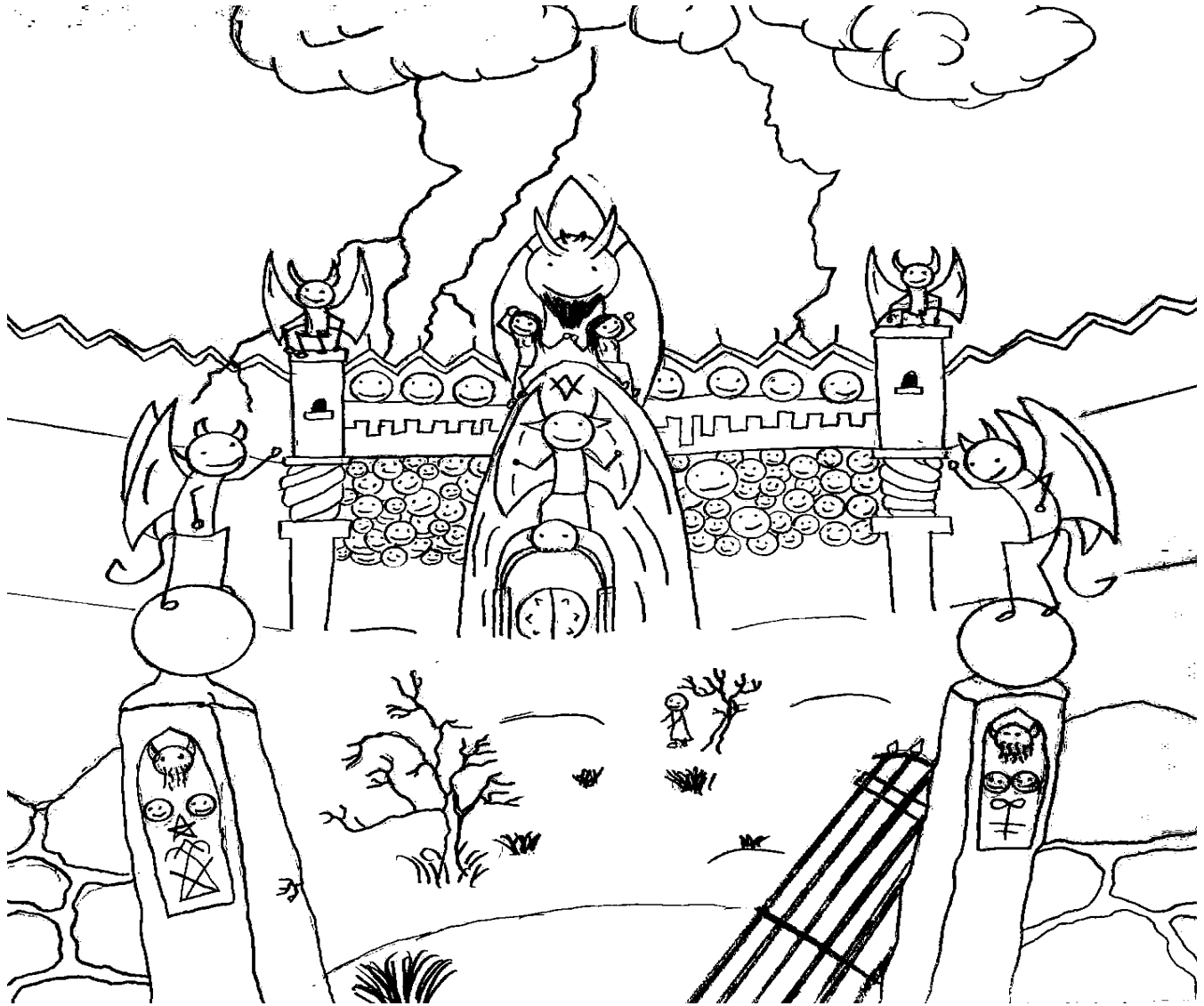


Dungeon Module S3

Brides of the Night

By Jeff Simpson with Kim Kuffner

AN ADVENTURE FOR CHARACTER LEVELS 5-7



As all great adventures, this began as an off-hand joke and then was rushed to be released in conjunction with Friday the 13th, October 2023. A depressing town has a vampire problem - will you rescue the virgin daughters from the Brides of the Night?

This module is free of licensing and may be shared, modified, and altered as you wish.
Proudly made without the use of intelligence; artificial or otherwise.

Thanks to: Alucard the Abjurer, Thrundorr, Patriarch Johnathan Silver, Wilhelm, and Varg Herzog

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There is considerable information contained herein which is descriptive and informative with respect to what players see and do. Note that this does not mean that you, as Dungeon Master must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players.

