, allows for one intermission after Act 3. The Baron acquires a box

for his family and guests (which include Lt. Stenzgard and any heroes who got invited at the salon). Arnulf Torland oversees everything with a keen eye. The open-air theater, much resembling Shakespeare's Globe, affords the rowdy crowd leave to carry-on as loudly as they wish. Lord Mannheim seeks out his own entertainment when given the chance, stealing away to a game of cards in another box (or wherever he can find it), looking for one with high stakes or high risk.

Complications

- Lt. Stenzgard – realizing Lady Clarimonde does not share his affections – attempts to kidnap her and force her into marriage. A pair of his soldiers meet them on a dark path and grab the lady. When the cabal intervenes, they find a temporary ally in the brutal Arnulf Torland.

Gallingly, if Stenzgard survives the altercation, he attempts to persuade Baron Manfred that his planned assault stems from the hot blood of youth and proves his affection for Clarimonde. Manfred sympathizes with him and gives them permission to marry if not persuaded otherwise.

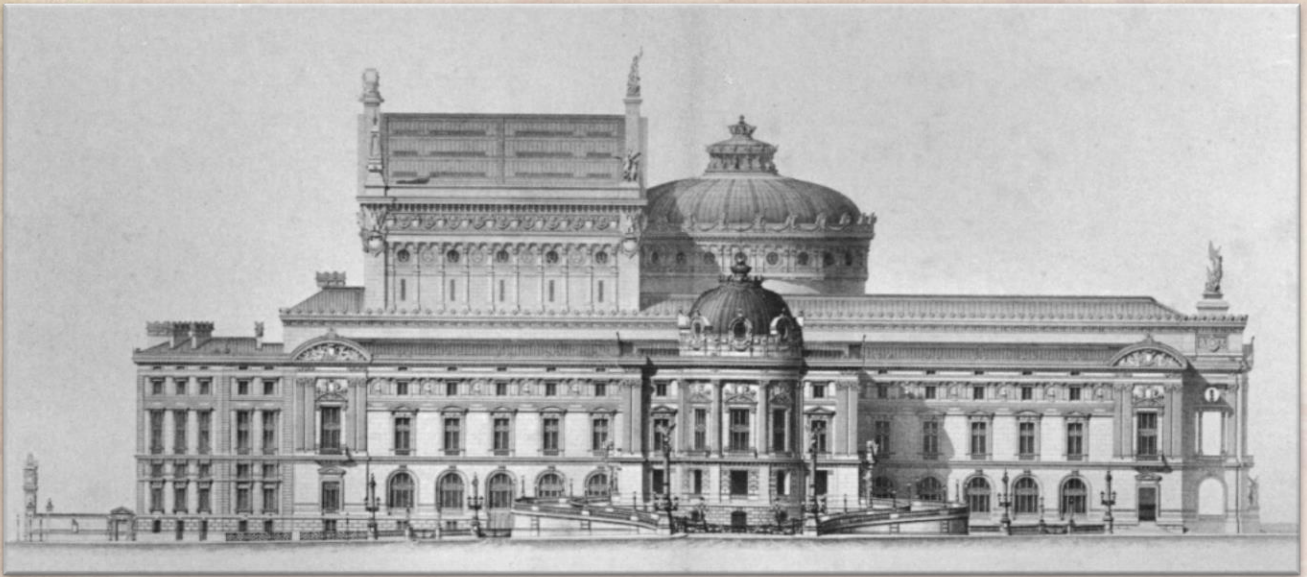
- Baroness Ethilda or Lotte Semples – depending on which one has grown closer to the cabal – attempts to bribe the most likely candidate among the heroes into murdering her rival.

A Daring Escape

If the cabal attempts to escape with Lady Clarimonde, they may face any number of obstacles.

- Arnulf Torland keeps a close eye on Lady Clarimonde and is the most likely person to stand in the cabal's way.
- Baron Manfred, if provoked, takes direct and violent action to protect his daughter. Arnulf Torland aids him, as well as any guards in the Baron's employ or stationed nearby.
- Lord Mannheim, despite his lack of interest, will protect his sister, especially if the escape reflects poorly on him or his father orders him. If he can humiliate Lt. Stenzgard, all the better.

DHAMPIR



Monday Night: *Delilah* at the Royal Opera House

The premiere of Wolfgang Asmodeus Mosshart's new opera, Delilah, promises to be another grand event of the early Season. If the cabal has not rescued Lady Clarimonde by this time, she attends with her parents and fiancé. While the Royal Opera is crowded and easily-accessible by foot and horse, the interior offers little privacy.

The Royal Opera House is a grand edifice on the eastern end of the North Bank of Hammerstadt stands as a fine example of the Tiberian Classical style and a mere stone's throw from the cathedral of St. Salome. The auditorium takes up most of the space in the building, with only the backstage area and private boxes offering any privacy. Gossiping aristocrats crowd the grand foyer and its double staircases before the show and during the intermission.

The opera house is, of course, accessible by foot and by carriage. The opera draws a more refined crowd composed of equal parts human and blood-drinker. Within, the maze-like halls offer opportunities for sneaking. Lady Clarimonde's family has a box, but during the intermission, they must visit other families and famed personages. If Lt. Stenzgard is not dead, then he proudly

chaperones Lady Clarimonde around, announcing their engagement to anyone with ears.

The entire official family (the baron, baroness, and Lord Mannheim) attends the opera. If Lt. Stenzgard still survives, he sits next to Lady Clarimonde at all times, under the indulgent eye of his soon-to-be in-laws. The cabal finds the box guarded by a pair of stout footmen, so getting close to Lady Clarimonde, though possible, will be difficult to do privately.

Complications

- Lt. Stenzgard decides to have his revenge on any heroes who previously crossed him. 1d4+1 aristocratic dhampirs statistically equivalent to him accost the heroes and drag them outside to rough them up.
- A cabal of Clan O'Naill bombers target the Royal Opera House that night. No amount of persuasion will induce them to halt the planned bombing; however, they may make adjustments if carefully swayed.
- One of Countess Erzabeta's young "friends" attempts to gain access to Lady Clarimonde in order to invite her to a special "party within the party" at Erzabeta's masquerade. (Use Lady Clarimonde's statistics.)
- Arnulf Torland works out who the heroes really are and attempts to dispose of them quietly. Not wishing to alarm his employer, Torland keeps his suspicions to himself.

