

TO CATCH A THIEF



Introduction:

One night in Luskan can make brave warriors humble, clever rogues poor, and adventurers very rich –or very, very dead.

A 3-hour Fifth Edition Dungeons & Dragons adventure for 8th-13th level characters suggested for evil and neutral alignments (1st draft; *The Doom Portals* storyline DP-4B)

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Introduction

Welcome to **To Catch a Thief**, a Fifth Edition D&D adventure. The adventure is set the Forgotten Realms, in the City of Luskan. Suitable for 3-6 players level 8-13.

Adjusting the Adventure:

Special DM note: This adventure is designed to be flexible. There is a suggested storyline, but Player ingenuity, story needs, or DM preference equally have priority in all decisions. Some optional encounters and alternatives are suggested, but the DM must use their best judgment on the plot points based mostly on what makes sense and, most importantly, what is the most fun. You should adjust the adventure beyond the module's guidelines. The DM might make the adventure easier for a group of mostly inexperienced players or more difficult for very experienced players. 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:

- Make adjustments to the adventure and make decisions about how the group interacts with the game world, especially outside of combat, but the DM must adjust the adventure for groups having too easy or too hard of a time.
- Being overwhelmed makes for a frustrating game. Making the adventure too easy makes for a boring game. Assess the each player's game experience (not the characters' levels) and ask what they like in a game, then try to give them the D&D experience they want. Give everyone a chance to shine.
- Be mindful of pacing, and moving along the game session appropriately. Watch for stalling, which slows gameplay momentum. Adjust the pacing to avoid running long or short.

- Give the players appropriate hints and clues to they can make informed choices about puzzles, combat, and interactions **without getting frustrated over lack of information**. This encourages immersion and rewards players for pay attention. Always err on the side of more clues.

The DM should not follow the text word-for-word; rather facilitate a fun, challenging game.

Spellcasting Services: Any settlement town-sized or larger can provide some spellcasting services. Characters must travel to the settlement for these services. Alternatively, if the party finishes the adventure, they can be assumed to return to the closest settlement. Spell services generally available include healing, recovery spells, and information-gathering spells. Other spell services might be available as specified in the adventure. Unless otherwise noted, three spells cast per day total is the maximum number of spells available as a service. .

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

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.

Note on the Adventure: *To Catch a Thief* is a homage to crime genre fiction, but not particularly combat heavy. The Players investigated a crime with some social encounters. The social encounters are important to building tension. This is an experimental attempt and fairly rigid. But the surprises and themes will be much more effective if the inner workings are not revealed to the party. Don't restrict players based on alignment, but helpful reminders may be useful for new players. Additionally, there may be small or large connection to other future adventures, most likely *The Lost Tower* or *Islands of Insanity*, noted in the module. This module is intended to be a sequel to *They Know* (DP-3B) for the A and B interconnected adventures arcs of *The Doom Portals* storyline. This is focused on evil characters, which is less limiting but often more unfair. This adventure can be lethal, but is mostly about mystery and getting in over your head.

Adventure Background (Unknown to Players)

Ygorl, the Slaad Lord of Entropy, is plotting to assist an Elder Evil in bringing true chaos to Toril. Ygorl experiences time backwards and is in love with the beauty of what this abomination will do to Toril. Slaadi and their collaborator, Doramor Grimshackle, have been slowly infiltrating this world from other Planes. The Slaadi are superior shape shifters and with abilities to detect thoughts. Slaad Lord Ygorl has granted this Slaadi army a boon, upgrading their shapeshifting to a polymorph worthy of a dragon.

Most Slaadi are traveling from portals at Hellgate Keep and in the Deepspawn Caverns through passes in the Nether Mountains. They appear as other creatures, but carry with them a chaos aura and chaos-stuff. Their path has infected the orc lands wiping out flora and fauna, and driving Underdark monsters to threaten the clans. This aura is driving the Silver Marches Orc Clans out from the fringes and into the

contact with the peoples of Luruar. (See *Blade Bizarre* DP-1A). Since then Sundabar has been on high alert for the increasing orc raids.

Recently, Luruar envoys struck a deal to move the southern orc clans into the Many-Arrows Kingdom, though not without difficulty. Rowan, the Watchblade, was exposed as a traitor attempting to incite a war with Many-Arrows. Just after the events of *Betrayal at Devilsfall* (DP-2A), the Sundabar has become a de facto prison, with Reaver Captain Roccar and Ser Mary Glendale suspecting infiltration but having no concrete evidence yet.

Secretly, Roccar and the rock gnome Fumbles McNilbog are securing the *Staffs of the Magi* for Denorian as a key component in an ancient weapon to stop the Elder Evil. Fumbles, the Wizard Denorian's arcane trickster agent, raided the Lonely Tower for the *Staffs of the Magi* hidden in the vault, but found most of these items had been pilfered already by Doramor Grimshackle. (See *The Lonely Tower* DP-3A).

Fumbles, unsure who might be a turncoat for Doramor and the Elder Evil's forces, returned to Sundabar to oppose the slaadi plot he discovered in *The Lonely Tower*. Fumbles died exposing the slaadi, and unfortunately his mostly successful slaadi detecting arcana was lost. (See *They Know* DP-3B). Fumbles did however manage to get a group of adventurers to a portal to Luskan to inform Roccar about the Slaadi plot. Roccar, working as a spymaster for both Sundabar and Denorian separately, has continued to combat Doramor's plans.

One traitor from the "Devilsfall Deal", Sal, Glendale's former attendant, has been held here in Luskan by Roccar while he attempts to discern if she is a slaad. She recently escaped from custody.

As the adventure begins, the Party is staying in Luskan. Unknown to them, Sal's father, a vampire gang leader has turned her into a vampire and used her knowledge to discern the location of something extremely valuable to his master.

Overview

This adventure takes place in 3 parts.

Part 1, Carousing: The adventure begins at the One-Eyed Jax Tavern where the Party spots an interesting patron.

Part 2, Investigation: After being commandeered into Ritska's service the Party must discover who stole from an impenetrable vault.

Part 3, Pursuit: Discovering the trail, the chase is on to recover the treasure and avoid Ritska's wrath.

Adventure Hook:

The one of hardest parts of this story for DMs making their own adventures or following the guidelines is the "adventure hook". The biggest issue is making the party want play the module. In this module, the party is staying at an inn and can come to the events from a few routes

1. After the events in *They Know* (DP-3B), the Party members are celebrating their escape from Sundabar at the One-Eyed Jax Tavern in Luskan. Roccar has asked them to keep an ear to the ground for leads on his escaped prisoner, Sal.
2. If the Party is just entering the story line they have been up to no good for several months on the Sword Coast and are celebrating their successes at the One-Eyed Jax Tavern in Luskan.
3. In the unlikely event the Party is coming from *The Lonely Tower* (DP-3A), the "good" storyline, the Party members have been assisting Roccar for several weeks with his operations in Luskan. He's asked them to go to the One-Eyed Jax Tavern to search for leads on his escaped prisoner, Sal.

