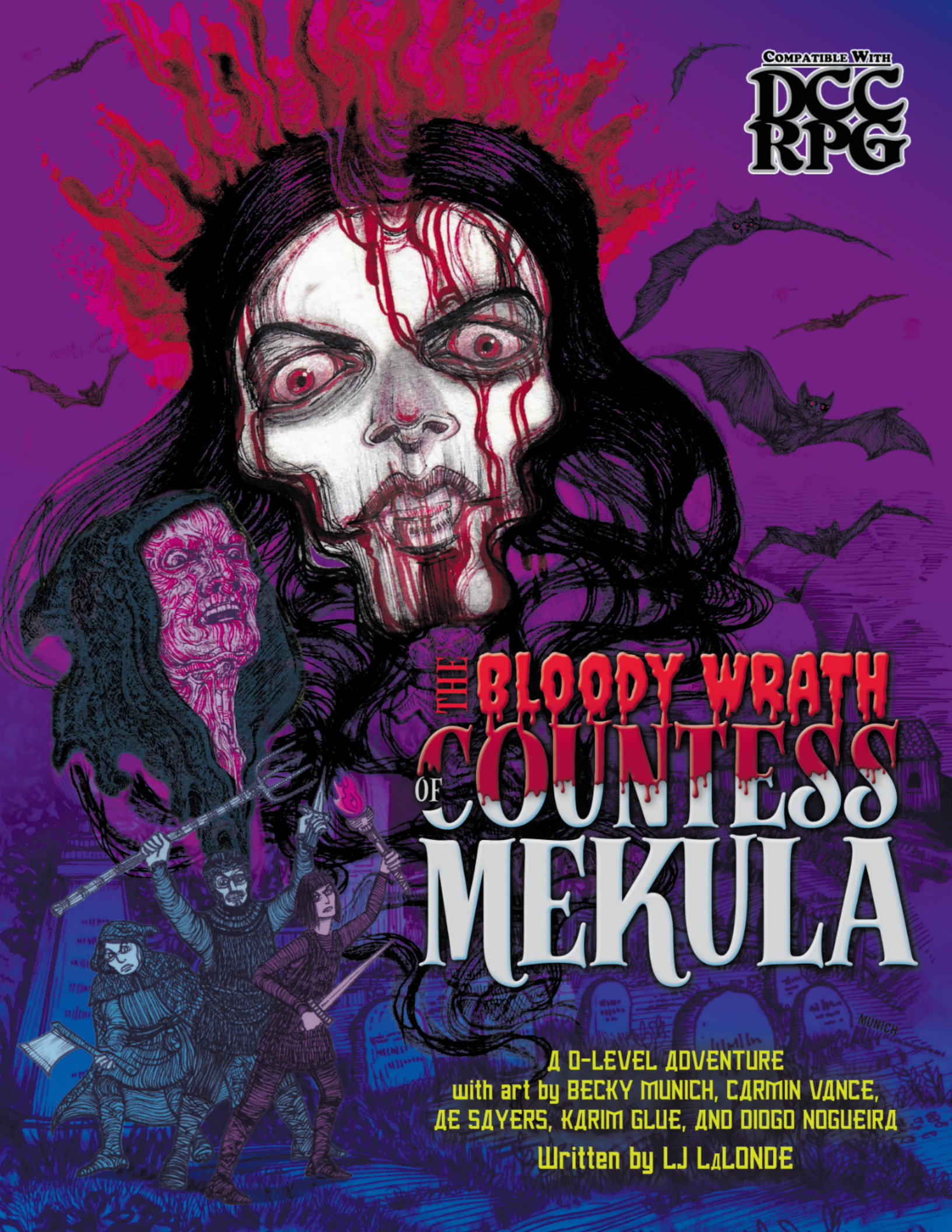


COMPATIBLE WITH
**DCC
RPG**



**THE BLOODY WRATH
OF COUNTESS
MEKULA**

A 0-LEVEL ADVENTURE
with art by BECKY MUNICH, CARMIN VANCE,
DE SAYERS, KARIM GLUE, AND DIOGO NOGUEIRA
Written by LJ LALONDE

