

TRANSYLVANIAN
ADVENTURES

THE WINTER HOME



COMPATIBLE WITH
**DCC
RPG**

A Level 4 Introductory Adventure

The Winter Home is written by S.A. Mathis

Cover art: Doug Kovacs (www.dougkovacs.com)

Interior illustrations & cartography: S.A. Mathis

Art direction & layout: Jennifer Boyd

Editing: Daniel J. Bishop, Hieronymous, Stephen “Snake” Newton, Tim Wadzinski

Fonts: Didot and Ghoulish Fright

Ghoulish Fright font by Brian J. Bonislawsky at AOETI (www.astigmatic.com)

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THE
WINTER HOME

An Introduction To The
World Of Transylvanian Adventures

COMPATIBLE WITH
**DCC
RPG**

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THE WINTER HOME

TRANSYLVANIAN ADVENTURES IS A SUPPLEMENT FOR GOODMAN GAMES' DUNGEON CRAWL CLASSICS ROLEPLAYING GAME (DCC RPG). IT IS QUASI-HISTORICAL AND HEAVILY INFLUENCED BY GOTHIC HORROR AND THE HAMMER FILMS OF THE 1950S, 1960S AND 1970S. THE SETTING IS A MYTHICAL VERSION OF TRANSYLVANIA AT THE TURN OF THE 19TH CENTURY. THERE ARE NO ELVES, DWARVES OR HALFLINGS.

INTRODUCTION

The Winter Home Quickstart Adventure is designed for the pre-generated characters included in the back, although a party of four *Dungeon Crawl Classics* 3rd-level characters could give it a try as well. Running this adventure will require a copy of Goodman Games' *Dungeon Crawl Classics Roleplaying Game*. It is assumed the reader is familiar with DCC RPG's rules and conventions.

QUICKSTART RULES

There isn't enough room in this quickstart to print all the rule enhancements and classes included in *Transylvanian Adventures*. A few rule enhancements from *Transylvanian Adventures* are presented in abridged form below.

FEAR SAVES

When a Fear save is called for, a character rolls a saving throw and adds the Fear save bonus listed on the character sheet, which already includes the character's Intelligence ability score modifier.

If the Fear save succeeds, the character may act normally.

If the Fear save fails, the character loses his turn and just stands there. This is called being "frozen with fear" and most monsters can seriously mess a character up when this happens.

At the start of the next round, the character takes 1 point of Intelligence damage and may act normally on his Initiative.

In a way, this allows characters to "Save vs. Surprise," although failing a Fear save is far more debilitating than being surprised in other games.



DEAD AND MOSTLY DEAD

When a character is dropped to 0 Hit Points, the character falls unconscious and loses 1 point of Luck and 1 point of Stamina. After being unconscious for one whole round, the player rolls a d20.

If the d20 roll is over the character's Luck score, then the character dies.

If the d20 roll is equal to or lower than the character's Luck score (after subtracting 1 point), the character will live. The character will remain unconscious for $1d3 \times 10$ minutes or until another character takes an action to revive him.



Reviving a character requires no roll. It automatically succeeds whenever a character takes an action to help someone out. **A revived character regains consciousness with 1d4 Hit Points.**

I STAB MYSELF!

If players ever engage in silliness where they are intentionally injuring themselves to make sure they get Hit Points at the end of the encounter, a Judge should roll 2d20 on Crit Table III in the DCC RPG to determine the result of the self-inflicted wound.



Don't worry about DCC RPG's rules for "Bleeding Out" or "Recovering the Body" unless you prefer them to the rules presented here.

UM, WHERE'S THE CLERIC?

At the end of each encounter, every character who took damage in the encounter regains 1d4-1 Hit Points.

A character may also take 1 point of Stamina damage at any time during the adventure to regain 1d6+4 Hit Points. This takes no action on the character's part. It should be noted that copious burning of Stamina will eventually reduce the ability score to the point where the character's Maximum Hit Points are affected.

WHAT DO I DO WITH THIS CROSS THINGY?

One of the pregenerated characters in this adventure (the Valiant) has the ability to Turn Unholy. This works the same as in DCC RPG and uses the same chart that DCC RPG uses. The difference in the Quickstart is that a character who gets an "NE" result on a turn attempt takes 1 point of Personality score damage and cannot use Turn Unholy again until the start of the next adventure. This rule enhancement is a simplified version of what is included in *Transylvanian Adventures*.

SO I THINK WE JUST KILLED THIS VAMPIRE...

In *Transylvanian Adventures*, killing a Vampire is a messy, messy business involving garlic,



severed heads, a shovel and a good deal of hoping you still have some Holy Water left. In the Quickstart adventure, killing a Vampire only requires that you stake a Vampire that has been reduced to 0 Hit Points.

When a Vampire is reduced to 0 Hit Points, it gets a little weak in the knees and falls down. If you drive a wooden stake into its heart before the end of the next round, it will die in a manner described by the Judge. It could burst into flames, crumble into dust, explode like a packet of ketchup or just shrivel up and look sad.

The only requirement for staking a Vampire is a wooden stake. Once that wooden stake is used to kill a Vampire, it's gone. As in, it can't be used again. So don't run out of stakes!

Any Vampire reduced to 0 Hit Points that isn't staked pops back up at full Hit Points at the end of the following round. Most likely it pops up right behind you.

BACKGROUND

The village of Strauburg is located about 10 miles North-Northeast of Karlsburg (known as Alba Julia in modern-day Romania). The adventure site is located on a hill at the edge of a forest about 12 miles East-Northeast of Strauburg. The characters usually begin the adventure in Strauburg with a short debriefing and then continue on to the adventure site.

Strauburg's burgomeister, Bernard Carlson, is requesting that the characters travel to the adventure site to retrieve his daughter, Clemency. The nature of Mr. Carlson's concern is that his daughter has developed a fanciful obsession with the supernatural. He blames this obsession on her new boyfriend, Enric Sangster – a young artist from Klausenburg who studied abroad in England. Enric is an amateur monster hunter and has stoked the fires of Clemency's romanticism with made-up tales of imaginary exploits.

In truth, Enric has never seen a Vampire, ghost or even a real live wolf. He's a charlatan and a coward. Enric has no intentions of actually slaying a Vampire. He heard that Vampires might live in this country manor but never suspected they would. His intent is to create a suspenseful environment in order to romance Clemency and fleece her father for all the guilders he can. Enric is hoping to travel to the country home, burglarize it, take a few items, bed Clemency and run off to the next village after blackmailing her family.



PLAY MISTY FOR ME

In playtests, I didn't always bring vampires back in an encounter. Most of the time I had them evaporate into a mist -- instead of coming back for seconds. I could always bring them back later for the final battle with Sebastian or Ariadnus.

No one wants a combat to go on forever. Sometimes it's a good strategy to realize that vampires would rather run away and wait for the right moment to strike than reform, get pummeled, reform and get pummeled again.

The goal is to make the game fun for everyone... even the vampires!



But the situation he's stumbled into is way out of his league.

The adventure site is inhabited by a great and malevolent evil, which is using its power to control the Vampires that live there and create a legion of offspring to terrorize the countryside. This evil thing is a demonic spider-creature named Ariadnus. Ariadnus is an ancient terror that was summoned from the deeps of Transylvania by Sebastian – a Vampire who has continued to indulge his taste for sorcery and torturing village girls into his unlife.

The culmination of Sebastian's idle studies was summoning Ariadnus. For a while, Ariadnus served as Sebastian's oversized arachnid pet. When Ariadnus felt strong enough to take control of Sebastian's home, she established psychic dominance over Sebastian's harem. Then she commanded them to impale Sebastian with a magic sword he had collected from the corpse of an ill-fated Vampire hunter. Ariadnus got busy making a brood of her own and is now collecting victims and making evil, spider babies the size of small puppies.

If left to her own devices, Ariadnus will flood the area with infernal spiders the size of cows. This will wreak havoc, disrupt trade and kill lots of innocent villagers. Oh, and her venom makes Zombies too. So that should be fun.

The moral of our story? Giant, demonic spiders don't make good pets.

ENCOUNTER TABLE

1-1: Teleporting Foyer (1 XP)	2-3: Waltzing Zombies (2 XP)
1-2: Ghostly Servant (2 XP)	2-4: Fly Swarm (1 XP)
1-3: Eye Spider (1 XP)	3-1: The Harem (4 XP)
1-4: Ariadnus and her Brood (4 XP)	3-2: The Curious Sofa (1 XP)
1-5: Old Sebastian (2 XP)	3-5: More Bloodnymphs (3 XP)
1-6: Giant Rats (1 XP)	3-6: Cocoon Man and the Brood Swarm (1 XP)
2-1: The Three Sisters (4 XP)	3-7: Hungry Bloodnymph (1 XP)
2-2: Waltzing Zombies (2 XP)	

Completing this adventure should net the party 21 XP, a magic sword and an abused conscience. This will get them started on their way to 5th level.

Well, some of them.



SETUP

Transylvanian Adventures will feature tables and rules to help groups determine what happens both in-between adventures and during the investigative phase of an adventure. The following section mimics some of that structure by offering parties a random set-up for their characters. The charts and rules in *Transylvanian Adventures* are much more exhaustive but the general feel is similar. They help to establish why a character is involved with a particular adventure and also what is going on with the characters off-screen while they aren't slaying monsters.

Each player should roll on the following two charts. The first chart explains how they wound up in Strauburg. The second helps describe the relationships between characters.

DON'T I KNOW YOU?

The following chart helps establish how your character is connected with the character whose player is on your right.

d10 RESULT

- 1 Depending on age difference, the character is your mentor or your ward.

- 2-3 The two of you slew a monster that was terrorizing a village outside of Kronstadt. Ever since then, you have been unable to remain safe outside each other's company.

- 4-5 You are (1) half-siblings, (2) cousins, (3) aunt/niece or uncle/nephew, (4) full siblings, married or share a blood bond.

- 6-8 The two of you share the same organizational affiliation. You are both affiliated with (1) the Church, (2) a secret society of monster hunters, (3) a branch of the English government tasked with finding out more about the supernatural threat or (4) you both own a for-profit monster hunting agency.

- 9 You both wound up in the wrong place at the wrong time and had to face down one of Dr. Frankenstein's creations together.

- 10 If male, you once courted Clemency Carlson and were rivals for her hand in marriage. Until Enric strolled into the village. If female, you were close friends of Clemency until she became obsessed with Enric.



HOW DID I GET HERE?

Roll a d10 and consult the following table.

d10 RESULT

- 1 Your mentor, Edgar Higgenbottom, asked you to go to Strauburg on behalf of Bernard Carlson to expose Enric for the two-bit hustler that he is. You know he has no real knowledge of the supernatural. But you've recently suspected that the two of them are on to something they don't fully understand. This morning Clemency and Enric were gone. It took a while for everyone to put two-and-two together. It became abundantly clear when you found that a number of your Vampire hunting supplies were missing.

- 2 You are Clemency's Aunt, Uncle or Cousin. You were staying briefly at the Carlsons' home, trying to lay low after an incident in Eastern Transylvania. Bernard does not know you are a monster hunter and Clemency has never let on that she has. Lately, you've spent your evenings debunking Clemency's accounts of Enric's "adventures". You awoke this morning to find Clemency gone. After some investigation, you've also found that Enric is not in the village and some of your Vampire hunting supplies have gone missing.

- 3 The Bishop of Karlsburg honored a request from Bernard Carlson and sent you to Strauburg to play the role of skeptic to his daughter's obsession with the supernatural. You arrived mid-morning by coach to hear that Clemency was gone.

- 4 You were somehow made aware of this whole thing by the character to your left. You decided to tag along for reasons of your own.

- 5 Bernard Carlson is an honest, hard-working and generous man. A while back, he helped you financially. Perhaps he sponsored a trip to Europe. Or helped you buy a home for your family. Or helped you out of a bad debt. Or helped finance your education. Bernard's letters of late were getting increasingly worrisome. And some of the details of his daughter Clemency and her boyfriend's dalliances sounded treacherously close to actual monster slaying. This was concerning enough that you took a coach to Strauburg and arrived mid-morning -- to find Enric and Clemency gone.



6 You were detained in Strauburg for (1) an outstanding warrant in Klausenburg, (2) suspected of murder in Karlsburg, (3) suspected of banditry, (4) suspected of being a fugitive. While you've been waiting for soldiers from Klausenburg to take you back for a trial, the burgo-meister has been bringing you meals three times a day. The two of you have established enough of a rapport that he doesn't believe the charges against you. When you discovered his daughter had run off this morning, you knew immediately from what Bernard had told you that this was a potentially serious matter. You swore to Bernard that you could save Clemency if he set you free. He did.

7 You had just left a village about three miles to the East. On the outskirts of the village, you slew a cadre of bandits that had been changed into flesh-eating Zombies. You found it odd that they were covered with thin layers of spider webs, though no spiders were noticeable in the winter cold. You were unable to locate their lair and walked up to the village of Strauburg just as the party began to mobilize.

8 You either went on a complete rockstar-worthy bender in Klausenburg or were drugged by someone who sought to extract information or body parts from you and wound up here in Strauburg a few days ago. The villagers healed you up and took care of you while you were recovering. Now this disappearance thing has come up. It sounds better than another bowl of soup.

9 You come from an alternate timeline where the forces of evil won. A powerful magic ritual has sent you to this dimension to make sure alternate history does not repeat itself. You don't know the details but you do know that a serious beachhead in the coming war is established here with an infestation of giant spiders and Zombies. The timeline seems about right to head off whatever devastated Strauburg and led to the fall of Klausenburg and Northwestern Transylvania.

10 You don't know much about the Carlsons but you know a great deal about Enric. You know he ruined your younger sister's reputation, destroyed her chances of marriage and ran off with a good deal of your family's money. Your family name was also soiled in the wake of his deceptions. You don't want to see the same thing happen to this family. But mostly, you just want Enric to know he messed with the wrong family.

SETUP SCENE

If the players are into it, feel free to give a short debriefing scene where the characters can all meet and discuss why they're in Strauburg and their interest in the adventure. Bernard Carlson found Clemency's letter late in the morning when he realized his daughter was not in the house and also not out on a winter stroll. He's visibly shaken and just wants his daughter back. He'd like for Enric to be run off but not if it means being diminished in the eyes of his beloved daughter.

Items of note in this scene:

- ✖ Bernard has the note, which speaks of Enric and her going to a country house up to the North.
- ✖ Bernard knows of an old country house on the edge of the forest up by the Somes River. He doesn't think anyone lives there.
- ✖ Bernard does not know the exact location of the house. It's about 12 miles away. If the party left now and had no delays, they might make it by sunset.
- ✖ Bernard will warn the party about the winter conditions and also note that they don't want to be caught outside for the night. Bernard gives the party enough food to last a few days if rationed properly.
- ✖ Enric and Clemency took Bernard's coach and horses. Bernard will not be able to get enough horses for the whole party to make the trip. The villagers look at it as if they will never get their horses back. They also consider this to be a frivolous dalliance of a spoiled girl. They will simply not inconvenience themselves. The party is given snow-shoes, however, to help with the trip.

