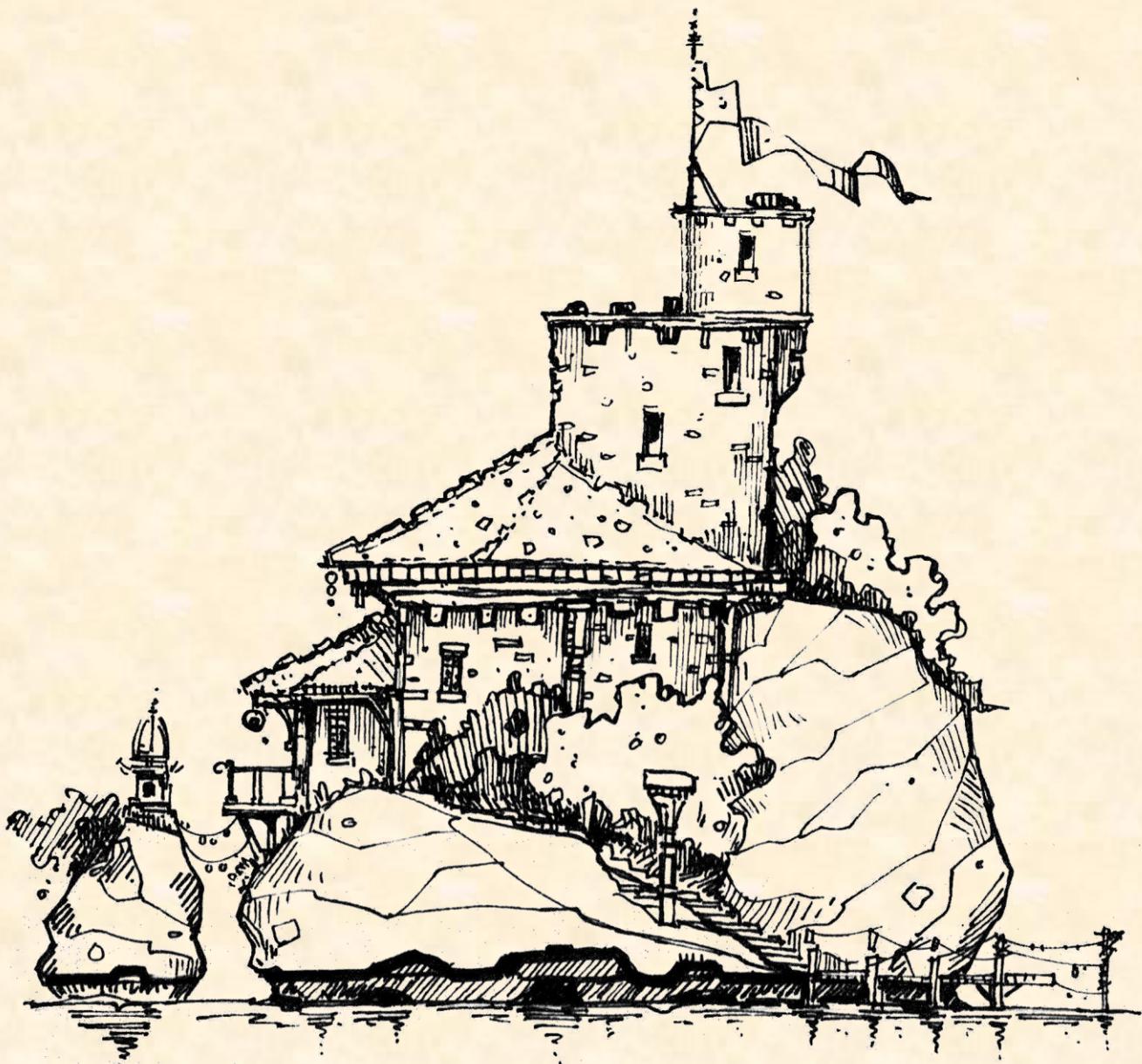


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# EVENTIDE ISLE



# Eventide Isle

## Rumours & Hooks

For those seeking information about ancient cultures and legends, all agree that none are more learned than the esteemed *Master Dravond*; the curious recluse of *Eventide Isle*.