The King is Dead



Wednesday Night: Masked Ball

The last occasion during which the cabal has any hope of extracting Lady Clarimonde is the masked ball at the home of Countess Erzabeta Battori, a continental exiled from her homeland by the anti-vampire Ostermann Empire. The countess is exotic and daring, preaching self-reliance for dhampir and vampire women. Rumor holds she even tutors her favorites in sorcery. If the cabal doesn't rescue Clarimonde by the night of the ball, Countess Erzabeta seduces the headstrong girl.

This is the event of the season. Though Countess Erzabeta is a Hun, she stands as one of the most popular members of society. Being both single and a vampire provides her power beyond most women, and she wields it well. Many young women with grand aspirations look to her as an inspiration – a model for women yearning for more – and others see her as an eccentric that cannot be entirely trusted. This makes her balls quite popular amongst those who want to be in her presence as well as those who want to see her fail.

An invitation allows the cabal easier access to the ball; they could acquire it by theft, utilizing Connections, or somehow impressing the countess during the brief few days the heroes have to prepare during the adventure. The Countess enjoys surrounding herself with equally eccentric humans (they divert suspicion away from her) so making an impression may be easier than it looks.

A diverse crowd of human gentry and professionals, dhampirs, and vampires intermingle freely at the ball. Lady Clarimonde attends with her mother, as Baroness Ethilda receives an invitation because of her notable salons. A chaperone (likely Torland but possibly Lord Mannheim) attends the ladies. Pointedly, Lt. Stenzgard (if he is still alive) does not attend.

This unfolds much like the Prince's ball, except everyone is in costume. Guests relish the opportunity to be more forward than normal. With their identities hidden, they can get away with more impropriety (and the Countess encourages it).

The heroes need to find Lady Clarimonde amidst the crowd, a far from easy task. Lady Clarimonde wears a very popular costume, a version of the Delilah costume that premiered at the opera the other night (scandalously showing lots of skin and being somewhat sheer). Unfortunately, the supposedly secret design was leaked to a dozen different dressmakers who have all clad their (outraged) clients the same.

Complications

Countess Erzabeta's plan to steal the cabal's asset from under their noses poses the primary complication. Competing for Lady Clarimonde's loyalty against the advantages offered by a politically and magically powerful vampire will present a challenge for the heroes. They may find, that in the end, they have to steal the *Sanguinem Maledicta* from Clarimonde – and silence her.

See **Thursday Night: Presentation to Prince Heinrich** (page 10) for more details about grand houses like Erzabeta's manor, Rozenothorne.

DHAMPIR

Allies & Antagonists



Clarimonde von Durward-Essen

Wild Card

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

Skills: Fighting d4, Intimidation d6, Investigation d6, Knowledge: Occult d6, Notice d8, Persuasion d8, Stealth d6, Taunt d8

Charisma: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 10 (3)

Hindrances: Outsider (suffers a -2 penalty to Charisma when interacting with male aristocrats), Stubborn

Edges: Charmer (may use Persuasion for Tests of Will), Mark of the Beast (possesses claws and fangs, not found in every dhampir), Very Attractive

Gear: Steel-ribbed corset (Armor +3; torso only), extremely fashionable dress (with *Sanguinem Maledicta* fragment hidden in pannier on the night she escapes), a minor fortune in jewelry if the escape is planned during a social event.

Special Abilities:

- **Bite:** If Lady Clarimonde grapples a target, she may bite for Str+d4. For every Wound the bite inflicts, she may heal a Wound she has suffered.
- **Claws:** Str+d4.
- **Enthrall:** If a willing target drinks 8 ounces of Lady Clarimonde's blood, their Strength and Vigor increase to d10 or go up by one step if already at d10. This lasts for seven days or until it is *dispelled*, but ends immediately if Lady Clarimonde is slain. While enthralled, Lady Clarimonde may use the *puppet* power on the subject whenever the subject is in her line of sight, using her Spirit as the spellcasting die. The subject may oppose her will with a Spirit roll at -2.
At the end of the week, the subject must make a successful Vigor roll or become addicted to vampire blood (as the Hindrance Habit [Major]).
- **Slow Regeneration:** Lady Clarimonde may automatically roll Vigor once a day to heal any wounds she has suffered without spending a Benny.
- **Level Headed:** As the Edge.
- **Low Light Vision:** Lady Clarimonde suffers no lighting penalties for anything except pitch darkness.

Complication: Untrustworthy Asset

As mentioned before, Lady Clarimonde is no martyr for human (or even women's) rights. She's in this for her own gain and freedom. If she comes to doubt the competency of the cabal at any time, she will not hesitate to make contingency plans – and use the cabal member (or members) she's made her thrall in order to execute those plans. This includes helping her defect to Countess Erzabeta or just ditching the heroes after they've gotten her away from her family.

The King is Dead

Lord Manfred Belphegor von Durward-Essen, Baron Drachenholm

Wild Card Old Vampire

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; elder vampires become irrational and forgetful], Overconfident [Major], Vengeful [Major]

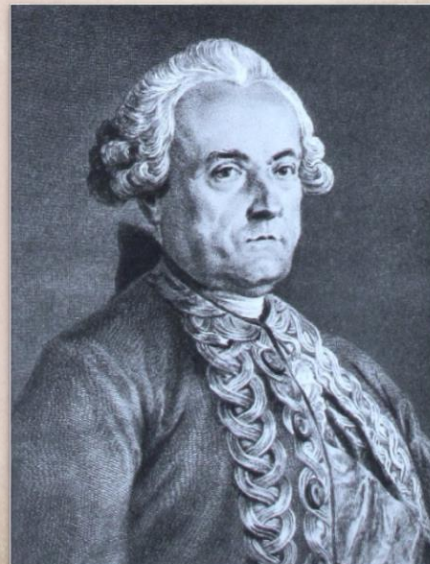
Edges: Alertness, Command, Danger Sense, Filthy Rich, Improved Block, Noble, Strong Willed

Gear: Rapier (Str+d4, +1 Parry), fine clothes, 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 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 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.



DHAMPIR

Lt. Harrold Stenzgard- Fleischmann

Wild Card dhampir

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

Skills: Blood Sorcery d4, Fighting d10, Gambling d6, Intimidation d6, Knowledge (Occult) d6, Notice d6, Riding d8, Shooting d6, Stealth d6, Taunt d6

Charisma: +4; **Pace:** 6; **Parry:** 8 (with rapier); **Toughness:** 7

Hindrances: Arrogant [Major; the lieutenant is fangless, and has a serious chip on his shoulder because of being called “Fangless Fleischmann”], Vengeful [Minor]

Edges: Attractive, Command, Noble, Improved Frenzy, Steady Hands

Gear: Bleeding knife (Str+2; a small but exceptionally sharp piece of cutlery he uses to cut his “meat”), rapier (Str+d4, +1 Parry), jewelry and coin worth 20d20+100 reichsmarks.

