

A BETTER LOVE STORY THAN TWILIGHT

**STAKE SOME
NAUGHTY
VAMPIRES**

CURSE OF HEARTS

- STAKE. PARRY. KILL. -

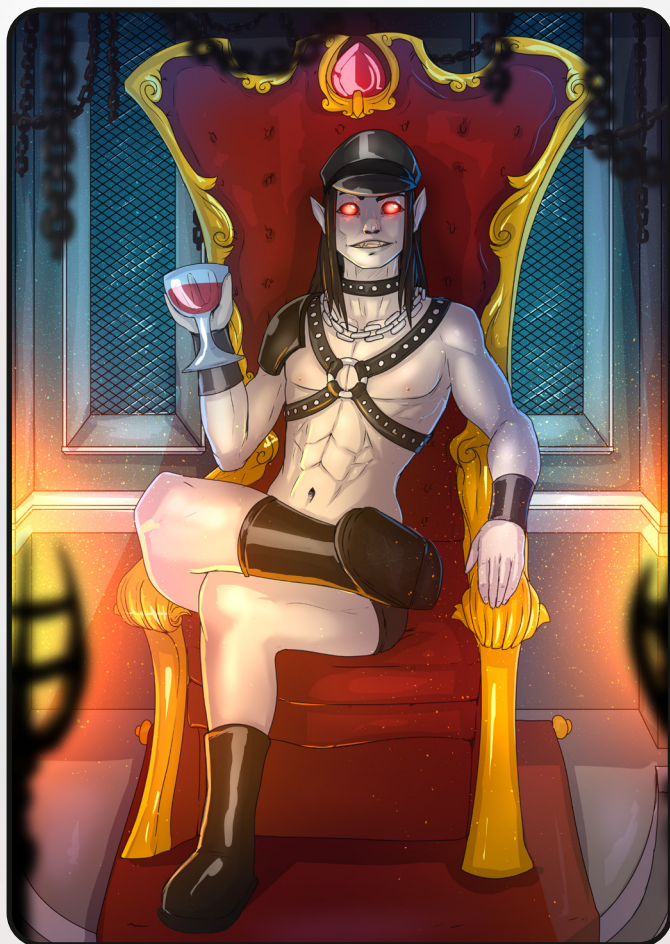




CURSE OF HEARTS



BY OLIVER CLEGG



ON THE COVER

The charismatic and rather dangerously leather clad Straddle von Dadovich nurses a glass of wine as he prepares to acquire another thrall for his collection.

You can call him daddy, if you like. I won't tell.

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To run this module you will need access to books I literally am not allowed to mention under the terms of the Open Game License (I know, I know), but the System Reference Document of that very famous game is available for free online. Just google 5e SRD, and that should do it. Of course you likely have copies of the right books already, or you wouldn't have bought this. I'm going to stop talking.

this first printed edition of **Curse of Hearts** is a limited print run of **50 copies** signed by the author

This is copy _____ of 50

WELCOME TO THE BEST NIGHT OF YOUR LIFE

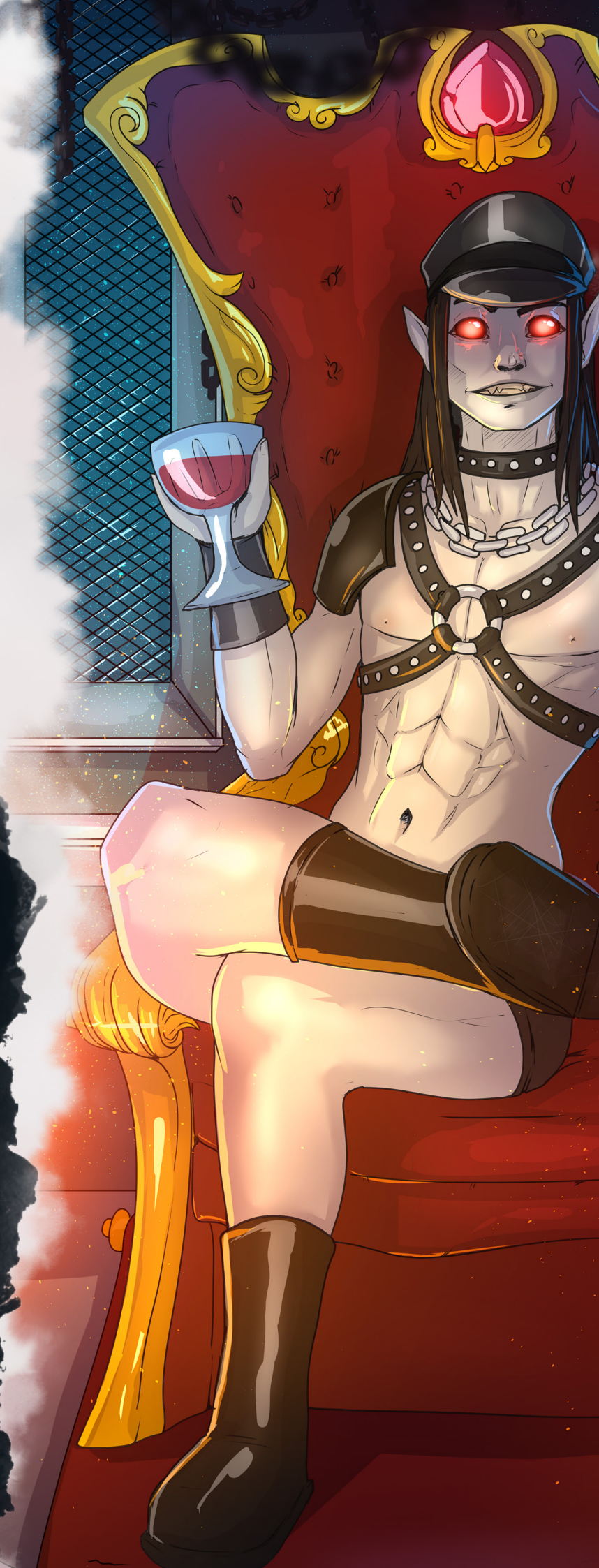
Curse of Hearts is an adventure for casual play with your usual characters, with a high-chance of monsterification. In this adventure, characters are invited to Chateau Rosebud to spend the night with the local Count – and dinner is not all that's on the menu. The count has stabled a veritable horde of lonely hearts inside his spacious mansion, all of whom are looking to make connections, meet new people and spread the love. The adventurers, searching for a sign of their elusive host, have the chance to dismantle his emotional hold on his victims, and perhaps even forge some new bonds of their own in the process.

This adventure doesn't presume the characters are any particular level, though characters lower than level 3 are likely to find themselves choosing their words very carefully, and characters of 10th level or higher may find themselves with considerably more agency.

ALWAYS PLAY SAFE

Curse of Hearts is an adventure which gives you many opportunities to get intimate with monsters.

Amongst other things, it is a romance genre satire, with lots of jokes to that effect. Before you go any further, read this adventure fully and **check in with your players about boundaries and safety tools** so that if anyone feels uncomfortable about the direction the game is going in, they can call it off. It can be fun to mock the idea of vampire romance, or transform into a hideous lich, but only if **everyone** is on board. If you have no idea what I'm talking about, a good place to start is the TTRPG Safety Toolkit by Kienna Shaw.



STARTING THE ADVENTURE

The characters receive an invitation to dinner by letter, delivered by an **incubus** from the Bureau of Orthocoital Business.

The quiet of the late afternoon is disrupted by the sudden sulphurous appearance of a stocky, bespectacled fiend, emerging from thin air laden with letters, files and scrolls. He mumbles to himself as he retrieves a letter and hands it to you - "Invitation from Count Straddle von Dadovich," he says, wearily.

The incubus is disinclined to stay long, this being just one on a long list of stops it needs to make today, and quickly returns to the Ethereal plane as soon as it is able.

The letter reads thus:

Dearest friends

Know that I, Count Straddle von Dadovich, have long admired you from afar. I bid you dine with me at my ancestral home, Chateau Rosebud, along with some of my colleagues and affiliates. Your journey here will be a safe one, and I shall send a carriage at dusk. Please dress appropriately, and bring whatsoever equipment you feel as will make for a...diverting evening.

Your host,

Straddle Von Dadovich



Dearest friends

Know that I, Straddle von Dadovich, have long admired you from afar. I bid you dine with me at my ancestral home, Chateau Rosebud, along with some of my colleagues and affiliates. Your journey here will be a safe one, and I shall send a carriage at dusk. Please dress appropriately, and bring whatsoever equipment you feel as will make for a...diverting evening.

*Your host,
Straddle von Dadovich*

A CARRIAGE RIDE - HOW FANCY

As promised by the mysterious Straddle von Dadovich, a black carriage arrives in the early hours of the evening to ferry the characters to their destination. The carriage is ornate, and entirely unmanned apart from the two black horses pulling it. Entering the carriage and shutting the doors provokes the horses to move forward, carrying the characters into a suspiciously out-of-season mistbank and on to the Chateau.

Chateau Rosebud is a lonely mansion buried somewhere in the hinterlands – precisely where doesn't matter at all, merely that it be far enough away from civilisation that no-one can hear anyone screaming.

CHATEAU ROSEBUD

Any similarities found in this module to famous fictional vampires (living or undead) are entirely coincidental.

Chateau Rosebud is the holiday home of the reclusive noble known as Straddle von Dadovich. It is a mansion with two floors and a basement surrounding a courtyard, with a small chapel adjacent.

Features of Chateau Rosebud

Lighting. The house is lit by candles except where otherwise noted.

The Walls Have Ears. Anything said inside the walls of Chateau Rosebud is heard by Straddle von Dadovich in area Z.

