

VAMPUNKS

PUNKOWEEN



WARNING

This VAMPUNKS adventure includes some intense situations including but not limited to fighting (and potentially injuring) children! Most of them are vampire children, to be specific, but still.

This adventure is also designed to be more difficult than most other missions in VAMPUNKS. This means that both death and vampirism for your characters is very likely should you take on the challenge.

Player discretion is advised..



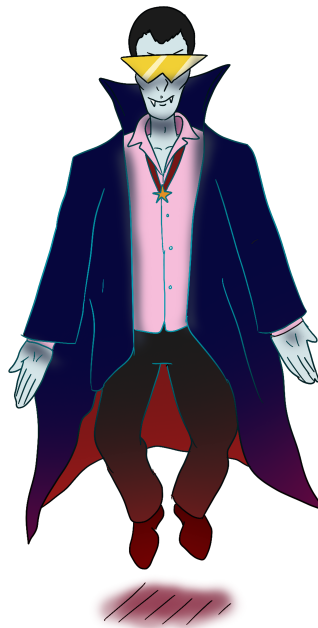
VAMPUNKS

PUNKOWEEN

A ROLEPLAYING GAME BY ALEXANDER EDEN

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PUNKOIVEEN

A VAMPUNKS ADVENTURE

3 TO 4 VAMPUNKS RECOMMENDED
CHALLENGE LEVEL: VETERAN

MISSION BRIEFING

"Halloween's already a bad time to be a vampunk, and now it's gotten much worse! Normally we just need to watch out for vampires going out "in costume" to get close to their victims, but at least they used to stick to partygoers and unwitting adults. Now we're getting flooded with reports of VAMPIRE CHILDREN being spotted throughout the city, no doubt recently turned while trick-or-treating! Children with vampirism are unpredictable and incredibly dangerous, and we're already spread thin tonight as is. We don't have much time, vampunks! You need to...

- Find one of these vampire kids while they're "trick-or-treating" stop them (NON-LETHALLY!) from hurting anyone.*
- Figure out how the child got turned and send them to HQ for treatment.*
- Find the sicko (or sickos) turning children into vampires and put a stop to it.*
- Eliminate any (non-child) vampiric threats."*

DANGERS TO FACE

- A Very Vampunks Halloween: It's Halloween night and the vampunks begin their adventure in a well-to-do part of the city waiting for any vampiric trick-or-treaters to show up. With high rise apartments overhead and people moving about in the most high-tech costumes you can imagine, set the mood by letting your vampunks describe what costumes they might be wearing and if they're partaking in any Halloween traditions while they're on the job (eating candy, telling ghost stories, etc).*
- This ain't no treat!: Once the mood has been properly set, have the calm interrupted by the sounds of a crying child and laughing teens. The vampunks will soon find that a young child dressed as a bedsheet ghost is having their candy stolen by a group of bullies. If the vampunks do not intervene in time, or do intervene but fail to quell the situation, the child will*

reveal themselves to really be a vampire, lunge at the bullies and begin to tear them apart!

