

SAPPHIC VAMPIRE KILLERS

“A 2009 Phil Claydon Movie adaptation”

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Version: February 2, 2010

Thanks to Jay Hafner for this template, and to the following :

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INTRODUCTION

This Warhammer Fantasy Roleplay 3rd edition scenario is designed for two or three pre-generated characters in their 1st career. This adventure is classified PG-16 as it contains humor, sex, darker humor, violence, a bit of non-funny humor, and some gore.

USING THIS SCENARIO

This scenario is deliberately left without party stress indicators, progress-trackers and creature stat blocks (beyond referencing the WFRP3: Tome of Adventure bestiary). This allows a GM flexibility to better fit his group.

ADVENTURE BACKGROUND

Centuries ago, Baron Wolfgang of Stirland vanquished the Vampire Queen Carmilla in the remote Schwarzwald; however, before decapitating the evil vampire, she curses the locals and descendants of the baron, swearing that every woman would turn into a lesbian vampire on the eighteenth birthday. On the present days, the clumsy and naive cuckold PIETER is dumped again by his girlfriend KRISKA and misses her. His best friend STEFAN is fired in his job of clown and banished from their city after hitting another annoying boy, the burgmeister's child.

Stefan is poor, but he plans for a long time a trip with his comfortable friends who Peter works for Karl, the rich merchant leading United Hourglasses, a reiklander hourglass selling company.

They head to REIKGUARD CASTLE for an expensive two day stagecoach trip. After first day, the weather is too bad to reach the inn on the main road. They take a shortcut to SCHWARTZWALD hills to rest on a small Inn, The Baron's rest, in front of a deep forest. When they arrive in the Baron's Rest, they see four hot girls leaving the place in a shiny stagecoach. The innkeeper offers the old Mircalla cottage in the woods for them, because there's no more room there, the same place the girls will lodge. Meanwhile, LOTTE, HEIDI, MARIEKE and ANJA have trouble with their stagecoach and Pieter and Stefan reach them in the forest and they offer a ride to the guys to the cottage. They introduce themselves as students of folklore and legends recently gone away from Altdorf's university.

When Stefan believes that he will have a night of beer and sex with three sexy girls, and Pieter and Lotte have a crush on each other, the cottage is surrounded by a group of Sapphic Vampires. That vampire intends to use Pieter and Lotte's blood to bring VAMPIRE QUEEN CARMILLA back to life. They are abducted by the vampires, but Stefan escapes and meets a MORR's PRIEST that tells him that Jimmy is a descendant of the baron and only hope to stop the evil curse of Schwartzwald's forest.

HOOKS & PARTY TYPES

PIETER – very indecisive, short, quite brave, and very much in love with KRISKA who dumped him and took him back 8 times yet. He is seller in an hourglass company and is used to travel in stagecoach (because he just fears riding). However this 18 year old short brown-haired guy is calm and clear minded. He hasn't really got a main objective, except keeping his work and so-called girlfriend. He has got a funny "birth-tattoo" on his chest, but you don't have to mention it. He wears a nice traveling coat from his company (soak 1).

PIETER, REIKLANDER DILETTANTE									
St(Dr)	To(So)	Ag(Df)	INT	WP	FEL	A/C/E	W	STN	
3(3)	3(1)	3(0)	3	2	4	-	12	R2-C2	
SKILLS TRAINED : 4 AND I SPECIALIZATION									
TALENTS : CLEAR MINDED, KEEN EYE, RESOURCEFUL									
ACTIONS CARDS : WINNING SMILE, NIMBLE STRIKE									
EQUIPMENT (COMFORTABLE) : TRAVELING COAT (SO 1), ORDINARY STAFF									

STEFAN – very bold, foul-mouthed, quite tall but quite belly too, he is not really loved by anybody, except PETER, who is too shy to be able to meet another friend. His main concern is to shag some pussy because he's now 18 and still virgin. He thinks he has some talent to entertain as a clown but he hates kids, and he's too unpleasant to have success with adults.

