

THE Darkness never Forgets

Dave Knighton



THE DARKNESS NEVER FORGETS

Oriel Phoenixfeather, the old halfling shop keep from Hawksroost, has gone missing. Her granddaughter and the leaders of the SALT Consortium have sent out a call for adventurers to investigate the disappearance. A danger brewing to the north of Hawksroost, however, may make this search-and-rescue more dangerous than the party had initially planned.

A Four-Hour Adventure for 5th- 10th level characters
Part 1 of the *Unholy Alliances* storyline



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INTRODUCTION

Welcome to *The Darkness Never Forgets*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Unholy Alliance*™ storyline season.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters who are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure, such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—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.

ADVENTURE PRIMER

"All extremes of feeling are allied with madness."

— Virginia Woolf, *Orlando*

ADVENTURE BACKGROUND

Oriel Phoenixfeather is the oldest resident of Hawksroost and owner of the town's supply shop, the Forgotten Shoe. She was born in this town over 200 years ago but left with her father when the town was abandoned due to the increasing orc attacks. She returned with her granddaughter, Solaris Phoenixfeather, when the SALT consortium began rebuilding Hawksroost.

Oriel Phoenixfeather spent her younger years as a notorious rogue and spent her entire life adventuring. Her travels brought her into the company of many different adventuring parties along the way. One of these parties had found themselves deep within a dense fog. Upon exiting they soon discovered they were in the land of Barovia.

While on this expedition, the party's bard, Lycidus Ikurvorh, was bitten by a vampire. The party was unable to save him prior to finding their way home and had to leave him behind.

Lycidus was deeply in love with Oriel but she never reciprocated these feelings. As much as it pained her to lose a friend she knew that leaving him was the only way to escape and save her life as well as the rest of the adventuring group.

Lycidus never gave up his search for Oriel and finally found a way to return to her. Upon locating her, he gave her the option to join him willingly or be forced to love him over an eternity of life.

NPC SUMMARY

The following NPCs featured in this adventure:

Oriel Phoenixfeather (Or-ee-ell Fee-nix-feather): Old Halfling who runs the quartermaster shop within Hawksroost.

Solaris Phoenixfeather (So-lar-is Fee-nix-feather): Granddaughter to Oriel Phoenixfeather. She has taken over the day-to-day work of the family shop, the Forgotten Shoe.

Norwood Sorrim (NOAR-wood Soar-im): A cleric of Ilmater and partner of the SALT Consortium.

Larazmu (Lair-as-moo): A retired monk who started the SALT Consortium with his old friend Sorrim to try to strike it rich with the mines recently discovered near Hawksroost.

Reynard (Ray-nard): A traveling merchant and trader.

Lycidus Ikurvorh (li-SID-us ee-kurv-ah): A human vampire that has escaped the lands of Barovia in search of his beloved in order to live a life eternal together with her.

ADVENTURE OVERVIEW

The Darkness Never Forgets begins within the center of Hawksroost at a shrine to Ilmater.

The adventure is broken down into four parts:

Part 1. (30 Minutes) The party meets with Larazmu and Sorrim and learn of the missing resident, Oriel Phoenixfeather. They have been called to locate the missing halfling. They are directed to start their search by meeting with the granddaughter Solaris. Solaris explains to the party that a visitor came to meet with Oriel the night she disappeared. She gives them a recently discovered journal that was written by her grandmother and asks them to start their search to the north.

Part 2. (60 Minutes) As the party leaves the town, a merchant pulls up behind them and offers to give them a ride to the Ilinver Trail as he says he's on his way to Phlan. The merchant offers the party a meal as he sets up camp prior to the party moving further north. After an attack on the camp, the merchant realizes that something of great value was taken from him and offers to travel with the party in search of the creatures that attacked.

Part 3. (30 Minutes) The party tracks the creatures that attacked them to the ruins of an old temple. The party is ambushed again only to discover that their new traveling companion is not what he appears to be.

Part 4. (90 Minutes) Finding an opening leading into the depths of the temple the party works their way through the trap-laden dungeon to find Oriel already bitten and search for Lycidus to finish off the vampire.

ADVENTURE HOOKS

For each character, choose an appropriate reason why they are traveling to Hawksroost.

Previous Adventures. If the characters have previously participated in adventures in and around Hawksroost, they may already be familiar with any of the members of the SALT Consortium or Oriel and when word comes that Sorrim and Larazmu need help, they are the first to respond.

Treasure Hunters, Adventurers, and other undesirables. Fliers circulate through Hawksroost advertising for adventurers to meet with Sorrim and Larazmu to organize a search party.

PART 1.

Estimated Duration: 30 minutes

The party meets with Sorrim and Larazmu within the center of Hawksroost near the shrine to Ilmater. The party is answering the flyers requesting adventurers for a search party to locate Oriel Phoenixfeather, a local resident and proprietor of the town's shop, the Forgotten Shoe.

Oriel's granddaughter, Solaris Phoenixfeather, reached out to the leaders of the SALT Consortium a few days ago, frantic about her grandmother. Solaris explained to Sorrim and Larazmu that she went to deliver breakfast to Oriel like she does every day only to find her bed empty and all Oriel's wolf pups acting distressed about something and howling at the open window.

THE HALFLING'S HIATUS

General Features

The general features of Hawksroost are as follows:

Sounds: The afternoon bustle of the local residents fills the air.

Weather: The clouds are dark and bring with it the sense of a coming storm.

Light: The dark clouds refuse to let the sun through, bringing a heavy tone to the area. Despite this, the light is still bright enough to allow for full visibility.

Shopping: The local quartermaster shop in Hawksroost, the Forgotten Shoe, is well stocked and adventuring gear costing 50 gp or less can be purchased.

The dark clouds bring a sense of a coming storm as you work your way to the open-air shrine within the center of town. A human male, dressed in fine vestments, is busy lighting candles while a large half-orc stands by, arms crossed.

Lighting the last candle, the man turns to meet you as you approach. "Well met and thank you for your aid. My name is Sorrim, and that gruff half-orc is Larazmu." Larazmu grunts at you and looks over the party.

A resident of our fine town appears to have gone missing," Sorrim continues. "The halfling shop-keep, Oriel Phoenixfeather. Her granddaughter, Solaris, came to us a few days ago in a panic that her grandmother had gone missing sometime in the night.

"We're in need of assistance to track down our old friend." Larazmu interrupts with another snort and scowls. "Our resources are currently tied up."

WHAT SORRIM AND LARAZMU KNOW

- Solaris came to the men three days ago frantic that Oriel was missing.
- The SALT Consortium has been sending out search parties but no luck so far.
- The parties had to end as a new threat seems to be brewing to the north.
- The party is advised to avoid going north of the Ilinver Trail.
- If the party asks what the danger is, Sorrim and Larazmu say in unison, "Nothing good."
- If the party asks why Larazmu is acting the way he is, he tells them, "That halfling is the most stubborn woman I've ever met. Nevertheless, despite all her tenacious tendencies, she is still a member of our town and, as such, family."
- The only lead on Oriel's disappearance is a note that Solaris found (**Player's Handout 1**).
- They recommend starting the investigation at the Forgotten Shoe and meeting with Solaris. She is aware that the party is coming.
- The SALT Consortium is willing to pay 500 gp for the party to return Oriel, even if it is just her body.



When the party is finished asking questions, read the following:

Sorrim looks at the party somberly and says, "Oriel may not like to admit it but she is an important part of our community. Finding her is a priority, but the danger coming, if it is what we fear, requires all our resources. Please do everything you can to bring Oriel home."

THE GRIEVING GRANDDAUGHTER

Solaris moved to Hawksroost with her grandmother shortly after the passing of her mother. Oriel was born and raised within the town before it fell to the constant raids of orcs. The two halflings rebuilt the shop on the foundation of the original building that was once run by Oriel's father.

A slight drizzle begins as you walk down the dirt road in the direction given to you by Sorrim. A quaint, two-story building sits just off the road, and the wooden sign adorned with golden lettering swings slightly in the breeze above the door. As you enter, a small bell rings above your head followed by a small voice coming from an open door behind the counter: "I'll be right with you."

