

VAMPUNKS

MISSION PACK: 1

A ROLEPLAYING GAME BY ALEXANDER EDEN

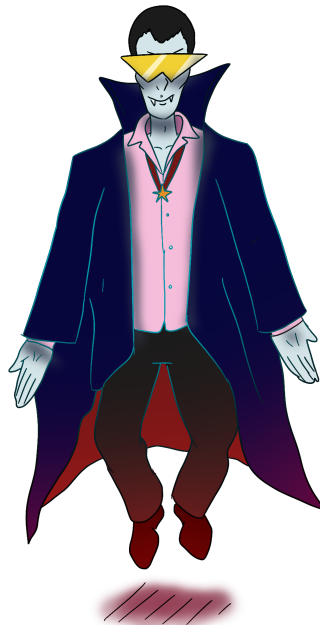
ILLUSTRATIONS BY JONATHAN EDEN



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BAT OUT OF HELL

A VAMPUNKS ADVENTURE

2 TO 3 VAMPUNKS RECOMMENDED
CHALLENGE LEVEL: BEGINNER

MISSION BRIEFING

“Not every job as a vampunk can be glamorous, especially this early in the gig. For every ancient vampire lord that needs to be defeated, there’s plenty of pests that gotta get handled first. We’ve gotten reports that a local internet cafe has got an infestation of bats in its basement that are particularly large and especially bloodthirsty. Classic case of vampire bats. It shouldn’t be too hard to handle, all you need to do is...

- Enter the “Cyber Times” internet cafe and learn about the current pest control situation.*
- Talk with the patrons and ensure vampirism has not spread.*
- Find the source of the bats.*
- Eliminate any vampiric threats.”*

DANGERS TO FACE

- It’s Standard Procedure:** The vampunks will quickly learn upon arriving at the Cyber Times internet cafe that the business is still open despite the vampire bat infestation. The players will need to speak with the manager trying to keep the bats from scaring away the customers, the many patrons playing games or browsing the internet on the computers, and the assorted staff (IT, janitor, etc) for information, while not causing a panic...unless they want to.
- You’re looking a little pale, buddy:** If the vampunks are observant enough, they will soon notice that some of the people in the cafe (particularly the patrons themselves) are showing early signs of vampirism (bite marks, pale skin, sunlight sensitivity). Despite this, none of the patrons are hostile or even realize something may be wrong. By asking the right people, finding the right clues, or just waiting long enough, it becomes clear that bats are occasionally sneaking in to bite people before flying away.
- Into the Dark we go:** The vampunks will eventually be urged to go into the basement/boiler room of the cafe to deal with the infestation. This is a dark, spooky space with faulty machines

(steam spewing pipes and exposed wires) and lots of clutter to deal with. Make sure to throw in the occasional GRIT CHECKS, TECH CHECKS, and FAITH CHECKS as they navigate these obstacles.

- **That's it?:** Finally, at the farthest corner of the basement, the vampunks encounter the infestation of vampire bats! Only... there's not a lot of them, only one bat per player, easy to beat. If the players continue to investigate the area they will notice strange holes and cracks in the ground below them, and bat droppings and bits of food that imply that there should be way more bats than were encountered. When the vampunks tamper with the cracks (or attempt to leave the basement), the floor will collapse from under them!
- **This goes deeper than we know:** The vampunks (hopefully not too injured from their fall) now find themselves in an underground cavern that opens up into a greater series of tunnels. With no immediate way back up, the vampunks will need to explore these paths, encountering vampire bats that not only increase in number, but in size! The deeper they go, the more signs of human activity should reveal themselves (discarded test tubes and syringes, research notes, human remains, etc) until the group finds a discarded laptop that reveals the horrible truth; everyone working at and playing in the Cyber Times cafe are unknowingly part of a mad experiment by a mysterious third party group to see if giving people vampirism, and therefore sunlight sensitivity, will make them spend more time and money in internet cafes!
- **Don't Wake Mama:** It's time to get out of this place with this damning evidence, and luckily there is a mechanical lift that should take the vampunks back to the surface. However, this machine makes noise, and there is a GIANT VAMPIRE BAT surrounded by its smaller brood sleeping right next to it. The vampunks must either find some way to make it back to the surface quietly and avoid waking the bats, stand their ground and take on the creatures, or battle the bats while they ride the lift up to the surface, ending their adventure when they make it to safety.



