

WHISPERS OF THE VAMPIRE'S BLADE



A 3.5 TO 5E CONVERSION & REMIX
OF THE CLASSIC EBERRON ADVENTURE



WHISPERS OF THE VAMPIRE'S BLADE

REMIX & CONVERSION GUIDE

Whispers of the Vampire's Blade was a 3rd edition adventure for 4th-level characters published to follow *The Forgotten Forge* and *Shadows of the Last War* – some of the first adventures set in Eberron. This guide brings *Whispers of the Vampire's Blade* up to date for 5th edition and offers an alternative storyline that ties more closely to the other adventures in the series. To use this guide, you will need a copy of the original published adventure. The *Eberron Campaign Setting (ECS)*, which includes *The Forgotten Forge*, and a copy of *Shadows of the Last War* would be helpful as well. Compatible conversion and expansion guides for those two adventures are also available on the DM's Guild. The *Wayfinder's Guide to Eberron (WGE)* is also recommended, as is the *Monster Manual (MM)*.

Original Adventure by David Noonan and Wizards of the Coast
Conversion to 5e, Expansion Notes, and Remix by Stuart Broz



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Émile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

TABLE OF CONTENTS

INTRODUCTION.....	2
WHAT IS THIS?.....	2
THE STORY.....	3
PART ONE: ELAYDREN'S REVENGE.....	4
THE SHIELD AT SWORD POINT.....	4
DESTINY AWAITS.....	6
PART TWO: THE FLIGHT OF <i>DESTINY</i>	8
YOUR CAPTAIN SPEAKING.....	8
A BRIEF INTERLUDE.....	8
BATTLE IN THE SKY.....	8
AFTERMATH.....	11
PART THREE: IN ZILARGO WE TRUST.....	13
KORRANBERG.....	13
THE MASQUERADE.....	14
AFTER THE PARTY.....	22
PART FOUR: NEXT TRAIN TO KARRNATH.....	23
DEPARTING THE STATION.....	23
RIDE THE LIGHTNING.....	23
PART FIVE: TOWN OF THE DEAD.....	29
LAST STOP.....	29
CARAVAN CROSSING.....	29
PART SIX: RETURN TO THE CITY OF TOWERS.....	38
GETTING HOME.....	38
JUST REWARDS.....	38
APPENDIX A: LUCAN AND THE VAMPIRE BLADE.....	39
APPENDIX B: RUNNING <i>WHISPERS OF THE VAMPIRE'S</i> <i>BLADE</i> AS WRITTEN.....	41
INTRODUCTION.....	41
PART ONE: JOB OFFER.....	43
PART TWO: TROLANPORT MASQUERADE.....	44
PART THREE: SKY RAIDERS OF EBERRON.....	51
PART FOUR: TRAVEL BY LIGHTNING RAIL.....	54
PART FIVE: LUCAN'S LAST STAND.....	56
CONCLUSION.....	59
TROUBLESHOOTING.....	59
APPENDIX C: MAPS.....	60

INTRODUCTION

There is a legend among vampires of the one who forged the blade and used it to sever the bonds that tied her to her creator...

WHAT IS THIS?

If you are familiar with my conversions and expansions of *The Forgotten Forge* and *Shadows of the Last War*, you probably expect this to be a similar treatment of *Whispers of the Vampire's Blade*. If that is what you are looking for, you can find it in the appendix, but this work is more than that. Instead of a straightforward update of *Whispers of the Vampire's Blade*, this is a full a revision (or remix) of the adventure. It keeps the major setpieces of the original while placing them within a new story. Why did I remix the adventure?

- I wanted to tie it in more tightly with the storyline that begins in *The Forgotten Forge* and ends in *Grasp of the Emerald Claw*, as the original was only incidentally related.
- The original adventure's storyline was extremely linear and scripted. This remix attempts to increase the opportunities for player choice.
- The Eberron setting was still new when *Whispers of the Vampire's Blade* was first written, and I wanted to increase the story's consistency with the setting as it developed.

If you just want to use the original adventure, that's great! You can find a straightforward conversion of it to 5th edition in the appendix. You may still want to skim this remix for additional ideas, but there's no need for you to do so. If, however, you want to see *Whispers of the Vampire's Blade* more tightly integrated into the continuing storyline than it was in its original form, then this remix was written for you. Please note that if you do use the remix, you will likely still want to reference several of the maps in the original adventure.

THE STORY...

This adventure begins some time, ideally a few months, after the PCs return to Sharn from Whitehearth. Lady Elaydren has gone on the offensive against the Emerald Claw, engaging the Thuranni Shadow Network to investigate them. It was a successful gambit: Areyndee, a Thurrani agent, identified Garrow as the Emerald Claw agent who has been clashing with Lady Elaydren's efforts.

Investigation into Garrow identified him as a vampire (false) who has been investigating several ancient magical artifacts with ties to Sharn (true). In addition to the creation pattern, one that stood out was the vampire blade, a sword that is said to have the power to free vampire spawn from their master.

Garrow has a plan to acquire this blade and use it to become a vampire in truth. To this end, he had been tracking Lucan Stellos, a Citadel agent who was secretly in thrall to the vampire lord Calderus of Sharn. Garrow recently arranged for Lucan to be outed as a servant of Calderus. This limited Lucan's usefulness to the vampire in his present position, but he was a capable servant and Calderus is not known to be wasteful of talent, so she turned Lucan into one of her spawn.

This was Garrow's plan. Garrow had copies of some of his notes on the vampire blade passed to Lucan. Lucan, reeling in horror at his transformation, enlisted the aid of his sister – a skilled sorcerer – and stole the vampire blade. Now, the two of them are on the run from Calderus. Calderus may be patient, but Garrow isn't – and he wants the blade for himself.

Areyndee has discovered some of this and passed it on to Lady Elaydren. Importantly, they do not know that Lucan has been transformed into a vampire and they do not know the nature of the vampire blade – they only know that Garrow was interested in it.

Lady Elaydren sees this series of events as an opportunity to thwart Garrow's plans and, potentially, acquire a powerful artifact either to benefit House Cannith or to use as a bargaining chip for future favors from Calderus. She wants the PCs to acquire the vampire blade but, more importantly, keep it out of Garrow's hands. They are also to do whatever they can to disrupt the Emerald Claw in the meantime. If they can acquire any information on the creation pattern that Elaydren and Garrow have been fighting over, so much the better.

Lucan is calling in all his favors. One person who owes him a great deal is Neya ir'Krell, an agent of the Royal Eyes of Aundair who is currently assigned as an ambassador to Zilargo in Korranberg. Garrow, of course, got to her first and made Karnathi assets available to her. As a result, she has promised to provide Lucan with identification, traveling papers, and letters of credit that will establish him in Karnath, where Lucan believes he would best be able to survive as a vampire. Neya does not know why Lucan wants to go to

Karnath, of course, as he has not revealed his condition to her. She only knows that something is very wrong.

The Thuranni know that the Emerald Claw sent agents to Korranberg and has discovered that Neya and Lucan are long-time associates. Lady Elaydren has arranged for the PCs to travel by airship to Korranberg aboard the *Cloud's Destiny*. Little do they know that Lucan and Grilsha are secretly aboard the same ship. In the meantime, agents of the Lord of Blades hire a group of Talenta mercenaries and flying mounts and use them to intercept the PCs – they've been watching for agents of Lady Elaydren. The hippogriff-mounted warforged and their glidewing-riding allies attack the *Cloud's Destiny* and a battle ensues.

When they finally arrive in Korranberg, the PCs have options. They can search for Lucan or the Emerald Claw agents directly or they can seek out Neya ir'Krell. If they present themselves at the embassy as agents of House Cannith, they may be able to secure an invitation to the upcoming masquerade, where she will be. Otherwise, they will need to get to her through duplicity.

If they attend the masquerade, Lucan will attempt to make his escape while Aundairan agents attempt to capture him.

The PCs may be able to convince Neya to reveal that she worked with some Karnathi officials (unbeknownst to her, actually members of the Order of the Emerald Claw) to arrange for Lucan's papers as well as a private coach aboard the lightning rail headed toward Karnath from Korranberg.

The Emerald Claw still has agents in Korranberg (including at the masquerade). If they can, they will steal the vampire blade, but they are primarily there to monitor Lucan and make sure he boards the lightning rail. They will attempt to stop anyone following him. Korranberg is not a small city, but a group of Karnathi humans stand out in a city of gnomes, so they may well be spotted by the PCs.

If the PCs cause too much disruption in Korranberg, the Trust – the Zilargo secret police – will be watching.

It is on the lightning rail that Garrow plans to strike. He has a two-fold plan. First, he hopes to convince Lucan to give up the blade in exchange for assistance from the Emerald Claw. Failing that, he has a backup plan to remove the blade by force. Unfortunately for Garrow, Lucan spent too many years as a Brelish patriot. While he is willing to establish himself in Karnath, he does not want to be in debt to the Emerald Claw – also, the blade has begun to whisper secrets to him... and he's not ready to give it up.

On the train, the PCs can search for Lucan and/or Garrow. They can attempt to reason with Lucan, possibly even allying themselves with him. They are likely to be spotted by Garrow, however, and will become secondary targets when he springs his trap.

The Emerald Claw has taken over an abandoned lightning rail station in Thrane. The station is in the ruins of a town that was destroyed near the end of the war. Typically, the

train simply passes this station without stopping, but Garrow has arranged for a blockade to force it to stop.

Garrow forces the train to a stop and has zombies attack shortly before dawn, knowing that Lucan will need to seek out shelter from the sun in the ruined town.

The PCs can pursue him in order to seek out the blade, but Garrow has allies who are doing the same thing, including a powerful, but unstable, wight.

THE LEGEND OF THE VAMPIRE BLADE

There are few things feared by the vampire lords. Sunlight, of course. The few beings more powerful than them – dragons, daelkyr, ancient deathless, and the like. Those things... and the vampire blade. They don't fear the blade itself, per se, though it is no simple weapon. Rather they fear what the blade can do to the kingdoms that they have created in the night.

According to the stories, in the early days (or nights, rather) of Galifar, a powerful vampire lord built a network of brilliant and ambitious thralls that extended across much of Breland and Cyre. One of these thralls had been a skilled artificer – some say it was a member of House Cannith who lacked a mark and had to work doubly hard to keep up because of it. This artificer was made one of the vampire lord's spawn to better maintain control. In secret, though, the artificer worked and created a blade capable of cutting through the ties of blood and power that its master had over it. Freed from its master, the artificer-vampire came into its own power and caused an uprising among the vampire lord's thralls.

Rumors say that the blade has been in the possession of Calderus in the depths of Sharn for over a century. Other rumors say that she spent a decade hunting down the artificer who created it. Still others whisper that she *is* that artificer...

PART ONE: ELAYDREN'S REVENGE

THE SHIELD AT SWORD POINT

A few months after returning from Whitehearth, Lady Elaydren contacts the PCs and asks them to meet her early the next day at Ertur's Shield, a tavern in Sword Point.

Sword Point is a ward in Middle Central Plateau where the Sharn Watch is garrisoned, and Ertur's Shield is a Ghallanda-run tavern that caters to off-duty watch members. It is rarely crowded, but it is even more rarely empty. Lady Elaydren will be waiting for the PCs in a private room. She is not alone – seated next to her is an elven woman wrapped in a well-worn traveler's cloak.

The elven woman is Areyndee, a Thuranni agent who has been working for Lady Elaydren, collecting information on the members of the Emerald Claw who have been interfering with Elaydren's work. Areyndee is wearing a disguise (enhanced with *disguise self*) to appear to be a nondescript elven woman and affects a clipped style of speech so that she cannot be identified later. Elaydren will only refer to her as her associate from House Thurrani.

A young halfling server who looks like he's fresh off the plains, but appears to be familiar with Elaydren, will bring the PCs to the private room and take their drink orders. Lady Elaydren and her associate are sharing a bottle of Eldeen wine. She will wait until after the server returns with the PC's drinks and a light meal before talking business. The food at Ertur's Shield looks simple – sausages, cheeses, bread, and fruit preserves – but it is all surprisingly good.

Once the server leaves, Elaydren will address the PCs:

My friends, when we spoke in Darguun not so long ago, I mentioned striking back at the Emerald Claw for their meddling. Since then, I have been preparing to do so. My associate in House Thuranni, here, has collected information regarding the vampire, Garrow, and his plans. We are now in a position to take action and see that those plans do not come to fruition. If you are willing to be my agents in carrying out those plans, I will see you well rewarded.

If the PCs have some basic questions, Elaydren will answer them, but she will not reveal many details of the plan unless they agree to help her. Her answers to some likely questions are below:

Q: Why are we meeting here instead of at the Broken Anvil?

As you may recall, our meeting was... interrupted the last time we met there. I no longer consider it a secure place. I am known to come to this tavern now and then – I live nearby. Even if I were followed here, no one

would think it odd. Also, the regular clientele should be helpful if we were to have another interruption.

Q: You mentioned a reward?

Yes. If you choose to assist me, you will need to leave Sharn as soon as possible. The next airship scheduled to leave for Korranberg is tomorrow morning. I will provide you with advance funds of 500 gold and an item of Cannith manufacture that I expect may be useful. If you accomplish certain tasks as part of this endeavor, there are potential bonuses worth several thousand gold.

Q: Who is your associate?

She will remain nameless for the moment, as anonymity can be crucial in her line of work. Suffice it to say that she has undertaken the task of collecting information on that odious vampire, Brother Garrow, and his compatriots in the Emerald Claw.

If the PCs agree to assist her, she smiles and continues:

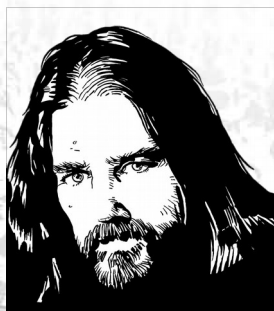
This is excellent news.

It seems as though Garrow has been looking into multiple magical artifacts presumed lost under Sharn. One of these is a sword that, until two days ago, was in the possession of an ancient vampire who dwells in the depths of the city.

She will turn to her associate and ask her to report. The Thuranni agent will do so succinctly:

Calderus. Ancient vampire. Based in the undercity of Sharn. Has agents throughout the city.

(As Areyndee introduces each of the next few individuals, she casts *minor illusion* to create lifelike statuettes displaying their appearance so that the PCs will be able to recognize them.)



Lucan Stellos. Citadel agent in Sharn. Eight days ago multiple anonymous letters were sent to various officials. They revealed Stellos to be under the control of Calderus. Apparently, unwillingly.

Edvin Garm. Emerald Claw agent in Sharn. Eight days ago met



with Stellos and passed him a letter. This occurred approximately an hour before Lucan Stellos was outed. Likely responsible for outing Stellos, but that is unconfirmed.

Stellos disappeared within hours.

Garrow. Goes by "Brother" Garrow. Vampire. Not ancient. Priest of the Blood of Vol. Agent of the Emerald Claw. Was spotted in Korranberg six days ago. Nights, rather. Some Emerald Claw activity still going on there.

Grilsha Stellos. Lucan's sister. Raised him. Very close. Protective. Lives in Ivy Towers. Magically talented.

Lucan reappeared the night before last. Seen at the residence of his sister. He had a magic sword in his possession. It matched the description of the one Garrow was studying. The vampire blade.

Both Lucan and Grilsha disappeared that night.

Last night, both of their residences were searched by agents of Calderus.

Elaydren will speak up:

We think Lucan and his sister are still alive and on the run. Our best guess is that they are headed to Korranberg to meet with Garrow. I suspect to exchange the sword for something – probably including some sort of guarantee of safety from Calderus. Lucan also has an associate in Korranberg, an Aundairan ambassador, Neya ir'Krell. It is also possible he will seek her out.

I want you to head to Korranberg and disrupt whatever Garrow is planning. If you can recover the vampire blade, that would be ideal. Anything else you can recover – including information on Garrow's plans, his allies, or his research notes – will be compensated. Well compensated. As long as you prevent Garrow from acquiring the vampire blade, I will consider your assignment a success, and you will have an additional sum of 300 gold each waiting for you as a reward. If you bring me the blade, I'll double that.

The next airship flight to Korranberg leaves Sharn tomorrow shortly before noon. I have procured tickets for you.

Elaydren will be happy to answer additional questions to the best of her ability, but she doesn't know much more than she has revealed.

Q: What is the vampire blade?

Unfortunately, we know almost nothing about it, except that Garrow wants it. From what little we do know, we suspect it is particularly valuable to vampires.

Q: What is the Emerald Claw doing in Korranberg?

A few weeks ago, they shipped a large number of items out from a Korranberg warehouse by lightning rail. Garrow was seen at the Aundairan embassy in Korranberg last week. Edvin Garm was last seen in Sharn

boarding an airship flight to Korranberg. This was a few hours after he met with Stellos.

If the PCs do not have the *handy haversack* from *Shadows of the Last War*, Elaydren will give them one. Otherwise, she will provide a mundane travel bag. In either case, the pack will contain the following items:

- 3 flasks of holy water
- a *wand of light* (see below) bearing the mark of a House Cannith artificer
- a pouch containing 45 pp and 50 gp
- a letter of credit with House Ghallanda covering a week's worth of room and board for the PCs at the Korranberg Gold Dragon Inn.
- Tickets for passage to Korranberg on the *Cloud's Destiny*, a House Lyrandar airship, scheduled to leave the next day.

WAND OF LIGHT

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a bright ray of golden light to streak from the tip toward a creature you can see within 60 feet of you. The target must make a DC 15 Constitution saving throw. On a failed save, the target takes 3d6 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded. Undead creatures and creatures with sunlight sensitivity have disadvantage on this saving throw.

As long as the wand has any charges remaining, you can use a bonus action while holding it to cause it to glow as if it were targeted by the light cantrip.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

DESTINY AWAITS

The PCs have some time to equip themselves and prepare. It may occur to them to stay up all night preparing, thinking that they will be able to sleep on the airship. If any PCs do this, make a note of whether there are any consequences in terms of exhaustion levels or spell slots.

The morning the PCs are to leave, Lyrandar Tower is busy, with two airships docked and the sky full of small air transports delivering both cargo and passengers. In addition to *Cloud's Destiny*, the airship *River of Stars* is due to leave for Wroat (continuing on to Fairhaven) in the early afternoon. Currently, many of the passengers in the area (about two-thirds of whom are gnomes) are boarding the same airship as the PCs. *River of Stars* is being loaded with cargo at the same time.

Moments after the PCs enter the main floor of the docking bay, a PC who succeeds at a DC 15 Wisdom (Perception) check will notice the young halfling server from the previous

day at Ertur's Shield step away from one of the aircoach landing platforms.

The halfling is Tambo, a young member of the Boromar clan who recently arrived in Sharn and was placed as an informant at Ertur's Shield. He is here to verify that the PCs are getting on *Cloud's Destiny*. Agents of the Lord of Blades believe that the PCs may have a piece of Elaydren's creation pattern (or at least the location of such a piece). They plan to intercept the PCs when they leave Sharn, so they hired the Boromar clan to provide some extra muscle. Boromar has hired a group of glidewing-riding mercenaries and acquired flying mounts for the warforged. Tambo has signaled one of the glidewing riders, who has flown off to ensure that the group is ready to intercept *Cloud's Destiny*.

The PCs can attempt to capture Tambo and question him, but the boy will run and cause a commotion. The Lyrandar guards are unlikely to look kindly upon a group of armed adventurers harassing an unarmed teenaged halfling. This could change, however, if the PCs convince the guards that Tambo is a criminal who is loitering while they have airship tickets. There are eight guards and their captain, Atorra d'Lyrandar, within sight, though two guards will remain at each of the docked airships unless their captain orders them to do otherwise. Since this occurs in Lyrandar tower, Atorra can call for near-unlimited backup if needed.

TAMBO

Small humanoid (halfling), chaotic neutral

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Perception +4, Persuasion +3, Stealth +4

Senses Passive Perception 14

Languages Common, Halfling

Challenge 1/8 (25xp)

Lucky. When Tambo rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Brave. Tambo has advantage on saving throws against being frightened.

Halfling Nimbleness. Tambo can move through the space of any creature that is of a size larger than he is.

Naturally Stealthy. Tambo can attempt to hide even when obscured only by a creature that is at least one size larger than he is.

ACTIONS

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

LYRANDAR GUARD

Medium humanoid (half-elf), lawful neutral

Armor Class 13 (studded leather)

Hit Points 15 (5d8 + 10)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Skills Athletics +3, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Elvish

Challenge 1/4 (50xp)

Fey Ancestry. The guard has advantage on saving throws against being charmed, and magic can't put it to sleep.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



ATORRA D'LYRANDAR

Medium humanoid (half-elf), neutral good

Armor Class 15 (studded leather armor)

Hit Points 46 (7d8 + 14)

Speed 30 ft, swim 30 ft

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

Damage Resistances Lightning

Skills Acrobatics +5, Athletics +4, Intimidate +5, Persuasion +5

Senses Darkvision 60ft., Passive Perception 11

Languages Common, Elvish, Gnomish, Goblin

Challenge 2 (450xp)

Fey Ancestry. Atorra has advantage on saving throws against being charmed, and magic can't put her to sleep.

Windwright's Intuition. When Atorra makes a Dexterity (Acrobatics) check or any ability check involving operating or maintaining a water or air vehicle, she can roll one Intuition die, a d4, and add the number rolled to the ability check.

Headwinds. Atorra knows the *gust* cantrip. She can cast the spell *gust of wind* once and regains the ability to do so when she finishes a long rest.

ACTIONS

Multiattack. Atorra makes two melee or ranged attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 3) piercing damage.

REACTIONS

Parry. Atorra adds 2 to its AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

PART TWO: THE FLIGHT OF DESTINY

YOUR CAPTAIN SPEAKING

After boarding, the PCs will be shown to their cabins. Rooms are small, but comfortable and well-appointed. The airship's lower hull is lined with viewports where passengers can spend time and watch the land pass below while they are served refreshments.

About ten minutes into the flight, once the airship has left Sharn behind, Captain Morgis will make a short announcement welcoming the passengers aboard. He does this via an enchanted speaking tube (a dragonmark focus item) located near the helm that allows his voice to sound as if it is coming from everywhere in the ship at once. His speech sounds a bit rehearsed.

This is your captain speaking. On behalf of House Lyrandar, I'd like to welcome you aboard the Cloud's Destiny, the finest ship in the skies. I'm Captain Morgis and my crew and I hope you enjoy your flight to Zilargo. Tomorrow morning at about this time we will be stopping briefly in Trolanport and then continuing on for another twenty hours or so to Korranberg. Skies are clear, so we should make good time and you should have excellent views from the lower café area. Speaking of views, we should be over the King's Forest momentarily. Most people never get to see a jungle from this angle, so consider yourselves fortunate and keep your eyes open for some of the most beautiful birds you'll ever see.

A BRIEF INTERLUDE

At this point, find out what the PCs plan to do. They may retire to their rooms to rest or plan, enjoy the view and refreshments in the café, or wander the airship. In any case, they have about an hour (enough time for a short rest if they choose to take one) before the *Cloud's Destiny* is attacked.

The PCs might think to look for Lucan and Grilsha during this time, though it is unlikely that they will know that the two are on the airship. Grilsha is in her cabin which is directly across the hall from the PCs' cabin and one of the few on the airship that is not currently outfitted for gnome-sized people. For the first hour or so of the flight, Grilsha will appear as an older dwarf woman under the effect of an extended alter self spell that she used as a disguise to board the ship. Lucan is hiding in Grilsha's *bag of holding* and will not come out during daylight hours.

