

A CLOCKWORK MURDER



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The lifeless body of a nobleman, discovered in a den of vice and debauchery, would normally not make headlines. But this is no ordinary murder. The victim appears to have been attacked by a vampire: a monster that was driven out of the city decades ago. Now, it seems, at least one is back.

Suggested Level: 7

As the shadows lengthen and the specter of the past looms, descend into the depths of the gothic metropolis of Lothburgh. Unravel dark secrets and discover that the face of evil is not always what we expect it to be.

This adventure is tailored for a group of level 7 characters.

BACKGROUND

The city of Lothburgh has a dark and haunting history, shrouded in the shadows of a past encounter with the undead. Decades ago, vampires plagued the city, terrorizing its inhabitants until the people united in a relentless crusade to rid their beloved metropolis of the undead scourge. In a determined and merciless purge, the vampires were driven out of Lothburgh, never to be seen again.

Amidst the political machinations and clandestine dealings of Chancellor Magnus Torstein, the memory of the vampire purge still lingers, serving as a reminder of the city's resilience and its vehement abhorrence of all things undead. However, unbeknownst to the general populace, a single remains in the city, hidden underneath Lothburgh's iconic clock tower.

Magnus, unaware of the vampire's presence, is embroiled in his own web of treachery. His wife, Delilah, trapped in a loveless marriage with him, seeks solace in the arms of the enigmatic vampire, Lucian D'Arte. Unbeknownst to Magnus, Delilah uncovers his illicit activities as a foreign agent, and she shares this damning knowledge with her forbidden lover.

Lucian, fueled by his love for Delilah and his desire to set her free from her husband's clutches, contacts Lord Harrington in secret, using a series of encoded messages. The vampire and the nobleman conspired together, weaving a web of conspiracy to bring Chancellor Magnus to justice for his crimes. However, the chancellor's spies discovered the conspiracy and alerted Magnus to the impending threat.

In a calculated move, Magnus devised a plan to eliminate both his political rival, Lord Harrington, and his romantic nemesis, Lucian. He ordered Elara Blackthorn, an agent under his command, to orchestrate Lord Harrington's murder in a way that would implicate the vampire and erase any trace of Magnus' involvement.

As the stage is set for an intricate dance of deception and intrigue, the fate of Lothburgh hangs in the balance. Hatred for vampires still smolders within the hearts of its citizens, and Lord Harrington's death may fan the flames into a conflagration.

Will a band of capable adventurers unravel the mysteries of Lothburgh's central district and the chancellor's misdeeds? Or will they only see the monster he wishes them to see?

WELCOME TO LOTHBURGH

On the banks of the wide Thistleback river, shrouded in a perpetual mist that clings to its cobblestone streets, sprawls the gothic metropolis of Lothburgh.

At the heart of the city, rising above its rooftops of gray slate, stands the resolute sentinel of the city—the Raven’s Perch clock tower. A towering edifice of darkened stone and intricate ironwork, this haunting clock tower marks the passage of hours with solemn chimes that echo through the mist-laden air. Its presence casts an imposing shadow upon the surrounding Central District, guarding the untold tales that lie within its stone walls.

Within the streets of Lothburgh, a diverse populace thrives, each carrying their own stories and dreams. Amidst the throngs of people, one can catch glimpses of the curious and the weary, their lives intertwined among the mysteries that permeate the city. Lothburgh is a tapestry of life, where ambition and secrets dance a delicate waltz.

THE BLADES OF MORNING

Seventy years ago, a relentless horror unfolded throughout Lothburgh. The city was ravaged by a relentless host of vampires, its inhabitants held fast by a wave of blood and terror. Amidst the shadows and despair, however, a handful of valiant souls rose up, driven by a resolve to reclaim their home from the clutches of darkness.

Leading this righteous crusade were The Blades of Morning, a fearless group of vampire hunters. Armed with weapons infused with the essence of sunlight, they became the embodiment of hope in the face of relentless evil. Building by building they ventured forth, purging the city of the nocturnal monsters that had plagued its streets for far too long.

The battles were fierce and the sacrifices great. In the crucible of their mission, many lives were lost. After a month-long campaign, the vampire menace was driven away, banished from the

boundaries of Lothburgh. Only one member of The Blades of Morning remained, the lone survivor of the relentless onslaught: a young gnome named Bartholomew Crane.