Note on Inspiration: Inspiration is a fluid reward for roleplaying and gameplay (See DMG ~pg 240). Players can trade an inspiration for a re-roll, but usually cannot hold more than one Inspiration at a time. Try this variant or the DMG's suggestions. Inspiration Variant: DM gives out Inspiration for roleplay, being funny or awesome, or on any natural 20 roll. Additionally, players can give out one (1) inspiration reward to another player. Also, if the player winning inspiration already holds an inspiration that player can immediately divert the reward to a fellow player without an inspiration. Additionally, a player holding an inspiration can give the inspiration to a fellow player without an inspiration anytime even just after a roll but before the repercussion and outcomes in game. The most difficult part is remembering to give out inspiration. Inspiration probably can't break a module, but it can save a character. Rule of Thumb: everyone should have an inspiration when they begin each subsequent part of a module.

Part 1: Carousing

The adventure begins at the One-Eyed Jax Tavern in Luskan.

At a Glance:

- Players rob a crooked gem dealer
- Players party
- Players wake to a scary summons

Maybe There's a Reward:

Every Party member knows Luskan, “the City of Sails”, is a city run by the High Captains of the Five Ships, the pirate gangs, but it also has a thriving criminal underground that specializes in everything from smuggling, assassinations, to even hiding those who may have fallen afoul of one of the Ships. Information brokers, shady businessmen, and gangs all operate under the High Captains’ noses, knowing if the Ships catch on more than gold may be required to get them to look the other way.

A (DC 15) History check or the criminal contacts feature reveals The One-Eyed Jax Tavern was a post-Spellplague inn and tavern on the northern bank named for Jarlaxle of Bregan D'aerthe. It was overtly owned and protected by Ship Kurth (which was in fact an arm of Bregan D'aerthe). It was one of the most reliable inns for foreigners, although it was often populated with drow. Read the following:

One can see why Roccar thought the Party might learn something. The One-Eyed Jax Tavern holds lively and colorful low-character scoundrels by the bushel. As the second brawl for the night peters out, a fat half-elf waddles from a room absent-mindedly replacing a jewel in a dark velvet sack. His companion, clearly the muscle, quickly pulls him back behind the doorway. The hired guards soon hustle the Half-elf to the back exit, nervously looking around, but not noticing the party.

There are **one (1) Half-elf Commoner** (named Danice) **and five (5) Human Thugs** heading for the back door. The Party knows at a glance their table was uniquely situated to glimpse these jewels. The Party also is experienced enough to know “the muscle” in this case would be short work for adventurers like themselves. Ask for a (DC 14) Perception or Passive Perception check, which reveals the jewel spotted appears to be one from the set stolen from Trelanna Amour in Silverymoon recently. It is common knowledge now in the Silver Marches that these jewels were actually removed from a jewel encrusted music box, which was Trelanna’s prized family heirloom (See *The Hidden War* DP-4A). The Party should know Denorian is Trelanna’s son at this point, but if not the History check is a (DC 13). If a Player Character played *The Kobolds’ Gem* (DP-1B), they were unknowingly paid with jewels from this music box by “Lord” Bartle. The Party has been through the area and knows a shortcut to get ahead of the Half-elf.

Social Encounter 1: Let's Be Bad Guys.

These jewels are stolen and in a weakling's hands, it shouldn't be difficult in the “evil” storyline to suggest the Party could rob the fat Half-elf. Alternatively, good guys might want to return the stolen property. Immediately ask the Players to respond in character to the situation. Start by going around the table in an order determined by the DM and get everyone to explain how their character responds in either first or third person.

Social Encounter 2: Deals (optional).

Once the party ambushes the Half-elf and his guards the guards, who can see they are out classed, will suggest handing over half the jewels. Immediately ask the Players to respond in character to the situation. Start by going around the table in an order determined by the DM and get everyone to explain how their character responds in either first or third person.

Thug Medium humanoid (any race), any non-good alignment **Armor Class 11** (leather armor) Hit Points 32 (5d8 + 10) Speed 30 ft. STR 15 (+2) DEX 11 (+0) CON 14 (+2) INT 10 (+0) WIS 10 (+0) CHA 11 (+0)
 Skills Intimidation +2 Senses passive Perception 10
 Languages any one language (usually Common) Challenge 1/2 (100 XP) Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.
 Actions **Multiattack.** The thug makes two melee attacks. **Mace.** Melee Weapon Attack: **+4 to hit**, reach 5 ft., one creature. **Hit: 5** (1d6 + 2) bludgeoning damage. **Heavy Crossbow.** Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. **Hit: 5** (1d10) piercing damage.

Combat Encounter 1: Robbery (optional)

On his turn Danice, the Half-elf, hurls a crudely carved panther figurine, shouts “Gwenabar defend me!” And when this does nothing, he says, “...ah, I knew it.” After the first round of combat, the targets flee. The Party probably could predict this before the fight, but they definitely see the fear as soon as combat starts. This combat is all about letting the Party be bad guys. So, skill checks like hide, climb, intimidation, or perhaps perception checks to hear authorities or interlopers coming should all be very easy. **The jewels are worth about 5000 gp** here in Luskan where the price is not reduced for being stolen property (as long as the buyer doesn't guess their probable rightful owner).

Putting the Party in Party:

Whether the Party bites on the robbery or not, the next temptation is carousing. It is a great time to let the Players come up with funny ideas and crazy schemes. Carousing is largely indulging in vices: lewdness, intoxication, gambling, brawling, and vulgarity. Reward creativity and pace for brevity, this section needs to be fun but short.

Social Encounter 3: Levels in Revels

Whether or not the Party ambushes the Half-elf, they can certainly enjoy Luskan night-life. The question is what would they like to do? Immediately ask the Players to respond in character to the situation. Start by going around the table in an order determined by the DM and get everyone to explain how their character responds in either first or third person.

Some suggestions for the night:

1. There are monster pit-fights in the under city, the party could fight, gamble, or use Necromancy to raise any nearby corpses and then fix a fight by controlling undead.
2. Party goes to a brothel but they refuse service to one of the party members due to a reputation in such establishments across Faerun. They have a very old handbill depicting the Player with a strange addition such as a large handle-bar mustache or an eye-patch, etc., (if the Party member is falsely accused so much the better). The hand-bill lists a reward of 5000 Electrum Pieces, and upon seeing this reward the brothel explodes into a massive brawl over who will collect first.
3. After entirely too much drink, you accidentally wander into a fine estate rather than your hotel. Deciding to take a quick look about for curiosity sake. You stumble into a ball room where many beautiful, scantily clad upper-class youths are pillow fighting with blindfolds on.
4. You see a ruffian crew in carnival masks setting fire to buildings and attacking citizens. They arrogantly confront you but the party knocks them out cold with no effort to the gathered crowd's delight. The city watch arrives in time to see your good deed. They have been looking for the clowns all week, so tonight you're drinking with the city watch in Luskan.