After an hour, if the PCs are taking in the view, have them make a Wisdom (Perception) check. A result of 14 or higher will allow a PC to notice an unusual "bird" (actually a halfling on a glidewing) flying parallel to the airship at some distance. If the PCs do not notice it, a few of the other passen-

gers eventually will, and they will begin wondering aloud as to what it could be. At this point a 14 or more on a Wisdom (Perception) check will recognize the shape for what it is. A result of 18 or more on the same check will notice several other similar shapes skirting the tops of the trees in the distance, headed to intercept the airship's path.

After about a minute, Captain Morgis will make another announcement. The captain will attempt to be calming, but a DC 12 Wisdom (Insight) check will detect a note of worry in his voice.

This is your captain speaking. It seems we are not alone in the skies this morning. Some of you may have seen a rider above the King's Forest – I don't expect any trouble, but it is standard procedure for all passengers to retire to their cabin in circumstances such as this one. Please return to your cabins immediately, and I will keep you updated.

All hands on deck.

BATTLE IN THE SKY

This section features an airship battle with several moving parts. Be sure to read through it all carefully before attempting to run it. You may use the *Cloud's Destiny* map that is included with the original adventure.

A costly assumption. Scimitar, a warforged in service to the Lord of Blades, has engaged the criminal Boromar Clan to keep tabs on Lady Elaydren. After Tambo's report from the previous day, Scimitar mistakenly assumed that the PCs either had a piece of the creation pattern or were being sent to fetch one. As a result, she used her Boromar connections to hire a group of halfling mercenaries mounted on glidewings and acquire hippogriff mounts for herself and her companions. **The plan of attack.** There are six halflings mounted on glidewings. They will circle the deck clockwise and harry the *Cloud's Destiny* with arrows. In the meantime, Scimitar and four other warforged will land on the deck of the *Cloud's Destiny*. The warforged will single-mindedly seek out and engage the PCs.

The hippogriffs. The warforged will dismount their hippogriffs once they land on the airship. While the mounts are trained to accept riders, they aren't war-mounts and they do not know the warforged well. If the hippogriffs are attacked, they will defend themselves. Otherwise, they are likely to flee if dismounted, abandoning the warforged.

ON CLOUD'S DESTINY

If the PCs ignore the captain's instructions and end up on deck, the captain will consider them briefly. If they are armed and armored, he will nod at them and tell them their aid would be welcome. If they don't look like they are capable combatants, he'll order them down to their cabins.

When the attackers approach and their intent is clear, the captain will make another announcement.

This is Captain Morgis. All passengers must remain in their cabins and lock their doors. Do not open your door for anyone until I announce the all-clear.



All hands. *Cloud's Destiny* has a dozen crewmembers in addition to its captain. Only two of the crewmembers are trained combatants, but they will all do their best. Most of them will rely on their crossbows as much as possible.

Grilsha and Lucan. Once it is clear that the airship is being attacked, Grilsha will emerge from her cabin, still in her dwarven disguise, and come up on deck. At the end of her second turn on deck, her *alter self* spell will end and she will assume her normal appearance. A PC with a Passive Perception of 16 or more will notice her immediately. Grilsha will assume that the attackers are after her brother and help to fight them off. She will cast a *fly* spell on herself as quickly as she can. In any case, the PCs should learn that she is a capable spellcaster. Since it is still morning, Lucan will remain hidden in the *bag of holding* where he is safe from the sun. Assuming the PCs are unaware that Lucan is a vampire, it might seem odd to them that his sister is appearing without him.

CLOUD'S DESTINY CREWMEMBER

Medium humanoid (half-elf), neutral

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	14 (+2)	14 (+2)	12 (+1)

Skills Athletics +2, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish

Challenge 1/8 (25xp)

Fey Ancestry. The crewmembers have advantage on saving throws against being charmed, and magic can't put them to sleep.

Spellcasting. The crewmember is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *mending*

1st level (2 slots): *feather fall*, *unseen servant*

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

CLOUD'S DESTINY GUARD

Medium humanoid (half-elf), neutral

Armor Class 14 (studded leather)

Hit Points 27 (4d8 + 8)

Speed 30 ft

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

Skills Athletics +3, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish

Challenge 1/2 (100xp)

Fey Ancestry. The crewmembers have advantage on saving throws against being charmed, and magic can't put them to sleep.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, 80 ft./320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

CAPTAIN MORGIS D'LYRANDAR

Medium humanoid (half-elf), neutral good

Armor Class 14 (studded leather armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Strength +3, Constitution +3

Skills Athletics +3, Perception +4

Damage Resistances Lightning

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish

Challenge 1 (200xp)

Fey Ancestry. Morgis has advantage on saving throws against being charmed, and magic can't put him to sleep.

Windwright's Intuition. When Morgis makes a Dexterity (Acrobatics) check or any ability check involving operating or maintaining a water or air vehicle, he can roll one Intuition die, a d4, and add the number rolled to the ability check.

Headwinds. Morgis knows the *gust* cantrip. He can cast the spell *gust* of wind once and regain the ability to do so when he finishes a long rest.

ACTIONS

Multiattack. Morgis makes two melee attacks.

Short sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and 2 (1d4) lightning damage.

Lightning Rod. *Ranged Spell Attack:* +4 to hit, 240 ft., one target. *Hit:* 7 (2d6) lightning damage and the target can't take reactions until the start of its next turn.

REACTIONS

Parry. Morgis adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

LIGHTNING ROD

Rod, rare (requires attunement by a half-elf with the mark of storms)

As an action, you may command the rod to fire a bolt of lightning at a target within 240 feet. Make a ranged spell attack with Wisdom as your spellcasting ability score. If the target is wearing metal armor, you have advantage on the attack roll. On a hit, the target takes 2d6 lightning damage and cannot take reactions until the start of its next turn. In addition, you may use the rod to cast the spell *skywrite* as a ritual. The clouds formed by this use of the rod are wreathed in lightning. Once you use the rod in this way you cannot do so again until the next dawn.

SKY-RAIDER ATTACK

Scimitar is a deadly opponent, particularly so due to her high armor class. If the PCs seem to be having trouble dealing with her, Captain Morgis will turn his attention from the halflings and target Scimitar with his lightning rod. Her heavy plating will give him advantage on the attack, and, if he hits, he will briefly prevent her from using her parry.

If Scimitar falls in battle, the halflings will flee. The other war-forged are fanatical followers of the Lord of Blades and will likely continue to fight until subdued or killed.

SCIMITAR

Medium humanoid (warforged), neutral evil

Armor Class 19 (heavy plating)

Hit Points 78 (12d8 + 24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	12 (+1)	8 (-1)	13 (+1)

Saving Throws Str +7, Con +5

Damage Resistances Poison

Condition Immunities Disease, Magical Sleep

Skills Athletics +7, Deception +4, Intimidation +4

Senses Passive Perception 9

Languages Common

Challenge 5 (1,800xp)

Warforged Resilience. Scimitar has advantage on saving throws against being poisoned.

ACTIONS

Multiattack. Scimitar makes two attacks with her scimitar or iron fists. If she has her handaxe drawn, she can also make one melee or ranged attack with her handaxe.

Scimitar +1. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage in melee or 7 (1d6 + 4) slashing damage at range.

Iron fists. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bashing damage.

REACTIONS

Parry. Scimitar adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

WARFORGED BOARDERS

Medium humanoid (warforged), neutral evil

Armor Class 18 (heavy plating)

Hit Points 19 (3d8 + 6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +4, Con +4

Damage Resistances Poison

Condition Immunities Disease, Magical Sleep

Skills Athletics +4, Perception +2

Senses Passive Perception 12

Languages Common

Challenge 1/2 (100xp)

Warforged Resilience. The warforged has advantage on saving throws against being poisoned.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Iron fists. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bashing damage.

HIPPOGRIFF

See page 184, MM.

GLIDEWING

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 10 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses Passive Perception 12

Languages –

Challenge 1/4 (50xp)

Flyby. The glidewing doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

TALENTA GLIDEWING RIDERS

Small humanoid (halfling), chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 18 (4d6 + 8)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +4, Animal Handling +3, Perception +3, Survival +3

Senses Passive Perception 13

Languages Common, Halfling

Challenge 1/2 (100xp)

Brave. The glidewing rider has advantage on saving throws against being frightened.

Lucky. When the glidewing rider rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Nimbleness. The glidewing rider can move through the space of any creature that is of a size larger than it.

Reckless. At the start of its turn, the glidewing rider can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

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

Short bow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3).

AFTERMATH

The most likely outcome will be that the PCs repel the attackers, killing or capturing the warforged. Captain Morgis will not pursue any halflings that flee – he has passengers and getting them safely to Zilargo his first responsibility.

The Stellos siblings. Grilsha is not necessarily hostile to the PCs, as she is unlikely to know what their goal is. If she is questioned, she will attempt to claim she is on holiday. If pressed about Lucan, she express surprise that the PCs know about her family and will attempt to convince the PCs that her brother is still in Sharn or – if they clearly don't believe her – that she is meeting him in Korranberg. If the PCs demonstrate any knowledge of Lucan, she will suspect that they are agents of Calderus and keep her distance, assuming a new identity as soon as she can.

Once the sun sets, Lucan will come out of the bag and Grilsha will update him. If Grilsha has reason to suspect the PCs are after her brother, Lucan will attempt to charm one of the crew members to provide Grilsha with an ally. Lucan is still new to his abilities and has not learned that half-elves are resistant to charm. If his attempt fails, he will panic and kill the crew member. He will then charm one of the gnomish

passengers and convince them to claim that they saw one of the PCs killing the crew member. If this happens, Captain Morgis will attempt to confine the suspected murderer and launch an investigation. He will not be kind to someone he believes killed one of his crew members.

Completing the journey. The remainder of the flight to Trolanport will be tense, and passengers will clearly be on edge. When the airship is preparing to land in Trolanport, the captain will make an announcement stating that the airship will need to be inspected after the incident and that they will be staying in Trolanport overnight as a result, delaying their arrival in Korranberg by a day. House Lyrandar will be happy to provide passage by ship to Korranberg to anyone who would prefer not to continue by air. Most of the passengers disembark at Trolanport. If Grilsha has no reason to think that the PCs mean her or her brother ill, she will stay on until Korranberg as – even with the delay – they will arrive there more swiftly by air than by sea. Otherwise Grilsha will attempt to take whichever route to Korranberg the PCs are not taking.

PART THREE: IN ZILARGO

WE TRUST

KORRANBERG

Korranberg is the largest and most important city in the gnome nation of Zilargo, though it is not the capital. It is the home to Khorvaire's greatest library as well as the *Korranberg Chronicle*, the most widely-read newspaper in Eberron.

Keeping the peace. Korranberg, like other cities of Zilargo, has no formal city watch, instead keeping faith in The Trust, a byzantine network of secret informants, spies, and assassins that is dedicated to the prevention of crime and the well-being of Zilargo. Any gnome you meet could be a Trust informant, and that uncertainty – as much as the deadly efficiency of the Trust's preemptive assassinations – keeps Zilargo safe. What is considered crime in Zilargo, however, is a bit looser than elsewhere, as the gnomes value cleverness and trickery. Fraud, for instance, is as often appreciated as it is condemned.

The Trust is well aware of the Emerald Claw's presence in Korranberg. While the Trust has no love of the Emerald Claw, its current plans – to convince Lucan to give up the vampire blade in exchange for safety in Karnath – are clever enough that the Trust is willing to let them continue their plotting, especially since their plan explicitly limits any violence to outside the borders of Zilargo.

Three paths. The PCs have three main options when they reach Korranberg: seek out Neya ir'Krell, search for agents of the Emerald Claw, or search for Lucan and Grilsha directly. No doubt they will do something else entirely.

Lucan's plan. Lucan will meet with Neya the first night he is in Korranberg. She is not aware that he is a vampire, though she will suspect that something is very wrong with her old friend. She will need to arrange for Lucan's papers, so she suggests that he pick them up from her at the upcoming masquerade ball that she is hosting. Once he has the necessary documents, he will board the lightning rail, which is scheduled to leave the next morning.

A WARM WELCOME

The airship docking tower is on the border between Korranberg's industrial district and an area filled with shops, restaurants, and inns. The Korranberg Gold Dragon Inn is within easy walking distance, only a few blocks away.

Shortly after the PCs disembark from the airship, shouts come from a sidestreet. A fire elemental has escaped from an elemental binding workshop and is raging toward the main shopping district. The cobblestones of the street are themselves burning in its wake and a crowd stands frozen in fear as it rushes toward them. The fire elemental was in the

process of being bound when it escaped, so it is not quite at full mobility, making it a bit weaker than normal.

The elemental will not immediately see the PCs as a threat, and will initially head for the crowd, hoping to cause as much destruction as possible.

ESCAPED FIRE ELEMENTAL

Large elemental, neutral

Armor Class 12

Hit Points 90 (12d10 + 24)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Ignan

Challenge 4 (1,100xp)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.



Six rounds after the fire elemental appears, the elemental binder who lost control of the creature shows up: Talara Banty, a 5th-level wizard, is largely covered in burns but pushes forward. If the elemental is still at large, she will help subdue it using *ray of frost* (+5 on her attack roll). She has *protection from evil and good* cast on herself, so the elemental has disadvantage on attacks against her. If the PCs defeat the elemental, she will express her thanks and tell the PCs she is in their debt, giving them the address of her workshop. She is happy to cast spells on behalf of the PCs. If they do show up at her workshop, she will also give them a *scroll of protection from evil and good* and a *scroll of magic circle* in thanks.

THE AMBASSADOR AND THE SPY

Neya ir'Krell is secretly an agent of the Royal Eyes of Aundair. She has had a friendly rivalry with Lucan since the last days of the war, and the two ended up working together several times, including helping to ensure the security of the signing of the Treaty of Thronehold. Currently, Neya is stationed as an ambassador to Zilargo, charged with setting up Aundair's second Zilargo-based embassy (after the primary embassy in the Zil capital of Trolanport) and ensuring that it is as secure as possible in a nation policed by The Trust.

The majordomo. The renovation of the embassy building itself is newly complete, and a masquerade ball is scheduled in celebration. Embassy staff will insist that Neya is unavailable until the masquerade, as she is fully occupied with planning for it. PC will, however, be able to secure a meeting with Neya's assistant and chief of staff, Jayres. Jayres is an accomplished arcanist and aids in securing the embassy via magical means. He serves as support staff for the Royal Eyes.

If the PCs convince Jayres that they are nobles, affiliated with a dragonmarked house, or work for another important organization, he will invite them to the masquerade. Otherwise, he will be happy to schedule a meeting with the ambassador for two days after the masquerade. By this time, of course, Lucan will be long gone. Jayres does not know Lucan is in town and has never met him. He does know Lucan by reputation as a spy and he knows that Lucan and Neya know each other well, though he will not admit to either of these facts.

JAYRES TACHIOT, MAJORDOMO

Medium humanoid (human), lawful neutral

Armor Class 10 (13 with mage armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	15 (+2)	14 (+2)	16 (+3)

Skills Arcana +4, Deception +5, History +4, Insight +4, Perception +4, Stealth +2

Senses Passive Perception 14

Languages Common, Draconic, Gnomish

Challenge 1/2 (100xp)

Spellcasting. Jayres is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has prepared the following wizard spells:

Cantrips (at will): *mage hand*, *mending*, *message*, *prestidigitation*

1st level (4 slots): *charm person*, *disguise self*, *mage armor*

2nd level (3 slots): *detect thoughts*, *invisibility*, *suggestion*

ACTIONS

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

Jayres carries a spellbook containing the spells he has prepared along with the following ritual spells: *alarm*, *comprehend languages*, *unseen servant*, and *illusory script*.

THE MASQUERADE

On the night of the masquerade, the embassy's gardens are awash with floating magical lights. The sound of music and laughter drifts out to the street. Two guards, one human and one gnome, stand outside the gates taking invitations.

By invitation only. The guards will not admit anyone without an invitation. If the PCs do not have an invitation, they may wish to attempt to acquire one or gain entrance to the masquerade by other means.

AUNDAIRAN EMBASSY GUARD

Medium humanoid (human), lawful neutral

Armor Class 15 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	10 (+1)	10 (+0)	9 (-1)

Skills Athletics +4, Perception +2

Senses Passive Perception 12

Languages Common, Gnomish

Challenge 1 (200xp)

ACTIONS

Multiattack. The guard makes two melee attacks.

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

ZIL EMBASSY GUARD

Small humanoid (gnome), lawful good

Armor Class 17 (half plate)

Hit Points 39 (6d6 + 18)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	17 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Athletics +3, Insight +2, Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Gnomish

Challenge 1 (200xp)

Gnome cunning. The guard has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Multiattack. The guard makes two melee attacks.

War Pick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Procuring an invitation. Using a Dexterity (Sleight of Hand) check to get an invitation out of the box will be very difficult (DC 20), as it is sitting at the feet of the guards. If the PCs go this route, they would be wise to use a distraction to provide themselves with advantage. If a PC fails at sleight of hand, but exceeds the passive perception of the guards (12), the PC can decide whether they aborted their attempt before it was noticed or whether they grabbed an invitation but were noticed.

Using *mage hand* proves to be easier, but – unless the PCs cause a distraction or somehow impede the guard's vision,

they will notice the attempt on a DC 10 Wisdom (Perception) check. Characters with the *mage hand legerdemain* ability need only make a Dexterity (Sleight of Hand) check that exceeds the passive perception of the guards (12).

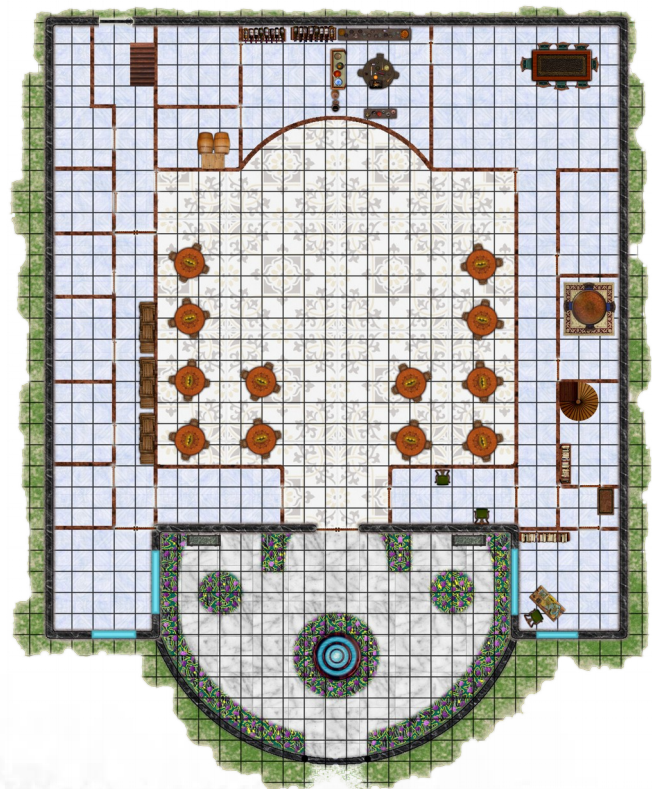
Smuggling in weapons. The guards are not going to pat down guests, as many of them are dignitaries, though they may make an exception for PCs who show up heavily armed and armored, looking ready for battle. If the PCs are subtle, they can conceal light weapons on themselves. This requires a DC 13 Dexterity (Deception) check. PCs have advantage when concealing a dagger or when concealing light weapons under particularly voluminous clothing.

Sneaking in. If the PCs choose to sneak in, they should have few issues once they are inside provided that the PCs look like they belong at the masquerade, whether through disguising themselves as servants or guests. Guards are posted inside to keep guests out of private areas, but they are not familiar with the full embassy staff.

There is a back service entrance to the embassy. The door is locked (DC 20). Most of the embassy is still empty, other than the working kitchen and Neya's office.

JOINING THE PARTY

The grounds. The party begins in the garden, where guests mingle and enjoy light refreshments. The main entrance to the embassy itself are a pair of double doors that remain open throughout the evening. The doors are flanked by a second pair of guards and open onto the ballroom.



Sound and light. A group of gnome and human musicians play traditional Zil and Aundairan music at the far end of the ballroom. The curved space they are in is designed to amplify the music, and this imposes disadvantage on all Wisdom (Perception) checks in the ballroom that are based on hearing. The musicians appear to be standing on an opalescent cloud, about two feet in the air. This is a short-term magical effect built into the embassy's ballroom that Jayres controls.

Dancing lights spells and decorative, floating *everbrite lanterns* provide light both in the ballroom and the garden. Both locations are predominantly in dim light which imposes disadvantage on all sight-based Wisdom (Perception) checks, but each round there is a 25% chance that a PC will be in bright light instead as the floating lights move erratically.

The various hedges and the fountain in the courtyard garden are block visibility for medium or smaller sized creatures due to their height.

Food and drink. Embassy staff (including Meena's agents, see below) circle the crowd with carts that are loaded with drinks and small delicacies from both Aundair and Zilargo. The carts are two-tier with the lower tier more convenient to those of gnome height and the higher tier convenient to taller humans, elves, and the like.

The Trust has spiked the beverages as insurance, and anyone who partakes of a beverage will have disadvantage on saving throws against poisons used by the Trust that night. The compound used also has the effect of amplifying the tonic that Neya is using to slightly loosen the lips of her guests (she is a spy first, after all).

Effect: Each time someone has a drink after the first, they must make a DC 13 Wisdom saving throw or gain the temporary personality flaw "Talks too much about their personal life" until they complete a long rest. This provides an opportunity for players to add some drama to interpersonal relationships with PCs, as well as an opportunity for them to earn inspiration.

The crowd. The attendees are a mixed group, racially. Gnomes make up the largest percentage, unsurprisingly, and are closely followed by humans. A few half-elves, elves, and dwarves are present, and there is even a pair of hobgoblins – presumably diplomats from Darguun. Everyone is masked and dressed extravagantly. Masks impose disadvantage on most Wisdom (Insight) checks, as they make it hard to read expressions. If the PCs are poorly or inappropriately dressed, they will also be at disadvantage on most Charisma ability checks.

Searching for Neya, Lucan, or Grilsha. If the PCs are present at sundown, they will be able to identify Neya as the party's host when she welcomes the guests. Similarly, they will be able to identify her when she later thanks the musicians, if they haven't done so already.

Questioning guests is far more likely to turn up information about Neya than Lucan or Grilsha. Any given guest has an

80% chance of knowing who Neya is and what she is wearing. A DC 12 Charisma (Persuasion) check will convince a guest to give a PC a clue as to her costume. Enchantment spells – even *friends* – can make this task much more straightforward.



With a description of her mask, it requires a DC 15 Wisdom (Perception) check to spot Neya. If the PCs somehow acquire a description of Lucan's mask (none of the guests know him), it requires a DC 17 Wisdom (Perception) check to spot him. Without such a description, the DC increases to 22. Remember that PCs without darkvision may have disadvantage on checks to identify their quarryies due to the dim lighting in the room. Scanning the crowd typically takes ten minutes of searching per check.

Grilsha has used an extended *alter self* spell and will be near-impossible to spot without the use of *detect magic* or the like. She is one of two human guests who are disguised magically (several of the gnomes are employing illusions). Many guests, however, wear *glamerweave* and the room's lighting is magical – all of which will make spotting her spell more difficult. Her disguise is the only one which uses transmutation rather than illusion magic, though the PCs are unlikely to have any way of knowing that.

Talking to Lucan. PCs with a Passive Insight of 15 or more who speak to Lucan for more than a minute will notice that his speech sounds slightly stilted and forced – he is under a great deal of stress due to his hunger, his fear, and the whispering entreaties of the *vampire blade*. If Lucan recognizes a PC or sees them as a potential threat, he will use his *charm* ability.

Impressing the guests. PCs who impress the guests with their performance abilities (either through dance or performing with the musicians) will gain advantage on Charisma (Persuasion) checks with those who saw the performance. This requires a DC 16 Charisma (Performance) check. A result of 20 or more on this check will induce Neya to introduce herself as the host of the gathering and thank them for the entertainment (though, as host, she will know if they were not invited and be curious as to their purpose in crashing the party).