HEARTS AND HUNGER

Chateau Rosebud is crawling with the vampire spawn of Straddle von Dadovich. Whilst Straddle von Dadovich slumbers and prepares to awaken, his mischievous spawn are running amok in his house, causing all kinds of trouble. Each vampire spawn has two primary motivations, which we'll call their Heart and their Hunger.

Heart. Fulfilling the conditions of a vampire's Heart causes them to develop an unbreakable bond of loyalty to whoever is responsible. The vampire spawn is Charmed by the character indefinitely, and protects them to the best of their ability.

Hunger. Tripping the vampire's Hunger condition causes the vampire spawn to enter a bloodthirsty, homicidal state of mind. This might cause the vampire spawn to attack immediately, or it might cause them to quietly retreat until they can find an opportune moment to launch on attack.

Keep track of which vampire spawn, if any, have had their Hearts or Hunger features kindled. It will become relevant when Straddle von Dadovich is awakened.



APPROACHING THE CHATEAU

As the characters approach the Chateau, read or summarize the following:

As the mist begins to recede, the horses slow to a halt in front of an imposing mansion hewn from rough stone. Hewn is a word which means "chopped with an axe, pick or other tool" or sometimes "to conform closely to a set of expectations", and in this case both meanings are true, the gaggle of grimacing gargoyles lurking above the doorframe proving the architect to be a competent gothic aesthete, if perhaps a little predictable.

A - DIRT TRACK

This track winds around the outside of the Chateau, and connects the house to the Chapel, the Woodshed and the Well. When the characters arrive at the house, it is a cold and clear night under a sky filled with stars, but soon after the characters enter the mansion it begins to rain, lightly obscuring visibility out here and turning the muddy track to difficult terrain.

Front Door. The front door to the Chateau is made of solid oak, with delicate carvings depicting bats and wolves worn away by exposure to the elements. A long bell pull hangs down in a small alcove built into the wall, and pulling it causes the door to swing open with a loud creaking sound that alerts the inhabitants to new arrivals.

A1 - SHED

This shed is largely unused by the Count. Under the floorboards, a secret tunnel imperceptible from above up from area X2.

A2 - WISHING WELL

The lid to this well can be easily removed by hand, the wood is almost rotted through. The well shaft leads down 20 feet into area Y.

B - ANTECHAMBER

This small wood floored room has another set of double doors leading into the main foyer. Shoes are piled up against the walls, though a successful DC13 Intelligence (Investigation) check can discern that some of the dusty shoes have been there for a very long time, informing them that the owners never came put them back on.

The Rules. A wooden sign has been nailed to the doors leading inwards, which reads thus:

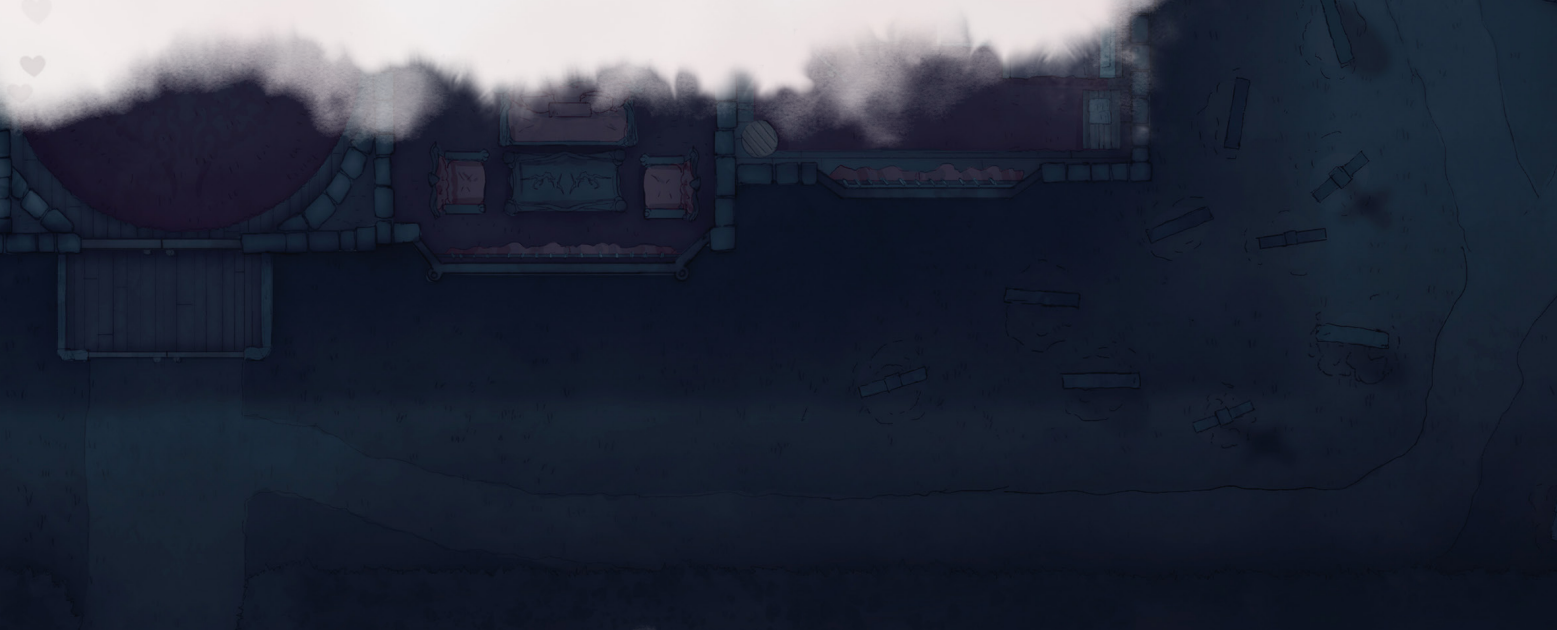
Greetings, guests. Welcome to Chateau Rosebud, and to the Best Night of Your Life. Your host will attend to you at his earliest convenience.

Rule No.1 Please ask permission before touching another guest.

Rule No.2 Please leave your belongings here in the cloakroom. They are left at your own risk.

Rule No.3 No familiars, animal companions or extraplanar creatures are permitted inside.

Rule No.4 Enjoy yourselves, and have fun! Bathing facilities are provided on the upper floor in the master bedroom.





C - MAIN Foyer

This circular room seems to be acting as a reception area from which to enter other parts of the house. Four gothically engraved orifices, or doors, give you a range of options for where to head next.

This circular room has three doors leading further into the house, and 1 leading back out into the antechamber. The red carpet is heavy with humanoid tracks leading in all directions.

Talking Heads. The five marble busts that occupy this chamber are sentient, and animate if they are approached. Each of the heads depicts a different version of Straddle von Dadovich, with its own personality. The heads have AC 19, 17 hit points and immunity to poison and psychic damage.

Sassy Straddle. Makes snarky remarks at anyone who comes close, such as "Ooh, look at these fancy sorts, the master will love them as much as he loves splashing in the river on a sunny day."

Angry Straddle. Screams profanities at people randomly.

Happy Straddle. Chirps meaningless frivolities such as "what a lovely day it is" and "the master loves company" over and over.

Confused Straddle. Doesn't fully understand that it is a statue and demands to be carried through the house to survey its domain.

Sad Straddle. Weeps salty tears whilst bemoaning the state of things these days. Has abandonment issues.

When the characters first arrive, this room is occupied by Lysander, a **vampire spawn**. Lysander is on door duty, and explains the Rules (see area B) to anyone who comes in, particularly the ones on weapons, which he offers to caretake (he places them down in Area W - the Recreational Cells, at the first opportunity).

Where's Our Host? Lysander explains that the Host, Count Straddle von Dadovich, isn't ready to address the guests yet. He suggests that the characters talk to Ulfred. He's a big fellow with a hat on - he's somewhere in the house, and he'll know what's going on.



HEART

Lysander LOVES rules. The rules CONTROL the (f)un, after all. If the party allow Lysander to secure their armaments, they earn his trust and affection.

HUNGER

Deliberately deceiving Lysander, or defying the rules openly, causes the vampire to begin plotting how to destroy the adventurers.

D - LOUNGE

To lounge refers to a state of indolence often reserved for tigers and billionaires, who coincidentally enough share a similar moral compass. This lounge, however, is the becushioned variety, and a langorous young gentleman rises to greet you.

This room is inhabited by Cassius, a **vampire spawn** who is taking a break from the evening's activities on the couch. Well-spoken and soft voiced, he's glad for some company. He came here with a friend, Dimitri, but said friend went elsewhere in the house and left the anxious Cassius to his own devices. If the adventurers seem friendly, Cassius poses no immediate threat, though he's keen to make sure Dimitri isn't in any trouble, as the man Dimitri left with seemed a bit peculiar - almost a little too eager to get Dimitri alone. Dimitri can be recognized by his distinctive leather jacket and shaggy hair.

Cassius eagerly engages in small talk along the following lines:

- Gee, isn't it hot in here? Is anyone else thirsty?
- Straddle von Dadovich will be arriving later. Isn't he wonderful? So delightful. Very witty.
- Where is Dimitri? I hope he's alright. That man he walked off with seemed a bit strange, it's hard to describe.
- Time is ticking on fast...I hope Dimitri gets back in time for the Master's arrival.
- You'd look good in red. Try it. Drape yourself in those curtains for a mome- yes. Yes. That's the look. Perfection.

The room contains a small coffee table, two small chairs and a cushioned sofa to lie on. Large red curtains obscure the wide window leading to the front of the house.