-Ernest Gary Gygax, Rest in Peace

Special Module 3: Brides of the Night

Introduction

The following adventure is meant to be played in the Hallowe'en season, perhaps after your group has finished with Castle Ravenloft and the Crypt of Terror. Keep in note that the author wrote this with his tongue firmly in his cheek but still with a deep reverence for the source material of Hammer Horror films, the NES Castlevania Games, and the works of Jesús Franco.

Complete Rules for the monsters within this adventure will be found in the following books: TSR's **Advanced Dungeons and Dragons Monster Manual**, **Monster Manual II**, and **Fiend Folio**. They may require adjustment for use in your own campaign milieu. The Kineticlops is likely property of Incognito Entertainment and its successors though I'm not really sure.

Maps will use a use a 10-foot scale and can be found at the end of this booklet.

New monsters, items, and any other new content will be *italicized* and given details in the **Appendix**.

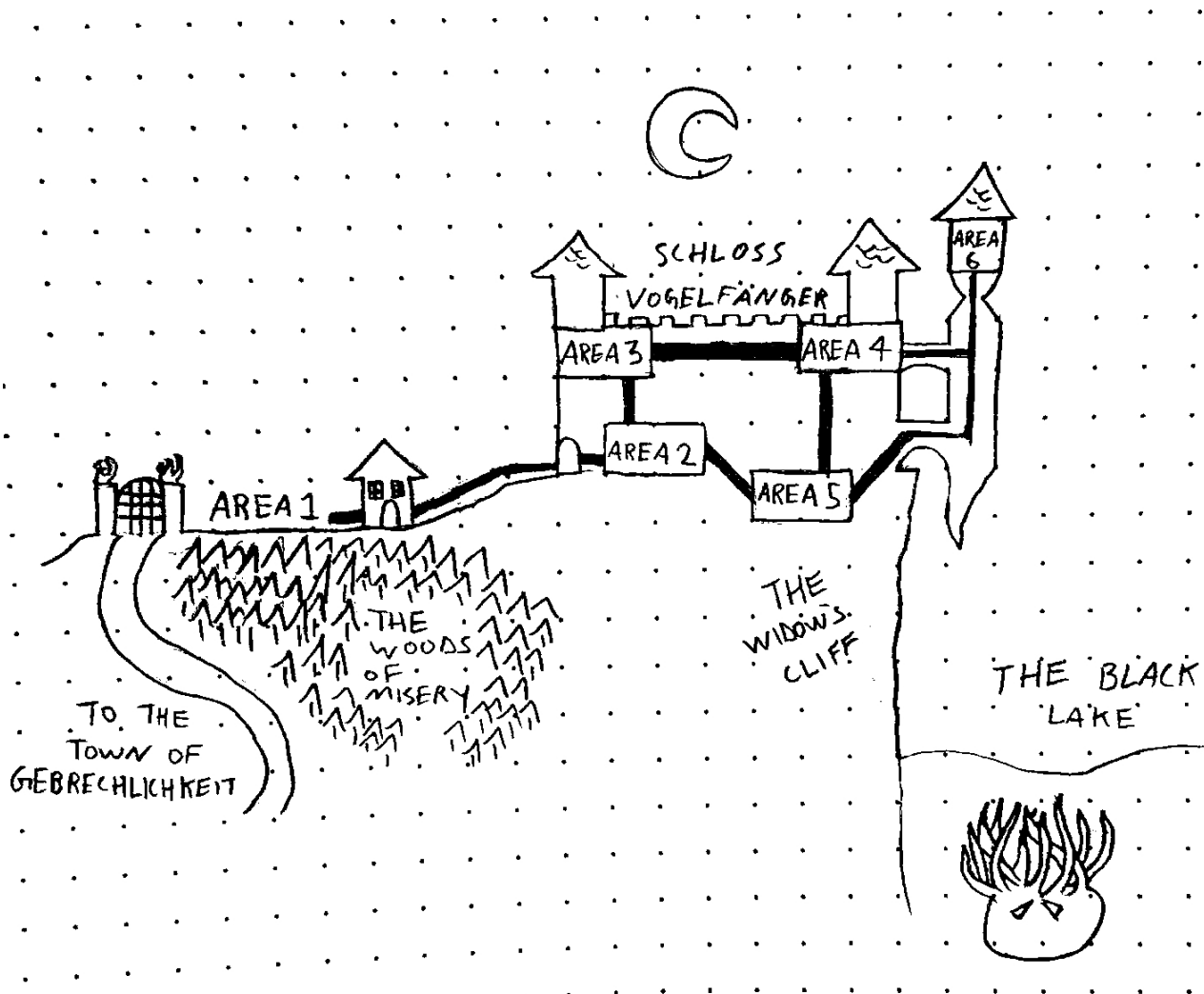
Background

The drab and sullen citizens of Gebrechlichkeit have long lived in the shadow of Schloss Vogelfänger. From the time it was built, it spelled doom for these lowly farmers. In the earliest days, King Luitpold drafted many of the young men in ill-fated crusades. Centuries later, the mad wizard Karl Grau used the castle as the site for a horrific death-cult housed in the basement.