DRAMATIS PERSONAE

The Masquerade can be a complicated scene, as it has a number of participants with conflicting goals.

- **Neya** is torn between her debts to Lucan and her loyalty to Aundair. She knows that something is very wrong to cause Lucan to flee Breland, but she is not happy about Karnath gaining Lucan's knowledge of Brelish secrets. As a spy who is regularly undercover, she has an uncanny ability to compartmentalize her decision-making depending upon her role. As such, she has resolved this conflict by aiding Lucan, but reporting the situation to the Royal Eyes. If combat breaks out, she will attempt to disengage and will only fight if her life is dependent upon it or she is out of sight of her guests. Neya is a dirty fighter – which does not mesh well with her identity as an ambassador.

Once Neya receives Jayres's report on Lucan (see below) she will begin to have more serious doubts about helping him.

Neya wears a gold dragon mask.

- **Meena and her two agents** are focused on attempting to capture Lucan so that he does not defect to Karnath. It will take some time for Meena to identify Lucan. She is not aware of Grilsha. If the PCs interfere, Meena may turn her attention to them, believing them to be either Brelish or Karnathi agents.

Meena wears a blue dragon mask. Her agents are wearing simple domino masks, like the guards and the other members of the staff.

- **Lucan and Grilsha** are focused on getting Lucan's papers and getting to the lightning rail. The two will not appear together, and Grilsha will be unrecognizable due to her *alter self* spell – she will appear as an attractive half-elf woman. She is a bit paranoid and will become more so if she recognizes the PCs.

If (when) a fight breaks out, Lucan and Grilsha will focus on escape, though they are likely to kill at least one of Meena's agents in the process. If Lucan is seriously wounded, he will feed from anyone he has *charmed*. He will use his children of the night ability to summon bat swarms (page 337 *MM*) to help cover his escape in bat or mist form. Grilsha will shift her *alter self* spell to create talons for herself and then use a combination of her *scroll of darkness* and spells such as *silent image*, *invisibility*, and *fly* to aid their escape as needed. Grilsha would like to join Lucan on the lightning rail but if it is necessary she will cover Lucan's escape. She is even willing to sacrifice herself for her brother if she has to.

Lucan wears an eagle mask and his sister wears an owl mask.

- **The vampire blade** is exulting in being on the run and is pushing Lucan to enjoy his newfound power and throw caution to the wind.
- **Edvin Garm** is an agent of the Emerald Claw. His primary goals are delivering the papers to Neya and ensuring that Lucan escapes and boards the Lightning Rail. If he has an opportunity to steal the *vampire blade*, he will, though this is not his plan. If he recognizes the PCs (from *Shadows of the Last War*), he will be very confused and worried, and will attempt to determine why they are at the party.

Edvin wears a white wolf mask.

THE SEQUENCE OF EVENTS

For the sake of clarity, the events of the evening fall into the following sequence, assuming the PCs do not intervene:

Sundown, the party begins. Meena arrives, as do many other guests. Meena's agents are disguised as servants.

In the ballroom: Neya

In the courtyard: Meena, Meena's agents

10 minutes after sundown, Neya welcomes the guests. As host, Neya welcomes everyone who has arrived, which reveals her costume to them. Everyone present is in the ballroom for her welcome.

In the ballroom: Neya, Jayres, Meena, Meena's agents

30 minutes after sundown, Lucan and Grilsha arrive. Lucan charms the guards at the gate when he arrives.

In the ballroom: Neya, Meena

In the courtyard: Lucan, Grilsha, Meena's agents

40 minutes after sundown, the crowd begins to become a bit more raucous. People start revealing more about themselves than is comfortable due to the effects of the altered beverages. Also around this time, Lucan identifies Neya.

In the ballroom: Neya, Meena, Lucan, Grilsha,

In the courtyard: Meena's agents

50 minutes after sundown, Lucan asks Neya to dance. The two move onto the dance floor. Neya gives Lucan a ticket for the lightning rail and a letter of credit, but she tells him that the Karnathi official bringing her his papers has not yet arrived. She tells him that once she has his papers, she will thank the musicians as a signal.

While Lucan is talking to Neya, Grilsha will scan the crowd. If Grilsha recognizes the PCs, she will warn Lucan using *message*.

In the ballroom: Neya, Lucan, Meena

In the courtyard: Grilsha, Meena's agents

One hour after sundown, Neya becomes suspicious. When she danced with him, she noticed that Lucan's hands were very cold, and she doesn't know why. She disappears into the embassy briefly to seek out Jayres and ask him to find out what he can about Lucan using divination magic. Lucan is also a bit worried that Neya did not yet have his papers. Lucan charms the human guard in the ballroom, letting the guard know that he is concerned that someone at the masquerade may mean him harm.

In the ballroom: Lucan, Meena

In the courtyard: Grilsha, Meena's agents

One hour and 10 minutes after sundown, Lucan's disguise begins to crumble. Meena identifies Lucan and asks him to dance. He accepts. At the same time, Jayres uses *detect thoughts* and discovers that Lucan is worried about people finding out what he has been turned into. He relays this to Neya via *message* and then retreats back into the embassy.

In the ballroom: Jayres, Lucan, Meena

In the courtyard: Neya, Grilsha, Meena's agents

One hour and 15 minutes after sundown, Edvin Garm arrives. The PCs may recognize him despite his costume with a successful DC 16 Wisdom (Perception) check, either from Areyndee's illusions or from meeting him in *Shadows of the Last War*.

In the ballroom: Neya, Lucan, Meena

In the courtyard: Grilsha, Meena's agents, Edvin

One hour and 20 minutes after sundown, Edvin meets with Neya. Garm passes her Karnathi papers for Lucan. In the meantime, Meena identifies Lucan to her agents.

In the ballroom: Lucan, Neya, Edvin

In the courtyard: Grilsha, Meena, Meena's agents,

An hour and 30 minutes after sundown, Neya addresses the crowd. She thanks everyone for attending, extols the virtues of their newly-renovated embassy building, praises the architects (who are in attendance), and thanks the musicians for their performance.

In the ballroom: Neya, Lucan, Grilsha,

In the courtyard: Meena, Meena's agents, Edvin

An hour and 40 minutes after sundown, a fight breaks out. Lucan retrieves the papers from Neya and she asks him what has happened to him. At the same time, Meena's agents approach and ask him (forcefully) to come with them while Meena guards the exit. Lucan panics, retrieves the *vampire blade* from his *glove of storing*, and attacks the agents.

In the ballroom: Neya, Lucan, Meena's agents

In the courtyard: Meena, Grilsha, Edvin

OF COURSE A FIGHT BREAKS OUT

It always does.

Participants. There are several parties here with a variety of goals and targets, making this a complicated fight scene. Re-

view the **Dramatis Personae** section above to familiarize yourself with the primary participants and their goals.

The embassy guards will arrive throughout the fight. There is one guard stationed in the ballroom (charmed by Lucan), two guards at the doors between the ballroom and the garden, and two guards at the outer gates to the garden (also charmed by Lucan). An additional 1d4 guards will arrive on the third round of combat, with 1d4 more guards arriving each round until a total of four additional guards have arrived. Guards will fire their crossbows at anyone except for Neya and embassy staff (and Lucan, if the guard was charmed by him) who is in combat and refuses to stand down.

Non-participants. The crowd of party guests functions as huge swarms with a movement of 20 feet as they try to escape. One swarm will be in the ballroom and one will be in the courtyard. Their spaces can be passed through, but count as difficult terrain. If a swarm passes through a creature's square, that creature must make a DC 15 Strength saving throw or be moved 5 feet in the direction of the swarm's movement. Creatures who end their turn in the swarm's space make this saving throw at disadvantage.

The two pairs of guards at the gate and door use the statistics above. The guard inside the ballroom and additional guards use the stat block below:

AUXILLIARY EMBASSY GUARD

Medium humanoid (human), lawful neutral

Armor Class 14 (chain shirt)

Hit Points 39 (6d8 + 12)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	10 (+1)	10 (+0)	9 (-1)

Skills Athletics +4, Intimidation +1

Senses Passive Perception 10

Languages Common, Gnomish

Challenge 1 (200xp)

ACTIONS

Multiattack. The guard makes two melee attacks.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

REACTIONS

Parry. The guard adds 2 to its AC against one melee attack that would hit it. To do so, it must see the attacker and be wielding a melee weapon.

NEYA IR'KRELL

Medium humanoid (human), lawful neutral

Armor Class 14 (ring of protection)

Hit Points 55 (10d8 + 10)

Speed 30 ft

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

Saving Throws Str +1Dex +6, Con +2, Int +5, Wis +2, Cha +4

Skills Deception +7, History +4, Insight +3, Perception +3, Persuasion +7, Stealth +5

Senses Passive Perception 13

Languages Common, Gnomish, Elvish, Thieves Cant

Challenge 3 (700xp)

Crossbow Expert. When Neya makes an attack with her dagger, she can use a bonus action to attack with her hand crossbow. Engaging in melee does not impose disadvantage on her hand crossbow attacks.

Cunning Action. On each of her turns, Neya can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Neya deals an extra 10 (3d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Neya that isn't incapacitated and Neya doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Neya makes two melee attacks.

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.

Hidden Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

HIDDEN WEAPON

Weapon (any weapon with the light quality), uncommon (requires attunement)

You may magically hide this weapon on your body, calling it into your hand as a bonus action. Your first attack with this weapon made on the turn that you call it to your hand is made with advantage. This damage dealt by this weapon is not considered magical for the purposes of overcoming damage resistance.

MEENA IR'ERDALIS

Medium humanoid (human), neutral

Armor Class 11 (14 with mage armor)

Hit Points 52 (8d8 + 14)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	13 (+1)

Saving Throws Intelligence +5, Wisdom +3

Skills Arcana +5, Deception +3, Insight +3, Investigation +5

Senses Passive Perception 11

Languages Common, Draconic

Challenge 3 (700xp)

Spellcasting. Meena is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has prepared the following wizard spells:

Cantrips (at will): *firebolt*, *friends*, *mage hand*, *message*

1st level (4 slots): *disguise self*, *mage armor*, *shield*

2nd level (3 slots): *hold person*, *suggestion*, *web*

3rd level (2 slots): *fear*, *fireball*

ACTIONS

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

AUNDAIR AGENTS

Medium humanoid (human), lawful neutral

Armor Class 14

Hit Points 33 (6d8 + 6)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Skills Acrobatics +4, Athletics +2, Perception +4, Stealth +4

Senses Passive Perception 14

Languages Common

Challenge 1 (200xp)

Step of the Wind (1/Day). The agent can take the disengage or dash action on its turn as a bonus action.

Unarmored Defense. While the agent wears no armor and uses no shield, it adds its Wisdom modifier to its armor class (included).

ACTIONS

Multiattack. The agent makes two attacks with its unarmed strikes or one attack with its unarmed strike and one attack with its stunning fist.

Unarmed strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Stunning fist (Recharge 6). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target must succeed on a DC 12 Constitution saving throw or be stunned until the end of the agent's next turn.

The agents are dressed like servants, but carry no equipment or identifying articles.

EDVIN GARM

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dexterity +4 Intelligence +3

Skills Deception +5, Insight +4, Investigation +3, Perception +4, Persuasion +3, Stealth +4

Senses Passive Perception 14

Languages Common, Dwarf

Challenge 1 (200xp)

Cunning Action. On each of his turns, Garm can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Garm deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Garm doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Garm makes two melee attacks.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 2) piercing damage.

REACTIONS

Parry. Garm adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

GRILSHA

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	13 (+1)	10 (+0)	16 (+3)

Saving Throws Constitution +5, Charisma +6

Skills Arcana +4, Animal Handling +3, Perception +3, Persuasion +6

Damage Resistances Lightning, Thunder

Senses Passive Perception 13

Languages Common, Draconic, Primordial

Challenge 5 (1,800xp)

Quicken Spell (2/Day): Grilsha casts one of her spells as a bonus action.

Extend spell (2/Day): When Grilsha casts one of her spells with a duration of 1 minute or more, she can double its duration.

Short Flight. Immediately before or after casting a spell of 1st-level or higher, Grilsha can fly 10 feet without provoking opportunity attacks.

Spellcasting. Grilsha is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *dancing lights, friends, mage hand, message, ray of frost*

1st level (4 slots): *mage armor, shield, silent image*

2nd level (3 slots): *alter self, invisibility*

3rd level (3 slots): *fly, lightning bolt*

Storm Heart. When Grilsha casts *lightning bolt*, she deals 3 lightning damage to creatures of her choice within 10 feet of her that she can see.

ACTIONS

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

Grilsha carries several *spellshards* that function as scrolls: one each of *darkness, clairvoyance, fireball, haste, lightning bolt*, and *screaming*. She also carries a *wand of magic missiles* and a *spellshard* with the following wizard spells that she can cast as rituals:

1st level: *alarm, detect magic*

3rd level: *phantom steed*

LUCAN STELLOS

Medium undead (shapechanger), lawful neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +6, Insight +4, Investigation +5, Perception +7, Stealth +10

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

Senses Darkvision 120 ft., Passive Perception 17

Languages Common, Gnomish, Elvish, Dwarvish

Challenge 8 (3,900xp)

Cunning Action. On each of his turns, Lucan can use a bonus action to take the Dash, Disengage, or Hide action.

Shapechanger. If Lucan isn't in sunlight or running water, he can use his action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form.

In bat form, Lucan can't speak and has a 5 ft. walking and 30 ft. flying speed. His other statistics are unchanged. Anything he is wearing transforms with him, but nothing he carries does. he reverts to his true form if he dies.

While in mist form, Lucan can't take any actions, speak, or manipulate objects. He 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. The mist can't pass through water. The mist has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except damage it takes from sunlight.

Misty Escape. When he drops to 0 hit points outside his resting place, Lucan transforms into a cloud of mist instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Regeneration. Lucan regains 5 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Sneak Attack (1/Turn). Lucan deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Lucan's that isn't incapacitated and Lucan doesn't have disadvantage on the attack roll.

Spider Climb. Lucan can climb difficult surfaces, including ceilings, without needing to make an ability check.

Vampire Weaknesses. Lucan has the following flaws:

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

Harmed by Running Water. Lucan 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 Lucan's heart while Lucan is incapacitated in its resting place, Lucan is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Lucan takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Breaking Free. Lucan has advantage on saving throws against effects that would impose the charmed condition.

ACTIONS

Vampire Blade (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) slashing damage or 11 (1d10 + 6) slashing damage if used with two hands.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, Lucan can grapple the target (escape DC 15).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature grappled by Lucan, 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 Lucan 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 Lucan's control.

Charm. Lucan targets one humanoid he can see within 30 ft. If the target can see Lucan, it must succeed on a DC 14 Wisdom saving throw or be charmed. The charmed target regards Lucan as a trusted friend to be heeded and protected. Although the target isn't under Lucan's control, it takes Lucan's requests or actions in the most favorable way it can, and it is a willing target for Lucan's bite attack.

Each time Lucan or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. Otherwise, the effect lasts 24 hours or until Lucan 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). Lucan magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Lucan can call 3d6 wolves instead. The creatures arrive in 1d4 rounds, acting as allies of Lucan and obeying his spoken commands. The beasts remain for 1 hour, until Lucan dies, or until Lucan dismisses them as a bonus action.

Lucan wears a *glove of storing* in which he keeps the *vampire blade*. The *vampire blade* is detailed in Appendix A.

GLOVE OF STORING

Wondrous Item, rare (requires attunement)

When a wearer has attuned to the glove and holds an object weighing 20 lbs or less in the gloved hand, the wearer can use a bonus action to cause the object to be shrunk down and stored in stasis in the palm of the glove. The wearer can retrieve the item from the glove with a bonus action. The glove can store one item at a time and stored items cannot be detected. Spell durations and other effects on stored items are not halted or suppressed. If the glove is destroyed or its effect is ended, the stored item appears instantly.

AFTER THE PARTY

Lucan on the run. It is likely that Lucan will escape, with or without his sister. If he does, he heads to the lightning rail station. His train is at the station and is not scheduled to leave until morning. He will charm the night stationmaster and warn him about pursuers, then board the train.

Edvin Garm. If he is able to do so, Garm will rush to the lightning rail station where he will warn the night station master about anyone who might be after Lucan, one of their passengers (likely the PCs or Meena and her agents). He will then head to a Sivis message station where he will send a coded message to Garrow, who plans to board the rail when it stops in Zolanberg.

The Trust. The Trust, of course, had eyes and ears at the masquerade. Since the Embassy is officially Aundairan soil, they were not going to intervene in any violence that might break out... until it threatened to spread out into Korranberg proper.

If the PCs (or others) leave the embassy ready to engage in violence, they will be on the receiving end of several simultaneous *message* spells. These will say (in overlapping voices creating a strange echoing effect): *Welcome to Korranberg. We are peaceful folk and this is a peaceful city. You, too, will be peaceful while you are here, one way or another.*

Coordinated uses of illusions will lead PCs in circles – or to dead ends. A PC who is alone might be targeted by a *sleep* spell. Others might find themselves stuck with bolts from a hand crossbow coated with *muddlejuice*, a poison that causes mild confusion, with a warning (via *message*) that a more deadly poison could have easily been selected.

Throughout all of this, the gnomes acting on behalf of the Trust will be effectively undetectable due to a combination of stealth, illusions, and simply blending in with the populace of the city.

If the PCs persist in violence, the Trust will either incapacitate them and deliver them to the lightning rail station with a note that suggests that they purchase a one-way ticket or take more extreme action.

If the PCs reach the lightning rail station on their own, the Trust will leave them be.

TRUST AGENT

Small humanoid (gnome), lawful neutral

Armor Class 14 (leather)

Hit Points 66 (12d6 + 24)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Dex +5, Int +5

Skills Deception +3, Intimidation +3, Investigation +5, Perception +4, Stealth +5

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Gnomish, Goblin

Challenge 4 (1,100xp)

Gnome Cunning. The agent has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. The agent is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has prepared the following wizard spells:

Cantrips (at will): *mage hand*, *message*, *minor illusion*, *poison spray*

1st level (3 slots): *disguise self*, *fog cloud*, *sleep*, *Tasha's hideous laughter*

Cunning Action. On each of its turns, the agent can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the agent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the agent instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the agent deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the agent that isn't incapacitated and the agent doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The agent makes two melee attacks.

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.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must succeed at a DC 13 Intelligence saving throw or be muddled for 1 minute. A muddled creature must succeed on a Dexterity saving throw at the end of each of its turns in which it moves or fall prone. The DC is equal to the number of feet moved in that turn. If the creature succeeds on three of these Dexterity saving throws, it is no longer muddled.

PART FOUR: NEXT TRAIN TO KARRNATH

DEPARTING THE STATION

The lightning rail station will be closed until dawn. The night stationmaster is Petresh d’Orien, a brash young scion of the House who has been given this assignment to teach him much-needed patience.

Petresh commands a contingent of locally-hired guards overnight, taking advantage of gnomish darkvision.

Lucan will use his charm ability to convince Petresh to let him board (not too difficult, since he has a private coach) and warn him that there may be a group that seeks to break onto the train to rob him. Petresh has promised to be on the lookout and provide security for his new friend, Lucan.



STATION NIGHT GUARD

Small humanoid (gnome), neutral

Armor Class 17 (half plate)

Hit Points 39 (6d6 + 18)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	17 (+3)	12 (+1)	10 (+0)	12 (+1)

Skills Athletics +3, Insight +2, Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Gnomish

Challenge 1 (200xp)

Gnome cunning. The guard has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Multiattack. The guard makes two melee attacks.

War Pick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

PETRESH D’ORIEN

Medium humanoid (human), chaotic good

Armor Class 16 (breastplate)

Hit Points 84 (14d8 + 28)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	12 (+1)	10 (+0)	14 (+2)

Saving Throws STR +7, DEX +5

Skills Acrobatics +5, Athletics +7, Intimidate +3, Perception +5

Senses Passive Perception 15

Languages Common, Gnomish

Challenge 3 (700 xp)

Determined Stride. On turns when Petresh takes the Dash action, difficult terrain does not cost him extra movement.

Intuitive Motion. Petresh adds a d4 to Strength (Athletics) checks and checks to operate or maintain land vehicles.

Shared Passage (1/short or long rest). As a bonus action Petresh can teleport 40 ft. speed to an unoccupied space he can see. He can bring one willing creature within 5 feet of medium size or smaller who is carrying gear up to its carrying capacity.

ACTIONS

Multiattack. Petresh makes two melee attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Step Attack (Recharge 5-6). *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage and 9 (2d8) force damage, or 9 (1d10 + 4) slashing damage and 9 (2d8) force damage if used with two hands, and Petresh teleports to a space adjacent to the target.

Boarding the train at night. The train is dimly lit with magical lighting designed to allow people to move around safely at night or sleep comfortably as they choose. Lucan (and Grilsha, if she joined him) will be in a private coach near the front of the train. They are the only passengers on the train, as it is not due to begin boarding until the morning. A small contingent of lightning rail workers are also aboard the train, but they are asleep and noncombatants.

Petresh isn’t the only one who needs to learn patience. If the PCs decide to wait until morning, they can buy tickets and board the train without an issue. Lucan isn’t planning to leave the train.

RIDE THE LIGHTNING

Lucan will remain hidden in his private cabin. If Grilsha is present she will stay with him and he will spend his days in her bag of holding. When Grilsha does venture out, she uses *alter self* to disguise herself. Her disguise will (unintentionally) look a bit like Neya ir’Krell – enough so that a PC who

succeeds on a DC 14 Wisdom (Perception) check might wonder if they are sisters.

Once Garrow boards, he will retire to his cabin until he contacts Lucan, but he will freely move about the lightning rail in various guises during the rest of the trip.

LIGHTNING RAIL EVENT TIMETABLE

DAY ONE

- Depart Korranberg in the morning
- Arrive in Zolanberg in the afternoon
- Garrow boards after sunset. He also loads a crate into the lightning rail's cargo area containing zombies under his control. He checks on his cargo daily, reasserting his control over the zombies.
- Depart Zolanberg in the evening

NIGHT ONE

- Garrow contacts Lucan
Garrow slips a note under the door of Lucan's cabin, using thaumaturgy to subtly call attention to it. In the note, he asks to meet with him. The note is signed "A friend from Karrnath."
- The lightning rail crosses from Zilargo into Breland
- Lucan and Garrow meet

Garrow presents himself as a Karrnathi assigned to help Lucan assimilate into Karrnath. The two have a friendly conversation and Garrow spends most of the time answering Lucan's questions. Though he wears a version of his vampiric disguise, Garrow does not actively pretend to be a vampire with Lucan. Lucan will question him about it early in their conversation, and Garrow will simply say, "I chose this appearance in the hopes of making you feel comfortable. I apologize if I misjudged that."

With a success on a DC 15 Wisdom (Insight) check, the PC will realize that Lucan is expertly guiding the conversation so that Garrow reveals more than intended, that Garrow clearly wants something that he isn't mentioning (the *vampire blade*), and that Lucan is becoming increasingly unhappy as the conversation continues. He is attempting to hide his displeasure, so it will require a result of 19 or more on the above Wisdom (Insight) check to realize this.

A success on a DC 14 Intelligence (Investigation) check reveals that Lucan has teased out enough information to realize that Garrow is probably a member of the Emerald Claw.

- The lightning rail stops briefly in Sterngate.
A few Brelish troops and hobgoblin mercenaries board, but most of what is taken on here is cargo from Darguun.