HUNGER

Any attempt to hurt or impugn the reputation of his beloved Dimitri drives the usually urbane Cassius into a resentful and homicidal grumble

HEART

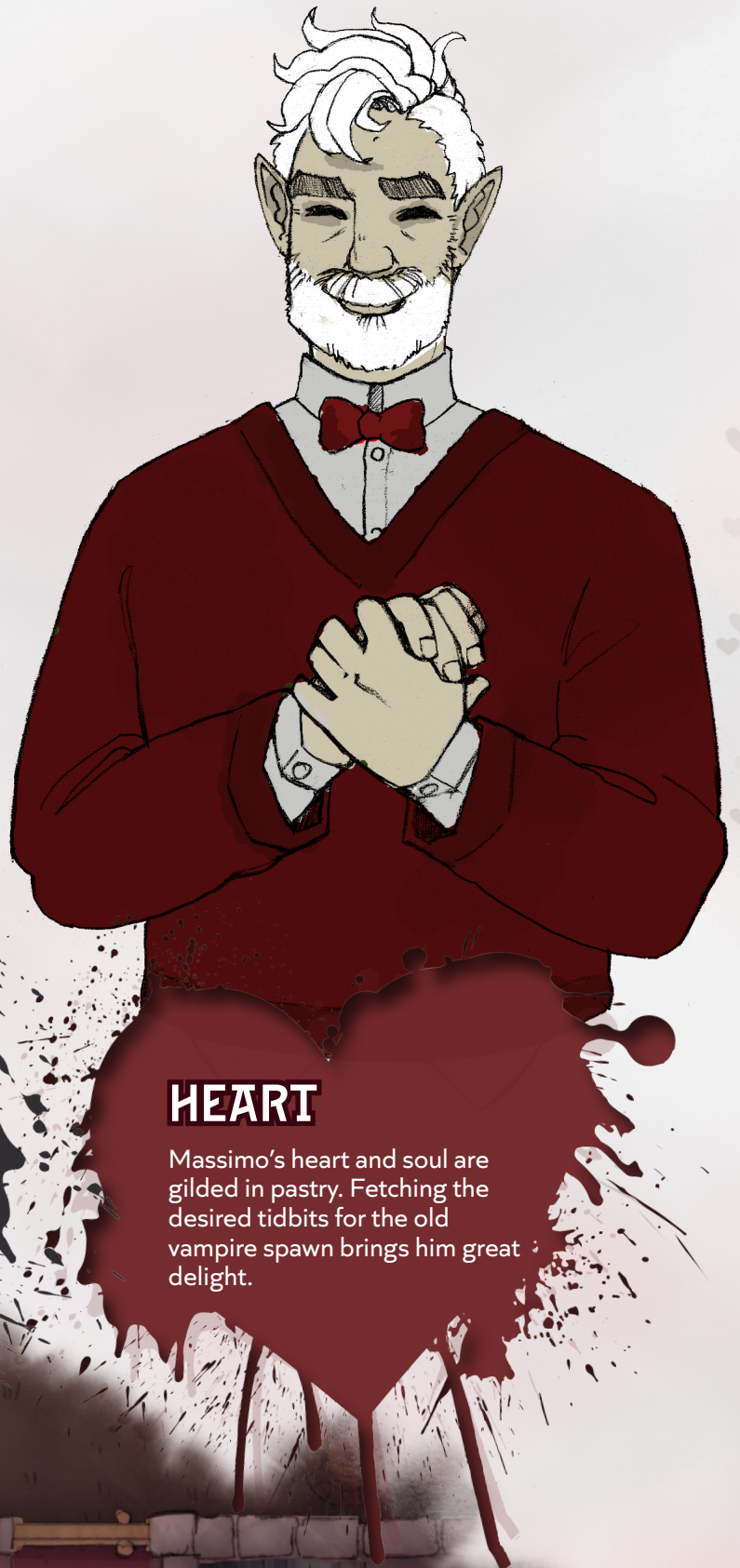
Cassius is smitten with Dimitri, who is toying with the poor boy. Helping Cassius realise he needs to find someone who cares for him back earns the vampire's friendship.

E · REAR HALLWAY

A childish writer would, I suppose, utilise the words Rear Hallway to deploy some kind of vastly inappropriate euphemism. This is just a hallway, in which a fatherly figure in a jumper and bow tie is carrying tea on a small tray.

This room is occupied when the characters first enter it by a jolly looking (yet oddly pale) man in a bowtie. This is Massimo, a **vampire spawn**. He's making tea on a little side table, and preparing to bring it in to area D, the Lounge. There's enough for several people, though he regrets he was unable to source any scones, due to the noises coming from the kitchen. Massimo has been quite involved in various stunts over the last few hours, and he looks a little dishevelled, if cheery.

Massimo laments greatly the lack of snacks to accompany the tea, and is bold enough to ask competent looking adventuring sorts if they would be so kind as to find out what the noise is in the Pantry (area P) – at Massimo's age, he insists, he can't be getting into too many scraps. Bad for his back, and so on.



HUNGER

If Massimo does not receive his cakes in a timely manner, it's possible he might find himself stalking the halls in search of something else that will sate his hunger.

HEART

Massimo's heart and soul are gilded in pastry. Fetching the desired tidbits for the old vampire spawn brings him great delight.

F · LAVATORY

This room is not as unoccupied as it would seem.

Hidden away in this tiny room is small but dignified little commode. A gurgling sound is emanating from inside it.

In the lavatory, a pink coloured ooze is quietly digesting something unspeakable.

Pink Kyle. The **pink pudding** in this room ate one of the vampire spawn, called Kyle, and has assumed the form of a gooey replica of the vampire. Pink Kyle is looking for something else to eat, as he is almost always hungry. If threatened, he retreats into the lavatory and seeps down through cracks in the floor to the Basement Level. If the characters bring Kyle someone to eat (ideally someone undead, as the ooze has acquired a taste for carrion) then they win his loyalty.

Hole in the Wall. There's a discreet hole poked in the wooden door at waist level, large enough to stick several fingers through, or peer through if one were so inclined.

PINK PUDDING

Medium ooze, chaotic neutral

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	10 (0)	6 (-2)	14 (+2)

Damage Immunities Acid, Cold, Lightning, Slashing
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages those of the creature being impersonated

Challenge 4 (1,100 XP)

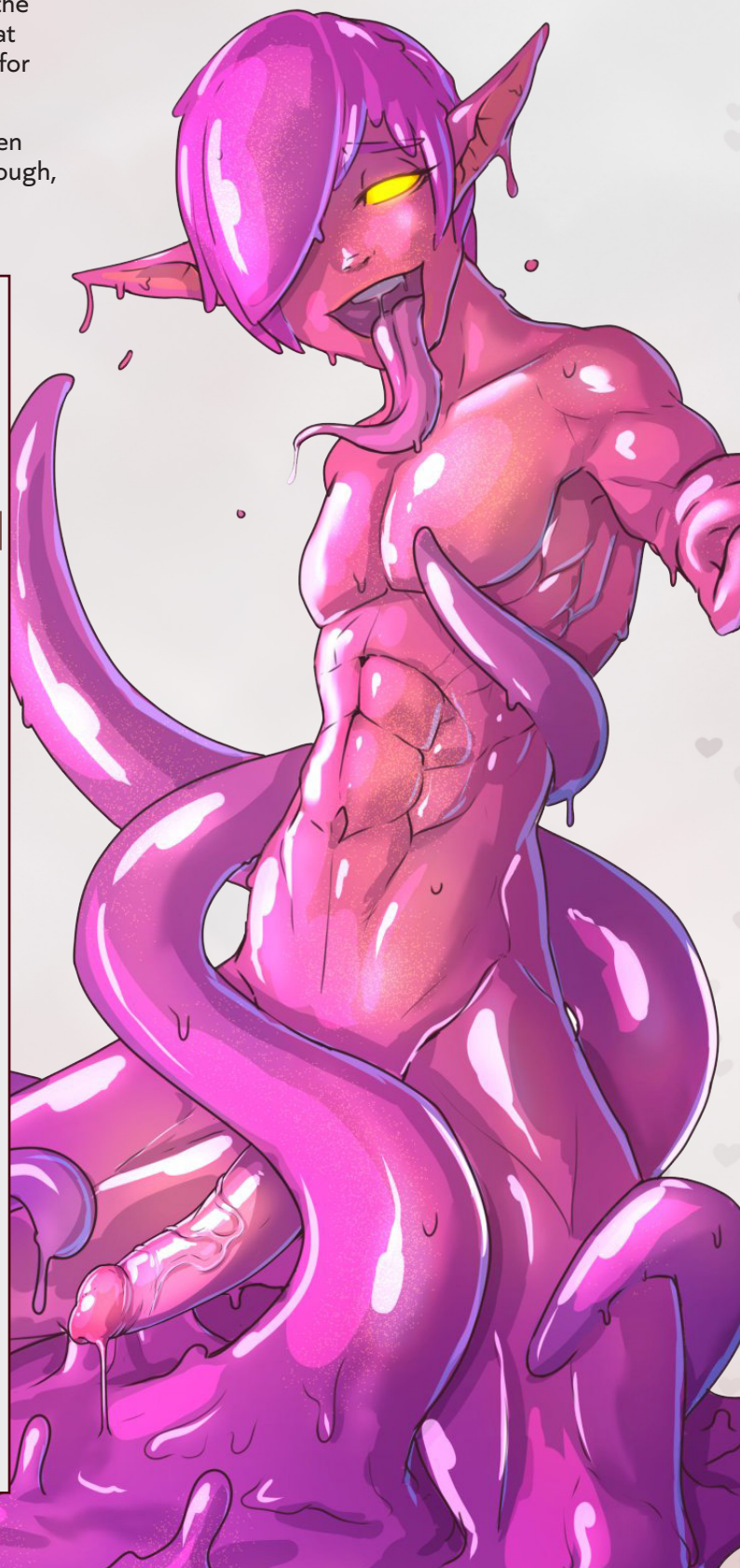
Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Mutable Form. The pink pudding can alter its form as a bonus action to form a gooey duplicate of any medium or small creature it can see.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. one target. Hit: 6 (1d6 + 3) bludgeoning damage and the target's Intelligence score is reduced by 1d4. This reduction lasts until the target finishes a long rest. A target reduced to 0 intelligence by this attack dies and is dissolved into goo.