The latest terror to occupy the castle is the haughty Countess Erzsebet Zaleska Helena-Bonham Karmilla who has recently kidnapped many of the village's maidens, no doubt for some profane orgy.

In reality, the Countess Erzsebet has been taking these women so they can be sacrificed in a nefarious ritual that will blot out the sun, ensuring a life-time of vampire supremacy, as well as profane orgies.

Adventurers entering Gebrechlichkeit will notice the depressing atmosphere and quickly be told of the troubles plaguing the village. No treasure can be promised but surely great wealth can be found within the blood-drenched halls of Schloss Vogelfänger



Area 1: The Castle Grounds

1 Gargoyle's Gate After taking the path from Gebrechlichkeit passed the Woods of Misery, a rickety iron gate topped with statues of leering demons blocks the entrance into Schloss Vogelfänger's grounds. The near-broken gates are trivially easy to bypass but the two statues will awaken as gargoyles to attack intruders.

2 Eight-Legged-Wood The tamaracks here are all long dead. At the wood's centre, several giant spiders lie dead, their upturned legs peeking through the under-brush. It is unknown what killed them but a thorough search of their grave will turn up a skeleton wearing a *diabolist's duster*.

3 Pumpking's Patch Contrasting the decrepit and run-down appearance of these grounds, this pumpkin patch seems immaculately kept. A particularly large pumpkin, the *pumpking* will rise out of the ground and welcome guests to his small domain. He promises great treasure to any who can bring him a jar of nutmeg, cinnamon, and cloves from the castle's kitchens.

Upon being presented with this jar he will offer each character a bowl of pumpkin soup, the consuming of which acts as a casting of hero's feast.

If attacked, the 8 other pumpkins present will climb out of the ground, revealing themselves to be bugbears wearing pumpkin masks and wielding spears.

4 Forgotten Statue The statue of some ancient king (the castle's founder) stands here. He wears a plain tunic with rings wrapped around his biceps. The plaque has since worn away, with only the word Luitpold remaining.

5 Burnt Barn Not even the wind can disperse the ashes from this scorched barn. Investigating only turns up some rusty farming implements worth mere copper pieces and the sounds of far-off neighing. Casting any spells while in this area triggers a psychic flashback in the caster of a jet-black horse surrounded by flame and a blonde woman struggling to lead the horse out of the fire. The imagery deals 3-12 damage and requires the caster to make a save vs Spells or lose a prepared spell of the same level as the initial spell cast.

6 Ghouls' Abodes These humble dwellings each contain 4 bunk-beds, a wood-stove, and a shelving unit holding whatever trinkets the ghouls have collected. In total, these three homes contain 24 ghouls who will rush to defend their brothers if any sound of conflict is heard. Each home has 1-8gp, 2-12cp, and the eastern-most home has a thin bone wand of light with 23 charges.

7 Hunting Lodge Hanging outside the door to this room is a wooden shield proudly displaying the wulfsangel heraldry of a skilled hunter. The trophy-heads of a dozen animals stud the walls of this cozy chamber. Mounted underneath a particularly mean-looking elk is a mighty bow that allows one's strength bonus to be added to damage along with 2 *hunter's arrows*.

8 Kennels Malnourished men languish in these cells and beg to be set free. If set three, all 3 of these men will transform into werewolves and attack.



Area 2: The Great Hall

Ceilings here reach from 16' in the eastern wing to 24' in the entrance hall, chapel, and museum. The area is well lit with red candles that smell faintly of burning leaves.

1 Entrance Hall Flanked by massive marble statues of woodland creatures, a mink and beaver, a gilded staircase twists to the floors above. Fresh air can be felt flowing from the north-east.

2 Closet Several laundry carts can be found here. A complete investigation of the clothes within turns up a key to the **Library** in **Area 3**.

3 Washroom A fairly opulent and sweet-smelling restroom is attended to by a skeleton offering mints, perfume, and prophylactics. Tips are customary.