Special Abilities

- **Power Points:** 10
- **Powers:** deflection (parrying sword), quickness (blur of speed; self only)
- **Bite:** If Lt. Harrold drinks a Wound’s worth of blood, he may heal a Wound or recover 5 Power Points.
- **Slow Regeneration:** Lt. Stenzgard may automatically roll Vigor once a day to heal any wounds he has suffered without spending a Benny.
- **Level Headed:** As the Edge.
- **Low Light Vision:** The dhampir suffers no lighting penalties for anything except pitch darkness.

Lord Mannheim

Wild Card dhampir

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d10, Vigor d12

Skills: Fighting d8, Gambling d10, Intimidation d6, Knowledge (Occult) d6, Notice d8, Riding d8, Shooting d6, Stealth d4, Taunt d6

Charisma: +5; **Pace:** 6; **Parry:** 7 (with rapier); **Toughness:** 7

Hindrances: Overconfident [he fancies himself an incredible judge of character, as well as an expert gambler – Minor], Stubborn [he is always desperate to win and will do whatever it takes – Minor], Habit [he has a gambling addiction – Major]

Edges: Attractive, Charismatic, Noble, Improved Frenzy, Liquid Courage

Gear: Bleeding knife (Str+2; a small but exceptionally sharp piece of cutlery he uses to cut his “meat”), rapier (Str+d4, +1 Parry), jewelry and coin worth 20d20+100 reichsmarks.

Special Abilities

- **Power Points:** 10
- **Bite:** If Lord Mannheim a Wound’s worth of blood, he may heal a Wound or recover 5 Power Points.
- **Slow Regeneration:** Lord Mannheim may automatically roll Vigor once a day to heal any wounds he has suffered without spending a Benny.
- **Low Light Vision:** The dhampir suffers no lighting penalties for anything except pitch darkness.

The Rivalry

Lt. Stenzgard and Lord Mannheim have long despised one another. Lt. Stenzgard sees Lord Mannheim as a layabout and degenerate, not worthy to inherit his father’s title or to receive Sathaniel’s blessing. On the other hand, Lord Mannheim considers Lt. Stenzgard an arrogant upstart far below his family’s station. Though confined by social norms, the two plot to thwart

The King is Dead

Female Noble

Extra

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

Skills: Gambling d6, Healing d4, Intimidation d6, Investigation d4, Knowledge (Occult) d6, Notice d6, Persuasion d8, Repair d4, Riding d4, Stealth d4, Streetwise d4, Taunt d8.

Charisma: +2 (+4) **Pace:** 6 **Parry:** 2 **Toughness:** 5

Hindrances: Code of Honor (tries to live by the standards of decorum of Mallean society), Outsider (it's a man's world), Pacifist (Minor) (has not been taught even the basics of self-defense)

Edges: Attractive, Charismatic, Noble, Strong Willed



Arnulf Torland

Wild Card moroi

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

Skills: Fighting d10, Intimidation d8, Investigation d6, Notice d10, Riding d6, Shooting d8, Stealth d8, Streetwise d6, Throwing d10

Charisma: 0 or -4 **Pace:** 8; **Parry:** 8; **Toughness:** 8

Hindrances: Habit [Major; blood addict], Vow [Major; to vampire master], Bloodthirsty [allow a Streetwise roll; on a success, the viper's deadly reputation is known to the character]

Edges: Alertness, Combat Reflexes, Improved Level Headed, Fleet Footed, Quick

Gear: rapier (Str+d4, Parry +1), brace of flintlock pistols (Range 5/10/20, Damage 2d6+1, RoF 1) or set of throwing daggers (Range 3/6/12, Str +d4, RoF 1).

Special Abilities:

- **Bite:** When the moroi has a victim grappled, it may bite for Str+d4 damage.
- **Slow Regeneration**
- **Weakness [Sunlight]:** The moroi is at -2 on all physical actions taken in direct sunlight.

Mistress

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

Skills: Gambling d6, Healing d4, Intimidation d10, Investigation d4, Knowledge (Occult) d6, Notice d8, Persuasion d8, Repair d4, Riding d4, Stealth d4, Streetwise d6, Taunt d8.

Charisma: +2 (+4) **Pace:** 6 **Parry:** 2 **Toughness:** 5

Hindrances: Vengeful (Major) (cross her at your peril), Outsider (it's a man's world), Pacifist (Minor) (has not been taught even the basics of self-defense)

Edges: Attractive, Charismatic, Command, Noble, Strong Willed



DHAMPIR

Human Thralls

Extras

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

Skills: Fighting d6, Intimidation d8, Notice d6, Riding d8 or Streetwise d8 or Survival d8, Shooting d8, Stealth d6, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 5 or 6; **Toughness:** 8

Hindrances: Habit [Major; blood addict], Vow [Major; to vampire master], Mean or Outsider

Edges: Berserker, Brawny, Combat Reflexes

Gear: Cavalry saber (Str+d6) or Basket-hilt broadsword (Str+d8, Parry +1), brace of flintlock pistols (Range 5/10/20, Damage 2d6+1, RoF 1).

Special Abilities:

- Slow Regeneration

Bloodcoat Soldier

Extras

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

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

Charisma: -2; **Pace:** 6; **Parry:** 5 (6 when wielding bayonet in melee); **Toughness:** 5

Hindrances: Mean

Edges: Combat Reflexes

Gear: Brown Bess (Range 10/20/40, Damage 2d8, RoF 1, 2 actions to reload) with bayonet (Str+d6, Parry +1, Reach 1, 2 hands), uniform, 2d8-1 reichsmarks.



The King is Dead

Vampire Royalty

Prince Heinrich

Prince Heinrich, Archduke of the South, Lord Batwing, Fourth of the Blood is handsome, intelligent, patient, and terrible.

Heinrich is the only one of his siblings to be born a dhampir; he remembers all too well the constant hunger of his childhood, the uncontrollable anger that seemed to seep into his brain from somewhere else, and all the brutal, purposeless death he caused. It shames him into taking the teachings of the Holy Panoptic Church more seriously than his brethren. He takes seriously his role as shepherd.

This does not make him merciful, nor does it make him kind. Lord Batwing sees to his subjects' survival and endeavors to increase their yield by promoting scientifically-derived policies that generate wealth and provide material comforts (encouraging the building of modern sewers and the installation of newfangled gaslights in the cities, for example), but he ruthlessly culls even his own thralls when they fail his exacting standards.