Further Carousing Results in Luskan Per Player Table (Roll d20 or DM may chose)

1. You have a new tattoo reading "I Love Serta". The location is at the DM's discretion (or may be chosen by other Players).
2. You wake up on the floor of your room. You are covered in dirt and mud. On your bed is a freshly exhumed corpse.
3. You wake up on the floor of your room, next to a crudely drawn summoning circle ringed with the remains of black candles. At the center of the circle is a really fantastic looking sandwich.
4. Your lewd advances offended some powerful magic user. You're gender switches for 1d4 days.
5. Your head seems to be stuck in some kind of no-kill trap. Inside the trap is a perfumed handkerchief, clearly a token of affection.
6. You wake up holding a tiger cub. The cub has a collar which reads "Ship Kurth".
7. You are wearing a saddle and there are whip marks on your buttocks. You are 1d100 gp richer, but you are concerned you may need to seek a *Cure Disease* spell post haste.
8. Every hair on your body is shaved (if applicable), and you are wearing a powdered wig. Inside the wig is a spell scroll for *Revivify*.
9. You earn modest winnings from gambling. You recuperate your lifestyle expenses for the time spent carousing and gain 1d20 x 4 gp.
10. You make a small fortune gambling. You recuperate your lifestyle expenses for the time spent carousing and gain 4d6 x 10 gp. Your carousing becomes the stuff of local legend.
11. You vaguely recall spending most of the night dressed as a mockery of Lolth and being variously chased and toasted. The costume gave you a strange rash that looks similar to a spider.
12. You don't know what you did but you earned 300 xp.
13. You have fairy-sized bite marks all over your body.
14. A localized reduce spell effect one part of your body the DM selects for 1d4 hours.
15. You have a wanted poster for a red cloaked mage calling himself Lord Bartle for "obscenity" from the same time as the events in *The Kobolds' Gem*.
16. Someone or thing made a weapon of yours sentient, but they didn't make it smart. This weapon is an annoying idiot.
17. You found one random uncommon magic item. See DMG.
18. You have the deed to a minor fortification in a far off land.
19. You stole a piece of a wall with graffiti reading "Wulfgar was here" worth 1000 gp to the right collector.
20. You stole have a puzzle box said to have a Deck of Many Things inside. This box gives you one luck point a day, but it also constantly urges you to kill everyone, including yourself.





Rough Morning At Mid-day: Everyone, unless they refused to carouse wakes up **with three (3) levels of exhaustion**, resulting in disadvantage on ability checks, speed halved, disadvantage on attack rolls and saving throws. If they roll a 6 on 1d6, they might have their weapons on them but certainly not their armor. Read the following:

Several serious looking children enter the party's room. A telepathic voice booms loudly: "AWAKEN!" The voice demands the Party follow the children to a meeting. Suddenly, the tavern keep pokes his head into the room to complain. One child barely glances at him and he immediately flees in terror. The child speaks a word of power that seems to overwhelm the tavern keep's mind as he stands in place completely stunned.

It should be clear to everyone they're in no condition to resist this summons. Anyone who does try to fight might get Power Word Stunned, but there is a simpler solution. DMs can skip ahead to the Part 2, Lie Detector Section and have the Mind Flayer known as "H." simply start his job at the tavern to divert a fight. Preferably,

they are forced to come along without their equipment.

The Schoolchildren are very much a "scary kid" trope. They are likely high level rogues, mages, and possibly psionics users.



Who is Ritska? Unknown to the Players, Ritska Snow grew up in the streets of Luskan for most of her life. She never knew her parents, and being a tiefling, she was shuffled from orphanage to orphanage before she finally deciding to set out on her own. She eventually found a group of other runaways living on the streets and was welcomed into their fold. Being the oldest among them, she became a sort of den mother, look out for them and protecting them from both bullies and adults alike. One day while roaming an abandoned house, she came across a book that seemed to call out to her. The book promised her the power to defend others against the evils of the world in exchange for a sliver of her soul. Ritska realized she could finally make a bigger difference in the world with this power and readily agreed. She did not know, however, that the book itself was possessed by a fiend from the Lower Planes in service to Mephistopheles, and as her powers grew, she was also empowering the devil to take full control over her soul. Ritska became an adventurer, seeking clues to her parentage and finding fortune dismantling the Cult of Elemental Evil on the Sword Coast and fighting fire giants in the Underdark. Ritska left her former companions, Ser Mary Glendale, Denorian, and Doramor, when she felt the devil taking control. It is unclear if she broke her pact or lost her soul to the devil. Much later Ritska resurfaced in Luskan were she runs a smuggling and intelligence ring aided by her “students”, a network of gifted street urchins who can move unnoticed through the streets and sewers. One of her more profitable fronts is “Ritska’s Famous Cheesy Buns” a brand shipped all across the North, and available as a cover for discrete transportations.



Part 2: Investigation

After being commandeered into Ritska's service the Party must discover who stole from an impenetrable vault.

At a Glance:

- Players investigate vault heist
- Players discover thieves are vampires
- Players find trail leads to harbor

Lie Detector:

The Party has been led to a butcher shop.

The Party is hustled into the room still in various forms of undress. The inside is well appointed, tiled in a reddish-brown, with several drains, and with a few chained hooks hanging from the ceiling. In walks a heavily cloaked figure with an extremely large hood. A middle-aged female Tiefling follows the shrouded figure and seats herself on an abruptly materialized chair. One of the scary children, a girl Tiefling, pushes a mop in a bucket into the room and closes the door humming to herself a jaunty tune. Once inside the girl smiles and says to the Party, "Headmistress wants to know if you stole something last night." The girl begins juggling some rings while balancing on one foot, seemingly uninterested in the meeting.

This room is 20ft wide and 30 ft long. If any member of the Party has a *Ring of Mind Shielding* they will realize automatically the girl pick pocketed it right off their hands. A (DC 10) Insight check will reveal the "Headmistress" is in no rush to judgment, but is not in a mood for banter either. A (DC 17) perception check glimpse writhing tentacle tips darting out from the cloaked figure's cowl. A player with the Criminal Contacts Feature could attempt a (DC 18) History check will reveal this to be the mage leader of the "Schoolchildren" gang, a network of street urchins based in Luskan.

Social Encounter 4: Define "Steal"

Whether or not the Party ambushed the Half-elf, they certainly enjoyed Luskan night-life. The question is likely to have responses?

Immediately ask the Players to respond in character to the situation. Start by going around the table in an order determined by the DM and get everyone to explain how their character responds in either first or third person. After going around once, have the cloaked figure, "H.", announce they did not steal from Ritska. "H." can essentially mind minds so he can lay out the party's night of carousing, even parts they might be a little fuzzy on, giving the DM a chance to inject some humor about the previous night of debauchery into the situation.

With this interaction, "H.'s" strange voice, and his skills a mere (DC 12) Insight or Investigation check reveals he is most likely a Mind Flayer. Afterwards, read the following:

The "Headmistress" hands the cloaked figure a journal page with handwriting on it. "Ahh, Denorian's doing astronomy in this one!" "H." seems to purr; it is a horrid sound. Tentacles from under the hood grope the page luridly. The barbarian Roccar enters and places the Party's gear appears on the floor in front of them.

Roleplaying Ritska Snow: Ritska Snow is a Tiefling female, a former warlock adventurer, and a prominent figure in the non-ship aligned Luskan criminal underworld. Her speech is matter of fact and even paced, with little or no emotion.

1. Ritska controls a network of street urchin spies, smugglers, and safe houses colloquially known as "the Schoolchildren".
2. The Party has already been to one of these safe houses, the one which houses Roccar's Luskan Portal gate.
3. Ritska recently agreed to hold an extremely valuable item, "the Box", pending a sale between two parties. The safe house was specially remodeled to hold this item.

