

By Night We Thirst



A Fate RPG Thin

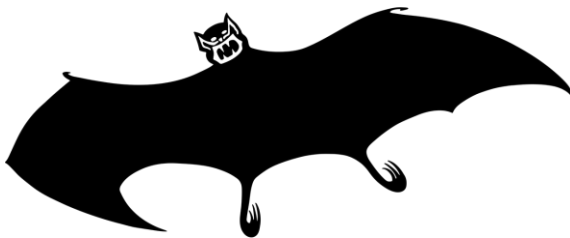
Please note: This is not a complete game, you will need a copy of either the Fate Core or Accelerated rulebook to use this.

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ATTRIBUTION

This work is based on Fate Core System and Fate Accelerated Edition (found at <http://www.faterpg.com/>), products of Evil Hat Productions, LLC, developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).

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GRAPHIC FONT

Charnel House (<http://www.dafont.com/charnel-house.font>) was used to create some of the skull graphics scattered throughout.

ARTWORK

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ADDITIONAL THANKS

Many thanks to **Mark Nolan** for casting his expert eye over this document and giving me some great feedback and suggestions for improvements.

WHAT ARE FATE THINS?

Fate Thins are an idea inspired by the Fate Worlds books published by Evil Hat Publishing. They are small self-contained starter packs, designed to give you a quick burst of inspiration for running a particular type of campaign using the Fate rules system without breaking the bank.



Introduction

Vampires.

The very mention of the word conjures up images of pallid undead creatures, climbing from their graves, eager to slake their thirst for blood. This **Fate Thin** offers suggestions and guidelines for bringing these undead monsters to your Fate games, whether your player characters are intrepid hunters seeking to drag them screaming into the bright light of day, wish to embrace the darkness and assume the mantle of the undead aristocracy themselves.

One of the first games I played when I started roleplaying was the Second Edition of White Wolf's **Vampire: the Masquerade**, I'd been a sucker for vampire films—everything from Hammer Horror with the great Christopher Lee to the *Lost Boys*—for a long time before that

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and the opportunity to actually play a vampire in a roleplaying game was too good to pass up. I've got to tell you that those early games were pretty great too. I was lucky enough to get invited to a Sabbat game - ran using the live action version of the Vampire rules - crafted by a very skilled GM. That left me really enthused for the genre. I started off playing simple bruiser combat types and progressed to more scheming conniving vampires as I became more familiar with the system and the background.

Fast forward 10+ years and I find myself running a lot of different table top games—mostly online or at conventions—and my taste in rules systems have changed an awful lot since those early days. I don't spend ages trying to work out the best combination of powers or trying to memorise certain rules, I'm more a fan of simple story-based systems that allow me to quickly create a character that I'm happy with and get on with the interesting bit, playing the game.

That's where Fate comes in.

I've made a lot of videos on my YouTube channel where I talk about my love for the Fate RPG system, so I won't go into all that again here but—suffice to say—I'm pretty fond of Fate. One of the things that has always bugged me though is a lack of monstrous options, of course you can always make your own and that's one of the strengths of Fate, but it can be a little daunting to start something entirely from scratch. The aim of these **Fate Thins** is to provide a starting point and some initial ideas to get you moving in the right direction.

FATE CORE OR FATE ACCELERATED?

In this supplement we try and cover both builds of the Fate rules system. Where the main text predominantly leans towards one particular build of the system there will be box outs like this one offering advice for converting the rules over to the other build.

WHY DO VAMPIRES FRIGHTEN & EXCITE US?

THE VAMPIRES ORIGIN IN MYTH

Vampiric creatures have existed for many thousands of years in different human mythologies, embodying both a fear of death and a perversion of the natural order. Death is a great mystery feared by most of us, there is no way of knowing for certain what happens once someone has died, but once someone is dead, that is how they stay. Vampires turn this natural order on its head, they are people who have perished and yet somehow returned from the realm of death, not as the peaceful guiding spirits we might hope for, but as gluttonous corpse-reflections of their once living selves.

THE STRIGOI

In Romanian legend the strigoi are spirits who rise from the grave to cause mischief; based on early Greco-Roman legends of flesh devouring witches they have many vampire powers such as draining vitality and physical transformation.

VAMPIRES AS NOBILITY

Ever since Bram Stoker penned his famous novel Dracula, taking inspiration from the historical warlord Vlad the Impaler to model his titular character on, vampires have had an association with the nobility and the human class system. Having conquered death we are often told that vampires have the ability to dominate the minds of lesser mortals and command the lowly beasts of the earth, combine this with their predilection for preying on the poorer members of society who will not be missed and it is easy to see how the stereotype of the bloodthirsty aristocrat could be twisted into a deathless creature that literally preys on the vital fluids of the common folk.

VLAD THE IMPALER

Vlad Tepes was a Voivode (Prince) of Wallachia (a geographical region of Romania situated south of the Southern Carpathian mountains) in the 15th Century. His father and brother were murdered when the Regent-Governor of Hungary invaded Wallachia in 1447. His father was known as Vlad Dracul (“Vlad the Dragon”) after joining a warrior group known as the Order of the Dragon.

Vlad was given his own nickname as rumours of his brutal methods of dispatching enemies spread and stories of the brutal warlord dining amidst fields of impaled enemies, dipping bread in their blood, spread.

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ELIZABETH BATHORY

Countess Bathory was a Hungarian noble-woman and serial killer who is believed—along with servants who acted as her accomplices—to have tortured and killed hundreds of young women between 1585 and 1609. Whilst the precise events surrounding the murders that she committed are lost to the ages, stories of the Countess' vampire-like tendencies have survived down through the years; the most famous is that she bathed in the blood of her victims to preserve her youth.

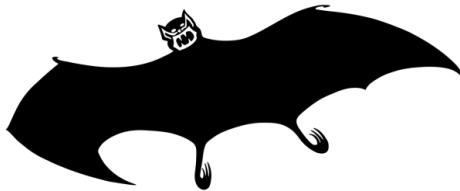
Vampires who carry themselves as nobility in myths and legend tend to embody those qualities that we look for in members of the ruling classes, often having great physical beauty and impressive physical prowess along with social skills to match. However the vampire shows these—otherwise positive—qualities turned to dark and evil ends, where the kind and just landlord, takes his dues from those who work the land for him and in return provides protection and security, the vampire steals life from normal people and sneaks into their chambers unbidden in the night, creeping past mundane barriers.

Representing Vampires as Nobility in your Fate Game

Actual rules for representing vampires will be presented later on in this Thin, but if you want to have your vampires be the aristocracy of the night then below are some characteristics that you may wish to consider:

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- ☑ **Physical beauty:** Aristocratic undead are typically capable of appearing as humans, often stunningly beautiful to the extent that they can beguile their victims.
- ☑ **Powers of Command:** Vampire nobles have great force of personality. This allows them to command the beasts of the land and the air, although often only those who have some sort of association with darkness or predatory instincts. The same force allows them to manipulate the minds of human servants, allowing them to gather followers and thralls to themselves who can go where the vampire themselves cannot.
- ☑ **Transformation:** Some vampires take their mastery of animals to the next level and are actually capable of physically transforming themselves into night-time predators.