G - EAST STAIRWELL

This stairwell leads down to area X.

H - GUEST ROOM

This bedroom is filled with comfortable but bland amenities. The bed covers are askew to a degree that suggests shenanigans are afoot.

The bedsheets are damp and disturbed, but otherwise the room seems in good order. A wardrobe here is filled with dry towels of various size.

Dry Towels of Various Size. One of the damp towels inside the wardrobe has the statistics of a **rug of smothering**.

The Cupboard of Many Delights. The wardrobe in this room is sentient. If it gets the chance, it attempts to lean forward and gobble up a small or medium creature, who must succeed on a DC15 Dexterity saving throw or become trapped inside the cupboard. A creature inside the wardrobe must succeed on a DC15 Strength check to escape by force, and weapon attacks made inside the cupboard are made at disadvantage due to the cramped conditions.

I - WEST HALLWAY

This hallway connects the main foyer (area D) to both the private study (area M) and the kitchen (area O). Stairs lead upwards to area x.

J - GREENHOUSE

This little room is filled with leafy plants, with a small ornate table at which to sit. So many plants. So many leafy little voyeurs. A large stag headed man with a large weapon is pruning them. At the sight of you, he comes to attention.

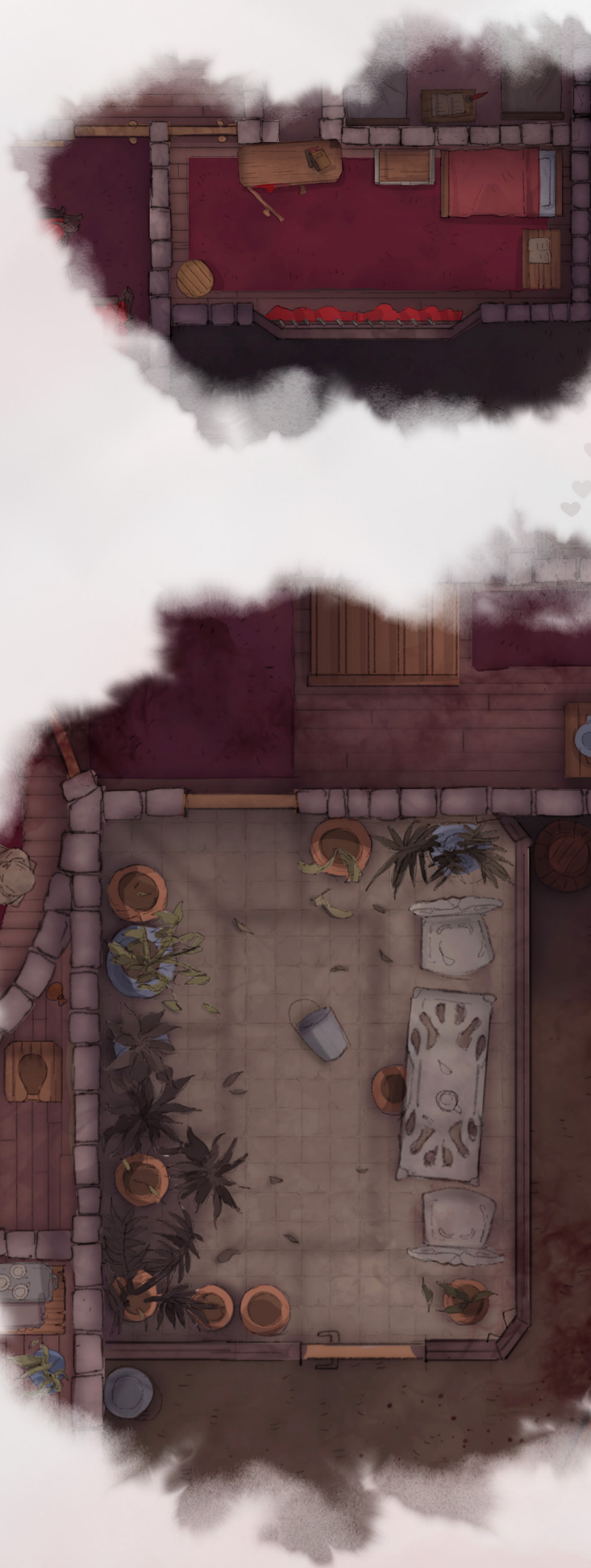
A glass door in the wall of this room leads to area K.

Some of the pots have been knocked over, dirt tracks covering the floor. A DC 14 Wisdom (Survival) check can discern that two humanoid creatures were struggling in here.

This room is host to ten **awakened shrubs**, which wake up at any noise, and begin to follow people around the house in a shambling mass of curious leaves and roots.

The satyr in this room (called Stagules) delights in educating the shrubs on the importance of consent in any ethical interaction with humanoids. They seem blithely and completely unaware of their own nakedness, or why this should be a problem (though they are curious why people can't seem to stop staring at certain areas).

Stagules is deeply besotted with the dryad in area K, but alas their efforts to gain its attention have gone entirely unappreciated.





STAGULES

Medium fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Intimidation +6, Perception +2

Senses Passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

Magic Resistance. Stagules has advantage on saving throws against spells and other magical effects.

Charge. If Stagules moves at least 20 feet straight toward a target and then hits it with an impale attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Impale. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

K - THE GIVING TREE

The courtyard encircled by the house contains a solitary tree, which seems to be barely clinging to life. In the shadow of the tree, an elegant humanoid with deep green skin and two branchlike horns is lost in thought.

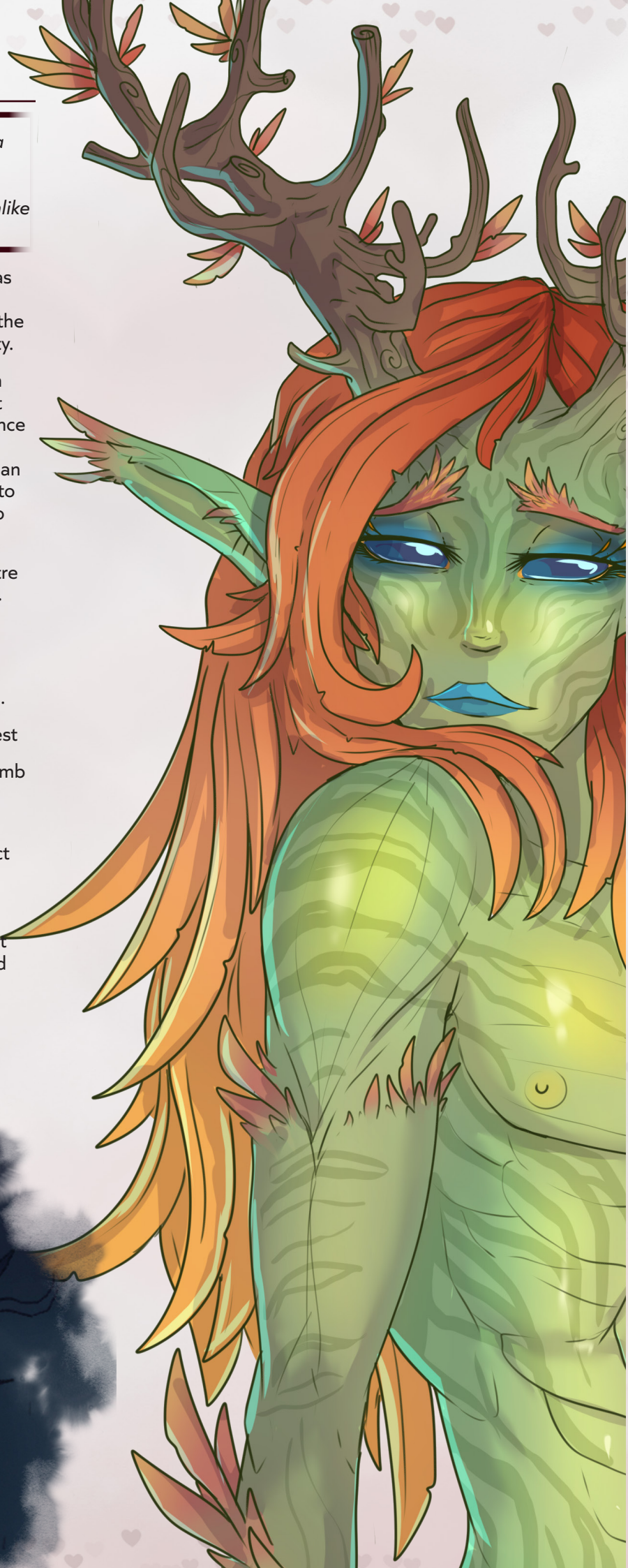
This tree is home to the **dryad** Florian. Florian has been enjoying the new company at the Chateau this evening, and occasionally makes forays into the Greenhouse (area J) using their Tree Stride ability.