MALL'D TO DEATH

A VAMPUNKS ADVENTURE

2 TO 3 VAMPUNKS RECOMMENDED
CHALLENGE LEVEL: INTERMEDIATE

MISSION BRIEFING

“Is it possible for a mall to be undead? Because it certainly feels that way with the old CostMart Plaza, an abandoned indoor shopping center that’s become home to all kinds of squatters, gangers, and weirdos. Normally we’d ignore such a place if it weren’t for the fact that a bunch of pale, fanged individuals have begun flocking to it in droves. We may have a coven of vamps on our hands, and that won’t do. Your mission...

- Go to the CostMart Plaza and look for signs of vampires.*
- Speak with the squatters for any useful information.*
- Find out where the potential vampires are meeting.*
- Eliminate any vampiric threats.”*

DANGERS TO FACE

- **Ain’t What It Used To Be:** The vampunks will find themselves outside of the CostMart Plaza, a massive and decayed mall whose glory days are long since behind it. Take time to set the mood as the vampunks first explore the abandoned place, making them pass a few FAITH CHECKS to not get nervous in the dark or TECH CHECKS to fix broken doors, elevators, or escalators.
- **Word around the food court is...:** While exploring, the vampunks should encounter a handful of squatters that they can speak to for information. The squatters will reveal that the “new people” are held up in the abandoned movie theater inside the mall, but won’t reveal anything else unless GRIT CHECKS for coolness are passed. If the vampunks earn the trust of the squatters, they will be warned not to mess with the vampires and that there are three other gangs in the mall to worry about; the MALL RATS in the old hover board store, the TECH HEADS in the electronics department, and the CHURCH OF THE CYBERGOD by the old fountain in the center of the mall.
- **Deadly Double Feature:** Should the vampunks choose to confront the vampires in the movie theater, they will quickly find themselves overwhelmed by the sheer number of vampires out in

the open, at least 5 vampires in lobby alone and backup on the way. The vampunks may choose to fight them anyway, but continue to increase the number of vampires coming in until it's clear that winning is not likely. If the vampunks are brought close to death before they can escape, help will come just in time in the form of either the MALL RATS, the TECH HEADS, or the CHURCH OF THE CYBERGOD, depending on which stat (GRIT, TECH, or FAITH) is highest among the total group.

- **Gangster's Paradise:** Either by chatting with the squatters, visiting the theater, or finding/being saved by one of the gangs, the vampunks should learn that the vampires that have moved into the mall are too numerous to take on alone. The vampunks will need to convince one or more of the gangs to help take them down. This task won't be easy though, for a few key reasons...
 - The vampunks must convince each gang leader and their associates that they can be trusted when facing off against the vampires. While a few successful SKILL CHECKS relating to that gang's focus will do the trick, too many failures in a row will lose that gang's trust.
 - While having all the vampunks working together to win over a gang makes the job easier, the first gang the vampunks meet will soon inform them that "the strangers" are planning spread across the mall, and the longer* it takes to prepare an attack, the more likely it will be for the other gangs to flee or even side with the vampires. If the vampunks wish to win over all the gangs in time, they will need to split up.
 - Each gang has a rivalry with another gang. The MALL RATS think the TECH HEADS are a bunch of nerds, the THE TECH HEADS think the CHURCH OF THE CYBERGOD are a bunch of crazies, and the CHURCH OF THE CYBERGOD think the MALL RATS are a bunch of sinful hooligans. Rival gangs will be harder to recruit, and waiting too long will have that rival gang strike a deal with the vampires!
- **Take Back The Mall:** Once the vampunks are done recruiting, either by choice or due to time constraints, they can travel with their new allies to the movie theater. If only one gang was recruited than their rival gang will join the vampires and the other gang will flee. If two gangs are recruited than the remaining gang will side with the vampires. Whatever the case, the vampunks and their allies must battle through the lobby, the halls, and finally the screening room where the leader of the vampires is waiting for a final battle for the fate of the mall.