VAMPIRES AS ANARCHY

Vampires can also be used to reflect a rejection or abandonment of the social structures and laws of society that we all take for granted in our everyday lives.

“Now you know what we are, now you know what you are. You'll never grow old, Michael, and you'll never die. But you must feed!”

- Lost Boys 1987

We can see this clearly in the classic 1987 film *Lost Boys*, where a gang of misfits living outside of normal society in Santa Carla attempt to induct a recent arrival into their nocturnal lifestyle.

As with most types of vampire, the anarchist vampire embodies our fear of something or someone outside most people's experience, in this case a creature that—superficially—resembles us but isn't bound by the same laws and social graces that govern normal life. They embody our base instincts and hungers given free rein to act as they see fit, with little fear of the consequences.

Representing Vampires as Anarchists in your Fate Game

Anarchist vampires seldom have the far-reaching goals that some other strains of vampire have, unless they are being led by a scheming master vampire. Mostly they simply want to continue their existences doing as they like without obeying any laws or fearing the consequences of their actions, seeking to tear down anything of permanence and stability. To the anarchist vampire, their unlife is one eternal party where they remain young and beautiful forever. What does it matter if they have to burn everyone else down to sustain it?

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Anarchist vampires have the following traits:

- ☑ **Aping counter-culture:** These vampires often dress to ape members of a non-mainstream culture as a way to distance themselves from normal humans or to strike fear into their choice of prey.
- ☑ **A Twisted Family:** In mockery of the society that they despise, these vampires tend to form extended broods or families, but they often resemble predatory nests or hives more than a tradition family unit.
- ☑ **Monstrous Transformations:** When backed into a corner or using their abilities, the monster lurking behind the eyes of a—previously human looking—anarchist vampire will surge to the fore. How you represent this depends on the needs of your game, perhaps their eyes turn the colour of blood or their jaws are distended by hideous fangs.
- ☑ **Physical Prowess:** Although these vampires tend to lack the mystical abilities of other strains, they display immense physical prowess such as strength, speed or the ability to heal rapidly from injuries sustained.
- ☑ **Hospitality Based Weaknesses:** Although these vampires despise human society—reviling it as weak—they often have weaknesses based around hospitality, such as the inability to enter a home without first being invited.



VAMPIRES AS NECROMANCERS OR SORCERORS

Necromancy was originally an ancient Greek term used to refer to divinations involving the dead and dead bodies, however it has come to mean any form of magic enabling contact or control over the dead. Given that vampires are a mythical bridge between the two worlds—living and dead—and that they share several abilities commonly associated with sorcerers, it is hardly surprising that in many modern stories and myths, vampires themselves are sometimes represented as powerful warlocks and necromancers. Such powers play on the age old fear of the Resurrectionist or grave-robber who disturbs the peace of the dead for their own mercenary purposes, sorcerous vampires are this fear writ-large; a necromantic vampire doesn't just rob your grave it denies you your rightful rest, compelling bodies and spirits to do its bidding.

Representing Vampires as Necromancers in your Fate Game

Necromantic vampires are more cunning than some other strains, their rituals take time and patience to conduct, meaning that they tend to play a long game, enacting plans and schemes that may take hundreds of years to play out.

Sorcerous vampires have the following traits:

- ☑ **Magical powers:** These vampires have honest-to-goodness magical powers, although they tend to be focussed around the darker applications of magic such as curses and raising the dead from their graves.

- ☑ **Inhuman appearance:** Necromantic vampires are concerned with mystical power and arcane study, seldom paying much attention to their physical appearance, this leads to them

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resembling corpses, often wearing only the tattered remnants of their own burial garments.

- ☑ **Apprentices:** Sorcerous vampires often have mortal apprentices or servants who they keep on with promises of power and potential immortality.
- ☑ **Hidden Lair:** Performing arcane rituals requires both space and privacy. Most necromantic vampires have a secluded lair where they dwell and can conduct their foul sorcery away from prying eyes.
- ☑ **Need for components:** Rituals require rare and exotic components in order to cast; a sorcerous vampire must ensure that they have easy access to these components either via proximity or through a trade agreement with a third party.

HAND OF GLORY

The Hand of Glory is the dried and preserved left-hand of a hanged man, in old European myths it was believed to have great power when fashioned into a candle using corpse-fat from the hand's owner. When the candle was lit it was believed to render motionless or unconscious all people in the same building where the candle was placed.

- ☑ **Self-made vampire:** Necromantic vampires are the most likely strain to have transformed themselves into a vampire, either by design or as a result of a miscast ritual. The arcane powers that they wield can take several life-times to master, so it is

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hardly surprising that some driven and insane people would seek to extend their life by embracing vampirism.

- ☑ **Skeletons and Zombies:** An ability often attributed to those with necromantic powers is the ability to raise the dead into a mindless, subservient mockery of life. Sorcerous vampires have no distaste of dead bodies and find these skeletal and zombie servants extremely useful, they feel no pain and are utterly controlled by the vampires will, providing a disposable workforce that can labour night and day without tiring, sickness or complaint.

- ☑ **Ghouls:** Ghouls are most often portrayed in modern horror and current RPGs as subhuman, bestial creatures who feed on dead and decaying flesh. Given the waste products produced by many necromantic rituals, it is not surprising that necromantic vampires tend to attract flocks of these creatures.

GHOULS

Originally ghouls (or ghuls) were monsters or evil spirits in Arabic mythology that were associated with graveyards and the consumption of human flesh. When Antoine Galland translated the Arabian Nights into French the western idea of the ghoul as a monstrous, corpse eater was born.



VAMPIRES AS DISEASE

This is an idea that has gained in popularity in more recent stories as the line between vampires and zombies has often been blurred. This can be seen in a number of TV series and books such as *Thirty Days of Night* and *The Strain*. The two types of undead share a number of characteristics, both are capable of reproducing by “infecting” others, have tremendous strength and a hunger they can only sate on those who are still living.

Representing Vampires as Disease in your Fate Game

Games where vampires are being portrayed as a disease or infection are often less about overcoming an individual vampire or nest of the creatures but focus more on survival and discovering the cause of the original contagion. Whether a cure exists for the disease or not in your game, the quest to discover a vaccine can form a strong central theme for a vampiric contagion campaign.

This sort of scenario is also great for one-shots or limited runs where the aim of the player-characters is to survive the initial onslaught of the infected and then find a way to escape the contaminated zone. Infection vampires prey on our fear of sickness and disease and of society encountering something that our medical science and knowledge cannot save us from.

Infection vampires have the following traits:

- Huge numbers:** In a contagion scenario your player characters will not be confronting a single vampire, by the time that the disease becomes well known, many hundreds of people will have been infected. It will only be a matter of time before the whole human race falls, unless a safe-zone or a cure can be discovered in time.

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- ☑ **Bestial intelligence:** Infection vampires seldom display the intelligence of the other strains, they are instinct-driven creatures of violence and hunger who seek to either devour or convert anyone that they come across.
- ☑ **Scientific explanation:** The source of a vampire plague often lies in the realm of science (or at least pseudo-science) rather than the occult.