A young halfling with long red hair walks out from the back room. Her eyes are bloodshot and her voice cracks, tell-tale signs of recent tears. She looks up at all of you and chokes back on the emotion in her voice as she continues, "I do apologize, how may I help you?"

Solaris has been experiencing crying fits since her grandmother went missing. She has been doing everything she can to hold herself together and continue work at the shop, knowing this is what Oriel would expect from her. However, Solaris is still young and the only family she has left is missing.

WHAT SOLARIS KNOWS

- Solaris is grateful for the party agreeing to assist.
- She apologizes as she has a hard time speaking about her grandmother without tearing up.
- Oriel was well into her second century and although she talked as though she could still go on adventures, Solaris knew better.
- Her grandmother had received a visitor that made her quite upset the night she went missing. A man arrived just as the sun set while Oriel was closing the shop for the night.
- Solaris was in the back, making dinner, so she did not hear the whole conversation. She came out when she heard her grandmother yelling and demanding the man leave.
- She only saw the man for a brief moment as he was leaving. She tells the party the man had dark hair with pale white skin and what looked like red eyes.

- When asked what was wrong, Oriel said nothing and went straight to her room, telling her granddaughter she was in no mood to eat.
- The next morning, Solaris brought breakfast to her grandmother, like she does every day, but she was not in her room.
- The window was open, and her wolf pups were whining and staring out it.
- On the ground was a crumpled letter. Solaris gave it to Sorrim.
- Solaris believes that whatever danger the SALT Consortium is investigating has something to do with what happened to Oriel. Whenever the wolf pups are taken out, they all sit facing north and howl.
- If the party contests heading north due to Sorrim's warnings, Solaris begins crying uncontrollably. Through her tears they can make out the words, "I understand. Everyone said it was a lost cause. Everyone is so afraid, I can't blame you for not being able to do this."



Forgotten Shoe

When the party is through asking questions and agree to head north in search of Oriel, read the following:

"I know Sorrim and Larazmu have offered up a reward upon your return, but I also know there is great potential for danger along the way. I'm willing to offer you another 250 gold if you can bring my grandmother back."

Solaris asks them if they would like to purchase anything before leaving. The Forgotten Shoe is well stocked and party members can purchase adventuring gear costing 50 gp or less.

PART 2.

Estimated Duration: 60 minutes

The party takes the information they gained from Solaris and heads north out of Hawksroost in the rain.

Whether on foot or steed, they aren't long on the road before a wagon catches up to the party. The driver of this wagon is Reynard. He accompanies the party as far as the Ilinver Trail where he informs the party he plans to head west; that is until the party is attacked while making camp for the night.

THE TIMELY TRAVELER

GENERAL FEATURES

The general features of the area are as follows:

Sounds: The rain falling heavily on the beaten path mutes most noises. All checks that rely on sound are made with disadvantage.

Weather: The rain is now coming down steadily, causing all checks that rely on sight or sound to be made with disadvantage.

Light: The dark clouds have now turned black and cast dim light during day travel.

A flash of light in sky illuminates the road ahead of you followed by a loud crack of thunder. The rain begins to fall steadily and begins to pool in the divots along the path. Before long, you make out the sounds of a horse coming up behind you. As you turn, you see a burly man driving a one-horse wagon.

This broad-shouldered man with short-cut hair and clean-cut beard behind the reins is Reynard Lonegrove. The wagon is full of crates and barrels that shift from side to side with every hole the wagon wheels hit. The party will realize that he is gaining on them and with a DC 10 **Wisdom (Perception)** check, they can make out through the rain that he appears to be hailing them.

As he approaches the party, read the following:

As the cart gets closer, the man behind the reins pulls back to slow his horse.

"Well met, travelers. I hope I didn't scare you. It just gets lonely on these long roads and I look forward to any company I can come across."

What Reynard knows:

- Reynard is a traveling merchant. He spent his young life on the road with his father.
- He tells the party he just finished in Hawksroost and is on his way to Phlan.
- Reynard is very grateful the party is going the same direction he is, even if it is only for a short distance. He tells them it gets lonely on the road.

What Reynard doesn't tell the party:

- Reynard is a traveling merchant out of necessity. He, like his father, is a natural-born werewolf.
- While traveling along the Ilinver Trail three days ago, he was approached by a man who introduced himself as Lycidus Ikurvorh. Lycidus successfully charmed Reynard and has been in contact with him every night since.
- Lycidus asked Reynard to stay in Hawksroost to keep a ear out for rumors of anyone traveling to the north investigating the missing halfling.
- If any group heads north, he was directed to escort them as far north as Ilinver Trail where he is then instructed to contact Lycidus using a sending stone given to him.



ROLE-PLAYING REYNARD

Reynard is human who appears to be in his mid-to-late 40s. He has broad shoulders and a solid build. His black hair is peppered gray and cut short with a clean-cut beard to match.

Reynard is a natural-born werewolf and has survived by staying on the move and keeping a low profile whenever he can. Despite his needing to avoid contact with people, he is a very outgoing and genuine man with a full, boisterous laugh and pleasant demeanor when he does interact with others.

At this point, if any of the party members are hesitant or don't trust Reynard, have them make a DC 18 **Wisdom (Insight)**. On a success, they know that he has ulterior motives. If confronted about this, he will explain that he was asked by a friend to escort you to the Ilinver Trail. If asked who the friend is, Reynard will tell them his name is Lycidus, but that's all he knows. Reynard has no idea why he is to escort them and that is the truth; Lycidus never told him any more than that.

If the party refuses to travel with him any farther, Reynard is visibly hurt but understands their concern and falls back. Reynard will continue to follow from a distance, just out of sight of the party.

THEY CAME IN THE NIGHT

Regardless of whether Reynard is with the party or not, read the following.

The rain continues as dusk settles in. A mist begins to roll along the ground as you approach the Ilinver Trail that travels east to west. Ahead to the north is a vast stretch of field grass, drooping slightly from the weight of the rain water. You feel exhausted and working through the tall, wet grass becomes more difficult with every step.

At this point, the sun has set, and the darkness settles in. Now would be a good time to offer the party a chance to sleep. They can easily set up camp off the road. Making a fire is difficult but can be done with a DC 13 **Wisdom (Survival)** check.

If Reynard is with the party still, he offers to make dinner for the party and can start a fire with no checks needed. After eating he offers to take the first watch so the party can sleep. If they party refuses to let him take any watch, he agrees and stays up with whomever takes watch first while he cleans up mess from dinner.

Before bedding, Reynard excuses himself to "relieve" himself. The player on watch may wish to follow. If they do so, remind them that they will be leaving the party while the rest sleep. If they continue, have them make a DC 15 **Dexterity (Stealth)** check. On a failure Reynard hears the player, turns around, and says, "I appreciate the help, but I think

I can handle this on my own," and lets out a boisterous laugh.

Have the first player on watch (after Reynard is asleep in his wagon if he's there) make a DC 18 **Wisdom (Perception)** check. On a success, they hear the flapping of wings and see the faint outline of bats.

During the second watch, have the player make a DC 15 **Wisdom (Perception)** check. On a success, they hear movement around the camp. The rain has stopped, and the moon is starting to peek through the clouds, casting shadows of creatures coming towards the camp. On a failure the party is surprised by two **vampire spawns** and three **wolves**.

ADJUSTING THE ENCOUNTER

Here is the recommendation for adjusting this combat. These are not cumulative.

- **Very Weak:** Remove one vampire spawn and one wolf
- **Weak:** Remove one wolf
- **Strong:** Replace one wolf with a vampire spawn
- **Very strong:** Add one vampire spawn

If the party left Reynard, he charges in when there is only one vampire spawn left alive (entering initiative when this happens), destroying his wagon in the process. The vampire spawn then uses its turn to move towards the wagon, grab something small from the debris, and escape into the night.

If Reynard is with the party, he uses the **help** action on his turn to assist the party with whatever they need. When there is only one vampire spawn left, it uses its turn to charge Reynard's wagon, grabbing something from the back, destroying everything else in it, and then escaping into the night.

EVERYTHING'S DEAD, NOW WHAT?

There's always the possibility that the party will kill the spawns before one has a chance to charge the wagon, ultimately ruining an important plot point (this never happens, right?). If this is the case, the one that's hiding in the bushes, that hasn't attacked, charges from the dark with the one purpose of grabbing something from the wagon.