DAY TWO

- Day of travel

NIGHT TWO

- Arrive in Starilaskur
- Lucan and Garrow meet again just after sundown.
Garrow tells Lucan he wants the *vampire blade* in exchange for helping Lucan settle in Karrnath. Lucan, however, is falling under the *vampire blade*'s sway. In addition, having spent his life in service to Breland, Lucan refuses to help the Emerald Claw. The two part tensely.
- Garrow sets in motion plans to have Grilsha killed if she is aboard the train. He hires the hobgoblin mercenaries, but he also has his own assassin in place as well.

DAY THREE

- Leave Starilaskur in the morning
- Stop briefly in Vathirond in the afternoon
- If Grilsha is on the train, Garrow's assassins try to kill her

NIGHT THREE

- Cross into Thrane
- Garrow springs his trap and the train is halted.

NOTABLE LIGHTNING RAIL PASSENGERS

Garrow. Garrow's hope is to have Lucan turn him into a vampire and give him the vampire blade while on the lightning rail. To this end, he has a coffin placed in cargo and boards as his vampiric persona through an arrangement with House Orien in which certain assurances were made.

Garrow's backup plan is to stop the lightning rail near the ruined town of Caravan Crossing, where agents of the Emerald Claw wait to force Lucan to give up the *vampire blade*.

Garrow appears to spend the days sleeping in his coffin, but he actually assumes another persona during the day – a human named Rarwog who looks like he has a bit of elven blood in his ancestry. As Rarwog, he will claim to be a Cyran sailor from near Kraken Bay. If pressed (not very hard) he will admit that the town he's from is actually part of Darguun now.

Garrow keeps his valuables – including copies of the schemas that he has acquired – in a hidden compartment in Rarwog's luggage. Finding the compartment requires a successful DC 14 Intelligence (Investigation) check when searching Rarwog's belongings.

Destara (in Caravan Crossing, below) will check in with Garrow periodically via *sending*, which will keep her in the loop on what has happened on the lightning rail.

Note that Garrow is featured in the sequel to this adventure, and he will do everything he can to avoid engaging in combat with the PCs himself. Being a changeling who has glamour armor, this typically means disappearing into a group of people.

BROTHER GARROW (RARWOG)

Medium humanoid (changeling), lawful evil

Armor Class 17 (glamoured breastplate)

Hit Points 91 (14d8+28)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	14 (+2)	18 (+4)	14 (+2)

Saving Throws Wisdom +7 Charisma +5

Skills Deception +5, Insight +7, Persuasion +5, Religion +5, Stealth +5

Senses Passive Perception 14

Languages Common, Elven, Goblin

Challenge 6 (2,300xp)

Change Appearance. Garrow can change his appearance or revert to his natural form as an action. He can transform himself into another medium sized creature of humanoid shape, but his clothing, equipment, and game statistics do not change. If someone has reason to suspect his ruse, he has advantage on any Charisma (Deception) check made to avoid detection.

Inescapable Destruction. Necrotic damage dealt by Garrow ignores resistance to necrotic damage.

Spellcasting. Garrow is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *command*, *cure wounds*, *detect magic*, *false life*, *inflict wounds*, *protection from good and evil*, *sanctuary*

2nd level (3 slots): *blindness/deafness*, *hold person*, *ray of enfeeblement*, *silence*

3rd level (3 slots): *animate dead*, *clairvoyance*, *daylight*, *dispel magic*, *magic circle*, *speak with dead*, *vampiric touch*

4th level (2 slots): *banishment*, *blight*, *death ward*, *locate creature*

Reaper. When Garrow casts *chill touch*, he can target two creatures in range who are within 5 feet of each other.

Touch of Death (2/Short or Long Rest). When Garrow hits with a melee attack, he can deal an additional 21 necrotic damage to his target.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and 9 (2d8) necrotic damage.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and 9 (2d8) necrotic damage.

REACTIONS

Unsettling Visage (1/short or long rest). When a creature Garrow can see makes an attack roll against him, Garrow can use his reaction to impose disadvantage on the roll. He

must use this feature before knowing whether the attack hits or misses. Using this trait reveals his shapeshifting nature to any creature within 30 feet that can see him.

Garrow's *glamoured breastplate* provides a +1 bonus to armor class and functions like *glamoured studded leather*. He carries, two flasks of *holy water*, a *potion of invisibility*, and a *potion of greater healing*. His dagger is ornate, with a hilt inlaid with labradorite and Mabaran ebony and carved with Blood of Vol iconography. It serves as his holy symbol and is worth 250 gp. He carries a *feather token* which is a single-use item that casts *feather fall*.

The assassin. Winn Corveld is a member of the Emerald Claw and is working with Garrow. Born in a Mabaran manifest zone, he developed a natural talent for dark magic at an early age. He was raised as a member of the Emerald Claw and has become one of its most promising assassins.

WINN CORVELD

Medium humanoid (human), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft

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

Saving Throws Constitution +5, Charisma +6

Skills Arcana +3, Deception +6, Investigation +3, Stealth +5

Senses Darkvision 120 ft., Passive Perception 11

Languages Common, Elvish

Challenge 5 (1,800xp)

Assassinate. During his first turn, Winn has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Winn scores against a surprised creature is a critical hit.

Cunning Action. On each of his turns, Winn can use a bonus action to take the Dash, Disengage, or Hide action.

Empowered Spell (1/Day): Winn may reroll up to three damage dice for a spell. He must use the new rolls.

Eyes of the Dark (2/Day): Winn casts *darkness* without using a spell slot. When he casts *darkness* in this way he can see through the magical darkness created by the spell.

Sneak Attack (1/Turn). Winn deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Winn that isn't incapacitated and Winn doesn't have disadvantage on the attack roll.

Spellcasting. Winn is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *friends*, *mage hand*, *message*, *minor illusion*

1st level (4 slots): *disguise self, mage armor, sleep*

2nd level (3 slots): *darkness, scorching ray*

3rd level (2 slots): *blink, haste*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save or half as much damage on a successful one.

The would-be crusader. Farnish Tells is a young Brelish soldier who only recently came of age to join the army. He's disappointed that he never got to fight in the Last War, because he is sure that he would have undertaken some great deeds of courage. Now he just gets shuffled off to one fortress or another where he spends half the time standing guard against nothing and the other half the time peeling vegetables or something. It is a waste of his talents, and if you're within earshot of him, you'll know that. Farnish boards the lightning rail at Sterngate and gets off at Vathirond.

FARNISH TELLS

Medium humanoid (human), chaotic neutral

Armor Class 13 (studded leather)

Hit Points 26 (4d8 + 8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	11 (+0)	9 (-1)	8 (-1)

Skills Athletics +4, Perception +1

Senses Passive Perception 11

Languages Common

Challenge 1/2 (100xp)

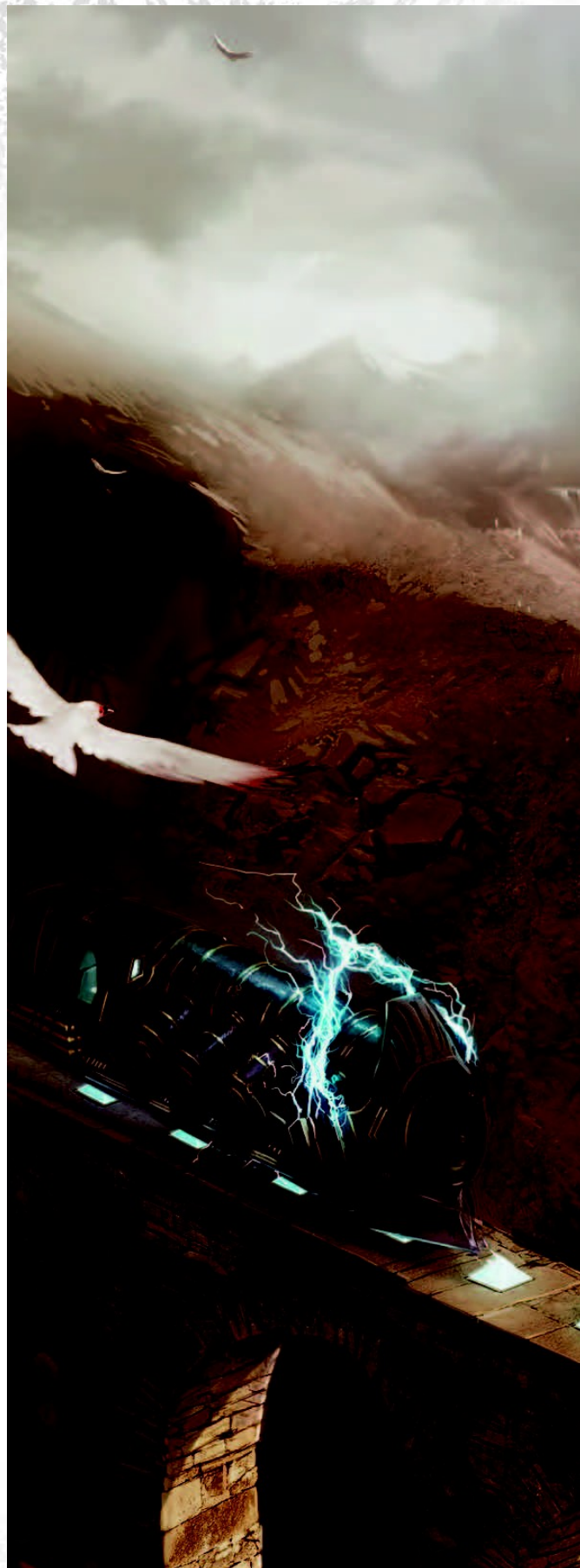
ACTIONS

Multiattack. Tells makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 2) piercing damage.

The young scribe. Evine d'Sivis is very excited. After growing up in a small town near Korranberg, she's finally going to the big city! She always thought Korranberg was big, but... Sharn! In just a few days she'll be the newest cartographer in the House Sivis enclave there. Isn't that amazing? Despite her young age, Evine is extremely knowledgeable about geography – she has focused her studies on the changes wrought by the Last War, the Day of Mourning, and the Treaty of Thronehold. She will stay on the lightning rail until Starilaskur.



EVINE D'SIVIS

Small humanoid (gnome), lawful good

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	14 (+2)

Skills History +5, Insight +3, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Gnomish, Goblin

Challenge 1/8 (25xp)

Gnome Cunning. Evine has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. Evine's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

at will: *message*, *minor illusion*

1/day: *comprehend languages*, *sending*

ACTIONS

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

The eager researcher. Livia Dekwittin is an academic from the Library of Korranberg. She is headed to Flamekeep with Jaralie as part of a research project on the Silver Flame. She is extremely knowledgeable, but is also quite absent-minded. She will happily lecture PCs (or any audience) on any of a wide variety of subjects, becoming more and more excited as she talks even if she has no point to make.

LIVIA DEKWITTIN

Small humanoid (gnome), neutral

Armor Class 10

Hit Points 9 (2d6 + 2)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	12 (+1)	18 (+4)	8 (-1)	12 (+1)

Skills History +8, Investigation +6, Religion +8, Stealth +2

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Draconic, Giant, Gnomish

Challenge 0 (10xp)

Gnome cunning. Livia has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Ritual Spellcasting. Livia can cast the following wizard spells as rituals:

1st level: *comprehend languages*, *detect magic*, *identify*

ACTIONS

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

The priestess. Jaralie is a cleric of the Silver Flame who traveled to Korranberg with some rare texts for the Library. While there, she was interviewed extensively by Livia, but she is not an expert on history so her contributions were limited. She suggested that Livia accompany her back to Flamekeep to continue her studies.

JARALIE

Medium humanoid (human), lawful good

Armor Class 15 (breastplate)

Hit Points 44 (8d8 + 8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3

Skills Investigation +3, Perception +5, Religion +3

Damage Resistances Radiant

Senses Passive Perception 15

Languages Common, Celestial

Challenge 3 (700xp)

Invoke the Silver Flame. As a bonus action, the Jaralie can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If she expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Jaralie is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *light*, *resistance*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *burning hands*, *cure wounds*, *detect evil and good*, *faerie fire*, *protection from evil and good*, *shield of faith*

2nd level (3 slots): *augury*, *calm emotions*, *flaming sphere*, *lesser restoration*, *scorching ray*

3rd level (2 slots): *clairvoyance*, *daylight*, *fireball*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

REACTIONS

Warding Flare (3/ Long Rest). When Jaralie is attacked by a creature within 30 feet that she can see, she can use her reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.



ASSASSINATION ATTEMPT (OPTIONAL)

If Grilsha is on the Lightning Rail, Garrow will attempt to have her killed shortly after leaving Vathirond, but before sundown. He knows he will need to take the vampire blade by force, and he does not want to have to deal with both Lucan and his sister at the same time. He hires a pair of hobgoblin mercenaries (see page 186, *MM*) to break into Lucan's cabin and attack her. He realizes she will likely make short work of them. His actual plan is for Winn to clean up after the hobgoblins. If Grilsha is alone and wounded, Winn will use sleep. If he needs to fight her more directly, he will use his eyes of the dark ability along with blink, and an empowered scorching ray. If Winn succeeds in killing Grilsha, he will attempt to disengage and hide, using darkness, blink, and disguise self as needed. If able to reposition himself with blink, he can appear on the roof of the lightning rail so as to avoid detection.

The PCs are likely to be alerted during the fight with the hobgoblins as Grilsha has no reason to be subtle in her defense. Other passengers (most likely Jaralie and Farnish) may also arrive during the fight. During this entire encounter, Lucan is in Grilsha's *bag of holding*. He will not, of course, come out until sundown.

PART FIVE: TOWN OF THE DEAD

LAST STOP

Caravan Crossing. Garrow plans to stop the lightning rail at an abandoned station in Thrane at was once the town of Caravan Crossing. Caravan Crossing was built up around an area where the Orien caravan route meets the lightning rail line. This particular crossing was useful to House Orien as it effectively served three of the Five Nations due to its proximity to the borders of both Aundair and Breland. Unfortunately for House Orien, the town was the site of a vicious battle featuring a mercenary army from Droaam at the end of the Last War, and it was destroyed. Now, the only structures standing are the Orien warehouse, the remains of the tavern, and a single stone tower.

To stop the lightning. Garrow's original plan was to have Winn Corveld kill the lightning rail operator and use his zombies to drive Lucan to seek shelter off the train. He will still do this if he can, but he was not counting on needing Winn to deal with Grilsha. If Winn is unavailable, Garrow will activate the four zombies (page 316, MM) he has in cargo and have them terrorize the rear of the train as a distraction while he makes his way forward to force the train to stop – either through threatening or killing the operator himself.

The lightning rail will stop within sight of what is left of Caravan Crossing. Looking ahead, PCs will be able to see the warehouse with its platform for loading cargo onto the lightning rail. Off to the east, a single stone tower rises just above the trees.

As the lightning rail comes to a stop a loud, rhythmic clanging noise begins. It seems to come from directly ahead of the train, possibly from the cargo loading platform.

Lucan's run. Assuming all goes more or less according to Garrow's plan, Lucan will begin to worry when the lightning rail stops. It will be less than two hours before dawn. If the zombies appear and/or his sister has been attacked, he will realize that the train is unlikely to be a safe place for him to spend the day. If he is able to do so, Lucan will head toward the tower (probably in bat form) as the most likely source of shelter from the sun within sight. PCs should be able to make a Wisdom (Perception) check to spot him flying away.

Allies and friends. If the PCs are obvious about their plans, Farnish Tells will see this as his chance at glory and try to join them. If he doesn't think they will accept his aid, he may try to follow them. This may end poorly for him. Jaralie will be inclined to stay with the other passengers in order to help protect them, though she can be convinced to do otherwise if she is needed.

CARAVAN CROSSING

Caravan Crossing was never a large town, but it was once a strategic one. A character who succeeds on a DC 14 Intelligence (History) check will know that it was developed by House Orien and destroyed at the very end of the Last War. A result of 16 or more on this check will reveal that the battle that wiped out the town was particularly nasty in that it involved mercenaries from Droaam (a group of gnolls, with a few minotaurs and medusas). It has never been definitively established who (if anyone) hired these mercenaries.

Other than the burnt and rotted vestiges of a wall here and there, the only real structures left in town are those that were made of stone: the large caravan warehouse, the tower, and the lower floor of what was once a tavern.

Since the battle, House Orien has altered their caravan route to intersect with the lightning rail a few dozen miles north of what was once Caravan Crossing, as none in the house wanted to continue using the site of the massacre of so many of their friends and relatives. Bones and rusted equipment are still scattered across the area.



The Emerald Claw. The forces of the Emerald Claw that Garrow left in Caravan Crossing are headed up by Destara, a halfling necromancer and Jorasco excoriate, and Nikovech, a powerful wight. They were instructed to prepare for Lucan's arrival and watch for the lightning rail to stop.

Nikovech has holed himself up in the upper levels of the tower while Destara has been preparing lesser undead – and experimenting upon the corpses of gricks with a mixture of her necromantic abilities and the powers granted by her dragonmark.

Nikovech was originally killed in a situation superficially like the one he is in now. Near the beginning of the Last War, when he was a living officer in service to Karnath, he was waiting at the top of a tower for an attack. His lieu-

tenant sold out to the enemy and withdrew all of Nikovech's troops at night while Nikovech slept. When dawn came, the Thranish force took the tower while Nikovech was still putting on his armor.

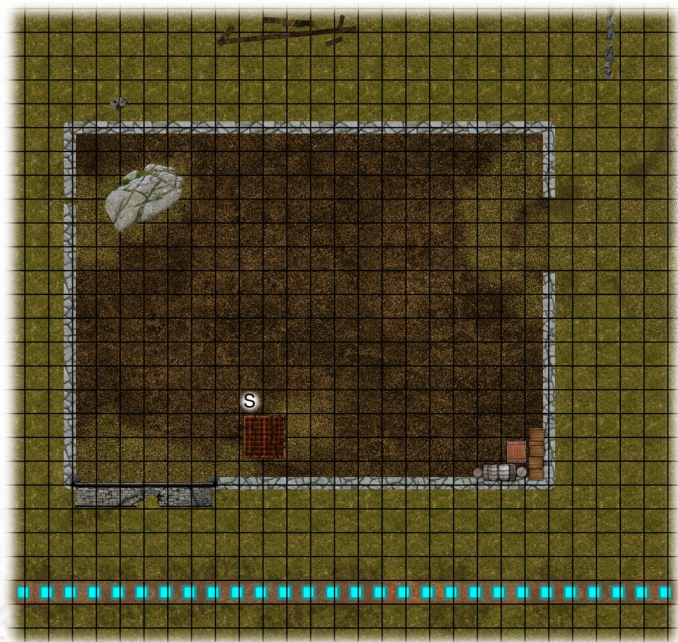
As a result of being holed up in a Thranish tower while his allies are below, Nikovech has been growing increasingly paranoid and convinced that Destara will betray him. The two have not spoken in days, but Destara is unaware of Nikovech's paranoia, since the wight had never gone out of his way to be friendly.

Garrow will use his disguise abilities to blend in with the other surviving passengers from the lightning rail. He will stay out of any conflict that does not guarantee his safety, but will communicate with Destara through her familiar. If Winn Corveld is still alive, Garrow will send him to help hunt down Lucan and retrieve the *vampire blade*.

End of the line. Previous sections of this adventure have been relatively linear. This section is less so. The PCs may choose to work for or against Lucan. They might turn members of the Emerald Claw against each other. They might simply use stealth and try to steal the *vampire blade*. They will likely do something completely unanticipated.

THE WAREHOUSE

Most of this stone structure is intact, though there is a hole in the western wall and part of the roof in that area has collapsed.



A loading dock takes up much of the southern wall, where it would open directly to the lightning rail. An extremely realistic statue of a wounded soldier who appears to be recoiling in horror stands near the loading dock next to a large, rusted iron grate set in the floor. A skeletal minotaur is crouched next to the iron grate, beating on it with a maul – the source of the loud clanging noise. When it sees the PCs,

it immediately charges. (see page 273, *MM* – though its maul attack deals 19 (4d6 + 4) bludgeoning damage). The minotaur skeleton had been tirelessly watching for the lightning rail and began beating on the grate as a signal that the train had arrived.

The teleportation grate. A PC who examines the grate will notice that the rust covers an elaborate design etched into the surface of the metal. A successful DC (15) Intelligence (Arcana) will reveal that the design bears some similarity to that of a teleportation circle. *Detect magic* will reveal that the grate bears a fading aura of conjuration magic. A PC using *detect magic* who has a passive Perception of 12 or more will also notice that the floor directly below the grate (under water) has a similar aura.

The grate and the floor below it consist of a dragonmark focus device that allows someone with the mark of passage to teleport objects from the grate to the floor below and vice versa. This was used for transporting cargo between the cellar level and the main warehouse.

The grate is not designed to be opened, requiring a DC 22 Strength check to force, but – after being beaten on by a skeletal minotaur – it is in particularly bad repair and could be broken through with little trouble (AC 15 and 16 hp). Breaking the grate destroys its magical functionality. The grate will currently hold up to 750 lbs without breaking.

Looking down into the grate, there is a pool of dark water, the surface of which is ten feet below.

Crates and barrels. The southeastern corner of the room is filled with broken and rotting wood. Nearby, a hatch is set into the floor. A stack of crates – only a few of which are still intact – sits next to the cellar door. Breaking one of the intact crates open releases one of three five foot square patches of *yellow mold* (page 105, *DMG*). The nearby barrels are all smashed and empty.

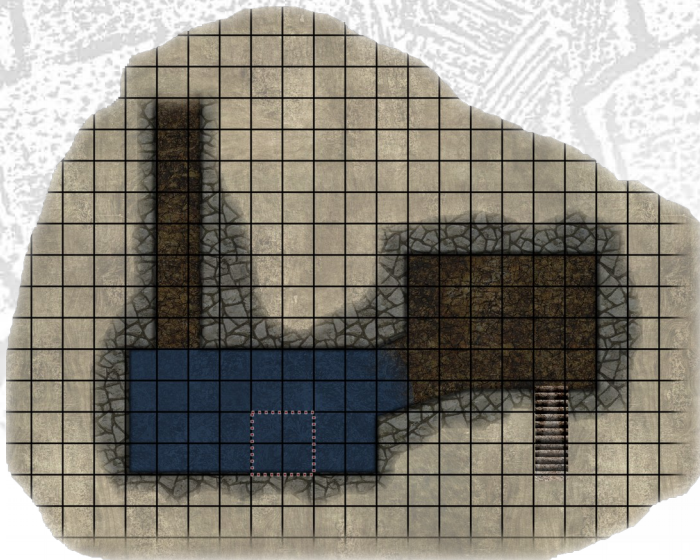
THE WAREHOUSE – LOWER STORAGE

A trapdoor in the southeast corner opens to a set of rough-hewn stone steps leading down to what was once a cool cellar for storing perishables. The trapdoor has no lock, but it can be barred from the inside. A rusty iron grate covers another access point to the lower storage area. Looking through the gate, there is only dark, still water below.

THE CELLAR

A foul smell, reminiscent of soured milk, emanates from the damp space.

If the PCs were quiet while in the warehouse, the black pudding in this area will be at the foot of the stairs, where it normally rests. If they have made enough noise for it to notice them, it will be on the ceiling above the stairs, preparing to drop down on them. See *black pudding*, p. 241 *MM*.



The southwestern corner of the room slopes downward into a lower area that has filled with vile water. The slope becomes extremely slippery underwater. A PC walking in this area must succeed on a DC 12 Dexterity (Acrobatic) check or slide 5 feet into the pool and fall prone.

THE POOL

There is a 10 foot drop beneath the gate, and the room below is flooded with three feet of foul and murky water. A red dotted line marks the area directly under the grate on the map. An arcane design is etched into the stone floor here as part of the dragonmark focus device (see the teleportation grate, above).

Destara and her troops have been eating quippers caught in a nearby pond. She has then been animating their remains and has used them to stock the pool. The fish skeletons will attack any who enter here.

