

The (un)Life of A Vampire Lady's Minions

by Cita AF



A 2-3 hour
one page
scenario
for 3-5
undead
creatures



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THE BLACKMALICE MANOR

The ever powerful and inherently evil **Vampire Lady Illythia** (CE, She/Her, Vampire Lord) takes up residence in the **Blackmalice Manor** with her toddler **Wolfram** (CE, He/Him) and an army of undead. The army, including the characters, is serving the mistress by fighting off foolish adventurers... along with maintaining and keeping the manor clean while also babysitting Wolfram.

The characters can be any **CR 2 undead creatures** (Ghost, Minotaur Skeleton, Ogre Zombie, Spectre). They have memories of their past lives and are free to decide whether they're a willing minion or just staying there out of fear. Start the session by asking each character to tell their story.

THE NIGHT BEGINS

Tonight, the mistress has a matter to attend to outside the manor, which her minions would have no business knowing. That leaves the manor and Wolfram in the characters' hands. She expects a happy Wolfram and a squeaky clean manor upon her return. There's the usual stern threat that should any harm befall Wolfram, the characters will pay dearly for a long, long time. Also, a part of the roof is leaking through the lounge room and those cupboards aren't gonna dust themselves.

THE INCOMING DISASTERS

H is for Housekeeping

Each character must decide on separate domestic and/or maintenance activities in the mansion and do the corresponding skill checks (**DC 13**). Failing the check means breaking things or causing a mess. These activities can include but are not limited to: fixing the roof, clearing the remains of the vampires' victims, dusting the cupboards, making up the coffins, and collecting Wolfram's scattered toys (some are painful when stepped on!). Make it a 2 or 3-step skill checks for each character to add to the challenge.

Wolfram the Willful

The characters hear a wail, signalling that Wolfram has awoken from his slumber. The vampire toddler is a headstrong, spoiled child who knows no one would defy him and risk the wrath of his mother. Everytime he wails, that is a sure sign that the characters must drop everything they're doing, attend to his whims, and keep him happy at all cost.

Dead Entertainment

Wolfram is cranky as he just woke up. As per usual, he makes an unpredictable demand: some sort of performance or entertainment from the characters. Ask the characters to describe how they want to do this. At least one successful **DC 13 Charisma check** is required to appease Wolfram.

Toy Story

After the performance, Wolfram wants to play. He demands the characters to find a wooden horse with markings of dried blood and refuses any other toy offered to him. The characters must make a **DC 13 Wisdom/Intelligence group check** to find it somewhere in the mansion. If they fail, Wolfram throws a tantrum and spills his milk all over the floor before the characters can make the check again.

Ghostly Disturbance

Once the characters find the toy, it suddenly springs from their grasp and challenges them to chase after it. The wooden horse has been possessed by a pesky poltergeist! The characters must now chase it throughout the manor as the possessed toy wreaks havoc and trashes about. Even after they catch it, they also have to figure out a way to banish the poltergeist away from the toddler's favorite toy. Allow the characters the freedom to use any abilities at their disposal and encourage creative problem solving. The DM decides when they can finally pull it off based on their descriptions.

To Err is Human

Wolfram is happy now, but now the characters notice torches outside. A group of human adventurers have come to slay the Vampire Lady. Of course the mistress isn't here, and it's up to characters to eliminate the threats, either by fighting them or scaring them away. Due to the nature of Lady Illythia's strong magic, characters who fall unconscious in battles will be raised again after 2 turns.

- Veteran x 2
- Priest x 2 (3 if there are 5 players)

Wolfram, No!

If you feel that the fight gets too easy, Wolfram comes out and starts to challenge the enemies, who in turn shift their entire attention to Wolfram.

THE MISTRESS RETURNS

After the adventurers are dealt with, Wolfram squeals in delight as he senses his mother coming home. The characters have a very short time to clean up all the mess that has occurred and do a group skill check depending on what each of them want to do. Adjust the difficulty to the state of the manor. Lady Illythia brings back several victims for a feast and a hellhound for Wolfram's new pet. Her temperament (and her punishments upon the characters) depends on the state of Wolfram's wellbeing and whether the characters succeed on the group check. If she's pleased, she might even grant them a wish!

CONTENT WARNINGS: BLOOD & GORE, VIOLENCE



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Cita is a creative at heart who loves to explore multiple fields as a writer, illustrator, and designer. She plays TRPGs for fun and make contents for the same reason.

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