

BEST FRIENDS FOREVER



It is a volatile time in Mulmaster. Nobles jockey for power and position. Refugees fight for mere survival. Danger and evil buried away awaken, adding to the chaos. The adventurers are tasked with investigating strange events. Will they make a new friend or add to their list of enemies?

A 4-hour adventure for 5th-10th level characters

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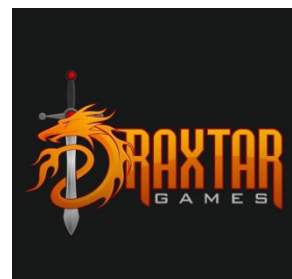
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Introduction

Welcome to *CCC-CIC-04 Best Friends Forever*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and Con Created Content Program.

This adventure is designed for 5th through 10th-level characters, and is optimized for five 8th-level characters.

Characters outside this level range cannot participate in this adventure.

The adventure takes place in the Earthspur Mountains southeast of Mulmaster, within the Forgotten Realms campaign setting.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continue their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline

with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters.**

Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and

characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 8th-level characters.** To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition Party	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for

your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle.

Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other

characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Background

"Most of the evil in this world is done by people with good intentions." —T.S. Eliot

Zor Elmond Von Finklestein is a trader overseeing his family's interests in the small town of Windy Valley. Having not heard from the home office in Mulmaster in over a month he has dispatched servants to investigate the sudden loss of communication. Two weeks has gone by and his servants have not returned. Fearing the worst, he has put word out for a discrete group willing to investigate.

Unbeknownst to Elmond, his family's manor has become a haven for a vampire. Almost two months ago his niece, Avigeja (Abby) Von Finklestein, invited into her home a vampire, Magdalena. On the run from a mob looking to end her for past misdeeds, Magdalena is looking to lay low. Weak and near death she feasted on the young Abby. But Abby's innocence and glee at making a friend reminded Magdalena of her own daughter lost so many years ago and pulled at what little humanity she had retained. Overcome with guilt and loss, she gifted Abby with the gift of unlife.

Magdalena took refuge in the Von Finklestein family crypt. She has instructed

Abby to bring servants for occasional feedings. The vampire fed lightly, never killing and always using her abilities to erase the incident from the minds of her victims. Still feeling vulnerable, she has not ventured out of the Crypt which is slowly converting to her lair.

Avigeja is another matter. She quickly learned that she could bend people to her will and stay up late having fun with her new play things. All in all, Abby has grown very fond of her new abilities.

As a child with no siblings or friends, her days living in the manor were mostly met with stern words and strict punishment when she was not behaving as a young noble lady befitting the family station. Life was not fun. But it is a brand new world.

With her new found powers she is now rules the house. She has exerted her will over who come to the estate. Things could not be any better for young Abby.

Now everyone drops what they are doing and partakes in the fun; servants are now her playmates. Under Abby's direction, the manor house has been redecorated into a nine year-old's paradise, a chaotic mix of toys, finger paintings and themed play rooms.

All this has been fun but little Abby has started to grow tired of her servant playmates; what she wants is real friends.

Overview

The adventurers are approached by Elmond von Finklestein to investigate the sudden lack of communication from his brother, Milben, who is charge of family business in Mulmaster.

Part One: The adventurers are hired to discretely investigate the recent events in Mulmaster by Zor Elmond Von Finklestein.

Part Two: The adventurers arrive at the Von Finklestein Manor and find that all is not as right. They must engage is Avigeja's games and shenanigans to earn her friendship.

Part Three: By earning Either Abby's trust or ire the characters find their way into the Von Finklestein family crypt where they confront Magdalena in her lair.

Part Four: The characters decide the fate of the Von Finklestein family. .

Adventure Hook

The adventure begins with the adventurers in the Windy Valley Inn enjoying a drink and a meal. Their reason for being in the valley may vary:

In Search of the Past: Being adventurers themselves, the characters have come to Windy Valley with the intent of plundering the Tempest Mage's Tower and surrounding ruins. Upon arriving they have learned that the ruins are played out, having been recently plundered by adventures repeatedly over the last few months. Now they need a new source of employment.

Business Contacts: Windy Valley has a small iron mine owned by the Von Finklestein family that is the main source of prosperity for the village. Characters with merchant backgrounds or spare coin to invest might be in the valley looking for the opportunity to make contacts with the mine.

Do You Want to Know More?

This adventure is the fourth adventure in Windy Valley. Previous adventures include *CCC-CIC-01 The Vault of the Devourer* by Greg Marks, which premiered at Milwaukee Summer Revel, July 1-3 2016, *CCC-CIC-02 The Clockwork Laboratory* by Jeremy Vosberg and *CCC-CIC-03 The Desolate Undercroft* by Gary Affeldt, both of which premier Dan's Con of the Vale, October 21-23, 2016. You can learn about these other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>. All of these adventures can be purchased at <http://www.dmsguild.com/>.

The story of Abby and the Von Finklestein family continues in *CCC-CIC-05 Donum Vitae*, also by Rob Silva.

The art in this series has been drawn by artists Joe Abboreno and Ben Siekert and has been sponsored by the generous support of Draxtar Games. You can learn more about Draxtar by visiting <http://draxtargames.com/>.

Role-playing Intun Alderson

"Someday the bill comes due and we all pay for our mistakes. When the time comes, you just hope you can settle the tab."