4 Courtyard This small open-air courtyard is full of well-tended tomato, eggplant, and pepper plants. The boulders surrounding a koi pond hide a secret door to the **Secret Garden**. Napping in the tree-branches is a rather stealthy brown bear who will attack if awoken.

5 Armoury Ancient suits of armour, most muscled cuirasses (all acting as plate maille) line the walls of this room. There are 9 suits total and all are mundane, though worth 800gp each due to their historic value.

6 Museum The bizarre trinkets of centuries of mad owners of the castle are kept here and will be detailed below:

- i Illuminations from *Taste the Blood of the Seven Golden Vampires*, worth 400gp.

- ii A brain attached to its nervous system and eyes floating in a vat of pale-green liquid.

- iii A haunted ruby worth 3,000gp that cannot be sold until the curse is removed. The gem will loudly moan and wail when stealth is attempted.

- iv A well-decorated but ultimately worthless sarcophagus from the Glorious Helio-Protectorate of Mnem-Hotep.

- v An old, dented church bell - touching it causes a powerful ringing that alerts the Bat-Lord in the **Chapel** as well as requires a save vs Paralysis by all who can hear to avoid taking 3-18 points of damage from sonic pain.

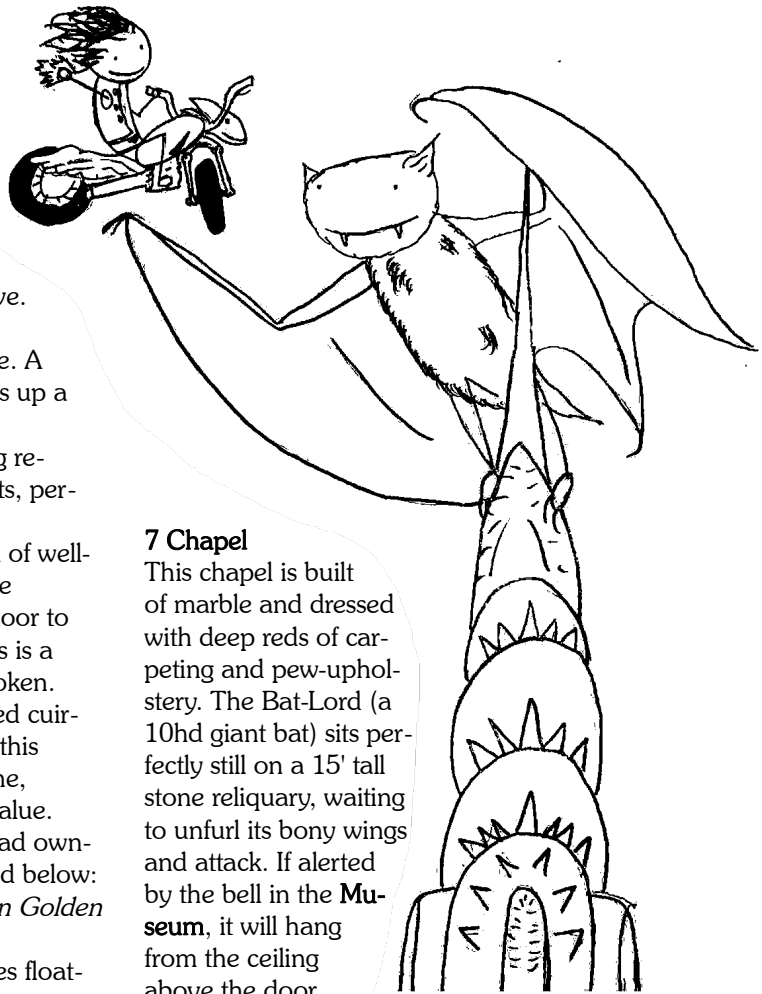
- vi A collection of prayer scrolls containing various litanies; one can be identified as a scroll of Neutralize Poison.

- vii A 3' tall conical hat of gold decorated in astrological imagery. The hat is meant to be used as a calendar, worn by a mad shaman wandering the country-side providing celestial dates to those he passes. It is worth 2,500gp.

- viii A display of rare books including 'A Dungeon Keeper's Guide' (1,100gp), 'Recipite Allium Sativum' (400gp), and 'Kirowan's Commentary on the Apocrypha' (900gp).

- ix Two swords and a hammer - while the swords are mundane, the hammer is a hammer +1 and doubles as a priest's holy symbol, allowing a +1 on turn attempts.

- x The figurehead of a ship depicting an eagle-headed woman. It is worth 500gp and weights nearly 2,000cn.