*Master Dravond*, the elderly recluse and savant of ancient legends and cultures, has sent a messenger into town. If custom is anything to go by, the envoy is here to extend one of Dravond's rare invitations to dine with him on *Eventide Isle* (a great honour).

On a small island, located in one of the larger inlets of Lake Argos, stands *Eventide Manor*, stronghold and residence of *Dravond* the sage.

A longstanding recluse and eccentric, Dravond is nonetheless respected for his rare knowledge in the obscure fields of astronomy, dead languages, ancient cultures and story tale legends. Gaining an audience with the hermit is difficult, but from time to time he will receive visitors with a question worthy of research, or invite those he has heard tale of to dine with him in person to exchange stories.

Regrettably, not everyone invited to eat with the sage appreciates the menu; Master Dravond is secretly a vampire lord of elder lineage, and occasionally feeds on his guests. Indeed, no-one dwelling on Eventide Isle is alive in the usual sense; not Dravond, not his servant thralls, and certainly not the creatures lurking in the catacombs below.

The party might become involved in this adventure by (i) seeking an audience to obtain rare information from the sage, (ii) be invited to dine with the sage one evening to exchange tales, or (iii) stumble across the island by chance while exploring the great lake's inlets.

## Random Encounters

Whatever the reason, travel to isle is at least a few days sailing (depending on weather), with a 20% chance of a random encounter every 8 hours. If an encounter occurs, roll 1d8:

1. 2d6 *Argosan Stranglers* intercept the ship. They will wait till night fall if possible before boarding and killing everyone on board.

*Argosan Strangler*, AC 13, HD 4+1, Bite 2d6, 19: special, S19 D13 C14 I4 P10 W9 Ch5, L7, Mv 30 ft or 60 ft swimming. An argosan stranger's body mucus turns sticky when exposed to air, allowing the amphibian to swiftly scale ship hulls or rocks for a short time. On a natural 19, the target is strangled, automatically suffering 2d6 damage each round on the monster's turn (opposed Str check to break free). Once per hour, a strangler may spend an action to spray sticky acid from its tentacle arms up to 30 ft (single target). A Luck (Dex) save avoids 1d6 damage per round for 1d6 rounds.



2. A blustery storm suddenly blows through, shipwrecking the adventurer's vessel on a shallow reef. A Group *Luck* save resists.

3. 2d4 *Giant Wasps* buzz in from a nearby shoreline, attracted by the swiftly moving ship. They dive bomb the deck hoping to paralyse a meal and fly away with it.

*Giant Wasp*, AC 14, HD 5, Sting 2d6, 19: strong dose of poison, imposing disadvantage on the save, and paralysing one random limb for 1d4 days if failed, S14 D19 C12 I2 P13 W13 Ch6, L8, 60 ft flying. A successful Sting attack requires a *Luck* (Con) save or the target is paralysed with pain for 1d4 rounds.