- Potential ways to calm the situation include using GRIT to intimidate or gain respect from the bullies, FAITH to make the bullies feel bad, or TECH to set up some elaborate scare.
- **This kid bites!:** When the child is revealed to be a vampire it will be a race against the clock to keep the situation from getting too gruesome. Getting the bullies to back off will still have the child highly on edge and in need of calming down. While a GREAT SUCCESS to attack the kid will knock them out without issue, anything lower will result in at least one teen being bitten. They will require help or will soon become vampires themselves!
- **Give me your candy, pipsqueak!:** Once the child is dealt with and the teens have either fled or been stabilized, the vampunks will notice that the child has a bag full of bright red candies with no other treats among them. If the child is conscious, a good FAITH CHECK can get the child to reveal that they got the candies at a “haunted house”, and give the vampunks directions to it. If the child is knocked out some exploring will reveal that the child had been dropping candies as they traveled, and the vampunks can follow the candy trail to its source.
 - If any vampunk eats a candy then they immediately gain +1 VAMP and follow the VAMP rules from there. If they wish, the vampunks can eat more than one candy, even to the point of becoming full vampires and losing control of their characters.
 - If any of the teenagers ate the candy before the vampunks intervened then they will become vampires as well (though not necessarily aggressive).
- **House of Horrors:** Either by following the guidance of the child vampire (the Punk Wrangler can ensure the child is brought somewhere safe if called) or the trail of candy, the vampunks will soon find themselves outside of a fancy McMansion lit up by neon lights and a long line of people of all ages waiting to get in. Talking to the people in line reveals that this is a famous haunted house attraction that’s so advanced with its scaring technology that every trip through it is supposedly unique, and everyone gets candy for completing it. The vampunks gotta get inside!
- **Spook Your Way In:** There are multiple ways into the house, but each comes with its own challenges. The most obvious way is to wait in line, purchase a ticket, and wait for your group to be sent through the house, though feel free to make this option

feel overly long and tedious. They could try skipping to the front of the line with whatever wacky schemes they can come up with, though make sure to test whatever they use with the proper SKILL CHECKS. They can try to follow the various actors and staff moving in and out of the house into a back entrance, though getting caught will result in the house being on high alert for whichever vampunks they saw. Finally, the players can try breaking through a window or door that leads into the attraction itself, though that has more spooky consequences that will be explained later.

- **Multiple Paths of Panic:** If any vampunks get into the building the traditional way they will be led alongside other patrons through a technologically advanced but fairly tame haunted house. Holographic ghosts, jumpscare animatronics, actors modified with plastic surgery to look like monsters, etc. Outside of FAITH CHECKS to see if anything gives the vampunks a fright, this all appears harmless...except for the fact that one by one, any kid within the group will vanish without a trace. It takes a good TECH CHECK to reveal that there are secret passageways throughout the house where staff sneak though and snatch away children while everyone is distracted.
 - If any vampunks snuck in with the staff they will find themselves behind the scenes of this very advanced haunted house, stressed actors and tech crew managing the experience as best they can and cameras all over the place. The vampunks will need to use their skills to keep from being noticed or pretend to be staff members, using GRIT to scare patrons and fool the other workers. If they're able to keep their cover and not get chased out of the building, the vampunks will eventually see children pulled away by cast members and snuck into other hidden paths throughout the house.
 - If any vampunks snuck into the haunted house directly they will end up totally isolated in a part of the McMansion that feels strangely larger than it should be. Suddenly, they will be faced with a terrifying enemy or trap! A pair of **guard bots** designed after movie monsters, or a false floor that leads to a pit full of **vampire bats**, or even a room full of **madness machines!** Get creative, but keep with the idea that the vampunks are dealing with extreme haunted house scares instead of vampires directly. Should the vampunks survive, they will hear the cries of children in the distance.
- **Follow That Kid!:** No matter where the vampunks entered from all of them will eventually see or hear the same child getting kidnapped and the crowds are too engrossed in the haunted

house to notice nor believe the vampunks. Staff will also deny seeing anything and try to kick the players out if they persist, so the only course of action is to try to pursue the kidnapper through the hidden paths they travel through. These secret passages wind and twist throughout the house to an almost supernatural degree, forcing the vampunks to make various GRIT CHECKS to keep up with the kidnapper. Throw FAITH CHECKS at your players if they attempt to figure out where the kidnapper is trying to go or if there's a way to cut them off, as they will have to grapple with the otherworldly nature of how the the house is constructed and could potentially be stunned by fear. However, if a player successfully uses a TECH CHECK to study how the house works they will realize that holograms, hidden speakers, and even shifting pathways are all used to disorient people within the building. From there, trying to disable or hack the devices with more TECH CHECKS can help give the vampunks the edge in the chase.