7 Chapel

This chapel is built of marble and dressed with deep reds of carpeting and pew-upholstery. The Bat-Lord (a 10hd giant bat) sits perfectly still on a 15' tall stone reliquary, waiting to unfurl its bony wings and attack. If alerted by the bell in the **Museum**, it will hang above the door,

waiting to drop down and attack from behind.

8 Gallery Seductive paintings of ivory-skinned beauties fill this room. There are 11 in all, their lips picked out in vibrant reds. Each painting is worth 100-600gp.

9 Gymnasium In this fencing piste, a blinded medusa (8hd) who fights by sound trains the castle's inhabitants in sword-play. She will challenge any intruder to a one-on-one duel, surrendering at 25% of her hit-points and offering the victor a ring of protection +1. If attacked by a group, she will use her *Smoking Blade* to retreat to her room in **Area 3**.

10 Tea-Room Small trays of dusty pastries clutter tables here. A magical silver tea-pot capable of producing a gallon of hot tea each day is kept under a cozy.

11 Throne Room Bathed in an eerie blue light from strange candles, a tall-backed ebony throne (worth 1,400gp) sits empty in this hall. An iron cobra hides under the seat to bite the ankles of any who sit here.

12 Secret Garden Fed by waters from the koi pond, a small indoor-operation to grow strange looking plants is being run here. Those with herbal knowledge will know that the plant can be added to food to create a powerful sedative (save vs Poison or fall into a coma for 1-3 days). There are 1-6 doses of this herb ready to harvest with an additional 4-24 that will be ready within the month.

Area 3: The Laboratory & Quarters

The walls here are panelled in an amber coloured wood and lit by torches placed throughout the halls.

1 Guest Rooms These clean bedrooms are dressed in rich purples and well-made furniture. If the dressers are searched, each room will yield 1-6 fine dresses worth 200-1,200gp each.

2 Washroom The sinks and tubs in this restroom are carved of marble and fitted in gold. If these faucets and taps are removed (a process taking 1 turn), 1,800gp worth of gold can be recovered.

3 Swordsmistress' Room Golden bracelets worth a total of 800gp are kept in a jewellery-box and a bustier of mithril chainmaille +1 is kept on a mannequin (it no longer fits the medusa swordsmistress, much to her chagrin). If the armour is removed, the mannequin will animate as a caryatid column. If the swordsmistress from the **Area 2 Gymnasium** was forced to retreat here, she will take the jewellery and leave for greener pastures.

4 Library The keys to unlock the door here can be found in the **Master Bedroom**, the **Closet** in **Area 2** or on the Countess or any of her wives. The library contains a roaring fire, provided by a continual flame, and books on geography and history. A flesh golem librarian hides by sitting in a tall-backed chair by the fire and will attack any who enter the library and cannot produce a key. A search for secret doors will reveal a gap between the wall and one of the bookcases, which can be slid aside.



5 Master Bedroom Countess Erzsebet once slept here but now spends nearly all of her time in the rooms around the **Sanguine Cathedral**. Her bed is extremely comfortable and covered in an illusion of rose-petals. In reality, these are actually 9 rot grubs. Under the pillow is a golden, gem-studded club +2 that seems to have been made more for ornamentation than for combat. It is worth 4,000gp.

6 Master Washroom Clean and kept pleasant by way of a fragrant herb-bundle kept above the door, this washroom features much of what one would expect; a iron-clawed tub, a throne of porcelain, and a floor-to-ceiling mirror. If the mirror is smashed or a character searches for secret doors, they will discover a passage leading to the **Secret Laboratory**. Those entering this room will have to deal with a spectre who was drowned in the tub by the Countess after a drunken tryst.

7 Upper Secret Laboratory Largely filled with machinery of some clock-work nature, this room provides power for the lower section of the laboratory. Knobs, gauges, lights, and dials cover the steel boxes containing the machinery. A ceramic spire arcs with electricity and will create 3 *kineticlops* who will attack any groups within the area.

8 Lower Secret Laboratory Filled with vats of various half-finished projects, this room paints a grotesque picture. Creatures fused with others into un-recognizable forms, creatures opened up to observe their internal processes, brains wired together, and other experiments beyond one's wildest nightmares. Amid the un-finished creations of flesh are 2 grells, waiting for fresh prey.

9 Alchemical Laboratory The key to open this room can only be found with the Countess or Karl Grau. It is filled with alembics, calcinators, and retorts, and jars of triturates. There are six homonculi who will attack intruders with their sleep-bites or by throwing jars of blinding powder (save vs Poison to avoid). The raw alchemical material is only worth 1,000gp but there is a finished distillation (a potion of super-heroism) waiting to be bottled. If this is bottled without the notes from Karl Grau on proper pressure, it will explode, filling the room with a 6-dice fireball.