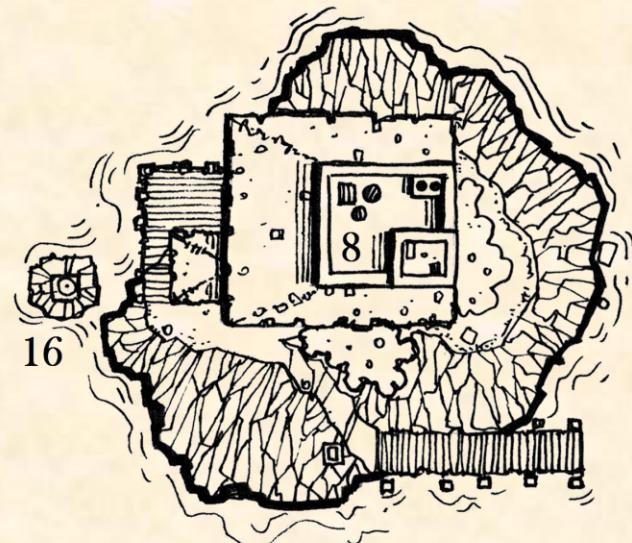
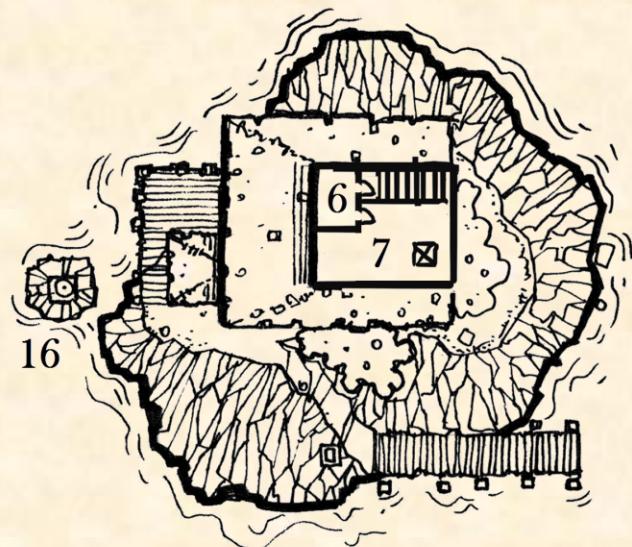
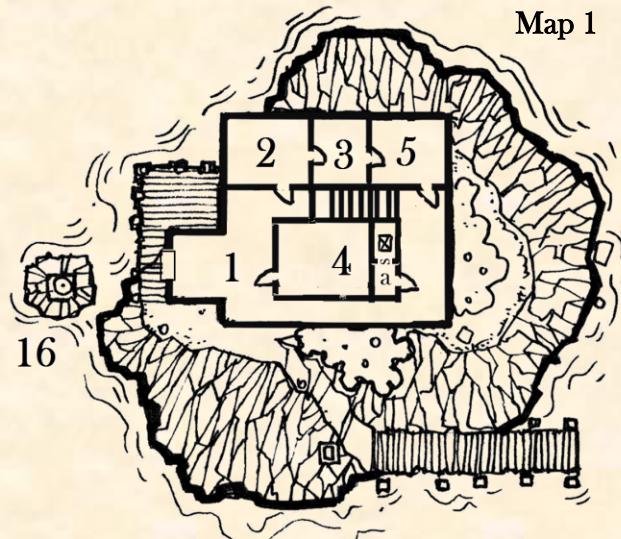
4. The shattered debris of a canoe floats past, a barbarian corpse somehow entangled in the flotsam. If the body is fished out, 1 x Trinkets & Curios (LFG p.141) is found. There is a 50% chance the body carries some manner of infectious disease.

5. A colossal 20 ft *Giant Serpent* (LFG p.122, 12 HD, Luck 12, Off Turn Attacks) attempts to snatch someone off the deck and drown/eat them.

6. A cloudy mist rolls in, obscuring sight beyond 50 ft. In the distance comes the sound of almighty thrashing in the water, followed by a deafening dolphin like staccato. After a few moments a bestial death moan is heard. Then nothing but the ripples of large waves.

7. 2d4 *Will o' Wisps* (LFG p.124) float into view, hovering around the ship in a menacing manner. After some hours, they select a single sailor and converge, attempting to zap him/her to death. If they succeed, a baby wisp rises from the corpse, then the entire group flees.

Map 1



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8. A *Dire Bat* (LFG p.100, actually Dravond in bat form) flies overhead (out of bow range), silently observing the ship for a time before emitting a loud screech and flapping away.

### Eventide Manor

The manor is fashioned of white stone, with a dark tiled roof, set upon a tiny rock island that can barely hold it. A handful of bushes and greenery have somehow found purchase on the otherwise barren isle. It is dusk when the party arrive, a warning lantern burning on the western outcropping. The short wharf is vacant.



### Area 1 – Entry Hall

Double doors lead to a richly appointed hall that winds around in a “u” shape, 100 ft long from east to west. Paintings of distant lands and times decorate the walls, many old and faded, seemingly of such fragility that just touching them might mar them. Comfortable couches are spread about. A single statue bust stands on a plinth, depicting a stern male with a neatly trimmed beard.

When the party approaches the entrance, the doors are opened wide by the beautiful *Anora*, a blonde haired Varnori female in a fine dress. Anora smiles warmly and welcomes the new visitors. She explains that the sage is expecting them, and invites the adventurers to follow her.