- If the vampunks are able to catch the kidnapper have their final act be to push the child into The Room of Many Doors (see below) where the child vanishes. Interrogating the kidnapper, who is human, will have them reveal that they are payed handsomely to take children to a secret room in the house, but they have no idea what happens to them after the fact other than that they are seen leaving the house and aren't *too* traumatized.
- If the vampunks fail enough and lose track of the kidnapper, they'll quickly find themselves turned around and lost within the house itself. Play up the fear factor hard here with stat penalties for failed FAITH CHECKS, leading to a small encounter with more robot guards! Enough investigation will put the vampunks back on the kidnapper's trail.
- **The Room of Many Doors:** Whether the vampunks are able to catch the kidnapper or just keep up with them, in order to find the child they will need to enter a large hexagonal room with doors lining every wall and cameras at every corner. Opening any of the doors will reveal other routes that patrons of the haunted house are being guided through (including the exit, where all the non-children are given normal candy). The cameras can be tampered with using TECH CHECKS, but nothing outside of them being active and watching the vampunks can be learned. This is all to keep the players distracted as trap doors below their feet prepare to open! When enough time has passed, have panels in the ground begin to fall and have the vampunks roll GRIT CHECKS.
 - **GREAT SUCCESS:** The vampunk doesn't fall into any hole.

- **PARTIAL SUCCESS:** The vampunk falls into the **Candy Room**.
- **FAILURE:** The vampunk falls into the **Doom Room**.
- **The Doom Room:** Any vampunks who fail the GRIT CHECK will find themselves tumbling down into a dark, cold, steel room filled with mutilated dead bodies! Upon closer inspection, however (and a FAITH CHECK to get over the initial shock), it will turn out that these are merely plastic props for the haunted house, many of which are clearly bent and broken. Why these are all here becomes clear as soon as the walls begin to shift and close in on the vampunks! This is a trash compactor, and the only exit is through the ceiling, just out of reach! The players will need to think fast or get crushed! If it takes them too long, begin dealing DAMAGE to the players one point at a time as the walls begin to squeeze in on them. Potential solutions include...
 - Multiple GRIT CHECKS to stylishly use parkour skills to jump back and forth between the closing walls, or using weapons as makeshift climbing tools to scale upwards.
 - Multiple TECH CHECKS to construct a stable tower out of the many plastic bodies to make jumping out easier.
 - Getting assistance from others who did not fall through any of the trap doors.
- **The Candy Room:** Any vampunks who get a PARTIAL SUCCESS on the GRIT CHECK will find themselves tumbling down into a brightly lit room that looks like something out of a daycare center. It is filled with very confused and nervous children, including the kidnaped kid. None of the children will be able to explain what is going on other than that they were all snatched by staff in the haunted house very recently. Soon after, a very obvious vampire, who happens to be dressed up in a vampire halloween costume, will enter the room through a single wooden door with a bucket full of more blood red candy, intending to feed the children these corrupted sweets. Upon seeing any vampunk, the vampire will try to retreat and call for backup. If the vampire isn't slain before it can do this then a number of **fledgling vampires** equal to the number of vampunks who fell into the Candy Room will flood in.
 - For extra challenge, have there be a legitimate risk that children could get injured during the fight. The chance of a child getting hurt should depend on the actions the vampunks choose to take.
- **Free These Kids!:** If the vampunks survive the Doom Room and the vampires in the Candy Room, they can now help the kids escape. A brief search around the room will reveal there is a control panel that, upon activation, creates an elevator platform the kids can take right back to the Room of Many