Area 4: The Banquet Hall

The jaunty and lively music coming from the ballroom can be heard from all rooms in this area. Those wishing to integrate music into their games may find success with the waltz from Khachaturian's *Masquerade*.

1 Ballroom Ghostly violins fill this massive dance-hall with haunting music from a podium in the north-western corner. Skeletons wearing white-collared black jackets trimmed in silver dance a magnificent waltz with limp female bodies. The women's corpses seem to have been drained of all blood.

The revellers will become a *danse macabre* and attack any who enter the ballroom, though they will not follow anyone out of the room. The violins can be terminated by means of a dispel magic, silence, or similar effect.

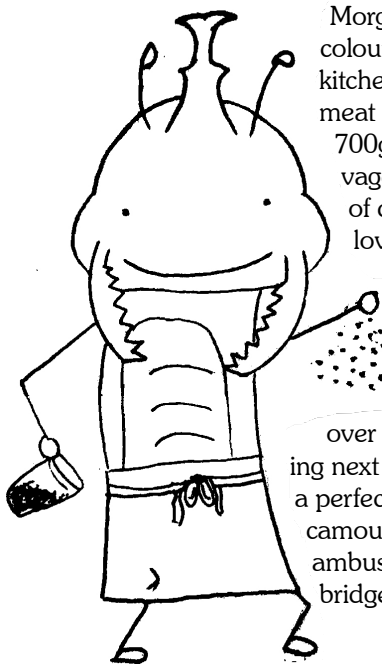
2 Dining Hall Schmoozing around a dining table are 5 more of the well-dressed skeleton officers. They will not act in a hostile manner or join in the danse macabre, but they will often clap and jeer from this dining room, evidently enjoying the entertainment.

The table is set with a number of boerewors-spirals and jars of grainy moustards. It tastes fine and is devoid of poisons or curses. A night spent resting after consuming any of this meal will result in an additional Hit Die of damage being recovered.

3 Kitchen *Morg*, the castle's over-worked beetle-man chef will be found here complaining about the diet Countess Erzsebet requires him to cook. He has no desire to fight and will gladly take on a new job if offered a position in which he can cook his preferred vegetarian dishes. Although disturbed, *Morg* will not allow anything to leave his kitchen, including spices for the Pumpking, without a sense of job security.

4 Pantry Ever the vegetarian, *Morg* has allowed neglect to colour his maintenance of the kitchen resulting in most of the meat here being spoiled. A 700gp bottle of sherry is salvageable as well as a potion of diminution and a philtre of love.

5 Balcony This small patio rises hundreds of feet over the waters below and extends to a tower suspended over the stygian depths. Standing next to the door to this tower is a perfectly still and extremely well-camouflaged margoyle waiting to ambush those crossing the bridge.



Area 5: The Unhallowed Catacombs

1 Cask-Room The sherries here would normally be a prize fit for a king but they have long turned to vinegar. The cask along the east wall, labelled *Fortunato 1846*, is empty and if rolled out of the way will uncover a portion of wall with fresher masonry than the rest of the room.

2 Carpenter's Shop Stacks of pine boards and carpenter's tools fill this room. A finished coffin is in the south-east corner of the room. If anyone approaches to investigate this coffin, a huge spider (4hd, no modification on the poison roll) will leap out of this make-shift trapdoor to attack. One of the hammers is a hammer +1.

3 Barracks Clad in plate and wielding well-oiled swords, 8 skeletons (6hd) practice drill here. They are well-disciplined and are turned as mummies.

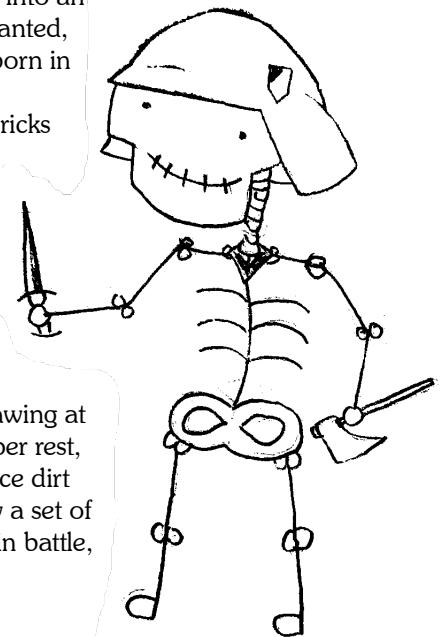
4 Trapped Tomb The hallway leading to this candle-lit "burial chamber" is made rather comfortable by a dark red carpet. An ornate sarcophagus of polished ebony sits alone in the room, though meddlers will soon find out that it is a violent mimic (9hd).