4. The Box was being held in the same secure location as Roccar's *Staffs of the Magi*. And simply put, he's the only person outside her organization who knew the location. And you're they only people that he trusted with his Luskan location.
 5. Roccar's staffs were stolen too. Roccar didn't do it, and, according to "H.", neither did you, but the leak must come from your end.
 6. Ritska expects you to discover who burglarized her vault and return the stolen property.
 7. Ritska has offered uncompensated assistance to her old companion, Denorian, but mess has to be "cleaned up."
 8. Ritska doesn't field questions or threaten the party, but there is the clear implication that "H." will happily eat their brains.
 9. If the Party robbed Danice the Half-elf from Combat Encounter 1, Ritska might mention the immensely powerful Trelanna Amour has been seeking intelligence on those responsible for the theft of her jewels.
 10. Ritska suggests the group take a note from her to a dwarf cleric-pirate, named Bormar Brineboots for restoration.
3. 10 *Staffs of the Magi* were taken.
 4. Roccar is sure this is more Slaadi shapechanger handiwork.
 5. **If asked**, Roccar will relate a traitor from the "Devilsfall Deal", **Sal**, Glendale's former attendant, was being held in Luskan by Roccar while he attempted to discern if she is a slaad. She recently escaped from custody.
 6. Roccar will take the party to the safe house which contained the vault. Commonly referred to as a "Depository" in street parlance.

Quick Stop:

The sign reads: "Brineboots' Apothecary, Ministry, and Unlicensed Dentistry. (15% with NAGPU Membership Card)." Inside, a pirate-dwarf appears to be convincing a widow to leave her estate to the tiny church. When he sees the Party he rushes over handing each adventurer a full vial, but then seeing the note, retraces his steps collecting the vials. "er, these are expired, now that I t'ink 'bout it, but we'll square ya, step into my office."

Brineboots offers the following spells for free (but just keep your voice down): Cure wounds (1st level), Lesser restoration, Prayer of healing(2nd lvl), Remove curse, and Greater restoration. Despite his clear scams, Brineboots is a competent high level cleric.

A (DC 5) Insight check reveals Ritska believes she can find and stop the Party if they tried to leave Luskan. After speaking with Ritska, she leaves the party with Roccar. **Roccar offers the Party 5000 gp to help him recover the *Staffs of the Magi*.** Unknown to the Party, the Imp, Pipyap, is invisibly trailing the Party for Ritska from this point forward.

Roccar's Information:

1. Roccar offers the Party 5000 gp to help him recover the *Staffs of the Magi*.
2. Its apparent Roccar believes Ritska is a powerful figure capable of doing anything she wishes.

The Safe House: The safe house looks like abandoned building. One of the Schoolchildren is always outside watching the building in shifts. All the points of entry for the safe house are bricked up. A false door on the side has a strong contact poison, which causes sleep, applied to it. The true entrance is by an underground, unlit tunnel which connects to a burnt, but secure building next door. The entrance to the burnt building is a sliding door, which is unusual, arcane locked and alarmed. Inside the trapdoor to the underground is

covered in faux ashes. This mostly keeps out any thief selecting this building randomly or based on suspicions.

The Adamantine Cage: inside the safe house there is a cage suspended from the rafters by several chains. The adamantine cage is 20 feet by 20 feet with a plate top and the four sides and floor made up of gratings. The top plate has a teleportation circle on it flanked by two antimagic field glyphs. These glyphs trigger after anybody, except Ritska, enters the cage. There is no door to the cage. The floor beneath the cage is covered with tri-bladed razor-sharp serrated spikes (possibly coated with poison). Nearby there is the teleportation circle needed to get into the cage. Any tampering with the antimagic glyphs lowers the cage on the spikes. The teleportation circles each have a different command word. Currently inside the adamantine cage is a here is a small empty create, with "Ritska's Famous Cheesy Buns" printed on the side, which formerly contain "the Box". There is also a chest filled with jewels worth over 100,000 gp fairly, this chest was not disturbed at all. Lastly, there is a long case that was filled with *Staffs of Magi*. There are no signs that any lock was picked or forced other than on the chest.

How to Crime Was Committed: There's a clear misdirection that a Slaad Shapeshifter might have mimicked Ritska to bypass the rather harsh safeguards. The problem with that theory is the Slaad would have to have seen Ritska, know about the safe house, slip past the guard, and know both command words, which is unlikely. In reality, Sal's vampire father, Samuel, freed Sal from Roccar's prison (and made her a vampire). With her information found the vault, Samuel burglarized the Safe House. Samuel charmed the guard into believing he was there to take the next shift. The vampire then used its mist form to enter building and the cage. As the mist form is a trait rather than magical the antimagic fields had no effect. He reformed in the cage, broke into the containers, and became

mist again with the items he was carrying melding into his gaseous form. Back outside he charmed the next guard into believing he was the correct guard from the last shift.

DM's Note: The Player might need an extra push to seek the thieves. DM's might add to the horde stolen and suggest the Party could steal some or all of this from Ritska and keep running. Suggested items: Ring of Cold Resistance, Loun Stone of Regeneration, Mantle of Spell Resistance, Horn of Valhalla, Staff of Swarming Insects, Gauntlets of Ogre Power, Headband of Intellect

Talking Versus Investigation: The Party can discover most clues by talking to NPCs, but they can also make an Investigation check to get have their character ask a key question. Normally, Players prefer to talk, but this can save them if they become stumped. Don't worry if Players figure out the caper easily, there will be a few ways to slow them down if needed. Remember the mind flayer, "H." psionically reads people, but is an expandable ace in the hole for the DM to move the story forward.

Suggested Clues:

1. The biggest clue is the Party is told almost all the safeguards were not triggered. This requires a (DC 15) Investigation or Insight check. This is means:
 - a. The guards saw nothing.
 - b. The arcane lock and alarm are still in place on the door.
 - c. The door was not forced or picked.
 - d. The trap doors are closed.
 - e. The antimagic fields are triggered and functioning.
2. The guards normally have a shift of 8pm to 12am and 12am to 4 am, but they claim a trusted guard named "Sam" took a shift from 10pm to 12am. A (DC 15) Investigation check reveals this.

3. Follow up to clue 2, there is no “Sam” in the guard rotation. “Sam” is described as an adult human male. A (DC 15) Investigation check reveals this.
4. *Detect Magic* on the guards reveals enchantment magic on them. A follow up (DC 15) Arcana check reveals this is a charm-like effect. *Dispel Magic* requires a (DC 19) ability check using a character’s spellcasting ability to end the charm. Additionally, if “H.” psionically reads these guards he will discover they have been charmed.
5. Roccar knows Sal’s father is named Samuel and is supposedly dead, but Sal refused to speak about him. A (DC 15) Investigation check reveals this.
6. Roccar was pretty certain Sal was not a Slaad and knew nothing about the Slaad Conspiracy. A (DC 12) Investigation check reveals this.
7. A (DC 12) Perception check on Roccar reveals he is a little better groomed than normal. If asked about it, he will say that some pirate noble was sniffing as he passed on the street the other night like he stunk. He was angry but he lost the man in the crowd, and he figured a bath couldn’t hurt.

DM’s Note: If Players have a hard time figuring out that a vampire did this consider these methods for helping them out. A (DC 21) Arcana check of a (DC 26) Religion check will reveal the charms and resistance to antimagic suggest a vampire. A Paladin’s Divine Sense might detect traces of undead. . Additionally, if “H.” psionically reads these guards he could ask them to picture “Sam” and describe a few vampire motifs: pale, creepy, ostentatious clothing, aloof, etc.