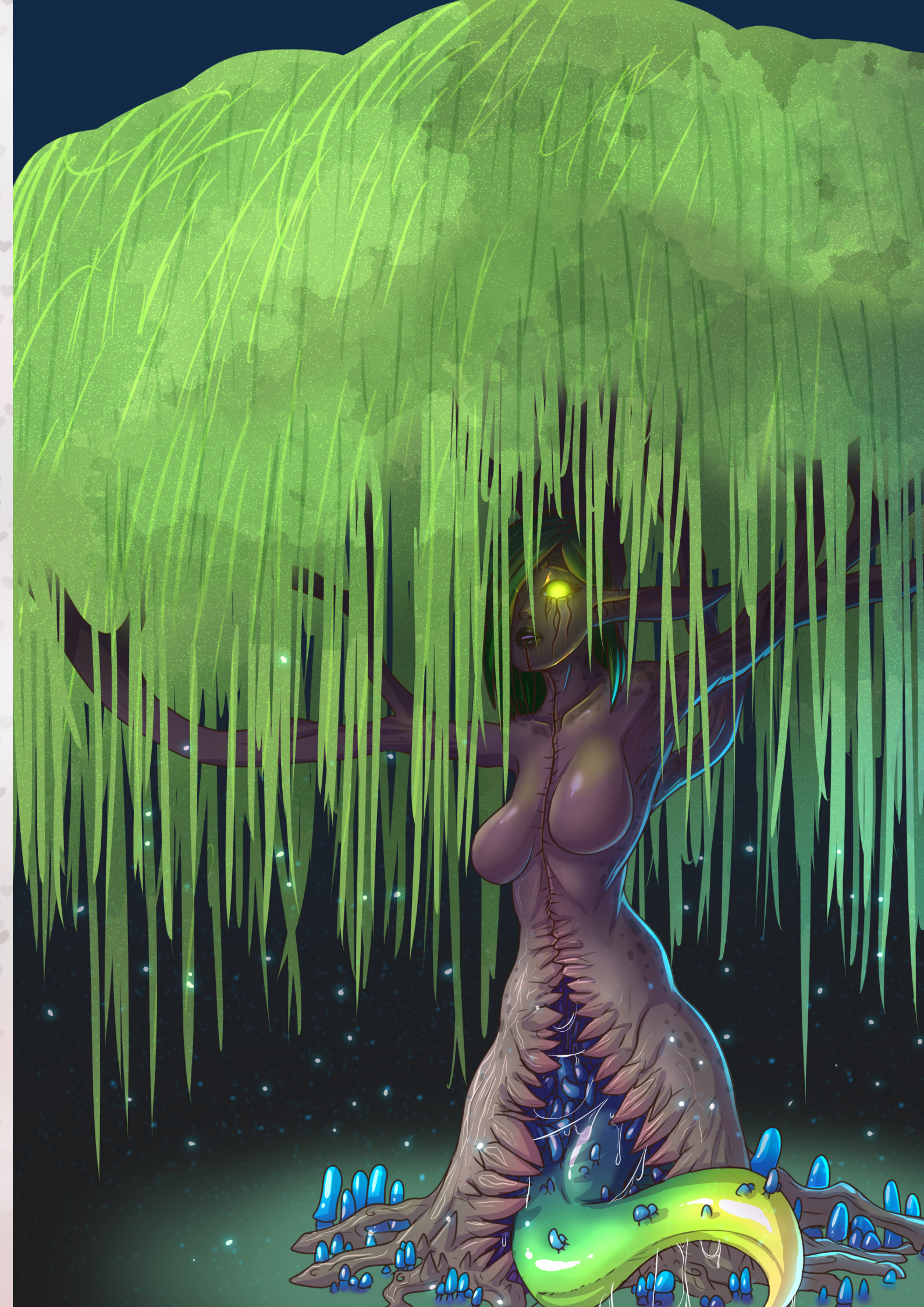
Florian is unhappy because it saw someone from a distance it was **very** interested in talking to, but the dryad is able to tread more than a little distance from the tree due to an ancient curse. It asks the characters to either look for a strapping young man in a leather jacket, and to bring them to the tree to make introductions. In return Florian promises to allow the characters to speak to the Giving Tree.

The Giving Tree. This withered **treant** in the centre of the courtyard hasn't flowered in many springs. It holds secrets inside it, which it can bestow on creatures that touch its bark. Possible blessings include:

- a permanent *barkskin* effect on the recipient.
- the ability to cast *tree stride* once per long rest
- the opportunity to regrow a single severed limb or appendage

Receiving a gift from the giving tree changes a creature's appearance in a cosmetic way to reflect the taint of the tree on their soul. This could be barklike skin, shocking green eyes or leaves for hair. Accepting a gift from the tree causes it to burst into verdant bloom, glowing with inner light and generally seeming altogether far too pleased in the act of giving for anyone to be platonically comfortable around it.





L · DINING HALL

"We should have people over for dinner" is a phrase that depending on your predisposition towards the world in general will either fill you with excitement, or a burgeoning sense of dread. This dining hall has room for 12 people down the long table, and at the end of the chamber a muscled man with a bulbous head is guarding another door from intruders.

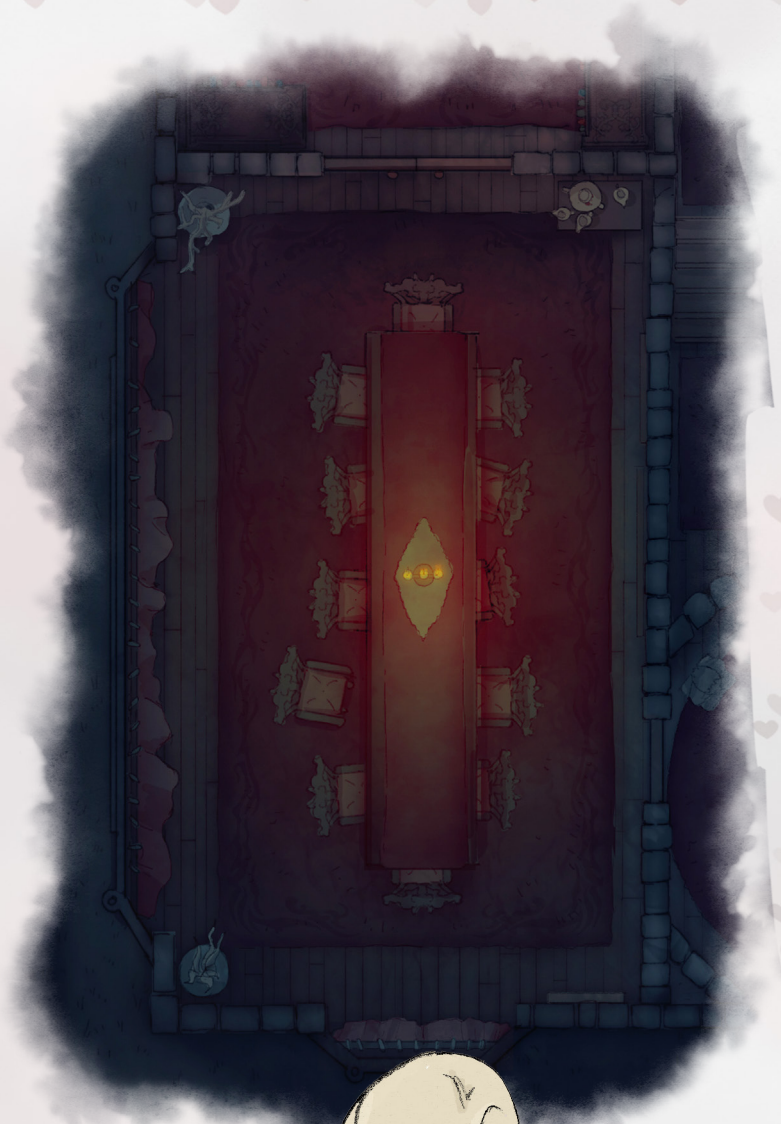
This room is arranged around a long banquet table large enough to seat twelve. It has not been set for dinner, and a large curtain runs down one end of the room.

Giovanni, Straddle von Dadovich's butler and a **vampire spawn**, is in the Dining Hall, standing watch over the entrance to the Private Study.

Giovanni has been instructed not to let anyone enter the study until the master arrives, and cannot willingly deviate from those instructions. Giovanni thinks the characters should speak to Ulfred, who is in the study, but has no way of letting them inside without breaking his sire's express command.

Giovanni is huge, shirtless and quietly spoken, though his features seem a little stretched as if the years weight heavy on him.

Anyone who tries to get through the door to the Private Study before they are invited inside is prevented by Giovanni (through force if necessary).

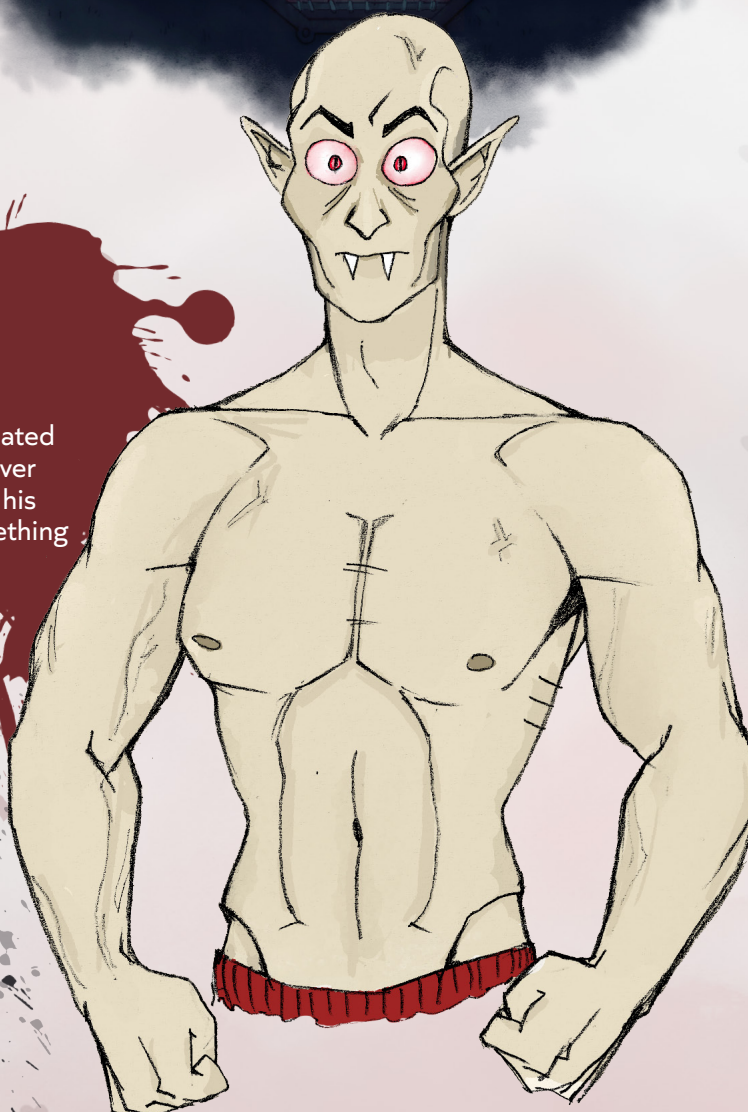


HEART

Giovanni feels underappreciated and lonely. He can be won over by showing appreciation for his loyalty and dedication, something Straddle would never do.