Countess Erzabeta Battori

Countess Erzabeta is the exiled ruler of Styria in eastern Erebus, conquered (or freed) by the Ostermann Empire about 50 years ago. She accepted asylum from King Wilhelm in return for much of her treasury and the promise of recapturing her homeland. As the decades have dragged by with no action on the part of the Mallean court, Countess Erzabeta has turned into a viper at her host's breast.

The countess is exotic enough to be fashionable yet familiar enough to be respectable. Few realize that her salons and etiquette lessons are recruiting tools for a literal cult of personality that reveres Countess Erzabeta as the voice of Salome, the first vampire, or that she teaches forbidden blood sorcery to the supposedly innocent daughters of the nobility.

Use the following statistics for either Prince Heinrich or Countess Erzabeta as needed

Wild Card

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

Skills: Blood Sorcery d10, Fighting d12+2, Intimidation d10, Investigation d10, Knowledge (Law) d10, Knowledge (Occult) d10, Knowledge (Science: Natural History) d8, Notice d10, Persuasion d8, Stealth d10, Streetwise d10, Throwing d10

Charisma: +2; **Pace:** 8; **Parry:** 11; **Toughness:** 11 (1) (leather greatcoat) or 13 (3) (ceremonial cuirass or steel-ribbed corset)

Hindrances: Code of Honor, Overconfident

Edges: Alertness, Ambidextrous, AB: Blood Sorcerer, Blood Adept, Command, Connections, Danger Sense, Fleet-Footed, Improved Block, Improved Counterattack, Improved Dodge, Improved First Strike, Improved Level Headed, Improved Martial Artist, Noble, Quick Draw, Strong Willed

Special Abilities

In addition to the typical powers of a Mallean vampire, these two Royal Vampires possess the following abilities.

- **Power Points:** 35
- **Powers:** *armor* (self only, free action; leathery skin), *beast friend* (swarms of bats), *blind* (sticky shadows), *bolt* (summoned bats plunge at targets), *confusion* (shrieking swarms of bats), *darksight*, *deflection* (self only, free action; cloud of bats), *fly* (bat-like wings), *light/obscure* (summoned shadows), *pummel* (flying fist of bats), *quickness* (blur of motion), *shape change* (for 10 points can become a titanic bat; as dragon from *Savage Worlds* but replace fiery breath with a sonic wave and remove tail lash), *smite* (self only, free action; claws and fangs become longer, stronger)

DHAMPIR

Player Characters

Since the release of *VARGR*, the first adventure for *The King is Dead*, feedback from peers and players demonstrated to the authors that the setting rules originally considered for *The King is Dead* diverge the setting too far from a normal *Savage Worlds* play experience. Thankfully, *Rifts*® *Savage Worlds* provided an excellent example for how to incorporate the core competencies of each secret society into a package adding on to character creation rather than forcing players to spend precious resources building characters up to the minimum expected of their societies.

Setting Rules

Changes from *VARGR*

Skills

All of the base *Savage Worlds* skills are now used in *The King is Dead* (Climbing, Gambling, Swimming, Throwing, etc.). Riding may be used to substitute for Driving when controlling horse-drawn vehicles.

Secret Society Bonuses

Heroes in *The King is Dead* receive two free sets of secret society bonuses: the Conspirator package shared by all heroes and a Fellowship package derived from their secret society.

- **Conspirator:** The hero has been taught the passwords and secret signs of the revolution and introduced to a small group of co-conspirators. The character starts with a d4 in Persuasion and Streetwise and the Connections Edge for their secret society.
- **Fellowship:** The Fellowship package represents the common education and interests that connect the hero to their specific society. Every Fellowship package grants a d4 in two Skills and a free Edge. When the Fellowship Skills include Persuasion or Streetwise, they stack with the dice granted by the Conspirator package. Heroes do not need to qualify for the free Edge.

Strength in Numbers

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). *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). Some experts provide bonuses or penalties to the Streetwise and Persuasion roles; heroes receive no bonuses or penalties to contact non-expert contacts.

Contacting experts usually consumes an entire day's activity.

The Secret Societies

The pre-generated heroes found in this adventure belong to the following secret societies:

- **Ananzi's Web:** A network of abolitionists and spies made up of Afari slaves and freedmen.
- **The Bluestockings:** A sorority of educated and self-determined women studying the psychic arts.
- **Clan O'Neill:** Keltisch royalists determined to bring self-rule back to their homelands of Clavus and Lochland.
- **The Illuminated:** A fraternity of occultists who try to leverage Malleian law and politics.
- **Raubritters:** Thieves and highwaymen who rob from the rich and give to the poor.
- **The Starlight Children:** Super-powered mutants feared and hated by vampires and the Church.

The King is Dead

Dhakiya

Seasoned

Secret Society: Ananzi's Web

Race: Human (Afari)

Attributes

Agility d6
Smarts d8
Spirit d8
Strength d6
Vigor d8

Skills

Fighting d6
Intimidation d6
Knowledge (Occult) d8
Notice d8
Persuasion d6
Spellcasting d8

Derived Statistics

Charisma: 0/+2
Pace: 6
Parry: 5
Toughness: 6

Stealth d8
Streetwise d8
Taunt d6

Weapons

Dagger: Str+d4; Range 3/6/9; RoF 1

Gear

Household livery and change of "street" clothes

Wounds

-1 -2 -3 Incapacitated -1 -2

Fatigue

-1 -2



Raised amidst brutality and horror, Dhakiya is slow to resort to violence, instead using the spider-trickster's teachings to sow dissent and fear among her enemies.

Hindrances

Slave, Cautious, Pacifist [Minor]

Edges

Arcane Background (Magic), Attractive, Brave, Connections, New Power, Power Points

Secret Society Bonuses

Conspirator: Connections, 1d4 Persuasion & Stealth

Fellowship: Brave, 1d6 Stealth & Streetwise

Special Abilities

- Power Points: 15
- Powers: *bolt*, *entangle* (webs), *fear* (arachnophobia), *wall walker*

DHAMPIR

Dhakiya: Contacts

Ananzi's Web muscle

Hidden army

In the huts of farm slaves, the mews of town houses, and the back alleys of the Afari quarter, freedmen and slaves wait to rise up when the time is right.

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: Outsider or Slave

Edges: Brave

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

Ananzi's Web experts

Unless otherwise specified, assume experts have the same statistics as muscle.

Gennifer Brooks, Unseen Servant

To Contact: +2 Streetwise, +0 Persuasion

Background: Slaves are a common sight in the gentle and noble households of Malleus, so omnipresent as to be nearly invisible. Simply because they toil in anonymity though, does not mean they do not harbor hopes of rebellion and escape.