GETTING TO THE HOUSE

- ✖ Everyone must roll a DC 10 Fortitude save or take 1 point of temporary Strength damage from the cold weather conditions.
- ✖ It's easy enough to track Clemency and Enric's path in the snow. There are a couple of times in the trip, however, where it is easy to lose them. Have all the players roll a DC 15 Intelligence skill check. Any character with a bonus to the Tracking skill may add that in. If any of the characters make the skill check, then everything is fine. The party arrives at the house with roughly 10 hours of night time left. If not, the party is super-late and only has 6 hours of night left before dawn. The party failing at this check will cause everyone to roll another DC 10 Fortitude save or take a second point of Strength damage.



PLAYER INTRODUCTION

As the banks of the Somes River come into view, a chill wind blows and dark storm clouds roll in from the West. You see light from the windows of a three-story mansion on a hill as snow flurries begin to powder your overcoat.

LET'S GET THIS PARTY STARTED

At this point, reluctant or obstructive players may want to just wait until morning. It's worth reminding them that they don't have the gear to survive a night in the cold. They have no fire, limited time to gather firewood and no time to dry out the firewood. Assuming the characters are able to put together a fire, surviving the night outdoors requires a DC 20 Fortitude save. Failing the save is death by exposure. Making the save results in 1d4 Stamina damage. If the party decides to rough it through the night, 1d2+1 Bloodnymphs (3-1) or a group of 2d4 Zombies (2-2) will surely come calling.

See "The Crazy Things Players Do" if the party wants to search around the house or enter the house through a window or back door. Read on for those who decide to head to the house through the front door.

A twisted iron gate surrounds this three-story mansion. The glow of oil lamps and hearths are visible from the two windows in front of the house. The sound of laughter and voices are clearly audible over the freezing wind.

You see a gentleman holding an oil lamp standing outside the front door. He is a young man, with long, straight dark hair and deep, piercing blue eyes. He is dressed in an evening jacket and a red ascot. As you approach, he enters the house and waves for you to come inside from the cold.



ALTERNATE INTRO

If the group is unfamiliar with the DCC RPG or the Judge would prefer to start things off with a bang, try beginning with a scene where the characters are travelling to the manse and encounter a number of Zombies (see Room 2-2 & 2-3) equal to the number of party members. This will allow the group to acclimate to DCC RPG combat or just get into the mood for a raucous evening of fun.



THE FIRST FLOOR

1-1: THE FOYER

The mansion's foyer features marble floors and an arched ceiling with gilded crown molding. Tall french doors are slightly ajar on either side of the entrance and larger, more ornate double doors are closed at the opposite end. The foyer is lit by four oil lamps placed upon built-in sconces on either side of the french doors to the left and right of the entrance.



The gentlemen the party saw was a visage of Sebastian. The red ascot is the tell for that. The party will find neither him nor his handheld oil lamp once they enter the mansion.

Once everyone in the party has come inside, the entrance doors slam shut and all the oil lamps disappear.

The door behind them is held tight with Wizard Lock, as are the doors at the other end of the foyer. The teleportation at the doors on the other end of the foyer doesn't kick off until the entrance has slammed shut.



Give everyone in the party a point of Luck for this little bit of tomfoolery. Apologize, if you must. Comment wryly on how it's better than freezing to death.

WAIT... WHAT?!

The lights the characters see when they walk into the house are an illusion. The sounds of revelry are not. The illusion is cast by Ariadnus to lure prospective prey into her lair. It requires an Intelligence of 14 or higher and a DC 16 Will save to disbelieve this illusion. Disbelieving the illusion only means that the character who saved against it doesn't see what other people do. The disbeliever only sees a darkened foyer.



KEEPING WARM, PLAYING SAFE

It's possible a party will want to hole up in the foyer and hang out until morning. There are fireplaces in rooms 1-2 and 1-3, so it would be possible to do so. The party will have to contend with the Ghostly Servant and the Eye Spider, as well as stay far, far away from door to room 1-4.

Assuming the party is able to deal with those issues, they'll soon find that nothing in the house will burn. They can break furniture, rip up books, whatever they want. But nothing from the house will light and stay lit in the fireplace. The party is free to burn their own belongings. A truly helpful Judge could recommend they use their supply of wooden stakes as firewood.

If the party has no fire and decides to brave the cold night, they must make a DC 15 Fortitude save or take 1d3 Stamina damage from the cold. If the party makes a fire, the characters will not need to roll a save until they hit that whole "Dead By Dawn" thing (see the sidebar below).

If the party decides to stay downstairs and no one checks the two big doors at the end of the foyer, then the house will try to trick them into doing so. If the party takes watches, the characters on watch will hear voices and laughing from upstairs. They will also alternately hear laughter, voices, sobbing and lovemaking coming from behind the doors at the end of the foyer. If they move closer to the doors to listen, go on to "The Teleporting Foyer" below. If not, give them a visitation from a Bloodnymph from 3-1, call it dawn and have them all roll a Save vs. Death. See the "What's Dead By Dawn?" sidebar for an explanation of why there is a Save vs. Death when the sun next rises.



THE TELEPORTING FOYER

The double doors at the end of the foyer are also Wizard Locked. If a DCC RPG spellcaster is in the party, then the doors can be opened and the party enters the Den of Ariadnus (1-4) *as long as the spellcaster remains 5' away from the doors at all times*. Make sure to have a wave-swarm of “baby” spiders (see room 1-4) just come pouring out. That would be epic.

If not, then voices are heard on the other side of the doors when any party member moves within 5' of them. It can be a female voice, a child’s voice, a raspy monster voice or anything else that creeps the players out. When the character moves closer to the doors to hear the voice, everyone in the party telepathically hears the words “Dead By Dawn”. Then the party is teleported to the stairwell (3-2) outside the Harem Room (3-1).

WHAT'S DEAD BY DAWN?

Outside of an homage to a classic horror movie, “Dead By Dawn” is a warning. Any character left in the mansion after the sun rises must first make a DC 20 Will save or fall asleep. Immediately following the Will save, the characters must make a DC 12 Fortitude save or die. Those characters who stayed awake still must make the Fortitude save. They just get to be conscious and watch either themselves or their compatriots shrivel up and die.

Characters who die arise the following evening as undead corpses under the complete control of Ariadnus the Spider-Demon. Those who were sleeping and made the save wake up a couple hours later and see the dessicated, web-covered corpses of the party members who failed the Fortitude save.

This means you, the Judge, should keep a rough estimate of how much time there is until the sun rises. By the time the party arrives at the mansion, there will be either 10 or 6 hours of night left. Gauge how long the party is taking with different tasks and keep an estimate of how much time they have left before dawn.

As a foreshadowing, have sticky spider webs appear on and around the characters as the night progresses. It doesn’t hurt to have them appear to preternaturally age, such that they become aware that something in the house is draining away their life force. Characters could also begin to take Intelligence damage as the night wears on, due to a lack of sleep.

1-2: THE STUDY

IF THE FOYER IS NOT YET DARK

The warm crackle of the fireplace welcomes you. Two large bookshelves are built into the wall to the left of the entrance. Books, carefully aligned on the shelves, extend from knee-height all the way up

to the crown molding of this high-ceilinged room. The thick panes of glass in the tall window to the right of the entrance depict a cold, stormy night as a blizzard rages outside. A large, wooden table is set across from the fireplace, a quill and inkwell centered perfectly on its surface.

IF THE FOYER HAS GONE DARK

Two floor-to-ceiling bookshelves stand to the left of the doors, most of their books scattered across the floor of the room. Pages ripped from their leather bindings are strewn across a large, birchwood table in the center of the room which stands opposite an empty fireplace.

THE GRIMOIRE

Once the illusion is ended, the players can find a large tome buried beneath the papers covering the table. It is written in a coded language. To the untrained eye, the book looks like a weird journal but anyone with the ability to Cast From Scrolls or cast spells would recognize it immediately as a grimoire.

- ✖ The grimoire can be sold to a collector for $30 + 1d20$ gp. A character can determine this with a DC 15 Intelligence check related to selling or bartering unique items.
- ✖ After 1 hour of studying of the tome, a character with the ability to Cast From Scrolls or cast spells would deduce that it contains several rituals for summoning infernal creatures from the depths of the earth, including a spider beast named Ariadnus. A character studying the grimoire in this way could also make an Intelligence skill check related to Research to determine the following information.
 - ✖ An 8 or higher on the Intelligence check informs a character that a ritual exists that could banish Ariadnus.
 - ✖ A 10 or higher on the Intelligence check reveals that there is another book that contains more rituals on these subjects and also that there is a secret library somewhere in the house.
 - ✖ A 12 or higher, informs the character that Ariadnus has a poisonous bite that infects her victims with a mind-controlling poison that can only be cured by slaying Ariadnus.
 - ✖ A 14 or higher on the Intelligence check informs the character that the grimoire contains the spell *Patron Bond* as well as the rituals to summon 8 different patrons.

THE GHOSTLY SERVANT

Hiding in this room is a Ghostly Servant. He will lay low until (1) a character is entranced by the Eye Spider in room 1-3, (2) a character fails a Fear save or (3) a character begins reading the



grimoire on the table. The Ghostly Servant is invisible until it attacks with its choking attack.

HOSTLY SERVANT

Init +3; Atk choke +2/+6* melee (1d4/2d4/3d4/etc plus Str drain); AC 12/20*; HD 2d6; HP 9; MV 30' or levitate 15'; Act 1d20; SP undead, incorporeal, invisibility, choke attack; SV Fort +1, Ref +1, Will +4; AL C

- ✖ **Choke Attack:** While invisible, the Ghostly Servant has a +6 bonus to hit with his choke attack. Once locked on, the servant will not relinquish the hold until he is reduced to 0 Hit Points, turned or damaged with magic or a magical weapon. The first round the Ghostly Servant's choke attack does 1 point of Strength damage and 1d4 points of Hit Point damage. If the Servant follows with another successful choke attack in the second round, he does 2d4 points of Hit Point damage. The third round, 3d4 damage, and so on. When attacking, the servant becomes visible even if he fails to hit.
- ✖ **Incorporeal:** With normal melee weapons, any attack roll higher than a 12 "hits" the servant. But only attacks rolls of 20 or higher damage him. Attacks rolls of 20 or higher with normal melee weapons do only half-damage (rounded down). Magical weapons hit on a roll of 12 or better and do normal damage. The Ghostly Servant cannot be killed by normal melee weapons. When reduced to 0 Hit Points by mundane weapons, the Ghostly Servant disappears. Magic and magical weapons can kill the Ghostly Servant. The Ghostly Servant is immune to damage from all non-magical missile weapons.
- ✖ **Invisibility:** The Ghostly Servant begins the encounter invisible. Because the Ghostly Servant is incorporeal and invisible, he can only be detected by characters who can see or otherwise detect invisible creatures. The Ghostly Servant remains invisible until he attacks, at which point he looks like a very tall, balding old gentleman with a face twisted in rage. He does not turn invisible again during the encounter.
- ✖ **Undead:** The Ghostly Servant is undead. It can be turned but Holy Water has no effect on it. The Ghostly Servant does not need to eat, drink or breathe. The Ghostly Servant is immune to disease, poison, sleep, charm, hold and mind-affecting spells. The Ghostly Servant is also immune to elemental conditions like cold, fire and damage from exposure but can be harmed by magical fire and cold.



KEEP IT TENSE

For larger groups, it is recommended that only one character disbelieve the illusion in areas 1-1, 1-2 and 1-3. This allows for one character to see something the others do not, which will increase the group's sense of anticipation.

It is also recommended that only one character be able to see the Ghostly Servant in The Study (1-2).

In both instances, the character with the ability to see these things can be any character the Judge picks from those who beat the DC.

If no one beats the DC, then no one sees anything.



- ✿ **Fear:** While invisible, the Ghostly Servant will pull books off the shelf, whisper in ears, knock things off the table and slam the french doors to the study. All characters in this room must make a DC 12 Fear save. The Ghostly Servant gets a +4 bonus to choke attack any character frozen with fear.

1-3: THE SITTING ROOM

IF THE FOYER IS NOT YET DARK

Fine furniture is bathed in the glow of the warm fireplace. A long settee and a couple of reading chairs are angled towards the blazing hearth, as pale moonlight shines through the tall window to the left of the entrance.

IF THE FOYER HAS GONE DARK

Frigid moonglow from the tall window to the left of the entrance is the only illumination in this darkened room. A thin, viscid layer of spider silk clings to the once fine furniture positioned around the empty fireplace. In the far right corner of the room, a curious, black ornament hangs in the shadows by a thin -- almost invisible -- thread that glints in the reflected moonlight.

THE EYE SPIDER

The ornament is a spider about twice as large as a man's hand hanging from a silken thread attached to the ceiling. More disturbing is that the spider has a human eye with a red pupil in the center of its thorax. It is difficult to see and requires a character to be within 5' to view it. Anyone looking into this eye is subjected to the spider's paralyzing hypnosis.

EYE SPIDER

Init +5; Atk bite +3 melee (1d3 damage); AC 14; HD 1d4-1; HP 2; MV 40' or 40' wall-crawling or 15' web-climbing; Act 1d20; SP paralyzing hypnosis; SV Fort +0, Ref +2, Will +1; AL C

- ✿ **Paralyzing Hypnosis:** Anyone looking at the eye in the spider's thorax must make a DC 13 Will save or be unable to move. This effect lasts until the spider is killed, driven off or 1d3 hours pass -- whichever happens first. The spider can (and will) attempt to eat any character that remains frozen in front of it.
- ✿ **Wall-crawling:** If damaged, the Eye Spider will attempt to escape by crawling up the fireplace. It will not try to match the party blow-for-blow.
- ✿ **Ghostly Servant:** If the Servant from Room 1-1 has not been driven off, he will come

up behind a frozen character and try to use his choke attack on them.

- ✿ Fear: Seeing the gruesome and malevolent eye in the thorax of the spider is cause for a DC 12 Fear save. Anyone failing the Fear save is at -4 to the Will save against the spider's paralyzing hypnosis.

1-4: THE DEN OF ARIADNUS

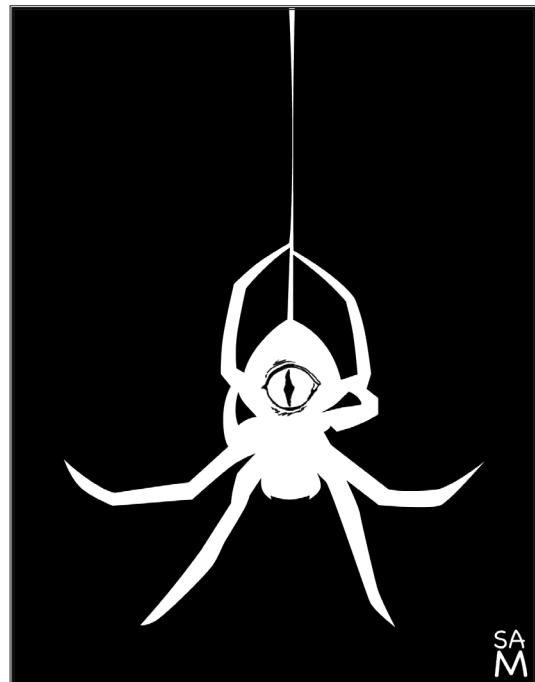
A stifling, fetid breeze overtakes your senses as you enter this once ostentatious vestibule. A thick, gossamer film of cobwebs extends from every corner. Some flutter limply from the chandelier hanging before the wide, carpeted stairwell -- propelled by a slight breeze coming from the immense fireplace on the opposite side of the stairwell.