HUNGER

Anyone who tries to get through the door to the Private Study before they are invited inside is prevented by force



M - PRIVATE STUDY

A private study is a retreat from the world, a place for you to gather your thoughts and pay no mind to those around you. Unless, of course, that peace is shattered by groups of roving adventurers intent on a home invasion.

This room contains Straddle von Dadovich's books, scrolls and other literary ephemera. There is no situation in which Straddle will invite the characters into this study, so if they enter it will more than likely be against the will of Von Dadovich, and in his absence as he slumbers in area Z.

Ulfred. Whilst Straddle slumbers, his closest lieutenant Ulfred snuck into his study, hoping to find some means by which to overthrow his tyrannical master. Ulfred is unapologetic if caught in the act, and explains the facts of the matter bluntly - Straddle von Dadovich is a lazy master who has no business controlling anyone, let alone seven ambitious spawn. By killing Straddle, the spawn would be set free to see to their own affairs.

Books. Straddle von Dadovich is a consummate bibliophile (not as criminal an act as it sounds). He keeps an extensive library of romance novels and other curiosa.

1d6	Books
1	<i>Fangs Akimbo</i> , a vampire romance
2	<i>Thrusting Moons</i> , a paperback novel about a werewolf
3	<i>Al Flagrante</i> , a burning hands peep-a-book. This book can be used a spell scroll of burning hands.
4	<i>Brains over Beauty</i> , a zombie novel in pictures. This book, alas, has the statistics of an awakened shrub and is undead. It aggressively bumps people if left unattended.
5	<i>Hive Mind of Love</i> , a three volume novel about a mind flayer colony which finds love under the water.
6	<i>Giff: A Life Story</i> , a salacious and banned diary featuring a hippo person on a voyage of personal discovery.

M1. SECRET STAIRWAY

There is a secret stairway under the desk accessible by a simple wooden hatch, to area Z2. Ulfred clues anyone into this who wants to face down Straddle.

HEART

Ulfred's heart is ablaze with the fires of rebellion, and anyone who agrees to help him overthrow Straddle von Dadovich gains his respect.

HUNGER

Refusal of Ulfred's offer makes them a threat to his plan, and he immediately begins thinking about how best to dispose of them quietly.



N - CHAPEL

To own a private chapel is to possess a quiet place in which to communicate with the divine on the nature of things, such as (for instance) "why, lord, is there is an old crone sweeping the floor surrounded by chickens near the altar, and how do I get rid of her?"

This place was once sacred to the Morninglord, a bust of whom is placed on the altar at the end of the hall. The pews are usually empty here, though someone has taken great care to have the place cleaned and the candles lit.

Mother Gobble. Sweeping the floor behind the altar is Mother Gobble, a **green hag** who has been trying to infiltrate the Chateau uninvited. She needs the heart of a forlorn lover to enact some highly unnecessary spell she's working on, but her attempt to retrieve one caused her to fall foul of the butler Giovanni.

She was banished from the Chateau when she provoked Giovanni the butler into attacking her. Her wrist is wrapped up in a bloody bandage. She blubbers and bemoans this tragic turn of affairs to herself, complaining loudly that if only the house could be freed from the grip of the horrible vampires that infest it, perhaps the world would be a brighter place. If anyone seems interested, she offers them a bargain – she knows much about the ways of magic, and she can act as a tutor to anyone who helps her, teaching them witchcraft in exchange for them acquiring a single heart from a creature deep in unrequited romantic longing.

If she is brought such a heart, Mother Gobble is delighted, and keeps her word (for now). She will happily teach a willing spellcaster one of the following weird magics:

1d4	Weird Magics
1	The caster learns the <i>animal messenger</i> spell and can cast it at-will, but only on flightless birds such as turkeys, chickens and penguins.
2	The caster learns the <i>animate objects</i> spell and can cast it once each day using Charisma as their spellcasting ability, but only on dirty kitchenware.
3	The caster learns the <i>speak with dead</i> spell and can cast it at will, but the dead person thinks the caster is a relative they despised.
4	The caster learns the <i>charm person</i> spell, which they can cast at-will. Unfortunately, there is a 1 in 6 chance that the affected creature becomes permanently afflicted by a dangerous obsession with the caster.

Statues. The angelic statues to either side of the dais are **gargoyles**, which wait for an opportune moment before turning and changing how they are standing. The statues change so quickly as to defy perception by all but the most observant characters, only creatures both actively scrutinizing a gargoyle at the moment of change and who succeed on a DC20 Wisdom (Perception) check can see it occur. The statues refrain from attacking creatures that enter the chapel until they see a perfect opportunity, weathering even attacks directed at them by the paranoid, suspicious or perceptive in order to throw them off the scent.

N1. SECRET STAIRWAY

A secret tunnel under the altar of the chapel leads down to area x. The tunnel is known to Mother Gobble, or can be discovered with a successful DC13 Intelligence (Investigation) ability check.



O - KITCHEN

A kitchen is many things. A place to work, a place to eat - a place to create. Indeed, the bubbling cauldron over the hearth, and the clean surfaces, suggests someone takes great care of this place. Alas, there is a banging noise coming from a store cupboard, which rather spoils the moment.

This room seems empty, but a loud banging and growling noise is coming from area P, the Pantry.

Hearth. A low fire burns in the hearth, over which an unwatched cauldron bubbles. The amber mix seems to contain feathers, claws, teeth and a tiny heart that, against all reason, is still beating. The cauldron contains 20 doses of **potion of diminution**.

Cupboards. A small cupboard near the stove contains a variety of potion bottles.

- A yellow potion streaked with black flecks that rotates anticlockwise. This is a **potion of speed**.
- A clear red potion with bubbles of light in it. This is a **potion of vitality**.
- A muddy liquid containing tiny animal parts, such as hair, claws or teeth. This is a **potion of animal friendship**.

01. KITCHEN CUPBOARD

The cupboard here has a stairway leading down to area Wa, through to area W, the Recreational Cells.

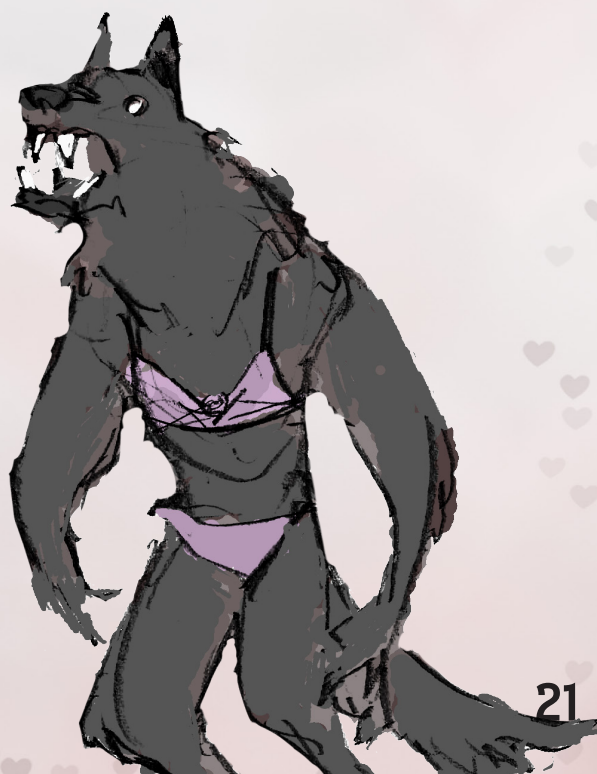


P - PANTRY

Ah, wine. Lifeblood of society. Which is presumably why this storeroom keeps so many barrels of it cooped up in this pantry. Alas, you are not alone. A rather drunk looking werewolf in a bikini appears to be imbibing the best of the barrels.

This room contains a large number of barrels, some of which have been opened, revealing them to be filled with wine. The bikini **werewolf** rooting about in the room is crashing about and moaning. The werewolf is stinking drunk, and attacks on sight.

The werewolf's inebriation can be lifted with a *lesser restoration* spell, or any other effect which cures the Poisoned condition. Until that time, it rampages about and hurts anyone it comes into contact with.



Q - DORMITORY

A dormitory is perhaps not what one would expect to find in a place such as this, but the cramped beds packed against the walls leave little room for any other explanation. A thickset young man with a mop of blonde hair and startling red eyes is sat dejectedly on one of the beds amidst an entire trunk of outfits deposited all over the floor. He looks up hopefully as you enter.

This dormitory is where Straddle von Dadovich's vampire spawn sleep when they tire of their coffins and when Straddle is not present at the Chateau. At the time of the module, only one **vampire spawn** is present – Chad. Chad can't decide what to wear tonight to impress Straddle von Dadovich, and he's tried on 10 different outfits to no avail. His fellow spawn left to have fun elsewhere in the house and await the master's arrival some time ago, and Chad is beside himself.