A ramp leads out of the water to a tunnel heading north. The first 100 feet of this passage are finished stone, but it becomes progressively rougher after that point. Eventually, after about a quarter-mile, the tunnel leads to the basement of the tower (see below). Before that point, there are a few tight crevices that could function as side-passages if you wish to expand upon the underground areas here. These could lead to old Dhakaani ruins or even to Khyber. The tunnel is relatively free of mold due to the carrion crawlers (see Area 12, below) that have taken up residence in it. If the PCs travel to the tower through the tunnel, the carrion crawlers are likely to take notice.

Treasure. Several humanoid skeletons – a mix of human and gnoll – litter the bottom of the flooded chamber. Their equipment is long corroded to uselessness except for a *silver flame shield* (see below).

SKELETAL QUIPPER SWARM

Medium swarm of tiny undead, lawful evil

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	1 (-5)	8 (-1)	2 (-4)

Damage Resistances Piercing, Slashing

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

Senses Darkvision 60 ft., Passive Perception 9

Languages –

Challenge 3 (700xp)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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 quipper. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

SILVER FLAME SHIELD

Armor (shield), uncommon

The front of this shield is emblazoned with the symbol of the Church of the Silver Flame. A creature wielding this shield can use an action to cause it to be wreathed in a harmless silver colored flame that provides light as a torch. The flame can be dismissed as a bonus action. In addition, a creature wielding this shield has advantage on Constitution saving throws to resist the curse of lycanthropy.

THE FALLEN INN

Other than the warehouse (and the tower), the only real building left in town with any semblance of structure is the lower level of the inn, which was made primarily of stone. Still, even here, the upper level appears to have been burnt and collapsed in on itself.

The main area was once the inn's common room, and it has remained largely protected from the weather. Long tables still fill the space, and shards of glass and ceramic are scattered across the floor. Treat areas on the map marked with a red **X** as if they were covered by caltrops.

Several extremely realistic statues of soldiers with expressions of shock and pain on their faces litter the area, left over from the medusas who were part of the attack on Caravan Crossing years ago.

The back room of the inn is particularly sheltered and hides a grick nest. Destara has been gradually luring the gricks out and using them in necromantic experiments. Two gricks still remain here (page 173, *MM*). They will wait in ambush until the PCs begin searching the area and then attack when they believe the PCs to be unprepared.

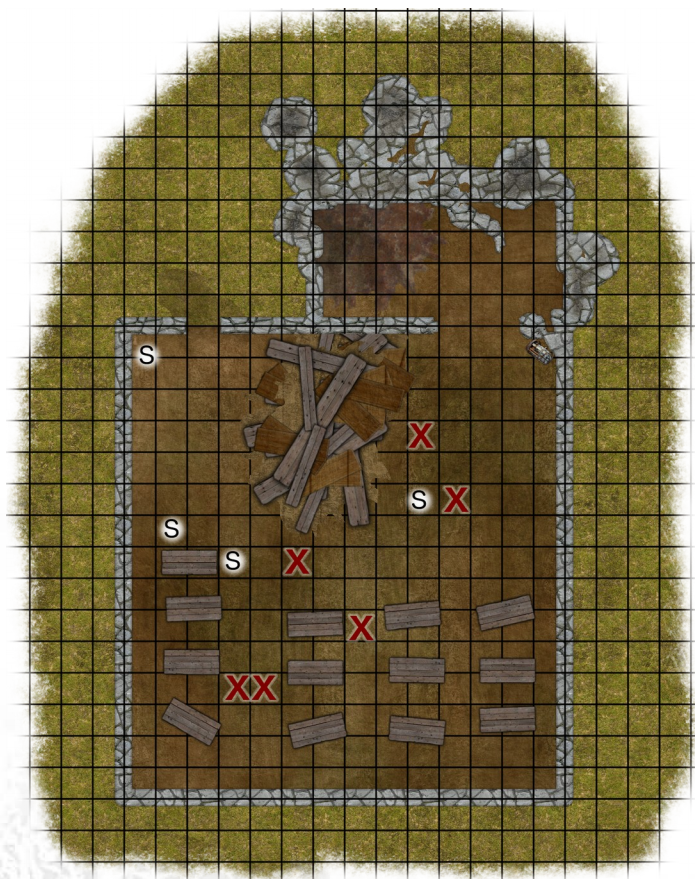


Treasure. The gricks pull anything they have killed back to their nest to eat there. The nest is littered with – and partially composed of – bones. Most of these are of animals, but there are the remains of a few humanoids as well. Scattered around the nest, are a few of the more durable belongings of the gricks' victims. Included among these are a few valuables: 12 gp, 50 sp, and an *arrowbane shortsword* (see below).

ARROWBANE BLADE

Weapon (any sword), uncommon (requires attunement)

When an attacker that you can see hits you with a successful nonmagical ranged attack and you have this sword in hand, you can use your reaction to impose disadvantage on the attack. An *arrowbane blade* is not considered magical for the purposes of overcoming damage resistance.



THE TOWER

The tower is in reasonably good repair, in part due to the recent efforts of the Emerald Claw. All the windows have been boarded over and sealed with mortar, some of which has not fully dried. If Lucan flees to the tower, he will use his mist form to enter through the main entrance. This will set off the glyph of warding in Area 1, but he will survive the trap and manage to slip through the trapdoor in Area 3, holing up in the basement area. A map of the tower is available in Appendix C.

The Emerald Claw will be alerted by the explosive glyph and are likely to be preparing to enter Area 2 when the PCs arrive. Nikovech will be ranting in his chambers after killing a few guards who had been sent to fetch him to help deal with Lucan.

OUTSIDE THE TOWER

The tower is obviously occupied. A camp is set up nearby where the Emerald Claw soldiers have been spending most of their days.

Destara's familiar keeps watch outside the tower, typically from the edge of the forest. The tower door is flanked by two gnoll skeletons, and two more lay hidden in the brush at the wood's edge ready to rush into combat.

The door itself is barred from the inside. If the PCs attempt to force their way through it, have them make a Strength (Athletics) check. On a result of 20 or more, they can make it through in one round. Otherwise, the guards on the other side of the door in Area 1 are likely to be alerted.

The gnoll skeletons will attack anyone who approaches within 30 feet of the door.

GNOLL SKELETON

Medium undead, neutral evil

Armor Class 15 (Armor Scraps, Shield)

Hit Points 24 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands Gnoll and Common

Challenge 1/2 (100xp)

Rampage. When the gnoll skeleton reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

AREA 1 – ENTRY

The area just inside the doorway is inscribed with a *glyph of warding* (explosive runes dealing 5d8 fire damage) set to go off when a vampire passes through the area or when Destara speaks a command word. This is likely to have already been triggered by Lucan. If it has been, five Emerald Claw soldiers will be preparing to enter Area 2, led by their captain.

EMERALD CLAW SOLDIER

Medium humanoid (human), lawful evil

Armor Class 14 (scale mail)

Hit Points 15 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	10 (+0)	13 (+1)	10 (+0)

Skills Athletics +4, Perception +3

Senses Passive Perception 13

Languages Common

Challenge 1/4 (50xp)

ACTIONS

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

EMERALD CLAW CAPTAIN

Medium humanoid (human), lawful evil

Armor Class 15 (breastplate)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	11 (+0)	13 (+2)	12 (+1)

Skills Athletics +4, Perception +4

Senses Passive Perception 14

Languages Common

Challenge 2 (450xp)

ACTIONS

Multiattack. The captain makes two melee attacks.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

If Lucan has not set off the explosive runes, there will be two guards and the guard captain in this area (standing outside

the glyph's blast radius) ready to sound the alarm. The other guards will be in Area 5.

AREA 2 – GRICK STORAGE AREA

The door to this room has been barred from the outside. Destara has been experimenting with animating dead gricks and she has left the products of her experimentation in this area. She has lost control of her creations, and the undead gricks will attack anything that enters the room.

GRICK ZOMBIE

Medium undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving throws Wis +1

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages –

Challenge 2 (450xp)

Stone Camouflage. The grick zombie has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Undead Fortitude. If damage reduces the grick zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the grick zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The grick zombie makes one attack with its tentacles. If that attack hits, the grick zombie can make one beak attack against the same target.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

AREA 3 – STORAGE

The door to this room is mold-covered and rotting, and the interior of the room is in similar disarray. A pile of shattered crates and broken furniture conceals a trapdoor that opens onto a staircase headed down. Unless the furniture is cleared away, it requires a successful DC 14 Intelligence (Investigation) check to find the trapdoor.

AREA 4 – NECROMANCY LAB

The door to this room is affected by *arcane lock*. It has AC 15 and 18 hp. Destara has the password to the lock, and she is inside the room.

Destara has been focusing her Mark of Healing to work in conjunction with her necromantic magic and has converted this room into a makeshift necromancy lab where she can experiment. A pile of assorted bones sits in the northern corner of the room, some of which have been fused together in bizarre ways, and a large table has a mostly-complete skeleton of a gnoll that is in the process of being pieced back together. Another table has two severed grick tentacles lying on top of it. These tentacles appear to be inert, but are animate and under Destara's control.

Next to Destara stands a horror – an enormous skeletal gnoll with extra vertebrae giving it a long, serpentine neck. In front of her is a human corpse that is beginning to stir.

If Destara had sufficient advanced warning (about five minutes), either from her familiar or from a commotion in Area 2, she will have an additional zombie (page 316, *MM*). Otherwise, she will be in the process of animating it and have 1d6 rounds remaining before she finishes casting the spell. She may choose to abandon or complete this casting depending upon circumstance.

TWISTED GNOLL SKELETON

Medium undead, neutral evil

Armor Class 16 (Hide Armor, Shield)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands Gnoll and Common

Challenge 1 (200xp)

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

Rampage. When the gnoll skeleton reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll skeleton makes two melee attacks, one with its bite and one with its scimitar

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

DESTARA

Small humanoid (halfling), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 44 (8d6 + 16)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	10 (+0)	12 (+1)

Saving Throws Int +6, Wis +2

Skills Arcana +6, Medicine +4

Senses Passive Perception 10

Languages Common, Elvish, Halfling

Challenge 2 (450xp)

Lucky. When Destara rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Brave. Destara has advantage on saving throws against being frightened.

Halfling Nimbleness. Destara can move through the space of any creature that is of a size larger than she is

Naturally Stealthy. Destara can attempt to hide even when obscured only by a creature that is at least one size larger than she is.

Spellcasting. Destara is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *mending*, *toll the dead*

1st level (4 slots): *mage armor*, *ray of sickness*, *shield*

2nd level (3 slots): *invisibility*, *misty step*, *shatter*, *web*

3rd level (2 slots): *animate dead*, *counterspell*, *fear*

ACTIONS

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

Pestilential Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) necrotic damage and Destara may expend a spell slot as a bonus action to deal an additional 1d10 necrotic damage per slot level to the target.

REACTIONS

Fortifying Aura. If an undead ally of Destara's takes damage, she can use her reaction to heal it of 5 hit points if it is within 10 feet of her.

SEVERED TENTACLE

Tiny undead, neutral evil

Armor Class 12

Hit Points 5 (2d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	1 (-5)	6 (-2)	2 (-4)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Blindsight 10 ft., Passive Perception 8

Languages –

Challenge 1/4 (50xp)

ACTIONS

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed until the end of its next turn.



Treasure. The tables contain bowls and jars of various ingredients, including bone powder, ash, dried blood, and less identifiable substances. Among these, a ceramic jar is sealed with wax and contains 200 gp worth of diamond powder, while a similar ceramic jar is unsealed and contains 50 gp worth of gold powder. Another table holds both a *scroll of animate dead* and a spell book containing the following spells: *detect magic*, *unseen servant*, and *gentle repose*. The spell book also contains many notes detailing Destara's various experiments, including both the gricks as well as the quippers in the lower storage area of the warehouse.

AREA 5 – GUARD BARRACKS

This large area has become a makeshift barracks, with bedrolls strewn across the floor.

If the guards have been mobilized and are in Area 1, this room will be empty. Otherwise it will have five guards (see Area 1).

AREA 6 – DESTARA’S ROOM

A dead brown bear, missing half of its face, is stretched out in the northeast corner of the room. It looks freshly killed, but there is almost no blood. Destara has cast *gentle repose* on it and uses it as a makeshift bed.

Treasure. A small chest sits hidden beneath the bear’s bulk between it and the wall. A successful DC 10 Intelligence (Investigation) check will find it. It has AC 17 and 10 hp and is held closed by an *arcane lock* to which Destara has the password. Inside is Destara’s spell book and a purse with 80 gp and 100 sp. Destara’s spell book contains the following spells:

1st level: *find familiar, jump, mage armor, protection from evil and good, ray of sickness, sleep, shield*

2nd level: *darkvision, invisibility, knock, misty step, shatter, web*

3rd level: *animate dead, counterspell, fear, sending*

AREA 7 – TRAINING AREA

If Lucan has set off the glyph of warding, there will be the corpses of two Emerald Claw guards at the top of the stairs. Otherwise, the exit from the stairs to this area will be blocked by a large cabinet (filled with broken training weapons and other equipment) requiring a successful DC 14 Strength (Athletics) check to move. Unless precautions are taken, moving the cabinet will make enough noise to alert Nikovech.

This room used to be a training area, and it is still filled with rotten training dummies and padded weapons. At some point a few years ago, someone painted grinning faces on the training dummies and painted the walls and floor with splashes of garish colors. A large pile of rotten cloth fills the southeast corner of the room.

There are eight zombies in this room under the wight’s control. Eight of these are normal zombies (page 316, *MM*), and the other three are armored and enhanced through Destara’s experiments with her dragonmark.

ARMORED ZOMBIE

Medium undead, neutral evil

Armor Class 10 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages Understands Common

Challenge 1/2 (100xp)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

The zombies will attack anyone other than Nikovech who exits the staircase, including members of the Emerald Claw.

Treasure. An ornate hookah made of copper and inlaid with semi-precious stones is buried in the rotten cloth. If cleaned and polished, it is worth 30gp. Tucked into the back corner of the cabinet is a small box decorated with Silver Flame iconography, which appears to be designed to hold incense. It has three tablets that appear to be incense, but are actually a magical drug known as beholder dust. The drug is meant to be smoked, and each tablet can affect up to five people. Mechanically, beholder dust is an inhaled poison. A creature that inhales beholder dust must succeed on a DC 13 Constitution saving throw or become poisoned for 1d4 hours. The poisoned creature is incapacitated. Once per minute, if there are other creatures affected by beholder dust within a 30 foot radius, an affected creature has a 50% chance of seeing through one of those creatures’ eyes for one minute, gaining the benefits of any special visual senses that the creature has. If there is more than one such creature within range, each affected creature randomly determines which one its vision is tied to. While a creature sees through the eyes of another, it cannot see through its own eyes.

AREA 8 – ARMORY

Nikovech has taken the tower’s former armory as his temporary lair. He has decided that he can no longer trust Destara and her soldiers.

Nikovech is not a normal wight. He has used rituals known to the Order of the Emerald Claw to draw additional power from Mabar. Mechanically, this provides him with many of the abilities of a warlock. He has a pact weapon that typically appears as a greataxe made from shadows. Nikovech is

unlikely to be surprised by the PCs. If he has time to prepare, he will summon his pact weapon and cast *armor of Agathys*. If it is dark outside, he will head to the roof where he will have more maneuverability with his *slippers of spider climbing*.

If Nikovech is attacked, any surviving zombies from Area 9 will arrive in the second round of combat with zombies from Area 10 having a 50% chance of arriving each round after that. If there are still zombies in Area 7 when Nikovech is attacked, half of them will arrive in the second round of combat and the other half will arrive in the third.

NIKOVECH

Medium undead, neutral evil

Armor Class 16 (Breastplate)

Hit Points 102 (12d8 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	12 (+1)	13 (+1)	16 (+3)

Skills Athletics +6, History +4, Perception +4, Stealth +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Orcish

Challenge 6 (2,300xp)

Spellcasting. Nikovech is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*

1st level: *armor of Agathys*, *hellish rebuke*

2nd level (2 slots): *darkness*, *mirror image*

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

Sunlight Sensitivity. While in sunlight, Nikovech has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Nikovech makes two melee attacks.

Shadowed Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage and 7 (2d6) necrotic damage.

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 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 and Nikovech gains that number of temporary hit points. This 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 by this attack rises 24 hours later as a zombie under Nikovech's control, unless the humanoid is restored to life or its body is destroyed. Nikovech can have no more than twelve zombies under his control at one time.

REACTIONS

Shadow Exit (Recharges after a Short or Long Rest). In response to taking damage, Nikovech turns invisible and teleports up to 60 feet to an unoccupied space he can see that is not in bright light. He remains invisible until the start of his next turn or until he attacks, makes a damage roll, moves into an area of bright light, or casts a spell.

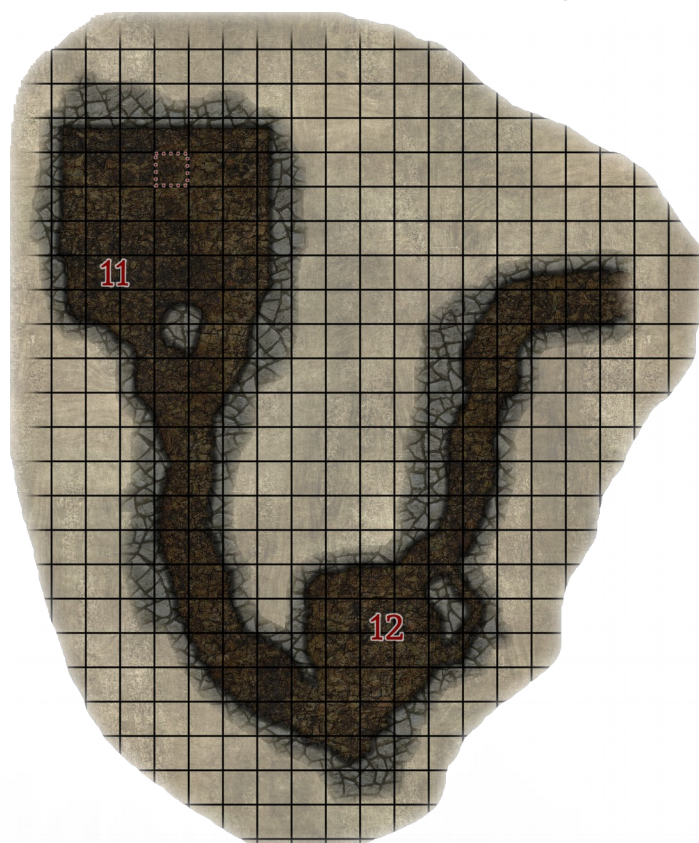
Treasure. Nikovech wears *slippers of spider climbing* and a *mithril breastplate*. In a pouch on his belt, he has four pieces of black onyx worth 50gp each.

AREA 9 – GUARD ROOM

Two zombies (page 316, MM) under Nikovech's control wait in this room. If the rooftop is assaulted, one of them will head up to assist the tower's defense while the other will warn Nikovech before following.

AREA 10 – ROOFTOP

The roof of the tower has an excellent view of the lightning rail line for several miles in each direction. Two of Nikovech's armored zombies (see Area 7) stand guard here.



AREA 11 – BASEMENT

This was a basement storage area for the tower with access through a tunnel to the warehouse. The Order of the Emerald Claw never bothered to clear out the room above, and thus never found the access to this space. The walls of the basement area are still lined with crates and barrels that once held supplies and foodstuffs.

If Lucan fled to the tower, he will hope to hide here until night falls.

If the PCs bring a light source into this area, the carrion crawlers in Area 12 will investigate and attack.

AREA 12 – BASEMENT GUARD POST

A pair of carrion crawlers (page 37, MM) nest in this area. They have been attracted to the smell of the zombie gricks in Area 2, but have not been able to open the trapdoor. If Lucan entered Area 11 in mist form and hid himself, will not be aware he is there. They will defend their territory.

PART SIX: RETURN TO THE CITY OF TOWERS

GETTING HOME

On the House. House Orien will make good on getting its passengers to their destination. About 30 hours after the train is stopped, a small troop of Orien guards will be teleported to Caravan Crossing, along with a dragonmarked lightning rail operator. The lightning rail will resume its journey to Aundair.

The PCs will be able to disembark at the next station and get passage back to Sharn with little difficulty.

If the PCs clearly have the vampire blade and board the lightning rail, Garrow will travel on the lightning rail to the end of the line (as Rarwog), where he will get passage to Karnath. If there is a safe opportunity for him to do so, he will steal the *vampire blade*, but he will not risk a confrontation with the PCs.

If Garrow thinks the *vampire blade* is still in Caravan Crossing, he will slip off the lightning rail at the last minute, assuming the appearance of one of the Orien guards. He will search the ruins of the town himself in the hopes of recovering the weapon.

JUST REWARDS

After returning to Sharn, the PCs can meet with Lady Elaydren. She will be pleased to see them, but a Wisdom (Insight) check of 14 or more will reveal that she seems exhausted – as if she has slept little of late. If asked about it, she will simply say that there has been quite a bit of family business that she has had to take care of over the past few days (and nights).

Depending upon the level of success of the PCs and the information they provide to her, Lady Elaydren will disburse the following rewards:

Preventing Garrow from acquiring the <i>vampire blade</i> .	+300 gp each
Giving Lady Elaydren the <i>vampire blade</i> .	+300 gp each
Retrieving Garrow's copies of the schemas.	+1,000 gp and potions*
Revealing that Garrow is not a vampire.	+250 gp
Identifying Nikovech if he survived.	+200 gp
Identifying Destara if she survived.	+200 gp
Identifying Neya ir'Krell as a member of the Eyes of Aundair if she survived	+150 gp
Identifying Meena ir'Erdalis as a member of the Eyes of Aundair if she survived	+100 gp

*Each PC has their choice of one of the following: a *potion of climbing*, a *potion of growth*, a *potion of resistance (fire)*, or a *potion of water breathing*.

Additional information the PCs provide can be similarly rewarded. If the PCs were particularly cooperative or helpful, she will give them each a feather token (feather fall) as well.

APPENDIX A: LUCAN AND THE VAMPIRE BLADE

If Lucan triggers the glyph of warding in the tower, he will take 22 hit points of damage, reducing his hit point total to 63.

LUCAN STELOS

Medium undead (shapechanger), lawful neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +6, Insight +4, Investigation +5, Perception +7, Stealth +10

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

Senses Darkvision 120 ft., Passive Perception 17

Languages Common, Gnomish, Elvish, Dwarvish

Challenge 8 (3,900xp)

Cunning Action. On each of his turns, Lucan can use a bonus action to take the Dash, Disengage, or Hide action.

Shapechanger. If Lucan isn't in sunlight or running water, he can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form.

In bat form, Lucan can't speak and has a 5 ft. walking and 30 ft. flying speed. His other statistics are unchanged. Anything he is wearing transforms with him, but nothing he carries does. he reverts to his true form if he dies.

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

Misty Escape. When he drops to 0 hit points outside his resting place, Lucan transforms into a cloud of mist instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Regeneration. Lucan regains 5 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or run-

ning water. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Sneak Attack (1/Turn). Lucan deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Lucan's that isn't incapacitated and Lucan doesn't have disadvantage on the attack roll.

Spider Climb. Lucan can climb difficult surfaces, including ceilings, without needing to make an ability check.

Vampire Weaknesses. Lucan has the following flaws:

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

Harmed by Running Water. Lucan takes 20 acid damage if he ends his turn in running water.

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

Sunlight Hypersensitivity. Lucan takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Last Breath. If Lucan uses the soul blade to kill a creature, a thin mist issues from it in a 15 ft. radius, lightly obscuring the area for all creatures except the soul blade's wielder. The soul blade has advantage when attacking a target within the mist. A creature that starts its turn in the mist must succeed at a DC 14 Wisdom saving throw or become frightened of the soul blade itself.