This room was once an impressive hall where the Vampire lord Sebastian received guests and vassals paid him tribute. The staircase heads up to the second floor (2-6) and then again to the third floor (3-2). If the characters are being stealthy and the party upstairs (3-1) hasn't yet come to a grisly end, then the voices above should still be audible.

This room is where Ariadnus lives with her brood. Ariadnus spends her free time inside the over-sized fireplace on the other side of the staircase. Here she lies in wait and uses her telepathy to keep track of what's going on. Ariadnus will initially use this telepathy to lure the characters deeper into her web before crawling out of the chimney. In terms of size, Ariadnus is roughly the size of an SUV with her legs extending 4-6 feet out from that. She's freaking huge.

Ariadnus will ambush any party that pulls the sword from Sebastian's body in 1-5 because it is the only weapon that she knows can kill her. For the ambush, she will position herself above the door to room 1-5 and pounce on the sword's wielder when the party returns to 1-4. Beyond that, she will attempt to creep out the party, bedevil them with her song, kick in the trill and call it a lunch.

After the first round of a combat with Ariadnus, the party will become aware of movement around the perimeter of the room and along the ceilings and floors -- assuming the Brood Swarm has not been destroyed in room 3-6. If Ariadnus takes damage, her trilling will become



more insistent and her Brood will attack everyone in the area. Ariadnus' Brood Swarm consists of hundreds of demonic spiders roughly the size of a child's hand.

THE WEBS

Moving around in the room is difficult because it is covered in sticky demonic webs. Some areas even have dessicated corpses trapped within.

Characters can only safely move around the room at $\frac{1}{2}$ normal speed and must make a DC 8 Reflex save each round or be stuck in the webs. Fire will not burn the webs but will instead melt into an even stickier mess on the floor of the hall. Characters stuck in a web must take a full round to force themselves free which requires a DC 13 Strength check and take 1 point of burning damage each round they are stuck. Any character stuck in a web is automatically pinned with a successful Pin Attack by Ariadnus.

An ill-tempered Judge could add 4 Zombies to the encounter in 1-4. Stats for Zombies are listed with rooms 2-2 and 2-3.

ARIADNUS THE DEVOURER

Init +4; Atk bite +12 melee (2d8 + poison) or pin +10 melee (1d8); AC 16; HD 8d12; HP 42; MV 30', wall-crawling 30' or jump 15'; Act 2d20; SP demonic traits, bewitching song, DR 5, telepathic, resistant to non-magical weapons; SV Fort +8, Ref +10, Will +8; AL C.

- ✿ **Bewitching Song:** Ariadnus lets out a high-pitched trill continuously throughout the encounter. This trill immediately immobilizes any retainers or hirelings. Any character hearing this song must roll a DC 10 Will save. Each character who fails the save is only allowed to take a move or attack action that round. Anyone rolling a 1 on the Save takes 1d3 points of Intelligence damage as well. Any character who succeeds on the Will save no longer has to roll it again. Every character that fails it, however, continues to roll each round until making the saving throw.
- ✿ **Demonic Traits:** Ariadnus can be turned. Ariadnus is immune to acid, poison, disease, cold and electricity but takes half-damage from fire based attacks. Ariadnus takes damage from Holy Water.
- ✿ **Resistant to Non-Magical Weapons:** Ariadnus has a Damage Resistance of 3 -- meaning she ignores the first 3 points of damage from any attack. Ariadnus cannot truly be killed unless she is slain by a magical weapon or spell. This requires the death blow come from some magical event or item. This does not apply to damage taken from Holy Water or Magical Weapons.

- ✖ **Pin Attack:** To prepare a target for her bite attack, Ariadnus must use her front spider legs to force an opponent to the ground. Each successful pin attack knocks the target to the ground and does 1d8 points of damage. The target must then roll a Fortitude save against Ariadnus' attack roll. If the target's Fortitude save is higher, the target is free to act normally. If the Fort save does not beat the attack roll, the target is pinned and must free himself on his next turn or prepare for a really nasty bite wound. Ariadnus can pin up to two opponents at a time.
- ✖ **Poison Bite:** Ariadnus can only bite an opponent if she has them pinned and she can only perform one bite per round. Anyone who is bitten by Ariadnus must make a DC 8 Fortitude save or die. Additionally, anyone who survives the initial bite contracts Zombie Poisoning (see Rooms 2-2 & 2-3).
- ✖ **Fear:** The first glimpse of Ariadnus causes 1 point of Stamina damage. Immediately following that, each character must roll a DC 16 Fear save. Any character who is frozen with Fear will be automatically pinned by a successful Pin Attack from Ariadnus with no Fortitude save allowed.

ARIADNUS' BROOD SWARM

- ✖ Init N/A; Atk swarm (1d2 + Str drain); AC N/A; HD 2d8; HP 10; MV 30'; Act 1d20; SP swarm, demonic traits; SV Fort +0, Ref -2, Will -2; AL C.
- ✖ **Demonic Traits:** Ariadnus' Brood cannot be turned. The Brood is immune to acid, poison, disease, cold and electricity but takes damage from fire based attacks. The Brood also takes full damage from Holy Water.
- ✖ **Swarm:** As a swarm, the Brood just attacks and attacks. Anyone in the room after the Brood becomes active takes 1d2 points of damage. In addition, everyone in the room must roll a DC 6 Fortitude save or take 1 point of Strength damage. Splashing the Brood with Holy Water, attacking it with fire or using some form of area attack against it damages the Brood and is the only way to end the swarm. Causing damage to the swarm gives a character a +4 to the Fortitude save the following round. Non-area attacks do no damage to it. If Ariadnus is slain, the Brood dissipates back into the shadows.

1-5: DINING ROOM

A dank odor rises from this cobweb blanketed room. A long, narrow table is positioned across from a large, unlit fireplace. Seated in the middle of the banquet hall is a corpse impaled to one of the many chairs neatly spaced on one side of the wooden table.

Sebastian is impaled to a large chair at the center of the large dining table. His back is to the double doors on the North side of the room (which lead to Ariadnus' den: 1-4). More on Sebastian in a bit.

On the Western wall at the far end of the dining hall is a servant's entrance. The door's paneling matches that of the walls so it isn't apparent at first glance that there is a door there at all (DC 12 to notice without a search).

SEBASTiAN

Sebastian is impaled to a chair with a magic short sword +1 through his chest. Removing the sword gives the party a weapon with which they can defeat Ariadnus but it also allows Sebastian to come back to (un)life. The most obvious thing for the party to notice is that Sebastian is the corpse of the man they saw beckoning them into the house. He's wearing a red ascot and, even though he looks like he's been dead for a while, there's no mistaking the shoulder-length, black hair and piercing, ice-blue eyes.

If the party takes the sword, Sebastian will immediately crumble into dust -- only to reform after the characters have left the room. Sebastian will not confront the party until Ariadnus is dead and they are weakened by the fight. Sebastian is not interested in fighting Ariadnus. He would be content sneaking out of his mansion with a bagful of his spellbooks, allowing the foolish adventurers to meet their fate.

If the party defeats Ariadnus, Sebastian will appear and attempt to barter with the party. He will agree to give the party the magic sword, which he calls the "Scythian Fang", if they will give him one of their own to drink. Sebastian needs blood and he will not agree to a "polite feeding". He needs lifeblood and will not let the party leave until he gets it. It's worth noting that the only requirement is that the offering be human and presently alive. The characters could give him an NPC from the third floor or even an unconscious party member -- as long as the offering is not yet dead.

If the party is feeling spunky, read "Why'd You Go And Piss Off The Vampire Lord?" at the end of this adventure.

1-6: THE KiTCHEN

A small, octagonal window about 10' off the ground provides the only light for this small, unkempt room. A faint odor of rancidity and rust lingers throughout the cramped station, which previously served as the kitchen for the manor. A covered dutch oven hangs in the fireplace where ash has long since caked into the floor of the chimney. A clang and shuffling sound comes from the iron woodstove in the corner of the room closest to the octagonal window.

This is the kitchen where servants once prepared food for Sebastian's guests. The kitchen fell to disuse a long time ago. The iron stove is rusted out. The dutch oven is still usable (with some minor repair) but its vile contents will cause any character opening it to make a DC 10 Fortitude save or spend 1d4 rounds vomiting. Vomiting means the character is at -2 AC and cannot make attacks during combat.

If the characters search the kitchen, they will be able to salvage one Butcher Knife (as Dagger) and a Meat Cleaver (1d4, as Club but does slashing damage).

Meanwhile, three Giant Rats have taken residence in the kitchen and will attempt to attack the party from surprise.

GiANT RATS x 3

Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; HP 4; MV 30' or climb 20'; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N.

✖ **Fear:** The Giant Rats will attempt to surprise the party. Roll a DC 11 Fear save. The Giant Rats will target whoever fails the attempt and get a +4 to attack anyone frozen with fear.

THE SECOND FLOOR

2-1: RETREAT OF THE THREE SiSTERS

Thin rays of moonlight sidle past the heavy curtains that cover the large, picture windows encircling this room on three sides. A large, unlit chandelier hangs just overhead and the damp carpet squishes beneath your feet, releasing a smell that is both salty and mildewed. Large, oblong shadows move slowly towards you from the corner. Their thin, many-legged bodies making no noise as they approach.

This area on the second floor is where Ariadnus' three smaller sisters make their lair. Each one is a spider roughly the size of a Great Dane. When the characters enter the room, one sister is in the Northeast corner along the ceiling, another is on the ceiling above the chandelier and the third is in the Southwest corner along the wall.

The squishy carpet is soaked in blood. I hope the Exotic is wearing shoes.

ALTERNATE ENTRANCE

The characters can circle around the house and go through the servants door in room 1-6 if they like. The door is locked and requires a DC 12 Open Locks (Agility) check to open. Two characters with a combined Strength score of 24 or higher can easily kick the door in but they would lose any semblance of stealth in doing so. The characters could also try to climb through the window in the kitchen. It's octagonal and is about 10' off the ground and just large enough for a small character—like a Halfling, child or female—to squeeze through. Climbing up without a rope requires a DC 14 check. If another character with a Strength of 12 or higher assists, the climber receives a +2 to the climbing attempt.

ARIADNUS' SISTERS x 3

Init +3; Atk bite +2 melee (1d4 + poison); AC 13; HD 2d10; HP 11; MV 30' or wall-crawling 20'; Act 1d20; SP paralyzing scream, poisonous bite, telepathic link; SV Fort +1, Ref +4, Will +3; AL C

- ✿ **Demonic Traits:** Ariadnus' Sisters can be turned. They are immune to acid, poison, disease, cold and electricity but take full damage from fire based attacks. They also take full damage from Holy Water.
- ✿ **Paralyzing Scream:** Ariadnus' Sisters can emit a hypersonic scream. Those hearing the scream must make a DC 8 Fortitude save or take 1d4 points of damage and be incapable of performing any action in that round. To emit a scream, the sister must not be engaged in melee combat and take her full action. Only one sister will use this ability per round and all three must be conscious or alive for any of them to use it. In combat, the sisters typically open with a scream while two of them close in to attack.
- ✿ **Poisonous Bite:** Ariadnus' Sisters deliver a sharp, poisonous bite. Those bitten by the sisters take 1d4 damage and must roll a DC 8 Fortitude save or take 1 point of Strength damage. The sisters do an automatic crit on a successful bite against any target paralyzed by the sisters' scream (see above).
- ✿ **Resistant to Mundane Weapons:** Weapons that are not made of silver or magical do only half damage (rounded down). Despite their resistance, Ariadnus' Sisters can be killed by mundane weapons.
- ✿ **Telepathic Link:** Ariadnus' Sisters all share a telepathic bond amongst themselves and also with Ariadnus (Room 1-4). They cannot differentiate between telepathic and vocal communication, however, and tend to speak aloud or whisper the thoughts they are receiving. Judges should play this up as creepily as possible.
- ✿ **Voice Mimicry:** Ariadnus' Sisters are capable of human speech. They can also mimic the voice of any human they have heard speak. If they know the person whose voice is being mimicked, characters can recognize the mimicry by making a DC 13 Intelligence check.
- ✿ **Fear:** The first glimpse of Ariadnus' Sisters cause a DC 13 Fear save. Any character who is frozen with Fear gets a -4 to the Will save to resist the effects of the sisters' Paralyzing Scream.

2-2 AND 2-3: BEDROOMS

This room features a four-poster bed across from a large stone fireplace. Between the door and the bed, two Zombie couples dance in an endless waltz though no music plays.



These two rooms are mirror images of one another. As long as the characters are able to maintain stealth, the Zombies will not attack them. Once the characters draw attention to themselves, the Zombies will stop dancing and attack them.

Note that Room 2-3 contains an entrance to the secret passage through the fireplace. If the characters are not actively searching for the door, it takes a DC 15 Intelligence check to notice it. See “The Secret Passage”.

ZOMBIES X 4

Init -4; Atk bite +2 melee (1d4 + poison), grab +2 melee (1d4); AC 9; HD 2d6; HP 6; MV 20'; Act 1d20; SP undead, vulnerable to fire, DR 2; SV Fort +4, Ref -4, Will +2; AL C.

- ✖ **Damage Resistance:** Zombies ignore the first 2 points of damage from every attack, unless that attack is made by a silvered or magical weapon. Zombies take full damage from Holy Water. Damage from Holy Water is not lowered by the Zombies' Damage Resistance.
- ✖ **Grab Attack:** At first, Zombies attempt to grab their opponents. If a Zombie succeeds with a grab, the target takes 1d4 damage and must roll a Fortitude save against the Zombies attack roll or be immobilized. If the target is immobilized, the Zombie automatically does 1d4 points of damage without needing to roll to hit the immobilized target and the Zombie can use its bite attack. To break free from a grab, the target needs to take a full action and roll a Strength check against a DC of 12 with a +1 to the DC for every other Zombie holding onto him. A successful Strength check breaks all grabs. Until the target breaks a grab, he is unable to move, use missile weapons or use any melee weapon larger than a dagger. The target is also susceptible to the Zombie's bite attack.
- ✖ **Undead:** These Zombies are undead servants of Ariadnus the Devourer. As undead, they can be turned. They are immune to charm, hold, sleep and other mind-affecting spells and powers. Zombies do not need to drink, eat or breathe. They are immune to poison, disease and cold damage.
- ✖ **Vulnerable to Fire:** Zombies take double damage from fire and are reluctant to engage in melee against an opponent wielding fire (-2 to all Attacks).
- ✖ **Zombie Poison:** Anyone who is bitten by a Zombie must make a Luck check or contract Zombie Poisoning. Zombie Poisoning requires the character to make a DC 15 Fortitude save every hour or take 1d4 Stamina damage. If the target is reduced to 0 Stamina, the target dies and arises in 1d4 rounds as a Zombie. This condition does not heal naturally. It can only be cured by killing Ariadnus (see rRoom 1-4).