Which Way Did They Go:

Next, the Party has to find out which way the thief’s went. Mostly, the DM is letting the Players burn sunlight here so they will catch up with the thieves close to sundown. The simple solution is the vampires loaded the items into a wagon and a (DC 22) Survival check, with disadvantage for *Street Urchin* backgrounds, will show the loading activity in a nearby alley. To move quickly, the wagon can be easily tracked to the docks. But if the Players are really into the investigation the DM might say the tracks are lost on the cobblestones requiring them to check exits or sewers and other possible exits. The Schoolchildren posted at the various exits to Luskan have seen nothing. *Locate Object* won’t work because the stolen items are already too far away.



The Piers:

The harbor at Dragon Beach is crammed with small boats, cogs and caravels. Pirate and merchant shipping vessels come and go in a dizzying bustle. There are more than a few unsavory types here.

The Schoolchildren here saw humans take a longboat out to a black ship, named The Raven’s Claw, which had never unloaded any

cargo here. This was around 12:30am. A few locals saw the ship heading due east into the Trackless Sea.

Combat Encounter 2: Delays (Optional).

Five (5) Bandit Captains confront the Party for being nosy about their friends. The vampires might have charmed some locals to attack anyone asking about their black ship. This fight is a stalling tactic. But if the Players love combat, you may wish to use vampire spawn stat block and have the attack occur inside a building like a local tavern.

At this point, the girl Tiefling appears to tell the Party Ritska's instructions. There is one ready ship in the harbor that Ritska trusts to carry the party and the treasure back: The Flying Mermaid. She's a quick sloop, but no war ship. Captain Thitcher is waiting for them. Ritska will send a ship after them shortly. They are fodder to slow the thieves down.

They don't have time to rest, but they could stock up on items like holy water, oil, garlic (which is useless), silvered weapons, healing potions, etc.



Part 3: Pursuit

Discovering the trail, the chase is on to recover the treasure and avoid Ritska's wrath.

At a Glance:

- Players trail ship, wait for morning
- Vampires attack in surprising numbers
- Players sink repelled vampires' ship

Dark Waters:

The waves crash against The Flying Mermaid's hull as the sloop sailing at high speed towards the Trackless Sea. On the horizon, a black ship looms against the rapidly setting sun.

The black ship is The Raven's Claw. A view through a spy glass reveals the ship is crewed by regular sailors; they are most likely charmed. It is clear they are unaware the Party is chasing them. A few ships have passed in a nearby chipping lane with no notice. Make sure to point out that it will likely be night time by the time the Party's ship catches up with the vampire ship.

Social Encounter 5: Plan of Attack

Immediately ask the Players to respond in character to the situation. Start by going around the table in an order determined by the DM and get everyone to explain how their character responds in either first or third person.

It should be remarkable easy to get the Party to follow the ship at a distance until sunrise and setup Combat Encounter 2. If the Party doesn't take the bait, the Captain of The Flying Mermaid might refuse to close with a vampire ship so near nightfall. If the Party goes forward the DM can have the Combat 2 happen immediately, just with the ships a lot closer and the potential for The Raven Claw's defenses, the ballista for example, to be involved.

The Watch: Ask the Players for a watch order. On the first watch a light mist rolls in, but this is just to set the mood. The vampires attack on the watch shift closest or second closest to dawn. Good aligned Player Characters might need to be reminded the sailors need protection; evil ones that the sailors are needed to get back to land. DM's should Consider that the vampires can come over the side, attack crow's nest and then climb down the rigging face-first, they can mist into a porthole and come from below deck.



Combat Encounter 3: Oh Ship!

Eight (8) vampires are attacking the Party. This many vampires should be a pants filling shock to the Party. Add more vampires as needed. The Vampires are trying to slake their thirst, they do not know the Party is hunting them, so they have a 50-50 chance they will flee to their ship if the drop to half their hit points. Generally, they are each biting, maybe even catching a sailor, but not coordinating their attack. Of course, there is a possibility the Party can escape combat by jumping into the sea, but the vampires can quickly block paths with their

legendary action: “move”. Additionally, the vampires will slaughter the sailors if no one holds them off. There’s a chance the Captain of The Flying Mermaid might have an ancient holy symbol which will turn a few vampires, but loses all charges and goes inert afterwards. Of course, the soon to be rising sun is a good reason the vampires might retreat. It is possible for the Party to lose this combat, (see below **Alternate Ending: Vampires!**). Even if the DM has decided the vampires will give up, preferring easier prey, this combat should drop at least one party member to 0 hp and shake their confidence. This is important because they will be faced with the daunting task of immediately giving chase. Keep in mind the vampire stat block in the module’s body is cut down; the full stats are in Appendix 1.

Vampire, Medium undead (shapechanger), lawful evil. **AC 16** (natural) **HP 144** Speed 30ft. STR 18 (+4) DEX 18 (+4) CON 18 (+4) INT 17 (+3) WIS 15 (+2) CHA 18 (+4) Saving Throws Dex +9, Wis +7, Cha +9 Skills Perception +7, Stealth +9 **Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons Senses darkvision 120 ft. , passive Perception 17 Languages the languages it knew CR13 (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. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a 20 ft fly speed, can hover, & can enter a hostile creature's space. In addition, if air can pass through a space, the mist can do so, & it can't pass through water. It has advantage on Str, Dex, and Con saves, & it is immune to all nonmagical damage, except the damage from sunlight. **Legendary Resistance (3/Day)**. If the vampire fails a save, it can choose to succeed instead. **Misty Escape**. When it drops to 0 hit points outside its resting place, the vampire transforms into mist, provided 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 vampire form, & it must reach its resting place in 2 hrs or be destroyed. Once in its resting place, it reverts to vampire form. It is then paralyzed until it regains at least 1 hp. After 1 hr in its resting place with 0 hp, it regains 1 hp. **Regeneration**. The vampire regains 20 hp at the start of its turn if it has at least 1 hit point & 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**. **Vampire Weaknesses**. The vampire has the following flaws: **Forbiddance**. **Harmed by Running Water**. The vampire takes 20 acid damage if it ends its turn in running water. **Stake to the Heart**. **Sunlight Hypersensitivity**. The

vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS: Multiattack (Vampire Form Only). The vampire makes 2 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, & 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 ft of it. If the target can see the vampire, the target must succeed on a DC 17 Wis save against this magic or be charmed and 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 save, ending the effect on itself on a success. Otherwise, the effect lasts 24 hrs or until the vampire is destroyed, is on a different plane of existence, or takes a bonus action to end the effect. **Children of the Night (1/Day)**. The vampire 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 & obeying its spoken commands. **LEGENDARY ACTIONS**: Only 1 legendary action option can be used at a time & 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.

Job's Not Done:

As the Party finishes up repelling the attack, read the following:

One vampire points at the adventurers. “We know your blood; we will find you and make a gift of you to the Count for this insult!” The vampire changes into a bat and flies away.

Any Player with a (DC 20) History check will recall stories of vampire’s tracking prey down

over great distances. Regardless, it is apparent to everyone these vampires will be hunting them. The sun comes up, but there are storm clouds in the distance. A (DC 13) Nature check reveals there is a chance the storm could darken the skies, though it may change directions, it is about 1-2 hours away.

Social Encounter 6: Attack Them?

Immediately ask the Players to respond in character to the situation. Start by going around the table in an order determined by the DM and get everyone to explain how their character responds in either first or third person. It should be apparent to the Party the only choice is to attack the vampire ship. The captain of The Flying Mermaid can either encourage this if the Party is hesitant, or he can be comic relief by pointing out how crazy this plan is.