THE STRAIN

In Guillermo del Toro and Chuck Hogan's 2009 vampire-horror novel *The Strain* (since turned into a TV series), vampirism is treated as an unholy cross between ancient evil and modern day parasite. Small wormlike creatures in the blood carry the infection between hosts, controlled by an ancient master vampire. You can find more here:

https://en.wikipedia.org/wiki/The_Strain

- ☑ **Instant infection:** Some strains of vampire have to feed their own blood over the course of several nights to a human or systematically drain them in order to propagate their species, not so with the infection vampire. Any person bitten or exposed to the bodily fluids of such a creature will transform into a vampire themselves after a short period unless drastic action is taken.

VAMPIRES AS CURSE

Vampirism has many similarities with a curse as portrayed in popular fiction, it corrupts the mind and the body of the victim and is often inflicted for capricious or unjust reasons on the recipient.

You cannot imagine what I've had to endure. I have borne the very wrath of God, chosen to suffer like no man before.

- Dracula 2000

Cursed vampires are mechanically very similar to the other strains described in this book, the main difference is in the method of their creation; although often capable of passing on their condition in a manner similar to other strains, cursed vampires descend from a single progenitor who was the original recipient of the curse.

Representing Vampires as Cursed in your Fate Game

One of the most important things to decide when you are portraying vampirism as a curse, is where the curse originated and why it was placed on the ancient ancestor of current vampires. You do not have to define it in exhaustive detail at the start of your game, but having at least an idea will allow you to portray your vampires with some consistency and answer questions that your players might pose during the game. Vampires as a curse is a good background to use if your players actually want to play vampires themselves, because it not only suggests that they may have become vampires without seeking it themselves but it also suggests that there may be a way of atoning or making peace with the curse.

TIPS FOR RUNNING HORROR GAMES IN FATE

If you've been running Fate games for a while you will probably have heard people saying that it doesn't do horror games very well, or that it is difficult to run a horror game using Fate, this is not the case. Whilst Fate out of the box is geared more towards high-action style games than it is horror, one of the system's strengths is that it is very easy to tweak the settings to give your game a certain flavour.

There is some great advice on the Fate-Horror Paradox in the *Fate System Toolkit* by Evil Hat Productions:

<http://www.drivethrurpg.com/product/119385/Fate-System-Toolkit>

If you are running a game involving vampires as antagonists or protagonists then it's likely you will have at least some aspects of horror involved, below are some tips for tweaking the system to make it more horror friendly:

- ☑ **Use plenty of compels:** Compels are used in most Fate games when a character's aspects make life more complicated for the characters, since horror games often through flaws and weaknesses into stark relief you should make sure to use compels often.
- ☑ **Success at a cost:** When a person ties an opposed roll or fails a roll the GM has the option of allowing them to succeed but at a major or a minor cost. In a horror game these costs should always involve some element of personal sacrifice or loss for the character involved.
- ☑ **Lower refresh/stress tracks:** Protagonists in horror stories tend to be more fragile than their pulp counterparts. This is easily

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represented in Fate by giving the player character a lower level of refresh to start with or by reducing the size of their stress tracker. Lower refresh will mean that the characters start with less fate points and are forced to rely more on compels to increase their pool of points whilst a lower stress track means that characters can absorb less damage before they start taking consequences. If you really wanted fragile characters you could even eliminate the stress track altogether, meaning that the characters will start taking consequences as soon as they receive damage.

- ☑ **Scene aspects:** An easy way to create an air of menace or tension in a scene is to create scene aspects, this gives you additional options for compels as the GM and also reinforces the atmosphere that you are trying to create.

VAMPIRES EVERYWHERE!

The above is an example of a scene or game aspect that you might apply in a vampire contagion/plague scenario; I would suggest writing scene or games aspects clearly and placing them somewhere that your players can see them. In a game with this aspect on the table, the players will know that—at almost any point—the GM can compel the aspect to have them beset by hordes of the infected.

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*Horror: An intense feeling of fear, shock, or disgust.
- Oxford English Dictionary*

Horror in its purist form is something that shocks, unsettles or disgusts us, whether that is a corruption of the natural order, a breakdown of society or numerous other things, whatever jars us out of our comfort zone has the potential to horrify us. Dealing with the fears and potential stress-points of people at your table requires a lightness of touch and a certain maturity, after all you don't want to alienate your players or drive them from the game.

THE X CARD BY JOHN STAVROPOULOS

The X Card is an out-of-game device designed to allow a player to signal that they are uncomfortable with a subject or plot in a game with minimal disruption. If you have any concerns or doubts about touchy-subjects for your players, introducing a mechanism like this might be a good way of helping to handle potential situations.

https://docs.google.com/document/d/1SB0jsx34bWHZWbnNIvVuMjhDkrdFGo1_hSC2BWPII3A/edit?usp=sharing

Here are some additional general tips for running horror games:

- ☑ **Vary the pacing of your game:** If you are continually bombarding your players with monsters and horrors, eventually they will become accustomed to them and they will cease to have any real impact. Alternating your moments of

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horror with more mundane and even humorous scenes will cause the horror to hit home far more when it does rear its blood-soaked head.

- ☑ **Not all monsters look like monsters:** Even in a game where vampires exist, not all monsters are the undead. Human-beings are perfectly capable of carrying out horrendous deeds without the influence of the supernatural, one only has to look at history to see the truth of this. If all evil-deeds are done by actual monsters in your game then your game will lose some of its verisimilitude; it can be far more horrific—after taking down the vampire—when you discover that it was willingly being provided with victims by a human noble in return for money or power.

- ☑ **The more you know about a monster the less scary it is:** Familiarity breeds contempt as the saying goes, a monster can be as disgusting as you like, but if we know all of its strengths and weaknesses the horror of the creature is lessened. Even if your players are portraying vampires themselves, they shouldn't understand their condition fully, because the unknown can be one of the scariest things.

- ☑ **Give some consideration to your playing area:** It can be hard to get into the horror-game mind-set if you're sat in a well-lit room in a comfy armchair. Whilst it's not always possible to decorate the environment—particularly if you're at a convention or running a game online—simple things like dimming the lights or using candles can have a great effect on the atmosphere of your game.





RULES FOR VAMPIRES IN FATE

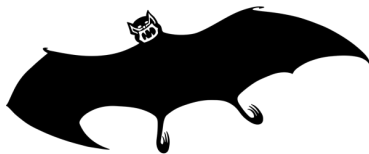
This section of the book offers some suggested rules for representing vampires, both as monsters and potential player-characters in the Fate roleplaying game. There are a few things that you need to decide before attempting to create a vampire in Fate:

- ☑ **Origin:** Where did the vampires in your setting originate and what sort of strain are they, some suggestions are offered earlier in this book. Having a good idea about this from the start will enable you to portray vampirism consistently and confidently in your game.