Over twenty-five years ago Intun Alderson fought for Mulmaster against a number of foes and was good at his job; not because he was a great warrior or had any grand mind for strategy, though he were passable at both, but because he knew that his men had to work as a team in order to survive. He became their sergeant and kept them alive. It is his great, and secret, shame that he eventually abandoned them. One night, while in his cups with several other natives of Windy Valley who had joined up with him, he got to talking. It would be easy to slip away from the Soldiery. What did he owe some Mulman noble and the crusade against the goblinfolk? There was no great glory or pay in war! No, but with the weapons, armor and training he now had, the dusty dungeons below the Tower would lay their treasure bare before him. And so, to his shame, he let his friends talk him into abandoning his commission and leaving his men on the eve of a battle. He deserted.

In the haze of drink and big stories he and his fellows made their way to the mountain ruin and broke into the old tombs. None of the others survived. He remembers the goblins, but the creatures worshiped other things; horrible things, with tentacles and fanged maws. The dreams still haunt him. He fled again leaving his friends to die, taking a magic sword and what coins he could carry on the way, and going back to the village of his birth; forever in the shadow of his guilt.

Now his "legend" as a war hero and adventurer made him the guard of little Windy Valley when a darkly cowed Traveler and a group of rough men made off with Nal-qui's sister Jalie the town looked to him to find a way to rescue her. Worse yet, the men have made for the pass at the Tempest Mage's Tower. Who knows what horrible thing they planned to do to that sweet girl? He was desperate to find a way to save her but he was too old and too much of a drunk to do it himself. A group of adventurers became his salvation, and now he looks to them to do it again for noble family that owns the local mines.

PART ONE 1: IN NEED OF HELP

The characters are passing time at the Windy Valley Inn when they are approached by Elmond Von Finklestein. Elmond was referred to the characters by Intun Alderson, a legendary war hero and what passes as the law here is Windy Valley.

A Simple Task

“Good day, I am Zor Elmond Von Finklestein, Gospodin Alderson said you are capable and discrete problem solvers. I have a job that requires a light touch from people with your unique skill set. May I buy you a drink while we discuss the matter?”

Elmond will pick up the tab for anything the character order during their conversation. If the characters ask about title Gospodin, he explains it is a Mulman title of respect.

“I represent my family’s interests here is Windy Valley. All communication from our home office in Mulmaster stopped about six weeks ago. Concerned, I dispatched some retainers to investigate. They too have failed to report in. I fear that something terrible has happened and I seek persons unconnected to our business to discretely look into the matter.”

Elmond can relate the following information if questioned by the characters.

- The Von Finklestein family business is mostly concentrated on exporting and sale of iron from the mines in Point Iron, Mulmaster, and the small local mine here.
- His Brother Milben is Lord of the house. He, along with his husband Perless manages the majority of the business from their family estate.
- The recent volatility of Mulmaster, both economic and political, combined with the Von Finklestein family’s increased prosperity has made them a target for not

only other noble houses but the criminal organizations that run the refugee ghettos.

- If asked directly about possible suspects he response with a glib “anyone familiar with Mulmaster knows that a tossed stone will likely strike someone with a grudge.”
- His brother Lord Milben Von Finklestein and his brother-in-law, Zor Perless, live in the family estate with their daughter Abby.
- He would like the character to look into the lack of communication discretely so that he may prepare a proper response if something underhanded has happened.

Elmond offers to pay the 100 gp per character. He is willing to pay as much as 500gp per character if they convince him of their extraordinary skill and discretion. If the characters negotiate and succeed in a DC 10 Charisma (Persuade) check he raises it to 250 gp per character. If a character beats DC 20 or more, he goes as high as 500 gp.

Asking Around

If the characters want more information, the inn is filled with miners, townsfolk, and teamsters going to and fro from Mulmaster. The patrons share the following:

- The Von Finklestein family is small but well connected to the iron industry. Recent troubles and the need to rebuild have increased the demand for their ore, which in turn has increased the family’s influence.
- The Von Finklestein family has bad blood with Obyamva family which is involved in transportation. The Von Finklestein family transports their own product and the Obyamva disagree with that decision.
- The roads are currently safe. No wagons or travelers have gone missing for months.

Once the characters accept the mission and make whatever preparations they feel are necessary proceed to Part 2.

PART TWO: CHILD'S PLAY

The journey to Mulmaster is uneventful. The Von Finklestein estate, is south of the city in the wooded foothills before the city proper.

The Von Finklestein estate is an impressive affair. Built from grey slate, the three-story manor towers over beautifully manicured grounds. An inviting path leads to the rich mahogany double doors flanked by tall shrubs that vaguely resemble bunny rabbits.

In addition to the manor, the estate also contains a stable housing two matching pairs of Percheron draft horses and a fine carriage emblazoned with the family crest of a tower of dark iron on a slate field. A family crypt obscured from the manor house by a copse of trees can be found out back.

The ancient mausoleum, houses the remains of generations of Von Finklesteins, is a stout stone structure is covered in ivy. A hammered bronze door adored with the family crest is magically sealed (with a permanent *arcane lock* spell cast using a 5th level spell slot). The door is keyed to charms of the family seal. The door can only be bypassed with a successful *dispel magic* or a *knock* spell. Abby has several charms of the family crest worked into friendship bracelets that are keyed to the door allowing entry (see below).

Knock, Knock

As the characters approach, Estall, a disheveled balding man wearing a flowered bonnet, knickers held up by suspenders and smeared make-up on his face answers the door. He addresses the party in a tired monotone voice.