THE BLOODY WRATH OF COUNTESS MEKULA

A LEVEL 0 ADVENTURE



Written by : LJ LaLonde / Editing: Marcie Riebe / Layout: Karim Glue

Art Direction: LJ LaLonde

Artists: Becky Munich, Carmin Vance, Diogo Nogueira, Karim Glue / Map: AE Sayers

Playtesters: Marcie Riebe, Karim Glue, Peter Riebe, Jacob Fritz, Bernie Kovacs, Andrew Corbett, Bill Rosar, Matt Robertson, Judge Yossarian, Paul Delventhal, James Delventhal, Jordy Williams, Jake Staples, Justin S. Davis, Neal Tanner, Adam Cardone, Steven Keith, Paul Capito, Jeff Goldberg, David Gallio, Hank, Chris Marshall, Jeff Kuzniewski, Casey Kuzniewski, Brian Jubilation Martin, Paul Girardin, Sohrab Nafici, Justin Davis, Philip Rogers, Scott Kohler, Cyrus Duane, Allen Westenbarger, XTCandy, Michael C. Blaser, Jr., Charles Blair, James Pratt & Bradach Walsh

Special Thank you to Carmin Vance, Mike Evans, Matt Robertson, Brendan LaSalle and Karim Glue for their sage wisdom and boundless patience.



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INTRODUCTION

The Bloody Wrath of Countess Mekula is a Dungeon Crawl Classics adventure written for 12-18 zero level characters. A group of intrepid players have until the setting sun to stop a vengeful Countess Mekula with ambitions of world domination. This adventure has multiple traps and puzzles, horrific foes, and ends with a climactic confrontation with a vampire.

BACKGROUND

Vampires are of the most wicked and heretical of the undead, and no vampire was as evil or blasphemous as Countess Mekula. As beautiful as she was terrible, it is whispered Mekula was the Bride of Ahriman, the god of death himself.

She commanded the somber hills of Valvekia with plague and storm, skulking through shadowed halls and lurking along dark, winding roads. No man, woman, or child was safe from Mekula's insatiable hunger for blood and flesh.

No mortal man could resist her infernal temptations, no king could deny her will. She was destined to cover the world in shadow.

Alas, the fickle finger of fate does not always favor the chosen. A young Valvekian priestess named Portia, devout to the gods of law and a great patriot of her homeland, swore to liberate Valvekia and to see Countess Mekula utterly destroyed.