Reynard's first thought is that of the players, tending to any wounds they may have received. If any have been bitten, he insists that they sleep immediately.

After Reynard has ensured that everyone is okay, read the following:

Reynard's mood changes and his face goes blank. He runs at full sprint the short distance to what's left of his wagon and begins rummaging through the broken chests, crates, and casks.

"Where is it? Where is it?!"
Reynard becomes more frantic, throwing odds and ends over his shoulder as he falls to his knees, in tears.

Reynard is looking for a locket that belonged to his mother. His father gave it to him before he died. He had it packed away in one of the chests that was broken during the encounter.

Reynard insists on traveling with the party to track down the creature that took the last thing he has of his parents. He offers to sit watch the rest of the night to ensure the party can rest for what's to come.

The sun breaks the horizon. The rain from the night before still sits on the tall grasses around you and the wind from the north sends a shudder up your spine. Looking to the north, you see a thick fog stirring in the distance.

Reynard is still sifting through the remains of his wagon. He walks towards you when he realizes you're awake.

"It's fortunate this is still intact. A pity it's the last one. I have a feeling we'll need more than this."

He hands you a vial of red liquid. "Let's move out."

TREASURE

One of the vampire spawns is wearing a gem-encrusted amulet worth 200gp. The vial is a **potion of superior healing**.



PART 3.

Estimated Duration: 60 minutes

The party heads north with Reynard leading the way. The rain from the day before makes tracking prints in the mud easy and no check is needed to stay on the tracks of the vampire spawn that got away.

GENERAL FEATURES

The general features of area are as follows:

Sounds: The scurrying of rats and squeaks of bats fill the air. There are far more of these creatures active than there should be.

Weather: A few dark clouds dot the sky but there is no threat of any rain.

Light: The sun provides bright light.

THE OPEN PLAINS

The tracks are easily readable within the soft earth from the rain the day before. Reynard leads the party, his determined eyes set to the markings of his prey.

Small hills dot the open plains that lay ahead of you. With every step the thick fog clinging to the ground becomes more ominous.

The sensation that something watches your every move begins to increase as the grasses move around followed by the sounds of rustling rats and the howl of wolves on the wind.

There is no need for any checks to track the vampire spawns. If the party wishes to, a DC 10 **Wisdom (Perception)** check informs them that the rat population is far higher than it should be. With a DC 13 **Wisdom (Perception)** check they also noticed bats flying around, which is odd for this time of the day.

Reynard remains mostly quiet on the trek but will answer any questions the party asks, even those that he held back previously. The only thing he won't tell them is that he is in fact a werewolf.

- While traveling along the Ilinver Trail three days ago, he was approached by a man who introduced himself as Lycidus Ikurvorh. Lycidus successfully charmed Reynard and has been in contact with him every night since.
- Lycidus asked Reynard to stay in Hawksroost to keep an ear out for rumors of anyone traveling to the north investigating the missing halfling.
- If any group heads north, he was directed to escort them as far north as Ilinver Trail where he is then instructed to contact Lycidus using a sending stone given to him.
- Reynard used the stone prior to the attack to inform Lycidus that he had completed his task.
- He realizes now that it was magic that caused him to do what he did.
- He honestly doesn't know anything about more about Lycidus or the fate of Oriel.

THE LOST TEMPLE

The party travels through most of the day, the sounds of rats, bats, and wolves increasing the closer they get to the rolling fog.

As the sun starts to set, the tracks lead into a wall of billowing fog hugging the ground. The shadows dancing from the falling light seem to move of their own accord as if waiting to pounce.

The fog twists and turns, creating ghoulish faces seeming to scream in agony. Wisps of the haze reach out towards you as if to pull you deeper.

Reynard turns to you, and with a nod of his head, he says, "Follow me."

He turns back and walks in, his shadow slowly disappearing as he travels deeper in the darkness.

GENERAL FEATURES

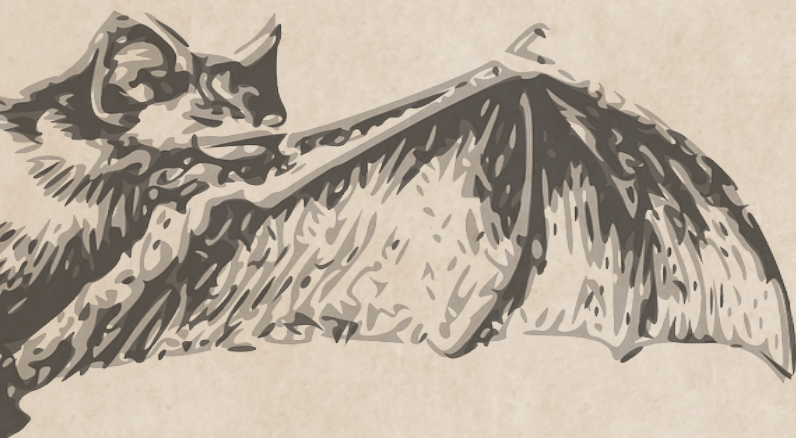
The general features of area are as follows:

Sounds: The wings of bats flying through the air, rats scurrying under foot, and wolves howling, echo all around the party.

Weather: The fog is due to the regional effects of the vampire and is not natural.

Light: The setting sun and the fog make visibility difficult. Any checks relying on sight are made with disadvantage.

With a DC 13 **Intelligence (Arcana)** or **Intelligence (Nature)** check, a player will be able to recognize that this fog is not natural. If no player has figured it out by this point, Reynard turns to the party and informs them this is a vampire.



Although the fading sun light and thick fog blots most of your visibility, your able to see Reynard, stooped at the top of a small hill, holding his hand up in a tight fist, instructing you to stop. He turns with a finger to his lips and slowly motions for you to approach.

At the base of the hill you can make out the shadows of creatures moving slowly amongst large stones. Upon closer inspection you realize these stones are the ruins of a building.

The creatures moving around the base of the temple are two **zombies**. Also, unbeknownst to the party, two **wraiths** lie in wait.

If the party wishes to take the zombies by surprise have them roll a group DC 13 **Dexterity (Stealth)** check. If at least half of them succeed they will get a surprise round against the zombies, but not the wraiths as these creatures know the party is coming due to Reynard's message to Lycidus with the sending stone.

During combat, Reynard continues to use the **help** action during his turn and will come to the aid of any party member that needs assistance.

ADJUSTING THE ENCOUNTER

Here is the recommendation for adjusting this combat. These are not cumulative.

- Very Weak: Remove one wraith
- Weak: Remove one zombie and cut the second zombie's starting hit points in half
- Strong: Add one vampire spawn
- Very strong: Add one vampire spawn and one zombie

After combat has finished read the following:

Reynard tends to everyone's wounds and then begins searching the remains.

"My mother's locket is not here. I fear it's only going to be worse down below. We should take a short rest, and recover any strength we can, but if the halfling is still down there, time is of the utmost importance."

Allow the party to take a short rest. If the party wishes to investigate the ruins have them roll a DC 18 **Intelligence (History)** or **Intelligence (Religion)** check. On a success, they can determine, due to the etchings on some of the stones, that this is a very ancient temple. The name of the deity worshiped here appears to have been scratched out on every stone where it was mentioned.

Reynard is very insistent on the party taking a rest, but if the party refuses, or once the party as completed their rest read the following:

As you follow Reynard to the stairs leading below the structure the wail of more wraiths pierces your ears. From the fog comes three more wraiths.

Looking at the approaching creatures and then back at you, Reynard says, "I'm sorry for this, my friends, this was never my intention."

With those words you stare as the man you've been traveling with begins to shift form. Hair sprouts from his entire body. His fingers begin to grow in length, coming to fine tipped claws at the ends. His face elongates to a massive snout as Reynard lets out an explosive howl.

The beast stands in front of you and charges. You brace for the coming onslaught, but he bounds over the party and charges for the creatures in the fog. You hear him yell in the heat of battle, "MOVE! I'll hold them."

If any of the party wishes to stand against the wraiths with Reynard have them roll initiative. Reynard uses the stats of a **werewolf**. Throughout combat Reynard is constantly yelling at the party to get below.