- ✿ **Fear:** Upon seeing the Zombies, characters must make a DC 12 Fear save. If any character fails the saving throw, the party's stealth is blown and the Zombies attack. Characters do not have to roll Fear saves for both rooms 2-2 and 2-3. Fear saves only need to be rolled for the first room that they enter. Zombie Grab Attacks automatically succeed (with no Save allowed to resist a grab) on any target frozen with fear.

2-4: LAVATORY

This washroom smells of rot and sulphur. From the far wall of the room, a faint high-pitched humming is clearly audible. The four-footed bathtub is placed to the right of the entrance and the white marble floor is covered with a layer of fine dust and spider silk. A vanity sits across from the bathtub. On the far end of the room, a wooden door stands unopened.

On the vanity across from the tub, the party will find two wash basins made of solid gold, each worth 100 gp. The buzzing is coming from behind the closed door across the room. If characters open the door read the following...

A fetid stench burns your nostrils as thousands of stinging flies swarm you. A rotten corpse hangs out of the opening to this wardrobe, its head hanging stiffly toward the ground like a swollen grape.

Opening the door reveals the house's toilet. The animated corpse stuck in the toilet is mostly dead but is helplessly stuck. It is no threat to the cautious character with its fly-ridden body and its arms stiffened by rigor mortis. If a party member gets close enough it will try to bite them as a Zombie (see rooms 2-2 and 2-3). The party can kill it with a single blow to the head with no need to roll attack or damage. Smashing the corpse's head, however, releases a second Fly Swarm that doubles the area of the swarm (to 40' x 40') and moves randomly across the entire second floor a swarm area until morning.

If no one tries to open the door, the corpse thing in the toilet will rap faintly against the door with the knuckles of its stiffened arms.

FLY SWARM

Init N/A; Atk swarm (1 damage); AC N/A; HD 4d6; HP 14; MV 30'; Act 1d20; SP swarm; SV Fort +0, Ref -2, Will -2; AL C.

- ✿ **Dissipates:** The swarm follows the party until the party goes into Sebastian's Study (2-5), goes up or down the stairs (2-6) or goes out into the waiting area where the Three Sisters are (2-1). At that point the flies spread out to the point where they are everywhere on the second floor and even moving up to the third floor. But they are dispersed so much that they will not cause harm.
- ✿ **Swarm:** The flies automatically do 1 point of damage to anyone in a 20' x 20' area.

Using an area attack is the only way to do damage to the swarm. Every round, each target in the swarm takes a -4 to all attack rolls and skills checks.

2-5: SEBASTiAN'S STUDY

This claustrophobic study features floor-to-ceiling bookshelves on almost every wall. A large, wooden desk faces a wall where a large picture window has long since been boarded over with a thick, yet elegant, painted wood panel. Two short stacks of books have been placed neatly on the desk, with one book lying open between them.

This is Sebastian's study, accessible only with the key from the secret passage, a lock pick or a successful Strength check to bust in the door. See "A Secret Door" under room 2-6 below for DCs to enter Sebastian's study. All of the books in this room are concerned with magic, alchemy, folklore and vampiric lineages. This is, itself, a treasure trove of information.

Each book in this room could be sold for 1d24 x 10 gp but may be more valuable to the characters as the beginnings of an occult library. Note, however, that the party will acquire a tenacious adversary if Sebastian (see room 1-5) discovers his library has been violated and any of his treasured arcane texts stolen.

The book in the center of the table is open to a spell that can be cast by anyone with the Cast From Scrolls ability. The spell is a ritual called Banish Ariadnus (listed below).

BANiSH AriADNUS

The spell in the book is a ritual to send Ariadnus back to the nether realms. Following are the details on the casting...

- ✖ This ritual must be cast in the presence of Ariadnus.
- ✖ It takes 3 rounds to cast and requires spilling the blood of one of Ariadnus' three sisters (see 2-1) on the area of the casting.
- ✖ At the end of each round, the caster rolls a spell check, applying her Personality modifier to the roll. If the caster's combined rolls total 30 or higher at the end of the third round, then Ariadnus, her brood and remaining sisters dissipate into shadows. As a consequence, any Zombies remaining in the house fall dead as well.
- ✖ If the caster takes damage during any of the casting rounds, then the caster must roll a Will save against a DC of 10 + the damage taken or take a -4 to that round's spell check.
- ✖ If the caster is rendered unconscious, the spell immediately fails. If the spell fails, it may not be attempted again. Additionally, if the spell fails, all of Ariadnus' rolls receive a +1 die shift and her remaining Hit Points double.

2-6: STAIRWELL

The padded, red-carpeted stairs lead both up and down. The banister is covered with a thin layer of spider silk. Across from this stairwell is a dark velvet curtain, lined with golden tassels, that covers the wood-paneled wall. The hallway here extends to the left and right with three doors abutting the end of the right hallway.

If the characters have not already crashed the party in 3-1, then they can clearly hear the sound of revelry coming from the floor above them.

A SECRET DOOR

Looking behind the velvet curtain across from the stairwell reveals a wall with wooden panels. To the far left of the wall, a door is clearly demarcated. There is no door handle, however. Just a keyhole. This door leads to Sebastian's private study (2-5).

- ✖ If the characters have the iron key from the secret passage in 2-3, they can open the door with the key.
- ✖ If the characters have the Pick Lock skill, they can open the door with lockpicks and a DC 12 check. If the characters do not have lockpicks, they can open the door with improvised tools and a DC 16 check. If the characters have neither the skill nor the tools, the lock requires a DC 24 Agility check.
- ✖ The characters can also break down the door by rolling under their Strength score with a d30. This can be attempted by multiple characters or one character can make repeated attempts. Each subsequent attempt reduces the die for the Strength check by -1 die shift -- so d24, then d20, then d16, etc. As a word of caution, any attempt to break down the door will alert the Zombies in 2-2 and 2-3 and the Three Sisters in 2-1 to the party's presence. They will arrive en masse at the end of the third attempt to break in the door.

THE THIRD FLOOR

3-1: THE PARTY

A cacophony of gaiety welcomes you into this large, dimly lit room where a few commonfolk enjoy the company of several beautiful young women in loosely bound nightclothes. The laughter of the young women echoes eerily around the room. Despite the fine food, wine and ale flowing freely, there is an unmistakable metallic stench that pervades the room. The young ladies beckon toward you with knowing smiles, their blouses parting ever so slightly as they extend their porcelain arms in invitation.

The lighting in this room is poor but the skin of the young women appears to have a ghostly glow to it. It is clear to anyone observing them that the commoners do not feel comfortable here.

WHY DOES THIS ROOM SEEM WEIRD?

The room is dimly lit such that most everything is washed in a dark light that borders on red or orange and is about as bright as a dying torch. Closer inspection (DC 12) will reveal that there is no light source in the room as in no candles, lanterns or torches lit.

The low visibility in the room hides a number of other odd things. These are listed below. The target DCs to notice these things offhand are also listed. Any failure assumes that the character was distracted by one of the young women. Have each of the players individually roll to discover one, and only one, of the following clues.

- ✖ The dim light in the room is not coming from any light source. This was already mentioned above but is added here for the sake of completion. (DC 12)
- ✖ The beautiful young women flit about with an unnatural movement that confuses people as to how many of them there are and where they are at any given time. (DC 12)
- ✖ The East wall directly across from the double doors entering the room features several large picture windows that have been covered over with thick, wooden paneling. (DC 14)
- ✖ The beautiful young women have fangs. (DC 18)
- ✖ There is a black, velvet curtain in the Southwest corner of the room that leads to another exit. (DC 10)
- ✖ The room's carpet is stained throughout with dried blood (DC 12).



FUN FACT

In playtests, no one ever bothered to look for the light source. Sometimes they rolled well enough to be tipped off. But most of the time, they accepted this unnatural, red light as no big deal.

And that always led to a good time when the “lights” were turned off unexpectedly.

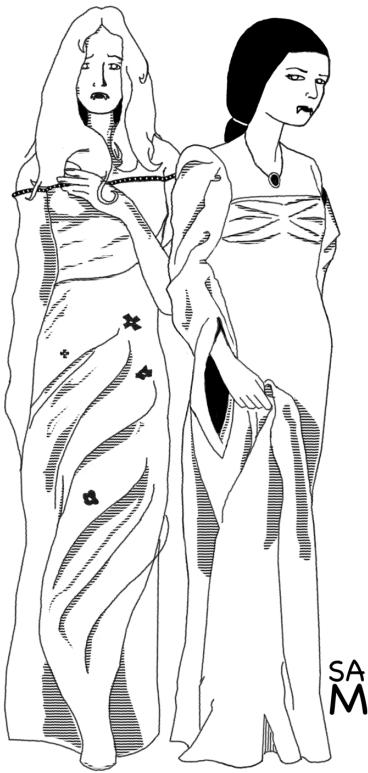


THE BLOODNYMPHS

The six ebullient and gorgeous young women prancing about in their evening clothes are female Vampires. At this point, they are playing with their food and building up their appetites.

If a Bloodnymph successfully beguiles a potential target, she will lure him to one of the back rooms (3-5 or 3-7) and feed on him. The more the Bloodnymphs fail to entice the characters, the more provocative they become. Note that they do not have any moral constraints around human sexuality. Try to keep it tame. But they are more than a bit deviant.





After the Bloodnymphs fail on a total of three Beguile attempts or someone does something foolish like whip out a cross, the situation goes dire. The Bloodnymphs control the magical glow that lights the room. So the first thing they do is turn that off. The Bloodnymphs can see in complete darkness, get a +8 to hit anyone who can't and score an automatic crit with any successful attack under those conditions.

At that point, the Bloodnymphs are going for the scare factor and intend to kill and eat everyone. Being attacked by the Bloodnymphs in a pitch black room is going to result in a DC 15 Fear save for all involved. 0-Level NPCs automatically fail this Fear save and are frozen with fear for 1d3 rounds.

BLOODNYMPHS x 6

Init +3; Atk claw +5 melee (1d6+3), bite +7 melee (1d6 + special), slam +5 melee (1d6 and prone), grab/pin +5 melee (1d6); AC 13/16*; HD 4d10; HP 18; MV 40' or 60' flying or 20' wall-crawling; Act 1d20; SP charm, misty retreat, resistant to normal weapons, vampire bite, vampire movement, vampiric traits, vampiric touch, vampiric vulnerabilities; SV Fort +4, Ref +6, Will +3; AL C.

- ✿ **Charm:** Bloodnymphs can use Charm against a target. A target of the Bloodnymph's Charm attack must roll a DC 14 Will save or be completely fascinated by them. A Bloodnymph can only charm one target at a time and doing so takes a full round on her part. Maintaining the charm also requires her full attention. While maintaining

the charm, the Bloodnymph may feed upon or lead the charmed target away to a place where she may feed upon him. The target will remain charmed until the Bloodnymph has finished feeding (see “Vampire Bite” and the “Vampire Sickness” sidebar). Breaking the charm requires an ally to take an action that somehow distracts the Bloodnymph and breaks her hold over the target. Human females get a +10 to save against the effects of a Bloodnymph’s Charm ability.

- ✖ **Claw:** A Bloodnymph’s claw attack will inflict a Vampiric Touch if the target has not yet been touched by a Bloodnymph in that scene or combat. Otherwise, the claw attack does 1d6+3 damage.
- ✖ **Grab/Pin:** After knocking an opponent to the ground or when attacking a prone opponent, the Bloodnymph may attempt to restrain him. A successful Grab attack knocks an opponent Prone, allowing a Pin attack the following round. A Bloodnymph attacking an already prone target would go straight for a Pin attack. A successful Pin attack does the same damage as a grab but the target must roll a Fortitude save using the Bloodnymph’s attack roll for the DC or be immobilized. An immobilized target may be bitten the following round.
- ✖ **Misty Retreat:** A Bloodnymph can turn herself into mist in order to make a speedy retreat. Doing so requires all of her actions for the round and leaves her open to melee attacks for the full round. At the end of the round, she turns into mist and no longer takes damage from non-magical melee weapons. A Bloodnymph will not use Misty Retreat and then re-engage an opponent in the same encounter. Misty Retreat ends the encounter for that Bloodnymph. It’s a way to escape, not a tactical advantage.
- ✖ **Resistant to Normal Weapons:** Bloodnymphs have a +3 AC bonus against attacks with non-magical, non-silvered weapons. In addition, Bloodnymphs only take half-damage (rounded down) from non-magical, non-silvered weapons.
- ✖ **Slam:** A successful slam attack does 1d6 points of damage and pushes the target back 5’. The target then gets a Fortitude save against the Bloodnymph’s attack roll or falls prone to the ground.
- ✖ **Vampire Bite:** If a Bloodnymph has an opponent pinned, charmed or frozen in fear, she may use her Vampire Bite attack on him. The Vampire Bite comes in two forms: the appetizer and the feeding. An appetizer usually happens during a combat and only takes an attack action to perform. Frequently, this involves using her fangs to rip out a chunk of a victim’s neck. A full-on feeding takes 10-15 minutes. With a quick, appetizer bite, the character takes 1d4 damage and also takes Stamina damage equal to the bite damage. This damage is temporary. With a feeding, however, the target is immediately paralyzed (no save) until the feeding is over, suffers permanent Stamina loss and may awaken with Vampire Sickness (see the sidebar).

- ✖ **Vampire Movement:** Bloodnymphs typically stay land-bound but they can fly and climb sheer walls like a lizard or spider. Vampire flight looks like either a super-speed, blink movement or a creepy, floating sort of teleportation. Frequently, a poorly rolled attack reveals that the Vampire has merely moved to the other side of the attacker. Vampires can also do wall-crawling. They do not need to roll to climb any surface but doing so takes an attack action as well as their movement for the round.
- ✖ **Vampiric Traits:** Bloodnymphs are Vampires. As Vampires, they can be turned. They are immune to charm, hold, sleep and other mind affecting spells and powers. Vampires do not need to eat or breathe. They are immune to poison, disease and cold damage. Vampires take full damage from fire attacks, however.
- ✖ **Vampiric Vulnerabilities:** Vampires are repulsed by garlic and mirrors taking -2 die shifts to all die rolls when in their presence. Vampires also take damage equal to their hit dice (4d10 for the Bloodnymphs) each round of exposure to full sunlight rerolling each round until they are dead. The touch of silver or a holy item can also damage a Vampire (1d4 damage) but a Vampire must willingly pick the item up or be restrained to have it pressed against their skin. Vampires also take damage from Holy Water. A Vampire always takes full damage from sunlight, silver, magic weapons, Holy Water or turning.
- ✖ **Vampiric Touch:** The first time in a scene that a character is touched by a Bloodnymph either through an attack or casual touching the character takes 1 point of (temporary) Strength damage and must roll a DC 15 Fear save.
- ✖ **Fear:** The first touch of a Bloodnymph causes a DC 15 Fear save. Those failing the Fear save may be targeted by the Bloodnymph's Vampire Bite.