DM's Note: Pipyap is the DM's backup at this point. The imp can appear and give orders from Ritska or guide the Party on what to do next. He's an excellent tool for keeping the pace up in the face of uncertainty.

Combat Encounter 4: Bats (optional). The Party races to catch with the vampire's ship. Read the following:

A strange fluttering sound and screeches waft over the sea. The black ship blurs and then a dark mass obscures it. The dark cloud is bats, swarms of bats headed right for The Flying Mermaid.

Fifteen (15) Swarms of Bats are attacking the ship. They will destroy the sails, but are they simple creatures and switch to the Party when attacked.

SWARM OF BATS Medium swarm of Tiny beasts, unaligned **Armor Class 12 Hit Points 22** (Sd8) Speed 0 ft., fly 30ft. STR 5 (-3) DEX 15 (+2) CON 10 (+0) INT 2 (-4) WIS 12 (+1) CHA 4 (-3) **Damage Resistances** bludgeoning, piercing, slashing Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned Senses blindsight 60ft., passive Perception 11 Languages Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened. Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIO NS: Bites. Melee Weapon Attack: **+4 to hit**, reach 0 ft., one creature in the swarm's space. **Hit: 5** (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

The Party closes with the vampire's ship. They see the ship is crewed by charmed humanoids and is strangely peaceful. Read the following:

The ship is crewed by dreamy, elderly sailors. They are dressed in worn out clothes, have ill-kempt beards, and are harshly sun burnt. The vampires have kept them working on this ship for years.

Social Encounter 6: Innocents

The Party can see these poor **commoners** are victims of the vampires' charms, but might be killed in the battle. Immediately ask the Players to respond in character to the situation. Start by going around the table in an order determined by the DM and get everyone to explain how their character responds in either first or third person.

The discussion is cut short as a crew member runs on deck and the sailors begin to fire the ballista at The Fly Mermaid.

Ballista, Siege weapon, Large Object

AC: 15 HP: 50 Damage Immunities: poison, psychic.

A massive crossbow firing a large bolt. **Loading takes one (1) action, one (1) full action to aim, and one (1) full action to fire it. Two creatures normally man it.**

Bolt: Ranged attack 120/480 ft, one target, **+6 to hit. Hit: 16 (3d10) piercing** damage.

Combat Encounter 5: Burn, Baby, Burn. The easiest way to do this combat is to sink the vampires' ship. This is payback and a joyous route of monsters which almost murdered them. Ritska can easily salvage the ship, and the Party can have some fun swimming down into the wreck. When they start sinking the ship, some of the remaining sunlight-burning, vengeful vampires might try to jump onto their ship and try to kill them or hide below their own deck. Fire and gigantic holes work well against ships, so do destroying masts. Alternatively, the Party might try to take the ship, which requires some combat below deck, or the DM can have the storm block the sun for more complications, such as one final stand-up fight. Don't worry too much about it, because good old **Bormar Brineboots** will be along with the reinforcements to help out with a raise dead.

Unfortunately, Ritska's other ship will show up in time to prevent any plans of stealing the loot, but it can also save the Party in a pinch. The ship is the "Dumb Luck I" a war ship made of a Dragon Turtle's shell and helmed by a female ronin pirate wielding a katana named **Hymiko**. It is bristling with weapons. Pipyap calls it "that damned Half-orc's ship!"

Sal is most likely in mist or bat form inside an water tight cask, floating along hoping not to smash, and washing up on some beach to be hilarious mistaken for a genie.

If the Party does not stop the vampires or if it just seems more fun, the DM can have the vampires not kill them, but instead transport them to Ravenloft and kick starting the *Islands of Insanity* or *The Lost Tower*. The DM can end the adventure on that cliff hanger or just play it out for fun. (See Alternate Ending: Vampires! note below).

The Box: The Box is a small wooden box which one may carry on their person. It will be snatched up by Ritska's organization without fail. The Box is not magical. There is nothing inside it. A (DC 23) History check reveals it is of ancient Thay design, but there is no writing on it. The Box cannot be damaged or destroyed. Although it is highly unlikely the Players discover this, if the box is opened near brass it will turn the metal to gas. A (22) Perception check to overhear the Box is being delivered to Roscoe Goodprice in Neverwinter, see *The Lost Tower*.

Alternate Ending: Vampires!

The Party awake at night in an amazing castle throne room. A noble vampire sits in a gothic high chair. "Welcome to Ravenloft, my new servants. I have a task for you..."

Vampires!: The Players are now vampires in the service of the Count Strahd von Zarovich (Or another vampire count who has usurped him at the DM's choice). This is not complete adventure, but a teaser of another possible adventure in the time-shattered waters of *The Islands of Insanity* or *The Lost Tower*. The Count can send them to the Trackless Sea to assist Denorian, he may order them to secure the lost tower so he might extend his demi-plane over all of Toril, or he may send them on the DM's own homebrew adventure. Overcoming and solving the difficulties of vampire flaw, such as sunlight, are intended to be part of the adventure, or finding a cure to vampirism. Considering allowing the Party to serve the Count without becoming vampires if that fits your campaign better.

Conclusion

The Party will most likely travel to Luskan to get their money from Roccar. The fate of Sal is unknown, but it is highly likely she is now a vampire. The Count may reappear in future adventures, like *The Lost Tower*, as another interested party. The Party will be recruited by Roccar to help with further problems, could switch to the "A" or good storyline and play *The Hidden War* (DP-4A), or go directly to the future adventure *The Whispered Word* (DP-5AB). Doramor will soon arrive to set up his plans to destroy Ser Mary Glendale. Ser Mary Glendale arrives a few days later after the events of *The Hidden War* (DP-4A) and goes with the Party to stop Doramor in Luskan.

Rewards

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 noncombat xp awards unless otherwise noted.

Non-Combat Awards Task or Accomplishment XP per Character:

Experience can be calculated per the various rules in the DMG or by whatever home rules you establish.

Robbing Danice:	300 xp
Investigating the Crime:	500 xp
Social Encounters (6):	100 xp
Figure Out it is Vampires:	500 xp
Sink the Ship:	600 xp
Recover Stolen Items :	2000 xp
(Bonus) Save Charmed Crew:	800 xp

Treasure: The characters receive the following treasure, divided up among the party. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards:

1. Stone Tablet giving one insight into the mystery of either the lost tower or the Shrine of the Magi found on vampire ship.
2. One +1 weapon of each Player's choosing from Ritska.
3. Roccar pays the Party 5000 gp.

Appendix 1: Monster/NPC Statistics

(Danice) Half-elf, Commoner Medium humanoid (any race), any alignment Armor Class 10 Hit Points 4 (1d8) Speed 30 ft. STR 10 (+0) CHA 10 (+0) DEX 10 (+0) CON 10 (+0) INT 10 (+0) WIS 10 (+0)
Senses passive Perception 10 Languages any one language (usually Common) Challenge 0 (10 XP) Actions Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Thug Medium humanoid (any race), any non-good alignment **Armor Class 11** (leather armor) Hit Points 32 (5d8 + 10) Speed 30 ft. STR 15 (+2) DEX 11 (+0) CON 14 (+2) INT 10 (+0) WIS 10 (+0) CHA 11 (+0)
Skills Intimidation +2 Senses passive Perception 10 Languages any one language (usually Common) Challenge 1/2 (100 XP) Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.
Actions Multiattack. The thug makes two melee attacks. Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage. Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

SWARM OF BATS Medium swarm of Tiny

beasts, unaligned Armor Class 12 Hit Points 22 (Sd8) Speed 0 ft., fly 30ft.