If questioned as to her role, Anora says that she is the sage’s handmaiden, one of two resident servants, the other being the fisherman *Norris*. If queried about the sage, Anora says only that the sage is well and looking forward to meeting them.

In fact, Anora is a *Thrall*, a half vampire servant of Dravond, himself a vampire lord many centuries old. Anora is utterly subservient to her master and cannot directly act against him. She has been his slave for just over seven years, and is resigned to her current role, but secretly hopes to be freed by Dravond or by the fortitude of a great champion. She is under no illusions however as to her master’s strength, and will not raise such a dangerous plan except under the most exceptional circumstances.

*Thrall*, AC 13, HD 3, Bite 1d8 + level drain, 19: special, S17 D15 C14 I12 P13 W14 Ch14, L6, Mv 30 ft. A thrall is only half living, mid transition to becoming a true vampire, utterly subservient to the one that turned them. They eat and sleep like humans but do not breathe (they can however feign breathing), and primarily exist as food or day walking slaves for their master. A bite drains 1 level until the end of the adventure (*Luck* (Will) save resists). On a 19+ attack roll, the thrall emits a supernatural hiss cowing their foe (target loses next action, no save). Thralls are immune to non-magical weapons, except those of cold iron, which affect them normally. Thralls see in darkness just as well as light.

Unless Anora is waylaid, she opens the door to Area 4 and guides the party inside. She politely requests that any obvious weapons are stored in a large cupboard (unlocked) in the entry hall.

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## Area 2 – Guest Quarters

This 25 ft by 30 ft luxurious guest bedroom contains two large double beds with feathery downs and quality cotton and silk sheets. If more than four adventurers stay overnight, Anora produces further mattresses to lay on the floor, apologising that they don't usually have this many guests at once. The door (which can be locked from either side) to the east leads to a shared bathroom. Pictures of Dravond's apparent ancestors hang on the walls, giving the place a feeling of being watched. Several valuable ornaments stand on narrow side tables (1d4 x 50 gp).

## Area 3 – Bathroom

This 20 ft by 25 chamber has lockable doors to the east and west and serves as a shared bathroom. Marble and intricate mahogany abound. The towels and linen are spotless white.

## Area 4 – Dining Room

This 40 ft by 30 ft room contains an intricate wooden dining table and chairs, set with fine ceramic and gold candlesticks. A delicious smelling meal of roast venison, carrot and potato awaits, along with flagons of delightful wine and biting ale.

Anora invites the party to make themselves at home, and indicates the sage will join them presently. The food and drink is perfectly agreeable and not poisoned or otherwise. The wine and ale are quite potent, an Int (General Lore) check recognises expensive *Highseed Red* and polarising *Skornback Dark Ale* (on account of its “secret ingredient”, rumoured to be thuel blood).

After a few minutes Dravond joins the party. He appears as an elderly, 5½ ft broad shouldered Midlander with a bulbous nose. Despite his glasses, he still squints to see, and as he enters the room, is half reading a scroll as Anora guides him by the elbow to his chair.

Dravond feigns distraction for a moment before greeting the party, inviting them to eat if they haven't already, and begins eating himself. He is keen to hear tales from them, and in turn will spin stories about famous battles and betrayals of the last few centuries. As the stories unfold, it is clear the sage is (perhaps oddly) emotional about some of them (the ones in which he had a part, generations ago). Those who carefully study the sage might notice that he seems to take little enjoyment in his meal, or perhaps more accurately, he appears to be feigning enjoyment (Perc (Insight) vs Int (Deception) contest).



During dinner, Dravond decides which of the party will be his next victim. Once everyone is finished, Anora re-enters the room to clear the table, and the sage apologises that he needs more time to research the question the adventurers

have for him, and/or that he has one more very special tale for the party. He insists that they accept his hospitality and stay as their guests overnight. He assures them he will have their answer in the morning. Anora will show them to their rooms in Area 2.

If the party decline to stay the night, at the GM's discretion, Dravond might accelerate his plan and pounce on the party as they leave, or wait until they are on the lake before attempting to snatch his target in Dire Bat form. Optionally, Norris might have sabotaged the adventurer's ship while they were at dinner, making it more difficult for them to leave before morning (see p.10).