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- ☑ **Power source:** How do the vampires in your game power their strange abilities? This is not so vital if you are using vampires as monsters because you can simply decide how many times they can use their abilities based on the needs of your story and the strength of the antagonist. If your players are portraying vampires though or you wish to delve more deeply into the backgrounds of these creatures then you will need to think about how you track the vampire's remaining power and how they replenish their power levels.
- ☑ **Feeding:** How do your vampires feed and is this feeding tied into their power source in some way?
- ☑ **What powers they have:** You will need to decide what sort of strain your vampires represent and—in turn—what powers they possess.
- ☑ **Weaknesses:** Vampires are defined as much by their weaknesses as they are by their strengths. Anyone hoping to defeat these creatures will need to study their banes and work out a way to use them against the undead. Portraying such things consistently will go a long way towards making your vampires seem more three-dimensional.

With the exception of origin—that has already been discussed—each of the factors listed above is given its own chapter on the following pages providing advice and suggestions.



POWER SOURCE AND FEEDING

There are a number of different ways to represent the vampiric power source—variously presented in myth as blood or other more esoteric fuel—depending on the needs of your game.

DECIDE ON THE IN-CHARACTER NATURE OF THE FUEL

Whatever system you decide to use to represent the rules of your vampires feeding, it is important to have an idea how that is going to appear in the narrative of the game. Do your vampire counts delicately decant blood from willing vessels into crystal goblets, gorge themselves to bursting like overgrown ticks or do they feed on fear or the breath of their prey? Having a good idea of how the feeding will appear in the game will allow you to represent it consistently and also may inform the rules choices you make.

The Simplest Method: Don't Worry About It

By far the simplest method of dealing with vampires and their need for blood is just to not worry about it, create a vampire using your preferred build of the Fate rules system, stunts, aspects, etc and just use blood-drinking, etc as narrative colour.

This might work fine for bad-guys in a game—perhaps you just describe the vampire as draining blood when it makes a successfully damaging attack—but is unlikely to stand up to close scrutiny. I'd suggest just using this for mook-style bad-guys, flunky servant

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vampires or if you're running a monster of the week style campaign where research or discovery isn't the main focus of the game.

The Power Pool

Using this system your vampires have a power-pool that they can draw on to fuel their powers, old-hands at Fate may recognise this as simply an additional stress track and that's essentially what it is. The longer the blood-stress box is, the more innately powerful your vampire.

Your vampires have an additional stress-track like the one below:

BLOOD □□□□□

Each time they use one of their vampiric powers you tick off one of the blood-track boxes, if they do not have any available then they are unable to use their vampiric powers and will be desperate to feed.

(OPTIONAL) BURNING UP THE BODY

One other option for vampires who have already checked all their blood-stress boxes is that they can continue to use their vampiric powers by ticking off their normal stress and consequence boxes as they burn up their physical body to power their unholy arts. In a game using this it would technically be possible to wear a vampire down to the point that it takes itself out of action.

If you use this option, a vampire burning up its vitality should become noticeably more cadaverous and dead as it does so.

WHAT COUNTS AS A VAMPIRIC POWER?

If you are using the power pool mechanic then you will also need to decide what counts as a vampiric power and thus necessitates the checking of a blood-stress track box. I would suggest that anything a normal person could do may be taken as a simple stunt and therefore doesn't require a box to be checked, anything supernatural or of a more occult vein is probably a vampire power.

Besides the above considerations I would suggest building vampire powers as stunts, but make them slightly more powerful than your average stunt since the vampire is having to pay an additional cost to activate them.

For example:

Unholy Strength: A vampire may check blood-stress boxes to gain a bonus on attack rolls, +2 bonus per box checked.

MARKING VAMPIRE POWERS CLEARLY

It's entirely possible that your vampire may have a mixture of normal stunts and vampire power stunts, it would be very easy to get them mixed up in the middle of a game. I would suggest marking them clearly by writing the vampire powers in red, that way you can see at a glance what is going to require you to check a blood-stress box.

REPLENISHING THE POWER POOL

If a vampire is spending their power pool to activate their vampiric powers, they will need some method of refilling it, typically this is

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done by feeding off living blood. When a vampire is a bad guy or is only spending limited time “on-screen” you could simply resolve this by narrative fiat, after an encounter with the PCs the vampire is assumed to have fed off-screen and has replenished their power-pool by the next time they appear.

This is a perfectly valid method of handling this, but it does lose a little flavour and most certainly wouldn’t work well for a game where the vampiric condition was centre-stage, or the PCs themselves were vampires. In this case I would suggest that—in this case—a vampire can uncheck a number of blood-stress boxes per level of stress they inflict on an attack. If you want to make it slightly more difficult for the vampire to draw blood then I would suggest saying that a vampire can only draw blood from an attack if first they place an advantage on a foe to represent them being grappled/held or if the foe is incapable of resisting for some other reason.

Limited Use Powers

Under this system you don’t track specific expenditures of blood/fuel, but the vampire is limited by the number of times that they may use certain vampire power stunts. This operates in a very similar to the way in which Fate Accelerated rules-breaking stunts operate. Essentially the stunt rubric for this would be something like:

Because I am a vampire [number] times per session I can [describe something cool the vampire can do using its powers].

This method of handling vampires is a mid-way point between the extremely simple *Don’t Worry About It* method and the *The Power Pool* style of play, there’s a little bit of book-keeping and tracking how often a power has been used, but not to the extent that there is with the *Power Pool* method. You will still need to decide how the vampire

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feeds/replenishing themselves though if you decide to handle vampires using this method.

There are a few ways that this could be handled, I would suggest that when a vampire feeds that it either refreshes all its uses of its vampire power stunts or refreshes a certain number of them. If a vampire getting blood is going to get all their limited power-stunt uses refreshed though this could make them extremely powerful. One way to offset this is to require that they have to drain more stress-levels of blood in order to do this (potential ways of handling this are discussed in the previous section).



WHAT POWERS DO THEY HAVE?

In this section of the book we're going to provide some sample vampire-power stunts to represent common powers possessed by vampires in myth and legend.

CORE OR ACCELERATED?

Fate Accelerated and Core have slightly different methods of handling stunts due to their use of Approaches and Skills respectively, to keep the size of this Thin reasonable I'm going to present the stunts in a simplified but adaptable form.

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Each of these vampire powers requires a blood-stress box checking if you are using the power-pool method outlined above. If you're not worrying about how the stunts are powered then use them as is. If you're using the *Limited Use Powers* method then you will need to decide how many times per session your vampires can use each of these powers.

Physical Powers

Vampires are often depicted as having great physical strength, toughness and speed, the powers below represent this.

For the Dead Travel Fast. Because I am a vampire I am capable of moving at speeds unimaginable by mere mortals. At any point when I am not physically restrained and it is feasible for me to do so I may spend a fate point to instantly leave a scene.

If you're using the Power Pool method then you may wish to substitute checking a number of boxes to activate this stunt rather than spending a Fate Point, I would suggest checking two boxes minimum.

Undead Speed. Because I am a vampire, I gain a bonus on tests where speed would benefit the outcome, +2 per blood-stress box checked.

If you are not using the Power Pool method then you may wish to up this bonus to +4 since the vampire won't have the option of checking more boxes to gain a greater boost.