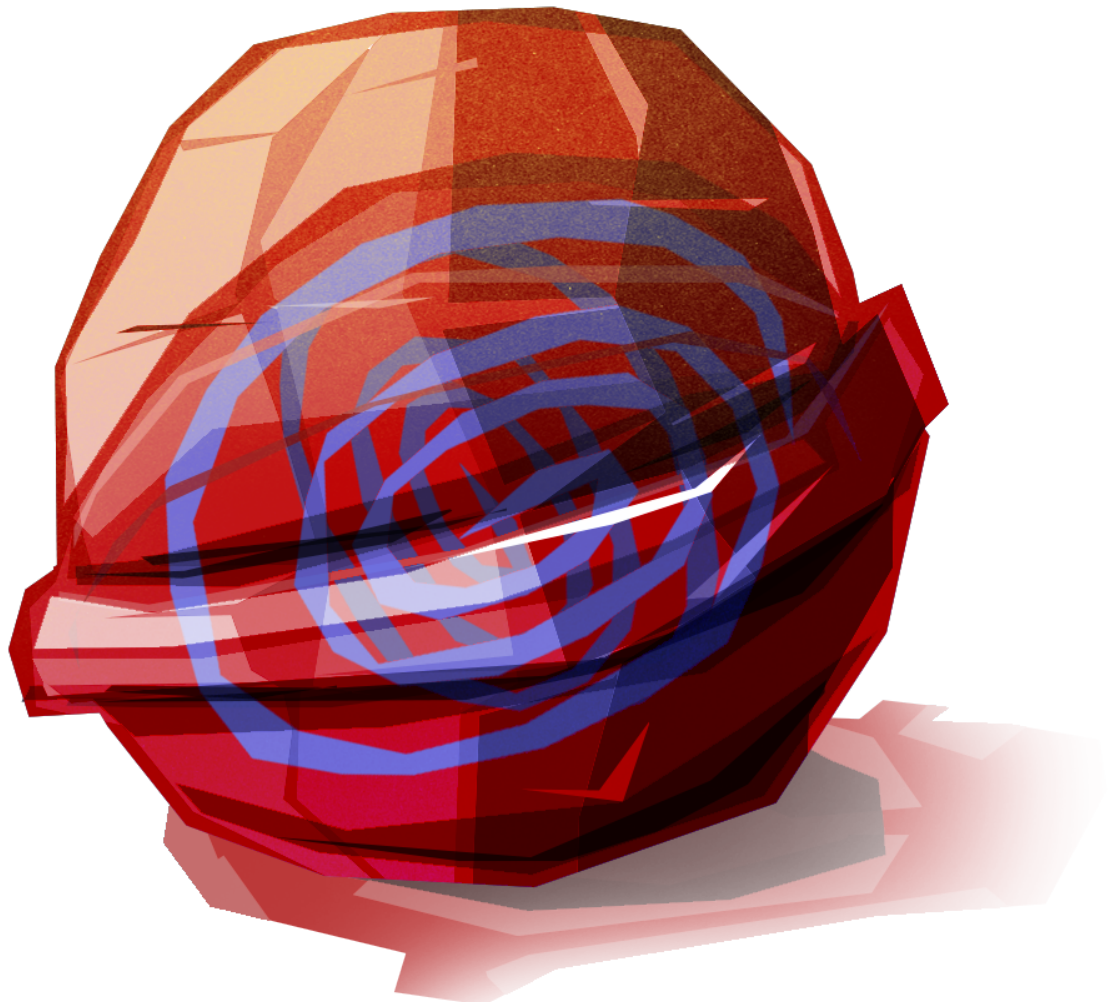
Doors, where they can flee out of the house. The vampunks are free to guide them out safely or call on the Punk Wrangler to manage the situation, but the true source of the vampiric threat lies beyond the wooden door within the Candy Room.