If a player asks, a DC 15 Wisdom (Insight) suggests that something is wrong with Estall, almost as if he is under the influence of a magical compulsion.

"Good day, welcome to the Von Finklestein estate. Are you here for the tea party?"

As he speaks Abby comes skipping towards the door humming a peppy tune. Any attempt to engage Estall in conversation is met with adulations about the Von Finklestein family and Abby in particular.

"Hello! I'm Avigeja Von Finklestein, but you can call me Abby. Please come in. Estall, would you be kind enough to see to the needs of our guests." She states in a sing-song voice.

The interior of the manor house is pure chaos. Toys are strewn throughout; the walls are painted with whimsical and amateurish finger paintings of small animals, knights, dragons and other unrecognizable subjects.

The characters are escorted into the study by Estall where he offers them a seat across from a large desk with several dolls dutifully sitting in small chairs.

Abby enters the study followed by servants carrying trays loaded with pastries, candy and strawberry lemonade served in fine crystal goblets with twisty straws and tiny drink umbrellas. "Please, enjoy the refreshments!" She says graciously; a warm smile on her face. "I'm so excited to have guests! What can I and my wizened advisors do for you?" she asks while motioning to the dolls.

Role-Playing and Troubleshooting Abby

It is important that Abby comes across as a sweet and innocent child caught up in something beyond her understanding. She has not harmed anyone and completely unaware of her status as a vampire. As far as she knows the servants and her parents are willing participants in her shenanigans. Magdalena keeps Abby fed by instructing the dominated servants to lace Abby's food with their blood.

Abby never walks, she skips everywhere unless she is sad then she drags her feet.

Troubleshooting: Abby will never take a violent action. If the party attacks Abby she will use her legendary resistance to automatically make a saving throws and attempts to flee to the safety of the crypt, using her misty escape, spider climb and legendary move action to the best of her abilities while saying something to the effect of "I'm going tell my daddies that you're mean!"

Detecting Undead: If a character detects the presence of undead, such as using a paladin's *divine sense* class ability, Abby does detect as undead, but her aura flickers. A successful DC 15 Intelligence (Religion) suggests she is either in the process of transforming, and has not completed the process, or is tainted with necrotic energies but is not undead.



Talking Points and Making Friends

All of the answers Abby provides are her truths, she never lies. If she doesn't know the

answer she either shrugs or answers "that's a secret." She is desperate to make friends and tries to steer the conversation towards playing games and making friends.

Q: But Abby, we are your friends...

A: friendship must be earned.

Q: Where are you parents?

A: that's a secret

Q: Has anything changed recently?

A: maybe, but I'm not allowed to share secrets with strangers.

Q: Do you know you are a vampire?

A: (sarcastically) yeah, I'm a vampire! (She puts her hands up to her mouth to imitate fangs) I will suck your blood! (Followed by laughter) "You're silly!"

Q: The servants seem to be under your control...

A: of course they are, it's their job.

Q: What happened to your Mother?

A: Abby shrugs, my daddies say some children have a daddy and a mommy some have two daddies, like me, and yet others have two mommies. Some children don't have any parents.

Q: What happened to the people your Uncle Elmond sent?

A: I took them to see my daddies. I don't know where they went after that.

Q: How can we not be strangers?

A: If you were my friends then you wouldn't be strangers and we could tell each other our secrets.

Q: How do we become friends?

A: Friends play games. Do you want to play with me?

Playing Her Game

To earn Abbey's trust and friendship the characters must join in the games Abby has set up around the manor.

Cheating: Abbey doesn't like cheaters and mildly chide anyone not honestly playing. She will give them a warning stating that friends don't cheat. Stating:

Only Obyamva cheat and no one want to be a dirty Obyamva.

If asked what an Obyamva is Abby will explain that they are a family from Mulmaster that always cheat so Von Finklesteins are not allowed to play or do business with them anymore.

Refusing to Play: If any character refuses to join in Abby frowns at them calling them a "grumpy grump" before turning her attention back to the adventurers willing to play.

Choosing a Game: There are several games to play. Feel free to pick the games that best suit the party and to add or remove games as time permits.

Due to time constraints, the entire party doesn't have to participate in every game but all character must honestly play at least one game to earn Abby's favor and a bracelet.

Friendship Bracelets: After the play session Abbey will give every character who participate a friendship bracelet bearing a charm of the Von Finklestein family crest. This charm allows entry into the crypt and will warn the wearer against the guardians of the tomb. Abby doesn't require a charm; she is of the Von Finklestein bloodline.

Games Children Play

Below are several games that the characters might participate in. Given time, the characters can play all of them. In particular, Hide and Seek is especially valuable since it allows the characters to explore the manor.

Hopscotch

See handout 1 for a hopscotch map.

Rule: The first player tosses the marker (typically a stone, coin or bean bag) into the first square. The marker must land completely within the designated square and without touching a line or bouncing out. The player then hops through the course, skipping the square with the marker in it.

Single squares must be hopped on one foot. For the first single square, either foot may be used. Side by side squares are straddled, with the left foot landing in the left square, and the right foot landing in the right square. The player must then turn around and return through the course (square 9, then squares 8 and 7, next square 6 and so forth) on one or two legs depending on the square until he or she reaches the square with their marker. They then must retrieve their marker and continue the course as stated without touching a line or stepping into a square with another player's marker.

Upon successfully completing the sequence, the player continues the turn by tossing the marker into square number two, and repeating the pattern.