STEFAN, REIKLANDER COMMONER									
St(Dr)	To(So)	Ag(Df)	INT	WP	FEL	A/C/E	W	STN	
3(3)	4(0)	3(0)	3	2	4	-	13	R1-C3	
SKILLS TRAINED : 4 AND I SPECIALIZATION									
TALENTS : FOUL MOUTHED, JACK OF ALL TRADES, OUTGOING									
ACTIONS CARDS : CUT AND RUN, DEVIOUS MANEUVER									
EQUIPMENT (POOR) : ORDINARY DAGGER									

BRASH YOUNG FOOL PARTY - The Sapphic Vampire Killers plot revolves around two down-on-their-luck slackers. Tired to be losers, they start adventuring as a brave fellowship they call THE LITTLE PEDERASTRIAN, because they don't like horses, and probably also 'cause they lack some education.

EPISODE 1 – BANNISHED

Where two losers leave their city life and start adventuring on roads!

ACT 1: BORN TO LOOSE

- PETER is dumped by his on-again-off-again girlfriend, KRISKA for the 9th time (humor, long-known argues, etc...). She leaves, and Peter is late to meet Stefan at the tavern. He must hurry through the crowd (*action card discovery*: give and explain **Perform a Stunt**).
- STEFAN is fired from his job as a children's clown, because he once again hit an annoying boy. Problem is this time the boy is the city burgmeister's son. His seductive LADYBOSS gave him a decree which states he's banished from the city. He must leave before night. Of course, he has to give back his beloved clown costume to the huge thug downstairs who tries to hit him (*action card discovery*: give and explain **dodge**).

ACT 2: THE LITTLE PEDERASTRIAN RISE

- Later, they meet at the tavern, and STEFAN learns PIETER's troubles and must do his best to convince him to escape their woes and leave the city (*action card discovery*: give and explain **Winning Smile** and **Devious Maneuver**).
- While discussing, some ANGRY EMPIRE GUARDS, with shields and spears, remember Stefan that time is short. They must resolve this Social encounter without a fight or be jailed (*action card discovery*: give and explain **Melee strike**).

Give the player the **Brash Young Fool Party Card**, starting Tension Meter immediately at 5 because of the hurry and the troubles they had.

ACT 3: WORKING ON THE ROAD

- GM might suggest PETER he may immediately and quickly organize a commercial trip to Reikguard's Castle for his company. He needs to

convince his boss, KARL, and buy two tickets at the stagecoach station.

- During that time, STEFAN buys some needs on the main fountain plaza and he surprises a violent argue between KRISKA and the wife of her secret lover, HERR KLEIN the Blacksmith. Kriska will certainly go back quickly to Pieter... once again. Add 1 stress immediately (*action card discovery*: give and explain **Assess the situation**).

The Episode end when they leave the city for a three days trip to REIKGUARD'S CASTLE. It's time for them to earn a Fortune point.

EPISODE 2 – OLD DIRT ROAD

Where a trip doesn't run as planned by Peter and Stefan might have an opportunity to shag at last!

ACT 1: A THREE DAYS TRIP?

- During day one, they meet FRIEDRICH, THE COACHER, a very old guy who used to has a keen sight and a sure hand to handle his rusty Harquebus, a long gun with 1d misfortune to use and unreliable quality downgraded to 1 (give and explain **ranged attack**).
- On day two, the weather goes mad when they approach SCHWARTZWALD's hills: thunders, lightning and darkness occurs. FRIEDRICH seems concerned by it, speaking of monsters rising at night (*"only fools travels by night along reikland forests! The old goblin could grow from the road with all with rain!!*). He put his Harquebus in the stagecoach to protect it from rain.
- They have leave the main road and take the **Old Dirt Road** (use **Location Card**), quite afraid as they are trying to make their way through a dense forest, with STEFAN probably constantly complaining about the lack of "fanny" in their adventure (GM may recall to Stefan's player his main objective here). Let's increase Party Tension by 1 or 2! Ask for Discipline checks and probably Observation checks during the sequence to familiarize with the rules.