During the course of the evening, Dravond instructs his thralls what to do should he be bested by the party, prepares the poison for the confrontation the next morning, and gathers his strength (possibly summoning a flock of bats, if he thinks he might need them). The lull might be used by the PCs to secretly explore the manor/isle, and/or question Anora (or possibly Norris).

#### **Area 4a - Kitchen and Secret Door**

This 10 ft by 15 ft room is a large kitchen/pantry stocked with foodstuffs and meats. It also hides a secret door on the northern wall. The door may be opened by pulling on a tin of spices at the front of one shelf. A panel slides away to reveal a similar size room beyond, empty but for a sound proofed, iron banded trapdoor set into the floor.

The trapdoor is locked (Dravond and the thralls carry keys), but may be picked with a Dex (Traps & Locks) check, or broken apart with sufficient time and the right tools (obviously making much noise). Below is a pitch black, winding stone staircase that leads to Area 9.

#### **Area 5 - Anora's Chamber**

This 25 ft chamber is Anora's bedroom, and is richly appointed like the others, with a double bed, wardrobe and dressing table. Curiously there

are no sentimental pictures, heirlooms or other knick knacks. A shattered hand mirror lies in the bottom drawer of the dressing table. If thoroughly searched, a secret compartment beneath the wardrobe contains a heavy crossbow, 8 bolts, trip wires and a child's teddy bear. The bear is slightly singed and carefully wrapped in a blue blanket. It belonged to Anora's dead son, and is her prized possession.

#### **Area 6 - Stair Landing**

This landing has a large western facing window overlooking the lake. The heavy wooden door to Area 7 is locked (Dravond and the thralls carry keys). A Dex (Traps & Locks) check at a -2 penalty opens the door.

#### **Area 7 - Study**

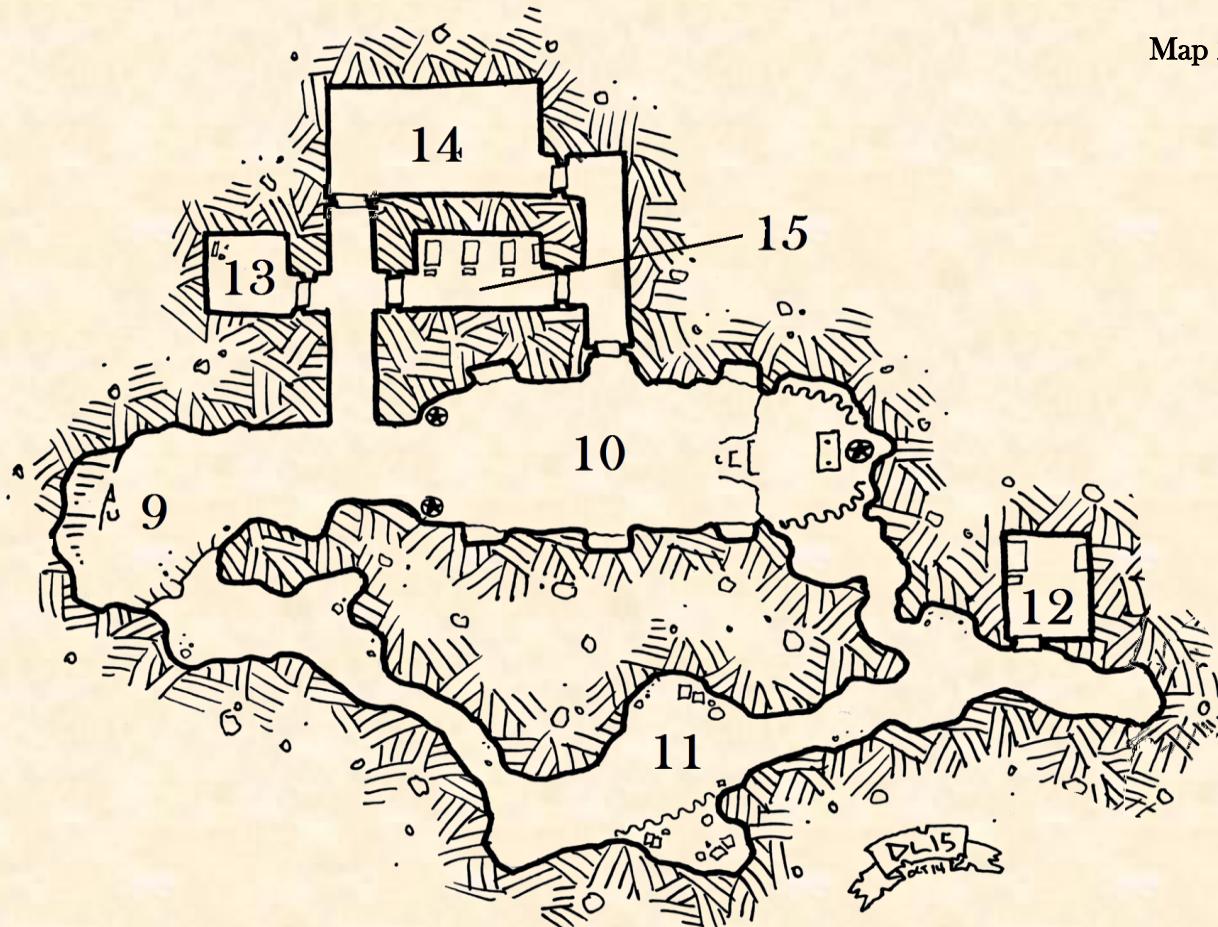
This 55 ft by 30 ft chamber is a large study, lined with bookcases and a beautifully crafted desk of aging oak, inlaid in gold. Various reading notes and side tables are spread about the room, as are plush reading chairs.