- The amount of allied gangs the vampunks gained should be reflected by the amount of enemies the vampunks need to take on alone. For example...
 - NO ALLIES: 5 vampires in each of the three theater sections per vampunk (i.e. nearly impossible)
 - ONE ALLIED GANG: 3 vampires and 1 rival gangster in each of the three theater sections.
 - TWO ALLIED GANGS: 2 vampire and 1 rival gangster in each of the three theater sections.
 - THREE ALLIED GANGS: 1 vampire in each of the three sections per vampunk.
- No matter what, the leader of the vampires is the final enemy to face. The leader is revealed to be the former manager of the mall trying to turn the place into a hotspot for vampire youth. The leader will set their sights on killing the vampunks and anyone gang working with them. If the vampires have allied with a rival gang, the leader of that gang will act as the 1 rival gangster in that particular fight.

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***In regards to time:** Because this mission relies on a time limit for a sense of urgency, the exact way this limit is implemented can vary depending on what is best for your style and group. Here are two suggested methods.

- **Turns:** The vampunks only have two total “turns” to win over the gangs, each turn ending when a gang has either agreed or fully refused to join. If the vampunks split up, each gang is treated as if they made their decision to join at the exact same time, making getting multiple gangs involved in each turn possible.
- **Real Time:** If you and your players have a set amount of time per game session, inform them as soon as they learn they need to work alongside the gangs that when there is only 30 minutes left before the end of the session, the vampires will make their move on the rest of the mall and action must be taken immediately. This means that all the gangs could be recruited so long as the players can do it before that final 30 minute mark is reached.



NIGHT OF THE VAMPDROID

A VAMPUNKS ADVENTURE

3 TO 4 VAMPUNKS RECOMMENDED
CHALLENGE LEVEL: INTERMEDIATE

MISSION BRIEFING

"We've got ourselves a series of vamp attacks unlike anything we've seen before. Every week on the same exact night, like clockwork, we end up with at least three dead citizens with every last drop of blood drained from them. But that's not all, each scene of the crime is littered with destruction you wouldn't believe; holes blown clean through walls, bullets everywhere, strange scorch marks and more. Whatever vampire is doing this has some serious fire power and they need to be stopped. Your mission is as follows...

- Use satellite surveillance and radio chatter at Vampunk HQ to find out where the attacker strikes next.*
- Find and stop the attacker before they get away.*
- Figure out who the attacker is and how they've gotten so heavily armed.*
- Eliminate any vampiric threats."*