If the party defeats the wraiths with the help of Reynard, he demands they go down without him and he will stand watch to ensure nothing follows them.



PART 4.

Estimated Duration: 90 minutes

The party descends the stairs of the ancient temple in search for Oriel and, with any luck, Reynard's missing locket.

GENERAL FEATURES

The general features of Hawksroost are as follows:

Sounds: The tunnels below the temple are eerily quiet.

Smells: The smell of rotting flesh and death fill the air.

Light: The tunnels and the rooms are lit with torches emitting dim light.

A. THE TWISTING HALLWAY

As you descend the steps, a hallway comes into view at the bottom filled with a soft light. The walls are lined with torches every several feet.

Hidden pits. Hidden pit traps are marked on the map in several locations through this hallway. These pits span the width of the hallway and cannot be walked around. Each pit is 5 feet wide and 10 feet across. With a successful DC 15 **Wisdom (Perception)** check, a character notices the missing mortar within the stonework.

If the trap is discovered, a DC 10 **Intelligence (Investigation)** check reveals that the trap is pressure triggered and there is no way to disarm it.

If any character steps on the middle of the trap, the two halves swing open and the character falls 10 feet taking 1d6 falling damage.

Western Door. The markings on this locked wooden door are like those found on the ruins outside. With a successful DC 15 **Dexterity** check and thieves' tools, a character can unlock the door.

Northern Door. This plain wooden door is unlocked. A successful DC 15 **Wisdom (Perception)** check finds a trip wire running through the jamb at the top of the door. A DC 13 **Intelligence (Investigation)** check is required to realize that opening this door will pull on the wire. This wire is attached to a scythe on the other side of the door. A DC 15 **Dexterity** check with thieves' tools or any other metal device will deactivate the trap.

If the door swings open without characters detecting the trip wire and deactivating it somehow, a scythe swings from the ceiling, targeting the area in front of the open door: +5 to hit, 4 (1d8) slashing damage.

B. THE SHRINE ROOM

A large stone altar makes up the centerpiece of this room. Along the walls are six full sets of full-plate armor. The remains of stone statues litter the floor around their feet.

Sitting in the middle of the altar, surrounded by burning candles, a gold statue of a man with a long cape stands regally

This room used to be one of prayer and worship for the temple goer's deity. Now it is built to pay homage to the Count of Barovia. If any characters have spent time within the land of Barovia, they recognize this man immediately as that of Count Strahd von Zarovich.

Five of these sets of armor standing around the room are **animated armor** and the sixth is **Lycidus' animated armor**. If any character approaches the center table, Lycidus' armor as well as three others attack. This encounter is only meant to weaken the party and expend their resources.

ADJUSTING THE ENCOUNTER

Here is the recommendation for adjusting this combat. These are not cumulative.

Very Weak: Lycidus' animated armor and 1 animated armor

Weak: Lycidus' animated armor and 2 animated armor

Strong: Lycidus' animated armor and 4 animated armor

Very strong: Lycidus' animated armor and 5 animated armor

TREASURE

Lycidus' armor has two keys attached to it. One key has an engraving of a wolf and the other an engraving of a soldier in full armor.



C. THE LIBRARY

A circular table sits within the center of this room. Spread across the surface, lit candles illuminate open tomes and rolled parchments. Shelves full of books stand against the north and south walls. Against the west wall, hanging from the ceiling, there is a large tapestry depicting a battle scene. Strewn across the painted field are dead soldiers. One can be seen crawling towards an open door of a castle with a lone wolf standing guard.

This room has been set up as Lycidus' private library. The books in this room are stories from Barovia and are worthless in terms of gold. However, if a character spends any time looking through the books on the table, they will find one of the open books is the history of a vampire by the name of Orsova Stryx. The page this book is open to depicts his lineage. Amongst the names of those turned by Orsova is Lycidus. The party also locates a **Prayer of Healing** spell scroll.

Secret Door. A DC 15 **Wisdom (Perception)** check allows a character to notice the outline of a door on the north wall in between the two bookshelves. Upon closer inspection a character will find a keyhole.

The tapestry on the west wall has the clue for which of the two keys to use. The wolf is the only one left standing and is in the open door. If a character uses the key with the wolf, the door will open. If a character uses the key with the soldier on it, a trap door will open in front of the door and the character will fall 20 feet taking 2d6 damage.

If any character attempts to use any other means of opening this secret door, the trap door will open instead.

Eastern Door. This door is closed but not locked or trapped.

TREASURE

A **Prayer of Healing** spell scroll.

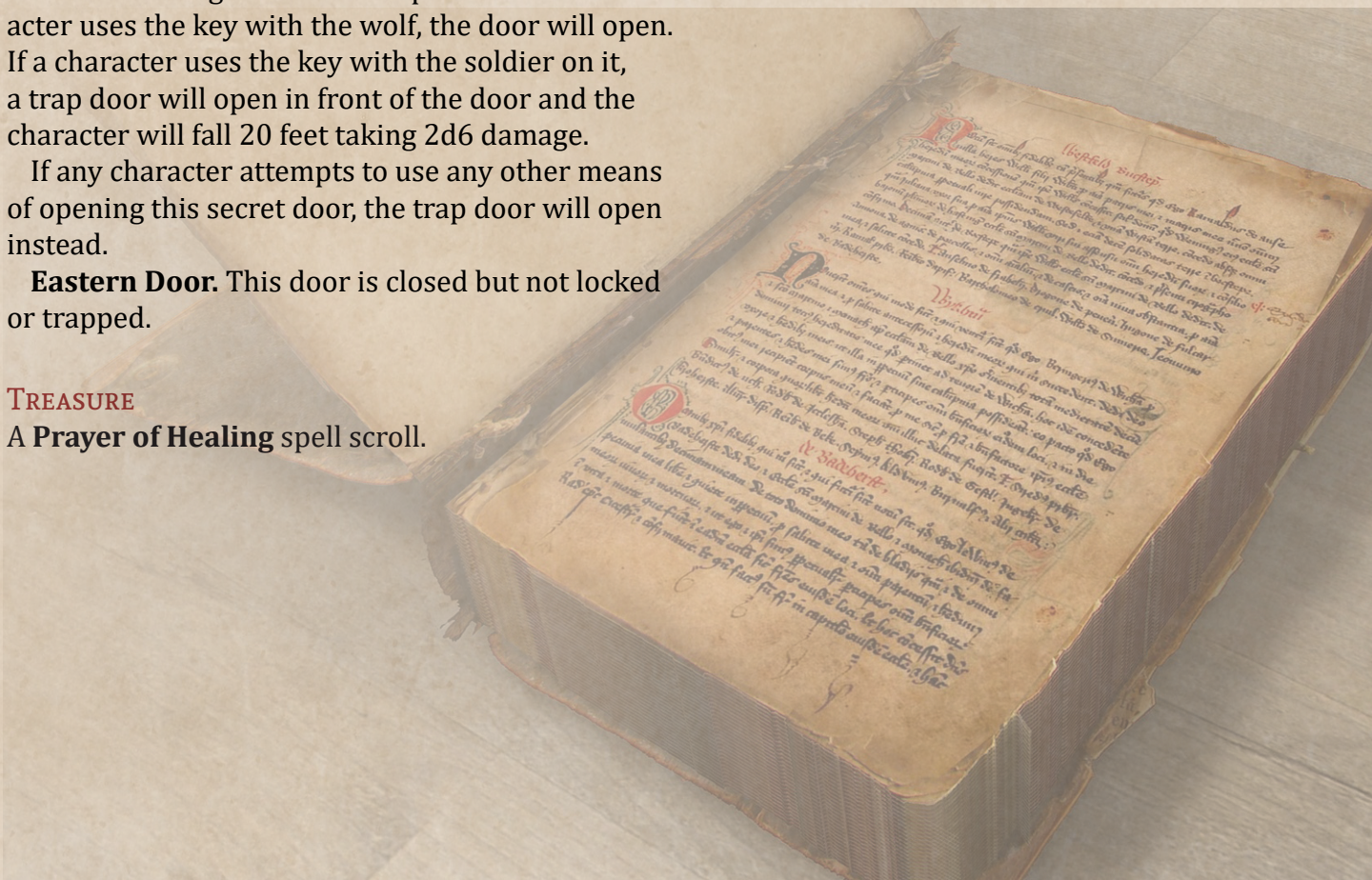
D. THE HALL

Prior to Lycidus becoming a vampire, he was a well-respected bard. Some of his previous life still bubbles to the surface when he builds defenses for his lairs.