Dravond meets the party here in the morning if they have not already departed. He invites them to sit and rings a small bell, summoning Anora with a tray of decanters (juices, tea, spirits, water, bitter coffee). For himself, the sage downs an "invigorating blend" (something akin to a short black). All of the drinks are poisoned, but do not activate until the imbiber's adrenaline is raised.

Dravond continues the charade for several minutes, regaling the party with the answer to their question, or an awful tale of torture from his real past. He walks as he speaks, relishing the anticipation as he hobbles between the chairs. Eventually he settles behind his intended victim ... and sinks his fangs into their neck! At this time, Anora is outside the door and locks it.

*Dravond, Vampire Lord, Boss Monster, AC 15, HD 9 (102 hp), Bite 1d12 + level drain, 19: the bite is especially potent, draining 2 levels*

Map 2



instead of 1, S20 D19 C17 I16 P18 W17 Ch16, L10, Mv 30 ft or 60 ft in gaseous form. Supernatural gaze attack up to 10 ft as *Charm Person*, 30% recharge at the start of the vampire's turn.

Dravond is a Boss Monster with all the usual benefits (LFG p.95). He is immune to non-magical weapons, except those of cold iron, which affect him normally. He regenerates 1d12 damage at the start of his turn. Fire or acid suspends this regeneration for 1d6 rounds. If reduced to zero hit points, Dravond turns to mist and flees to Area 14, where he slowly regenerates over 1d4 hours. The only way to permanently slay him is to drive a wooden stake through his corpse's heart.

Dravond may spend an action to summon a flock of bats, a swarm of rats or transform into *Dire Bat* form. His bite drains one level from the

victim (a *Luck* (Will) save resists) until the end of the adventure. A creature reduced to zero levels by a vampire's bite rises as a thrall. Dravond finds the smell of garlic repugnant and does not cast reflections in mirrors (there are no mirrors in the manor, excepting the one in Anora's dresser). If the holy symbol of a good deity is forcefully presented to him, Dravond must make a *Luck* save or recoil for 2d6 rounds. As a vampire lord, Dravond finds direct sunlight painful, but can endure it for up to 1d4 hours before disintegrating.

If the vampire is defeated, Anora is compelled to delay the party as they make their way through the manor (for example by locking doors, taking pot shots with her heavy crossbow, setting traps, and rendezvousing with Norris in the catacombs), which might give Dravond time to regenerate. A trapdoor in the ceiling pulls down mechanical stairs to Area 8.