ACT 2: BARON'S REST INN

- When the party arrives, weather curiously calm down. Friedrich ask them to watch over the stage coach and enters the Inn to seek some room. Suddenly they spot a Stagecoach-load of FOUR ATTRACTIVE FOREIGN YOUNG FEMALE history students leaving the rural building (describe them one by one, in slow-motion, getting out, touching their hair, jumping over some obstacle and getting on the stagecoach with elven's grace). They leave with their stage coach through a small road behind the Inn which leads into the forest. FRIEDRICH comes back and ask them to come in.
- They enter the Inn in hopes of finding more women like the latter. Instead they are greeted by a morose crowd of men and approached by a seemingly crazed PRIEST of MORR who stares at Pieter's face mysteriously (*"It couldn't be... that's impossible"*). The Priest leaves with his beautiful young daughter REBECCA who touches and smile at STEFAN before leaving with his father. He noticed that and gets angry, explaining she'll be 18 tomorrow, and still won't be able to act freely until marriage and husband.
- As the barman offers the two young men free ale as an excuse for the vicar, they find out that the students they saw earlier are heading to a nearby cottage - where they are to stay the night. They immediately -- with Stefan as the driving force -- head off in pursuit (running as they are The LITTLE PEDERASTRIAN) of the stagecoach - into a darker part of the forest. They hear the girls screaming... You need to make them suspicious of the girls (*action card discovery*: give and explain **guarded position**).
- They manage to catch up to the Stagecoach as a heavy wood branch has gone through the rear wheeling (STR check average 2d to take it off). They are introduced to the four gorgeous girls (HEIDI, LOTTE, ANKE - who only says "ja" as a Norske girl- and MARIEKE) and Stefan get invited to join the party that's been going on inside of the stagecoach all along while Lotte ask Pieter to assist her to drive (Ride check maybe).

Beautiful girls with those two pathetic losers? Beer? Party? The Little Pederastrian Tension Meter may go down by 2 or 3 here and maybe earns 1 Fortune Point because STEFAN is getting close to his personal goal.

ACT 3: A MEMORABLE COTTAGE PARTY

- The fellowship arrive at their destination, and start partying real hard: songs, beer, maybe even ANKE's lap dance (*"ja, ja"*) on STEFAN. Quickly MARIEKE has got to pee, in an outside small wooden hut and ask HEIDI to come with her.
- LOTTE is calmer and start speaking with PIETER. She explains him they are here to study an old tales about an ancient curse rests over the village. If Pieter asks for more, keep interrupt Lotte's storytelling with some huge party events concerning Stefan for adding some fun here. In the middle of it, ANJA invites STEFAN upstairs to watch over her while she's washing her a bit (near to match his goal...).

LOTTE'S TALE OF THE SAPPHIC CURSE

Every female child from SCHWARTZWALD's village, at their eighteenth birthday turns into a Sapphic vampire... This is the result of an old legend, where the Vampire Queen, CARMILLA, descended on the village, killed its men folk and seduced its women to her evil.

When the ruler of the land, BARON WOLFGANG OF STIRLAND (*GM only: Peter's great ancestor*) returned from the Goblins East Crusades, he discovered among the women corrupted by Carmilla was his wife, EVA OF STIRLAND. The baron forged a sacred sword with the help of a Priest of Moor, then faced and defeated CARMILLA, but the Vampire Queen cursed that every woman would be turned on her eighteenth birthday, and that when the blood of the last of STIRLAND bloodline mixed with a virgin girl's blood, she would be resurrected. Then she wounded him deeply on the chest.

With that, the baron "*lopped her fucking head off!*" » as Lotte says.

- Lotte is in the main room with Pieter, next to a warm fire, but she is concerned by Heidi and Marieke still outside and she insists that they should try to find her missing friends out there. Outside, they discover what's happened: HEIDI and MARIEKE have been turned out as Sapphic Vampire monsters and attacks Pieter near the out-house! (*action card discovery* : give and explain **parry** and **block**)

A bunch of losers attacked by some Sapphic monsters In the deepest dark forest at night!? The Little Pederastrian Tension Meter may goes up by 1 or 2 here...

THE SAPPHIC CLAN ATTACKS!

Build a tracker with 2 steps, 1 event, 4 steps and 1 event. It goes higher by 1 per turn. You may use the **Forest location card**.

Turn 1: MARIEKE and HEIDI attacks from the out-house. LOTTE explain they must runs back into the cottage, after narrowly escaping Heidi and ANJA and barricade themselves in until dawn (she knows Vampires can't enter the house without at a least one invitation).

Turn 2: ANJA is turned on by EVA OF STIRLAND, the mistress of Queen Carmilla, through upstairs windows behind Stefan while washing her gorgeous breast. She's turned before his eyes and jump through the windows! He may run away downstairs and join the party.

First Event Step: EVA starts to draw LOTTE to her growing clan of lesbian vampires by using his seductive powers. Make it clear that Eva feels and reveals loudly Lotte's *virginity*.