If, while hopping through the court in either direction, the player steps on a line, misses a square, or loses balance, the turn ends. Players begin their turns where they last left off. The first player to complete one course for every numbered square on the court wins the game.

To speed up play, the game can be modified that each character that plays must go specifically further. Character one needs do one square, while the second character has to get to two.

Game mechanics:

The characters must make a ranged attack roll (3 + number of the square) to successfully toss their marker into the square. Then they must succeed on a Dexterity (Acrobatics) check (DC 3 + number of hops) to navigate the hopscotch course.

Puppet Show

Abby asks the characters to put on a puppet show for her and her entourage of stuffed animals and dolls. Two players may work together to put on a show.

Roll 2d20s to determine the themes that the show must be about.

1	Glow	11	Circus
2	Shadow	12	Tea
3	Quiet	13	Cards
4	Bunny	14	Polka Dots
5	Knight	15	Bee
6	Dreams	16	Strawberries
7	Magician	17	Justice
8	Jester	18	Smoke
9	Lock Pick	19	Sun Set
10	Pie	20	Clouds

1	Lace	11	Wind chime
2	Vanilla	12	Sweet Tarts
3	Doll	13	Dizzy
4	Spy	14	Crystals
5	Pottery	15	Scorpion
6	Royalty	16	Juice
7	Ghost	17	Mirror
8	Rocky Road	18	Sea Shell
9	Fairy	19	Curls
10	Windmill	20	Dragon

The Great Sphinx, Mr. Wubsy

Abby asks the character to answer the great riddles of the one and only Mr. Wubsy. She will hold the stuffed sphinx while he “asks” what she considers very difficult riddles. Some examples are listed below.

- Why do we not tell secrets in the corn patch?
Too many ears!
- What kind of key doesn’t open a lock?
A monkey or turkey
- What do you call an owl wearing armor?
A knight owl
- What belongs to you but is used by others?
You name
- What has a neck but no head?
A bottle

Hide and Seek

The character that rolls the lowest initiative is “it”. They must count to 50 while the other characters and Abby hide throughout the manor house.

Allow the seeker to use survival or investigation (DC 20) to track the movement of other players into a specific room. They must succeed at a perception check vs. the other players stealth check to spot them. Hide and seek is also a great time for the characters to search the manor if they so choose.

Post Games

When the games are done Abby awards all characters that partook in the fun and games a friendship bracelet adorned with the Von Finklestein family crest. Adventurers that didn’t take part or didn’t fully immerse themselves in the spirit of fun (Per Abby’s point of view, DM discretion) do not receive a bracelet. If a character has been awarded a bracelet but later proves themselves not to be her friend, Abby can deactivate the magic of the bracelet by willing it. Any character who treats who rudely, or robs her home in her presence incurs this penalty.

The bracelets do two things;

- They bypass the *arcane lock* on the bronze doors of the crypt.
- They protect the wear from some of the guardians in the crypt.

The effects of the bracelets are further explained in further detail in Part Three.

Von Finklestein Manor House

If the characters explore the house, the following descriptions detail the appearance and contents of each room.

1-Entry

The Von Finklestein crest is inlaid in the polished white marble floor. A second floor balcony overlooks the grand entry. The once smartly decorated room is now covered in garishly painted images of Knights on ladybugs battling dragons. Toys lay strewn about and large pillows are piled at the bottom of the stair railing to cushion the landing of anyone who is brave enough to slide down it. A mural dominates the ceiling some 30 ft. above. Tasteful wooden doors are located in the north, east and west walls.

2-Sitting Room

Two large bay windows, once facing the south, the other granting a view of the manicured garden to the east offer visitors an impressive view. A pair of regal couches, arranged on a bright rug, sits in the center of the room. A grand piano occupies the southern bay window.

Treasure

Enterprising adventurers can pry the ivory keys from the piano and sell them for 50 gp.

3-Ballroom

The formal ballroom is beautifully appointed with crystal chandeliers and a creamy palette. Floor to ceiling glass doors line the west and north walls, granting access to the garden and the veranda. A set of double doors in the west wall lead to the dining room.

4-Dining Room

Upholstered high back chairs and a polished tigerwood table are pushed against the southern wall. A finely crafted puppet theater, stocked with materials need to craft sock puppets, sits in the center of this room. A matching buffet, displaying the golden tableware and fine china, sits between two

doors in the west all. Large glass doors provide access to the veranda.

Treasure

A successful DC 10 Intelligence (Investigation) or DC 12 Wisdom (Perception) check reveals the family silver strewn in the corner of the room under a stack of chairs. If stolen, it can be resold for 100 gp.

5-Pantry

A well-stocked pantry with a trapped door that leads to the larder occupies the North West corner of the manor.

6-Kitchen

The kitchen is large and well stocked. An older human woman, Athar, and a middle-aged elf, Juppar Wyndove, are in the kitchen when the PCs enter. Both are wearing customs, Juppar is dressed as scarecrow, straw sticking out of his shirt and hem of his pants, while Athar is dressed as a cat, tail and all. Juppar is rolling pastry dough while Athar is tending a cooking pot of some type of stew hanging in the large fireplace. The pair looks a bit haggard and overworked.

Athar and Juppar response to any inquiries with unending praise for Abby and the family. They never stop performing their duties and refuse to allow the PCs to inspect the food. If asked specifically what they are making they respond in unison *"It's a family recipe."*

7-Study

A large polished wooden desk dominates this room. There are several cushioned chairs for guests. Portraits of the Von Finklestein family, some dating back a hundred years line the walls.