DANGERS TO FACE

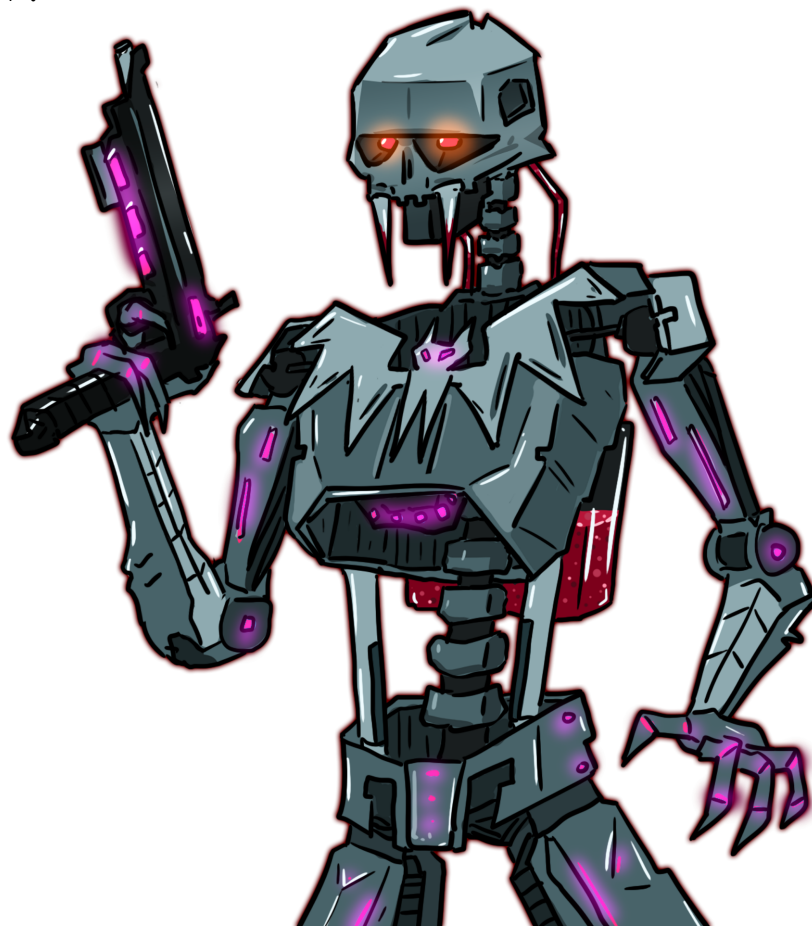
- Slow night in the office:** The adventure begins at the home base of the vampunks as they spend a lazy night waiting for any sign of this mysterious vampire. Use this time to have your players describe what their base of operations looks like and what these characters like to do during these slow periods/off time. At the same time, give the vampunks multiple means of trying to find disturbances, such as radio chatter or calls from contacts (GRIT CHECKS), satellite surveillance (TECH CHECKS), or even mystic divination (FAITH CHECKS).
- MOVE OUT!:** Once the mood has been properly set, have one of the chosen surveillance methods reveal a shocking situation! A towering figure blowing up the side of an apartment building with a rocket launcher! The vampunks must get to that apartment as quickly as possible, either taking a shared vehicle or individual vehicles (cars, motorcycles, hover boards, let the players get creative) and navigate to the

apartment ASAP. Make sure to throw in potential delays they need to avoid, like traffic or near crashes.

- **Behold! The Vampdroid!:** Depending on how quickly the vampunks make it to the apartment (i.e. how many delays they either avoided or got stuck in), they will either encounter a heavily armored and armed robot (the titular VAMPDROID) about to kill a terrified civilian, or the same robot as it drains out the last drops of blood from that same victim. Either way, the vampunks will most likely attack the vampdroid. The vampdroid should be generally unaffected by partial successes and only be slowed by great successes. The vampdroid at this stage wishes to drain the blood of its victim and leave, attacking the vampunks with its metal fists or guns only to get them out of the way. The vampdroid will either leave on foot after draining its target or sprout a jetpack and fly away after receiving a reasonable amount of damage (3 to 4 great successes, 6 to 7 partial successes).
- **What was that thing!?:** Once the vampdroid has left, the vampunks have time to explore the apartment for clues or talk to the victim (should they still be alive). There isn't much evidence to suggest that the victim knows or has any direct connection with the vampdroid, but if the players are keen eyed they will notice a recently opened letter on a table containing DNA test results, revealing the victim as having AB-Negative blood, a rare combination.
- **Clean Up at the Meat Department:** Should the players follow the vampdroid (or see/hear explosions and gunfire in the distance), they can quickly track it down to a grocery store where it is attacking the store's butcher! The vampunks will need to fight again in order to save this victim's life, only this time the vampdroid has a new trick; robotic drones it releases to distract the vampunks! The vampdroid's goal is to drain all the blood from the meat and then drain the butcher, and it won't flee until taking a sufficient amount of damage. Reward the vampunks for creativity, such as using shopping carts or toppled shelves to attack the vampdroid and drones.
- **Grocery Shopping:** If the butcher survives, they will reveal to the vampunks that just before the vampdroid started attacking, it was listing off all the types of animal blood it wanted as if it was following some kind of shopping list. Should the butcher die, the vampunks can also learn this info by finding terrified shoppers and staff still hiding in the store. Either way, it's clear that the vampdroid's work isn't done. If the players haven't figured this out already, have the Punk Wrangler call in for a status report, and suggest the vampunks

use tools from the grocery store for the next battle with the vampdroid.

