

The Fantasy Trip™

Vampire Hunter Belladonna



by David Pulver





A Fatal Miss Stake

You are Belladonna, the young maid and cook at Castle Ironskull – who moonlights as a vampire slayer!

Years ago, the sinister Lord Adrik Blackbird turned your best friend into a vampire. For their own good, you staked them both! Their contagious legacy will plague the local countryside unless you hunt down their horrid spawn!

Play as the lethal maid Belladonna, or as your own vampire-slaying hero or wizard. Travel through the villages and wilderness near Ironskull Castle, hunting vampires and more. During your quest, you may uncover disturbing rumors of the rise of a new and terrifying master vampire, and the arcane relic they seek. Can you find it first?

VAMPIRE HUNTER BELLADONNA IS A PROGRAMMED SOLITAIRE ADVENTURE FOR THE FANTASY TRIP. You won't need a Game Master – instead a system of branching paragraphs directs you from encounter to encounter as you make your own choices. Resolve combat or other encounters using the rules from THE FANTASY TRIP.

In this double-sized 32-page adventure, find:

- Nearly 200 paragraphs detailing wilderness and village encounters.
- New monsters (not just vampires!) and magic items.
- A “sandbox” wilderness setting that rewards multiple plays.
- A choice of using the included pre-generated characters or your existing 37 to 40-point PC.

VAMPIRE HUNTER BELLADONNA IS AN INDEPENDENT ADVENTURE, WITH TIES TO CASTLE IRONSKULL. Use both together in a campaign if you wish!

The Fantasy Trip™



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The Fantasy Trip™

Vampire Hunter Belladonna



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Vampire Hunter Belladonna

You are Belladonna, the young maid and cook at Castle Ironskull—who moonlights as a vampire slayer! Years ago, the sinister Lord Adrik Blackbird turned your best friend Taelyth into a vampire. For their own good, you had to stake them both. You succeeded—but while those vampires perished, they had already infected others. Now, these bloodsuckers spread like plague through the local countryside—unless you hunt them down.

How to Play

VAMPIRE HUNTER BELLADONNA is a programmed solo adventure played using the **IN THE LABYRINTH** rules from **THE FANTASY TRIP**. You won't need a Game Master—a system of branching paragraphs directs you from encounter to encounter as you make your choices. You resolve combat or other encounters using the **IN THE LABYRINTH** rules, and the included maps.

CHOOSING A CHARACTER

You can play as the lethal maid Belladonna, wielder of silver stakes and deadly poisons, or as your own vampire-slaying hero or wizard. Belladonna is a part-time vampire hunter who also appears in the **CASTLE IRONSKULL** adventure.

If she's dead—or no longer resident there—this adventure works fine with a different protagonist.

Belladonna

Human cook, maid, vampire slayer

ST 9, **DX** 15, **IQ** 14. **MA** 10.

Talents: Acrobatics, Alertness, Chemist, Cook, Courtly Graces, Horsemanship, Knife, Silent Movement, Sha-ken, Thrown Weapons.

Language: Human tongue.

Armor: Stone Flesh ring (stops 4 hits).

Weapons: Three daggers (kitchen knives, but very robust, one coated with **weapon poison**); four sha-ken (secreted around body), all coated with weapon poison. Three silver stakes (as daggers.)

Equipment: Fancy maid's uniform; backpack (holding 3 day's rations, a torch); belt pouch with garlic bud; belt pouch with **Dazzle gem**; hidden pocket in uniform (4/IQ if searched) with **Gem of Myrmidon Summoning**; magic key (as **Knock** spell) in hair; pocket with vial holding three **Magic Rainstorm** drops. \$150 in silver.

Once the personal maid and bodyguard of Lady Taelyth, daughter of a mighty duke. Despite your warnings, Taelyth was seduced by the handsome Lord Adrik Blackbird. After Adrik revealed himself to be a vampire and turned your mistress, you ended up staking them both. Soon afterward, Blackbird Castle—home to Adrik's vampire coven—was captured by mercenary warlord Raelle Ironskull. She killed the remaining vampires and renamed the stronghold Castle Ironskull. You accepted her offer to become head maid, cook, and to perform other duties as needed.

Recently, Lady Raelle generously granted your request for a three-week "vacation." Supposedly, you plan to travel the countryside to gather culinary inspiration. This conceals your true calling: hunting the remaining vampires—the spawn of Adrik—still infesting the region. The Blackbird Coven spread the plague of vampirism far and wide while they ruled: You've heard whispers of new vampire attacks. You will *not* let this plague return!