ACTIONS

Vampire Blade (Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, Lucan can grapple the target (escape DC 15).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature grappled by Lucan, 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 Lucan 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 Lucan's control.

Charm. Lucan targets one humanoid he can see within 30 ft. If the target can see Lucan, it must succeed on a DC 14 Wisdom saving throw or be charmed. The charmed target regards Lucan as a trusted friend to be heeded and protected. Although the target isn't under Lucan's control, it takes Lu-

can's requests or actions in the most favorable way it can, and it is a willing target for Lucan's bite attack.

Each time Lucan or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. Otherwise, the effect lasts 24 hours or until Lucan 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). Lucan calls 2d4 swarms of bats or rats, provided the sun isn't up. Outdoors, he can call 3d6 wolves instead. The creatures arrive in 1d4 rounds, acting as allies of Lucan and obeying his spoken commands. They remain for 1 hour, until Lucan dies, or until Lucan dismisses them as a bonus action.

Lucan wears a *glove of storing* in which he keeps the *vampire blade*.

Treasure. In addition to the *vampire blade* and his *glove of storing*, Lucan carries 10pp and 85gp.

GLOVE OF STORING

Wondrous Item, rare (requires attunement)

When a wearer has attuned to the glove and holds an object weighing 20 lbs or less in the gloved hand, the wearer can use a bonus action to cause the object to be shrunk down and stored in stasis in the palm of the glove. The wearer can retrieve the item from the glove with a bonus action. The glove can store one item at a time and stored items cannot be detected. Spell durations and other effects on stored items are not halted or suppressed. If the glove is destroyed or its effect is ended, the stored item appears instantly.

THE VAMPIRE BLADE

Weapon (longsword), legendary (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Drinking Life. When the vampire blade is used to kill a creature, its bonus to attack and damage increases by +1 for one minute, up to a maximum of +3.

Breaking Free. If any creature is *charmed* when it attunes to this weapon, the *charmed* condition is broken once the attunement is completed. A creature attuned to this weapon has advantage on saving throws against effects that would impose the *charmed* condition. If the creature that attunes to this weapon is a vampire spawn, its thrall-dom to its creator is permanently broken.

Sever the Bonds of Blood. If a vampire is hit with the vampire blade, it takes an additional 3d6 psychic damage, and it must succeed on a DC 14 Charisma saving throw for each vampire spawn it has under its thrall or that vampire spawn is freed from the vampire's control. In addition, each time a vampire is hit with the vampire blade, anyone *charmed* by that vampire may repeat its saving throw to end the *charmed* condition.

Cloaked in Shadows. As a bonus action, you can use the vampire blade to reduce bright light to dim light in a 30 foot radius, centered on your square. This feature does not function in direct sunlight.

Sentience. The vampire blade is a chaotic neutral sentient weapon with an Intelligence of 16, Wisdom of 10, and Charisma of 14. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common and Elvish, and it can communicate with its wielder telepathically. It rarely speaks out loud. Its voice sounds like a whisper.

Personality. The vampire blade has an irrational drive to achieve freedom, both for itself and any creature attuned to it. It has an unconscious drive to lead its wielder to become trapped or bound so that it can then become free.

APPENDIX B: RUNNING WHISPERS OF THE VAM- PIRE'S BLADE AS WRITTEN INTRODUCTION

This appendix is designed for those who may wish to run the adventure as originally written and simply want a conversion to 5e mechanics. If this is you, you may still want to read the section above for ideas, particularly around the Masquerade scene.

CHASE SCENES

Whispers of the Vampire's Blade has a number of chase scenes. 5E has rules for chases on pages 252 – 255 of the *Dungeon Master's Guide*. It would be a good idea to familiarize yourself with these rules.

WHO KICKS IN THE DOOR?

The adventure includes some others who might jump in and attack the PCs at any moment in their search for Lucan:

Garrow, cleric of the Blood of Vol. While Garrow makes sense as someone looking for Lucan, be careful in using him as he already has a role in this adventure. He also appears in the sequel, so killing him off might be problematic. See details later in this adventure.

Areyndee, Shadow Network agent. This agent of House Thuranni has been monitoring Lucan because he has been acting strangely, though she knows less than what the PCs do about his current whereabouts and has not quite figured out that he is a vampire. She can, however, potentially identify Grilsha. Areyndee is detailed in this section below.

Lahorak, barghest. See page 123 *VGtM*. Lahorak is a member of Daask, looking to move up the ladder. He caught wind of part of Lucan's situation in the depths of Sharn's undercity, listening in on agents of Calderus. He knows little more than that Lucan has secrets and that being the first to find him and get those secrets out of him would be valuable and rewarded. Lahorak is good at getting secrets out of people: he usually uses his teeth.

Kuralaa. This bounty hunter was hired by Aundairan agents to capture Lucan. She is licensed by House Tharashk but is not a member of the house. She is detailed below.

Urosh, the Mummy. Urosh is one of Calderus's agents. He is trying to find Lucan on his master's behalf. See page 228 *MM*.

Jaralie, cleric of the Silver Flame. Jaralie is a potential ally of the PCs, but she is very wary. She has been tracking the Emerald Claw's activities. She knows that Garrow is an agent of the Emerald Claw who is after Lucan, though she does not

know why. She believes Garrow is a vampire. She is detailed below.

Kasha, weretiger spy. Kasha is a Karnathi spy who is secretly a weretiger. She is based in Sharn, which allows her to maintain her secret from her superiors. She recently identified Lucan as a Citadel agent and began following him. Shortly thereafter, thanks to her enhanced senses, she determined that he was undead. Now she's on the hunt for what his plan is. See page 210 *MM*.

AREYNDEE

Medium humanoid (elf), chaotic good

Armor Class 15 (studded leather armor)

Hit Points 45 (10d8 + 0)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)	15 (+2)

Saving Throws Dex +6, Int +5

Skills Deception +8, Insight +5, Investigation +8, Perception +5, Stealth +6

Senses Darkvision 60 ft., Passive Perception 17

Languages Common, Dwarven, Elvish, Gnomish

Challenge 4 (1,100xp)

Cunning Action. On each of her turns, Areyndee can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Areyndee is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Fey Ancestry. Areyndee has advantage on saving throws against being charmed, and magic can't put her to sleep.

Sneak Attack (1/Turn). Areyndee deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Areyndee that isn't incapacitated and Areyndee doesn't have disadvantage on the attack roll.

Spellcasting. Areyndee is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She knows the following wizard spells:

Cantrips (at will): *mage hand*, *message*, *minor image*, *ray of frost*

1st level (4 slots): *charm person*, *disguise self*, *sleep*

2nd level (2 slots): *detect thoughts*, *invisibility*

ACTIONS

Rapier of Reprisal. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage,

REACTIONS

Rapier Parry (1/Short Rest). Areyndee forces one melee attack that would hit her to reroll its attack. Her next rapier at-

tack against that attacker before the end of her next turn has advantage. To use this feature, she must see the attacker and be wielding her *rapier of reprisal*.

Areyndee carries a *potion of healing*.

RAPIER OF REPRISAL

Weapon (rapier), common (requires attunement)

When you are hit by a melee attack when using this weapon, you may use your reaction to force the attacker to reroll its attack. When you do this, your next attack before the end of your next turn against that attacker with this weapon has advantage. Once you use this ability, you cannot use it again until you complete a short or long rest. Damage dealt with this weapon is not considered magical for the purposes of overcoming damage reduction.

KURALAA

Medium humanoid (human), lawful neutral

Armor Class 16 (unarmored defense and shield)

Hit Points 75 (10d8 + 30)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +3, Con +3

Skills Athletics +5, Intimidation +2, Investigation +2, Perception +4, Survival +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common

Challenge 3 (700xp)

Keen Hearing and Sight. Kuralaa has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Reckless. At the start of her turn, Kuralaa can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against her have advantage until the start of her next turn.

Relentless Endurance (1/Long Rest). When Kuralaa is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead.

Savage Attacks. When Kuralaa scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Multiattack. Kuralaa makes two longsword attacks.

Longsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 10 (1d10 + 3) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

JARALIE

Medium humanoid (human), lawful good

Armor Class 15 (breastplate)

Hit Points 44 (8d8 + 8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3

Skills Investigation +3, Perception +5, Religion +3

Damage Resistances Radiant

Senses Passive Perception 15

Languages Common, Celestial

Challenge 3 (700xp)

Invoke the Silver Flame. As a bonus action, the Jaralie can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If she expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Jaralie is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *light, resistance, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *burning hands, cure wounds, detect evil and good, faerie fire, guiding bolt, shield of faith*

2nd level (3 slots): *augury, flaming sphere, lesser restoration, scorching ray, spiritual weapon*

3rd level (2 slots): *clairvoyance, daylight, fireball*

ACTIONS

Quarterstaff: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

REACTIONS

Warding Flare (3/ Long Rest). When Jaralie is attacked by a creature within 30 feet that she can see, she can use her reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

PART ONE: JOB OFFER

THE IRON GATE

The lock is DC 25 and the gate has armor class 18, 38 hit points, and a damage threshold of 12. A DC 14 Wisdom (Perception) check will notice the beggar in the alcove.

IMPROMPTU AUDITION

Treat each square on the greenhouse map as 10 feet. All areas except those on the path and near Viorr's desk are difficult terrain.

CITADEL GUARD

Medium humanoid (human), lawful neutral

Armor Class 13 (studded leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft

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

Saving Throws Str +3, Con +3

Skills Athletics +4, Intimidate +2, Perception +3

Senses Passive Perception 13

Languages Common

Challenge 1/2 (100xp)

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 9 (1d10 + 2) slashing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

VIORR MAELAK

Medium humanoid (human), lawful neutral

Armor Class 12

Hit Points 55 (10d8 + 10)

Speed 20 ft

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

Saving Throws Dex +4, Int +4, Wis +5

Skills Deception +5, History +4, Insight +5, Investigation +6, Perception +7, Persuasion +5, Stealth +4

Damage Resistances fire, poison

Senses Passive Perception 17

Languages Common, Gnomish, Goblin

Challenge 3 (700xp)

Sneak Attack (1/turn). Viorr deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Viorr that isn't incapacitated and Viorr doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Viorr makes two melee attacks.

Sword cane. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

REACTIONS

Parry. Viorr adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Viorr wears a *ring of fire resistance* and carries a *feather token* (feather fall).

DIRE APE

Large beast, unaligned

Armor Class 12

Hit Points 85 (10d10 + 30)

Speed 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +7, Perception +3

Senses Passive Perception 13

Languages –

Challenge 3 (700xp)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

SOUL BLADE

Weapon (longsword), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you score a critical hit with it, the soul blade deals an additional 2d6 necrotic damage to the target.

It has the following additional properties.

Last Breath. When a soul blade is used to kill a creature, a thin mist issues from the slain creature, extending out from it in a 15 ft. radius. The mist lightly obscures the area for all creatures except the soul blade's wielder. If the soul blade is used to attack a target within the mist, its wielder has advantage. A creature that starts its turn in the mist must succeed at a DC 14 Wisdom saving throw or become frightened of the soul blade itself.

Sentience. The soul blade is a neutral evil sentient weapon with an Intelligence of 15, Wisdom of 17, and Charisma of 10. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common, and it can communicate with its wielder telepathically. Its voice is thin and whispery.

Personality. The soul blade is dedicated totally to the ascendancy of Karnath as the center of Khorvairian civilization, and it won't rest until every other nation lies under Karnath's heel.

d100	Race
1 – 34	Gnome
35 – 69	Human
70 – 74	Dwarf
75 – 79	Halfling
80 – 82	Elf
83 – 84	Goblin
85 – 100	Mixed group (roll twice)

TRAVELERS

Roll d20 to determine the type of travelers

d20	Traveler Type
1 – 8	Farmer
9 – 12	Hunter
13 – 15	Priest
16 – 17	Musician
18 – 19	Scout
20	Special

Priests. This will be a group dedicated to the Sovereign Host. There is a 1 in 6 chance of a higher level priest (page 348 *MM*) being among the group, which will include 1d4 acolytes (page 342 *MM*) and 2d4 commoners (page 345 *MM*).

Musicians. Musicians have a 50% chance to be traveling in a troupe of 2d4 people and a 50% chance to be traveling alone. Each musician in a group has a 1 in 6 chance of being a bard (page 211 *VGtM*). The chance for a single musician being a bard is 2 in 6.

Scout. This could be a courier, inquisitive, bounty hunter, or military scout.

Special. Use the *Who Kicks in the Door?* Table.

MILITARY PATROL

There is a 1 in 6 chance that this is a House Deneith mercenary group. Otherwise, this will be a Brelish group in Breland and a Zil group once the PCs enter Zilargo. It will be composed of 2d6 mounted guards (page 347 *MM*) with a 50% chance of being led by a veteran (page 350 *MM*).

BANDITS

This has a 50% chance of being a group of 2 bugbears (page 33 *MM*) and 2d4 goblins (page 166 *MM*). Otherwise, use 1 bandit captain (page 344 *MM*), 1 scout (page 349 *MM*), and 2d4 bandits (page 343 *MM*).

MONSTER

See the *Monster Manual* for details on the monsters below.

d10	Monster
1	Displacer Beast, page 81 <i>MM</i>
2	Ettin, page 132 <i>MM</i>
3 – 4	Giant Boar, page 323 <i>MM</i>
5	Manticore, page 213 <i>MM</i>
6 – 7	Owlbear, page 249 <i>MM</i>
8 – 10	2-5 Worgs, page 341 <i>MM</i>

PART TWO: TROLANPORT MASQUERADE

THE ROAD TO TROLANPORT

It is possible that the PCs will seek out a method of reaching Trolanport other than the road. *Shadows of the Last War* established that a trip by elemental galleon should only take about two days. An airship, providing for the availability of passage, is likely to be even faster. Neither of these would allow the PCs to catch Lucan on the road, though they could reach Trolanport first in order to set a trap for him. Still, if Viorr is wrong about Lucan's destination, then heading to Trolanport will not allow them to track Lucan.

Assuming the PCs travel by road and follow Lucan, they will spend half the trip in Breland and the other half in Zilargo.

To run his coach at the speed noted, assume Lucan is getting new horses every day or two instead of every four days.

TRAVEL ENCOUNTERS

Use the table below for encounters on the road. At night roll twice, taking the higher result.

Travel Encounters

d100	Encounter
01 – 34	Merchants
35 – 59	Travelers
60 – 74	Military Patrol
75 – 89	Bandits
90 – 100	Monster

MERCHANTS

Merchants will have 1d4 wagons. There will be one merchant and two guards (see page 347 *MM*) per wagon. With two or more wagons, there is a 20% chance of a private coach carrying the merchants with an additional guard driving the coach (use thug stats on page 350 *MM* for the driver).

Merchants and their guards are likely to be (d10):

ROAD BATTLE

This scene is a fight with Grilsha which is expected to end with Lucan and Grilsha making their escape to Trolanport. Use this scene as an opportunity for PCs to potentially learn about Lucan's vampirism and to showcase Grilsha's capabilities.

Starting positions. The coach begins 1,200 feet ahead of the PCs. The road is on a straightaway that runs toward a small gnome town. An easy way to visualize this is on a map in which each square is 50 feet. The coach is 24 squares ahead of the PCs and initially moves one square per round. The PCs can move up to 5 squares per round.

Catching up. Grilsha will notice the PCs if she makes a successful Wisdom (Perception) check. The DC of this check is equal to the number of 50 foot squares separating the coach from the PCs. If the PCs direct their horses to run at top speed (5 squares) or otherwise call attention to themselves, Grilsha has advantage on the roll. If Grilsha notices the PCs, the coach will begin moving at four squares per round.

When darkness comes. When the PCs spot Grilsha, the sun is about to set and the area is still in bright light. That will change momentarily. Three rounds into the chase, the sun sets and the light level changes to dim light, imposing disadvantage on Wisdom (Perception) checks depending on sight – including Grilsha's checks to notice the PCs.

Avoiding the chase. The PCs might try something clever like using a *silence* spell to sneak up on Grilsha. This would make Grilsha far less likely to notice the PCs. That's OK – it just means they catch up more quickly.

GRILSHA

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	13 (+1)	10 (+0)	16 (+3)

Saving Throws Constitution +5, Charisma +6

Skills Arcana +4, Animal Handling +3, Perception +3, Persuasion +6

Damage Resistances Lightning, Thunder

Senses Passive Perception 13

Languages Common, Draconic, Primordial

Challenge 5 (1,800xp)

Quicken Spell (2/Day): Grilsha casts one of her spells as a bonus action.

Extend spell (2/Day): When Grilsha casts one of her spells with a duration of 1 minute or more, she can double its duration.

Short Flight. Immediately before or after casting a spell of 1st-level or higher, Grilsha can fly 10 feet without provoking opportunity attacks.

Spellcasting. Grilsha is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *dancing lights*, *friends*, *mage hand*, *message*, *ray of frost*

1st level (4 slots): *mage armor*, *shield*, *silent image*

2nd level (3 slots): *alter self*, *invisibility*

3rd level (3 slots): *fly*, *lightning bolt*

Storm Heart. When Grilsha casts *lightning bolt*, she deals 3 lightning damage to creatures of her choice within 10 feet of her that she can see.

ACTIONS

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

Grilsha carries several *spellshards* that function as scrolls: a *scroll of darkness*, *scroll of clairvoyance*, *scroll of fireball*, a *scroll of haste*, a *scroll of lightning bolt*, and a *scroll of scrying*. She also carries a *wand of magic missiles* and a *spellshard* with the following spells that she can cast as rituals:

1st level: *alarm*, *detect magic*

3rd level: *phantom steed*

GRILSHA'S TACTICS

Waking Lucan. Grilsha will immediately begin pounding on the coach to wake Lucan. Make a DC 15 Wisdom (Perception) check for him each round she does so. Until the sun sets, he has disadvantage on this check.

Spellcasting. As soon as she notices the PCs, Grilsha casts *mage armor*. When they are within range, she will use *lightning bolt* or her *scroll of fireball*, depending upon how the PCs are arranged. If they get within 60 feet, she will use *ray of frost* to attempt to slow their mounts. She can also use *silent image* to create an illusion of a large stone wall across the road behind her. While the PCs will likely see through the ruse, it will almost certainly cause their horses to halt.

Escape. If the PCs catch up to Grilsha, she will cast *invisibility* and *fly* away. If Lucan is still asleep, she will stop the coach first to wake him – otherwise she will leave the speeding coach for the PCs to deal with, hoping it delays them.

LUCAN'S TACTICS

Get up and go. Between just waking up and having a limited view of the road, Lucan will be unclear as to what is going on. As a result, he'll focus on delaying tactics and escape, using his *children of the night* ability to call 3d6

wolves which will arrive in 1d4 rounds. The he will attempt to escape as a bat and meet up with Grilsha.

AFTERMATH

There is a good chance that the PCs will be left to deal with (and possibly take the blame for) a coach and a number of wolves about to run into a small gnome village.

If the PCs search the coach, they will find a small chest of clothes (both men's and women's) and a purse with 200gp.

TROLANPORT INQUISITIVE WORK

Members of the city watch are polite and professional. Their job typically involves providing simple public assistance more than it does fighting crime.

TROLANPORT CITY WATCH

Small humanoid (gnome), lawful good

Armor Class 16 (chain shirt, shield)

Hit Points 22 (4d6 + 8)

Speed 25 ft

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

Skills Athletics +3, Investigation +4, Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Gnomish

Challenge 1/4 (50xp)

Gnome cunning. The guard has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

SAHUAGIN MUGGER

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 33 (5d8 + 10)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +3, Stealth +2

Senses Darkvision 120 ft., Passive Perception 13

Languages Sahuagin

Challenge 1 (200xp)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Sneak Attack (1/Turn). The sahuagin deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the sahuagin that isn't incapacitated and the sahuagin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 4 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

ABANDON ALL WEAPONS...

The embassy employs locals as guards.

EMBASSY GUARD

Small humanoid (gnome), lawful good

Armor Class 17 (half plate)

Hit Points 39 (6d6 + 18)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	17 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Athletics +3, Insight +2, Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Gnomish

Challenge 1 (200xp)

Gnome cunning. The guard has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Multiattack. The guard makes two melee attacks: one bludgeoning attack with its hooked hammer and one piercing attack with its hooked hammer.

Hooked hammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage or 4 (1d6 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Trip (Recharge 5 – 6). When the guard deals piercing damage with its hooked hammer, it can use its reaction to force the target to make a DC 12 Dexterity saving throw or be rendered prone.

GNOME HOOKED HAMMER

Martial weapon; Cost: 20 gp; Damage: 1d8 bludgeoning or 1d6 piercing; Weight: 4 lbs; Properties: Two-handed

GETTING AN INVITATION

Using a Dexterity (Sleight of Hand) check to get an invitation out of the box will be very difficult (DC 20), as it is sitting at the feet of the gnome guards. If the PCs go this route, they would be wise to use a distraction to provide themselves with advantage. If a PC fails at sleight of hand, but exceeds the passive perception of the guards (12), the PC can decide whether they aborted their attempt before it was noticed or whether they grabbed an invitation but were noticed.

Using *mage hand* proves to be easier, but – unless the PCs cause a distraction or somehow impede the guard's vision, they will notice the attempt on a DC 10 Wisdom (Perception) check. Characters with the *mage hand legerdemain* class feature need only make a Dexterity (Sleight of Hand) check that exceeds the passive perception of the guards (12).

SMUGGLING IN WEAPONS

The guards are not going to pat down guests, as many of them are dignitaries, though they may make an exception for PCs who show up heavily armed and armored, looking ready for battle. If the PCs are subtle, they can conceal light weapons on themselves. This requires a DC 13 Dexterity (Deception) check. PCs have advantage when concealing a dagger or when concealing light weapons under particularly voluminous clothing.

SNEAKING IN

If the PCs choose to sneak in, they should have few issues once they are inside provided that the PCs look like they belong at the masquerade, whether through disguising themselves as servants or guests. Guards are posted inside to keep guests out of private areas, but they aren't charged with keeping anyone from coming out of such areas.

MASQUERADE BALL

Sound and light. The music playing imposes disadvantage on all Wisdom (Perception) checks in the ballroom that are based on hearing. Dancing light spells and decorative, floating *everbrite lanterns* provide light to the room. The ballroom is predominantly in dim light which imposes disadvantage on all sight-based Wisdom (Perception) checks, but each round there is a 25% chance that a PC will be in bright light instead as the floating lights move erratically.

The crowd. The attendees are a mixed group, racially. Gnomes make up the largest percentage, unsurprisingly, and are closely followed by humans. A few half-elves and elves are present, and there is even a pair of hobgoblins – presum-

ably diplomats from Darguun. Everyone is masked and dressed extravagantly. Masks impose disadvantage on most Wisdom (Insight) checks, as they make it hard to read expressions. If the PCs are poorly or inappropriately dressed, they will also be at disadvantage on most Charisma ability checks.

SEARCHING FOR NEYA, LUCAN, OR GRILSHA

Questioning guests is more likely to turn up information about Neya than Lucan or Grilsha. Any given guest has an 80% chance of knowing who Neya is and what she is wearing. That chance is reduced to 5% for Lucan – and that is only after he speaks with Neya. A DC 12 Charisma (Persuasion) check will get a clue about visual appearances as in the original adventure. Enchantment spells – even *friends* – can make this task much more straightforward.

PCs are likely to have disadvantage on checks to identify their quarry due to the dim lighting in the room.

With a description of her mask, it requires a DC 15 Wisdom (Perception) check to spot Neya. With a description of Lucan's mask, it requires a DC 17 Wisdom (Perception) check to spot him. Without such a description, the DC increases to 22. Scanning the crowd takes up to five minutes of searching – subtract one minute from this time for every two points by which the PC exceeds the DC. Each of these checks can be made once every five minutes.