Notable Traits: Stealth d8, Thief

Special: On a Persuasion raise, Gennifer Brooks will smuggle an object into or out of her place of employment. With two raises, she can provide discrete entry to any noble or gentle home but will not assist once the cabal is inside.

Baraka Stiles, Community Shepherd

To Contact: +2 Streetwise to contact, +2 Persuasion to convince

Background: Stiles organizes mutual aid and defense in the Afari quarter of Hammerstadt – finding housing for the newly arrived, writing letters of recommendation for the illiterate, etc.

Notable Traits: Smarts d10, Spirit d10, Charisma +2, Strong Willed

Special: On a Persuasion raise, Stiles can shelter the cabal from pursuit (+2 Stealth) or aid their research (+2 Investigation or Occult). Two or more raises can double the bonuses but Baraka Stiles will not act as muscle.



The King is Dead

Jacob Heulen

Seasoned

Secret Society: The Starlight Children

Race: Human (Gothic)

Attributes

Agility d6
Smarts d6
Spirit d6
Strength d8
Vigor d8

Skills

Climbing d6
Disguise d6
Fighting d8
Gambling d4
Intimidation d6
Notice d6

Derived Statistics

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

Persuasion d4
Shape Change d8
Stealth d8
Streetwise d6
Tracking d6

Weapons

Battle axe (hidden under bed): Str+d8

Dagger: Str+d4; Range: 3/6/12; RoF 1

Gear

Leather greatcoat (Armor +1)

Normal Clothing

105 reichsmarks to start a new life

Wounds

-1 -2 -3 Incapacitated -1 -2

Fatigue

-1 -2



The Newtown Weald meteor marked some Starlight Children with subtle, even beautiful mutations like pink hair or pure white eyes. Jacob Heulen's bestial appearance makes him question his own humanity.

Hindrances

Arrogant, Ugly, Wanted [Minor] (The Holy Panoptic Church thinks of the Starlight Children as affronts to their vile god)

Edges

Arcane Background (Super Powers), Berserk, Brawny, Connections, New Power

Secret Society Bonuses

Conspirator: Connections, 1d4 Persuasion & Streetwise

Fellowship: Arcane Background (Super Powers), 1d6 Stealth and super power control skill

Special Abilities

Power Points: 20

Powers: *disguise, shape change*

DHAMPIR

Jacob Heulen: Contacts

Starlight Children muscle

Shooting Stars

The ability to conjure a crackle of lightning, a glimmering bolt of star-stuff, or some similar strange ray is one of the most common gifts amongst the Starlight Children

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

Skills: Bolt d6, Fighting d6, Notice d6, Stealth d6,

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

Hindrances: Outsider, Wanted [Minor]

Edges: AB: Super Powers

Equipment: Club or dagger (Str+d4)

Special Abilities:

- **Power Points:** 20
- **Powers:** *bolt*



Starlight Children experts

Experts possess their own power instead of *bolt*, but assume experts have the same statistics as muscle except where specified.

Kasmira Borgo, Master Mentalist

To Contact: Streetwise +2 to contact, Persuasion +2 to convince

Background: Using her superior psychic and telepathic abilities to manipulate local human society, Kasmira Borgo provides resources for other Starlight Children.

Notable Traits: Smarts d10, Rich, *puppet* and *slumber*

Special: On a Persuasion raise, Kasmira Borgo can shelter the cabal from pursuit (+2 Stealth) or aid their research (+2 Investigation or Streetwise). Two or more raises can double the bonuses but she will not act as muscle.

Andros Rousimoff, Friendly Giant

To Contact: Streetwise +2 to contact, Persuasion +0 to convince

Background: Blessed with abilities familiar from legend and myth, Andros is a local hero to the poor of Hammerstadt.

Notable Traits: Strength d12+4, Toughness 10, Improved Sweep

Special: One Persuasion raise is enough to get Andros to act as muscle. Two or more raises on the Streetwise roll mean Andros Rousimoff brings 5 sympathetic carnival workers to the fight as well (as Anazi's Web muscle).

The King is Dead

Walther Leigh

Seasoned

Secret Society: The Illuminated

Race: Human (Gothic)

Attributes

Agility d6
Smarts d8
Spirit d8
Strength d6
Vigor d6

Skills

Fighting d6
Gambling d8
Knowledge (Occult) d6
Notice d6
Persuasion d8
Riding d6

Derived Statistics

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

Shooting d6
Stealth d6
Streetwise d6
Taunt d8

Weapons

Flintlock pistol: 2d6+1; Range 5/10/20; RoF 1, 2 actions to reload); Str+d4 damage as a club

Rapier: Strength+d4; Parry +1

Gear

Fashionable clothes

Leather greatcoat (Armor +1)

Quizzing glass (+1 to Notice and Tests of Will)

Coin and jewelry worth 150 reichsmarks



A revolutionary for the fun of it, Walther Leigh enjoys risking his life proving that mere mortals are equal in cunning with the vampires. His japes have earned him more than one enemy.

Hindrances

Overconfident, Enemy [Minor] (Lt. Harrold Stenzgard-Fleischmann), Quirk (fop)

Edges

Attractive, Command, Connections, Elan, Qabbalist, Quick

Secret Society Bonuses

Conspirator: Connections, 1d4 Persuasion & Streetwise

Fellowship: Qabbalist, 1d6 Knowledge (Occult) & Persuasion

Wounds

Fatigue

-1 -2 -3 Incapacitated -1 -2

DHAMPIR

Walther Leigh: Contacts

Illuminated muscle

Yeomen militia

The gentlemen of the Illuminated know that if they are to achieve human liberty, they must be willing to sacrifice body and soul.

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

Hindrances: Code of Honor

Edges: Qabbalist

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

Illuminated experts

Unless otherwise specified, assume experts have the same statistics as muscle.

Jess Hollenz, Charming Adventurer

To Contact: Streetwise +0 to contact, Persuasion +0 to convince

Background: A charismatic gambler and seducer, Hollenz ingratiates himself amongst the aristocracy and gentry, entertaining them with his daring exploits and sponging off their handouts.

Notable Traits: Gambling d8, Persuasion d10, Stealth d8, Charisma +4, Improved Evasion

Special: On a Persuasion raise, Hollenz can provide discrete entry to any courtly function but will not assist once the cabal is inside. Two or more raises mean he will risk his livelihood to aid the cabal.

Carl Addams, Firebrand Lawyer

To Contact: Streetwise +2 to contact, Persuasion +2 to convince

Background: Willing to argue the letter of the law in front of vampires who control its intent, Addams inspires his clients to believe in a government by the people, for the people.