STR 5 (-3) DEX 15 (+2) CON 10 (+0) INT 2 (-4) WIS 12 (+1) CHA 4 (-3)

Damage Resistances bludgeoning, piercing, slashing Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned Senses blindsight 60ft., passive Perception 11 Languages Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIO NS

Bites. Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Vampire, Medium undead (shapechanger), lawful evil.

Armor Class 16 (natural armor) **Hit Points 144** (17d8 + 68)
Speed 30ft. STR 18 (+4) DEX 18 (+4) CON 18 (+4) INT 17
(+3) WIS 15 (+2) CHA 18 (+4) Saving Throws Dex +9, Wis
+7, Cha +9 Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and
slashing from nonmagical weapons Senses darkvision 120
ft. , passive Perception 17 Languages the languages it knew
in life 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 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.

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 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 sunlight or
running water. Lf 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 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 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.

Vampire Spawn, Medium undead, neutral evil
AC 15 (natural armor) HP 82 (1d8 + 33) Speed
30ft.STR 16 (+3) DEX 16 (+3) CON 16 (+3) INT
11 (+0) WIS 10 (+0) CHA 12 (+1) Saving Throws
Dex +6, Wis +3 Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning,
piercing, and slashing from non magical
weapons Senses darkvision 60ft., passive
Perception 13 Languages the languages it knew
CR 5 (1,800 XP) **Regeneration.** The vampire
regains 10 HP at the start of its turn if it has at
least 1 HP & 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 an
ability check. **Vampire Weaknesses.**
Forbiddance. The vampire can't enter a
residence without an invitation from an
occupant. **Harmed by Running Water.** The
vampire takes 20 acid damage when it ends its
turn in running water. **Stake to the Heart.** The
vampire 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 vampire takes 20 radiant
damage when it starts its turn in sunlight. While
in sunlight, it has disadvantage on attack rolls &
ability checks. **ACTIONS: Multiattack.** The
vampire makes two 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 vampire can grapple the target
(escape DC 13). **Bite.** Melee Weapon Attack:
+6 to hit, reach 5 ft., one willing creature, or a
creature that is grappled by the vampire,
incapacitated, or restrained. Hit: 6 (1d6 + 3)
piercing plus 7 (2d6) necrotic damage. The
target's HP maximum is reduced by an amount
equal to the necrotic damage taken, & the
vampire regains HP 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.

BANDIT CAPTAIN Medium humanoid (any
race), any non-lawful alignment

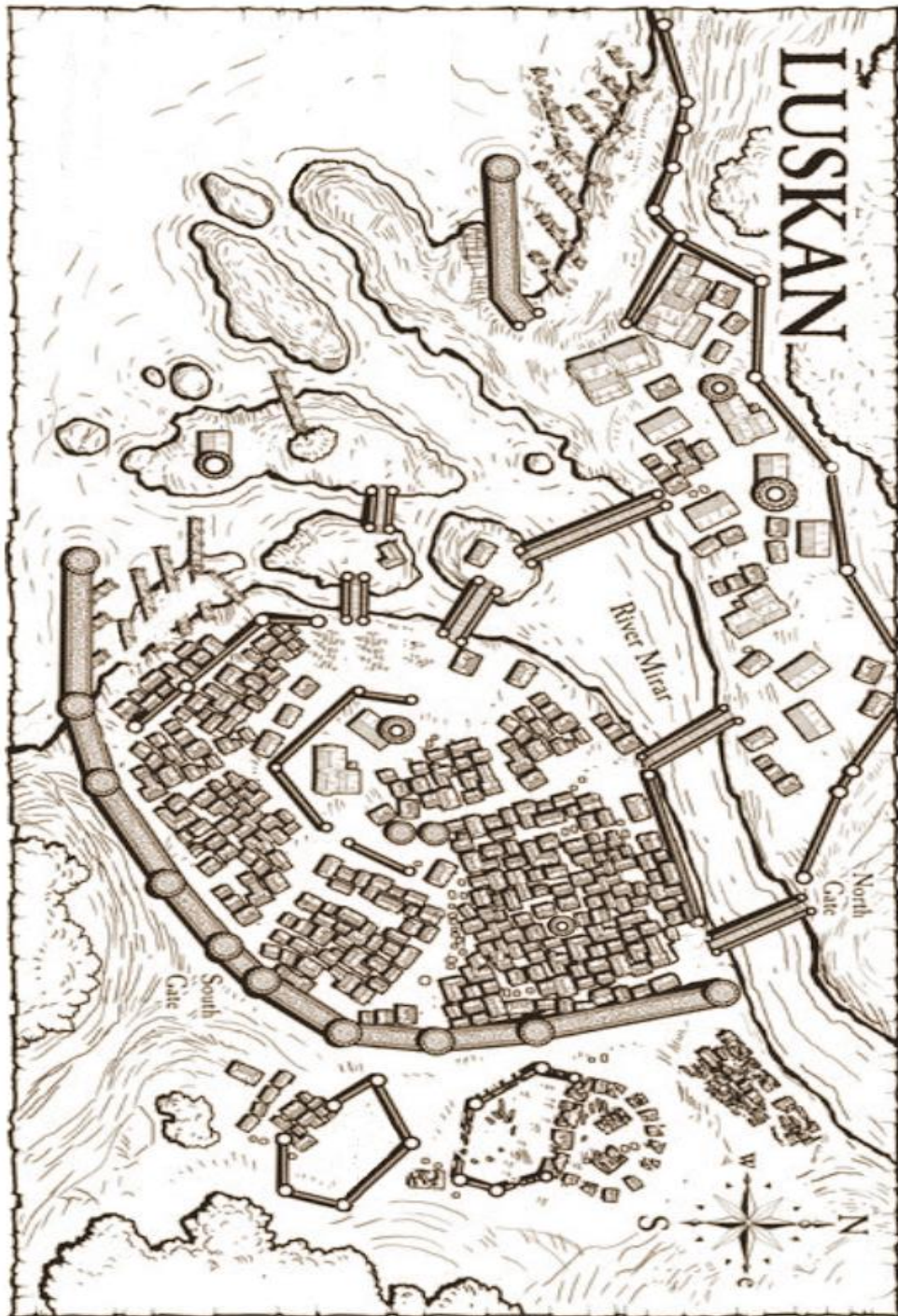
Armor Class 15 (studded leather) Hit Points 65
(10d8 + 20) Speed 30 ft. STR 15 (+2) DEX 16
(+3) CON 14 (+2) INT 14 (+2) WIS 11 (+0) CHA
14 (+2)

Saving Throws Str +4, Dex +5, Wis +2 Skills
Athletics +4, Deception +4 Senses passive
Perception 10 Languages any two languages
Challenge 2 (450 XP)