Irresistible Dancer. With a successful DC 15 **Wisdom (Perception)** check a player notices that every few steps, the stones on the floor have been etched with markings. A DC 18 **Intelligence (Arcana)** recognizes the markings as those that would cast **Otto's Irresistible Dance** spell.

Traversing the hallway without stepping on any of the markings requires a successful DC 10 **Dexterity** check. On a failure, or if the party does not spot the markings, the first character in the hallway begins dancing in place. A successful DC 13 **Wisdom** saving throw at the end of the player's turn breaks this desire to dance. Once a character triggers the spell, the rest of the stones with the markings become visible.

Secret Door. Any character succeeding on a DC 15 **Wisdom (Perception)** check will notice that missing mortar around the door. Pushing on this door causes the whole wall to shift in and slide open.



E. THE CRYPT

This room is arid and smells of fresh earth. In the center of the room are two coffins side-by-side atop freshly dug dirt. The ornate engravings on each coffin are inlaid with gold. On the lid of each is a name, Lycidus and Oriel.

The dirt in this room is fresh soil from Lycidus' home land of Barovia. The coffin with Lycidus' name is empty. Within the other is Oriel. A DC 10 **Wisdom (Medicine)** check will tell a player that she has been bitten by a vampire and is undergoing the transformation. With a DC 10 **Intelligence (History or Religion)** a player will remember that a Wish spell can reverse the transformation. Killing the vampire and bringing them back from the dead can also reverse the transformation.

If the party attempts to kill Oriel within her coffin, she has 1 HP left. They can use a spell like **spare the dying** to stabilize her, but she remains unconscious even if spells are used to increase her hit points.



F. THE THRONE ROOM

A pale skinned figure sits with arms draped on the armrests of a large throne in the center of a stone pedestal. A cold breeze brushes past you as this man stands up.

"I've been expecting you. If you plan on taking my beloved, I'm afraid I will have to protest. I've spent far too long searching for my Oriel just to let an insignificant group like yourselves stop me."

LEGENDARY ACTIONS

The vampire can take three 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 two Actions). The vampire makes one bite attack.

Lycidus attacks the party within his lair and has access to Legendary Actions.

ADJUSTING THE ENCOUNTER

Here is the recommendation for adjusting this combat. These are not cumulative.

Very Weak party: Lycidus does not use any Legendary Actions and his HP maximum is 95.

Weak party: Lycidus does not use any Legendary Actions.

Strong party: No change

Very strong party: No change

TREASURE

Lycidus is wearing a Cape of the Mountebank and a coin pouch containing 300gp.

CONCLUSION

After defeating Lycidus, the party will have to take Oriel's body back to Hawksroost. Reynard meets the party, back in human form and bloodied. He informs them that the creatures just stopped attacking and left back into the fog but not before he was able to kill the beast that took his mother's locket. He holds it up to show the party with a big grin on his face.

He takes Oriel and accompanies the party back to town. If the party hasn't done anything to reverse the transformation, Sorrim does what's needed to do so, otherwise she is taken to her bed to rest and recover.

REWARDS

Make sure the players note their rewards on their adventure log sheets. Give your name and DCI number (if 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 battle.

COMBAT AWARDS

Name of Foe	XP per Foe
Animated Armor	200
Lycidus Ikurvorh	10,000
Lycidus' Animated Armor	2,300
Vampire Spawn	1,800
Wraith	1,800
Wolf	50
Zombie	50

The **minimum** total award for each character participating in this adventure is 3,750 **experience points**.

The **maximum** total award for each character participating in this adventure is 6,250 **experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Sorrim's Offer	500
Solaris' Offer	250
Vampire Spawn Necklace	200
Bag of Rubies	200
Lycidus' Gold	300

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

CAPE OF THE MOUNTEBANK

Wonderous item, rare

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

POTION OF SUPERIOR HEALING

Potion, rare

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

SPELL SCROLL: PRAYER OF HEALING

Scroll, uncommon

A description of this spell can be found in the *Player's Handbook*

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Larazmu (Lair-as-moo): A retired monk who started the SALT Consortium with his old friend Sorrim to try to strike it rich. He also has a debt to repay to the Black Network.

Ideal: A true friend. Larazmu will give up everything to protect his friends.

Flaw: Gambler. Larazmu thinks himself a consummate investor. If there is a chance of making some money, he can hardly resist.

Lycidus Ikurvorh (li-SID-us ee-kurv-ah): Prior to being turned, Lycidus was a renowned bard and adventurer. He spent several years in a party with Oriel before meeting his demise in Barovia. Feeling jilted after the party abandoned him to his fate, he spent decades searching out a way to track down his beloved Oriel and forcing her to love him.

Ideal: Oriel will love me, and we will spend an eternity together.

Flaw: I will do whatever it takes to ensure Oriel and I have a life together.

Norwood Sorrim (NOAR-wood Soar-im): A cleric of Ilmater who lost his faith, but had it restored through a harsh and taxing journey to find healing for his sick community. In attempting to honor his god, he has built a permanent shrine within the town of Hawksroost. Sorrim goes by his last name and due to his sometimes-odd behavior and muttering to himself, he has earned the nickname "The god whisperer."

Ideal: I am dedicated to Ilmater and his tenants above all else.

Flaw: I find myself single-minded, often forgetting the subtleties as I pursues my visions.

Oriel Phoenixfeather (Or-ee-ell Fee-nix-feather): In her younger years, Oriel was a feisty rogue adventurer. She spent decades moving from quest to quest with her companion Kev, a dire wolf, and as such has had her fair share of narrow escapes and near-death experiences. Between that and losing friends along way, she has become hardened and bitter, rarely letting people in. Believing she still has the strength to continue her journeys, she reluctantly retired from her adventuring days to take care of her granddaughter. Despite having to settle down she loves Solaris more than anything in the all of Toril and will do anything to keep her safe.

Ideal: Keep your friends close and your enemies closer to the edge of a dagger.

Flaw: I will not let anyone else in. Friends either leave or die.

Reynard (Ray-nard): Reynard is a natural-born werewolf and has spent his life traveling from city to city trading random wares. He learned this lifestyle from his father, as a way to hide his true form, knowing that staying in one place for too long would only cause fear in hearts of others.

Ideal: The road is lonely when traveling alone, but it's the only way to protect myself and those I meet.

Flaw: My past defines who I am and because I don't have much, I cherish everything I have.

Solaris Phoenixfeather (So-lar-is Fee-nix-feather): After Solaris' mother died several years ago, her grandmother, Oriel, retired from her days of adventuring to tend to her. After learning that Hawksroost was being repopulated, Oriel took Solaris back to her hometown of Hawksroost to raise her granddaughter and set up a quarter master's shop.

Solaris spends her days running the shop now as she sees it as a way to hear the stories that adventurers coming through town bring with them. She grew up listening to her grandmother's adventures and now that she has come into her own, she finds herself getting anxious and ready to strike out on her own.

Ideal: My grandmother is my world. I owe everything to her.

Flaw: I often find myself daydreaming about the adventures I have heard and the possibility of creating my own.

APPENDIX. MONSTER/NPC STATISTICS

ANIMATED ARMOR

MEDIUM CONSTRUCT, UNALIGNED

ARMOR CLASS 18 (NATURAL ARMOR)

HIT POINTS 33(6D8+6)

SPEED 25 FT

STR	DEX	CON	INT	WIS	CHA
14(+2)	11(+0)	13(+1)	1(-5)	3(-4)	1(-5)

DAMAGE IMMUNITIES POISON, PSYCHIC

CONDITION IMMUNITIES BLINDED, CHARMED, DEAFENED, EXHAUSTION, FRIGHTENED, PARALYZED, PETRIFIED, POISONED

SENSES BLINDSIGHT 60FT (BLIND BEYOND THIS RADIUS)
PASSIVE PERCEPTION 6

LANGUAGES NONE

CHALLENGE 1 (200 XP)

ANTIMAGIC SUSCEPTIBILITY. THE ARMOR IS INCAPACITATED WHILE IN THE AREA OF AN ANTIMAGIC FIELD. IF TARGETED BY DISPEL MAGIC, THE ARMOR MUST SUCCEED ON A CONSTITUTION SAVING THROW AGAINST THE CASTER'S SPELL SAVE DC OR FALL UNCONSCIOUS FOR ONEMINUTE.