Unbeknownst to all, Bartholomew held a closely guarded secret. His commander and dear friend, Lucian D’Arte, had fallen on the battlefield, only to rise again as a vampire. Confronted with an impossible choice, Bartholomew—bound by loyalty and a deep bond—chose to stay his hand. Rather than slay Lucian, Bartholomew became his protector and guide, shielding him from the harsh light of day and navigating the treacherous realms of the night and eternal hunger.

Retreating to the city’s clock tower, Bartholomew and Lucian sought solace in their new existence. Over the years, they found an equilibrium, a delicate balance between the hunter and the hunted. Lucian’s bloodlust was tempered by Bartholomew’s wisdom and ability to provide alternative sustenance. While the people of Lothburgh believed Bartholomew to be the sole survivor of their fabled heroes, the truth remained concealed behind the thick stone walls of the Raven’s Perch clock tower.

Now, in the wake of Lord Harrington’s untimely demise, Lothburgh finds itself shrouded once again in uncertainty and fear. The city’s illusion of safety has been shattered and its inhabitants are haunted by the echoes of past battles. Their once dormant fears of a nocturnal menace have resurfaced. Suspicion and accusations permeate the air, as the people yearn for justice and the return of their saviors, The Blades of Morning.

RUNNING THIS ADVENTURE

This adventure is structured around a mystery that the characters are tasked with solving. Clues are sprinkled throughout various locations of the adventure, which may be put together to learn the truth. In the end, the characters will likely come to one of two conclusions: either the vampire Lucian is guilty of murder, or he was framed by Chancellor Magnus. How they choose to resolve the adventure is up to them, but typical outcomes are either that they fulfill the bounty on Lucian's head, or they help to overthrow the corrupt chancellor. Alternative outcomes are possible, but will require improvisation on part of the game master.

Though little time has passed since Lord Harrington's death, stories of it and fears of a new vampire infestation have begun to spread like wildfire throughout the city. While the characters travel from one location to another, they may overhear chatter about vampires, panicked voices, or embellished third-hand details of Lord Harrington's murder.

DRAMATIS PERSONAE

Lucian D'Arte, the Vampire. Once a vampire hunter and now a vampire himself, Lucian was framed for the murder of Lord Harrington. He wants nothing more than to be at peace with Delilah, and to see Chancellor Magnus brought to justice.

Magnus Torstein, the Mastermind. A cunning, treasonous, and power-hungry politician. He is the mastermind behind Lord Harrington's murder and seeks to eliminate Lucian to maintain his grip on power and hide his misdeeds.

Delilah Torstein, the Woman in Between. A conflicted character torn between her arranged marriage to Magnus and her secret love for Lucian. She discovered her husband's treasonous activities and set events into motion when she confided in Lucian.

Lord Harrington, the Victim. A prominent political figure and rival of Magnus. He sought to expose Magnus' treasonous activities and was murdered to keep things quiet.

Elara Blackthorn, the Assassin. Magnus' ruthless and skilled assassin. It was she who killed Lord Harrington and framed Lucian for the murder.

Irwin, the Secret Heir. Lord Harrington's illegitimate child, unaware of his true parentage. He currently makes a living as an underground prize fighter, sponsored by Lord Harrington.

Bartholomew Crane, the Caretaker. The caretaker of the Raven's Perch clock tower and the supposed last surviving member of The Blades of Morning. He serves as Lucian's mentor and daytime protector.

CHAPTER I

This adventure begins when the characters meet with Chancellor Magnus Torstein and are hired to investigate the murder of one of his political contemporaries, Lord Harrington. The body of the Lord Harrington was discovered last night by staff members in a bathhouse where Lord Harrington was often a patron.

CHANCELLOR'S CHAMBER

Chancellor Magnus (LE human **noble**) is the mastermind behind the murder and has framed his wife's vampire lover, Lucian. His goal is to use the characters to kill Lucian and tie up loose ends, thereby helping him solidify his political power and cover up his treasonous actions.

When the character's arrive in the audience chamber of Chancellor Magnus, read or paraphrase the following:

The audience chamber of Chancellor Magnus is a round room of polished wood, its northern wall lined with towering windows that offer a panoramic view of the Thistleback river and Lothburgh's Central District. The room is crowned by a magnificent domed ceiling that casts a soft, warm light upon the scene. Uniformed guards stand with unwavering vigilance along the perimeter.