Notable Traits: Intimidation d8, Knowledge (Law) d10, Notice d8, Taunt d8, Strong Willed

Special: On a Persuasion raise, Addams can argue the release of a single cabal member imprisoned on suspicion. For each additional raise, he can free an additional hero or a single hero caught in the act of anything less than murder.

“Prince Esterhazy,” Slippery Mountebank

To Contact: Streetwise +0 to contact, Persuasion +0 to convince

Background: Less of a charlatan than he appears, “Prince Esterhazy” combines a haphazard education in the occult with innovative medical knowledge to create surprisingly efficacious snake oil.

Notable Traits: Healing d10, Knowledge (Science - Physiology) d8, Spellcasting d8, Arcane Background: Magic, Fleet-Footed

Special: On a Persuasion raise, Esterhazy can provide the cabal with an elixir of healing (3 doses, Spellcasting d8). Two or more raises allows him to concoct one of greater healing (2 doses, Spellcasting d8).

The King is Dead

Zora Toth

Seasoned

Secret Society: The Raubritters

Race: Human (Hun)

Attributes

Agility d8
Smarts d6
Spirit d6
Strength d8
Vigor d8

Skills

Climbing d6
Fighting d8
Gambling d6
Lockpicking d6
Notice d6
Persuasion d4

Derived Statistics

Charisma: 0
Pace: 6
Parry: 6
Toughness: 7 (1)

Repair d4
Shooting d6
Stealth d8
Streetwise d8
Throwing d6

Weapons

6 daggers (hidden about person): Str+d4; Range: 3/6/12; RoF 1; melee & missile

Stake (hidden up each sleeve): Str+d4

Gear

Dress with reinforced corset and tearaway skirt for infiltration (+1 Armor)

Leather greatcoat for street use (+1 Armor)

Mask



An expert second-story woman, Zora Toth deliberately runs counter to the stereotype Goths have of “emotional and overwrought” Huns by remaining silent and stoic even in the worst of circumstances.

Hindrances

Code of Honor [Major] (honor amongst thieves), Loyal, Wanted [Minor]

Edges

Acrobat, Assassin, Connections, Thief, Quick Draw

Secret Society Bonuses

Conspirator: Connections, 1d4 Persuasion & Stealth

Fellowship: Thief, 1d6 Stealth & Streetwise

Wounds

Fatigue

-1 -2 -3 Incapacitated -1 -2

DHAMPIR

Zora Toth: Contacts

Raubritter muscle

Footpads & Highwaymen

The Raubritters are composed of thieves of all types. When muscle is needed, they call on footpads (robbers on foot) or highwaymen (bandits on horseback).

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

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6(1)

Hindrances: Wanted (Major)

Edges: Thief or Beast Master

Equipment: Dagger (Range: 3/6/12, Str+d4, RoF 1; melee & missile), flintlock pistols (Range 5/10/20; 2d6+1; RoF 1; 2 actions to reload), riding horse if highwayman.

Raubritter experts

Unless otherwise specified, assume experts have the same statistics as muscle.

“Silver Phantom,” Disguised Gentleman

To Contact: Streetwise +0 to contact, Persuasion +0 to convince

Background: Not every Raubritter is a man of the people. Sir Jonas Wolfe, Esquire, plays at cat burglary on the side.

Notable Traits: Fighting d10, Rich, Thief, Trademark Weapon (heirloom rapier)

Special: On a Persuasion raise, the Silver Phantom can shelter the cabal from pursuit (+2 Stealth). Two or more raises doubles the bonus or prompts Sir Jonas to join the cabal as muscle, bringing five footpad friends to the fray.

Tobias Quint, Likely Swain

To Contact: Streetwise +2 to contact, Persuasion +1 to convince

Background: Young Tobias is a favorite of the patrons of the gambling hells and taverns, doing what he needs to get by. Such popularity means he hears much more than he should.

Notable Traits: Charisma +4, Notice d10, Streetwise d10

Special: On a Persuasion raise, Tobias provides information that gives a +2 per hero on one non-combat roll to thwart an enemy. On two raises, the insight provided gives a +4 bonus OR a +2 on one combat roll.



The King is Dead

Lady Integra von Warbeck

Seasoned

Secret Society: The Bluestockings

Race: Human (Gothic)

Attributes

Agility d6
Smarts d8
Spirit d8
Strength d6
Vigor d6

Skills

Fighting d6
Gambling d6
Intimidation d6
Investigation d8
Notice d6
Persuasion d8

Derived Statistics

Charisma: +2
Pace: 6
Parry: 4
Toughness: 6

Psionics d6
Riding d4
Shooting d6
Stealth d4
Streetwise d6

Weapons

Hidden dagger: Str+d4; Range: 3/6/12; RoF 1
Hidden pistol crossbow: 2d4, AP 1; Range: 6/12/24; RoF 1, 1 action to reload

Gear

Decorative metal gorget to which only her husband has the key (Armor +3, neck only)
Steel-reinforced corset (Armor +2)
Very fine clothes
250 reichsmarks in coin and jewelry

Wounds

-1 -2 -3 Incapacitated -1 -2

Fatigue

-1 -2



Enduring her hateful marriage for the sake of the cause, Lady Integra uses her position as the wife of Count Othar Mephistopheles von Warbeck to move in society with ease.

Hindrances

Heroic, Stubborn, Vow [Minor] (Always aid women first)

Edges

Arcane Background (Psionics), Connections, Jack-of-All-Trades, Noblewoman, Level Headed /Improved Level Headed, Psychic

Secret Society Bonuses

Conspirator: Connections, 1d4 Persuasion & Streetwise

Fellowship: Jack-of-All-Trades, 1d6 Investigation & Persuasion

Special Abilities

- Power Points: 10
- Powers: boost/lower trait, deflection, mind reading

DHAMPIR

Lady Integra: Contacts

Bluestockings muscle

Emancipated ladies

Most members of the Bluestockings know little to nothing of combat, but they are experts at causing commotions.

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

Skills: Fighting d4, Intimidation d6, Notice d6, Shooting d4, Stealth d6, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Outsider, Vow [Minor]

Edges: Jack-of-All-Trades

Equipment: Hidden dagger or hairpin stiletto (Str+d4), flintlock pocket pistol (3/6/12; 2d4; RoF 1; 2 actions to reload)

Bluestockings experts

Unless otherwise specified, assume experts have the same statistics as muscle.

Richilda Braunn, Fashionable Salonniere

To Contact: Streetwise +0 to contact, Persuasion +0 to convince

Background: Madame Braunn holds weekly gatherings of the intelligentsia at her home where they discuss the latest advances in philosophy and science.