Grilsha has used an extended *alter self* spell and will be near-impossible to spot without the use of *detect magic* or the like. She is one of two human guests who are disguised magically (several of the gnomes are employing illusions). Many guests, however, wear *glamerweave* and the room's lighting is magical – all of which will make spotting her spell more difficult. Her disguise is the only one which uses transmutation rather than illusion magic, though the PCs are unlikely to have any way of knowing that.

TALKING TO LUCAN

PCs with a Passive Insight of 15 or more who speak to Lucan for more than a minute will notice that his speech sounds slightly stilted and forced. If Lucan recognizes the PC or sees it as a potential threat, he will use his *charm* ability.

IMPRESSING THE GUESTS

PCs who impress the guests with their performance abilities (either through dance or performing with the band) will gain advantage on Charisma (Persuasion) checks with those who saw the performance. This requires a DC 16 Charisma (Performance) check. A result of 20 or more on this check will induce Neya to introduce herself as the host of the gathering and thank them for the entertainment (though, as host, she will know that they were not invited and be curious as to their purpose in crashing the party).

A FIGHT BREAKS OUT

It always does.

Participants. There are several parties here:

- **Neya** will attempt to remain neutral and out of combat. If attacked, she will attempt to disengage and will only fight if her life is dependent upon it or she is out of sight of her guests. Neya is a dirty fighter – which does not mesh well with her identity as an ambassador.
- **The embassy guards** will arrive throughout the fight. There is one guard stationed in the ballroom. An additional 1d4 guards will arrive on the third round of combat, with 1d4 guards arriving each round until a total of six guards have arrived. They will fire their crossbows at anyone except for Neya and embassy staff who is in combat and refuses to stand down.
- **Meena and her two agents** will focus on attempting to capture Lucan. If the PCs interfere, Meena may turn her attention to them.
- **Lucan and Grilsha** will focus on escape, though they are likely to kill at least one of the agents in the process. If Lucan is seriously wounded, he will feed from anyone he has *charmed*. He will use his children of the night ability to summon bat swarms (page 337 *MM*) to help cover his escape. Grilsha will shift her alter self spell to create talons for herself and then use a combination of her *scroll of darkness* and spells such as *silent image*, *invisibility*, and *fly* to aid their escape as needed. If Grilsha needs to sacrifice herself for her brother, she will do so.
- **The crowds.** The crowds function as huge swarms with a movement of 20 feet as they try to escape. Their spaces can be passed through, but count as difficult terrain. If a swarm passes through a creature's square, that creature must make a DC 15 Strength saving throw or be moved 5 feet in the direction of the swarm's movement. Creatures who end their turn in the swarm's space make this saving throw at disadvantage.

NEYA IR'KRELL

Medium humanoid (human), lawful neutral

Armor Class 14 (ring of protection)

Hit Points 55 (10d8 + 10)

Speed 30 ft

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

Saving Throws Str +1, Dex +6, Con +2, Int +5, Wis +2, Cha +4

Skills Deception +7, History +4, Insight +3, Perception +3, Persuasion +7, Stealth +5

Senses Passive Perception 13

Languages Common, Gnomish, Thieves Cant

Challenge 3 (700xp)

Crossbow Expert. When Neya makes an attack with her dagger, she can use a bonus action to attack with her hand crossbow. Engaging in melee does not impose disadvantage on her hand crossbow attacks.

Cunning Action. On each of her turns, Neya can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Neya deals an extra 10 (3d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Neya that isn't incapacitated and Neya doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Neya makes two melee attacks.

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.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

MEENA IR'ERDALIS

Medium humanoid (human), neutral

Armor Class 11 (14 with mage armor)

Hit Points 52 (8d8 + 14)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	13 (+1)

Saving Throws Intelligence +5, Wisdom +3

Skills Arcana +5, Deception +3, Insight +3, Investigation +5

Senses Passive Perception 11

Languages Common, Gnomish

Challenge 3 (700xp)

Spellcasting. Meena is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has prepared the following wizard spells:

Cantrips (at will): *firebolt*, *friends*, *mage hand*, *message*

1st level (4 slots): *disguise self*, *mage armor*, *shield*

2nd level (3 slots): *hold person*, *suggestion*, *web*

3rd level (2 slots): *fear*, *fireball*

ACTIONS

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

AUNDAIR AGENTS

Medium humanoid (human), lawful neutral

Armor Class 14

Hit Points 33 (6d8 + 6)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Str +2, Dex +4

Skills Acrobatics +4, Athletics +2, Perception +4, Stealth +4

Senses Passive Perception 14

Languages Common

Challenge 1 (200xp)

Step of the Wind (1/Day). The agent can take the disengage or dash action on its turn as a bonus action.

Unarmored Defense. While the agent wears no armor and uses no shield, its adds its Wisdom modifier to its armor class (included).

ACTIONS

Multiattack. The agent makes two attacks with its unarmed strikes or one attack with its unarmed strike and one attack with its stunning fist.

Unarmed strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Stunning fist (1/Day). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target must succeed on a DC 12 Constitution saving throw or be stunned until the end of the agent's next turn.

The agents are dressed in masquerade costumes, but carry no equipment or identifying articles.

LUCAN STELLOS

Medium undead (shapechanger), lawful neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +6, Insight +4, Investigation +5, Perception +7, Stealth +10

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

Senses Darkvision 120 ft., Passive Perception 17

Languages Common, Gnomish, Elvish, Dwarvish, Theives Cant

Challenge 8 (3,900xp)

Cunning Action. On each of his turns, Lucan can use a bonus action to take the Dash, Disengage, or Hide action.

Shapechanger. If Lucan isn't in sunlight or running water, he can use his action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form.

In bat form, Lucan can't speak and has a 5 ft. walking and 30 ft. flying speed. His other statistics are unchanged. Anything he is wearing transforms with him, but nothing he carries does. he reverts to his true form if he dies.

While in mist form, Lucan can't take any actions, speak, or manipulate objects. He 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. The mist can't pass through water. The mist has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Misty Escape. When he drops to 0 hit points outside his resting place, Lucan transforms into a cloud of mist instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Regeneration. Lucan regains 5 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Lucan takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Sneak Attack (1/Turn). Lucan deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Lucan's that isn't incapacitated and Lucan doesn't have disadvantage on the attack roll.

Spider Climb. Lucan can climb difficult surfaces, including ceilings, without needing to make an ability check.

Vampire Weaknesses. Lucan has the following flaws:

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

Harmed by Running Water. Lucan 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 Lucan's heart while Lucan is incapacitated in its resting place, Lucan is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Lucan takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Last Breath. If Lucan uses the soul blade to kill a creature, a thin mist issues from the slain creature in a 15 ft. radius, lightly obscuring the area for all creatures except the soul blade's wielder. If the soul blade is used to attack a target

within the mist, its wielder has advantage. A creature that starts its turn in the mist must succeed at a DC 14 Wisdom saving throw or become frightened of the soul blade itself.

ACTIONS

Soul Blade (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) slashing damage or 11 (1d10 + 6) slashing damage if used with two hands. On a critical hit he deals an additional 2d6 necrotic damage.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, Lucan can grapple the target (escape DC 15).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature grappled by Lucan, 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 Lucan 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 Lucan's control.

Charm. Lucan targets one humanoid he can see within 30 ft. If the target can see Lucan, it must succeed on a DC 14 Wisdom saving throw or be charmed. The charmed target regards Lucan as a trusted friend to be heeded and protected. Although the target isn't under Lucan's control, it takes Lucan's requests or actions in the most favorable way it can, and it is a willing target for Lucan's bite attack.

Each time Lucan or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. Otherwise, the effect lasts 24 hours or until Lucan 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). Lucan magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Lucan can call 3d6 wolves instead. The creatures arrive in 1d4 rounds, acting as allies of Lucan and obeying his spoken commands. The beasts remain for 1 hour, until Lucan dies, or until Lucan dismisses them as a bonus action.

Lucan wears a *glove of storing* in which he keeps the *soul blade*.

GLOVE OF STORING
Wondrous Item, rare (requires attunement)

When a wearer has attuned to the glove and holds an object weighing 20 lbs or less in the gloved hand, the wearer can use a bonus action to cause the object to be shrunk down and stored in stasis in the palm of the glove. The wearer can retrieve the item from the glove with a bonus action. The

glove can store one item at a time and stored items cannot be detected. Spell durations and other effects on stored items are not halted or suppressed. If the glove is destroyed or its effect is ended, the stored item appears instantly.

FINAL BOARDING CALL

Lucan charmed several elite gnome guards who were in the employ of House Lyrandar. He then told them that he was being pursued by a band of murderous criminals who were forcing him to flee the city. These gnomes, being good citizens are clearly going to stop their friend Lucan's pursuers.

At the end of the first round of combat, PCs with a Passive Perception of 16 or more will notice that the airship crew is hurriedly getting ready to cast off. At the end of the second round, this will be noticed by PCs with a Passive Perception of 15. The DC will continue to reduce by one on each subsequent round.

CHARMED GNOME GUARD

Small humanoid (gnome), neutral good

Armor Class 15 (chain shirt)

Hit Points 39 (7d6 + 14)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Gnomish

Challenge 1 (200xp)

Gnome cunning. The guard has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Multiattack. The guard makes two melee attacks or two ranged attacks

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 8 (1d10 + 2) slashing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, 80 ft./320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Parry. The guard adds 2 to its AC against one melee attack that would hit it. To do so, it must see the attacker and be wielding a melee weapon.

Each of the charmed guards carries a *potion of healing*.

PART THREE: SKY RAIDERS OF EBERRON

ABOARD CLOUD’S DESTINY

Lucan’s hiding place. Lucan has *charmed* Captain Morgis who showed him the smuggling compartment. Lucan snuck into the extradimensional space using his mist form. The lock that seals off this space is DC 26 and Lucan has the key. The locker and the door to it are lined with metal and treated to block *detect magic*. Breaking through the door is difficult, but not impossible - it has armor class 18, 35 hit points, and a damage threshold of 8.

Grilsha. If Grilsha is still with Lucan, and she knows the PCs are on board, she will continue using her extended alter self to maintain a disguise when she leaves her cabin. She will have altered her appearance from the disguise she used at the masquerade and will appear as an elderly dwarf woman who tends to stay in her cabin due to her fear of heights.

Paying the fare. Captain Morgis won’t be happy with the PCs if they board his airship. Enchantment spells are particularly useful here. Still, if the PCs produce their letter of credit, Captain Morgis is unlikely to actually try to have them thrown overboard – especially if they look armed and dangerous. A Charisma (Persuasion) check of DC 18 or more will get the captain to treat them as normal passengers once they have paid their fare. A bribe of 250gp or more will provide advantage on this check. If the PCs fail this check, Captain Morgis takes their money and swears that he will turn them over to the authorities on their arrival.

SKY RAIDERS TO STARBOARD!

The battle in this section can be confusing. Whether the PCs were aboard the *Jade’s Fury* or not, the *Jade’s Fury* attacks *Cloud’s Destiny* with the PCs on the latter. Garrow wants the PCs on *Cloud’s Destiny* in the hopes that they will locate Lucan and the *soul blade*. The Emerald Claw boarding party won’t hesitate to attack the PCs, but if they recognize the PCs from the *Jade’s Fury*, they’ll prefer other targets if they have them.

BROTHER GARROW (CAPTAIN RARWOG)

Medium humanoid (changeling), lawful evil

Armor Class 17 (glamoured breastplate)

Hit Points 104 (16d8 + 32)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	14 (+2)	18 (+4)	14 (+2)

Saving Throws Wisdom +7 Charisma +5

Skills Deception +5, Insight +7, Persuasion +5, Religion +5, Stealth +5

Senses Passive Perception 14

Languages Common, Elven, Goblin
Challenge 6 (2,300xp)

Change Appearance. Garrow can change his appearance or revert to his natural form as an action. He can transform himself into another medium sized creature of humanoid shape, but his clothing, equipment, and game statistics do not change. If someone has reason to suspect his ruse, he has advantage on any Charisma (Deception) check made to avoid detection.

Divine Strike (1/Turn). When Garrow hits a creature with a weapon attack, he can cause the attack to deal an extra 1d8 necrotic damage to the target.

Inescapable Destruction. Necrotic damage dealt by Garrow ignores resistance to necrotic damage.

Spellcasting. Garrow is a 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *command*, *cure wounds*, *detect magic*, *false life*, *inflict wounds*, *protection from good and evil*, *sanctuary*

2nd level (3 slots): *blindness/deafness*, *hold person*, *ray of enfeeblement*, *silence*

3rd level (3 slots): *animate dead*, *clairvoyance*, *daylight*, *dispel magic*, *magic circle*, *speak with dead*, *vampiric touch*

4th level (2 slots): *banishment*, *blight*, *death ward*, *locate creature*

Reaper. When Garrow casts *chill touch*, he can target two creatures in range who are within 5 feet of each other.

Touch of Death (2/Short or Long Rest). When Garrow hits with a melee attack, he can deal an additional 21 necrotic damage to his target.

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, 80 ft./320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Unsettling Visage (1/short or long rest). When a creature Garrow can see makes an attack roll against him, Garrow can use his reaction to impose disadvantage on the roll. He must use this feature before knowing whether the attack hits or misses. Using this trait reveals his shapeshifting nature to any creature within 30 feet that can see him.

Garrow’s *glamoured breastplate* provides a +1 bonus to armor class and functions like *glamoured studded leather*. He carries, two flasks of *holy water*, a *potion of invisibility*, and a *potion of greater healing*. His dagger is ornate, with a hilt inlaid with labradorite and Mabaran ebony and carved with Blood of Vol iconography. It serves as his holy symbol and is

worth 250 gp. He carries a *feather token* which is a single-use item that casts *feather fall*. Garrow also has an *amulet of undead eyes*, a new magic item described in the guide to *Shadows of the Last War*.

BOARDING PARTIES

Each of the three skiffs carries five Emerald Claw Soldiers and an Emerald Claw Squad leader. A fourth skiff carries six archers to harry the *Cloud's Destiny* from a distance. In addition, each skiff has two crewmembers to pilot it. These crewmembers will not leave their skiffs.

EMERALD CLAW SOLDIER

Medium humanoid (human), lawful evil

Armor Class 14 (scale mail)

Hit Points 17 (3d8 + 3)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	9 (-1)	10 (+0)	8 (-1)

Skills Athletics +3, Intimidate +1, Religion +2

Senses Passive Perception 10

Languages Common

Challenge 1/8 (25xp)

ACTIONS

Flail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 +1) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, 80 ft./320 ft., one target. *Hit:* 4 (1d8) piercing damage.

EMERALD CLAW SQUAD LEADER

Medium humanoid (human), lawful evil

Armor Class 16 (scale mail and shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft

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

Skills Athletics +4, Intimidate +2, Religion +3

Senses Passive Perception 10

Languages Common

Challenge 1/2 (100xp)

Pack Tactics. The squad leader has advantage on an attack roll against a creature if at least one of the squad leader's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 +2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

EMERALD CLAW ARCHER

Medium humanoid (human), lawful evil

Armor Class 15 (studded leather armor)

Hit Points 17 (3d8 + 3)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	9 (-1)	12 (+1)	8 (-1)

Skills Acrobatics +5, Athletics +3, Perception +3

Senses Passive Perception 13

Languages Common

Challenge 1/2 (100xp)

Wild Shot. When the archer misses with a longbow attack, it can use its bonus action to make a second longbow attack against the same target.

ACTIONS

Battleaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 7 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, 150 ft./600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

EMERALD CLAW SKIFF CREW

Medium humanoid (human), lawful evil

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	12 (+1)	10 (+0)	9 (-1)

Skills Arcana +3, Perception +2

Senses Passive Perception 12

Languages Common

Challenge 1/8 (25xp)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

ON CLOUD'S DESTINY

Cloud's Destiny has a dozen crewmembers in addition to its captain.

CLOUD'S DESTINY CREWMEMBER

Medium humanoid (half-elf), neutral

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	14 (+2)	14 (+2)	12 (+1)

Skills Athletics +2, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish

Challenge 1/8 (25xp)

Fey Ancestry. The crewmembers have advantage on saving throws against being charmed, and magic can't put them to sleep.

Spellcasting. The crewmember is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *mending*

1st level (2 slots): *feather fall*, *unseen servant*

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

CAPTAIN MORGIS D'LYRANDAR

Medium humanoid (half-elf), neutral good

Armor Class 14 (studded leather armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Strength +3, Constitution +3

Skills Athletics +3, Perception +4

Damage Resistances Lightning

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Elvish

Challenge 1 (200xp)

Fey Ancestry. Morgis has advantage on saving throws against being charmed, and magic can't put him to sleep.

Windwright's Intuition. When Morgis makes a Dexterity (Acrobatics) check or any ability check involving operating or maintaining a water or air vehicle, he can roll one Intuition die, a d4, and add the number rolled to the ability check.

Headwinds. Morgis knows the gust cantrip. He can cast the spell gust of wind once and regain the ability to do so when he finishes a long rest.

ACTIONS

Multiattack. Morgis makes two melee attacks.

Short sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage and 2 (1d4) lightning damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, 80 ft./320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Parry. Morgis adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

TACTICAL CONSIDERATIONS

Learning to fly. Proficiency in air vehicles is needed to properly fly a skiff or airship. Proficiency in water vehicles will allow a PC to make a DC 15 ability check to give the vehicle a single command. When flying a skiff, a failed command results in the skiff continuing to do whatever it was doing. An airship is more complicated, as the elemental that powers it has its own will. The check to fly is made at disadvantage and a failed check allows the elemental to gain control of the ship's action.

Grilsha. If Grilsha is present, she will take to the air with a *fly* spell and snipe at Emerald Claw attackers with *ray of frost* and *magic missile*. When Lucan appears, she will cast *lightning bolt* at *Jade's Fury*. The resulting damage to the attacking airship will help Garrow decide to ram the *Cloud's Destiny*.

CRASH LANDING

PCs must succeed at a DC 16 Dexterity saving throw to maintain their footing when the ship is rammed. Those who fail are thrown prone and take 1d6 bludgeoning damage.

FALL FROM THE SKY

In addition to the listed methods of survival, any members of the *Cloud's Destiny* crew who survived the attack will each be able to cast *feather fall* to save a single PC within range.

STERNGATE

PCs who took the overland route to Darguun in the *Shadows of the Last War* adventure will be familiar with Sterngate and its lightning rail route. This could be an opportunity for them to encounter some old acquaintances.

The fortress at Sterngate will send a patrol out to investigate the airship crash. The PCs should have no trouble riding back to Sterngate with the patrol, especially if they can demonstrate that they are working for the Citadel.

PART FOUR: TRAVEL BY LIGHTNING RAIL

CATCHING THE COACH

It is not difficult for the PCs to get tickets for the train, but catching it before it makes an early departure is another matter. Lucan will have given descriptions of the PCs to the guards, who will attempt to prevent them from reaching the stairs. Their shout of alarm will also alert Lucan, if he hasn't noticed the PCs yet.

HOUSE ORIEN GUARDS

Medium humanoid (human), neutral

Armor Class 17 (half plate armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft

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

Skills Athletics +4, Perception +3

Senses Passive Perception 10

Languages Common

Challenge 1/8 (25xp)

ACTIONS

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 +2) slashing damage.

See *Swarm of Bats* on page 337 MM. The bat swarms do not intelligently cooperate with the guards, but they do try to keep out of the way of the swinging halberds, so the PCs might find themselves pinned between the swarms and the guards' reach.

PCs can attempt to ignore the guards and bats in order to board the train. The guards will not board the train, but they will continue to attack PCs clinging to the outside of the train (possibly trying to grapple them to pull them off), while the bats will follow the PCs as far as possible.

Jumping onto the train is not difficult and can be accomplished with a DC 7 Strength (Athletics) check, increasing to DC 10 in the sixth round. A PC who leaps from the top of the stairs has advantage on this roll. Holding on to the train requires either a DC 10 Strength saving throw or a DC 10 (or 12 in round 6) Dexterity saving throw.

RIDING THE RAIL

While Lucan is well-hidden, clever PCs might be able to enlist the aid of other passengers and even win over some members of the rail crew. The coach driver will, of course, attempt to protect Lucan, but he could be outed as under the vampire's compulsion.

Lucan has a ticket and a private room. Members of the crew will not be cooperative with the idea of attacking a passenger, though they have no problems with the PCs doing their duty once Lucan leaves the train. Credentials from the Citadel will mean little to agents of House Orien, especially once they leave Breland.

If the PCs do find Lucan, a game of cat and mouse can occur – with Lucan assuming his mist form to move from cabin to cabin. Lucan may leave a few bodies in his wake, attempting to create vampire spawn but not yet realizing that the bodies must be buried. He's still new at this, after all.



WHEN THE ATTACK BEGINS

With a large number of opponents, this is a fight that the PCs need to survive rather than win outright. If the fight is going too badly for them, having the warforged kill the driver and stop the train may be a good idea. If the PCs are doing well, however, you may wish to delay that occurrence.

Climbing to the roof of the train. The ladders to the roof are 15 feet tall. Climbing generally takes double movement, but climbing a ladder is a bit easier and only takes 25 feet of movement to go 15 feet. Climbing to the roof from a window is difficult – requiring a DC 16 Strength (Athletics) check. Those who fail this roll must succeed at a DC 14 Dexterity saving throw or fall from the moving train.

Falling or jumping from the coach. Falling deals 3d6 slashing damage. Jumping down with a successful DC 14 Dexterity (Acrobatics) check will reduce the damage by half.

Pushing someone off. A normal shove attack or any effect that moves an opponent can push someone off the coach.

Preventing a fall. A creature that is falling off the roof for whatever reason can make a DC 16 Dexterity saving throw to grab a railing or other protuberance. This normally requires them to drop whatever they are holding in both hands – attempting this with one hand imposes disadvantage on this roll. In areas with obvious railings, this saving throw is made with advantage. A creature that succeeds at this saving throw is barely holding on and must make a DC 12 Strength (Athletics) check to climb back to relative safety.

SCIMITAR

Medium humanoid (warforged), neutral evil

Armor Class 19 (heavy plating)

Hit Points 78 (12d8 + 24)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)

Saving Throws Str +7, Con +5

Damage Resistances Poison

Condition Immunities Disease, Magical Sleep

Skills Athletics +7, Deception +4, Intimidation +4, Investigation +4

Senses Passive Perception 9

Languages Common

Challenge 5 (1,800xp)

Warforged Resilience. Scimitar has advantage on saving throws against being poisoned.

ACTIONS

Multiattack. Scimitar makes two attacks with her scimitar or iron fists. If she has her handaxe drawn, she can also make one melee or ranged attack with her handaxe.

Scimitar +1. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage in melee or 7 (1d6 + 4) slashing damage at range.

Iron fists. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bashing damage.

REACTIONS

Parry. Scimitar adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

WARFORGED BOARDERS

Medium humanoid (warforged), neutral evil

Armor Class 18 (heavy plating)

Hit Points 13 (2d8 + 4)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +4, Con +4

Damage Resistances Poison

Condition Immunities Disease, Magical Sleep

Skills Athletics +4, Perception +2

Senses Passive Perception 12

Languages Common

Challenge 1/2 (100xp)

Warforged Resilience. The warforged has advantage on saving throws against being poisoned.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 8 (1d10 + 2) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Iron fists. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bashing damage.

TALENTA GLIDEWING RIDERS

Small humanoid (halfling), chaotic neutral

Armor Class 17 (studded leather armor and shield)

Hit Points 14 (4d6 + 4)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +4, Animal Handling +3, Perception +3, Survival +3

Senses Passive Perception 13

Languages Common, Halfling

Challenge 1/2 (100xp)

Brave. The glidewing rider has advantage on saving throws against being frightened.