Undead Strength. Because I am a vampire, I gain a bonus on feats of strength or physical combat, +2 per blood-stress box checked.

If you are not using the Power Pool method then you may wish to up this bonus to +4 since the vampire won't have the option of checking more boxes to gain a greater boost.

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Undead Toughness. Because I am a vampire, I gain an additional 2-point stress box.

This stunt may be taken multiple times, although you should beware of taking it too many times since it can result in a lengthy-drawn out confrontation if taken to extremes.

Mental Powers

Some vampires are masters of manipulation and bewildering the senses, drawing shadows around them to veil their presence from their prey.

Mesmerise the Prey. Because I am a vampire I gain a bonus on attempts to create an advantage representing my ability to mesmerise or befuddle the senses of my foes, +2 per blood-stress box checked.

If you are not using the Power Pool method then you may wish to up this bonus to +4 since the vampire won't have the option of checking more boxes to gain a greater boost.

Taste of the Blood. Because I am a vampire I may check a blood-stress box to gain knowledge of the location of a person whose blood I have tasted and a brief impression of their current surroundings.

If you aren't using the Power Pool method then I suggest assigning this stunt a number of times it can be used per session.

Psychic Attack. Because I am a vampire I gain a bonus to attack the mind of my prey using the power of my will, +2 per blood-stress box checked.

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If you are not using the Power Pool method then you may wish to up this bonus to +4 since the vampire won't have the option of checking more boxes to gain a greater boost. If you are running a game where separate physical and mental stress tracks are being used then this stunt allows the vampire to directly inflict harm on the mental stress track.

Other Powers

Some vampiric abilities don't fit neatly into the categories above, a selection of them are included below.

Children of the Night. The vampire is capable of summoning a flock of bats or pack of wolves to aid him. The vampire gains a bonus to create an advantage to represent the aid that these creatures provide, +2 per box checked.

If you are not using the Power Pool method then you may wish to up this bonus to +4 since the vampire won't have the option of checking more boxes to gain a greater boost.

Form of Mist. The vampire may shape-shift into a cloud of mist or fog by checking a blood-stress box, whilst in this form it may move normally and seep past most obstacles. It is incapable of being harmed by any substance that is not a specific weakness/bane but is incapable of influencing the physical world in return. The vampire may still speak in this form.

If you aren't using the Power Pool method then simply assign this a certain number of uses or perhaps even just decide that it is an innate ability and can be used as often as the vampire wills it.

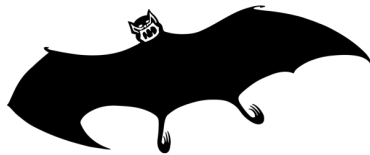
Shape-shifter. Because I am a vampire I am capable of shifting into the form of a wolf or a bat by checking a blood-stress box.

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When the vampire shape-shifts it occurs instantly, the vampire may switch two of its approaches or skills to represent the alteration of its physical form. In addition it also gains the aspect “Form of the Wolf” or “Form of the Bat.” The vampire does not have to spend a Fate Point to invoke this aspect, it provides a +2 bonus in any situation where the animal form would be useful and a -2 penalty in any situation where the animal form would be a hindrance.

Reverting to human form does not cost the vampire anything.

If you aren't using the Power Pool method then simply assign this a certain number of uses or perhaps even just decide that it is an innate ability and can be used as often as the vampire wills it.



VAMPIRIC WEAKNESSES AND BANES

Vampires are recognisable by their weaknesses at least as much as their strengths. It is a rare person who doesn't know that vampires can be killed by a stake through the heart or who has not heard of their aversion to sunlight and lack of reflection. All or none of these weaknesses may be true in your game.

There are numerous ways that you could represent vampiric weaknesses in a Fate game, a couple of the more straightforward are suggested below:

- Aspects:** Make the vampires weakness an aspect like **BURNT BY THE LIGHT OF THE SUN**, **SLEEPS DURING THE DAY** or **CANNOT CROSS**

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RUNNING WATER. Since aspects are always true in a setting, this can be a useful method of representing absolute weaknesses. If a vampire has the aspect **CANNOT CROSS RUNNING WATER** then they literally cannot do so unless they find a way to rid themselves of the aspect.

Weaknesses represented in this way can be compelled as normal and can provide useful research fodder for the would-be vampire hunter.

TOO MANY ASPECTS

One thing to be wary of if you're representing weaknesses as aspects, is having too many of them in the game, remember you also have character, NPC and scene aspects to take into account. Bring too many aspects into a game and a lot of them will not get used in a typical session.

- Reverse Stunts.** If you want your vampire weaknesses to be less absolute, but still cause issue for the nocturnal predators then using them in a similar manner to stunts—but imposing a -2 penalty rather than a +2 bonus—may be a better way of doing it.

Your vampire has a weakness **AVERSION TO GARLIC**, you decide to make this a reverse stunt, imposing a -2 to the vampires rolls in any scene where garlic is present.



SAMPLE CAMPAIGN STARTERS

This section of the PDF provides several mini-campaign starters that make use of the undead in some fashion, each of them provides a general background for the campaign, some suggested aspects and rules for using the particular type of bloodsucker that forms the beating heart of the scenario in question. These campaign starters can be used as-is for one-shot scenarios or can be expanded by a canny GM into a full-fledged campaign.



THE RED PLAGUE

No-one knows exactly how it got started, most of us ignored it at first, thinking it was just crackpots and alarmists, by the time we knew different it was too late and the night-stalkers were amongst us.

The world as we knew it ceased to be when a virulent plague known as SANGUINE-B was introduced to the general population, initial symptoms were flu-like, pallid skin and an aversion to direct sunlight. Many people who were initially infected seemed to recover, only to die a short-time later, however they didn't stay dead. Those killed by SANGUINE-B rose from their graves imbued with a terrible hunger to feed on the blood of the living, driven by vestigial memories of their lives that caused them to seek out those they had loved first of all.

The plague eventually went airborne—although it seemed to only affect humans—with only those possessing an innate resistance to the plague safe from transforming into nightstalkers. Now the survivors eke out a dangerous existence, scavenging artifacts from the old world and hunting down the vampires that remain dormant during the daylight hours but who rise when darkness falls, scouring the skeletons of cities looking for fresh prey.

Campaign Aspects

These aspects are always present in this campaign and can be invoked or compelled during any situation where it makes sense to do so.

- THE NIGHT BELONGS TO THEM:** Night is the most dangerous time for an uninfected human to be walking about, since any building could hide a nest of vampires. Most sensible people board themselves up in houses, cradling guns and weapons close to them as they listen to the howling and screams from outside their fortresses.

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This aspect can be invoked by the GM to provide bonuses to the vampires who operate better at night or compelled to justify vampires appearing suddenly from the darkness, perhaps drawn by the smell of blood.

- ☑ **THE DAYLIGHT HOURS ARE OURS:** The only reason any humans have survived in the long-term is because the vampires are completely averse to daylight, retreating into their lairs to rest in a deep torpor during the sunlit hours.

This aspect can be invoked to aid hunters who track down vampire nests during the day, or compelled to disadvantage vampires forced to act during those hours.