- **Emergency Checkup:** By following the vampdroid or seeing/hearing more gunfire, the vampunks can track their target down at a 24/7 emergency clinic. Inside, the vampdroid is tearing through the clinic's supply of blood bags and looming over the medical staff. When the vampunks confront the vampdroid, it will face them and open its "mouth", revealing a speaker. A shrill voice coming from the speaker will reveal itself to be the creator of the vampdroid, furious that the vampunks are attacking its creation. On further grilling, the creator will reveal that the vampdroid's purpose is to "shop" for blood for the benefit of other vampires. Either way, the vampdroid's sights are now on the vampunks, and it will now attempt to kill them rather than get them out of the way.
- **Bash This Bot:** The final fight with the vampdroid starts now, and it will use everything its got against the vampunks. Drones, lasers, missiles, and any other deadly trick you can think of. However, the vampunks should have already damaged it plenty, and if they brought tools from the grocery store they should have an even greater advantage. The vampunks can also convince the staff to help fight the vampdroid if desired. If the vampunks need more help, feel free to also let them police finally arrive to provide minor backup. Either way, this battle will continue until the vampunks are slain or the vampdroid is destroyed, finally bringing an end to its reign of terror.



MOONPIRES

A VAMPUNKS ADVENTURE

3 TO 4 VAMPUNKS RECOMMENDED
CHALLENGE LEVEL: VETERAN

MISSION BRIEFING

“You ever hear the phrase ‘shoot for the moon’? Well today that’s actually going to happen. We’ve gotten urgent reports all the way from the International Moon Base that something terrible is happening up there. Astronauts are being killed, blood drinking creatures are running amok, and control over the the base’s security systems has been seized. Before we could get more information, all communication from the moon was cut off. We always knew something like this might happen one day, and now that day is here. You may not have any training for space travel, but you’re the best chance that moon base has. Your mission...

- Fly our experimental personal rocket ship to the International Moon Base.*
- Enter the moon base and locate any survivors.*
- Secure the moon base and uncover what happened there.*
- Eliminate any vampiric threats.”*

DANGERS TO FACE

- **Anyone know how to fly this thing?:** The vampunks will find themselves about to board a small rocket ship that will take them from a secretive vampunk laboratory to the International Moon Base. The vampunks (unless stated in their backstory) should have NO experience with space travel whatsoever; allow the players to soak in the absurdity before revealing that there is an AI in the rocket’s computers that should guide them to their destination safely, and their weapons have been modified for space combat. Once the vampunks have had a chance to speak amongst the scientists, the Punk Wrangler, or anyone else preparing them for this mission, let them board the rocket and fire it off into space!
- **I REALLY WISH WE KNEW HOW TO FLY THIS THING:** The rocket will now be blasting its way to the moon far faster than any conventional rocket would. Once a few (in-game) hours pass with the vampunks gazing out at space and chatting with the AI, have the ship suddenly start to malfunction. The lights

are flickering, the AI is shorting out, and the ship's guidance systems have shut down. The vampunks must pass a series of TECH CHECKS to try to fix the failing systems and GRIT CHECKS to navigate the space ship. For extra difficulty, throw in FAITH CHECKS to keep the vampunks from panicking as the rocket gets closer and closer to crashing into the surface of the moon.