Treasure

A DC 10 Intelligence (Investigation) check finds a safe hidden behind one of the portraits. The safe is locked, but a DC 15 Dexterity (Thieves' tools) check can open the safe. Inside there several letters of credit and gold trade bars worth a total of 250 gp.

8-Privy

It's a bathroom, move on.

9-Balcony

This is a private balcony off the office which provides a breathtaking view of the manor grounds.

10-Office

Compared to the rest of the manor this room appears more utilitarian than luxurious. Two desks pushed up against each other sitting in the center of the room. Maps of the area hang of the walls with pins noting the location of the family's business interest. A ledger tracking ore shipments sits open on one desk with a successful DC 13 Intelligence (Investigation) check.

Treasure

The ledger would be valuable to the Von Finklestein's enemies the Obyamva, or highwaymen that hunt the roads, as it contains the dates and locations of their caravans. If the characters are willing to sell it to such unscrupulous folk, they can earn 500 gp.

11-Master Bedroom

A lavish four poster bed draws the eye as you enter the master bedroom. Two wardrobes, opposite the door, are filled with finely made clothing befitting a noble. An ivory box containing several pieces of expensive jewelry sits open on a dresser.

Treasure

The Lord's jewelry would fetch a handsome price and can be sold for 250 gp.

12-Abby's Room

The west wall of Abby's room has a mural depicting faerie dragons braiding a unicorn's mane. Toys and dolls fill shelves along the southern wall. There are two wardrobes, one containing several dresses befitting a young noble girl, the other filled with costumes that would put all but the best theater companies in Faerûn to shame.

A successful DC 12 Intelligence (Religion) check discovers a symbol of Mystra cleverly hidden in the mural. The character recalls that the worship of Mystra is illegal in Mulmaster. A successful DC 10 Intelligence (Investigation) check also reveals a thin lining of fresh soil in-between the mattress and bed frame.

13-15- Guest Rooms

The luxurious guest rooms contain very soft beds and fine furnishings.

16- Upstairs Hallway

A hopscotch court is painted onto the fine marble floor.

Development

If the adventurers successfully remove the charm on Estall (such as by using a *dispel magic* or suppress it with a *protection from good and evil*), Athar or Juppar the can share the following:

- About two months ago a strange woman showed up at the manor. She initially spoke to Abby then to her parents.
- On behest of this woman, the Lord and Zor, along with Abby retreated to the family crypt. Milben and Perless have not returned to the house.
- Abby ordered the servants to the crypt, their memory is very vague but the Lord ordered them to obey Abby and gave them a special ingredient to add to all of her meals. If the party asks they are show a bottle of thick red liquid. A successful DC 10 Wisdom (Medicine) check identifies the liquid as blood.
- The crypt is warded, only the Von Finklestein blood can bypass the defenses. (The servants have no knowledge of the bracelets).
- It is rumored that the crypt is haunted by the ancestors of the family and anyone but a Von Finklestein will meet certain death.
- A few weeks ago some agents from the family business showed up and Abby escorted them to the crypt to meet with her fathers. They haven't been seen since.

PART THREE: THE MAUSOLEUM

Friends

If the adventurers have earned Abby's trust she decides to share her secret with them. Read or paraphrase the following.

"I'm sooo happy that I finally have some real friends. Do you want to know a secret?" She says with a wide smile. "I do know where my daddies are! They are in the top-secret place making me toys and costumes because they love me sooo much!"

If asked she will show the party to the secret place; the family crypt. When ready proceed to the crypt section below.

Not Friends

If the adventurers have attacked or angered Abby, refused to take part in her games or bypassed the manor house encounters in some other way proceed to the crypt section below. Please note that the combat encounter may be very deadly without the protection of Abby's friendship bracelets.

The Crypt

The Von Finklestein family crypt is located in a copse of tree a short walk from the manor house. The surrounding area, once beautiful is now dead and withered. The ivy that covered the stone walls is now blackened and studded with wicked thorns.

The stout stone structure was once covered in ivy. A hammered bronze door adored with the family crest is magically sealed (with a permanent *arcane lock* spell cast using a 5th level spell slot). The door is keyed to charms of the family seal. The door can only be bypassed with a successful *dispel magic* or a *knock* spell. Abby has several charms of the family crest worked into friendship bracelets

that are keyed to the door allowing entry (see below). The crypt door swings open easily for anyone with a Von Finklestein crest charm give out by Abby.

The interior of the crypt contains an intricately carved bench depicting the family crest. The west wall is lined with shelves holding remembrances of loved ones lost. There is a wide staircase that leads down in the north.

The stair decent about 50 ft and open into wide hallway lined with sarcophagi. The hallway continues for about 30 ft., leading to an ornate gate that opens into the main crypt.