- ☑ **THE WORLD WE KNEW IS DEAD:** Society's infrastructure has fallen to pieces and what remains is little more than wreckage in the wake of a viral apocalypse.

Suggested Aspects

Humans in this campaign all have an innate resistance to the SANGUIINE-B virus—otherwise they would have transformed into nightstalkers—but they have all lost friends and family in the horror that engulfed their world and are now forced to survive amidst the corpse of their old lives. Below are suggestions for player aspects:

- ☑ **MY WIFE WAS INFECTED AND NOW SHE'S STALKING ME.**
- ☑ **THOSE BASTARDS TOOK MY FAMILY AND I WANT PAYBACK.**
- ☑ **THE PLAGUE WAS GOD'S WILL AND MY FAITH MAKES ME PROOF AGAINST THE CHILDREN OF DARKNESS.**
- ☑ **I SAW THE SIGNS AND STASHED EQUIPMENT AWAY.**

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- MY MEDICAL TRAINING HELPS ME UNDERSTAND THE VIRUS AND HOW THE INFECTED BEHAVE.
- I WAS ONE OF THE SCIENTISTS WHO CREATED THE VIRUS, AND I LIVE WITH THAT SECRET EVERY DAY.

Vampires

The vampires of this setting are bestial and animalistic, they do have some remnants of their former intelligence but it is mostly submerged by their bloodlust. However, occasionally something causes them to recognise something from their old life, pausing for a few brief seconds before it is washed away in a red tide. There are also signs of a crude pack structure developing among the infected with larger individuals commanding mobs of their fellows.

INFECTED MOB

Aspects

- High Concept: BLOODTHIRSTY INFECTED MOB.
- Trouble: BURNED BY SUNLIGHT, SLEEPS DURING DAYTIME.
- MAY PAUSE WHEN CONFRONTED BY SOMETHING FROM THEIR FORMER LIFE.

Skilled (+2) at: Attacking, moving through ruined buildings, lurking in shadows.

Poor (-2) at: Strategizing, working out if someone has set a trap for them, resisting the lure of blood.

For anything not listing the vampires roll at +0.

Stunts

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Generic infected do not possess any stunts. However a mob of the infected can attack every person in the same zone as them each turn and receive a +1 teamwork bonus as long as it has more than one member who is currently active.

Stress: □□ | □□ | □□ | □□ | □□ | □□ | □□ | □□ | □□ | □□

A typical mob of infected do not have consequence boxes, a single member can typically take two stress before being destroyed. The mob above reflects an average-sized hunting group of ten individuals.

Each of the stress boxes above is worth 1-stress, multiple boxes may be ticked in the same turn.

INFECTED ALPHA

Only recently sighted, alphas are larger and more powerful infected, some believe that this may be a mutation of the SANGUINE-B virus, leading to the creatures occasionally being called CATEGORY As whereas others believe that the Alphas are simply larger and more muscular hosts infected with the standard virus.

Aspects

- High Concept:** INFECTED ALPHA VAMPIRE.
- Trouble:** BURNED BY SUNLIGHT, SLEEPS DURING DAYTIME.
- COMMANDS LESSER INFECTED, BESTIAL CUNNING.**

Very skilled (+3) at: Commanding other infected, attacking.

Skilled (+2) at: Moving through ruined buildings, lurking in shadows.

Poor (-2) at: Resisting the lure of blood.

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For anything not listing the vampire rolls at +0.

Stunts

- Superhuman strength:** If an alpha has fed or caused someone physical damage it gains a +3 to fighting and strength based rolls for the remainder of the scene.

Stress:

Each of the stress boxes above is worth 1-stress, multiple boxes may be ticked in the same turn.

Consequences:

- Mild (2):
- Moderate (4):
- Severe (6):

Theme of the Campaign

The theme of a RED PLAGUE campaign is one of survival meets guerrilla warfare. The player characters must salvage what food and weapons they can during the daylight hours while looking for somewhere to hide during the dangerous hours of darkness.

Some things to think about if you want to expand this campaign setting are:

- Where did the plague come from?** Was it a bio-engineered weapon that got out of control or perhaps a new medical treatment that had unforeseen side-effects?
- Is there a cure?** During the last days of the plague, many scientists working for the CDC attempted to develop a cure,

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perhaps their research is still out there waiting to be discovered by an intrepid group of explorers.

- ☑ **Will the vampires continue to evolve?** The appearance of the alphas suggests that perhaps SANGUINE-B has not completed its work and that the nightstalkers may still be evolving. Who knows what freakish society of monsters might bloom in the aftermath of humanity's downfall?



SOCIETY OF THE DAMNED

You should feel honoured, so few of the cattle are chosen to be given the gift of immortality. Yes I know that it hurts now, but soon your eyes will see horrors and wonders that you can scarcely dream of.

Vampires have always existed in the shadows of our world, keeping themselves hidden from human society for fear that mankind's inventive spirit and technology might be turned against them should they reveal themselves. Their bloodlines are so ancient that not even the vampires themselves are entirely sure of their origins, occupying their time with political manoeuvring and attempts to manipulate human society from the shadows.

Campaign Aspects

These aspects are always present in this campaign and can be invoked or compelled during any situation where it makes sense to do so.

- WE MUST REMAIN HIDDEN:** The vampires know that humanity must never have proof of their existence, doing so would imperil the species as whole.

This aspect could be invoked when attempting to remain hidden from human eyes or trying to cover up a witness to vampiric activity, it can be invoked when the night-time society punishes those who have broken their oath of secrecy.

- RULE OF THE ELDERS:** Vampires become more powerful as they age and it is typically the oldest of their number who hold the real power in their night-time society.

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This aspect can be invoked when an elder confronts a younger vampire or by a younger vampire who is showing respect to an elder member of their species. It may be invoked to cause problems when a character is commanded by an older vampire or is forced into action they might find distasteful.

This aspect can be invoked to aid hunters who track down vampire nests during the day, or compelled to disadvantage vampires forced to act during those hours.

Suggested Aspects

In this campaign, the player characters are newly created vampires, mortals who had their life-blood drained by an immortal and who were tainted by the curse of vampirism. Below are suggestions for player aspects:

- A FRIEND KNOWS I'M A VAMPIRE, AND THEY'RE STILL OUT THERE.
- MY "DEATH" IS A MATTER OF PUBLIC RECORD.
- I JUST CAN'T LEAVE MY OLD LIFE BEHIND.
- MY CREATOR IS A MONSTER WHO TORTURED ME.
- I AM HELD IN THE THRALL OF AN OLDER VAMPIRE.

Vampires

In this setting the players portray vampires. Characters are created as normal—using either Fate Accelerated or Fate Core rules—with the following exceptions:

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- ☑ **Blood is the life.** Each character has a blood track in addition to their normal stress and consequences, by default a vampire has as many blood track boxes as they do stress boxes.

Each time a vampiric power is used the character must check one of their blood boxes. If they cannot do so then they may still use their vampiric power but they gain the aspect **RAVENOUS THIRST FOR BLOOD** that the GM may compel. If the character already has this aspect then the GM gets a free invoke of it.