5 Meditation Chamber *Karl Grau* spends his time meditating in this room, bathing in foul smelling incense and hates being disturbed. In a chest is a Sword +1 (+3 vs Lycans), alchemical notes (see the **Laboratory** in **Area 3**), 88 acorns, and 17 hematites worth 100gp each.

6 Chamber of Rings This circular room is filled with small shelves, each containing a golden ring worth 100gp. There are 144 in total but any who touch a ring become cursed; if they reach 0hp before the curse is removed, they will be permanently killed, their soul being devoured by *Karl Grau*.

7 The Hall of Pillars Black runes are etched into the floor and surrounded by 12 pillars of anthracite coal, carved to resemble long-bearded knights. Any non-chaotic characters entering this room must save vs Spells or be permanently polymorphed into an acorn. If this acorn is planted, the character will be reborn in 4-16 weeks.

8 Hidden Niche If the bricks blocking this room are removed, a horrifying sight will be uncovered; a corpse that refuses to decay lies slumped against the wall with its fingers worn down to bloody stumps, as if he died clawing at the wall. If put to a proper rest, the first character to place dirt over this body will grow a set of claws that can be used in battle, dealing 1-6 damage.



Area 6: The Sanguine Cathedral

The *vampiric wives* of the Countess, Destiny and Crystal, each have a 40% chance of being in their respective rooms. If not there, they will be found in the Sanguine Cathedral with the Countess. Chastity will always be found in her room, unable to stray too far from her tub.

1 Unholy Font The dark stone basin here is filled with clean, potable water. If a paladin or good cleric touch this water in any way, they will take 3-18 damage. It has no effect on other characters.

2 Arcanorium This well-stocked wizard's study is centred around a scrying mirror. This is actually a mimic (10hd) waiting for someone to peer into its silvery mists before attacking. Kept on dusty shelves are a potion of levitation, a potion of longevity, and a wand of negation with 8 charges.

3 Destiny's Room This room is filled with piles of pillows, stacks of books, a messy writing desk and a coffin. Her closet is full of out-dated but nice-enough clothing. A secret door in this closet can be found leading to the hidden **Walk-In Closet**; *Destiny* does not know about this. If *Destiny* is present, she will likely be writing in her diary which she guards until her death. If not present, her journal will be locked in the writing desk in a trapped drawer. If the trap is not disabled, it will burn her diary to a crisp when the drawer is opened.

Sitting atop the writing desk is a scroll of lightning bolt, Leomund's tiny hut, and unseen servant. *Destiny's* diary explains a plot to sacrifice a number of virgins to plunge the world into a permanent eclipse but is largely dedicated to her jealous hatred of *Crystal*. This could be leveraged by cunning parties and possibly even used to make her fight against *Crystal*.

4 Chastity's Room Even before opening the door to this room, the blended scents of copper and perfumes can be smelled. Beyond the door is a tiled room dominated by a large tub. *Chastity* must remain in this room, tied to her tub filled with blood.

Her pale, waifish form will rise out of the tub and explain to the party that she is a prisoner, bound here by the other vampires. She must be lifted out of the tub by a male for the binding to be broken. This is a ruse of course, enforced by *Chastity's* use of charm. If anyone is ensorcelled in this way, she will bite their necks.

5 Crystal's Room In contrast to the dark colours used elsewhere in Schloss Vogelfänger, bright pink silks are on display as curtains and drapes. Next to a similarly-lined coffin is a prayer mat next to papyrus diagrams from the far east detailing focal points for the passing of energy through the human body. A hidden catch in the coffin will open a secret door leading to the secret **Walk-In Closet**.

If *Crystal* is present, she will be meditating on her prayer mat in a complex pose; if the room was entered quietly, this will allow for a round of surprise. If alerted, she will attempt to retreat through the secret door to warn *The Countess* in the **Sanguine Cathedral**.

6 Prison Two locks have been placed on this door, preventing the 7 virgins within from escaping. They are set to be sacrificed soon and are of no use in a combat situation.

7 The Countess' Room Decorated with the wealth of centuries, this bedroom is clearly used by someone of great importance. Her coffin is trimmed in floral flourishes and a vanity (don't question what a vampire needs with a mirror) is covered in rings and necklaces. A cozy bear rug will animate (use stats for a cave bear) and attack any group not containing *The Countess* or one of her *wives*.

Kept on a nightstand are two scrolls, one of locate object and feign death, the other of ventriloquism, spider climb, light, and polymorph self. Under her pillow is a crossbow of distance. A clyre sits unstrung in the corner of the room and her collection of 30 pieces of jewellery is worth 6,000gp.