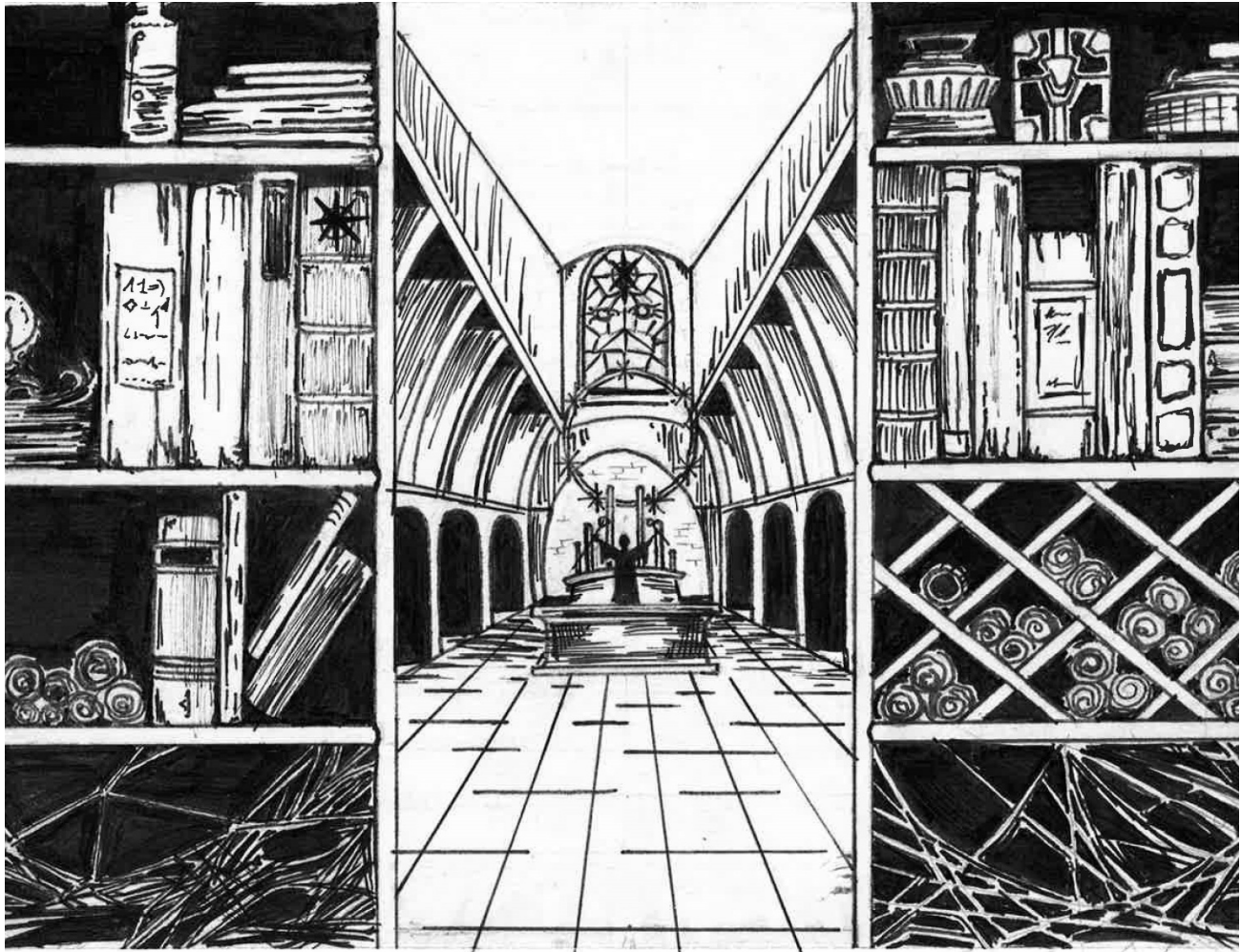
The main chamber is actually a secret temple dedicated to Mystra, the worship of which is outlawed in Mulmaster.

The chamber is filled with a soft blue-white light. Four large bookcases extend some 30 feet to the ceiling of this enormous room. The shelves are lined with ancient tomes. An alter stands before a statue of a beautiful, willful young woman holding an open book at the far end of the chamber.

A DC 10 Wisdom (Religion) check reveals this to be a representation of The Lady of Mysteries, Mystra.

On either side of the chamber are what appear to be six private study rooms, doors open. Through the open doors you can see the rooms are furnished with a comfortable looking chair and a small desk. Standing on the roof of the study rooms are several statues representing all the goodly races.

Standing in front of the Alter is a woman dressed in red leather, balled hands on her hip. Next to her stand a large humanoid shaped creature made of what appears to be wet dirt.



If the characters are Abby's friends:

Abby turns to the party and says "I think you will like Magdalena as much as I do. She's very nice." In a loud voice she loudly calls out, "Magdalena! I brought my new friends to meet my daddies."

The red clad woman responds "Oh Abby, why don't you let me and your friends get to know each other. While you see what you fathers have made you." With a squeal of glee Abby runs off to the furthest study room.

With red eyes and fangs, it is obvious that Magdalena is a vampire. She will not initiate combat unless the party does something aggressive (spellcasting, drawing weapons,

etc). Instead she taunts the characters and tries to get them to move into the room where they can be surrounded by her minions.

When combat is about to begin, Magdalena uses her Lair Action to slam and lock all of the doors to the side study rooms and to the temple, possibly separating some characters from the party.

Magdalena: Lair Actions

Magdalena has not completed her mission to turn this once temple into her lair. As such she does not have the normal lair actions of a vampire, but instead has the two actions listed below.

- **Seal:** Magdalena can slam shut and lock (as per *arcane lock*) any of the doors or gates in the crypt. She uses this on the first round.
- **Desecrate:** Magdalena can surround herself with shadow that give her and all undead within 30 feet Advantage on saving throws to resist attempts to Turn Undead.

General Features

The following general features apply to the room.

Illumination: The room is lit by magical torches that fill the room with flickering light, but produce no heat.