- **Rough Landing:** If the various SKILL CHECKS have been mostly successful, the rocket should have a bumpy but safe landing outside of the International Moon Base. If the SKILL CHECKS were mostly failures, have the ship crash, give everyone -1 HEALTH from the impact, and inform them that air is leaking out of the rocket FAST. The vampunks will need to get into their space suits and exit the rocket, going over to the nearby entrance of the International Moon Base, a wide structure of interconnected domes across the moon's surface. There is a computer next to the door that upon activating will present a message from someone inside, demanding proof that the vampunks are not "more monsters." It will take a FAITH CHECK to calm the astronaut down and open the door or a TECH CHECK to hack the door open.
- **THIS THING MOVES?:** If the vampunks succeed they are able to enter an oxygen rich environment safe from the void of space... with blood and gore splattered everywhere and an astronaut pointing a laser gun at them. Before the vampunks can get an idea of what's happened, a heavy rumbling will shake the entire moon base, and it will suddenly feel as if the entire structure is moving on its own! Looking outside through small windows, the vampunks will find two major things of note; the moon base is on wheels and driving itself to the dark side of the moon, and it is driving towards a MASSIVE ROCKET ENGINE stuck in the moon's surface.
 - If the vampunks did not convince the astronaut to let them in or hack their way in, then the moon base will still suddenly sprout wheels and drive off. The vampunks will need to break open the door and get inside before they are left behind. If they fail, the vampunks can attempt to use the rocket and attempt to fly to the moon base, or face the long and dangerous journey on foot.
- **We've got a situation:** Once the moon base stops moving and the vampunks can finally talk with the astronaut, they will learn the astronaut's vague understanding of what happened to the base. When the moon base's surveillance system warned the scientists of some kind of missile (the rocket engine) heading straight towards the moon, about one third of the crew suddenly revealed themselves to be vampires and attacked,

bleeding out who they could and taking over the facility. Now these vampires are planning to connect the moon base to the engine and FLY THE MOON IN FRONT OF THE SUN TO CREATE A PERPETUAL ECLIPSE. To stop this, the vampunks will need to do three things (in no particular order).

- Disable or destroy the moon base's connection to the rocket engine.
- Take control of the moon base's security system.
- Save all the remaining scientists so they can keep the moon base functioning and help fight back.
- **Destroy That Engine!:** To stop the engine from functioning, the vampunks must travel through the moon base until they come across an armory that has clearly been raided by the vampires. At first it appears that the only things that remain among the broken weapons and tools are a moon buggy and an airlock to leave the base, but upon closer inspection the vampunks can find one weapon the vamps missed; A ROCKET LAUNCHER. The vampunks must drive out to the engine and use the rockets to destroy it. However, there are vampiric enemies on the dark side of the moon that will attempt to stop the vampunks. It will take great GRIT CHECKS for one vampunk to drive the vehicle safely while the others fend off the vampires and pass FAITH CHECKS to keep their composure in the dark.
- **Stop That Security!:** To take control of the moon base's various security systems, the vampunks must travel to the security office and perform a series of TECH CHECKS to hack their way into the master terminal that is controlling them. However, the vampires have set up many defenses to prevent this; laser grids in the hallways, turret systems, security bots, spinning blades, and any other outrageous thing you can think of. It will take GRIT CHECKS from the vampunks to dodge these things, and every failed TECH CHECK summons more defenses.
- **Save Those People!:** The surviving workers of the moon base have barricaded themselves in the cafeteria. Getting there should be easy enough and the survivors will let the vampunks inside upon seeing that they're human, but the survivors are terrified and it will take multiple FAITH CHECKS to convince all of them to try taking back the moon base. All the while, vampires armed with advanced technology from the armory will begin assaulting the barricade and will break in unless defeated or slowed down by hacking their gear with TECH CHECKS.
- **Take Back The Moon!:** With the engine disabled, the security systems reclaimed, and the survivors taking back the moon base, it's time to finally face the vampire behind it all.

Storming into the once locked central command center of the moon base, the vampunks will find a single vampire scientist who will mock the vampunks for not realizing such an ingenious moon hijacking plan was possible sooner and attempt to fly the moon in front of the sun...only to realize that the engine isn't working. The vamp scientist will grow even more desperate when the security systems don't activate and the now confident survivors enter the room. If the vampunks attack, the scientist will go down instantly.