- **Candy Factory:** Past the Candy Room door they will find a long, dark corridor that acts as a one room candy factor. Two **summoner vampires** stand over an industrial vat of red ooze performing unholy rituals over their brew before a robotic claw fishes out red candies from the vat to be handed out to vampiric workers. The hall is dark enough where the vampunks could successfully sneak through it with some GRIT CHECKS, but if the Candy Room vampire successfully called for backup than all the remaining vampires (the **summoners** and **fledglings** equal to the number of vampunks who didn't fall into the Candy Room) will be on high alert.
 - A fight against these vampires should be extra tough, but if the vampunks are able to destroy the vat of candy than all the vampires will flee...as it's soon revealed that the brew itself is toxic, dealing 1 DAMAGE and giving 1 VAMP each time contact is made with it.
- **The Candy Man Can...:** After either fighting or sneaking past the vampires, the vampunks will find one last room containing a giant super computer, a crystal ball that looks like an oversized red candy, and a withered old man vampire. This old vampire watches a series of monitors that each show footage of various children going through the haunted house. When confronted, the vampire will ask how scared the vampunks were throughout the adventure and then reveal his motivation behind all of this; scaring people is fun, and he couldn't think of anything scarier than a bunch of vampire trick-or-treaters causing havoc throughout the city.
 - If spoken to further, the vampire will reveal more about his long history of scaring. The haunted house itself was designed to be the most complex horror attraction it could be, with the super computer in front of him able to control every contraption in the house and somehow even move the house from place to place if he ever got chased out of town. The vampire candies are just his latest invention in a long line of experiments.
 - This is an **elite vampire**, despite his frail appearance. He will not attack the vampunks unless they make their plans to stop him explicit, so the vampunks have the opportunity to get the first strike in on him.
- **Bring the House Down:** Should the vampunks defeat the master of the house then they will now have full access to his super computer (if they are able to pass an initial TECH CHECK to

get past the password screen, of course). With this, they have absolute control over the haunted house. They can use it to shut down any and all machines in the house, rearrange the rooms however they like, and even open up trap doors under various vampires/employees. Let the players have fun coming up with creative ways to use the house against their enemies. However, each action the group attempts must start with a TECH CHECK to make the command happen. A PARTIAL SUCCESS will have the action work but with some unforeseen consequences, while a FAILURE might twist and turn the house in strange and dangerous ways that weren't intended.

- **You Gotta Be Kidding Me:** Shortly after the vampunks have had their fun, have muffled screams of terror emit from the crystal ball nearby. A FAITH CHECK can determine that the crystal ball is a supernatural tool that allows one to observe other vampires with a connection to the crystal ball (i.e. anyone who has had one of those candies). To use it, however, one must pass a VAMP CHECK, FAILURE causing the user to hurt themselves and a PARTIAL SUCCESS working, but giving the user a point of VAMP. Once activated, the crystal ball shows images of various trick-or-treaters all throughout the city going on a rampage! There should be an equal number of vampire trick-or-treaters to the number of players, and they are too far spread for the vampunks to catch them all in time...unless...
- **Moving House:** At this time, reveal to the players that a new command has appeared on the super computer titled "move house." Upon activation, the entire building will shake and rattle and cameras outside of the building will reveal GIANT ARMS AND LEGS sprouting from the McMansion. The vampunks can now move the house like a giant robot and run around the city to catch the vampire children! However, this is no easy task, and it will take many working parts to pull this off, including...
 - GRIT to control the legs of the house and move around the city safely or to use the speaker system throughout the house to intimidate and scare off threats.
 - TECH to manage the arms of the house for delicate procedures (for example, picking up a vampire child without crushing them) and to maintain the house if it takes damage.
 - FAITH to use the speaker system to calm down panicking citizens and the vampire children, both inside and outside of the house.
 - VAMP to use the crystal ball to locate the children or use its power to try influencing them (such as issuing psychic commands or giving them visions).

- Feel free to send any security the vampunks might have sneaked past (the robots or the vampires) directly towards the super computer once the vampunks begin this final stretch of the mission. The vampunks still have control over the entire house, however, so in a pinch they can turn the house against their enemies with a TECH CHECK.
- The exact dangers that the vampunks run into mostly depend on what happens while they're trying to catch these vampire kids. Remember, they are essentially piloting a mech in the shape of a house. Some potential dangers include...
 - Excessive destruction and panic resulting in the police (or even military) trying to destroy the house, be it with simple gunfire, police choppers, or more advanced weaponry.
 - Scared vampire children attempting to bite as many citizens as they can to keep the vampunks distracted.
 - Roads blocked off by block parties or excessive trick-or-treaters.



