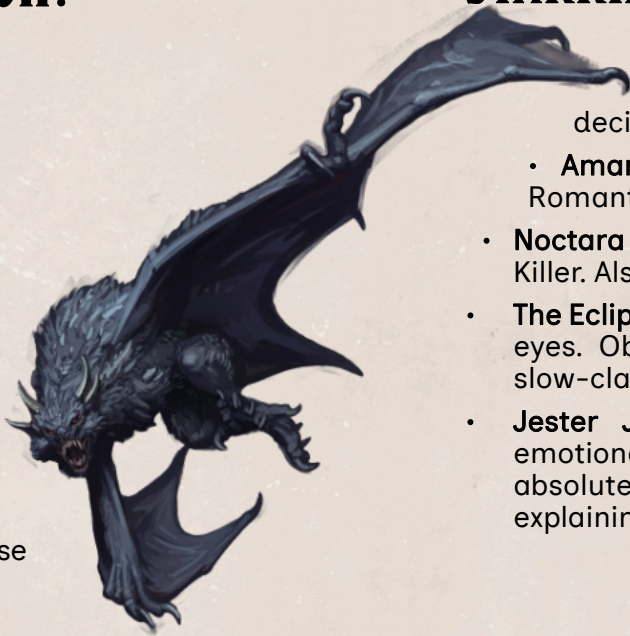


WHAT THE HECK IS GOIN' ON?

You roll into Notara Falls expecting gothic vibes and maybe some vampire drama. But nope - you're smack in the middle of a curse love triangle where:

- A Count who once wore an evil relic (The Skin) wants to love again without becoming a monster,
- A Huntress who hates vampires and wants to slay Count (but also loves her "secret savior" who, obviously, is the Count himself),
- A Hag who believes giving the Skin back to her cursed husband (ex-King) will "fix everything."

All paths lead to one cursed artifact. Choose who gets it or kill it first.



HIGH (AND SHARP) STAKES

Amaralda's Route - Hunter Vibes Only

Join Amaralda Romante and her squad of emotionally damaged vampire hunters. Goal? Snatch the Skin, slay the Count, end the curse. Downside? Amaralda's rage arc is fire, but could go full villain if you're not careful.

Valadrin's Route - Love, Actually (Is a Vampire Problem)

Team up with sad boy Valadrin, who used to be a murder machine in magical skin-pants. Now he's trying to be soft for Amaralda and kill the relic instead. Big gothic romance energy.

Noctara's Route - Hag Era (Unlocked)

Her plan? Give the Skin back to her giant bat husband. What could go wrong? (Spoiler: everything.) Apocalypse potential: high. Aesthetic: immaculate.

The Rogue Path - Yours to Keep (or Destroy)

Tell the factions to touch grass and do your own thing. Steal the Skin, destroy it, wear it, whatever. Hope you like dramatic choices and being everyone's problem (but maybe... this is exactly what we need?)

WHY YOU'RE IN THIS MESS

- **Death's Favorite Cab** - You thought you booked a normal carriage. The gnome driver sang bardcore, veered into vampire mountains, and dropped you at a cursed tavern with a bloody note.
- **The Cuisine Review** - You followed a weirdly specific 3.5-star food review about "tear soup" and a talking cat. Ended up in a murder tavern. The staff? A hag and her sassy familiar.
- **Looking for Lunatics (Must Hate Vampires)** - You saw a foggy bulletin board ad looking for "wedding saboteurs" with a high death risk and vampire drama. You said yes. Because of course you did.

STARRING:

- **Count Valadrin Salvatore** - Former warlord, current vampire prince with a bleeding chest wound and poetry problem. Wants to destroy the cursed Skin so he can love again without becoming a murder beast. Smells like rosewater and bad decisions.
- **Amaralda Romante** - Bard turned monster hunter turned "oops, I might be in love with the vampire I swore to kill." Leads the Romante Hunters with pure rage, sarcasm, and zero patience for drama.
- **Noctara the Broken** - Once a glowing bride-to-be, now a moth-covered hag. Wants to reunite with her bat-husband using the Skin of a Killer. Also runs a tavern and possibly a death cult.
- **The Eclipsed Daughters** - Three brides, one mind, lots of side-eyes. Obsessed with tragic romance, gothic fashion, and slow-clapping during betrayals. Might be demonic.
- **Jester Jigglehead** - Court jester, carriage driver, and emotional support agent of chaos. Knows way too much. Will absolutely throw a flaming bottle and yell "RUN!" before explaining anything.



SKIN OF A KILLER

Instant Adventure for DnD.

Want the whole module?

The entire pdf includes extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

Get it via [DTRPG](#) or our [website!](#)

INTRODUCTION

The Skin of a Killer is a cursed relic, stitched from the flesh of the first vampire and soaked in ancient sorrow. When worn, it grants inhuman power - but at a cost: it strips away all empathy, love, and warmth, leaving only cold purpose.

Many have sought it to end wars, rule empires, or escape death itself. Few survive the wearing. Fewer still live with what it takes from them.

Now, as fate circles the gothic city of Notara Falls, the Skin stirs once more... waiting for its next host.

CAME IN LIKE A WRECKING VOW

Not Only You Can Ruin the Wedding! (MONSTERS TL;DR)

The chapel isn't the only thing crashing tonight. These bad vibes brought plus-ones:

- **Poltergeist (in Child Mode)**
Looks like a lost kid. Isn't. If you hear giggling and feel like your soul's being judged? It's this one. Likes bread. Hates hugs.
- **Bloodwing Bat (a.k.a. Your Ex's Ex)**
Giant undead bat the size of your regrets. May or may not be the cursed ex-king of Notara Falls. Flies like doom, bites like heartbreak, and screeches like the world's worst opera. If you see it silhouetted against the moon? Run or write a will.
- **Clawmonger (Tall, Dark & Too Many Arms)**
Nightmare fuel in armor made of shadow. Pulls you into the dark with claws that have reach. Frightens on sight, respawns if you don't deal with its past. Might have invented ghosting.
- **Flesh Golem (Patchwork Problem)**
Imagine a badly stitched meat puppet powered by lightning and regret. Immune to charm, smells like sweat and sadness. When bloodied, it goes berserk mode - and you do not want to be nearby.