Notable Traits: Investigation d8, Streetwise d8, Filthy Rich, Strong Willed

Special: On a Persuasion raise, Braunn provides the aid of a scholar with a d12 in the needed Knowledge skill. On two raises, she can also provide soldiers in the form of enthusiastic followers (as Illuminated muscle).

Lili von Goltz, Guilefil Ingénue

To Contact: Streetwise +0 to contact, Persuasion +2 to convince

Background: Miss von Goltz uses her position as a young woman of marriageable age to prompt her suitors into revolt against the vampires.

Notable Traits: Charisma +4, Psionics d6, AB: Psionics, *mind reading, puppet*

Special: On a Persuasion raise, Delilah and five defenders (as Illuminated muscle) will join the cabal as muscle. On two or more raises, Miss von Goltz draws a total of ten admirers and their servants into the enterprise.

Joan Kutty, Learned Midwife

To Contact: Streetwise +1 to contact, Persuasion +1 to convince

Background: Expert in practical folk remedies, suppressed medicine, and psychic healing techniques, Mistress Kutty ministers to those unable to pay a doctor or surgeon.

Notable Traits: Healing d10, Knowledge (Science - Physiology) d8, Psionics d8, AB: Psionics, *greater healing*

Special: On a Persuasion raise, Mistress Kutty can provide the cabal with an elixir of *healing* (3 doses, Spellcasting d8). Two or more raises allows her to concoct one of *greater healing* (2 doses, Spellcasting d8).

The King is Dead

Robbie Wilder

Seasoned

Secret Society: Clan O'Naill

Race: Human (Keltisch)

Attributes

Agility d8
Smarts d8
Spirit d8
Strength d6
Vigor d6

Skills

Fighting d8
Notice d8
Persuasion d6
Repair d8
Shooting d6
Stealth d6

Derived Statistics

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

Streetwise d8
Survival d6
Taunt d4
Throwing d6

Weapons

Dagger: Str+d4; Range 3/6/9; RoF 1

Grenades (2): 3d6; Range 3/6/9; Medium Burst Template

Gear

Leather greatcoat (+1 Armor)

Artificer's tools (+1 Repair)

Matches

Materials for 2 powder bombs (Range: 2/4/8 if thrown; Damage: 2d6 per bomb; Medium Burst Template or Large Burst Template if combined)

Normal clothes

5 Reichsmarks

Wounds

-1 -2 -3 Incapacitated -1 -2

Fatigue

-1 -2



A former vampire's plaything turned vengeful rebel, Robbie Wilder uses his bomb-making skills to further the cause of Keltisch freedom and the return of the true king.

Hindrances

Ex-Thrall, Outsider (Keltisch are looked down upon by Goths and Huns), Stubborn

Edges

Bombsmith, Charismatic, McGyver

Secret Society Bonuses

Conspirator: Connections, 1d4 Persuasion & Streetwise

Fellowship: No Mercy, 1d6 Survival & Streetwise

DHAMPIR

Robbie Wilder: Contacts

Clan O'Naill muscle

River Hammer hooligans

These dockworkers and laborers are always up to break some skulls in the name of the true king.

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

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

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

Hindrances: Loyal, Outsider

Edges: No Mercy

Equipment: Shillelagh (Str+d4, Parry +1)

Clan O'Naill experts

Unless otherwise specified, assume experts have the same statistics as muscle.

Liam O'Malley, Fey-Touched Poet

To Contact: Streetwise +0 to contact, Persuasion +0 to convince

Background: Versed in ancient Keltisch lore and occult secrets, Liam O'Malley has 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). O'Malley's successes can increase the bonus above +4 and will always reveal at least weakness of a monster.

Ginny Sullivan, Underground Boxer

To Contact: Streetwise +1 to contact, Persuasion +1 to convince

Background: Ginny Sullivan is famous throughout the pubs and gambling hells of the city, capable of calling in favors from local criminals and ne'er-dowells.

Notable Traits: Strength d10, Toughness 7, Brawler, Bruiser

Special: On a Persuasion raise, Ginny Sullivan can provide members of the cabal with any piece of contraband equipment worth 500 reichsmarks or less. Unless killed with a Finishing Move, she always survives a fight.

Dougal MacRoy, Vociferous Monarchist

To Contact: Streetwise +2 to contact, Persuasion +0 to convince

Background: Dougal MacRoy has a following amongst the local Keltisch who dream of the day that their king will come home and lift them out of the mud and squalor.

Notable Traits: Agility d8 or Strength d8, Charisma +2, Block (Parry: 8), Elan

Special: On two Persuasion raises, MacRoy and five Clan O'Naill muscle will join the cabal; on three or more raises, Dougal MacRoy's reputation draws a total of ten Average Clan O'Naill into the enterprise.

The King is Dead

Appendix: Player's Aids

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

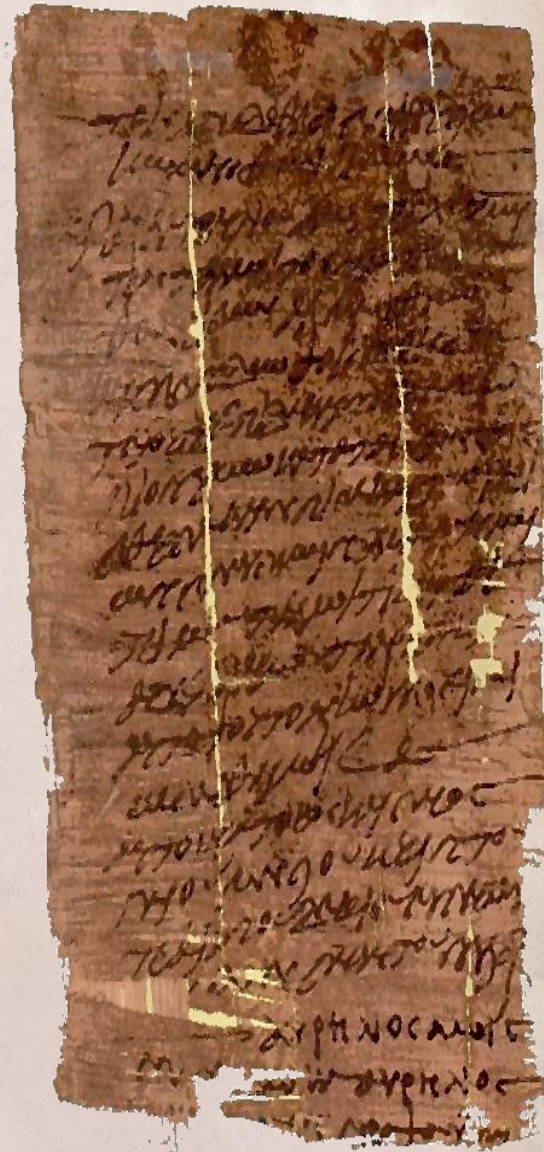
Cleanse the blood boils away the vampiric animus in the bloodstream of a living being, purging that being of their need to drink blood and their vampiric abilities. Its uses include removing a thrall's granted abilities, purging a moroi of its mutations, and even transforming a dhampir into a normal 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 passersby.