ENEMY CATALOG

The following enemies are meant to be useful templates for running **VAMPUNKS: PUNKOWEEN**. As always these are simply suggestions, feel free to expand upon or discard these as desired.

- - -

VAMP KID - VAMPIRE - 1 DAMAGE DEFEATED IN 1 SUCCESS (GREAT OR PARTIAL)

There's a reason most vampires stay away from turning kids. These terrible tykes are ravenous and aren't afraid to bite anyone who makes them angry. Take them out quickly before they end up spreading vampirism all over the city!

Result	Outcome
Great Success	With one clean hit on their noggin the vamp kid goes down. Let's hope we can get that vamp venom out of them in time. DEFEATED.
Partial Success	The kid bit someone during their tantrum, but they're down now. +1 VAMP TO RANDOM CHARACTER OTHER THAN THE ACTIVE VAMPUNK. DEFEATED.
Failure	The vampunk tries to stop the kid but they won't stay still and they keep biting! -1 HEALTH. +1 VAMP.
Bloody Failure	The kid grabs onto the vampunk and bites as hard as their tiny teeth allow, flooding them with vampire venom. -1 HEALTH. +2 VAMP.

SECURITY GUARD - HUMAN - 1 DAMAGE DEFEATED IN 1 SUCCESS (GREAT OR PARTIAL)

These guards might just be doing their jobs, but so are the vampunks. If they're working to protect a vampire, knowingly or otherwise, they need to go down.

Result	Outcome
Great Success	The security guard is quickly overwhelmed and goes down. DEFEATED.
Partial Success	The security guard is able to make a panicked call for backup before going down. SECURITY ALERTED. DEFEATED.
Failure	The security guard smugly deflects the vampunk's attack and swings a baton in retaliation. -1 HEALTH.
Bloody Failure	The vampunk is knocked over by the security guard, who calls in a "code red" into their communicator. A dark presence fills the room. -1 HEALTH. VAMPIRIC ENEMY SUMMONED.

**VAMPIRE BAT - VAMPIRE - 1 DAMAGE
DEFEATED IN 1 SUCCESS (GREAT OR PARTIAL)**

These aren't the vampire bats you hear about on nature shows. These bloated, red eyed beasts thirst for human blood and serve greater vampires. Were these once normal bats that somehow contracted vampirism, or were they always like this?

Result	Outcome
Great Success	The bat explodes into a pile of gore, easily slain. DEFEATED.
Partial Success	The bat is killed, but not before unleashing a horrible screech that messes with the vampunk's head. TRAITS SET TO 0 FOR THE NEXT SKILL CHECK. DEFEATED.
Failure	The bat is too quick to hit, and scratches at the vampunk's face. -1 HEALTH.
Bloody Failure	The bat dodges the vampunk's attacks and bites into the vampunk's neck! -1 HEALTH. +1 VAMP

**GUARD BOT - ROBOT - 2 DAMAGE
DEFEATED IN 2 GREAT SUCCESS OR 4 PARTIAL SUCCESSES**

Why hire normal security when the latest guard bots are so much more reliant? Heavily armored, heavily armed, and perfectly loyal. A good investment for wealthy vampires.

Result	Outcome
Great Success	The vampunk's attack exposes critical wiring and components within the guard bot, but it still marches on. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Partial Success	The vampunk's attack lands, but only leaves a dent in the robot's armor. It'll take more firepower to take it down. MUST BE ATTACKED 3 MORE TIMES TO BE DEFEATED.
Failure	The vampunk is caught in the guard bot's line of fire and is blasted away. -2 HEALTH.
Bloody Failure	Not only is the vampunk caught in the guard bot's line of fire, but the vampunk's cybernetic enhancements are severely damaged in the process. -2 HEALTH. -2 TO HIGHEST TRAIT FOR DURATION OF MISSION.