Behind a desk polished to a reflective gleam sits Magnus, the embodiment of authority and influence. Flanking him on either side are two women. One, a fierce black-haired warrior, clad in leather armor, who impatiently checks the time on a pocket watch. The other is a fair and graceful blonde, adorned in a sumptuously embroidered gown and whose practiced smile is frozen on her face. Behind them, on the wall, is a sheathed sword of ornate gold and silver.

The dark haired woman is **Elara Blackthorn**, the assassin who killed Lord Harrington. The blonde woman is Delilah (NG human **commoner**), Chancellor Magnus' reluctant wife and Lucian's lover. She does not know that Magnus has framed Lucian, but there is no doubt in her mind that Lucian is innocent. Once this meeting is over, she will sneak out and head to the Raven's Perch clock tower to give warning.

The sword behind Magnus is named Dawn, and was used by his grandfather during the vampire purge seventy years ago.

Magnus welcomes the party and apologizes for such an event happening in his district. He can share with the characters a brief history of the vampire purge (see "The Blades of Morning" for more information) and, afterward, will ask that the characters take up the charge and hunt down the vampire responsible for murdering Lord Harrington. He will offer them his grandfather's sword, Dawn, to help in the endeavor. He also offers 500 gp to each party member upon proof of the vampire's destruction.

To begin, he recommends that the characters investigate the murder scene, which has been kept sealed under his orders. After answering any questions, he tasks Elara Blackthorn with leading the characters to Heaven's Gate bathhouse across the river.

Treasure. Magnus lends the characters the sword, Dawn, which has the properties of a *sun blade*, and promises 500 gp to each party member if they kill the vampire who supposedly murdered Lord Harrington.

Magnus Torstein

Chancellor Magnus Torstein is a cunning and influential figure in the political landscape of Lothburgh. He has achieved his position of power through strategic maneuvering, calculated alliances, and a vast network of spies and informants. However, beneath his polished exterior lies a darker side.

For years, Magnus has been secretly working as a covert agent for a rival foreign nation, putting his personal gain above the interests of Lothburgh. State secrets and the location of spies have been leaked, causing deaths and economic disturbances, all in the name of self-enrichment. His illicit activities, if exposed, would lead to the ruin of his political career, and possibly the end of his life.

Delilah, Magnus' wife, discovered his treasonous deeds and confided in Lucian. Together, they sought the help of Lord Harrington to expose Magnus' crimes and bring him down. Their clandestine plot was communicated through encoded messages, but Magnus' web of spies uncovered their conspiracy.

In a calculated move to protect his reputation and consolidate his power, Magnus ordered the assassination of Lord Harrington. He orchestrated the murder in a way that would implicate Lucian, using the opportunity to eliminate his political and romantic rivals.

Magnus is a master manipulator, always a step ahead of his enemies. He is driven by self-interest and will stop at nothing to maintain his grip on power. His secrets, if revealed, could not only bring about his downfall but also expose the hidden darkness that lurks within the city of Lothburgh.

CHAPTER II

This chapter provides a period of open exploration for the characters, where they may search for clues at various locations. Magnus' goal is for them to find Lucian's location and kill him, but the characters may find information pointing to the chancellor's guilt.

HEAVEN'S GATE

Within the Central District of Lothburgh, Heaven's Gate is a well-known establishment frequented by those with money and a fondness for the company of others.

When characters arrive at this location, read or paraphrase the following:

As you approach the entrance of the Heaven's Gate bathhouse, a portly middle-aged woman greets you with a warm but weary smile. Her round face and plump cheeks give her a matronly appearance, while her graying hair is pulled back into a neat bun. Dressed in a modest yet well-worn gown, she exudes an air of quiet authority.

The woman is Matilda (N human **commoner**), the proprietor of the bathhouse. It was she who first discovered Lord Harrington's body after screams were heard emanating from his private room. She can relay the following information:

- Lord Harrington was a regular customer of the establishment, and would often walk from his estate to the bathhouse with varying guests.
- A room was reserved for Lord Harrington's use, and was prepared for him ahead of his arrival.
- Lord Harrington arrived with a robed guest just before sunset. No one could see the guest's face.

- Lord Harrington and his guest had been in the room for a half hour before the sounds of his screams and a struggle were heard.
- The door was locked from the inside when staff went to investigate.
- No one has been in the room since the body was discovered.