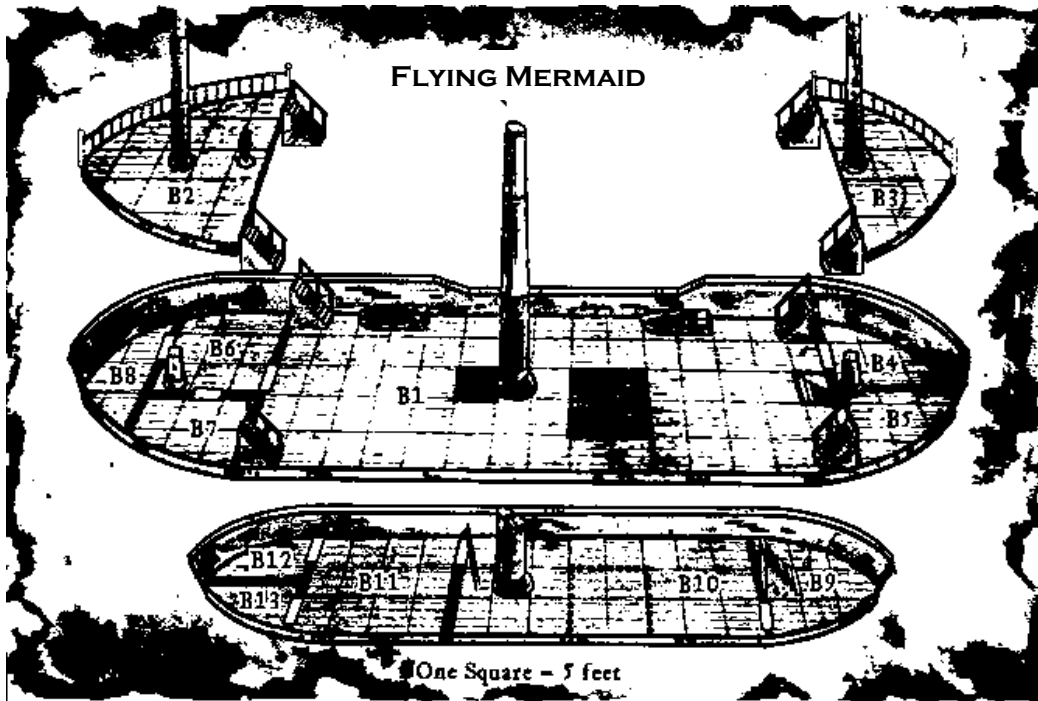
ACTIONS : Multiattack. The captain makes
three melee attacks: two with its scimitar and
one with its dagger. Or the captain makes two
ranged attacks with its daggers.

Scimitar. Melee Weapon Attack: +5 to hit, reach
5 ft., one target. Hit: 6 (1d6 + 3) slashing
damage.

Dagger. Melee or Ranged Weapon Attack: +5 to
hit, reach 5 ft. or range 20/60 ft., one target. Hit:
5 (1d4 + 3) piercing damage



Appendix 2, Hand Outs: Hand Out 2—Players Transport Ship (Suggested)

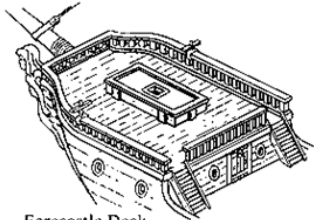


Flying Mermaid, Sloop, Water Vehicle,
Gargantuan Object.

AC 15, HP 200. Speed ft 5-6mph.

No weapons. Crew of 8-12 sailors. 20 Tons
Cargo.

Appendix 2, Hand Outs: Hand Out 3—Thief's Ship (Suggested)



Forecastle Deck

Forecastle Deck: A nicely clear area, best suited for scanning the horizon.

Quarter Deck: Open Bridge of the ship.

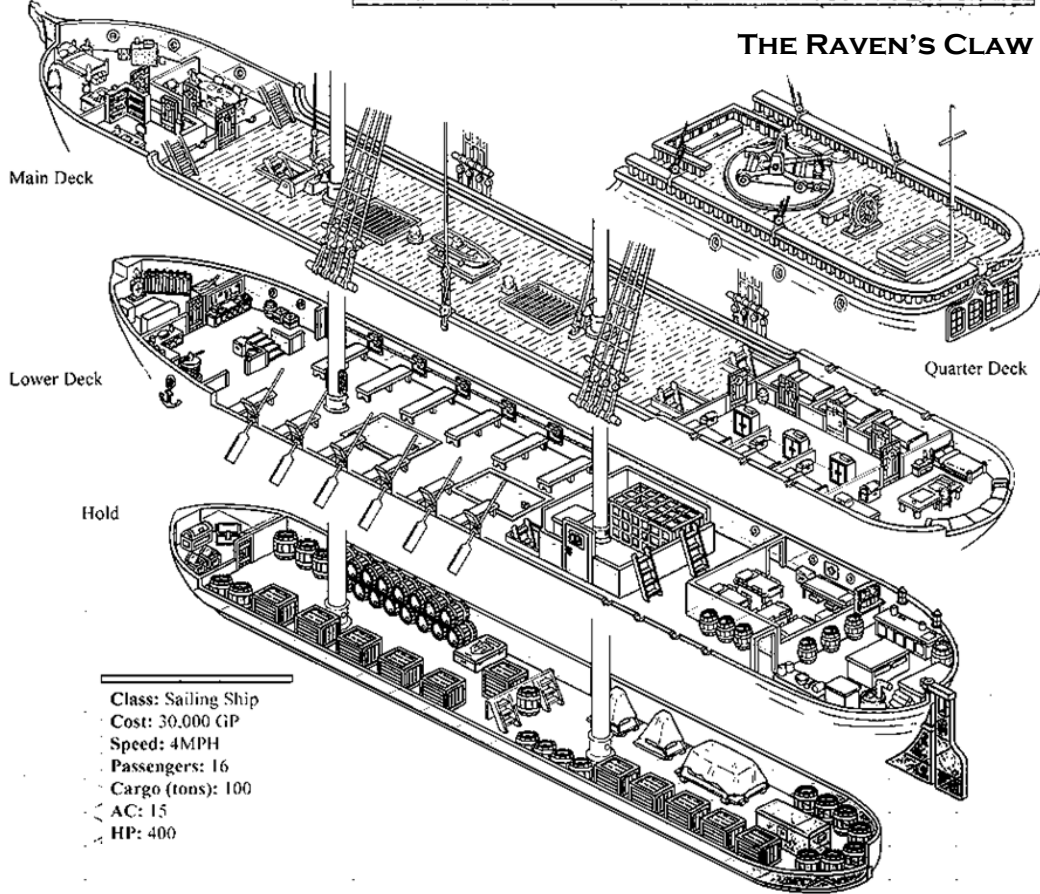
Quarter Deck Catapult. *Ranged Weapon Attack:* +5 to hit, range 300 / 1,200 ft (can't hit targets within 60 feet of it), one target. *Hit:* 44 (8d10) bludgeoning damage.

Main Deck: Has a luxurious Royal Suite up front with an office and boardroom. In back has six large passenger rooms and the Captains Quarters.

Lower Deck: Up front has the Armory and Workshop. A center section for the crew and rowing stations, followed by a Brig, and in back a Med Bay and Galley.

Hold: Up front is the Secure Area which is reinforced and holds the ships treasure. The rest holds basic stores and exotic goods meant for transport.

THE RAVEN'S CLAW



Main Deck

Lower Deck

Hold

Quarter Deck

- Class: Sailing Ship
- Cost: 30,000 GP
- Speed: 4MPH
- Passengers: 16
- Cargo (tons): 100
- AC: 15
- HP: 400