Second Event Step: ANJA destroys the Stagecoach and kills horses. If the party is not in the house at this time, LOTTE is turned on by Eva. If the party is in, they're saved and the whole Vampire clan vanishes in the forest.

As the characters are exhausted, Lotte definitely has a crunch for Pieter's (quite) bravery. Stefan catches it, Pieter does not (he loves Kriska, remember?). They may rest a bit now and enjoy 1 Fortune Point.

EPISODE 3 – THE SAPPHIC CURSE

Where losers needs to defend themselves from the Sapphic Vampire, and strike back against their Queen!

ACT 1: BELOVED KRISKA IS BACK

- An hour later (Pieter is counting them with his Hourglasses),
- KRISKA arrives at the door and Pieter is not ready to give up on the relationship. Ask for a **Willpower (WP) hard (3d)** check to not take her in (with a good bunch of A/C/E dices from Kriska). She explains she traveled after him all that way because of love (blahblah...) and she was scared to see dead horses up there. She asks for Pieter to take him into the bedroom.
- While they are in the bedroom, LOTTE reveals to Stefan that she is a virgin (and that he has no chance, even in such desperate situation). Suddenly they see that Kriska's footsteps on the stairs are bloodied (Observation check simple 0d)!
- KRISKA reveals herself to be a vampire in the cottage bedroom!

Once she is slain, Lotte tenderly looks at Peter, as noticed by Stefan, who is asked to leave by her before she put Pieter's shirt off. The Little Pedestrians earn 1 Fortune Point for this bravery, but Stefan's jealousy and Pieter's love lost add 1 to the Tension Meter.

WHAT ABOUT THE PRIEST?

During that time, at the church near the village cemetery, the MORR's PRIEST continues his research into the vampire slayer who originally killed Carmilla. His doubts are confirmed: Pieter is Wolfgang of Stirland's last heir. He arms himself, locks his daughter and set off to find him in SCWHARTZLWALD's forest.

ACT 2: EVA CAPTURES THE HEIR

- Downstairs, STEFAN sees EVA back with a 10 vampires party,

approaching the cottage... and finally able to enter in (*Kriska's invitation = any vampire invitation*). She uses his **Terror (2)** against him. GM must use **A/C/E dices** to succeed and makes him **Frightened** because he has to flee to the near little kitchen. The MORR's PRIEST arrives just in time to save STEFAN by the kitchen's window. Together they flee to his Morr's blessing-covered stagecoach. The priest reveals the truth about the village and Pieter's identity while traveling to the church, much to Stefan's disbelief.

- The VAMPIRES goes upstairs where they will discover PIETER's "birth-tattoo" on his nude chest. They understand that he is the descendant of the Baron who killed Carmilla and tells to Eva who yet knows that LOTTE is a virgin. She orders to capture them alive and they all quickly fly through the woods. GM should exhaust their fatigue/stress to make them unconscious, or simple wounds them up to zero.

THE GREAT SWORD OF DAELDO

Forged by Wolfgang of Stirland to crush the Vampire Queen, the Great Sword of Daeldo's arm has been molded to reproduce Wolfgang penis in order to give it magical strength.

That might be a bit difficult to handle for any other guy and should require some **Discipline easy (1d)** Check from Stefan, in example...

- STEFAN and the PRIEST go to the church's cemetery to recover the SWORD OF DAELDO from the baron's deep vault. While Stefan works at opening the tomb, the Vicar checks in on his daughter REBECCA. He does not notice that she has already been turned. The Priest goes away to prepare two horses. Rebecca then suddenly attempts to seduce Stefan right over the opened grave before she tries to attack him!

The Little Pederastrian are separated, and this is not good for Peter... their Tension Meter may goes up by 1. And midnight has passed. Rebecca

is now eighteen.

ACT 3 : VAMPIRE QUEEN CARMILLA RISES !

- During All that time, at Carmilla's tomb deep in the forest, LOTTE reveals her love for PIETER. The vampires return and begin draining the two of their blood to bring Carmilla back. Pieter might see his vegetal bound aren't very effective and could be unbound without be noticed by the (**Skullduggery easy 1d**: 1 success to unbound, 3 to keep it secret). Lotte starts an argue because he's not very concerned by her revelation... and finally find it's "*cute to have a first couple argue*".
- With the sword, STEFAN and the PRIEST drive to Carmilla's tomb. When they enter the woods, armed with a crossbow and blessing books, they are attacked by the whole 10 lady vampires party. The Priest repulses these undead for a time and let Stefan may joins Pieter.