Once she has shared what she knows, Matilda leads the characters to the murder scene and opens the door for them. Read or paraphrase the following:

Illuminated only by a partially-open window seated high on the wall, the room tells a tale of chaos and violence. It looks as if a tempest had swept through, leaving furniture overturned and belongings scattered. The fractured remains of a mirror hang on the wall, reflecting fragmented images of the disheveled scene. Amidst the wreckage sits an empty bathtub. Slumped over its edge, the pallid, naked, and lifeless form of a man bears witness to a grim fate. The metallic tang of blood mingles with the air, leaving an unsettling trace that lingers as you take in the haunting scene before you.

The body slumped over the tub's edge is Lord Harrington. A brief inspection of the body reveals, without a skill check, that he has been drained of blood and that on his neck are two puncture wounds that look like fang marks.

Lord Harrington's guest was Elara Blackthorn, who had disguised herself as a courtesan. They arrived at the bathhouse before sunset and went straight to the bath chamber where they mingled for half an hour before Elara struck. After a struggle, she drowned Lord Harrington in the bathtub. She then drained his blood into the tub by puncturing his throat twice with a knife blade, and then drained the tub before stealing his pocket watch and escaping out the window.

The scent of iron fills the air because blood is still in the drain pipes. A DC 20 Wisdom (Perception) check reveals the bathtub to be the source of the smell. A DC 17 Intelligence (Investigation) check of the tub reveals trace amounts of blood around the drain.

A close inspection of the body may reveal that Lord Harrington died by drowning. A DC 20 Wisdom (Medicine) check reveals these signs.

Additional items of note can be found by searching Lord Harrington's belongings.

- A betting slip from a place called "The Pits" that wagers 200 gp on someone named "Irwin."
- A folded-up bill of lading from a ship named "The Talon," which lists the following items as cargo from a port in Veridale: arcane resonator crystals, mechanical gears and cogs, a pocket watch, a brass telescope, a music box, and a rare clockwork automaton.

One witness, a client of the establishment named Easton Trevormane (CN halfling commoner), is eager to talk, if only to feel important. He shares richly embellished details of seeing a vampire drinking Lord Harrington's blood, its eyes "glowing like the embers of hellfire," before it took flight at Easton's heroic approach. A DC 12 Wisdom (Perception) check reveals the story to be false.

If pressed for further details, Easton is happy to embellish his story to greater and greater heights of unbelievability.

CENTRAL DOCKS

The Central Docks of Lothburgh service large vessels that come in on the Thistleback River. Workers load and unload cargo at all hours, and the scent of fish is pervasive.

When characters first arrive in this area, read or paraphrase the following:

The Central Docks buzz with relentless activity. Chains clank rhythmically, crates creak, and workers of all ages scurry with purpose. Moored vessels teem with bustling crew members. Just above the noises of the dock workers and the lapping of water, the word “vampire” can be heard, echoed among the cacophony.

Moored at the docks is The Talon, a ship that recently carried goods to Lothburgh for Lord Harrington. If presented with the bill of lading found in Lord Harrington’s belongings at the bathhouse, the ship’s captain will attest that all but the pocket watch and telescope were delivered to the Raven’s Perch clock tower. The pocket watch was taken by Lord Harrington himself, and the telescope was delivered to his estate.

d6 Portside Exchange

- 1 **Bribe.** This worker will divulge 1d4 secrets for 2d10 gold pieces.
- 2 **Tough guy.** This impatient worker will reveal 1d4 secrets if characters succeed on a DC 15 Charisma (Intimidation) check.
- 3 **Chance.** This worker has a gambling problem, and will wager 1d4 secrets against 10 gp in a game of chance.
- 4 **Trade.** This worker sells items as a side gig, and will trade 2d4 secrets for one magical item.
- 5 **Protection.** This worker owes 100 gp to a loan shark, who has sent two thugs to collect. He will reveal 2d4 secrets if given protection from the debt collectors.
- 6 **Drinks.** This worker and his friends are thirsty, and will happily tell the characters anything they want to know if they buy a round of drinks at a local tavern for 200 gp.

More information and rumors can be found by listening or interacting with other dock workers.