DHAMPIR

New Hindrances

Ex-Thrall [Major]

The hero was formerly a thrall, a blood-bonded servant or concubine to a vampire. Because of the character's former life of subservience to a vampire and addiction to vampire blood, the hero suffers a -2 penalty to resist vampires' charm ability and similar mind-control powers.

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 Edges

Bombsmith

Requirements: Novice, Smarts d6+, Repair d8+

This hero has steady enough hands and ready enough wits to manufacture blackpowder bombs and grenades. Rigging such weapons takes 30 minutes per device and costs 30 reichsmarks in materials (powder and casing).

Noblewoman

Requirements: Novice, Female

While only a vampire can be a nobleman, most noblewomen are human. Human females are more fecund than dhampirs, and far more disposable. Political and economic alliances between vampires are often sealed with the exchange of granddaughters and great-granddaughters in marriage to the parties involved – and then just as easily broken when a bride dies “in childbirth.”

The Noblewoman Edge grants the benefits of the Filthy Rich Edge and a +2 to Charisma that is effective even in vampire society. A revolutionary so placed in a vampiric stronghold has access to reams of vampiric lore and intelligence, as well as the ability to funnel resources to her allies.

Unfortunately, it also means she is married to a vampire. The hero is at the beck and call – is the legal property of – a sadistic monster. She suffers from the Anemic Hindrance and lives in constant jeopardy.

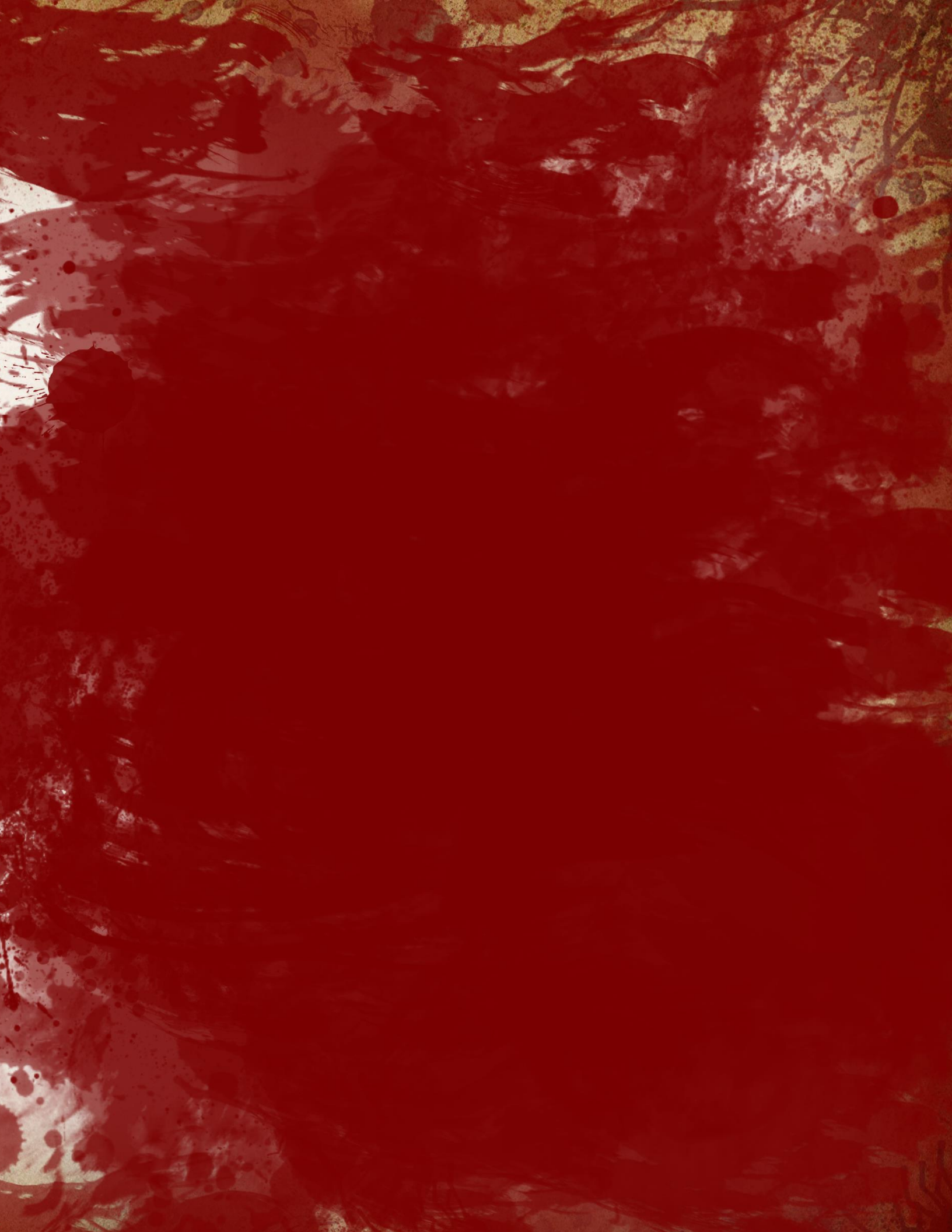
Qabbalist

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.



DHAMPIR

In an 18th century that never was, the island nation of Malleus writhes under the thumb of an aristocracy of vampires. A coalition of secret societies fights from the shadows to drag these oppressors burning into the light, but the alliance is young and in dire need of a weapon that can turn the tide against the vampires and their forces.

Word comes to a cabal of heroes that Lady Clarimonde yearns for freedom from the tyranny of her debauched and cruel father, the Baron Drachenholm. Thankfully for her, she possesses the means to pay for her freedom: the Sanguinem Maledicta, a cure for the curse of vampirism!

The heroes must dare the deadly labyrinth of Mallean high society to discretely win the lady her freedom – but can they trust Lady Clarimonde herself? She is, after all, no human gentlewoman but rather the child of mortal and undead – a DHAMPIR!

- New Hindrances!
- New Edges!
- New Equipment!
- A modular adventure that can be resolved in one session or expanded into a mini-campaign!

The King is Dead: DHAMPIR requires the *Savage Worlds* rules

The King is Dead



FOUR-IN-HAND
GAMES

