

# CROWSCROFT

A Merchant city plagued by Vampires by **Ruprecht**

A Hundred years ago Crowscroft was a wealthy maritime republic that primarily traded salted fish. Now the city has become authoritarian, dabbles in the slave trade, and people go missing at night.

## 1 Inciting Incident?

A mercenary band has taken over the Crescent Inn. This is a group of **Werewolves** that are convinced Lord Stoker is a Vampire.

## 3 Holy Matters

Elvira's minions infiltrated and took over the larger temples some time ago. The clerics are Chaotic **Cult Fanatics**. A Lawful Cleric will sense the lack of Holy Ground at each.

## 4 Wererat Rebellion

Elvira stole a small Gold statue of the Rat God. Now the Cult of the Rat, **Wererats** all, are trying to get the statue back.

## Encounters

**2d20** Day, pick highest.  
Night, pick lowest

- 01 Mercenaries (**Werewolves**)
- 02 Lord Stoker (**Noble**) & entourage (**Knights**)
- 03 Priests (**Cult Fanatics**)
- 04 Beggars (**Wererats**)
- 05 Urchins (or Lost Boys)
- 06 Elvira (**Vampire**) and entourage (**Vampire Spawn**)
- 07 Merchant (or Fat Merchant)
- 08 Baby Vampires (**Vampire Spawn**)
- 09 Drunk/Drunks (**Commoners**)
- 10 Carnival (**Commoners**)
- 11 Thieves (**Thug**)
- 12 Wolfguard (or Bride) (**Flesh Golem**)
- 13 Animals (chickens/goats)
- 14-15 Peasant (serf or freeman) (**Commoner**)
- 16-20 Townsman (crafter, laborer) (**Commoner**)

## 2 Lord Stoker

The castle looks like the kind of place a Vampire would live. Lord Stoker is a **Noble**, not a vampire but he has all the signs (including an aversion to sunlight) thanks to his nurses which are minions of Elvira.

## Wolfguard

The Wolfguard are a trio of city guards. They rarely speak, never remove their helmets, and smell terrible. They are not really city guard, in fact they are **Flesh Golems** created by Elvira. When she wants to terrorize the town she gets the Wolfguard to do it for her.

## The Bride

The fourth member of the Wolfguard. Elvira's hold over her was broken. She is a **Flesh Golem** and occasionally roams the city at night.

## Carnival

Creepy, but not actually villains. They are **Commoners** (acrobats, actors, entertainers, jesters and minstrels) that have been unable to leave.

## 5 Lost Boys

A street gang of teens that hunt human minions of the vampires. They only hunt during the day.

## Baby Vampires?

A dozen baby **Vampire Spawn** haunt the city at night. They were the Fat Merchant children and Elvira turned them, to spite him, and now uses them as her spies.

## Elvira the Vampire

The true power in the city. She controls the second largest Merchant House. She has bought dozens of houses in the city so that she may enter them at will.

\* Elvira's ships take on passenger/crew in foreign ports and brings them to Crowscroft as food.

\* Elvira's ships commonly engage in the slave trade. Some are used as food, others sold for profit, a small handful used as soldiers and spies.

## The Fat Merchant

A Fat and crippled **Vampire Spawn**, he runs the largest Merchant House. A hundred years ago he forced a young very human Elvira to marry him. When she became a vampire she turned him and his children, leaving him fat and crippled forever. He is barely able to feed himself and has his minions bring him babies to feed on.