FALSE APPEARANCE. WHILE THE ARMOR REMAINS MOTIONLESS, IT IS INDISTINGUISHABLE FROM A NORMAL SUIT OF ARMOR.

ACTIONS

MULTIATTACK. THE ARMOR MAKES TWO MELEE ATTACKS.

SLAM. *MELEE WEAPON ATTACK:* +4 TO HIT, REACH 5 FT., ONE TARGET.
HIT: 5 (1D6 + 2) BLUDGEONING DAMAGE.

LYCIDUS' ANIMATED ARMOR (STRAHD'S ANIMATED ARMOR)

MEDIUM CONSTRUCT, LAWFUL EVIL

ARMOR CLASS 21

HIT POINTS 112(15D8+45)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
17(+3)	13(+1)	16(+3)	9(-1)	10(+0)	9(-1)

SKILLS PERCEPTION +3

DAMAGE RESISTANCES COLD, FIRE

DAMAGE IMMUNITIES LIGHTNING, POISON

CONDITION IMMUNITIES BLINDED, CHARMED, DEAFENED, EXHAUSTION, FRIGHTENED, PARALYZED, PETRIFIED, POISONED

SENSES BLINDSIGHT 60FT (BLIND BEYOND THIS RADIUS)
PASSIVE PERCEPTION 13

LANGUAGES UNDERSTANDS COMMON BUT CAN'T SPEAK

CHALLENGE 6 (2,300 XP)

ANTIMAGIC SUSCEPTIBILITY. THE ARMOR IS INCAPACITATED WHILE IN THE AREA OF AN ANTIMAGIC FIELD. IF TARGETED BY DISPEL MAGIC, THE ARMOR MUST SUCCEED ON A CONSTITUTION SAVING THROW AGAINST THE CASTER'S SPELL SAVE DC OR FALL UNCONSCIOUS FOR ONEMINUTE.

FALSE APPEARANCE. WHILE THE ARMOR REMAINS MOTIONLESS, IT IS INDISTINGUISHABLE FROM A NORMAL SUIT OF ARMOR.

ACTIONS

MULTIATTACK. THE ARMOR MAKES TWO MELEE ATTACKS OR USES *SHOCKING BOLT* TWICE.

GREATSWORD. *MELEE WEAPON ATTACK:* +6 TO HIT, REACH 5 FT., ONE TARGET.
HIT: 10 (2D6 + 3) SLASHING DAMAGE PLUS 3 (1D6) LIGHTNING DAMAGE.

SHOCKING BOLT. *RANGED SPELL ATTACK:* +4 TO HIT (WITH ADVANTAGE ON THE ATTACK ROLL IF THE TARGET IS WEARING ARMOR MADE OF METAL), RANGE 60 FT., ONE TARGET. HIT: 10 (3D6) LIGHTNING DAMAGE.

LYCIDUS' IKURVORH (VAMPIRE)

MEDIUM HUMANOID (SHAPECHANGER), LAWFUL EVIL

ARMOR CLASS 16 (NATURAL ARMOR)

HIT POINTS 144(17D8+68)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	18(+4)	17(+3)	15(+2)	15(+4)

SAVING THROWS DEX +9, WIS +7, CHA +9

SKILLS PERCEPTION +7, STEALTH +9

DAMAGE RESISTANCES NECROTIC; BLUDGEONING, PIERCING, AND SLASHING FROM NONMAGICAL ATTACKS

SENSES DARKVISION 120FT, PASSIVE PERCEPTION 17

LANGUAGES COMMON

CHALLENGE 13 (10,000 XP)

SHAPECHANGER. IF THE VAMPIRE ISN'T IN SUNLIGHT OR RUNNING WATER, IT CAN USE ITS ACTION TO POLYMORPH INTO A TINY BAT, OR A MEDIUM CLOUD OF MIST, OR BACK INTO ITS TRUE FORM.

WHILE IN THE BAT FORM, THE VAMPIRE CAN'T SPEAK, ITS WALKING SPEED IS 5 FT., AND IT HAS A FLYING SPEED OF 30 FT.. 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 THE MIST FORM, THE VAMPIRE CAN'T TAKE ANY ACTIONS, SPEAK, OR MANIPULATE OBJECTS. IT IS WEIGHTLESS, HAS A FLYING SPEED OF 20 FT., 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.

LEGENDARY RESISTANCE (3/DAY). IF THE VAMPIRE FAILS A SAVING THROW IT CAN CHOOSE TO SUCCEED INSTEAD.

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 SUNLIGHT 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 TWO HOURS OR BE DESTROYED. ONCE IT REACHES 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.

LEGENDARY RESISTANCE (3/DAY). IF THE VAMPIRE FAILS A SAVING THROW IT CAN CHOOSE TO SUCCEED INSTEAD.

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 SUNLIGHT 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 TWO HOURS OR BE DESTROYED. ONCE IT REACHES 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 SUNLIGHT 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 DIRECT SUNLIGHT. WHILE IN DIRECT SUNLIGHT, 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 TARGET. 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 20 FT. 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 BEAST REMAINS FOR 1 HOUR, UNTIL THE VAMPIRE DIES, OR UNTIL THE VAMPIRE DISMISSES THEM AS A BONUS ACTION.

VAMPIRE SPAWN

MEDIUM UNDEAD, NEUTRAL EVIL

ARMOR CLASS 15 (NATURAL ARMOR)

HIT POINTS 60 (11D6 + 22)

SPEED 30 FT.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

SAVING THROWS DEX +6, WIS +3

SKILLS PERCEPTION +3, STEALTH +6

DAMAGE RESISTANCES NECROTIC

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 13

LANGUAGES COMMON

CHALLENGE 4 (1,100 XP)

REGENERATION. THE SPAWN REGAINS 10 HIT POINTS AT THE START OF ITS TURN IF IT HAS AT LEAST 1 HIT POINT AND ISN'T IN DIRECT SUNLIGHT OR RUNNING WATER. IF IT TAKES RADIANT DAMAGE OR DAMAGE FROM HOLY WATER, THIS TRAIT DOESN'T FUNCTION AT THE START OF ITS NEXT TURN.

SPIDER CLIMB. THE SPAWN CAN CLIMB DIFFICULT SURFACES, INCLUDING UPSIDE DOWN ON CEILINGS, WITHOUT NEEDING TO MAKE AN ABILITY CHECK.

VAMPIRE WEAKNESSES. THE VAMPIRE SPAWN HAS THE FOLLOWING FLAWS:

FORBIDDANCE. THE SPAWN CAN'T ENTER A RESIDENCE WITHOUT AN INVITATION FROM ONE OF THE OCCUPANTS.

HARMED BY RUNNING WATER. THE SPAWN TAKES 20 ACID DAMAGE IF IT ENDS ITS TURN IN RUNNING WATER.

STAKE TO THE HEART. THE SPAWN IS DESTROYED IF A PIERCING WEAPON MADE OF WOOD IS DRIVEN INTO ITS HEART WHILE IT IS INCAPACITATED IN ITS RESTING PLACE.

SUNLIGHT HYPERSENSITIVITY. THE SPAWN TAKES 20 RADIANT DAMAGE WHEN IT STARTS ITS TURN IN DIRECT SUNLIGHT. WHILE IN DIRECT SUNLIGHT, THE SPAWN HAS DISADVANTAGE ON ATTACK ROLLS AND ABILITY CHECKS.

ACTIONS

MULTIATTACK. THE SPAWN MAKES TWO MELEE ATTACKS, ONLY ONE OF WHICH CAN BE A BITE ATTACK.