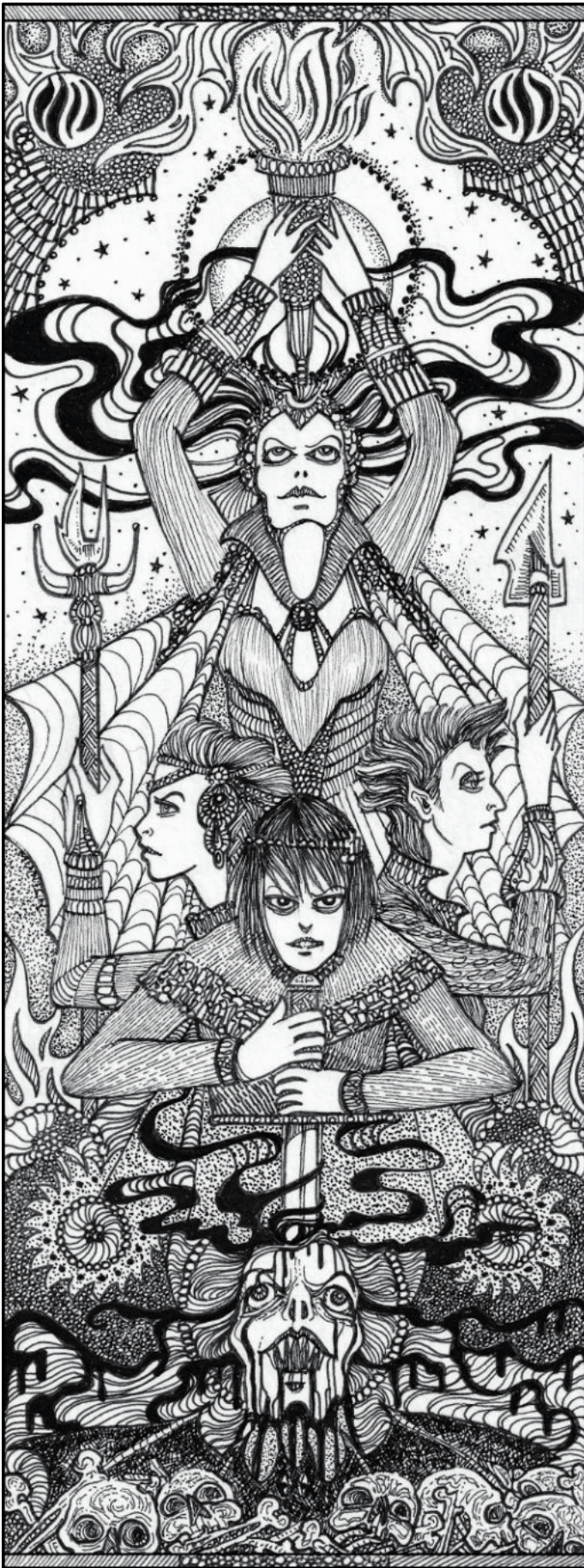
Portia travelled the known world and formed a fellowship with three other heroes: brave and strong Ngozi of Ruz, quick and clever Sliverflash of Soveia, and the enigmatic and mystical elf, Jhaan.

For seven years the Four Heroes battled Countess Mekula's undead legions, slowly liberating Velvekia. Eventually the four would have Mekula trapped in her last sepulcher.

The final battle was fierce. In the waning hours of the night, Portia would strike down Countess Mekula with an ordinary torch. Valvekia was free, but the price for freedom was high. Ngozi and Jhaan had both perished in the fight, and Silverflash was gravely wounded.

Overcome with guilt and grief, Portia would retire from adventuring and build a monastery at the site where the battle took place. She buried her friends in a secret tomb below the monastery and cared for the stricken Silverflash. The two would remain in the monastery until their last days.





That battle was four hundred years ago to the day. Since then, there has been an annual festival celebrating the Four Heroes defeat of Countess Mekula.

The festival ends with a night vigil at the Chapel of Vanquishing Light. Pilgrims from distant lands come to the chapel to remember the feats of the Four Heroes and to receive blessings of prosperity for the upcoming year. Alas, this year the festival will not end in tidings of prosperity and good will, but in terror and death.

A wise person will tell you that evil is never truly destroyed, it merely retreats and waits for an opportunity to return.

Unbeknownst to everyone, a small artifact of chaos has remained hidden for four centuries: Countess Mekula's sacrificial knife. This simple knife of copper and horn is a phylactery which safekeeps Mekula's black, infernal soul.

Lost in the ruins of Mekula's sepulcher, it was discovered by the dim-witted and overly ambitious Friar Horus. Countess Mekula has seduced the weak willed friar through his dreams and has taught him the heretical rituals necessary to release Mekula's black soul from hell.

Tonight, with a sacrifice of blood and flesh, Friar Horus will incant the dark rites beneath the chapel and start a terrifying chain of events as Mekula rises from the grave seeking revenge.

Only the light of dawn will hinder Mekula for the span of one day, giving a party of brave pilgrims one desperate chance to once again cast the Bride of Ahriman back to hell.

If they succeed, they will be the new heroes of a new generation.

If they do not, then the whole world will face...

...The Bloody Wrath of Countess Mekula.