Chad simply won't leave the room until he's satisfied he looks good enough – this will take a small armada of compliments, and more than likely a Charisma (Deception) or (Persuasion) check with a DC set based on the plausibility of the remarks.



HEART

Chad's heart is strangled by his worries about his appearance. Showing him that appearances have little to do with strength of character will win his trust.

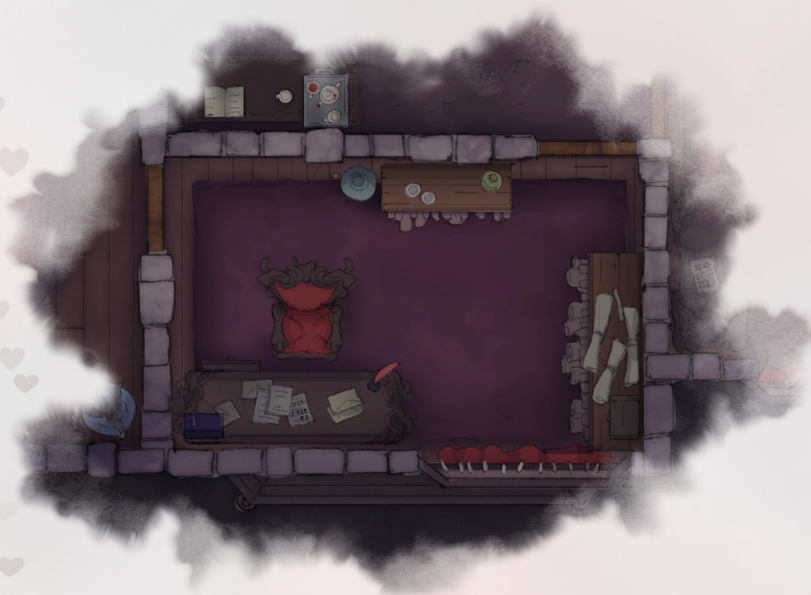
HUNGER

Chad is easily angered by those who disparage or mock his sincerity. He is quickly driven to bloodlust if someone should mock his aesthetic.



R - UPPER HALLWAY

This wooden floored hallway is accessible via the stairs in area I, and runs through the majority of the upper floor. It overlooks the main foyer (area x) and also forms a balcony which looks down on the dining hall (area L). Barring some doors, which divide the hallway at various points, this hallway tracks all the way around the upper floor in a rough rectangle.



S - STUDY

This room is primarily dedicated to letters and scrolls, two full cases of papers lined up against the wall. The writing desk against the wall is engraved with stylized ravens, forever answering the age old question in a rather anticlimactic manner.

This study is being looted by a **mimic** called Chet, who transforms themselves into a treasure chest if they hear anyone coming. More than anything, Chet rather likes to be looted by strangers, and remains temptingly open, revealing some coins [50gp worth] it allows to be taken. If it gets the chance, it turns itself into a small object (such as a dagger or a coin purse) and conceals itself amongst the belongings of a passerby.

From that moment forward, it considers itself part of the group and quietly intercedes to aid the party whenever it can do so without being discovered.

Scrolls. This room contains spell scrolls of *grease*, *entangle*, *alter self*, *enlarge*, and *unseen servant*.



T - SPARE ROOM

This upstairs bedroom is being ransacked by a rugged young man in a leather jacket. "Kaspar," he yells. "You can't just vanish on me like that, you tease, get back here."

Dimitri is a **vampire spawn** who has been lured to the spare room by the headless ghost in area U, who was masquerading as a mortal boy called Kaspar. Dimitri came up here expecting to be entertained, but found himself rather bafflingly and inexplicably alone - Dimitri isn't going anywhere until he figures out where Kaspar is. Dimitri is incorrectly of the opinion that Kaspar must be hiding in the room somewhere, unaware that the ghost has fled through the walls to area U.



HEART

Dimitri is focused on getting his happy ending. He doesn't really mind how that happens - providing him with it, either through uniting him with Kaspar or other means, earns his lingering gratitude.

HUNGER

If Dimitri doesn't get satisfied, and quickly, he begins to realize just how *hungry* he is. Perhaps the count won't mind if he just has a quick snack.



U - ECTOPLASROOM

This tiled bathroom is occupied already by a spectral inhabitant who has lost his head. The ghost is lurching about the room, feeling about blindly (and, it seems, in vain).

The headless **ghost** floating about this room is called Kaspar, and it is in something of a bind. It came upstairs to have a private moment with the vampire spawn Dimitri (see area T), but got nervous at the last minute and fled. Alas, in its flight, it lost its head, which is floating about downstairs (see area X). Without a head, the ghost is unable to do much but gesture frantically and flee through the walls.

If Kaspar is given the head he desires, he can be encouraged to reunite with Dimitri if the adventurers persuade him to give it a shot.



BASEMENT LEVEL

Beneath Chateau Rosebud lies a series of tunnels in which the vampires of the house rest during less -busy- nights. The tunnels connect to secret passages and stairways all across the house, and meet at a central chamber in which lies the majestic holiday coffin of Count Straddle von Dadovich.

Features of the Basement Level

Lighting. The Basement level is in complete darkness except where otherwise noted.

Walls. The walls of the basement level are brick lined, behind which lies soft earth. Bricks can be easily removed with a little force, either by dealing them any damage or with a DC 10 Strength ability check.

Desecrated Ground. The entire basement level is unholy, and all undead creatures have advantage on saving throws whilst down here.

Grasping Earth. If an unconscious creature starts its turn in contact with the earth of the Basement Level, they begin to sink into the soil, becoming fully submerged by Initiative Count 20 of the next round and descending 1 foot per round until they reach 6 feet under. Naturally, a creature which needs to breathe will begin to suffocate (see Sidebar). A creature which dies beneath the earth of the basement level immediately returns to life as a **vampire spawn** under the Game Master's control (use the stat block in the SRD).

SUFFOCATING

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.



3. BASEMENT

V - TUNNELS

The tunnels under the Chateau are spacious, deviating between 5-10 feet wide and high at intervals. The tunnels seem to gently sigh, contracting in and out as if breathing. This effect becomes more noticeable the closer the characters are to area Z.

W - RECREATIONAL CELLS

This long room plays host to a row of barred cells, two of which are occupied by prisoners. In one cell, a humanoid figure has been bound up with intricate ropework, and in another a horse has been stabled. How...peculiar.

This is where the vampires of Chateau Rosebud keep their recreational prisoners.

Cages. The unoccupied cages in this room are unlocked. Locked cages can be broken into with a DC14 Dexterity (Thieves Tools) or a DC15 Strength ability check respectively.

Elf on a Shelf. The bound elf in this cell takes great exception being freed, insisting that he agreed to be her and that the adventurers have no business interfering in his personal affairs. He has several puncture marks on his neck.

Gimp Horse. This **druid** is transformed into a pony. Occasionally Dimitri (see area T) comes down and spends 10 minutes scolding the horse, riding it and making it perform menial labour. Neither the horse nor Dimitri are dissatisfied with this arrangement.

Guests who express an interest in this form of activity are placed in one of the recreational cells. Keys to all of the cells are held by Giovanni (see Area L) and Dimitri.

Sometimes, there is a very busy **incubus** from the Bureau of Orthocoital affairs here checking in to make sure everyone is comfortable and consensual

W1 - STAIRS

This stairway leads to the secret passage in the Kitchen Cupboard (area Oa).



X - COFFIN GALLERY

This chamber seems a little like a museum, with stone caskets lining each side of the chamber. Each has been decorated with a lifesize carving of what you can only assume is the occupant.

This is where the vampires of Chateau Rosebud rest when they are weary, usually during the daytime. There are seven sarcophagi in this room, one each for Dimitri, Giovanni, Cassius, Chad, Massimo, and Lysander.

Coffins. The coffins here are made of stone, and can be opened with a successful DC15 Strength ability check. The coffins are all empty (presuming their inhabitants are in the house upstairs).

Willow. The **lich** Willow is down here, waiting for its date. They arranged to spend some alone time with the vampire spawn Giovanni, but Giovanni never showed. Willow asks anyone who comes down to see what's keeping the looming butler. Willow would be very grateful to anyone who performs this task, promising to bestow on them the secret of eternal life.

Eternal Life. If so inclined, the lich teaches a single creature how to perform the following tasks:

- Craft a phylactery and imbue it with the power to contain the beneficiary's soul
- Concoct a potion of transformation that turns the beneficiary into a lich

Construction of the phylactery takes 10 days. Concocting the potion takes 3 days. The two items can't be crafted concurrently. When the beneficiary drinks the potion, he or she instantly transforms into a **lich** under the Game Master's control (use the stat block in the SRD, altering the lich's prepared spells as desired).

X1 - STAIRS

This stairway leads to the secret passage in the Chapel, (see Area N).

X2 - HOLE IN THE CEILING

The hole in the tunnel ceiling here leads up to the Shed (Area A1).



Y - WELL ASCENT

This circular tunnel ascends 20 feet vertically to area A1. The sides of the well shaft have many brick handholds, and the climb is not difficult.

Coins. Around 50 gold pieces in copper, silver and gold coinage is littered on the floor.

Z - THE VAMPIRE'S TOMB

This room is the resting place of the Chateau's owner, **Straddle von Dadovich**.

This cavernous chamber is a barren and flawlessly carved stone cell, with four crimson flames burning in braziers around a gigantic coffin shut tight with chains.

Coffin. This coffin is grossly oversized, and the chains are for show. When the room is disturbed, the coffin begins to shudder, the chains fall away and the lid slides clear, allowing Straddle von Dadovich to arise.

Braziers. The torches here are lit with *continual flame* spells.

