

“Today you’ll be headin’ a bit farther out than walkin’ distance!” Jack announces. “Tonight’ll be played on the land of Tex Haldeman, good enough to grant us use of his family’s old land! Hop on into the back of our trucks and we’ll take you where you want!” You head down, and step into the gloom of the night, sitting in the back of a flatbed, giving the driver your instructions.

In the pitch darkness, a torrent of rain assaults you at **The Cattle Run**. Howling winds shear your face, and as you raise an arm to shield yourself, the mighty *CRACK* of thunder reverberates through your soul. Tonight, a storm rages.

You stand before a wide open plain, grass rippling like waves in the wind. Huge swaths of land are fenced off by waist-high wooden fences to form individual pastures. Over to the southwest, some cattle chutes lead to a metal cow pen. Sure, it’s rickety and swaying in the storm, but it’s spacious enough to navigate. Oddly, there are no cows anywhere.

To the east, a stream runs north-south along the edge of the pasture, although in this storm it’s more like a rampaging river. Muddy banks, too, so it looks dangerous.

There’s also a huge oak tree in one of the meadows. Even in the darkness you can feel its presence dominating the skyline with its massive size, its vast branches providing some measure of protection against the rain.

You bundle up against the elements and explore the lightless battlefield.

You prepare your **Hidden Blade**.

As you search, you locate **Extrovert’s Recharge**, **Asperaragus’ Rose**, and **\$5**.

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Tonight is a big night. It’s time to draw the curtain on a number of actors. You stand atop a small hill, overlooking the fields with what tiny visibility you can maximize. You know the importance of biding your time before striking. Let them weaken each other first.

Unfortunately for you, it seems there is an actor who doesn’t know about the benefits of waiting their turn.

Amid the veil of the stormy night, you’re struck in the right arm, as a thrown dagger with the base of an ankh sinks into your tricep. A chain connects it to its owner, who jerks the blade back: Victoria.

She stands alone, holding the dagger, ready to fight.

“Your curtain should have closed,” you growl, and reach down. There’s your trusty ax, and with inhuman speed you charge the girl.

She throws the dagger again, dancing backwards. It embeds in your shoulder, but with a free hand you grab the chain and jerk Victoria closer to you, before going in for a bite to her neck.

She struggles with a yelp, but you make it in. The taste of her blood... another vampire!

"You'll see the sun tomorrow," you growl into her ear.

Desperately, she grabs the knife, and tries stabbing your shoulder again, but you dodge. It causes you to loosen your grip on the girl. From there she leaps back, panting, before turning and running.

You'd chase her, but you need to take stock of your arm instead of the distraction. After all, it's your ax-swinging arm.

The stormy night continues as you trek towards the stream. It's a long walk, but you look down at it. Sitting on the muddy bank is Sophie, clearly wounded. Time to go to work.

Sophie glances upwards just as you leap high into the air, intent on smashing her into the ground. Suddenly, however, muscles emerge from her tiny frame, and she launches an uppercut into the bottom of your sole.

It's not enough to stop you, and you push off the fist, landing in the mud, though she might have left a bruise. The muscular Sophie rises, but she's too slow, and with supersonic speed you bite her neck before she can react. You drink deeply, enjoying her blood.

She falls to the ground unconscious, and you produce some rope, and begin to tie her up.

You murmur "It's over for you, magician. You leave the stage tomorrow." Sophie is too weak to resist, and you stand up, before you have to duck down.

In the moonlight you see Nick stumbling in the dark, clearly looking for someone. Well, while you have the chance you might as well deal with him. You leave the unconscious girl and stalk your next target.

You hop up onto the riverbank, and stride towards Nick with purpose, and grace befitting two actors on the world's stage, even if he seems hunched over in misery. He looks towards you, and seems to take a defensive stance. He's wise to do so, but it won't save him as you burst into a run, charging at him.

He can barely react, as you bring the ax down straight towards him, but he pulls out from one sleeve- is that a string?! Your ax hits it, but the string doesn't break it, clearly magical. Still, your continued downward force of your ax cuts it into Nick's hands, and he lets out a shriek as it

slices through his palms. Nick lets go, and stumbles backwards onto the ground, the thread laying there.

You stand above him. "You'll have your finale tomorrow."

Nick looks at his wounded hands in shock for a moment, before glaring at you. Suddenly, he whips his hands at you, and you're blinded by his blood splattering in your eyes!

You can hear him sloshing in the mud, trying to get up and run, but you blindly slash at his back. With your impaired vision in this storm, you can't get a clean shot in, but you feel resistance, carving across the actor's back. Nick's footsteps fade away as you wipe your eyes clean.

Time to refocus.

You rub your shoulder. You're certain you could have brought him down if it weren't for that meddling Victoria damaging your arm. The howling wind and curtain of rain agonize your cuts and bruises.

Still, you have to get your bearings before you go chasing after him in this weather, and you take out a handkerchief to clear the blood from your eyes. After all, there's one more person you have to deal with.

You head back to where you left Sophie, to make sure she hasn't tried to escape. You look downwards from above, and she's still on the bank. It doesn't look like anyone's tried to attack her either.

Suddenly you feel a chill. Ah, there she is. In the darkness you make out Fen's outline as she waves to you, with Del behind her. They approach you.

"Have you seen Sophie around here?" she asks.

"I have already bested her," you respond, your grip tightening on your ax.

"Huh, I had hoped I'd get a shot at her," she says, shrugging. She turns to walk around. Now is your chance.

You raise your ax and rush her.

"Watch out!" Del shouts, but you're able to get a solid slash across Fen's arm as she turns. She steps backwards, clutching her injury as you twirl your ax.

"Time to close tonight's act." You charge at her, and begin madly swinging your ax. This time she's prepared for it though, and steps out of your range.

Then, right at the end of one of your wide swings, you're distracted by Del's amplified voice:
"STOP!"

Del stands there with his microphone- there's no speakers around, how did that work-

The split second that thought crosses your mind is enough for Fen to step forward and pierce a blade right into your chest, and you cough as the ax falls limply from your hands.

"You put up one hell of a fight, I gotta give you credit for that," she says. "But not enough to beat me." She pushes the blade further in, igniting your agony further, and you fall to the side, your face landing in the mud of the riverbank, your body sliding down it as your heart is ruptured.

You have died.

Engagements witnessed:

Victoria vs. Bachus

Bachus vs. Sophie (Sophie executed)

Bachus vs. Nick

Bachus vs. Fen (Fen assisted by Del)

Thanks for playing, Kowz! Bachus really was the one and only, a really fun character. If you want access to the spectator chat, go on and tell me.