Looting the study gains 1 x Carry Loot, 1 x Valuables, 3 x Trinkets & Curios and 2 x random Scrolls (LFG p.136, 141, 147, 152). The rare book collection is worth 2d4 x 500 gp to the right buyer.

### Area 8 – Tower and Battlements

Access to the 20 ft square tower is via the trapdoor in Area 7. This chamber is Dravond's apparent bedchamber, though he rarely spends time here. The heavy curtains are drawn and the room dark. In recent years it has become more of a storage area, stacked with less valuable tomes, strange brick-a-brack and stolen gear (2d4 random items from the LFG equipment list). The vampire occasionally brings victims here to feed upon, evidenced by a number of careless blood stains.

A single locked and iron banded door leads to an outdoor landing and battlements. A table, chairs and some barrels provide seating, and offer a great view of the lake in all directions.

If Dravond has need to summon a flock of bats, they descend from the sky here, flying around the keep until someone opens a window or door to allow them in. The small bats are too little to cause any real damage, but impose disadvantage on those fighting in the midst of them (Dravond excepted). The flock will disperse after 30 hit points of notional damage is done to them. They also fear fire, and must make a *Luck* save (Luck 3) to swarm anyone holding an open flame (such as a torch, but not a lantern).

### Area 9 – Stairs to Catacombs

These stone cut steps wind down approximately 200 ft before emerging into a large, cold cavern. The area is pitch black and adventurers will need their own light source to see. The ceiling here is 45 ft high, beyond the range of most torches, and is 20 ft wide at its broadest point.

The cavern extends about 35 ft east before revealing a manmade corridor to the north, while

the main cavern continues to open to the east. A 5 ft rise to the south branches off into another natural tunnel. If Anora and Norris have not yet been dealt with, they are waiting here in ambush, and fire their heavy crossbows from the darkness (both thralls see as well in darkness as in light). The thralls continue to harass the party with guerrilla tactics until dealt with.

### Area 10 – False Coffin

This 70 ft by 20 ft cavern has a 45 ft ceiling. Two lifelike statues stand in the northwest and southwest corners, one depicting the twin headed god of justice, the other the World Tree (but badly defaced and broken). Five shallow alcoves to the north and south hold raised iron braziers and sweet smelling incense holders, unlit for decades.

Stairs carved into the stone lead to a raised platform on the eastern side. An ornate hardwood coffin (decorated with studded gems worth 1d4 x 200 gp) is flanked by two 10 ft yellow curtains. The entire area is overlooked by an 8 ft idol to the god of the afterlife (in this instance depicted as a rising murder of crows).

The coffin is trapped and opening it drops an iron chain net from above. The net covers the entire raised dais, causes 4d6 damage, and imposes disadvantage on attacks while entangled. The chain net is extremely heavy and requires a Str check at disadvantage to wriggle free. The net falls with an almighty clang, drawing the attention of the ghouls in Area 11 and/or any thralls.

Inside the coffin is a half decayed corpse (of similar proportions to Dravond, but the face is too decayed to compare) resting on grave dirt, with a golden dagger on its chest. Valuable baubles are also scattered about (1 x Valuables, LFG p.147).

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### Area 11 - Ghoul Den

This 20 ft cavern is scattered with flecks of bone and sinew. 2d4 *Ghouls* lurk here, sustained on the drained corpses that Norris delivers to them.

Depending on how loud the party has been, the ghouls may seek to ambush them. A decaying yellow curtain hangs across the southern wall, behind which are piles of human bones, matted flesh mats of small children, and a freshly splayed corpse, arranged in hideous sacrifice to dark powers. The horror of it all imposes a minor madness on living observers (Willpower check resists). A search of the area turns up 1 x Carry Loot (LFG p.136).



*Ghoul*, AC 13, HD 3, Claw 1d6+1 and Bite 1d4, 19; the target is subject to the equivalent of a *Slow* spell for 1d6 rounds (*Luck* (Con) save resists), S16 D13 C12 I10 P13 W14 Ch8, L6, Mv 40 ft. Ghouls are *Undead* with the usual benefits (LFG p.95). A touch paralyses a victim for 1d6 x 10 minutes (*Luck* (Con) save resists).