- **GET OFF THE MOON!:** Before the vampire scientist is slain, one last trick will be pulled; A SELF DESTRUCT SEQUENCE! The entire moon base is set to blow, the vampunks and survivors need to get out fast! This can either be done by getting the scientists to drive the entire moon base back to the vampunks' space ship, or trying to hijack one of the space ships that the vampires on the surface of the moon are using to escape. This should be a bombastic final sequence, so go wild with the obstacles that could slow the vampunks down; attacking vampires, exploding hallways, rogue robots, go nuts!

***In regards to space:** Because this mission takes place on the moon, the dangers of such an environment should be implanted. Should the vampunks take damage while not in their space ship or the moon base, don't be afraid to use dwindling air supplies against them. Slowly damage vampunks who have damaged suits while in the vacuum of space, allowing TECH CHECKS as a way of repairing said suits.



ENEMY CATALOG

The following enemies are designed to be useful templates to implement into **VAMPUNKS MISSION PACK: 1** missions and beyond. As always these are simply suggestions, feel free to expand upon or discard these as desired.

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MALL RAT PUNK- HUMAN - 1 DAMAGE

DEFEATED IN 1 GREAT SUCCESS OR 2 PARTIAL SUCCESSES

Mall Rats live by the rule of cool. If you're not tough, rough, and overall gruff, you're not getting any respect. They make sure to style on you in any battle.

Result	Outcome
Great Success	The punk goes down instantly. Not cool at all. DEFEATED.
Partial Success	The punk takes a hit, but the way they get back up is SO COOL. You're too impressed to do anything! VAMPUNK TEMPORARILY STUNNED. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Failure	With some style and flair, the punk avoids your attack and stabs you right back! -1 HEALTH.
Bloody Failure	Not only does the punk stab you, but they do it with such skill and confidence that you feel totally inadequate compared to them. -1 HEALTH. -1 TO ALL TRAITS FOR THE DURATION OF THE MISSION.

TECH HEAD PUNK - HUMAN - 1 DAMAGE

DEFEATED IN 1 GREAT SUCCESS OR 2 PARTIAL SUCCESSES

Tech Heads may not look too tough, but they know everything about machines, including the ones in your body. They'll take "hacking to death" to a whole new level!

Result	Outcome
Great Success	The punk goes down instantly, like the nerd they are. DEFEATED.
Partial Success	You get a hit in, but the punk pulls out a hacking device in response and briefly shuts down your cybernetics! TRAITS SET TO 0 FOR THE NEXT SKILL CHECK. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Failure	Using cyber-eyes to analyze the situation, the punk dodges your attack and gets a jab in! -1 HEALTH.
Bloody Failure	The punk stabs you with some kind of USB stick that transmits a virus through your system. Your lesser used cybernetics begin to shut down! -1 HEALTH. LOWEST NON-VAMP TRAIT SET TO 0 FOR DURATION OF MISSION.

**CHURCH OF THE CYBERGOD PUNK - HUMAN - 1 DAMAGE
DEFEATED IN 1 GREAT SUCCESS OR 2 PARTIAL SUCCESSES**

If these new age crazies have one thing going for them, it's determination. You could probably shoot one in the leg and they'd still be chanting prayers. Try not to be a heretic around them.

Result	Outcome
Great Success	Their cybergod isn't helping them this time. DEFEATED.
Partial Success	The punk takes a hit, but something about that chanting is starting to make a little too much sense. VAMPUNK CANNOT ATTACK THIS ENEMY. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Failure	The punk pulls at a ceremonial dagger and cuts you up in the name of the cybergod! -1 HEALTH.
Bloody Failure	The punk stabs you with a ceremonial dagger, and...why do your friends look like vampires!? Was that knife covered in something!? -1 HEALTH. MUST ATTACK FELLOW VAMPUNKS FOR DURATION OF BATTLE.