If characters choose to talk to a dock worker, roll on the “Portside Exchange” table to find out what the worker wants in exchange for information. If the characters fulfill the worker’s desires, roll on the “Portside Revelation” table to see what information the worker divulges. Alternatively, characters can spend two hours in the docks eavesdropping on conversations to glean four pieces of information from the “Portside Revelation” table.

d8 Portside Revelation

- 1 The night before his death, Lord Harrington bought drinks for some of the sailors aboard The Talon. While drunk, he regaled them with a story of how he was going to take over the central district.
- 2 Last night, Lord Harrington was seen walking arm-in-arm with a figure in a black robe and hood. No one saw their face.
- 3 The politics of Lothburgh is rife with corruption and scandal, and Lord Harrington was no exception. The only official who seems to stay clean is Chancellor Magnus.
- 4 Vampires haven’t been seen in Lothburgh for nearly seventy years; not since they were killed or driven out by The Blades of Morning.
- 5 Rumor has it, there’s a web of abandoned tunnels under the city from failed attempts at a sewer system. Thieves are said to hide their goods there, but a vampire may call it home.
- 6 Lord Harrington often hung around the docks. When not overseeing his own business interests, he was enjoying imported spirits, illegal gambling, and the company of women.
- 7 The last surviving member of The Blades of Morning lives at the Raven’s Perch clock tower as its caretaker.
- 8 There’s an underground fighting ring called “The Pits” where Lord Harrington personally sponsored a fighter. The fighter might know more about Lord Harrington’s recent activities.

THE PITS

The Pits is a small fighting ring in a dimly lit basement, reachable by an unmarked door in a dark alleyway. Illegal betting is rampant here and the fighters are often not the only ones throwing their fists around.

Lord Harrington regularly came to watch the fights and bet on them, and also sponsored one particular fighter: his illegitimate son, **Irwin**. Although Irwin has no idea of his true parentage, he had grown close to Lord Harrington and looked up to him as a father-figure.

Upon arriving at this location, read or paraphrase the following:

As you descend the creaking wooden stairs into the dimly lit basement, the pungent smell of sweat fills the air. The dim glow of oil lamps casts eerie shadows that dance along the dark stone walls. A weathered fighting ring stands at the center of the room, its worn surface marked with the scars of countless battles. On a weathered wooden bench, a grizzled old dwarf sits in stoic silence, his eyes fixed upon a lone fighter in the ring. With each graceful movement, the fighter's muscles ripple under the dim light, his fists darting through the air as he engages an imaginary opponent, his focus unwavering and his determination palpable.

The fighter in the ring is Lord Harrington's illegitimate son, Irwin. The old man is his coach, Deacon Hardmarrow (LN dwarf **veteran**), who is running Irwin through a round of training. Both stop what they are doing when the characters arrive.

Unless told that Lord Harrington is dead, neither man will volunteer information about him, as they assume the characters are law enforcement. If informed of the nobleman's death, the fighter and the coach may reveal the following bits of information:

- Lord Harrington has been sponsoring Irwin for two years now, and regularly has the fighter and his coach over as guests at his estate.
- Every week, Lord Harrington was there to watch and bet on Irwin, no matter the odds.
- During their last visit to his estate two days ago, Lord Harrington said that the political climate of Lothburgh is a "powder keg," and that things will be shaking up soon.

Although he will not divulge it immediately, Irwin knows of Lord Harrington's encoded messages—though he does not know to whom they are sent—and of his plan to depose Chancellor Magnus.

Developments. Irwin immediately believes that Lord Harrington's death is a matter of foul play, and insists that he travel with the characters to the Harrington estate to investigate further. He knows an alternate way inside the estate that will bypass any guard encounters.

HARRINGTON ESTATE

The Harrington estate has been taken over by Chancellor Magnus' guards, who have ousted the estate's staff. Thanks to Harrington's supposed lack of an heir, Magnus aims to absorb the lord's fortune and assets for the purpose of future bribes and self-enrichment.

When the characters arrive at the estate, read or paraphrase the following:

The ornate wrought iron gates of Harrington estate stand ajar, their intricate design indicating the wealth of their late owner. Beyond, a paved brick walkway winds through a meticulously manicured garden, leading to a manor house of gray stone. A somber silence hangs over the estate, accentuated by the motionless chimneys that pierce the black slate roof. Every window, devoid of light, hints at an unoccupied and cold interior.

At the front entrance of the house are two guards in the livery of Chancellor Magnus' office. Their stern expressions and crossed arms offer no sense of welcome.

Gaining entry to Harrington manor is no easy task. The house is guarded by ten of Chancellor Magnus' **guards**, who are under orders to not allow anyone into the house and who will try to expel intruders. Security measures from Lord Harrington are also still in place, such as an *alarm* spell on the fence line that will produce an audible alarm if characters attempt to climb over it. Characters can enter the manor through force, guile, or by finding the hidden entrance.