Ceiling: The two-story library has a 20-foot ceiling held up by large pillars that are covered in book shelves.

Entrance Door: The large stone door to the temple library has a lock (DC 25) that is normally openable by anyone of the Von Finklestein blood or bearing one of the bracelets. However, when closed with Magdalena's Seal action, it can only be battered down. The door is AC 17, 30 hp, and is immune to poison and psychic damage.

Pillars: The ceiling is helped up by large pillars that are completely covered in book shelves. Each pillar is hollow with a secret room (DC 20 Wisdom (Perception)) inside them. The bodaks are hiding in the pillars. The pillars can be safely climbed with a successful DC 10 Strength (Athletics) check.

Study Rooms: The small one story rooms to either side of the library contain two chairs and a desk. The doors have simple locks (DC 15). However, when closed with Magdalena's Seal action, it can only be battered down. The wooden doors are AC 15, 20 hp, and is immune to poison and psychic damage. There is a statue of a wizard or arcane archer atop each room.

The Power of Friendship

Anyone granted a friendship bracelet from Abby gain the following benefits.

- Free entry and egress from the Von Finklestein crypt
- Advantage on all saves while in the crypt.
- Resistance to all damage while in the crypt.

Waves of Doom

This combat is intended to be run in waves, and as such it is incumbent upon the DM to

adjust the pacing accordingly so as keep up the pressure while not overwhelming the party. The pacing below should be seen as a suggestion, not a rule.

If combat is joined, Magdalena (**Vampire**) and her **clay golem** will enter the fray immediately, using her Charm ability. If she has not already done so, she uses *seal* to close off all the doors, possibly separating the party. Once this has been done, she uses all future lair actions to *desecrate*.

On the 2nd round of combat **two bodaks** will emerge from the bookcases and attack the party.

On the 4th round of combat, some of the statues animate under Magdalena's will as **two mages** and attack.

On the 6th round of combat, additional statues animate as **three archers** and join the fray.

On the 8th round of combat, two more statues animate (as **one blackguard** and **one gladiator**).

Whenever Magdalena and the bodaks are defeated the statues cease attacking and return to their place on the roof of the study rooms. The golem fights until destroyed.

All enemies focus their attacks on anyone without a friendship bracelet.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove the **clay golem**, **one mage**, **one archer** and **one blackguard**.
- **Weak Party:** Remove **one archer** and **one gladiator**.
- **Strong Party:** Add **one archer** and increase **Magdalena's** hp by 20.
- **Very Strong Party:** Add **one archer** and **one bodak**, increase **Magdalena's** hp by 40.

Treasure

Magdalena carries a *scroll of protection* (*fiends*), a *potion of greater of healing*, and 350 gp.

PART FOUR: MORAL CHOICES

Abby's Fate

Once freed from the will of Magdalena, Milben and Perless will thank the party for saving them profusely. They will promise to use their extensive resources and influence to “cure” Abby of this horrible affliction and promise that they will take all the steps necessary to make sure that she doesn't harm anyone.

DM Note on Clarity

It is vital that the players are clear that Abby has no knowledge of what she is. In her mind she is just a girl who wants to have fun.

Milben and Perless wholeheartedly believe what they say. They will use whatever resources and influence to cure their little girl. While they do not have a specific cure in mind, they will do everything they can to find one.

The party must decide to either let Abby, a vampire, live or destroy her.

You Can Never Have Too Many Friends

If the party agrees they will express their gratitude and state that the adventurers have made a powerful friend this day. Abby will hug each of them and thanks them for being such a good friend.

The party receives the **Gratitude of the Von Finklestein Family**.

Any items missing from the house are presumed stolen by Magdalena and may be taken by the characters. If items are returned, the Von Finklesteins are happy to allow the character to keep the item out of gratitude for all the characters have done.

If the characters seem more mercenary, these awards might be offered more as bribes. If additional money is requested, the Von Finklesteins will offer an additional 500 gp.

I Have Enough Friends

If the party decides to destroy Abby her parents beg for her life and throw themselves on her to protect her from any blows. Milben and Perless have 1 hit point, AC 10, +0 to all saves, and suffer from four levels of exhaustion, so they are easily overcome.

Abby herself doesn't fight back. Instead she falls to the floor in the fetal position and cries, not understanding why her friends are attacking her and her dads. While the party is carrying out the deed (she has the AC and hit points of a normal vampire), Abby just asks “Why?” through sobbing tears, and begs the characters not to hurt her daddies.

To destroy Abby, the party will need to either forcibly prevent her fathers from protecting her physically restraining them; knocking them unconscious or killing them.

This should be a role-playing encounter. There is no need to roll initiative or attacks. Allow the players to describe their actions and respond accordingly.

The encounter is designed to be morally grey. The players, and hopefully the characters shouldn't feel some trepidation about whatever option they picked. Note that the characters should receive no xp for defeating Milben, Perless, or Abby.

The Authorities

If the characters turn Abby and her fathers into the Mulmaster authorities, they use their fortune to bypass any repercussions of their Mystran worship and their undead daughter.

Deniability is a standard part of Mulman culture so Milben and Perless certainly understand if the characters try to cover themselves. They also assume that the characters are aware that they will be able to buy their way out of trouble due to their nobility, and thus assume the characters

were siding with them in a politically safe way. As such, the party still receives the **Gratitude of the Von Finklestein Family**. Any arcane spellcasters in the group receive the **To Wear the Cloak** story award.

