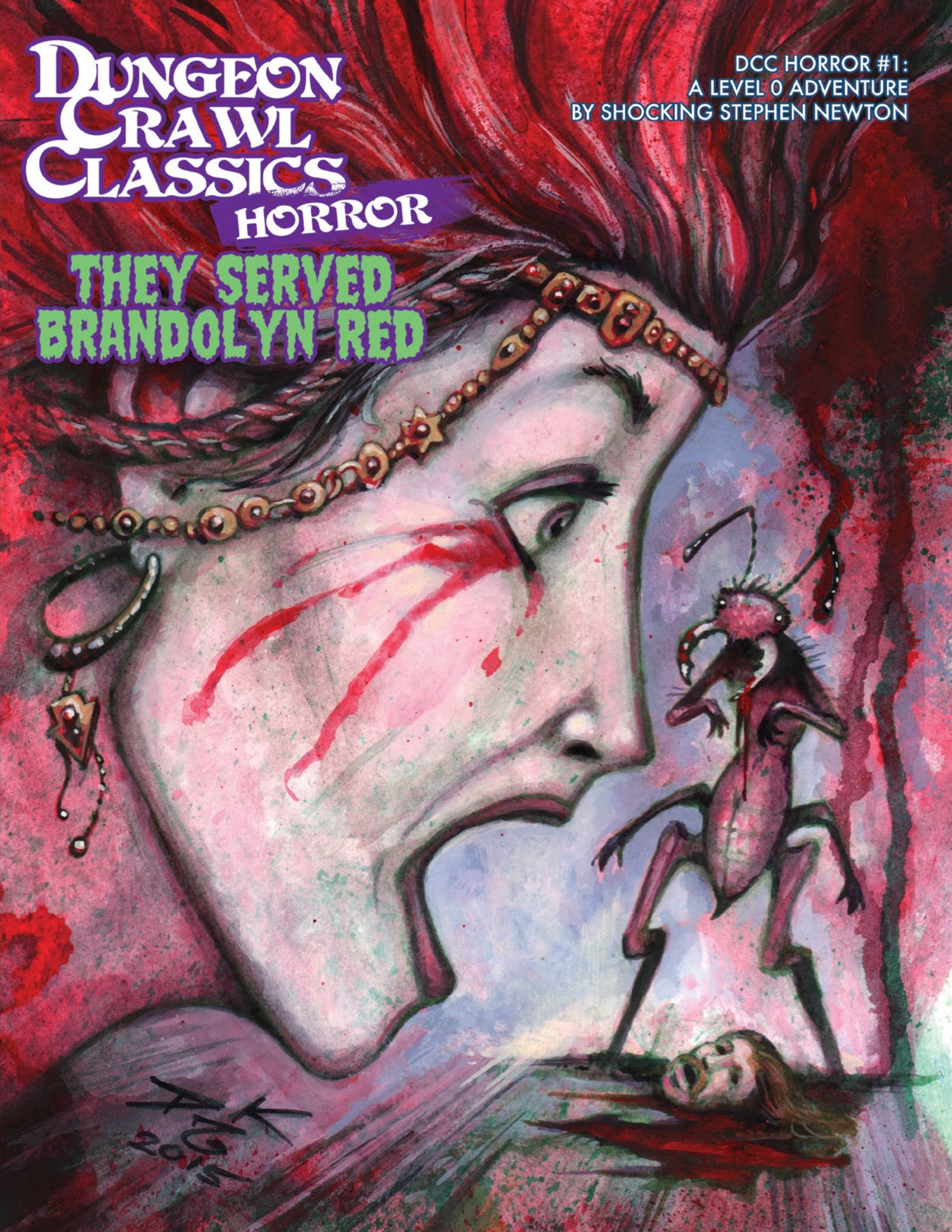


# DUNGEON CRAWL CLASSICS

## HORROR

### THEY SERVED BRANDOLYN RED

DCC HORROR #1:  
A LEVEL 0 ADVENTURE  
BY SHOCKING STEPHEN NEWTON





# THEY SERVED BRANDOLYN RED

## DCC HORROR #1: A LEVEL 0 ADVENTURE

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This module is dedicated to Michael T. Frezzo. Sadly, my friend, your work here is done.