Guile. One of the guards (determined at random) carries the key to the manor house, which can be pickpocketed with a DC 15 Dexterity (Sleight of Hand) check. The guards are also not terribly intelligent, and can be fooled into letting the characters inside with a DC 17 Charisma (Persuasion) check.

Force. The guards will not defend the manor grounds with their lives. If engaged in combat, they will flee when reduced to half hit points. However, they will eventually return with reinforcements.

Secret entrance. There is a secret entrance to the house, which Irwin knows about. Just outside the grounds is a hollowed-out oak tree, inside of which is a ladder that descends to a tunnel. The tunnel leads to a hidden door in the wine cellar of the manor house. Without Irwin's help, the oak tree and the ladder can be found with a DC 22 Wisdom (Perception) check after thirty minutes of searching.

LORD HARRINGTON'S STUDY

Once inside the manor house, the character's investigations should lead them to Lord Harrington's study. When they first arrive here, read or paraphrase the following:

The rich scent of polished wood permeates the air. The walls are adorned with intricately carved wood panels that exude a sense of timeless elegance. On one wall, a set of wide windows reveal the tranquil front garden and the cobblestone street beyond. Positioned beneath the windows is a writing desk, its surface adorned with an assortment of letters written in a graceful and flowing script, along with an intricate drawing of the Raven's Perch clock tower. Next to the desk is a brass telescope, its lens pointed to the sky.

The letter on the desk is meant for Lucian, written in a substitution cipher, but Lord Harrington died before sending it. The letter can be decoded with a cipher disk that is located in Lucian's lair. The contents of the letter express fear that their plot to expose Magnus has been discovered, and that neither of them are safe.

The top right drawer of the writing desk is locked, but can be opened with a DC 12 Dexter-

ity check with thieves' tools. Inside is a *cipher disk* whose spokes are pointing to the letters A and G. Lord Harrington used this disk to decode Lucian's letters, which utilize a substitution cipher.

The top left drawer of the desk is unlocked, and contains a sealed envelope with Irwin's name on it. Inside is a letter explaining Irwin's parentage and a statement that, in the event of Lord Harrington's demise, Irwin is to inherit the Harrington estate, titles, and incomes.

Inside the fireplace are partially burnt fragments of Lucian's letters that can be found with a successful DC 15 Intelligence (Investigation) check. In them, characters can find scattered and encoded words. When decoded using the cipher disk found in the desk, the scattered words are revealed to be "treasonous activities," "Magnus," "the valiant Delilah," "behind the clock," and "ten o'clock."

Treasure. The writing desk contains fine quills and inks that are worth 20 gp. In addition, the desk drawer contains a cipher disk, worth 5gp, that can decode the scraps of letters in the fireplace.

Cipher Disk

Mundane item

This is a metal disk whose outside edge is adorned with the letters of the common alphabet. It is used as part of a substitution cipher, where letters are substituted for other letters a set distance apart. On the face of the disk are two metal spokes, like the minute hand of a clock. Each hand points to a different letter. On the back of the disk is a small handle that, when turned, rotates both spokes simultaneously to different letters that are the same distance apart on the disk.

RAVEN'S PERCH CLOCK TOWER

The Raven's Perch clock tower was constructed several centuries ago. Since then, it has dutifully chimed out the hours of the day under the diligent care of the Crane family. Now, the last of his line, Bartholomew Crane maintains the tower's gears and springs while keeping the secret of what lies beneath his family's legacy.

When characters first arrive at the clock tower, read or paraphrase the following:

The clock tower's silhouette looms over Lothburgh. Its spire scrapes against the heavens, an iron testament to the forgotten hands that wrought it. At the heights of the tower, the clock's large iron hands denote the hour and minute, their ceaseless march marking the passage of time.

Delilah has warned Bartholomew of the characters' arrival, and he is ready for them. Short of being magically charmed, nothing will convince him to open the clock tower door for the characters. However, there are at least three other ways to enter the clock tower, which are detailed below.

Main door. The main door is secured with a lock that requires a DC 20 Dexterity check with thieves' tools to pick. It can also be bashed open, having 20 hit points and an AC of 12. The door is trapped with a glyph of warding (*chain lightning*) that requires a DC 15 Intelligence (Investigation) check to spot, which triggers if the door is opened by force.

Open window. In Bartholomew's quarters on the second floor is a small window that he leaves open for fresh air. There is enough space for a Small sized creature to squeeze through.

Clock faces. Behind the clock faces, there is enough room for a Medium sized creature to enter the top of the clock tower. The clock faces are 200 feet above the ground, and reaching them requires either flying up or climbing the side of the clock tower.