CLAWS. MELEE WEAPON ATTACK: +6 TO HIT, REACH 5 FT., ONE CREATURE. HIT: 8 (2D4 + 3) SLASHING DAMAGE. INSTEAD OF DEALING DAMAGE, THE SPAWN CAN GRAPPLE HER TARGET (ESCAPE DC 13).

BITE. MELEE WEAPON ATTACK: +6 TO HIT, RANGE 5 FT., ONE WILLING CREATURE, OR A CREATURE THAT IS GRAPPLED BY THE SPAWN, INCAPACITATED, OR RESTRAINED. HIT: 6 (1D6 + 3) PIERCING DAMAGE PLUS 7 (2D6) NECROTIC DAMAGE. THE TARGET'S HIT POINT MAXIMUM IS REDUCED BY AN AMOUNT EQUAL TO THE NECROTIC DAMAGE TAKEN, AND THE SPAWN 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.

REACTIONS

INSIGHTFUL DEFENSE. WHEN AN ATTACKER THE SPAWN CAN SEE HITS IT WITH AN ATTACK, THE SPAWN CAN HALVE THE DAMAGE AGAINST IT.

WOLF

MEDIUM BEAST, UNALIGNED

ARMOR CLASS 13 (NATURAL ARMOR)

HIT POINTS 11 (2D8 + 2)

SPEED 40 FT.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

SKILLS PERCEPTION +3, STEALTH +4

SENSES PASSIVE PERCEPTION 13

LANGUAGES —

CHALLENGE 1/4 (50 XP)

KEEN HEARING AND SMELL. THE WOLF HAS ADVANTAGE ON WISDOM (PERCEPTION) CHECKS THAT RELY ON HEARING OR SMELL.

PACK TACTICS. THE WOLF HAS ADVANTAGE ON AN ATTACK ROLL AGAINST A CREATURE IF AT LEAST ONE OF THE WOLF'S ALLIES IS WITHIN 5 FT. OF THE CREATURE AND THE ALLY ISN'T INCAPACITATED.

ACTIONS

BITE. MELEE WEAPON ATTACK: +4 TO HIT, REACH 5 FT., ONE TARGET. HIT: 7 (2D4 + 2) PIERCING DAMAGE. IF THE TARGET IS A CREATURE, IT MUST SUCCEED ON A DC 11 STRENGTH SAVING THROW OR BE KNOCKED PRONE.

WRAITH

MEDIUM UNDEAD, NEUTRAL EVIL

ARMOR CLASS 13

HIT POINTS 67 (9D8 + 27)

SPEED 0 FT., FLY 60 FT. (HOVER)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

DAMAGE RESISTANCES ACID, COLD, FIRE, LIGHTNING, THUNDER; BLUDGEONING, PIERCING, AND SLASHING FROM NONMAGICAL ATTACKS THAT AREN'T SILVERED

DAMAGE IMMUNITIES NECROTIC, POISON

CONDITION IMMUNITIES CHARMED, EXHAUSTION, GRAPPLED, PARALYZED, PETRIFIED, POISONED, PRONE, RESTRAINED

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 12

LANGUAGES THE LANGUAGES IT KNEW IN LIFE

CHALLENGE 5 (1800 XP)

INCORPOREAL MOVEMENT. THE WRAITH CAN MOVE THROUGH OTHER CREATURES AND OBJECTS AS IF THEY WERE DIFFICULT TERRAIN. IT TAKES 5 (1D10) FORCE DAMAGE IF IT ENDS ITS TURN INSIDE AN OBJECT.

SUNLIGHT SENSITIVITY. WHILE IN SUNLIGHT, THE WRAITH HAS DISADVANTAGE ON ATTACK ROLLS, AS WELL AS ON WISDOM (PERCEPTION) CHECKS THAT RELY ON SIGHT.

ACTIONS

LIFE DRAIN. MELEE WEAPON ATTACK: +6 TO HIT, REACH 5 FT., ONE CREATURE. HIT: 21 (4D8 + 3) NECROTIC DAMAGE. THE TARGET MUST SUCCEED ON A DC 14 CONSTITUTION SAVING THROW OR ITS HIT POINT MAXIMUM IS REDUCED BY AN AMOUNT EQUAL TO THE DAMAGE TAKEN. THIS REDUCTION LASTS UNTIL THE TARGET FINISHES A LONG REST. THE TARGET DIES IF THIS EFFECT REDUCES ITS HIT POINT MAXIMUM TO 0.

CREATE SPECTER. THE WRAITH TARGETS A HUMANOID WITHIN 10 FT. OF IT THAT HAS BEEN DEAD FOR NO LONGER THAN ONE MINUTE AND DIED VIOLENTLY. THE TARGET'S SPIRIT RISES AS A SPECTER IN THE SPACE OF ITS CORPSE OR IN THE NEAREST UNOCCUPIED SPACE. THE SPECTER IS UNDER THE WRAITH'S CONTROL. THE WRAITH CAN HAVE NO MORE THAN SEVEN SPECTERS UNDER ITS CONTROL AT ONE TIME.

WEREWOLF

MEDIUM HUMANOID (HUMAN, SHAPECHANGER),
CHAOTIC EVIL

ARMOR CLASS 11 IN HUMANOID FORM,
12 (NATURAL ARMOR) IN WOLF OR HYBRID FORM

HIT POINTS 58 (9D8 + 18)

SPEED 30 FT. (40 FT. IN WOLF FORM)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+2)	10 (+0)	11 (+0)	10 (+0)

SKILLS PERCEPTION +4, STEALTH +3

DAMAGE IMMUNITIES BLUDGEONING, PIERCING, AND SLASHING FROM NONMAGICAL ATTACKS THAT AREN'T SILVERED

SENSES PASSIVE PERCEPTION 14

LANGUAGES COMMON (CAN'T SPEAK IN WOLF FORM)

CHALLENGE 3 (700 XP)

SHAPECHANGER. THE WEREWOLF CAN USE ITS ACTION TO POLYMORPH INTO A WOLF-HUMANOID HYBRID OR INTO A WOLF, OR BACK INTO ITS TRUE HUMAN FORM. ITS STATISTICS, OTHER THAN AC, ARE THE SAME IN EACH FORM. ANY EQUIPMENT OR WEAPONS IT'S CARRYING ISN'T TRANSFORMED. IT REVERTS TO ITS TRUE FORM IF IT DIES.

KEEN HEARING AND SMELL. THE WEREWOLF HAS ADVANTAGE ON WISDOM (PERCEPTION) CHECKS THAT RELY ON HEARING OR SMELL.

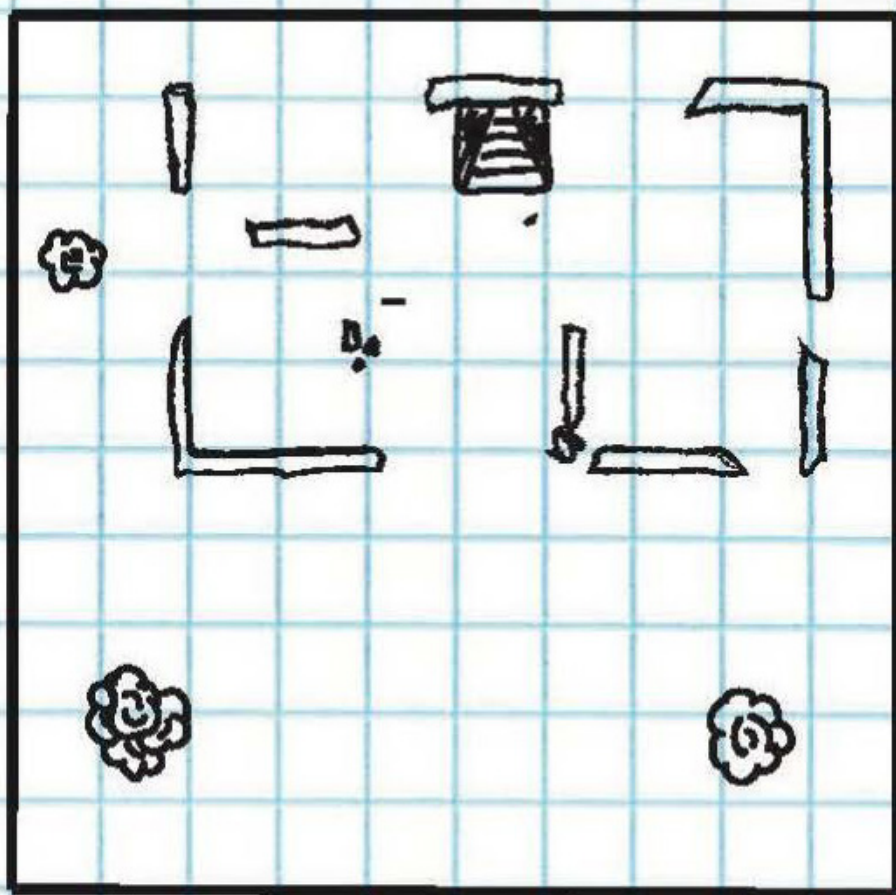
ACTIONS

MULTIATTACK (HUMANOID OR HYBRID FORM ONLY). THE WEREWOLF MAKES TWO ATTACKS WHEN USING THE ATTACK ACTION.