Straddle von Dadovich arises from his tomb at any intrusion. He immediately uses his Lost Boys ability to call the vampire spawn of the Chateau to his side/

After arising from his coffin, Straddle surveys any

Tall and broad, your host is clad only in a leather harness, a pouch to contain his unmentionables, a large cap and some tall boots. He is a grecian vision of alabaster vigour.

intruders, and welcomes them to dinner. He offers the characters a simple choice - leave behind one of their companions, who will be consumed and added to Straddle's horde of thralls, and the remaining members of the group will be allowed to leave. Otherwise, Straddle will slay the remaining members and enthrall a party member of his choice anyway.

Vampire spawn who have had their **HEART** trait activated wish for the target of their affection to stay with them in undeath, and advocate strongly for this.

Vampire spawn who have had their **HUNGER** activated want a bloodbath, and actively attempt to sabotage the delicate situation to effect this.

Straddle has no interest in any character who is no longer mortal as a result of activities elsewhere in the house, and goes sulkily back to his coffin if there are no suitable dinner candidates available.

If a character becomes a Vampire, see the Appendix for rules on this.

Z1 - STAIRS

These stairs connect to area G. The door here is locked, and the key is held by Giovanni (Area L).

Z2 - NORTHERN STAIRS

These stairs connect to area M, and allow an exit through a secret door concealed in the organ.



STRADDLE VON DADOVICH

Medium undead, lawful evil

Armor Class 16

Hit Points 144 (17d8 + 68)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws DEX +9, WIS +7, CHA +9

Skills Athletics +14, Acrobatics +14, Perception +12

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Darkvision 120 ft., Passive Perception 22

Languages Abyssal, Common, Draconic, Elvish, Giant, Infernal

Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If Straddle fails a saving throw, he can choose to succeed instead.

Regeneration. Straddle regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in running water or sunlight. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Vampire Weaknesses. Straddle has the following flaws:

Forbiddance. He can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. He takes 20 acid damage if he ends his turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into his heart while he is incapacitated in his coffin, he is paralyzed until the stake is removed.

Sunlight Hypersensitivity. While in sunlight, Straddle takes 20 radiant damage at the start of his turn, and he has disadvantage on attack rolls and ability checks.

Spider Climb. Straddle can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Chain. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 14 (4d6) necrotic damage. If the target is a creature, Straddle can grapple it (escape DC 18) and drag it up to 10 feet towards him instead of dealing the slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Straddle, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and

Straddle regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Straddle's control.



Charm. Straddle targets one humanoid he can see within 30 feet of him. If the target can see Straddle, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed. The charmed target regards Straddle as a trusted friend to be heeded and protected. The target isn't under Straddle's control, but it takes Straddle's requests and actions in the most favorable way and lets Straddle bite it. Each time Straddle or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Straddle is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Lost Boys (1/Day). Straddle magically calls all vampire spawn in Chateau Rosebud to his side. The called creatures arrive in 1d4 rounds.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains Straddle can see within 60 feet of him magically sprout razor-edged barbs and animate under his control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When Straddle uses multiattack on his turn, he can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if Straddle is incapacitated or dies.

Legendary Actions

Straddle can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Straddle regains spent legendary actions at the start of his turn.

Move. Straddle moves up to his speed without provoking opportunity attacks.

Unarmed Strike. Straddle makes one chain attack.

Bite (Costs 2 Actions). Straddle makes one bite attack.

EPILOGUE

When the dust settles, and the Count has either been reduced to ash or acquired another servant for his holiday home, it's up to you to tie up any loose ends.

You'll need to decide whether characters can be de-monstered where necessary, what to do with any infatuated vampire spawn, and whether the house can ever be found again once the guests leave it.

DEFEATED BY THE COUNT

If the characters are defeated by the Count, they are added to his stable of vampire servants and thralls. Naturally this is not necessarily a desirable outcome, but perhaps they will adjust to it eventually. Think of the drama that could emerge from trying to fit a bunch of new characters into the already fractiously overcrowded Chateau Rosebud.

So many stories to be told, so many hearts to break.

WE LEFT ONE BEHIND

Oh dear. Well, I suppose it could be worse.

They'll have plenty of company, and I hear that the Count is an attentive and generous companion when the mood strikes him. Meanwhile perhaps the party members who flee into the darkness can concoct a robust rescue plan, if they're not too busy thanking their lucky stars they escaped the same fate.

WE KILLED THE COUNT

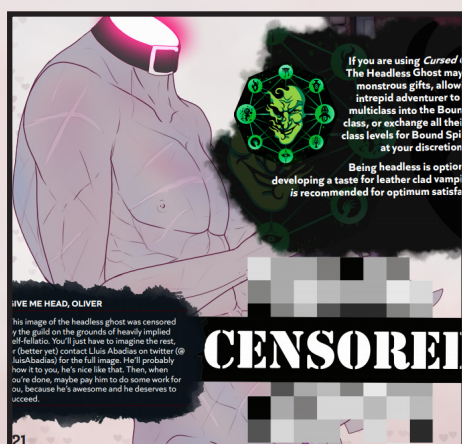
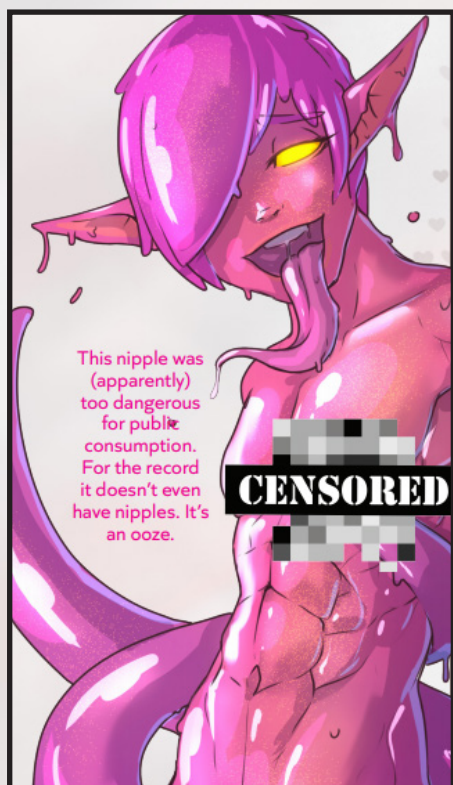
Really? Just like that? Well now his mess is your mess.

There's a whole house of pining monsters who now have time to kill and nothing keeping them under control. Someone had better step up, or risk the whole lot of them rampaging across the nearby countryside causing absolute mayhem. You can keep the house, naturally, though that may be something of a poisoned chalice considering all the baggage that comes with it.



A NOTE ON CENSORSHIP

This module was originally produced for the Dungeon Master's Guild community content programme, under the same name. I wrote it for several reasons - Firstly I love gay vampires and it seemed like fun. Secondly, it had come to my attention (as I am sure it had everyone else's) that standards in fantasy art have always focused on pleasing the heteronormative male gaze, applying different standards of censorship to anything intended to empower the sexualities of women and queers. The DMsguild was a prime example of this, with art in the Creator packs and in prominent products that I fully believe would not have been allowed if they depicted men in the same stances and states of undress. *Curse of Hearts* in its original form was a good deal less explicit than it appears here (and with fewer penises - I added all the honest-to-god 18+ art once I decided to take it elsewhere) but sure as the sun rises it was banned in a matter of days for being too explicit. I was asked to censor the work to bring it in line with D&D's family friendly brand, which I agreed to do - alas, my alterations were deemed 'antagonistic'. I brought this whole affair online, along with a host of examples as to what was considered acceptable art, and what was not. A succubus pushing her breasts in a man's face? Fine. A pink (then penisless) ooze with tentacles? not fine. It scarcely needed saying - the truth of the matter was self evident - and yet there we were arguing with a company who could not bring themselves to admit their clear bias in favour of ignoring art that sexualised women in a way meant to appeal to men, and banning everything else. A call for change went up in the small D&D creator community, and after a few days of hard conversations, I was informed that I could return *Curse of Hearts* to the guild or opt to take it elsewhere (a concession not usually offered), in addition to which they would be discussing and revising their standards to be clearer. I was supposed to hear back soon, but at the time of going to press it's been a few weeks and time marches on.



I could have kept it on the Guild in a neutered state, as an act of principle. But I wanted it to be true to itself, and there was every danger a new set of rules would come down the line, and I'd have missed my chance to take *Curse of Hearts* from the guild, for good.

Sexy art is great. Adults should be able to choose to enjoy it. What's not acceptable is imposing different standards on sexy art for queers or women (whether you mean to or not) than you do for erotic art aimed at men. Queer art is not inherently more explicit than other art. Male nipples are not somehow more acceptable than female nipples, that's bullshit and everyone knows it. Publishers that want to keep their content sex-free need to apply that evenly across the board to ALL content, and not just content that doesn't titillate a 50 year old white cis male managing director type with a walrus mustache.

Anyway, have fun out there. Be safe. Get consent from people before you send them pictures of penises, even if they ARE slime boi penises.

Oliver

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A HOUSE FULL OF **GAY** **VAMPIRES**

help lost boys and daddy vampires find love and sustenance in this 5e adventure for characters no lower than level 3 or higher than 10

GAY. VAMPIRES.

AND ALL SORTS OF FABULOUS MONSTERS.

GET ALL QUEER UP IN HERE.

BE A MATCHMAKER.

QUIETLY WEEP AS YOU SLAY SOME OF THEM?

NO. WHY WOULD YOU DO THAT.

CHATEAU GAYVENLOFT IS A PLACE OF **FEELS**
THEY MAY EAT YOU, BUT IN THE NAME OF LOVE.



CONTENT WARNING

this product is not suitable for minors, baby vampires or those who don't like seeing scantily clad queer horrors