- ☑ **Thirst for Blood.** In order to replenish their blood pool a vampire may uncheck 1 box for every 2 points of stress they inflict on an opponent or a helpless victim.
- ☑ **Burnt by Sunlight.** When a vampire is exposed to sunlight the GM makes an attack roll as though the sunlight were physically attacking them. The modifier for this roll depends on the amount of exposure.

Exposure level	Modifier
Minimal/Sunset	+2
Brief exposure to full sunlight	+4
Full exposure to full sunlight	+6

- ☑ **Vampire Master.** Each vampire that has been created has a master, the one who made them. Work with your players to discuss their relationship with their master, is he kind or cruel? Is their master a monster or a twisted father figure?

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- ☑ **Thralls.** Every vampire can feed their blood to a mortal, making it easier to bend them to their will. If a character does this and ticks 2 blood track boxes they gain a +3 on all social based rolls related to that person for the rest of the session. The person will also be supernaturally compelled to keep the vampires existence a secret and will not endanger them willingly. If the player wishes to keep the thrall for future sessions than they must re-pay the blood track cost.

VAMPIRE POWERS

Vampires possess powerful abilities known amongst their kind as arts, these are built in the same way as normal stunts—and have the same cost as normal stunts—from Fate, save that they grant a +3 bonus rather than a +2. However, the vampire must tick a box of their blood track to use them or risk becoming ravenously thirsty for blood. Some sample vampire powers are offered below:

- ☑ **Vampiric Strength:** The character gains +3 to rolls involving hand to hand fighting, strength and athleticism.
- ☑ **Vampiric Speed:** The character gains +3 to rolls involving speed or movement.
- ☑ **Mental dominance:** The character gains +3 to create advantage rolls when manipulating someone socially.
- ☑ **Flight:** The vampire may fly short distances. Checking a blood track box allows them to move up to three zones as a single action without having to roll. Checking three blood track boxes allows them to instantly leave or enter a scene where feasible and flight would make this possible.

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- ☑ **Hidden by Shadows.** In any scene where there is shadow or a darkness related aspect the vampire may spend 1 blood track box in order to gain a +3 to rolls related to stealth and concealment.

Theme of the Campaign

The theme of a SOCIETY OF THE DAMNED campaign is one of change, loss and transformation. The player characters have been plucked from the world they knew—possibly against their will—and thrust into a strange, alien society whose rules they must learn or pay a heavy price.

Some things to think about if you want to expand this campaign setting are:

- ☑ **Old ties.** What happened to the characters old life when they “died”, have their families moved on or are they still searching for them? Although elder vampires encourage younger members of their species to cut themselves off from their old lives, it is not always possible or desirable.
- ☑ **Topple the elders.** Vampiric society is static, many older vampires were created in bygone days when social mobility was almost unheard of and their society reflects this. However, some younger vampires are becoming disenchanted with this, they seek to upset the status quo, topple the elders and claim power for themselves using their knowledge of the modern world and its technology to help them do so.
- ☑ **Freedom from the curse.** Some vampires miss their old lives or lament that they are forced to prey on the living. There are old legends of vampires who somehow threw off the curse and returned to their old lives, or became something greater than

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a vampire, retaining their powers but free of the lust for blood. Perhaps your character will be the one to find this precious secret?



TOWER OF BONES

Look at it up there, squatting on the hill like an evil presence overhanging the entire area, they say that when the moon is full you can hear screams from the Baron's many victims echoing down into the valley.

Tower of Bones is a fantasy based scenario—although it could be adapted for other genres—where a small village is being terrorised by an evil necromancer residing in a crooked hilltop tower.

Campaign Aspects

These aspects are always present in this campaign and can be invoked or compelled during any situation where it makes sense to do so.

- NO-ONE GOES TO THE TOWER AND COMES BACK ALIVE:** The locals in the valley have all heard stories about brave and foolish heroes venturing to the tower, eager to prove themselves against the necromancer within. None were seen again.

This aspect can be compelled if the PCs attempt to persuade locals to accompany them to the tower.

- THE AREA AROUND THE TOWER IS HAUNTED BY MONSTERS:** The Baron's experiments have created all manner of undead monstrosities that inhabit the area around his tower. This could be compelled to have these monsters show up when the players are in the appropriate zone or a particular academic character could invoke the aspect to suggest that they have studied the legends.

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Suggested Aspects

In this campaign, the player characters are fantasy heroes who intend to rescue the valley from the nightmarish Baron who preys on the populace and sends his undead monstrosities to be-devil the population.

- I'VE STUDIED THE UNDEAD AND KNOW MANY OF THEIR WEAKNESSES.
- I WIELD A SWORD ONCE HELD BY THE PALADIN SIR ARTORIUS.
- I WAS CURSED BY AN ANCIENT WISE-WOMAN.
- MY FAMILY WAS TAKEN BY THE BARON, PERHAPS THEY STILL LIVE.
- THE VALLEY IS MY HOME, I WILL NOT SURRENDER IT TO MONSTERS.

Vampires

In this setting the only actual vampire is the Baron. An ancient necromancer cursed by the gods to never leave the valley. However, the Baron has spent many years researching and using his considerable knowledge to find a way to break his curse and regain his freedom. Many of the peasants kidnapped are used to slake his thirst for living blood. Their bodies are transformed into gruesome undead servitors that he sends out on errands.

MOB OF LESSER UNDEAD MONSTROSITIES

Lesser undead generally appear as skeletons held together with leather thongs or zombies, complete with rotting flesh. They shamble about on whatever simple tasks the Baron has assigned them. They will take any opportunity to attack the living as long as it doesn't directly contradict their orders.

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Occasionally one of the undead may be someone that the PCs knew in life. The **HEY! DON'T I KNOW YOU?** Aspect can be compelled to represent the psychological advantage this might give the undead in question.

Aspects

- High Concept: MOB OF NEAR-MINDLESS UNDEAD.**
- Trouble: FERAL INTELLIGENCE.**
- HEY! DON'T I KNOW YOU?**

Skilled (+2) at: Attacking, ignoring social or mental opposition.

Poor (-2) at: Anything involving movement, speed or intelligence.

For anything not listed above the undead roll at +0.

Stunts

Lesser undead do not possess any stunts. However a mob of the lesser undead can attack every person in the same zone as them each turn and received a +1 teamwork bonus as long as it has more than one member who is currently active.

Stress: □□ | □□ | □□ | □□ | □□ | □□

A typical mob of infected does not have consequence boxes, a single member can typically take two stress before being destroyed. The mob above reflects an average-sized mob of six individuals.

Each of the stress boxes above is worth 1-stress. Multiple boxes may be ticked in the same turn.

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GREATER UNDEAD MONSTROSITY

Occasionally the Baron is able to get his hands on a particularly large specimen or is able to boost his necromantic powers when the stars are right. This results in huge, lumbering mounds of rotting muscle that are often sent to support his less capable troops.

Aspects

- High Concept:** HUGELY STRONG MINDLESS UNDEAD.
- Trouble:** MINDLESS AND CLUMSY.