THE WORKROOM

The ground floor of the clock tower serves as Bartholomew's workroom. It's where he tinkers with gadgets and makes small repairs to bits and pieces of the tower's clockworks. It's also where the entrance to Lucian's lair is hidden behind an old grandfather clock.

When the characters have gained entrance to the clock tower and reach the ground floor, read or paraphrase the following:

Scattered piles of clockwork gears, arcane crystals, brass tubing, and leather straps lay about the metal grating of the floor. On the wall opposite the main entrance stands a tall grandfather clock. Flanking it are four statues made of the same gears, springs, and crystals that litter the workroom. A wizened gnome stands up from a small stool in front of a workbench, holding a sword that glows with sunlight. A tumultuous mix of panic, fear, and anger courses through his trembling form.

In a voice strained with urgency, the gnome's outcry reverberates through the chamber, "You don't belong here! I shan't let you have him! Leave at once!"

Bartholomew Crane wields Solstice, the *sun blade* he used seventy years ago to help drive vampires out of Lothburgh.

Because Delilah does not know that Magnus has framed Lucian, all she could tell Bartholomew was that a band of vampire hunters were on their way. It is possible for the characters to convince Bartholomew of Lucian's guilt with a DC 22 Charisma (Persuasion) check. If so convinced, he will yield and let the characters go about their way.

If the characters cannot convince Bartholomew of Lucian's guilt or subdue him in some other way, he will fight to the death to protect his friend. If a fight breaks out, Bartholomew snaps his fingers to activate the four **clockwork automatons** flanking the grandfather clock, which whirl to life and attack the characters.

Developments. Once Bartholomew is dealt with, the characters are free to examine the contents of the room. A DC 12 Wisdom (Perception) check finds the schematics of the grandfather clock and the locking mechanism to which it is attached.

Treasure. Bartholomew carries Solstice, a *sun blade*. Buried in an unlocked trunk in Bartholomew's second-floor bedroom is a sack of coins containing 40 gp, 25 sp, and 37 cp.

LAIR ENTRANCE

The entrance to Lucian's lair is behind the grandfather clock. The clock is silent and the arms of its face are unmoving. It is bolted to the wall, and cannot be moved. In order to open the door to Lucian's lair, the clock's hands must point to ten o'clock.

If Bartholomew lives, he can be charmed to give up the secret to the grandfather clock. Alternatively, the solution can be gleaned from the schematics in the work room.

Once set to the proper time, there is an audible click, and the wall behind the grandfather clock swings open to reveal stairs leading downward into Lucian's Lair.

LUCIAN'S LAIR

Ever since becoming a vampire and being spared by his friend, Bartholomew, Lucian has made a life for himself underneath the Raven's Perch clock tower. Several chambers of Lothburgh's abandoned sewer system have been converted and sealed off to create a home for the vampire, and updated in recent years to accommodate Delilah.

ANTECHAMBER

As characters descend the stairs from the clock tower, they arrive here in the antechamber. Read or paraphrase the following:

Within the dimly lit stone confines of this chamber, two grand sofas stand on either side of a wooden coffee table that plays host to a mid-game chessboard. The white rook seems to hold the sable king in check while his queen maneuvers for dominance. Shelves, irregular in size, shape, and hue, line one wall, showcasing an array of oddities and trinkets. On the opposite wall, a crackling hearth casts dancing shadows with a pair of plush velvet armchairs. Nestled between them, upon a small table, is an ornate clockwork music box that fills the warm air with its metallic music. A closed wooden door stands opposite this room's entrance.

Lucian keeps many items from his living days here. Medals and other treasures from his adventures line the shelves. The music box is a gift for Delilah that he ordered through Lord Harrington, which was delivered yesterday. The closed wooden door leads to the clockworks.

Treasure. The shelves contain 50 gp worth of medals and awards. The chess set is worth 10 gp, and the music box is worth 1,000 gp.

CLOCKWORKS

The engineers behind the Raven's Perch clock tower had a tinge of madness about them, and decided to bury the tower's clockworks underground. Directly under the tower, the massive clockwork engine toils away, day and night. It is within this room that Delilah has laid a trap for the characters using one of the items that arrived in Lord Harrington's shipment: the rare clockwork automaton listed on the bill of lading.