Lucky. When the glidewing rider rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Nimbleness. The glidewing rider can move through the space of any creature that is of a size larger than it.

Reckless. At the start of its turn, the glidewing rider can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

GLIDEWING

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 10 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses Passive Perception 12

Languages –

Challenge 1/4 (50xp)

Flyby. The glidewing doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

ENDING THE ENCOUNTER

Sudden stop. When the coach stops, everyone on it who is not holding on to something to steady themselves must make a DC 12 Dexterity saving throw to maintain their footing. Those who fail are thrown prone.

Lucan escapes again. Lucan's exit from the coach should be somewhat dramatic as he has temporarily mastered the soul blade and feels triumphant. It will be easy for any PC with an appropriate view to see him as he scans the area, sees the ziggurat in the distance, and turns into a bat to fly toward it.

Pursuit. Surviving warforged will be slowed by the train stopping. They will need to regroup and will be tied up with passengers and crew who have begun to fight back – several of those who were on the train are war veterans. If the PCs follow Lucan, the warforged will lag behind. The halflings, however, will pursue and harry the PCs for several rounds unless they have taken significant losses. Eventually, the halflings will realize that their employers haven't reappeared and they will return to the coach.

PART FIVE: LUCAN'S LAST STAND

THE ZIGGURAT

The ziggurat is in remarkably good condition considering that it has stood for millennia.

ANTECHAMBER

The antechamber is the lair of a young cloaker. The cloaker will use its moan ability in an attempt to scare off – or at least separate – the group. Then it will attempt to bite and latch on to a PC that is off on its own, if possible.

YOUNG CLOAKER

Medium aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 50 (9d8 + 9)

Speed 10 ft., fly 40 ft.

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

Skills Stealth +5

Senses Darkvision 60 ft., Passive Perception 11

Languages Deep Speech, Undercommon

Challenge 5 (1,800xp)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 15 Strength check.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 12 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight. A duplicate has an AC of 10 and makes all saving throws at disadvantage, using the cloaker's saving throw scores. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

OFFERTORY CHAMBER

PIT TRAP

Mechanical trap

This trap uses a mechanical trigger built into a drawer latch to open a 30 ft. square pit.

The drawer itself is hidden, requiring a DC 12 Intelligence (Investigation) check to find it. If the PC rolls an 18 or more on that check, the PC will notice the trigger for the trap. If the trigger is noticed, it can be disabled with a DC 15 check with thieves' tools.

If the drawer is opened without disabling the trigger, the pit opens. A successful DC 16 Dexterity saving throw allows a PC to grab onto the altar, though this results in them being suspended over the pit. Otherwise, PCs in the area above the pit fall 40 ft., taking 4d6 bludgeoning damage.

ANIMAL SACRIFICE CHAMBER

MINOTAUR ZOMBIE

Large undead, neutral evil

Armor Class 12 (breastplate)

Hit Points 76 (9d10 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+2)	6 (-2)	16 (+1)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages Understands Goblin and Abyssal but can't speak them

Challenge 4 (1,100xp)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

HALL OF STATUES

See Grick, page 173 *MM*. The gricks have a +2 bonus on their Dexterity (Stealth) checks and gain advantage due to their *stone camouflage* ability. They will attempt to flee if reduced below 10 hit points.

While squeezing through the narrow passage, a medium-sized creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space. Small creatures do not suffer these penalties.

CHAMBER OF PRAYER

A loud drumming noise causes all Wisdom (Perception) checks relying on hearing to be made at disadvantage in this area. The standing water results in the floor of this room being difficult terrain.

See Otyugh, page 248 *MM*.

A successful DC 16 Intelligence (Investigation) check will find the secret door.

CRYPT

The Ochre Jelly (page 243 *MM*) will remain below the surface of the water, where it is largely concealed from sight. With its *blindsight*, however, it can sense the PCs without difficulty. This provides it with advantage against targets who cannot see it, and gives them disadvantage on their attacks against it. If the PCs need a more significant challenge, you can replace the ochre jelly with a Black Pudding (page 241 *MM*).

Treasure. The valuables in the sarcophagi are a large, but flawed, emerald worth 400gp, two vials of *oil of sharpness*, an *arrowbane longsword*, and a *gem of brightness*.

ARROWBANE BLADE

Weapon (any sword), uncommon (requires attunement)

When an attacker that you can see hits you with a successful nonmagical ranged attack and you have this sword in hand, you can use your reaction to impose disadvantage on the attack. An *arrowbane blade* is not considered magical for the purposes of overcoming damage resistance.

CHAMBER OF CIRCLES

The centipedes here have been corrupted by the fiendish energies which were once contained in this chamber. Use two or three corrupted centipede swarms for a party of 4th-level PCs.

CORRUPTED CENTIPEDE SWARM

Medium swarm of tiny beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances Poison, Fire, Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 20 ft., Passive Perception 8

Languages –

Challenge 1 (200xp)

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 insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer, and the target must succeed on a DC 11 Constitution saving throw or take 13 (2d12) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

CHAMBER OF ASCENSION

While Lucan has not come into his full power as a vampire, he is still a complex opponent with many tactical options – and may be too much for the PCs unless they are clever. It is recommended that the PCs be advanced to 5th-level before their final encounter with him.

Some additional considerations that may help the PCs:

- If the PCs took the *gem of brightness* from the crypt (above), it will be particularly effective on Lucan and he will have disadvantage on his saving throws against its *blindness* effect.
- A DC 14 Wisdom (Perception) check or a Passive Perception of 16 or more will notice a hole in the ceiling behind the statue. The hole is part of the vertical shaft. While it is filled with light debris, it could be cleared out with a moderate use of force, allowing a shaft of sunlight to illuminate the square in front of the secret door. If this occurs, Lucan will move at least 10 feet in a direction away from that square as soon as he can.
- Lucan does not yet have a grasp on his regenerative abilities. If he is wounded after his regeneration at the start of his turn, he will grapple an opponent in preparation to bite them. He does not want to use the *soul blade*.

Lucan's statistics are repeated below.

LUCAN STELOS

Medium undead (*shapechanger*), lawful neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +6, Insight +4, Investigation +5, Perception +7, Stealth +10

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

Senses Darkvision 120 ft., Passive Perception 17

Languages Common, Gnomish, Elvish, Dwarvish

Challenge 8 (3,900xp)

Cunning Action. On each of his turns, Lucan can use a bonus action to take the Dash, Disengage, or Hide action.

Shapechanger. If Lucan isn't in sunlight or running water, he can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into his true form.

In bat form, Lucan can't speak and has a 5 ft. walking and 30 ft. flying speed. His other statistics are unchanged. Anything he is wearing transforms with him, but nothing he carries does. he reverts to his true form if he dies.

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

Misty Escape. When he drops to 0 hit points outside his resting place, Lucan transforms into a cloud of mist instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Regeneration. Lucan regains 5 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Sneak Attack (1/Turn). Lucan deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet

of an ally of Lucan's that isn't incapacitated and Lucan doesn't have disadvantage on the attack roll.

Spider Climb. Lucan can climb difficult surfaces, including ceilings, without needing to make an ability check.

Vampire Weaknesses. Lucan has the following flaws:

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

Harmed by Running Water. Lucan takes 20 acid damage if he ends his turn in running water.

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

Sunlight Hypersensitivity. Lucan takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Last Breath. If Lucan uses the soul blade to kill a creature, a thin mist issues from it in a 15 ft. radius, lightly obscuring the area for all creatures except the soul blade's wielder. The soul blade has advantage when attacking a target within the mist. A creature that starts its turn in the mist must succeed at a DC 14 Wisdom saving throw or become frightened of the soul blade itself.

ACTIONS

Soul Blade (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) slashing damage or 11 (1d10 + 6) slashing damage if used with two hands. On a critical hit he deals an additional 2d6 necrotic damage.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, Lucan can grapple the target (escape DC 15).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature grappled by Lucan, 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 Lucan 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 Lucan's control.

Charm. Lucan targets one humanoid he can see within 30 ft. If the target can see Lucan, it must succeed on a DC 14 Wisdom saving throw or be charmed. The charmed target regards Lucan as a trusted friend to be heeded and protected. Although the target isn't under Lucan's control, it takes Lucan's requests or actions in the most favorable way it can, and it is a willing target for Lucan's bite attack.

Each time Lucan or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect

on a success. Otherwise, the effect lasts 24 hours or until Lucan 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). Lucan calls 2d4 swarms of bats or rats, provided the sun isn't up. Outdoors, he can call 3d6 wolves instead. The creatures arrive in 1d4 rounds, acting as allies of Lucan and obeying his spoken commands. They remain for 1 hour, until Lucan dies, or until Lucan dismisses them as a bonus action.

Lucan wears a *glove of storing* in which he keeps the *soul blade*.

Treasure. In addition to the *soul blade* and his *glove of storing*, Lucan carries 10pp and 85gp. A secret compartment in the arm of the throne takes a successful DC 16 Intelligence (Investigation) check to detect and contains an *elemental gem (air)* and a *wand of magic detection*.

CONCLUSION

The attack on the lightning rail and rumor of vampires, spurs a few groups to action. The Church of the Silver Flame will mobilize to ensure that the area is safe. In the meantime, House Orien will stand by its passengers and ensure they get to their desired destination. If the PCs show up and can produce tickets, they will be treated with courtesy and given passage back to Sharn on the rail.

TROUBLESHOOTING

Sometimes, things don't go according to plan...

UNEXPECTED DEATHS

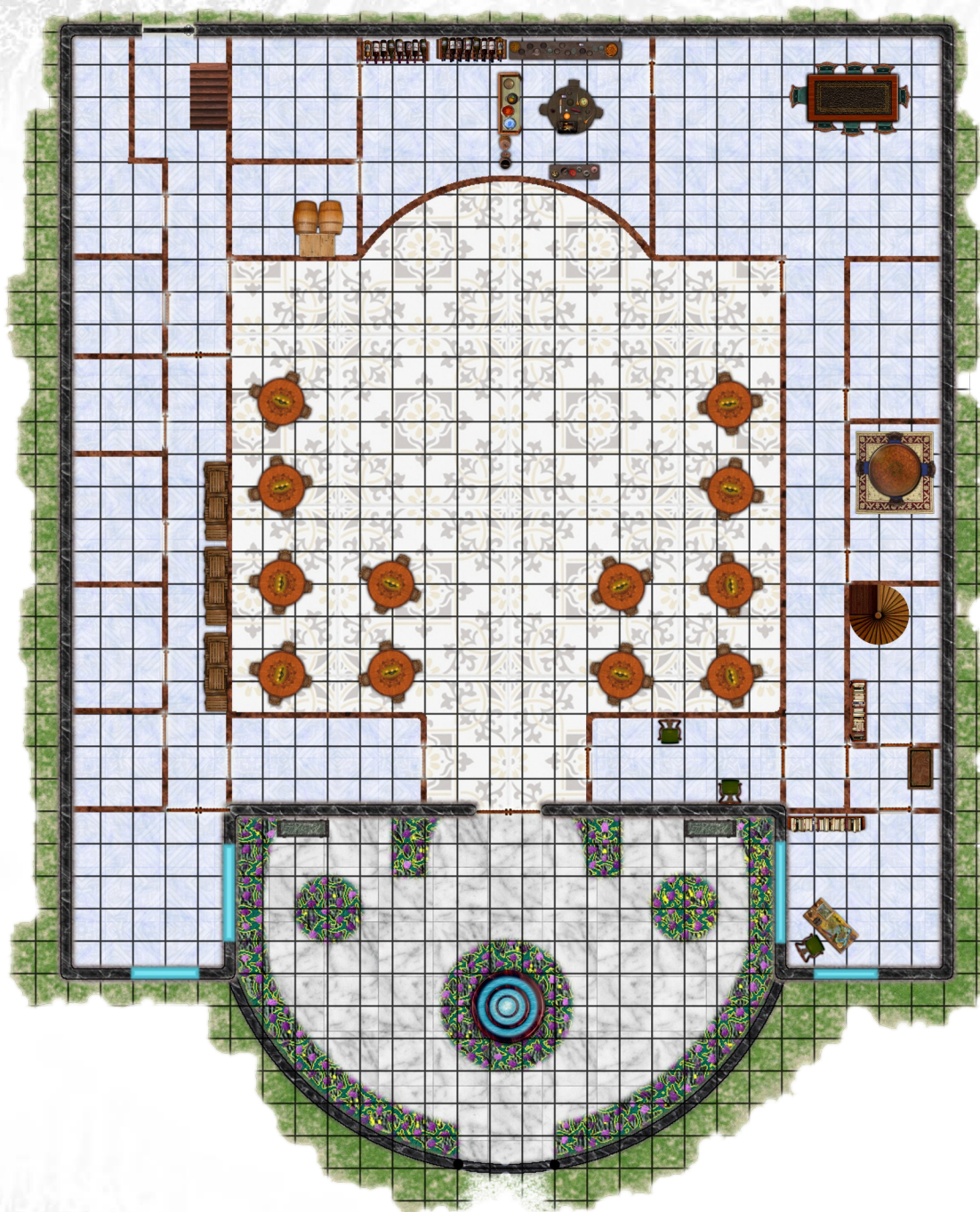
Garrow. What happens if the PCs killed Garrow in *Shadows of the Last War*? There's no reason that Garrow has to be Captain Rarwog – the latter could simply be a member (or former member) of House Lyrandar who has joined the Order of the Emerald Claw.

Lucan. What if Lucan is somehow killed early on in the adventure? If Grilsha is still alive, she will be pulled under the influence of the soul blade, which will convince her that it has stored Lucan's soul – and can restore it if it reaches Karnath. The adventure can largely proceed as written using Grilsha as its main focus. If appropriate, Lucan might have even turned her into a vampire before his death.

If Grilsha is also dead, then one of the antagonists – either the Emerald Claw or agents of the Lord of Blades – could potentially abscond with the soul blade, falling under its influence.

APPENDIX C: MAPS

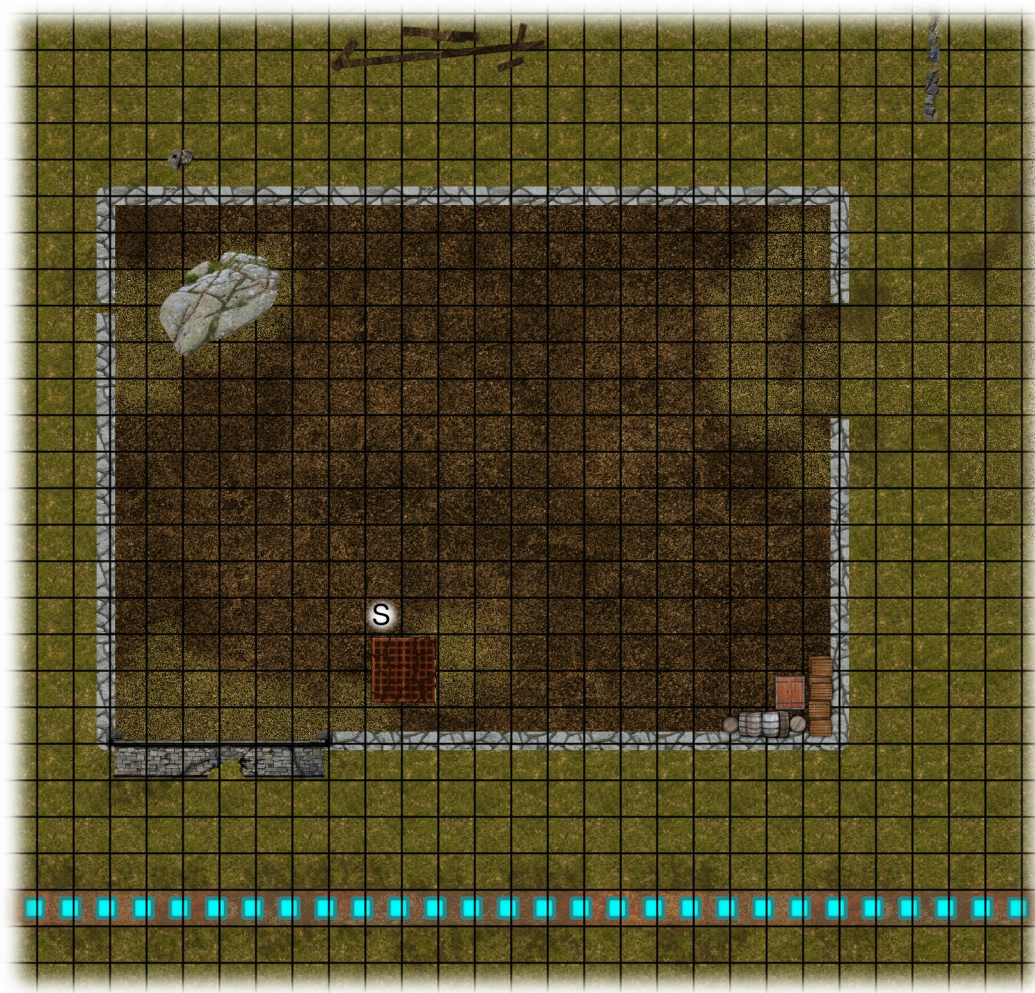
EMBASSY OF AUNDAIR IN KORRANBERG



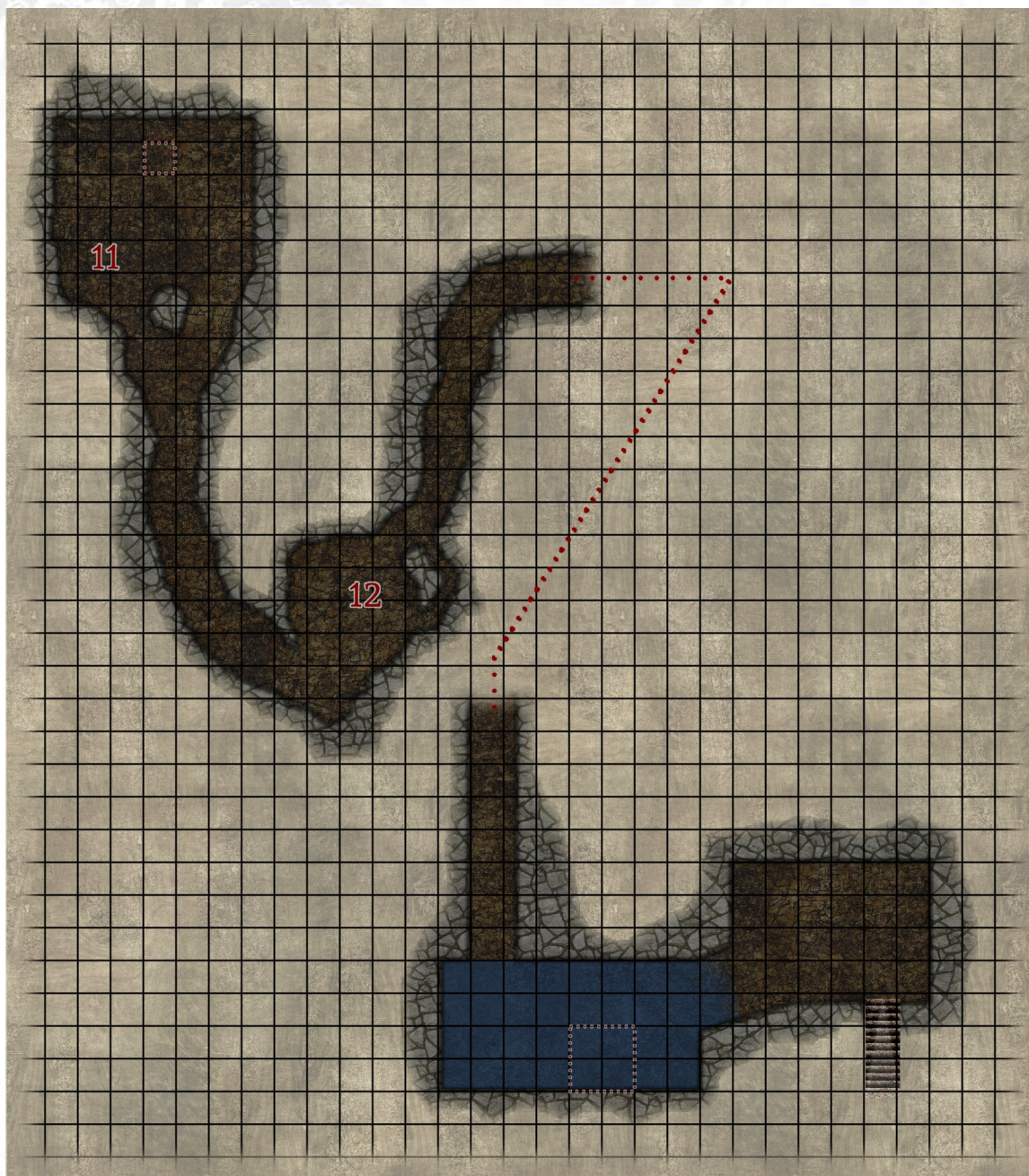
THE LIGHTING RAIL



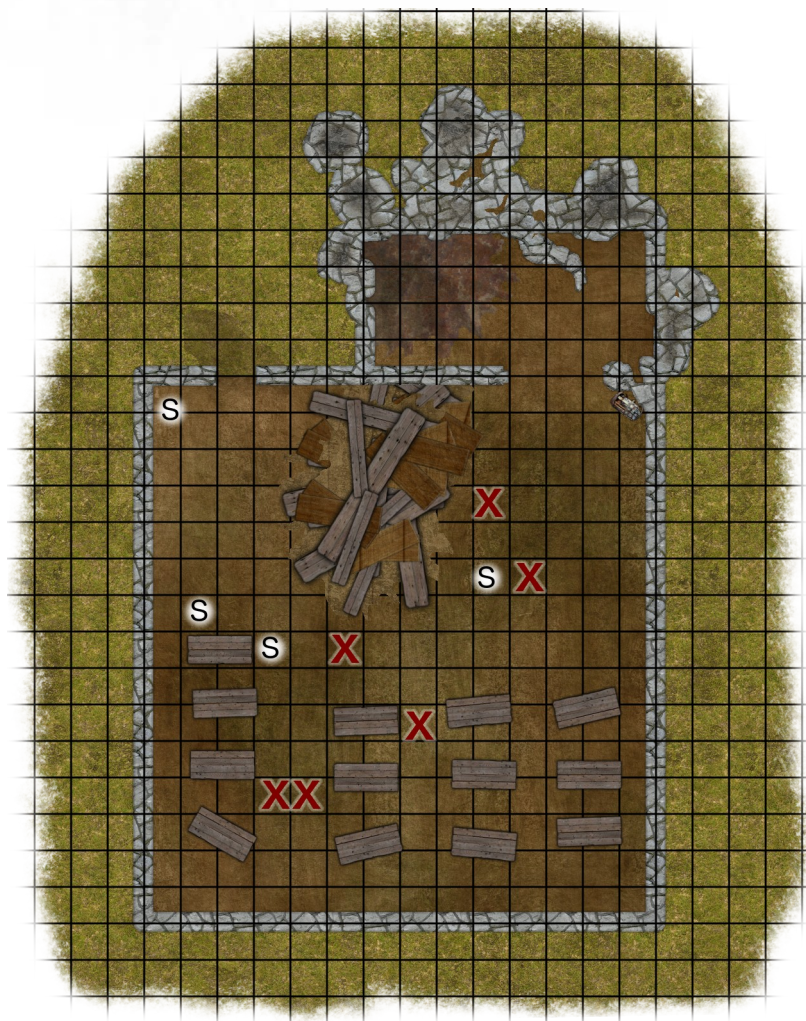
CARAVAN CROSSING WAREHOUSE



UNDER CARAVAN CROSSING: TOWER BASEMENT AND LOWER STORAGE



CARAVAN CROSSING: THE FALLEN INN



CARAVAN CROSSING: THE TOWER