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# INTRODUCTION



hey Served Brandolyn Red is designed for 8-14 0-level characters, but can be easily adapted for use with 1st-level characters. The adventure can be played as a straight “we must find the creatures who attacked us and slay them!” style game, or as a more investigatory “who or what is behind this evil?” type game. Judges who wish to run in the latter style are encouraged to flesh out the NPCs and locations in the village of Portnelle.

It is recommended that at least two of the PCs are elves.



## BACKGROUND



bout 150 years ago, the elven artisan Lotrin Whitegrass, despite being betrothed to elven nobility, fell in love with the young, beautiful, and also-married human Brandolyn Vintner. Brandolyn, wife of the successful vigneron and wine maker Gage Vintner, attempted to keep the affair a secret but was eventually discovered by her husband. Enraged at her deception—and appalled at the thought of his wife coupling with an elf—Gage overpowered Brandolyn, and crushed her to death in his wine press.

Insane with jealousy and murderous guilt, Gage then mixed the pulp and blood of his freshly-pressed wife with prized grapes creating “Brandolyn Red”, a wine which became known as his finest vintage. People lucky enough to sample it—obviously unaware of its macabre ingredients—lauded its complex character and some whispered rumors it had magical properties. A bottle of Brandolyn Red is considered a rare and valuable prize and sought by merchants across the entire region who pay up to 30 gp a bottle.

Gage later told his family and others that his young wife died in tragic accident and entombed her in his family crypt on his property at Longbow Vineyard. Her lover, Lotrin Whitegrass, became distraught and withdrawn, but did not dare to go public with his grief lest his infidelity be discovered, which would risk banishment from the elven community and losing his dowry.

The decades passed and Gage Vintner eventually died with his murderous secret intact, but forbidden love, murder, and treachery have a strange way of resurfacing, demanding their malfeasance not be forgotten. Over a century after his death, Gage’s crypt was violated by Samhain the Corpse Harvester, a semi-sentient subterranean parasite that burrows into coffins and crypts and agglutinates limbs from corpses to form its own mass. Disturbing Gage’s evil bones ignited a spiritual conflagration, tearing the ethereal fabric that separates the living and the dead. Gage’s spirit began manipulating Samhain to inflict more spiteful destruction, thereby awakening Brandolyn’s soul, somehow still trapped in the device where her life was snuffed out.

Evil, fate, and karma are patient lovers. And, thus, Samhain’s awakenings of Gage and Brandolyn’s spirits has coincided with the wedding of Lotrin’s daughter, Nala. Celebrating before the event itself, Frezzo Leddy, younger brother to the excited groom Hort Leddy, innocently sneaked a sample of Brandolyn Red which was to be used in the wedding ceremony. The haunted elements of the wine’s ingredients catalyzed Frezzo’s desires and insecurities making him susceptible to Gage/Samhain’s charm, setting off a macabre chain of events which will soon take many of the PC’s lives as collateral damage.

## ENCOUNTER TABLE

Location	Type	Encounter
A	C	Ravens Ant Men
1-4	C	Popping Stingers
1-5	C	Zombigator
1-6b	T	Stair collapse
1-6b	C	Living Stain
1-7	C	Ghost Brandolyn, Animated Tool Swarm
1-9	C	Cave Centipede
1-10	T/P	Gourd Puppet, Seedling Swarm
1-11	T	Outside the Mound
2-4	C	Ant Men Soldiers
2-5	C	Ant Men Drones, Ant Pupae
2-6	C	Samhain Corpse Harvester, Frezzo, Gourd Puppet

## PLAYER OPTION: FAMILY BACKGROUND

The hand of fate is mysterious and often cruel. Several of the encounters in the adventure are personalized to PCs based on their ancestral relationships with some of the NPCs—sometimes to their peril. Before reading the Player Start text, the judge should hand out the Family Backgrounds which contain rumors which have passed down through the generations (not all of which are true). To assign: all Elven PCs in the party become related to the Whitegrass family, and then starting clockwise from the judge, assign one of the background sheets *per player* until each background has been distributed.





# Player Handout A