VAMPIRE SICKNESS

Vampire Sickness is a malady that afflicts the survivors of a Vampire feeding. After being fed upon by a Vampire, a character must roll his current Luck score or below on a d20 to avoid the supernatural ailment. A character suffering from Vampire Sickness...

- ✖ Cannot heal ability score damage.
- ✖ Cannot spend or regain Luck points.
- ✖ Cannot heal more than 1 Hit Point per day by any means.
- ✖ Automatically fails any save to resist a Vampire's special abilities.

There are ways to alleviate this condition but those fall outside of the scope of the Quickstart rules.

SLAYING A VAMPIRE

For this quickstart, reducing a Vampire to 0 Hit Points and then driving a stake into its heart is good enough to kill the Vampire. Driving a stake into the heart of a Vampire that has 0 Hit Points requires no roll. A stake may not be reused for more than one attempt, however. So don't run out of stakes!

THE COMMONERS

There are four commoners in room 3-1. Each one is considered to have 4 Hit Points, an Armor Class of 11 and a +0 to hit. All their ability scores should be considered a 10 unless listed otherwise below.

OLIVER: A 43 YEAR OLD TRAVELING PRIEST

Demeanor: Drunk and belligerent.

Equipment: Small Silver Crucifix in right vest pocket, vial of Holy Water in his right pants pocket, flask of whiskey in his left pants pocket.

What He's Doing Here: Oliver fled here after he escaped a robbery attempt by Yaro's gang. The traveling priest was drunk and riding his horse to Karlsburg. But he fled when the highwaymen ambushed him. He has no idea what's going on. He only wants to get away from Yaro.

YARO: A 22 YEAR OLD HIGHWAYMAN

Demeanor: Stalling for time.

Equipment: A dagger, a flintlock (2d12 damage, takes a full round to reload), enough powder and shot for 5 reloads and small pouch with 12g in it.

What He's Doing Here: Yaro's gang was trying to rob Oliver. Yaro pursued Oliver here. Yaro is trying to stall for time thinking that his gang will show up any minute. They won't. Yaro insists that Oliver is his uncle and is also insistent that Oliver is mildly insane or senile.

ENRIC: A 20 YEAR OLD GRIFTER

Demeanor: Guarded and Worried

Equipment: Vial of Verbena Extract, Folded Hand-Drawn map that describes where the Secret Passage is. More about the Secret Passage is listed below in "The Secret Passage".

What He's Doing Here: Enric is a n'er-do-well who spins tales of fancy in order to make himself attractive to the starry-eyed daughters of wealthy families. Clemency bought Enric's act and decided she wanted in on it after she'd heard rumors about a Vampire in this house. Clemency gave Enric a vial of Verbena Extract which she had stolen from one of the characters. The Verbena Extract allows the drinker to be immune to the mind-affecting powers of any Vampire for one full day. It cannot be split up among multiple people. It's an all-or-nothing sort of thing -- one person for one day or many people for no days.

CLEMENCY: THE BURGOMEISTER'S 19-YEAR OLD DAUGHTER

Demeanor: Withdrawn and Terse

Equipment: A handbag with 4 Wooden Stakes, a Vial of Holy Water and a Vial of Verbena Extract. She also has a small notebook with notes on killing Vampires and a little bit about Sebastian.

Special: Clemency has a Personality score of 15. She's very pretty.

What She's Doing Here: Clemency is the Burgomeister's daughter. She walked into this situation unaware and neglected to drink her stolen vial of Verbena Extract. She is unsure how to proceed but is far better suited to the task of slaying Vampires than Enric. She is slowly coming to realize this.

HOW THIS ALL GOES DOWN

The following scene script lists out what would happen if the characters took no action.

- ✖ When the characters first enter the room, they find the Bloodnymphs hard at work, trying to lure their prey into the backrooms (3-5 and 3-7). Yaro and Oliver are sitting close together. Two Bloodnymphs are attempting to calm them so they can charm them. Clemency is standing on one side of the room with two Bloodnymphs trying to scandalously entice her. Enric is on the other side of the room and is being kept away from Clemency by the last of the six Bloodnymphs who is just about to break his will.
- ✖ When the characters arrive, one of the Bloodnymphs working on Yaro and Oliver come over and one of the Bloodnymphs with Clemency comes over.
- ✖ Enric is the first to be charmed and led to the back. If a character can talk to him beforehand, he'll pass on the map to them. Clemency tries to stop him but is instead pinned to the wall by the shocking caresses of the Bloodnymph near her.
- ✖ Oliver would be the next to be charmed. Yaro will protest, grab him and break the Bloodnymph's charm. That angers the Bloodnymph and Oliver, drunk but not entirely

witless, will pull out his silver crucifix. At that point, the Bloodnymphs turn off the lights and it's on.

Some, all or part of this can happen in your game. It can take only a few minutes or thirty minutes or more of game time. These NPCs can help the characters or the characters can leave them to their fate. The hope is that the characters will at least be able to acquire supplies from them and maybe enlist their help in surviving the night.

3-2: THE STAIRWELL

Immediately across from the stairwell is a large painting of a young man with fine, black hair, piercing blue eyes and a red ascot. Merriment is discernible from behind a pair of double doors to the left of the landing.

The man in the painting is Sebastian and a small gold plaque across the bottom states as much in Romanian. If the players take the time to inspect the painting, they will discover it is dated over 150 years ago. If the players take too much time in here, advance the timeline to where Enric has been taken back to the Bloodnymphs' quarters.

3-3: THE HALLWAY

Behind the black velvet curtain, this wide hallway is unlit save for a thin border of icy blue light outlining the closed door at the other end of the room. Thick, sticky cobwebs cover the walls of this room draping across the faces and clothes of all those who pass within.

If being escorted back here by a Bloodnymph, the same eerie incandescent lighting follows the character and the Bloodnymph into the darkened hallway. Indistinct human moans are discernible as the characters approach the door at the end of the hallway.

3-4: WAITING AREA

A chill draft floods this austere waiting lounge, illuminated by an unearthly blue light. A young maiden's laughter echoes from all directions at once. Thin wisps of spider's silk float across the room as every surface seems covered over with layers of gossamer thread such that every surface feels thick like covered with a form of plastic.

The only piece of furniture in this room is a Curious Sofa, alone but for an end table with a vase and a dead flower atop. Investigating the sofa (DC 13 Intelligence check) will reveal strange, demonic markings in the wood hidden beneath the thick layers of matted spider web. Anyone sitting in the Curious Sofa must make a DC 12 Will save or fall asleep. After falling asleep, the character must roll under their current Luck score with a d20 to be revived

by allies or one of the NPCs. Otherwise, the character wakes up roughly 2 hours later in room 3-5 after being fed upon by 1d3+1 Bloodnymphs.

This room is also a Cold Spot. Anyone entering this room must make a DC 15 Fear save or lose 1 point of Luck.

THIRD FLOOR (THE FAMILY ROOMS)

From the waiting lounge area, there is a long, narrow hallway with doors alternating down each side. These are the sleeping chambers of the house's undead residents. There are no windows in any of these rooms. All previous windows have been replaced with thick, decorative planks of wood.

3-5: TWO MORE BLOODNYMPHS

You hear appreciative sighs echo around the room as you enter. A regal, four-poster bed with a silken screen swathed over it dominates the room. From behind the drapery, you see shapely female bodies writhing together as a white porcelain hand reaches out to beckon you.

What's going on in this room greatly depends on what's transpired in room 3-1. If one of the NPCs has been taken to the back, then the Bloodnymph that took them and the two Bloodnymphs in this room are feeding on the NPC's corpse in the bed. If not, then the two Bloodnymphs are eager to entice and feast upon their unexpected guests.

BLOODNYMPHS (x2)

See 3-1 for more information.

3-6: COCOON MAN, THE BROOD SWARM, AND THE SECRET PASSAGE

An impeccably made bed is positioned immediately in front of you as you open the door. Outside of that, this dark, stately room appears empty. A gaping fireplace appears to take up the majority of the wall to your right, where the room turns back to form a separate living space. From around the corner, an aqueous pulsing sound is perceptible. Crunching and squishing rhythmically like a heart whose arteries were filled with soaked rats crawling on eggshells.

In a different time, this was the bedroom of Sebastian himself. There is a four-poster bed just inside the room. This one empty, thankfully.

This room features an oversized fireplace along the wall to the right. A fireplace that is far

too large for the room and, upon inspection, appears to have never been used. Just beyond the fireplace is the suspended cocoon thing.

The left panel of the fireplace has a pressure plate that opens a door into The Secret Passage which leads down to rooms 2-3 and 1-4. If the characters have knowledge of the passage, they can find it easily with a 10-Minute search. If not, then any character spending a Luck point can attempt to roll under her current Luck score (minus the Luck point) to find the passage by accident.

Above the fireplace is a 300-year old Renaissance painting by the artist Tintoretto. The painting features a demon giving an apple to Adam in the Garden of Eden. Recognizing the painting on sight requires a DC 15 Intelligence check. It is worth 1000g. If no one identifies the painting, its value is not recognized.

COCOON MAN AND THE BROOD SWARM

If the party investigates the cocoon, they will notice the contents of the cocoon in a state of continuous and subtle motion as if writhing or bubbling. The voice from the cocoon is a male voice and it is repeating “Please... Kill Me...” in wet, muffled syllables.

Cocoon Man has only 1 Hit Point. So killing him isn’t that big of a deal. The means by which the party does so, however, matters somewhat. If the party kills him with a sword or other weapon, the Brood Swarm bursts forth (see 1-4). If the party uses Holy Water, then Cocoon Man does not die and the Brood Swarm bursts forth. If the party lights the cocoon on fire, then both Cocoon Man and the Brood Swarm die.

Lighting the cocoon on fire, causes a large conflagration which consumes the cocoon and burns the corner of the house in which the cocoon is located. The fire snuffs itself out after a few rounds, however (see “The Crazy Things Players Do” below), without spreading beyond the corner of the room.

If the Brood Swarm comes out, then the party is swarmed by them for 3 rounds while the swarm makes its way into the fireplace and begins descent down to room 1-4. The Brood Swarm is listed under room 1-4 with Ariadnus.

3-7: FEEDING TiME

The naked corpse of a man lies prostrate on a four-poster bed while a blood-covered maiden in her nightgown laps at the crimson wound on his neck. The maiden snaps her head up to look at you. Her pupils are blood red, her irises dilated and black. Thick ropes of life-blood drip from her bared canines. She releases a high-pitched yowl of rage.

This is another bedroom with a four-poster bed but, here, a Bloodnymph was enjoying a

snack. The characters' intrusion just messed that up for her. She's going to attack them if they stay. If they flee immediately, there is only a 50% chance she pursues. Her mountain lion-esque "rowr" surely alerted the other Bloodnymphs to the party's location, however.

BLOODNYMPH X 1 (SEE 3-1)

3-8: THE MAGIC CIRCLE

This room is locked. It takes a DC 10 Pick Locks (Agility) check with Thieves' Tools or a DC 13 Pick Locks (Agility) check with improvised items. Breaking down the door takes only a combined Strength of 18 but the party loses any element of Stealth or Surprise if they choose to break in the door.

Red coals smolder in the oversized fireplace to the left of the door. A large mirror is hung above the mantel with a small, golden bowl placed below it. Written across the mirror in a ghostly script are the words "Pay the Price, Ask the Question".

This is a magic mirror that Sebastian used in his occult studies. The mirror is large, heavy and casts no reflections. It only reveals words in a ghostly script. The mirror can be taken, if a party so chooses. Touching the mirror with unprotected hands causes a DC 15 Reflex save or the character loses consciousness for 1d2 hours and takes 2d4 points of Intelligence damage. A successful save only results in 1 point of Intelligence damage and a desire to never do that again.

The gold bowl cannot be moved unless the mirror is first taken from the wall. The two are interconnected supernaturally.

Pouring 1 Stamina point's worth of blood into the gold bowl activates the mirror, allowing a character donating the blood to ask the mirror a question. The mirror will answer truthfully but does not have the power to foretell events that have not taken place. Any blood poured into the bowl appears to dissipate as if being drained into the bowl itself.

If a party tries to ask more than 3 questions, then the mirror ups its price to a life for the next 24 hours. The smell of fresh blood would also attract the Bloodnymphs from rooms 3-5 and 3-7.

As a Judge, use the mirror to impart information about the house, Sebastian and Ariadnus -- assuming the party has enough blood and curiosity to learn more about their situation. When the party starts asking silly questions, it's time to shut the mirror down or have some nubile Bloodnymphs sneak up on them from behind. Remember that they can't see what's behind them in the mirror.

THE SECRET PASSAGE

The left panel of the fireplaces in rooms 1-4, 2-3 and 3-6 all contain pressure plates that open secret doors which are connected by a narrow, winding staircase. The staircase is made of mortared stone and is only wide enough for a party to walk single file up or down. To leave the secret passage a character only needs to press the pressure plate that opens the corresponding door in 1-4, 2-3 or 3-6.

On the inside of the secret door to 2-3, there is an iron key hanging from a hook. This is the key to Sebastian's Study (2-5). There are no monsters in the Secret Passage. In fact, the presence of the secret passage is unknown to the Bloodnymphs or Ariadnus.

THE CRAZY THiNGS PLAYERS DO

Here are a few sidepaths that are likely to come up when you run this adventure.

GO iN THE BACKDOOR

Some players feel safer going off the beaten path.

Around the house, there is an old servant's entrance. See the "Alternate Entrance" sidebar with room 1-6. Note that there is a cesspool in the back of the house. A character needs to roll a DC 10 Reflex save to avoid stepping, slipping and falling in the cesspool if walking the full perimeter of the house. Anyone covered in sludge is at a -4 to stealth and socializing within the house.

GO iN THROUGH A WiNDOW

Some players just like to break things, like windows.

On the first floor, there are windows leading to rooms 1-2 and 1-3 on the front of the house. They would require a DC 8 Strength check and a heavy object to break them. The climb would be negligible. There is also a small window in the back of the house, leading to room 1-6. See room 1-6's "Alternate Entrance" sidebar for more information on that window.

The only other windows are on the second floor and lead to room 2-1. Climbing up would require a rope and a DC 10 Climbing (Strength) check. Breaking one of these windows would be marginally more difficult with a DC 10 Strength check and some sort of portable, heavy object.

Upon investigation, it is clear there are depressions in the siding of the house where windows might have been but they now appear to be filled in with mortar and brick.