8 Sanguine Cathedral Rivulets of blood drip down the walls into a small gutter that runs the perimeter of the room. A 30' tall statue of a mosquito with human legs rises up to the ceiling, which is painted with astrological details that track eclipses. *The Countess* and perhaps 2 of her *wives* can be found here drinking blood by the gallon in a hedonistic feast.

She will offer a proud laugh and attack along with a blood elemental (8hd, use stats for a water elemental) that will form out of the gutters.

9 Walk-In Closet Rows upon rows of lace dresses fill this closet which serves as *Crystal's* private wardrobe. If sold as a collection, 2,000gp could be made but it would be difficult to move so much product. As well, a robe of useful items, and a pair of *wolf-skin boots* can be found.

Appendix

There are very few wandering monsters which will pose a threat to adventurers here; most are simple skeleton attendants. Feel free to have one pester the party at your leisure.

New Items

Diabolist's Duster This long black-and-red leather coat acts as a suit of leather armour +2 but can be worn by magic-users and does not prevent the use of spellcasting.

Hunter's Arrows If one of these arrows hits an animal, it will kill them with no save. The arrow is destroyed in the process.

Smoking Blade A sword +2 whose blade is composed entirely of smoke. The wielder of this blade can cast dimension door once per day.

Wolf-Skin Boots These boots will protect the wearer against mundane cold and ensure that they only need 3 hours of rest every night.

New Monsters

Countess Erzsebet Zaleska Helena-Bonham Karmilla
AC 2*; HD 10; 1 sword (3-10 + energy drain); AL LE
The Countess is immune to turning and will regenerate 3hp every round. She wields a Sword +2 of Life Stealing and can attempt to dominate a target as per the spell. She has all of the standard vampire immunities and weaknesses.

Danse Macabre

AC 4; Mv 18"; HD 12; 1 whirling dance (2-20); AL any Evil; Size L

The Danse Macabre is a chaotic, spinning mass of corpses that deals damage as their flailing limbs clobber opponents. It can not be turned but requires music to exist; if the source of music is silenced, the bones will all collapse in a heap.

Karl Grau This lich uses the stats given in the monster manual and carries with him the following items and spells: Scroll (Repulsion, Disintegrate), Ring of Fire Resistance; **1** Shocking Grasp, Affect Normal Fires, Charm Person, Light, Magic Missile; **2** Darkness 15', Detect Invisibility, Mirror Image, Scare, Web; **3** Gust of Wind, Dispel Magic x2, Invisibility 10', Slow' **4** Polymorph Other, Minor Globe of Invulnerability, Fumble, Fear; **5** Hold Monster, Cone of Cold x2, Feeblemind; **6** Freezing Sphere, Flesh to Stone

His phylactery takes the form of one of the acorns kept in his chest. It will detect as magic and can only be destroyed by planting it, allowing it to grow into a tree, then chopping it down. Grau will no doubt harvest more

acorns from the tree once he regenerates to form into a new phylactery, repeating the cycle.

Kineticlops

AC 1*; HD 5; Mv 12"; 2 slams (1-8) or chain lightning; AL N; Size M

The kineticlops is a single eyeball surrounded by a body of electricity. With its lack of a head, it resembles something of a lightning elemental crossed with a blemmye. The chain lightning attack will effect 1-4 targets. In order of proximity, targets must roll a save vs Dragon Breath with success indicating the lightning skips that target in search of another. The first creature affected will take 1-10, the second 1-8, and so on.

Morg the Beetle-Chef

AC 2; Mv 6"; HD 6; 2 Mandibles (2-12) and 1 chef's knife (1-4); MR 10%; AL N

Pumpking

AC 5; Mv 1"; HD 10; 4 vines (2-16); AL N

The Pumpking can release a wave of fear-energy, functioning much like a breath weapon. Those within a 50' cone must save vs Death Ray or be panicked for 1-6 turns.

Vampiric Wife (Chastity Westharker)

Chastity uses the stats of a Dryad with the following changes:

AC 9*; HD 4; 1 Bite (energy drain (1 level)) or charm (target saves at -3)

Chastity is equipped only with an amulet that prevents turning. Her tub of life-essence replaces her need for a coffin.

Vampiric Wife (Destiny von Zarovich, Crystal Blaylock)

Destiny and Crystal both use the stats for a Vampire with the following changes:

HD 6+4; Destiny is susceptible to Charm or Dominate spells only if they will encourage her to hostilities against Crystal.

Both Crystal and Destiny are equipped with amulets preventing turning.