Rewards

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (is applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Archer	700
Blackguard	3,900
Bodak	2,300
Champion	5,000
Clay Golem	5,000
Gladiator	1,800
Mage	2,300
Vampire	13,000

Non-Combat Awards

Task or Accomplishment	XP per Character
Playing Abby's games	100

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating is **6,000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide the treasure evenly whenever possible. Gold piece values listed

for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Elmon's Payment	100-500 per PC
Ivory Piano Keys	50
Family's Silver	100
Letters of Credit & Trade Bars	250
Ledgers	500
Jewelry	250
Bribe	500
Magdalena's Money	350

SENDING STONES

Wondrous item, uncommon

These sending stones are sewn into a matching pair of stuffed children's toys: a male and female sphinx. To activate one of them, the owner must hug the animal and say "*I love you Mr./Mrs. Wubsy.*" If the owner wishes, the sphinx's eyes can be commanded to glow with a soft blue light equal to a candle. The stones cannot be removed from the toys without destroying the magic.

Sending stones come in pairs, with each smooth stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can use an action to cast the *sending* spell from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone and don't cast the spell. Once sending is cast through the stones, they can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical.

A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Greater Healing

Potion, common

A description of this item can be found in the *Dungeon Master's Guide*.

Spell of Protection (Fiends)

Scroll, rare

This scroll provides protection against fiends. A description of this item can be found in the *Dungeon Master's Guide*.

Gratitude of the Von Finklestein Family.

You have made an ally of the von Finklestein Family. You may use this favor one of two ways. You may either cash in this favor to gain a *spell scroll* with a *Player's Handbook* wizard spell of 3rd-level or lower, or you gain access to a new downtime activity. At the end of any adventure, you may spend 10 downtime to visit the family and their secret arcane library. While at the library you may scribe a *Player's Handbook* wizard spell of 3rd-level or lower into your spell book or book of shadows for no additional gold cost beyond the cost to scribe a spell.

To Wear the Cloak

If your character is an arcane spellcaster, you receive an offer to sponsor your admittance into the Brotherhood of the Cloak. Though joining the Cloaks is mandatory for any arcanists seeking to stay in Mulmaster for an extended period of time, and sponsorship is not required but sponsorship definitely has its perks.

Renown

All faction members earn **one renown point** for participating in this adventure.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

DM Rewards

You receive **1,500 XP**, **750 gp**, and **ten downtime days** for running this session.

Appendix: NPC/Monster Statistics

ARCHER

Medium humanoid (Any race), any alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses **passive** Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 50/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

BLACKGUARD

Medium humanoid (any race), any non-good alignment

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses **passive** Perception 12

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster.

Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *blinding smite*, *dispel magic*

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest).

The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

BODAK

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +6

Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., **passive** Perception 14

Languages Abyssal, the languages it knew in life

Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	15 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest).

As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Clay Golem

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Gladiator

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	17 (+3)	18 (+4)

Saving Throws Dex +9, Wis +8, Cha +9

Skills Perception +8, Stealth +9

Damage Resistance necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 16

Languages Common

Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Shapechanger. If the vampire isn't in sun light or running water, it can use its action to polymorph in to a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sun light or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sun light or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants,

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight.

While in sun light, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Melee Weapon

Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

The vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

APPENDIX: VON FINKLESTEIN MANSION



- 1.) Entry
- 2.) Sitting Rm
- 3.) Ballroom
- 4.) Dining Rm
- 5.) Pantry
- 6.) Kitchen
- 7.) Study
- 8.) Privy
- 9.) Balcony
- 10.) Office
- 11.) Master BR
- 12.) Abby's Rm
- 13-16.) Guest Rms
- 17.) Hopscotch Ct.



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APPENDIX: VON FINKLESTEIN MAUSOLEUM



PLAYER HANDOUT: TREASURE

SENDING STONES

Wondrous item, uncommon

These sending stones are sewn into a matching pair of stuffed children's toys: a male and female sphinx. To activate one of them, the owner must hug the animal and say "I love you Mr./Mrs. Wubsy." If the owner wishes, the sphinx's eyes can be commanded to glow with a soft blue light equal to a candle. The stones cannot be removed from the toys without destroying the magic.

Sending stones come in pairs, with each smooth stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can use an action to cast the *sending* spell from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone and don't cast the spell. Once sending is cast through the stones, they can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical.

A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Greater Healing

Potion, common

A description of this item can be found in the *Dungeon Master's Guide*.

Spell of Protection (Fiends)

Scroll, rare

This scroll provides protection against fiends. A description of this item can be found in the *Dungeon Master's Guide*.

Gratitude of the Von Finklestein Family.

You have made an ally of the von Finklestein Family. You may use this favor one of two ways. You may either cash in this favor to gain a *spell scroll* with a *Player's Handbook* wizard spell of 3rd-level or lower, or you gain access to a new downtime activity. At the end of any adventure, you may spend 10 downtime to visit the family and their secret arcane library. While at the library you may scribe a *Player's Handbook* wizard spell of 3rd-level or lower into your spell book or book of shadows for no additional gold cost beyond the cost to scribe a spell.

To Wear the Cloak

If your character is an arcane spellcaster, you receive an offer to sponsor your admittance into the Brotherhood of the Cloak. Though joining the Cloaks is mandatory for any arcanists seeking to stay in Mulmaster for an extended period of time, and sponsorship is not required but sponsorship definitely has its perks.



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