Falling from the side of the house would only do 1d4 points of damage from the first story, 3d4 points of damage from the second story and 6d4 points of damage from the third story. The falling damage is minimized due to the snow that has built up all around the house.

JUMP OUT A WINDOW

Some players would rather live to fight another day.

Jumping out a window is a viable option. A character could first break the window, requiring a DC 10 Strength check and some sort of large, heavy object (like a chair) to create a hole big enough to jump through. Or the character could hurl themselves bodily through the window, taking 2d6 damage from the window itself.

The fall from the 1st floor window would cause 1d4 damage, while the fall from the second floor would do 3d4 points of damage. The snow breaks the character's fall somewhat. If the character survives the fall, the character can make his way out into the elements for the rest of the night (DC 20 Fortitude save or die). Assuming he survives the freezing cold without so much as a sleeping bag and a potential visit from some Bloodnymphs, he should be in good form to head back to Strauburg or Karlsburg the following morning.

BURN IT DOWN

Some players just want to watch the world burn.

But burning down this house isn't an option. Any fire that is created with the intent to burn the house will only cause superficial damage and put itself out after 10 seconds or so. It will not spread. It will not stay alight. A DC 10 Intelligence check by a character with the Cast From Scrolls ability or the ability to cast spells will reveal that this is because a powerful magic spell has been placed on the house to make it resistant to damage by fire.

WHY'D YOU GO AND PISS OFF THE VAMPIRE LORD?

Sebastian is pretty reasonable for a blood-sucking evil monster. But there are a few things he won't give up without a fight. He's willing to let the party take his handy magic sword, if they give him a life to drink to restore himself. But if the party has any of his magic books from room 2-5, his magic mirror from room 3-8 or the painting from room 3-6, he's not going to

be happy. Check those at the door and Sebastian will let the party go on their merry way. Possibly even give them a lift in a carriage driven by his Ghostly Servant (1-2).

Sometimes, though, parties just want it to come down to a fight. And a party that has just defeated Ariadnus might think they have the cojones to take down a Vampire Lord while they're at it. It's at that point we roll Initiative.

Sebastian will be joined by any surviving Bloodnymphs, all eager to prove to their master that they are worthy of living to see another night. So, it's Sebastian and the Bloodnymphs.

Here's Sebastian. The Bloodnymphs are listed with room 3-1.

SEBASTiAN

Init +5; Atk claw +10 (2d6+4 + vampiric touch), bite +12 melee (2d6 + special), slam +10 (2d6+4 and prone), grab/pin +10 (2d6+4); AC 17/20*; HD 9d10; HP 32; MV 40' or 60' flying or 20' wall-crawling or 20' teleportation; Act 2d20; SP chill aura, misty retreat, resistant to normal weapons, vampire bite, vampire movement, vampiric traits, vampiric touch, vampiric vulnerabilities; SV Fort +4, Ref +6, Will +3; AL C.

- ✖ **Chill Aura:** Anyone standing close (within 10' or so) of Sebastian takes 1d3 points of damage while he's in combat mode.
- ✖ **Claw:** Sebastian's claw attack always inflicts a Vampiric Touch.
- ✖ **Grab/Pin:** After knocking an opponent to the ground or when attacking a prone opponent, Sebastian may attempt to restrain him. A successful Grab attack knocks an opponent Prone, allowing a Pin attack the following round. Note that Sebastian would go straight for a Pin against a target who is already prone. A successful Pin attack does the same damage as a grab but the target must roll a Fortitude save that beats Sebastian's attack roll or be immobilized. An immobilized target may be bitten the following round.
- ✖ **Slam:** A successful slam attack does 2d6+4 points of damage and pushes the target back 5'. The target then gets a Fortitude save against Sebastian's attack roll or falls prone to the ground.
- ✖ **Misty Retreat:** Sebastian can turn himself into a mist in order to make a speedy retreat. Doing so requires all of his actions for the round and leaves him open to melee

A BACKUP PLAN

In playtests, I sometimes had the secret passage connecting Rooms 1-4, 2-3 and 3-6 hit a dead end one floor below the first floor. The idea was to have a secret exit for Sebastian should the party decide to fight him. This allowed him to order the Bloodnymphs to attack the party while he grabbed Clemency, went down the secret passage and escaped through the basement door.

The secret door at the bottom of the passage was activated by a magic word that Sebastian used to open and close it.

This option works best if a Judge wants to use Sebastian as a recurring villain.

attacks for the full round. At the end of the round, he turns into a mist and no longer takes damage from non-magical melee weapons. He then dissipates into nothingness and escapes. All characters get a Luck point and full XP for fighting Sebastian if he is forced to retreat in this manner.

- ❖ **Resistant to Normal Weapons:** Sebastian has a +3 AC bonus against attacks with non-magical, non-silvered weapons. In addition, Sebastian only takes half-damage (rounded down) from attacks with non-magical, non-silvered weapons. Sebastian is also immune to damage from all missile weapons, including firearms, that are not silvered or magical.
- ❖ **Vampire Bite:** If Sebastian has an opponent pinned or frozen in fear, he may use a Vampire Bite attack on him. The Vampire Bite comes in two forms: the appetizer and the feeding. An appetizer usually happens during a combat and only takes an attack to perform. A full-on feeding takes 10-15 minutes. With a quick, appetizer bite, the character takes 2d4 damage and also takes Stamina damage equal to the bite damage. This damage is temporary. With a feeding, however, the target is immediately paralyzed until the feeding is over, takes 2d4 permanent Stamina damage and awakens with Vampire Sickness (see the sidebar on room 3-1).
- ❖ **Vampire Movement:** Sebastian can teleport, fly and climb sheer walls like a lizard or spider. Vampire flight looks like either a super-speed, blink movement or a creepy, floating sort of teleportation. Vampires can also do wall-crawling. They do not need to roll to climb any surface but doing so takes an attack action as well as their movement for the round.
- ❖ **Vampiric Traits:** Sebastian can be turned. He is immune to charm, hold, sleep and other mind affecting spells and powers. He does not need to eat or breathe. He is immune to poison, disease and cold damage. Sebastian takes half damage from fire attacks, however.
- ❖ **Vampiric Vulnerabilities:** Sebastian is repulsed by garlic and mirrors -- taking -2 die shifts to all die rolls when in their presence. The magic mirror does not count towards this, however, because it casts no reflections. Unlike Bloodnymphs, Sebastian is not damaged by sunlight but does have a -2 die shift to all die rolls while exposed to full sunlight. The touch of silver or a holy item can cause 1d4 damage to him, but he must willingly pick the item up or be restrained and have it pressed against his skin. Sebastian takes full damage from silver weapons, magic weapons, Holy Water and turning.
- ❖ **Vampiric Touch:** Each time Sebastian touches a character with intent to harm them, the character takes 1 point of Strength damage.

- ✖ **Fear:** When Sebastian gets sighted, all characters must make a DC 19 Fear save. Anyone failing the initial Fear save takes 2d4 points damage. Anyone frozen in fear is automatically critted by any successful attack Sebastian makes against them.

A few quick notes on Sebastian:

- ✖ Sebastian's Hit Points are lower to reflect his weakened state. He's been mostly dead for a while now and had a magic sword in his chest. That also describes why he's so willing to negotiate for a sacrifice.
- ✖ Vampire Lords have quite a bit more mojo than what's depicted here.
- ✖ After he sees her, Sebastian decides he would really, really, really like to make Clementine a Bloodnymph. If the party still has her hanging around, Sebastian would be eager to negotiate – maybe even parting with a book or two.

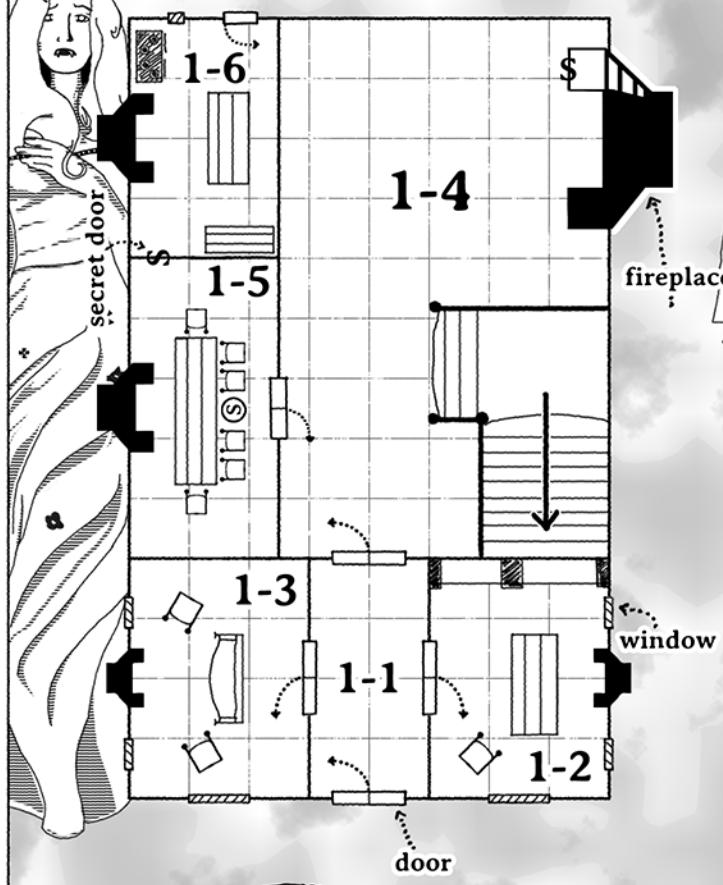
WHERE TO GO FROM HERE

I hope you've enjoyed this introduction to *Transylvanian Adventures*. The final book will have more detailed rules enhancements, as well as 8 Character Classes that go all the way up to Level 11. Future installments in the series include *The Hanging Judge's Guide to Transylvania* and *The Transylvanian Grimoire*. *The Hanging Judge's Guide* will include dozens of monsters like those depicted in this quickstart adventure and a hexmap of Transylvania. *The Transylvanian Grimoire* will feature a new list of spells unique to the *Transylvanian Adventures* genre.

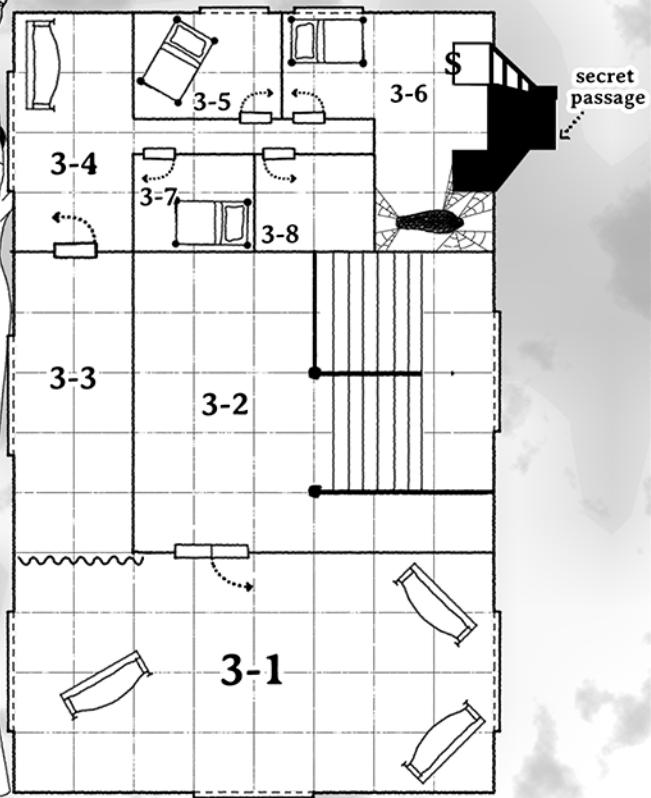
Please checkout the blog at landofphantoms.blogspot.com for more information and updates on upcoming *Transylvanian Adventures* releases. Or join the discussion on the forum thread at www.goodmangames.com.

THE WINTER HOME

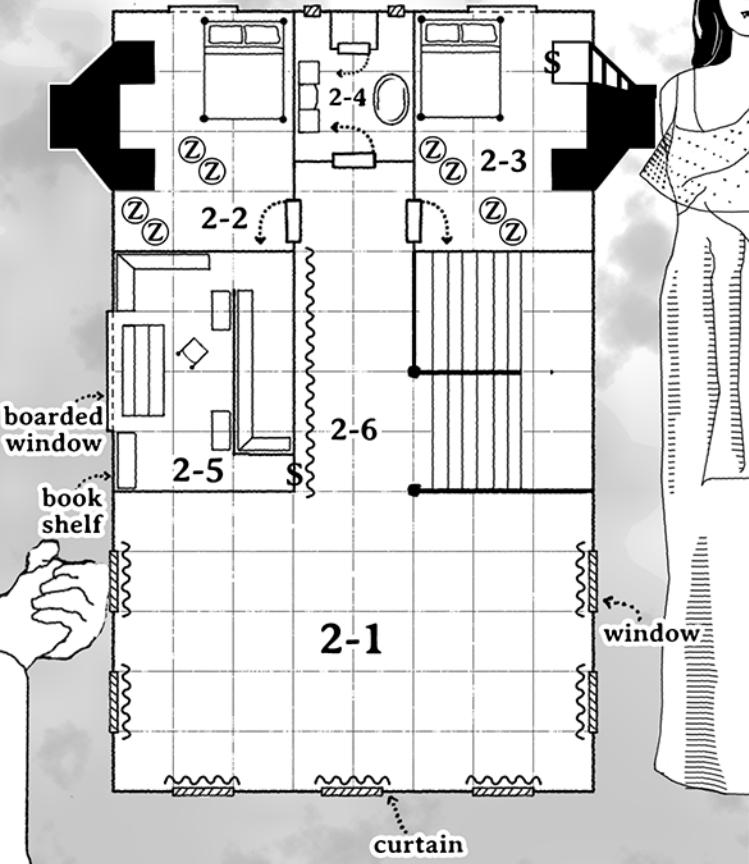
1ST FLOOR



3RD FLOOR



2ND FLOOR



TRANSYLVANIAN
ADVENTURES

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DCC
RPG

PRE-GENERATED CHARACTERS

Transylvanian Adventures introduces eight new classes to DCC RPG that have been derived from archetypes found in a traditional Gothic Horror setting. These classes are:

- ✖ The **Valiant** is a man or woman whom destiny has thrown into the conflict between good and evil. Valiants account for their lack of martial prowess with inspiring virtue and bravery. This class is the Everyman or the Girl Next Door who is thrust into extraordinary circumstances.
- ✖ The **Exotic** hails from a remote, exotic region of the world such as India, China, Africa or the Americas. The Exotic exhibits strange, yet effective, fighting styles with seemingly inferior weapons like staves, oddly shaped knives or bare hands.
- ✖ The **Halfbreed** was born from an unnatural union between a human and creatures of the infernal dark. The Halfbreed's supernatural bloodline is both a gift and a curse.
- ✖ The **Hunter** is a person who is singularly devoted to finding and slaying monsters. The Hunter possesses a driving vendetta against the forces of darkness and unmatched skills dedicated to their destruction.
- ✖ The **Polymath** is a scholar whose inquiries have revealed truths about the liminal areas of the world which philosophy and metaphysics cannot explain. The Polymath is an expert at distilling fact from folklore and using that information to his or her advantage.
- ✖ The **Reaver** is a stalwart warrior seeking to sharpen himself against the anvil of destiny. The Reaver chooses not to back down from any adversary and pursues the thrill of battle for its own sake.
- ✖ The **Scoundrel** is the rogue with a heart of gold. A swashbuckling ne'er-do-well, the Scoundrel swings through life on a chandelier, overcoming all obstacles with a flourish, a dashing smile and a touch of wit.
- ✖ The **Survivor**'s life has been shaped by tragedy and misfortune. Survivors are pariahs among their own kind, possessing an oddness about themselves formed from encounters with the most primal and ancient of horrors.