**MADNESS MACHINE - ROBOT - 2 DAMAGE
DEFEATED IN 1 SUCCESS (GREAT OR PARTIAL)**

Robots made out of whatever scrap metal, electronics, and weapons were lying around. They usually have one goal; attack everything in sight until destroyed. Easy to take down, but not without some nasty scrapes.

Result	Outcome
Great Success	The madness machine shatters into a million pieces. It won't be causing anyone any trouble now. DEFEATED.
Partial Success	The madness machine explodes, sending shrapnel, bullets, and other painful things right into the vampunk. -2 HEALTH. DEFEATED.
Failure	The madness machine unloads all of its weapons into the nearest vampunk. -2 HEALTH.
Bloody Failure	The madness machine not only rips into the nearest vampunk, but one of its weapons explodes and injures another vampunk nearby! -2 HEALTH TO TWO VAMPUNKS.

**FLEDGLING VAMPIRE - VAMPIRE - 2 DAMAGE
DEFEATED IN 2 GREAT SUCCESS OR 4 PARTIAL SUCCESSES**

The standard vampire most people are unlucky enough to face. Relatively new to un-life, these young bloodsuckers are looking to gain power and drain anyone who stands in their way. Be careful, vampunks.

Result	Outcome
Great Success	A chunk of the vampire's flesh is blown away, and yet it still fights on! MUST BE ATTACKED AGAIN TO BE DEFEATED.
Partial Success	The vampunk's attacks only leave minor injuries on the vampire. MUST BE ATTACKED 3 MORE TIMES TO BE DEFEATED.
Failure	The vampire easily dodges the vampunk's attacks and cuts deep into the vampunk's skin. -2 HEALTH.
Bloody Failure	The vampire grabs hold of the vampunk's neck and sinks its teeth in! -2 HEALTH. +1 VAMP.

SUMMONER - VAMPIRE - 2 DAMAGE

DEFEATED IN 1 GREAT SUCCESS OR 2 PARTIAL SUCCESSES

Vampires who have learned strange abilities other bloodsuckers could only dream of mastering, the summoners channel their abilities in order to call upon vampiric entities from who-knows-where. Take them down quick before they summon something far worse than themselves.

Result	Outcome
Great Success	The summoner is torn apart by the same dark energy it was using for its rituals. DEFEATED.
Partial Success	The summoner's inky, rotten blood drips from the wounds inflicted on it. However, that is the last material it needed to summon a lesser entity! VAMPIRIC ENEMY SUMMONED. MUST BE ATTACKED AGAIN TO BE DEFEATED.
Failure	The summoner lunges at the vampunk and rips out a chunk of flesh. It then uses that flesh to summon another entity! -2 HEALTH. VAMPIRIC ENEMY SUMMONED.
Bloody Failure	The summoner turns its dark energies against the vampunk, warping them away to who-knows-where and replacing the vampunk with a vampiric entity. -2 HEALTH. VAMPIRIC ENEMY SUMMONED. THE VAMPUNK IS REMOVED FROM THE MISSION UNTIL SUMMONER AND MINIONS ARE DEFEATED.

ELITE VAMPIRE - VAMPIRE - 3 DAMAGE

DEFEATED IN 3 GREAT SUCCESS OR 6 PARTIAL SUCCESSES

The vampires other vampires wish they could be. These vampires have been on this earth for hundreds of years and have made the most out of it. Usually having many connections, servants, and powers, they are not vampires to be taken lightly.

Result	Outcome
Great Success	The vampire is shocked at the damage done to it, if only for a moment. Still, it marches forward. MUST BE ATTACKED 2 MORE TIMES TO BE DEFEATED.
Partial Success	The vampire laughs at the vampunk's weak attempts to harm it, and continues its march forward. MUST BE ATTACKED 5 MORE TIMES TO BE DEFEATED.
Failure	The vampire takes a moment to toy with the vampunk before shoving its claws into the vampunk's chest. -3 HEALTH.
Bloody Failure	The vampire decides that the vampunk would make for a fine servant and bites into the vampunk's neck. -3 HEALTH. +1 VAMP.