BITE (WOLF OR HYBRID FORM ONLY). MELEE WEAPON ATTACK: +4 TO HIT, REACH 5 FT., ONE TARGET. HIT: 6 (1D8 + 2) PIERCING DAMAGE. IF THE TARGET IS HUMANOID, IT MUST SUCCEED ON A DC 12 CONSTITUTION SAVING THROW OR BE CURSED WITH WEREWOLF LYCANTHROPY.

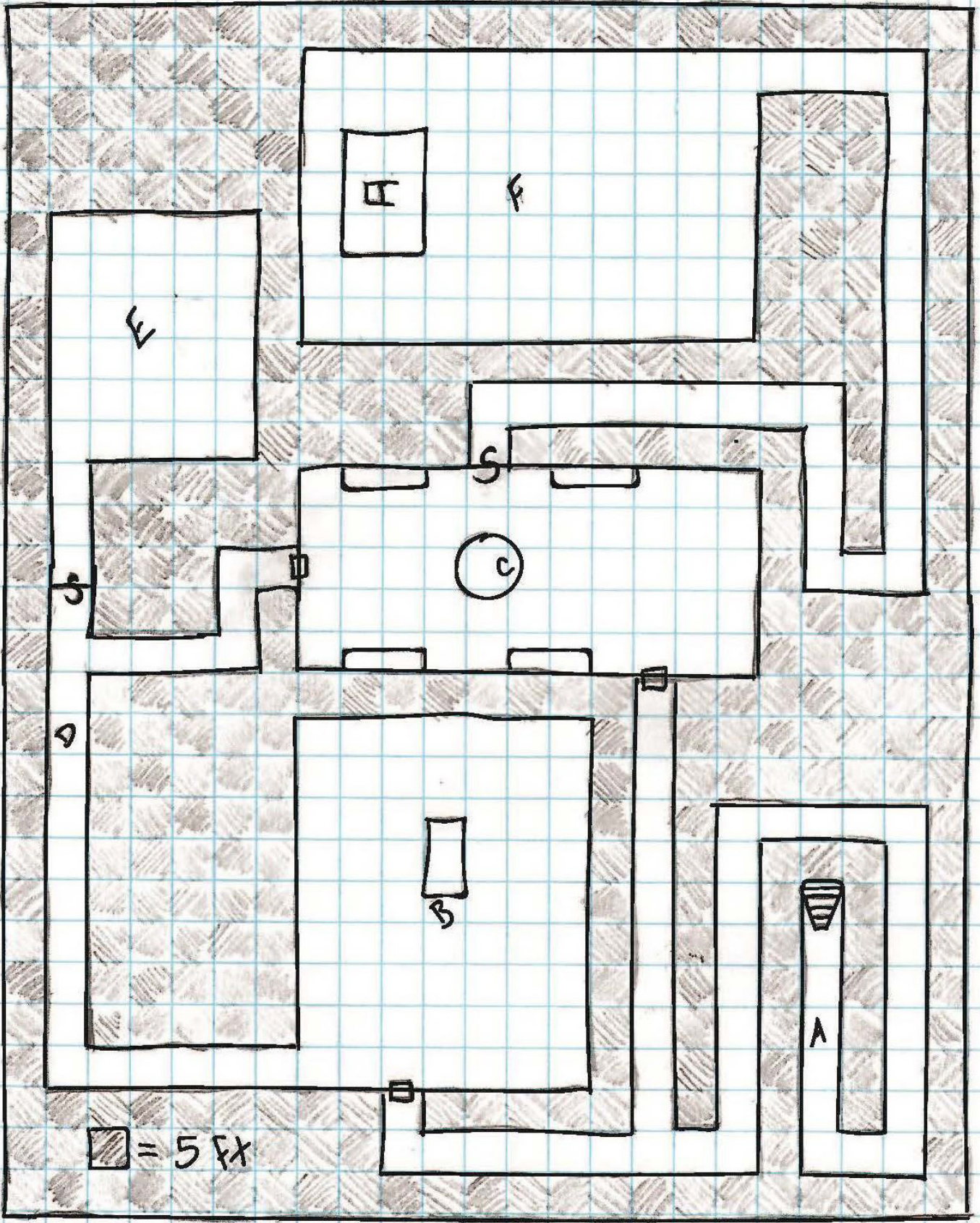
CLAWS (ALL FORMS). MELEE WEAPON ATTACK: +4 TO HIT, REACH 5 FT., ONE TARGET. HIT: 7 (2D4 + 2) SLASHING DAMAGE.

MAP: RUINED TEMPLE



□ = 5 ft

MAP: VAMPIRE'S LAIR



PLAYER'S HANDOUT 1: CRUMPLED NOTE

Oriel,

EVEN AFTER A CENTURY, YOU STILL REST
ON MY MIND. I HAVE

FORGIVEN YOU FOR WHAT HAS BEFALLEN
ME. IN TRUTH, IT IS BECAUSE OF THIS
GIFT THAT WE CAN BE TOGETHER, FOR
ALL TIME. I OFFER YOU THE CHANCE
TO JOIN ME WILLINGLY, BUT I PROMISE
YOU THIS, YOU WILL BE MINE FOR ALL
ETERNITY. TOGETHER WE SHALL EMBRACE
THE NIGHT.

-LYCIDUS

PLAYER HANDOUT. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

CAPE OF THE MOUNTEBANK

Wondrous item, rare

This cape smells faintly of brimstone. While wearing it, you can use it to cast the *dimension door* spell as an action. This property of the cape can't be used again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

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[CCC-SALT01-02 Moor Trouble](#)

[CCC-SALT01-03 Broken Halls of Goldahroud](#)

[CCC-SRCC-01-01 Trouble in the Old City](#)

[CCC-SRCC-01-02 Down the River of Snakes](#)

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[CCC-ANIME01-01 Legend of the Sword Bandit, Surprise!](#)

[CCC-ANIME01-02 Let's Find the Sword, GO!](#)

[CCC-ANIME01-03 Star Sword Return](#)

[CCC-MACE01-01 The Blight of Geoffrey](#)

[CCC-MACE01-02 A Panther's Peril](#)

COMING SOON FOR 2018

CCC-SRCC-01-04	A Little Drop of Poison
CCC-SRCC-01-05	The Snake Pit
CCC-GSGC01-01	Iron Vultures of Glisten
CCC-GSGC01-02	The Fall of the Feathered Wolf
CCC-MIND01-01	Lost in Thought
CCC-MIND01-02	Mind Trip
CCC-MIND01-03	Dream Walkers
CCC-SKULL01-01	A Murder Most Foul
CCC-SKULL01-02	Not All Who Are Lost Should Be Found
CCC-SKULL01-03	Who Pulls the Strings
CCC-MACE01-03	Haunted Memories
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CCC-SALT02-01	Mulmaster Meddling's
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CCC-SALT02-04	What Lies Beneath
CCC-SALT02-05	The Darkness Never Forgets
CCC-SALT02-06	Claws of Fury
CCC-SALT02-07	From the Mist
CCC-SALT02-08	The Undisturbed
CCC-SALT02-09	Darkness Awakens
CCC-SALT02-10	Ironshield Bastion
CCC-SALT02-11	The Voice of Gorm
CCC-SALT02-12	Siege of the Morokh



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