The following pre-generated characters include abridged versions of the Exotic, Halfbreed, Hunter, Reaver and Valiant character classes from *Transylvanian Adventures*. Several of the pre-generated characters are presented with male and female versions.

Last Will and Testament of: Sky Woman

190 XP

Neutral ALIGNMENT	Exotic CLASS	4 LEVEL	Spiritualist OCCUPATION
----------------------	-----------------	------------	----------------------------

290 XP To
Next Level**Armor Class**

ACTION DICE

+ ATTACK BONUS

**Hit Points**MAX: 16 HIT DICE: 4d6

+1 INITIATIVE
30' SPEED
d4 FUMBLE DIE

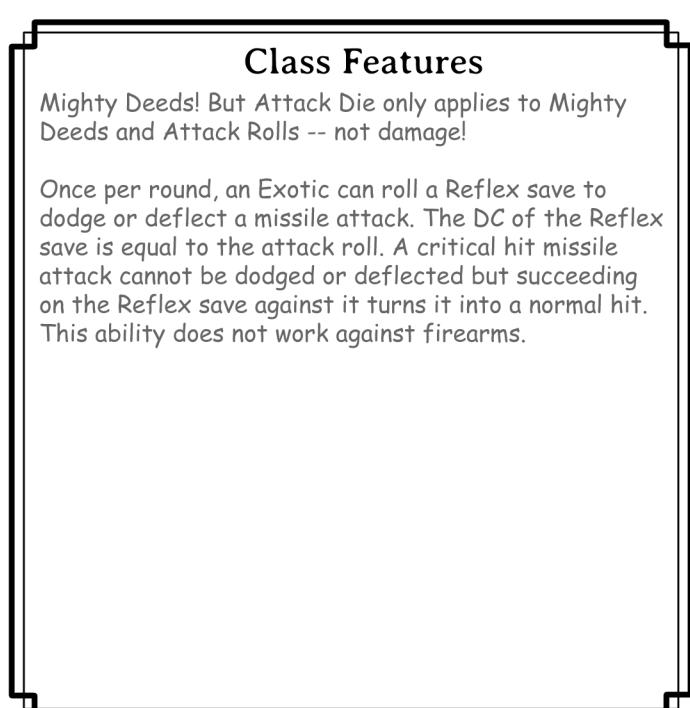
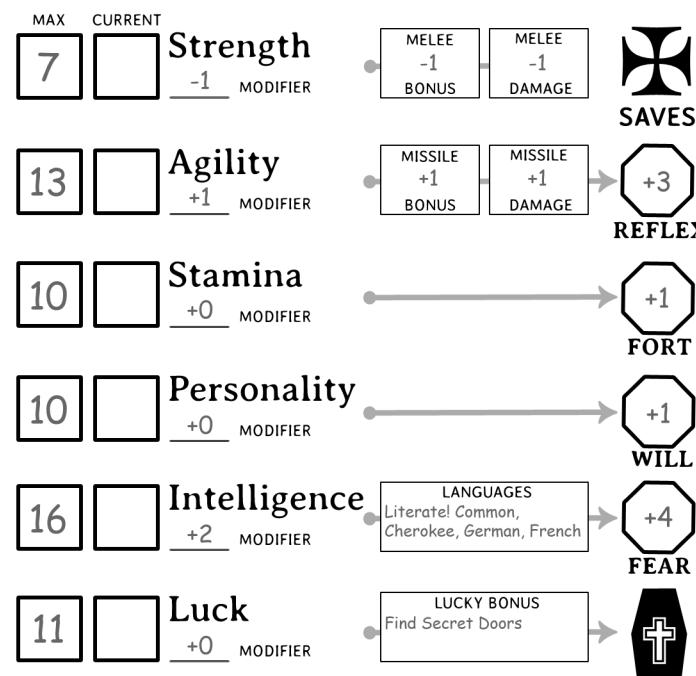
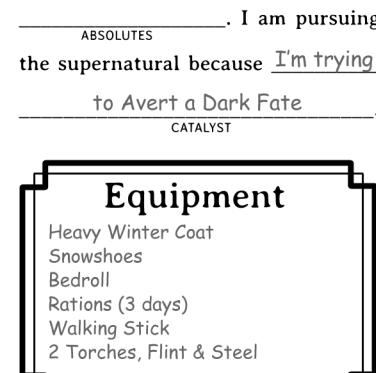
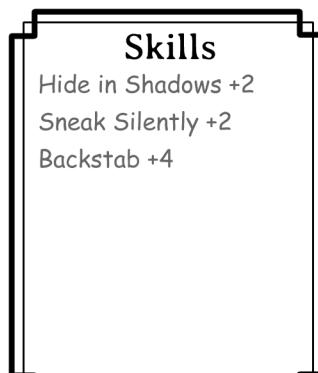
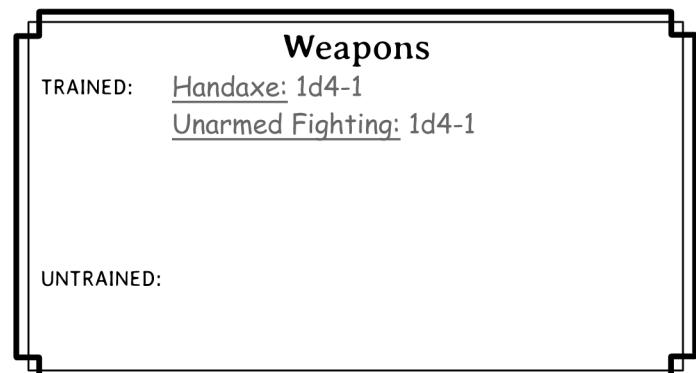
20 CRIT RANGE
d10 CRIT DIE
III CRIT TABLE

Two-Weapon Fighting

PRIMARY

SECONDARY

* Cannot score critical hit fighting two-handed



Last Will and Testament of: Li Xiang

NAME

190 XP

Neutral ALIGNMENT	Exotic CLASS	4 LEVEL	Spiritualist OCCUPATION
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290 XP To
Next Level

Armor Class

ACTION DICE+ **d4** ATTACK
BONUS

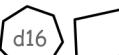
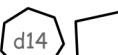
Hit Points

MAX: 16 HIT DICE: 4d6+1 INITIATIVE30' SPEEDd4 FUMBLE DIE20 CRIT RANGEd10 CRIT DIEIII CRIT TABLE

Weapons

TRAINED: Dagger x 2: 1d4
 Unarmed Fighting: 1d4

UNTRAINED:

PRIMARY**SECONDARY**

* Cannot score critical hit fighting two-handed

Skills

Hide in Shadows +2
 Sneak Silently +2
 Backstab +4

Equipment

Heavy Winter Coat
 Snowshoes
 Bedroll
 Rations (3 days)
 Walking Stick
 2 Torches, Flint & Steel

MAX **9** CURRENT **9** Strength
 +0 MODIFIER

MELEE +0 BONUS
 MELEE +0 DAMAGE

**SAVES**

MAX **13** CURRENT **13** Agility
 +1 MODIFIER

MISSILE +1 BONUS
 MISSILE +1 DAMAGE

**REFLEX**

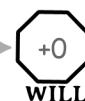
MAX **9** CURRENT **9** Stamina
 +0 MODIFIER

→ +1

**FORT**

MAX **8** CURRENT **8** Personality
 -1 MODIFIER

→ +0

**WILL**

MAX **16** CURRENT **16** Intelligence
 +2 MODIFIER

→ +4

**FEAR**

MAX **11** CURRENT **11** Luck
 +0 MODIFIER

→ LUCKY BONUS
 Find Secret Doors



Class Features

Mighty Deeds! But Attack Die only applies to Mighty Deeds and Attack Rolls -- not damage!

Once per round, an Exotic can roll a Reflex save to dodge or deflect a missile attack. The DC of the Reflex save is equal to the attack roll. A critical hit missile attack cannot be dodged or deflected but succeeding on the Reflex save against it turns it into a normal hit. This ability does not work against firearms.

My Story

My name is Professor Li
 NAME
 I am a 33 year old Working Class
 AGE WEALTH
Spiritualist from China
 OCCUPATION COUNTRY OF ORIGIN
 I am Average Height with a HEIGHT
Slender build. I wear
Flamboyant FASHION SENSE
 clothes and enjoy Hunting HOBBIES
MORE HOBBIES
 People who meet me immediately
 notice my Dark Complexion and
 APPEARANCE TRAITS
Big Ears
 APPEARANCE TRAITS

APPEARANCE TRAITS
 I am a very Individualistic person
 PRINCIPAL
 who never considers the consequences
 ABSOLUTES
 of my action even if they bring danger
 ABSOLUTES
 and never volunteers for anything
 ABSOLUTES
 I am pursuing
 ABSOLUTES
 the supernatural because of a
 Mysterious Journal I found
 CATALYST

Last Will and Testament of: Verena Richter

190 XP

Chaotic ALIGNMENT	Half-Breed CLASS	4 LEVEL	Occultist OCCUPATION
----------------------	---------------------	------------	-------------------------

290 XP To
Next Level**Armor Class**

ACTION DICE

+ ATTACK BONUS

**Hit Points**MAX: 18 HIT DICE: 4d6

+0 INITIATIVE
 SPEED
 FUMBLE DIE

20 CRIT RANGE
 CRIT DIE
II CRIT TABLE

My Story
My name is Verena NAME
I am a 31 year old Working Class AGE WEALTH
Occupant from Austria OCCUPATION COUNTRY OF ORIGIN
I am Tall HEIGHT
Slender BUILD
Provocative FASHION SENSE
clothes and enjoy Card Games HOBBIES
MORE HOBBIES
People who meet me immediately notice my Youthful Beauty APPEARANCE TRAITS

APPEARANCE TRAITS
I am a very Resilient person PRINCIPAL
who Always wears provocative ABSOLUTES
clothing even when it is unwise ABSOLUTES
to do so ABSOLUTES

ABSOLUTES
I am pursuing
the supernatural because I was
Raised By The Church
CATALYST

Equipment
Journal
Inkwell and Quill
Fine clothes
2 pieces of Chalk
Snowshoes & Heavy Winter Coat

Weapons

TRAINED: Dagger x 2: 1d4
Darts x 5: 1d4

UNTRAINED:

Skills

Climb Sheer Surfaces +4
Find Trap +2
Read Languages +4
Cast from Scroll: d20

Class Features
Can see as normal in conditions of complete darkness.

The Half-Breed can drink human blood to heal 1d4 points of Strength, Stamina or Agility damage, cure any effects sustained from critical hits or restore herself back up to Maximum Hit Points. Only blood from a living human will heal the Half-Breed. Blood from a corpse or stored blood will not work. The act of drinking human blood takes 10 minutes and costs the Half-Breed 1d4+1 Luck points..

MAX Strength +0 MODIFIER	MELEE +0 BONUS	MELEE +0 DAMAGE	SAVES
MAX Agility +0 MODIFIER	MISSILE +0 BONUS	MISSILE +0 DAMAGE	+2 REFLEX
MAX Stamina +0 MODIFIER			+1 FORT
MAX Personality +0 MODIFIER			+2 WILL
MAX Intelligence +1 MODIFIER	LANGUAGES Literate Common, German		+2 FEAR
MAX Luck +0 MODIFIER	LUCKY BONUS +/- 5' Movement per Modifier		

Last Will and Testament of: Ulbrecht Richter

190 XP

Chaotic ALIGNMENT	Half-Breed CLASS	4 LEVEL	Occultist OCCUPATION
----------------------	---------------------	------------	-------------------------

290 XP To
Next Level

Armor Class

ACTION DICE

+ ATTACK BONUS



Hit Points

MAX: 18 HIT DICE: 4d6

+0 INITIATIVE
 SPEED
 FUMBLE DIE

20 CRIT RANGE
 CRIT DIE
II CRIT TABLE

My Story
My name is Ulbrecht NAME
I am a 31 year old Working Class AGE WEALTH
Occupist from Austria OCCUPATION COUNTRY OF ORIGIN
I am Average Height with a(n) HEIGHT
Stocky build. I wear Unconventional FASHION SENSE clothes and enjoy Sculpting Hobbies
MORE HOBBIES
People who meet me immediately notice my Quick Wit APPEARANCE TRAITS
APPEARANCE TRAITS

I am a very Tireless person PRINCIPAL
who Always wants to get things ABSOLUTES
done, especially if patience is the ABSOLUTES
best course of action ABSOLUTES
ABSOLUTES
I am pursuing the supernatural because I have
Always Drawn Bad Luck To Me CATALYST

APPEARANCE TRAITS
I am a very Tireless person PRINCIPAL
who Always wants to get things ABSOLUTES
done, especially if patience is the ABSOLUTES
best course of action ABSOLUTES
ABSOLUTES
I am pursuing the supernatural because I have
Always Drawn Bad Luck To Me CATALYST

Equipment
Journal
Inkwell and Quill
Fine clothes
2 pieces of Chalk
Snowshoes & Heavy Winter Coat

Weapons
TRAINED: Dagger x 2: 1d4
Darts x 5: 1d4

UNTRAINED:

Skills
Climb Sheer Surfaces +4
Find Trap +2
Read Languages +4
Cast from Scroll: d20

Strength
MAX: 12 CURRENT:
+0 MODIFIER

Agility
MAX: 10 CURRENT:
+0 MODIFIER

Stamina
MAX: 9 CURRENT:
+0 MODIFIER

Personality
MAX: 10 CURRENT:
+0 MODIFIER

Intelligence
MAX: 13 CURRENT:
+1 MODIFIER

Luck
MAX: 9 CURRENT:
+0 MODIFIER

MELEE +0 BONUS MELEE +0 DAMAGE
SAVES

MISSILE +0 BONUS MISSILE +0 DAMAGE
+2 REFLEX

+1 FORT

+2 WILL

LANGUAGES
Literate Common, German

+2 FEAR

LUCKY BONUS +/- 5' Movement per Modifier

Class Features
Can see as normal in conditions of complete darkness.