Very skilled (+3) at: Fighting, destroying scenery.

Skilled (+2) at: Throwing or smashing heavy objects, resisting damage.

Poor (-2) at: Anything to do with speed, intelligence or movement.

For anything not listed above the undead rolls at +0.

Stunts

- Superhuman strength:** A greater undead gains **WEAPON: 2**.

WEAPON 2

A Weapon value adds to the shift value of a successful hit. So, if you have **WEAPON:2**, it means that any hit is worth 2 more shifts than it would normally be. This counts for ties, so when you're using a weapon, you inflict stress on a tie instead of getting a boost. That makes weapons very dangerous.

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Stress: □□□

Greater undead monstrosities do not have consequences. Each of the stress boxes above is worth 1-stress, and multiple boxes may be ticked in the same turn.

WIGHT LIEUTENANT

Many brave warriors have attempted to bring the Baron to justice, but they have all failed. Resurrected into a grim half-life they now serve as his lieutenants, acting as his eyes and ears.

Aspects

- High Concept:** EVIL AND CUNNING UNDEAD LIEUTENANT.
- Trouble:** THE BARON SEES AND HEARS EVERYTHING THROUGH ME.
- I AM A SKILLED WARRIOR WHO COMMANDS LESSER UNDEAD.**

Great (+4) at: Protecting the Baron.

Good (+3) at: Melee fighting and commanding lesser undead.

Fair (+2) at: Using battle tactics, defending themselves and provoking player characters.

Average (+1) at: Ranged combat, resisting attempts at provoking or infuriating them.

For anything not listed above the Wight Lieutenant rolls +0.

Stunts

Bodyguard: Designate a character, place, or object to guard. Whenever that thing is attacked and you are in the same zone, you can spend a fate point to redirect the attack to yourself. You gain **ARMOR:1** against this attack.

ARMOUR 1

An Armor value reduces the shifts of a successful hit. So, **ARMOR:2** makes any hit worth 2 less than usual. If you hit, but the target's Armor reduces the shift value to 0 or below, you get a boost to use on your target but don't do any harm.

Stress:

Each of the stress boxes above is worth 1-stress, multiple boxes may be ticked in the same turn.

Consequences:

Mild (2):



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BARON VON BLOODSTEIN

The Baron is an ancient necromancer who was cursed by the gods for daring to steal the secret of immortality. Now he spends his nights locked inside his own rotting corpse, forced to feed on blood and confined to a small provincial valley.

Aspects

- High Concept:** VAMPIRIC MASTER OF THE NECROMANTIC ARTS.
- Trouble:** I CANNOT LEAVE MY TOWER DUE TO THE GODS CURSE.
- I HAVE STUDIED THE OCCULT FOR HUNDREDS OF YEARS AND ONCE CHALLENGED THE GODS.
- ALTHOUGH MY BODY IS DECAYED IT POSSESSES UNHOLY STRENGTH.
- MY STAFF ALLOWS ME TO FIRE BOLTS OF PURE DARKNESS.

Great (+4) at: Lore, Fight.

Good (+3) at: Shoot, Investigate, Will.

Fair (+2) at: Deceive, Provoke, Physique, Stealth.

Average (+1) at: Athletics, Contacts, Rapport, Resources, Crafts.

For anything not listed above the Baron rolls +0.

Stunts

Undead Shield: Whenever the Baron is attacked, he can spend a fate point to divert the attack to a nearby undead minion.

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Dark Arts: Because the Baron is a master of the necromantic arts he gains a +2 on any Lore rolls to create advantages related to use of magic or necromancy.

This Tower is A Part of Me: The Baron may spend a Fate Point to dematerialise in an acrid cloud of smoke and re-appear anywhere in the tower.

Stress:

Each of the stress boxes above is worth 1-stress, multiple boxes may be ticked in the same turn.

Consequences:

Mild (2):

Moderate (4):

Severe (6):

Theme of the Campaign

The theme of a TOWER OF BONES campaign will be familiar to many role-players since it casts their characters as brave heroes, attempting to free oppressed villagers from the forces of evil.

Some things to think about if you want to expand this campaign setting are:

- Why do the villagers remain?** Since the Baron is confined to the valley why don't the villagers simply up stakes and move? Is it simply a matter of not wanting to lose their homes or do they have some deeper ties to the Baron?

- Why was the Baron cursed?** We've left the precise reason for the Barons curse vague, suggesting that he attempted to steal

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the secret of immortality and was cursed for it, however, this does not have to be the case, if you're looking to expand this mini-campaign starter you should give some thought to the reason behind the curse and what god it was that placed it.

- ☑ **Who was the Baron when he lived?** Before he became a necrotic vampire the Baron was a living, breathing human, perhaps he once ruled the valley? Researching the Barons past is an excellent way to discover his weaknesses and find a way of defeating him.
- ☑ **How can the Baron free himself from the curse?** Assuming that it is possible for the Barons researches to free him from the curse, what bizarre occult ceremonies and rare ingredients does he require and can the player characters stop him before it is too late?
- ☑ **What will the Baron do with his freedom?** If the Baron does free himself from the curse, what will he do afterwards? Will he destroy the valley or simply leave it behind?

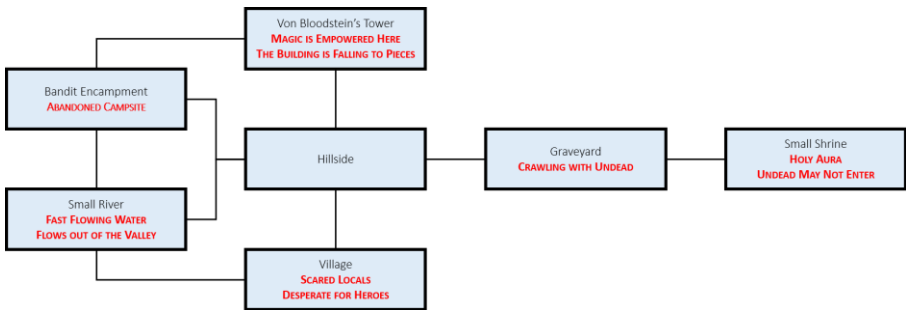


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THE TOWER

Since this adventure involves the player characters potentially exploring the village and the valley, we enclose below a simple zone map that can be used for the adventure.

Words in Red are aspects that apply to certain zones.



Any zones connected by a line can be moved through as normal, player characters can move a single zone without a roll, moving more will require one.

Some additional locations have been added to the map for the GM to flesh out on their own, for example the shrine may belong to the god who originally cursed the Baron, or perhaps it was a shrine the Barons own god before he forsook worship of the deities.

The bandit's camp could also become a more central part of the campaign, perhaps the player characters can find some useful equipment here or notes from previous people who attempted to take on the Baron.



The very name of these blood-drinking fiends of the night conjures up images of misty Victorian graveyards and of uncaring streets splattered with the blood of the innocent. This FATE THIN gives you all the tools that you need to hunt these fiends in your Fate RPG games, or to play as the nocturnal blood-suckers yourself.



Written by John Alan Large, **Red Dice Diaries**
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