### Area 12 - Norris' Bedchamber

This 10 ft room is Norris' bedchamber. A small cot, wardrobe and side table adorn the room. It is bereft of sentimental items. A chest contains a heavy crossbow, case of 14 bolts, a *mithril* war hammer (of dwarven make) and 1 x Carry Loot (LFG P.136).

### Area 13 - Ladder Room

This 10 ft room has iron rungs set into the western wall, which disappear into a narrow manhole that ascends 200 ft to Area 16. Various crates store fishing gear (nets, hooks, ropes, floats), some of which appear to have been untouched for years.

### Area 14 - True Coffin

This 30 ft by 15 ft room has iron doors which are expertly locked (Dex (Traps & Locks) at -2 penalty to open). Inside are two very old but otherwise nondescript wooden coffins, lying long ways across the room, head to head.

The left coffin contains what must have once been a plush interior long since decayed. An incredibly fragile skeleton rests inside, so brittle as to turn to powder if touched. An intricate golden circlet with a star motif adorns the skull (1,000 gp).

The right coffin contains dirt from Dravond's original burial site, and if he has been defeated in combat, his body will be regenerating here (if he has had time to regenerate completely, Dravond intercepts the party earlier, or perhaps flees to a distant cave in Dire Bat form, at the GM's discretion). A stake plunged into the regenerating corpse destroys Dravond utterly, instantly transforming him to dust. The dust is worth 1d4 x 500 gp to the right collector. There is no other treasure in this chamber.

### Area 15 - Ancestor Tomb

The iron banded doors to this 10 ft by 20 ft chamber are locked (Dex (Traps & Locks) opens them). The tomb within has a 30 ft cathedral like

ceiling, elaborate flagstones and gold gilded walls. The skeletal ancestors of the *Romgants* (the original owners of Eventide Manor) are sealed in three grey stone sarcophagi.

A number of valuable antiques stand on bronze pedestals about the room (urns, intricate ceramics, etc worth 3d4 x 100 gp). If the sarcophagi are broken into, a portion of the Romgant family fortune is located inside (9 HD Lair Treasure, LFG p.140). The treasure in the middle sarcophagi is trapped via a weighted panel, which activates if the valuables are removed, triggering a 15 ft diameter barrage of bolts from the ceiling (4d6 damage and roll on the *Injuries & Setbacks* table; a Luck (Dex) save halves the damage and negates the injury). Adventurers that study the panel or ceiling might spot the trap before it triggers (Perc (Detection) test at disadvantage if studying the distant ceiling, or normal vs the panel).

### Area 16 – Secret Entrance

The oversized warning lantern that sits on this plinth of rock conceals a secret door (if searched, a Perc (Detection) check finds the hidden latch). If flipped back on its hinges, a small manhole is revealed. Iron rung holds disappear down into the darkness. The claustrophobic tunnel descends 200 ft before emerging into Area 13. Norris often uses this secret entrance to access the catacombs.

### Norris the Fisherman

Norris is a 6 ft, white haired albino, turned more than 20 years earlier and fiercely loyal to his master. He is convinced that Dravond is on the cusp of setting him free, and will do everything in his power to make that happen. Norris is often patrolling the waters around the isle on a small cog, steering away potential interlopers or scouting for potential meals for his master. He maintains an arrangement with a local canoe tribe to keep the area clear of most intruders. When the party arrive at the isle, Norris is out fishing. Depending on his master's wishes, he might

sabotage the party's vessel while they are at dinner (jamming the rudder, requiring the boat to be drydocked to fix, a difficult and time consuming task) to delay their departure until morning.

### Aftermath

If the vampire lord and his thralls are slain, the isle likely lays abandoned for a time, before being taken over by the local river tribe. The party themselves might even care to take possession, continuing the arrangement with the river tribe to keep the area mostly clear of intruders (or make other security arrangements).



If Dravond is ousted as a vampire and flees the isle, he takes up living in isolated caves and burrows, before heading back to his original tomb to procure a new coffin and grave dirt. Whether he resurfaces for revenge is a matter for the GM. If Dravond is slain but one or both thralls survive, they are freed of their master and eventually mature into full vampires, relocating to a nearby city to feed.



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