The Half-Breed can drink human blood to heal 1d4 points of Strength, Stamina or Agility damage, cure any effects sustained from critical hits or restore herself back up to Maximum Hit Points. Only blood from a living human will heal the Half-Breed. Blood from a corpse or stored blood will not work. The act of drinking human blood takes 10 minutes and costs the Half-Breed 1d4+1 Luck points..

Last Will and Testament of: Adelina Pavelic

190 XP

My StoryMy name is Adelina NAMEI am a 23 year old Working Class AGE WEALTHBlacksmith OCCUPATION from Transylvania COUNTRY OF ORIGINI am Tall HEIGHT with a(n)

Curvaceous BUILD build. I wear Casual FASHION SENSE

clothes and enjoy building HOBBIES

gliders and flying machines MORE HOBBIES

People who meet me immediately

notice my Cute, Freckled Nose APPEARANCE TRAITS

APPEARANCE TRAITS

APPEARANCE TRAITS

I am a very loyal PRINCIPAL personwho always wants to play a ABSOLUTES

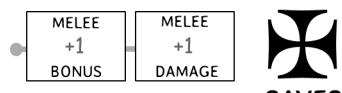
behind-the-scenes role especially ABSOLUTES

when the mission needs me to lead ABSOLUTES

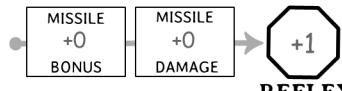
. I am pursuing ABSOLUTES

the supernatural because of a**Weapons****Trained:**Warhammer: +5 to attack, 1d8+7 damage
(free whack): +7 to attack, 1d8+9 damageBludgeon: +5 to attack, 1d3+7 damage
(free whack): +7 to attack, 1d3+9 damage**Untrained:****Skills****Climb Sheer Surfaces**

+4

EquipmentHeavy Winter Coat
Snowshoes
Bedroll
Large Sack
Flask, empty
2 Torches, Flint & SteelMAX CURRENT Strength
+1 MODIFIER

SAVES

MAX CURRENT Agility
+0 MODIFIER

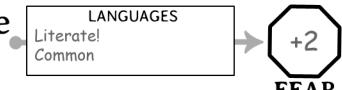
REFLEX

MAX CURRENT Stamina
+1 MODIFIER

FORT

MAX CURRENT Personality
+0 MODIFIER

WILL

MAX CURRENT Intelligence
+0 MODIFIER

FEAR

MAX CURRENT Luck
+0 MODIFIER

FORT

Class Features

Add attack bonus to all damage rolls with trained melee weapons

+2 to damage with all trained weapons

+2 to hit and damage with free whacks.

Can attack any number of opponents in melee range who have 1 hit die or less. Gets a +4 to hit and damage against these opponents.

Any opponent the Reaver makes a melee attack against must attack the Reaver with his next turn or the Reaver gets a free whack against the opponent.

Last Will and Testament of: Anton Pavenic

190 XP

My StoryMy name is Anton NAMEI am a 23 year old Working Class AGE WEALTHBlacksmith OCCUPATION from Transylvania COUNTRY OF ORIGINI am Short HEIGHT with a(n)

Stocky BUILD build. I wear

Second-Hand FASHION SENSE clothes and enjoy Drawing and Sketching MORE HobbiesPeople who meet me immediately notice my Faint Scar APPEARANCE TRAITS

APPEARANCE TRAITS

I am a very Protective PRINCIPAL person who Always stands up for my ABSOLUTES beliefs even if those beliefs put me ABSOLUTES in conflict with the group ABSOLUTESABSOLUTES I am pursuing the supernatural because a Father's Sins CATALYST**Equipment**

Heavy Winter Coat
 Snowshoes
 Bedroll
 Large Sack
 Flask, empty
 2 Torches, Flint & Steel

Neutral ALIGNMENT

Reaver CLASS

4 LEVEL

Blacksmith OCCUPATION

290 XP To Next Level

**Armor Class**

ACTION DICE
 d20

+ ATTACK BONUS

**Hit Points**MAX: 31 HIT DICE: 4d12

+0 INITIATIVE

19-20 CRIT RANGE

30' SPEED

d10 CRIT DIE

d3 FUMBLE DIE

III CRIT TABLE

Two-Weapon Fighting

PRIMARY
 d14

SECONDARY
 d12

* Cannot score critical hit fighting two-handed

WeaponsTRAINED: Warhammer: +5 to attack, 1d8+7 damage
(free whack): +7 to attack, 1d8+9 damageBludgeon: +5 to attack, 1d3+7 damage
(free whack): +7 to attack, 1d3+9 damage

UNTRAINED:

Skills

Climb Sheer Surfaces +4

MAX CURRENT Strength
 15 +1 MODIFIER

MELEE +1 BONUS MELEE +1 DAMAGE



MAX CURRENT Agility
 10 +0 MODIFIER

MISSILE +0 BONUS MISSILE +0 DAMAGE



MAX CURRENT Stamina
 13 +1 MODIFIER

→ +5 FORT



MAX CURRENT Personality
 10 +0 MODIFIER

→ +1 WILL



MAX CURRENT Intelligence
 9 +0 MODIFIER

LANGUAGES
 Literate Common +2 FEAR



MAX CURRENT Luck
 9 +0 MODIFIER

LUCKY BONUS
 Saving Throws to escape traps

**Class Features**

Add attack bonus to all damage rolls with trained melee weapons

+2 to damage with all trained weapons

+2 to hit and damage with free whacks.

Can attack any number of opponents in melee range who have 1 hit die or less. Gets a +4 to hit and damage against these opponents.

Any opponent the Reaver makes a melee attack against must attack the Reaver with his next turn or the Reaver gets a free whack against the opponent.

Last Will and Testament of: Desmond Adams

190 XP

My Story

My name is Desmond NAME

I am a 28 year old Middle Class WEALTH

Accountant from Great Britain COUNTRY OF ORIGIN

I am Tall HEIGHT

Wiry BUILD

Thrifty FASHION SENSE

clothes and enjoy Cartography Hobbies

MORE HOBBIES

People who meet me immediately notice my strong cheekbones APPEARANCE TRAITS

and dark complexion APPEARANCE TRAITS

APPEARANCE TRAITS

I am a very Reliable PRINCIPAL

who never acts recklessly ABSOLUTES

even when there is no time to be ABSOLUTES

cautious ABSOLUTES

ABSOLUTES

I am pursuing

the supernatural because of

a monster attack CATALYST

Equipment

Thieves' Tools
Backpack
Wooden Stakes x 3
Heavy Winter Coat & Snowshoes
Flask of Oil
Hooded Lantern, 10 Matches

14

Armor Class

ACTION DICE
d20

+ d6 ATTACK BONUS

+2 INITIATIVE

30' SPEED

d16 CRIT DIE

d3 FUMBLE DIE

IV CRIT TABLE

Two-Weapon Fighting

PRIMARY
d14

SECONDARY
d12

* Cannot score critical hit fighting two-handed

Weapons

TRAINED: Silver Dagger: 1d4
Mace: 1d6
Crossbow: 1d6 (30 quarrels)

UNTRAINED:

Skills

Pick Locks +5
Hide in Shadows +2
Sneak Silently +2
Disable Traps +2
Forge Document +2

MAX 11 CURRENT Strength +0 MODIFIER

MELEE +0 BONUS MELEE +0 DAMAGE



SAVES

MAX 12 CURRENT Agility +0 MODIFIER

MISSILE +0 BONUS MISSILE +0 DAMAGE



REFLEX

MAX 11 CURRENT Stamina +0 MODIFIER

→ +2



FORT

MAX 15 CURRENT Personality +1 MODIFIER

→ +3



WILL

MAX 11 CURRENT Intelligence +0 MODIFIER

→ +4



FEAR

MAX 7 CURRENT Luck -1 MODIFIER

→ LUCKY BONUS
Missile Fire damage rolls



Class Features

Mighty Deeds!

Once in the adventure, the Hunter can permanently spend 2 Luck points to retroactively have something planned or prepared for an eventuality -- like having a backup crucifix in her boot. Or having a wooden stake up her sleeve. The only requirement is that the explanation for the retroactive editing be cool and that the Judge be generally okay with it.

Last Will and Testament of: Dianna Adams

NAME

190 XP

Lawful ALIGNMENT	Hunter CLASS	4 LEVEL	Accountant OCCUPATION
---------------------	-----------------	------------	--------------------------

290 XP To
Next Level**Armor Class**

ACTION DICE

+ ATTACK BONUS

**Hit Points**MAX: 27 HIT DICE: 4d10

+3 INITIATIVE
30' SPEED
d3 FUMBLE DIE

20 CRIT RANGE
d16 CRIT DIE
IV CRIT TABLE

My Story
My name is Dianna
NAME
I am a 28 year old Middle Class
AGE WEALTH
Aristocrat from Great Britain.
OCCUPATION COUNTRY OF ORIGIN
I am Tall with a(n)
HEIGHT
Slender build. I wear
Fashionable FASHION SENSE
clothes and enjoy Stargazing
HOBBIES
and Studying Astronomy.
MORE HOBBIES
People who meet me immediately
notice my fair skin, youthful
APPEARANCE TRAITS
beauty and beguiling smile
APPEARANCE TRAITS
APPEARANCE TRAITS
I am a very Just person
PRINCIPAL
who never acts recklessly
ABSOLUTES
even when there is no time to be
ABSOLUTES
cautious
ABSOLUTES
ABSOLUTES
I am pursuing
the supernatural because _____
My Family Was Cursed
CATALYST

Two-Weapon Fighting

PRIMARY

SECONDARY

* Cannot score critical hit fighting two-handed

Weapons

TRAINED: Silver Dagger: 1d4
Dart: 1d4 (10 quarrels)

UNTRAINED:

Skills

Pick Locks +5
Hide in Shadows +2
Sneak Silently +2
Disable Traps +2
Forge Document +2

Equipment

Thieves' Tools
Backpack
Wooden Stakes x 3
Heavy Winter Coat & Snowshoes
Flask of Oil
Hooded Lantern, 10 Matches

MAX 9 CURRENT Strength
+0 MODIFIER

MELEE +0 BONUS SAVES
MELEE +0 DAMAGE

MAX 14 CURRENT Agility
+1 MODIFIER

MISSILE +1 BONUS +3
MISSILE +1 DAMAGE

MAX 11 CURRENT Stamina
+0 MODIFIER

→ +2
FORT

MAX 16 CURRENT Personality
+2 MODIFIER

→ +4
WILL

MAX 11 CURRENT Intelligence
+0 MODIFIER

→ +4
FEAR
LITERATE!
Common
LANGUAGES

MAX 7 CURRENT Luck
-1 MODIFIER

→ +4
LUCKY BONUS
Missile Fire damage rolls
 FEAR

Class Features**Mighty Deeds!**

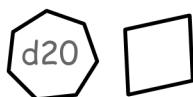
Once in the adventure, the Hunter can permanently spend 2 Luck points to retroactively have something planned or prepared for an eventuality -- like having a backup crucifix in her boot. Or having a wooden stake up her sleeve. The only requirement is that the explanation for the retroactive editing be cool and that the Judge be generally okay with it.

Last Will and Testament of: Charles Fenton

190 XP

Lawful	Valiant	4	Schoolteacher
ALIGNMENT	CLASS	LEVEL	OCCUPATION

290 XP To Next Level

**Armor Class****ACTION DICE**+ ATTACK BONUS**Hit Points**MAX: 21 HIT DICE: 4d8+0 INITIATIVE30' SPEEDd6 FUMBLE DIE20 CRIT RANGEd12 CRIT DIEI CRIT TABLE**Weapons**

TRAINED: Club: 1d4

UNTRAINED:

MAX CURRENT Strength
+0 MODIFIER



SAVES

MAX CURRENT Agility
+0 MODIFIER



REFLEX

MAX CURRENT Stamina
+0 MODIFIER



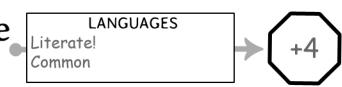
FORT

MAX CURRENT Personality
+1 MODIFIER



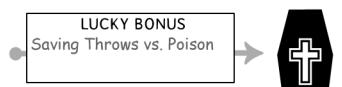
WILL

MAX CURRENT Intelligence
+0 MODIFIER



FEAR

MAX CURRENT Luck
-1 MODIFIER



LUCKY BONUS

Saving Throws vs. Poison

My StoryMy name is Charlie NAMEI am a 22 year old Working Class AGE WEALTHSchoolteacher from Great Britain OCCUPATION COUNTRY OF ORIGINI am Average Height with a(n) HEIGHT

Slender build. I wear BUILD Traditional FASHION SENSE

clothes and enjoy reading about Hobbies History MORE HobbiesPeople who meet me immediately notice my strong, cleft chin APPEARANCE TRAITS

APPEARANCE TRAITS

I am a very Idealistic person PRINCIPAL who always follows through on ABSOLUTES my word ABSOLUTESABSOLUTES I am pursuing the supernatural because it ABSOLUTES Sounded Like a Good Idea CATALYST**Equipment**

Wooden Crucifix
Heavy Winter Coat
Snowshoes
Vial of Holy Water
Rations (1 day)
1 Torch

Class Features

Turns Unholy with a Caster Level of 3.

+2 to all Saves and Attack Rolls against Vampires.

Uses a 1d4 Luck Die instead of flat bonus.

Can spend Luck to give a +2 bonus per point to allies. Recovers 1 hp for every point of Luck spent to help allies.

Last Will and Testament of: Charlotte Fenton

190 XP

My StoryMy name is Charlotte NAMEI am a 22 year old Working Class AGE WEALTHSchoolteacher from Great Britain OCCUPATION COUNTRY OF ORIGINI am Average Height with a(n) HEIGHT

Slender build. I wear BUILD

Neat FASHION SENSE

clothes and enjoy reading about HOBBIESTelepathy and ESP MORE HOBBIES

People who meet me immediately

notice my long, dark eyelashes APPEARANCE TRAITS

rose-kissed cheeks APPEARANCE TRAITS

and natural beauty mark APPEARANCE TRAITSI am a very Altruistic person PRINCIPALwho never does anything on my ABSOLUTES

own especially when the group ABSOLUTES

needs me to act independently ABSOLUTES

. I am pursuing ABSOLUTES

the supernatural because of a

Promise to a Dying Person CATALYST

</div

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TRANSYLVANIAN ADVENTURES

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Transylvanian Adventures is a supplement for Goodman Games' *Dungeon Crawl Classics Roleplaying Game*. It is heavily influenced by Gothic Horror stories and the Hammer Horror Films of the 1950s, 60s, and 70s.

The Winter Home is an introductory adventure intended for the pre-generated characters included in the back. The pre-generated characters represent 5 of the 8 new character classes in *Transylvanian Adventures*: the Valiant, Exotic, Half-Breed, Hunter and the Reaver.

The introductory adventure is also suitable for a party of four or five 3rd level *DCC RPG* characters.

Running this adventure will require a copy of Goodman Games' *Dungeon Crawl Classics Roleplaying Game*.

COMPATIBLE WITH
**DCC
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