**BAT OF UNUSUAL SIZE - VAMPIRE - 1 TO 2 DAMAGE
DEFEATED IN 1 GREAT SUCCESS OR 2 PARTIAL SUCCESSES**

These aren't your average bloodsucking bat monsters. These things are bigger, nastier, and hungrier than their smaller siblings. Protect your neck!

Result	Outcome
Great Success	Despite its size, the bat goes down easy. DEFEATED.
Partial Success	The bat takes a nasty hit, but claws and bites at your face in retaliation! Get this thing away! -1 HEALTH. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Failure	Despite its size, the bat is still too quick to hit and takes a bite out of you. -1 HEALTH.
Bloody Failure	The bat doesn't seem phased by the attack at all and proceeds to spit vampiric venom into your eyes! -2 HEALTH. +1 VAMP.

**BAT MATRIARCH - VAMPIRE - 2 DAMAGE
DEFEATED IN 3 GREAT SUCCESS OR 6 PARTIAL SUCCESSES**

This big bad mamma isn't just tough on her own; she has a whole army of baby bats to fight with her. My advice? Try not to wake her up.

Result	Outcome
Great Success	That wound looks like it hurts, but she's far from finished! MUST BE ATTACKED 2 MORE TIMES TO BE DEFEATED.
Partial Success	The attack lands, but hardly seems to leave a mark, and now the baby bats are waking up! SUMMONS A VAMPIRE BAT. MUST BE ATTACKED 5 MORE TIMES TO BE DEFEATED.
Failure	The bat doesn't flinch at all, swinging her claws your way! -2 HEALTH.
Bloody Failure	The bat grabs you with her talons before you can do anything and takes a bite out of you! -2 HEALTH. +2 VAMP.

**VAMPDRONE - VAMPIRE/ROBOT - 1 TO 2 DAMAGE
DEFEATED IN 1 SUCCESS (GREAT OR PARTIAL)**

These nasty little things act as mechanical minions for their vampire masters. Not too hard to take down, but dangerous in large numbers.

Result	Outcome
Great Success	The drone comes crashing down in a shower of sparks. It won't be flying again anytime soon. DEFEATED.
Partial Success	The drone explodes, but not before shooting you with a strange purple syringe. It doesn't hurt, but why do you feel so woozy? TRAITS SET TO 0 FOR THE NEXT SKILL CHECK. DEFEATED.
Failure	The drone dodges your attack and fires a syringe right at your face! Ouch! And now you're not feeling so good. -1 HEALTH. TRAITS SET TO 0 FOR THE NEXT SKILL CHECK.
Bloody Failure	The drone avoids getting hit and fires two syringes into you. One is a sickly purple, and the other is a bloody red. -2 HEALTH. +1 VAMP. TRAITS SET TO 0 FOR THE NEXT SKILL CHECK.

VAMPDROID - VAMPIRE/ROBOT - 3 DAMAGE

DEFEATED IN 3 GREAT SUCCESS OR 6 PARTIAL SUCCESSES

The latest horrible creation from vampiric science. All the evil of the cruelest vampire with the durability and tools of a machine. Prepare for one tough fight.

Result	Outcome
Great Success	A large chunk of metal flies off of the vampdroid. Maybe it CAN be stopped. MUST BE ATTACKED 2 MORE TIMES TO BE DEFEATED.
Partial Success	The vampdroid is scratched, but it's hardy slowed down before it prepares to retaliate with one of its tools. VAMPUNK IS STUNNED <i>or</i> VAMPDRONE IS SUMMONED <i>or</i> TRAITS SET TO 0 FOR THE NEXT SKILL CHECK. MUST BE ATTACKED 5 MORE TIMES TO BE DEFEATED.
Failure	The vampdroid's armor protect it from any damage, and it proceeds to tear away at you with its weapons! -3 HEALTH.
Bloody Failure	The vampdroid grabs your neck, squeezes tightly, and sinks two metallic syringe teeth into you before tossing you to the ground. -3 HEALTH. +2 VAMP. VAMPUNK IS STUNNED FOR REMAINDER OF BATTLE.