THE VAMPIRE QUEEN ATTACKS!

Build a tracker with 2 steps, 1 event, 4 steps and 1 event. It goes higher by 1 per turn. You may use the **Ancient Cemetery Card Location**.

EVA attacks Stefan (and Pieter if he's free) as she sees him near of the Vampire Queen's tomb. She separates Lotte from the men if released, and struggle to death against the Little Pederastrians. You might go 1 step right each time EVA wounds the heroes, and go left each time they wound EVA.

First Event Step: The mixed bloods have successfully regenerated the VAMPIRE QUEEN CARMILLA! She tries to kill the guys and ignore LOTTE. She is immune to any weapon except the GREAT SWORD OF DAELDO, so PCs will have to use their combined abilities to strike down the queen.

Second Event Step: The Priest is killed and the remaining group of 2 VAMPIRE HENCHMEN comes to rescue its queen.

EPILOGUE –SAPPHIC VAMPIRE HUNTERS

With the curse upon the town lifted, Lotte propose the survivors to continue to rid the world of evil Sapphic Vampires, because others legends have been heard of them, and head off for other adventures.

- The coward villagers at the Inn apologies for their treachery then offer the newborn heroes 50 silver pieces (that's a LOT for them).
- If the priest is alive, he refuses, claiming he is too old for these quests.
- If Rebecca, the priest's daughter, is alive, first she spends a whole loving night with Stefan, and then she accepts to follow his father's duties and knowledge to enter the party.
- Lotte will love Pieter, but strictly restricted to what is authorized usually while unmarried...

The Little Pedesratrians Tension meter fall to zero, they earn 1 fortune point each for each having accomplished their personal goals, and 1 advancement, just to see how it works. They don't have to choose their way between SAPHIC VAMPIRE KILLERS or TRAVELING HOURGLASS SELLERS to go away with their girls in the Priest's stagecoach... And after that, this one shot is over. ☺

NPCs, HANDOUTS & MAPS

CREATURE: SAPHIC VAMPIRES

Physical description: Gorgeous, dude. Their sensual attitude could raise a dead.

Turned on Vampire girl's stat block: You may build the girls turned on Vampire from the **Zombie** template presented in the Tome of Adventure's bestiary. You should also add this ability:

- Fear 1.

Ten lady Vampire Henchmen: When you play the 10 vampires NPC party, treat them as henchmen following standard rules:

- Each henchmen group contains a number of Vampires equal to the PC party.
- WP = To x2 number of henchmen,
- +1 fortune Dice x number of henchmen.
- No critical wounds. Its severity rating = number of extra normal wounds.

NPC: EVA, VAMPIRE QUEEN MISTRESS

Physical description: That noble lady doesn't seem to have lived many centuries. She is a deeply attractive brunette with blue eyes.

Personality: She used to be the weak-minded wife of the powerful crusader Wolfgang of Sitrland a long time ago. She was seduced by Carmilla during his husband's last crusade and became her favorite. When he killed the Vampire Queen Carmilla, she took her place as a leader and welcomed the local girls who turned on their eighteen.

Secrets: She has never been satisfied with her former husband.

Stat block: Eva is a more powerful foe and you should use the **Crypt Ghoul** template on the same page, adding the following capacities:

- Vampire Seduction to turn on,

- Flying ability,
- Regenerating (like trolls do)
- Terror 1.

NPC: CARMILLA THE VAMPIRE QUEEN

Physical description: That noble lady looks very old fashioned since she has many centuries. You can feel her power just by looking at her icy Stare.

Personality: She's from that mysterious in the far East of the Empire where the Vampire Lords rules. Nobody can understand her personality...

Secrets: She wants to turn on every woman on the Old World to Sapphic Vampire in order to crush its men-ruling tradition. She might also look for another mistress because Lotte, in example, is quite her genre.

Stat block : Carmilla is a not-so-terrific Vampire Queen after all... You should use the **Crypt Ghoul** template on the same page; enhance some of her characteristics, and adding the following capacities:

- Vampire Seduction to turn on,
- Flying ability,
- Regenerating (like trolls do),
- Terror 2
- Why not adding some talents or action cards? Icy Stare and some other.