When characters enter this room for the first time, read or paraphrase:

This vast chamber is alive with the rhythmic hum of machinery, resonating through the air and vibrating the metal floor underneath your feet. Through the metal-grated floor of the workshop above, dim light filters through the intricate network of gears and cogs, casting mesmerizing shadows that dance across the walls. Metal platforms rise and fall, walkways rotate, and pendulums swing ponderously back and forth. Scorching bursts of steam hiss and dissipate.

Amidst this symphony of mechanical marvels, a hulking figure of gleaming brass, spinning gears, and glinting crystals turns its glowing eyes toward you, its bulk blocking the passage forward. A female voice echoes throughout the chamber, piped in from somewhere not far off. "I know why you're here, and I can't let you go any further. Guardian? Attack."

A **clockwork guardian** stands in the middle of the clockworks, barring the characters from the door that leads to Lucian's sanctuary. It was delivered yesterday by porters from the docks, and programmed by Bartholomew to protect Lucian's lair. Delilah has put it on high alert in the hopes that it will stop the characters from harming Lucian.

DYNAMIC BATTLEFIELD

The clockworks room is a dangerous place to be during normal times, but even more so in the heat of battle. On initiative count 20 and 10, have each creature in the room roll 1d20. On a result of 5 or lower, they are hit with a blast of superheated steam and receive 1d6 fire damage. Additionally, game masters are encouraged to use shifting walkways, platforms, and multiple levels to create an unpredictable and challenging combat landscape.

Developments. Once the guardian has been dispatched, characters are free to move forward into the sanctuary unimpeded.

Treasure. The clockwork guardian contains 200 gp worth of crystals.

SANCTUARY

When characters enter this room, read or paraphrase the following:

The door creaks open to reveal a room steeped in shadows. A mishmash of furniture adorns the chamber, each piece a relic of disparate eras, blending together in a peculiar harmony. Strewn across a writing desk are various papers and quills, while above, an oil portrait of a familiar-looking blonde woman gazes down with a graceful allure. The centerpiece of the room is a lavish coffin resting upon a raised platform and draped in rich velvet.

Emerging from the shadows behind the coffin, the same woman from the painting materializes, bathed in a radiant glow as she draws forth a blade of pure sunlight. Delilah Torstein, her once serene countenance now etched with fear and determination, stands between you and the vampire's coffin.

The coffin is empty. **Lucian D'Arte**, forewarned of the character's arrival, has left the clock tower to confront and kill Chancellor Magnus himself.

Although Delilah cannot prove that Lucian did not murder Lord Harrington, she believes in her heart of hearts that he is innocent. She is here, ready to make her last stand, in order to prevent the characters from pursuing Lucian further.

Delilah does not want to fight. She will implore the characters to believe in Lucian's innocence, and will share everything she knows of Magnus' treasonous deeds and the plan between Lucian and Lord Harrington to take him down.

If the characters still insist on hunting Lucian down, she will attack with Solariel, the *sun blade* he used while leading The Blades of Morning. If they are convinced of his innocence, however, she will ally herself with them and bid them to follow her to Magnus' office where Lucian may be in grave danger.

The writing desk contains the cipher disk that characters can use to decipher Lord Harrington's unsent letters to Lucian, if they gathered them from his estate. The hands on the disk point to the letters A and M.

Also on the desk is a note from Lucian to Delilah that reads:

Delilah,

The time has come for me to confront the source of our anguish, Chancellor Magnus. I cannot bear to see you suffer any longer under his influence.

I have fought for Lothburgh in life, and I do so again in undeath. The fate of our city hangs in the balance, and I will not rest until justice is served. I implore you to remain safe and vigilant during my absence.

Keep close the memories of our love and the strength it bestowed upon us. Trust in our bond, for it shall guide us through the darkest of nights. When I return, may it be with the light of victory in my heart.

*Until then, my love,
Lucian*

Treasure. Delilah carries Solariel, a *sun blade* used by Lucian when he was the captain of The Blades of Morning. Additionally, the study contains coffer that hold 500 gp and precious jewels worth an additional 200 gp.

ANIMAL PEN

When characters enter this room for the first time, read or paraphrase the following:

The pungent scent of hay, fur, and damp earth fills the air. This room is divided into several sections by crude wooden fences, each enclosing a small area where a menagerie of creatures resides. Pigs and goats snuffle and bleat at your entrance, each looking at you with curious eyes.

Thanks to Bartholomew's guidance, Lucian has been able to keep his thirst for humanoid blood in check these many years. He sustains himself on the farm animals he keeps here. There is nothing of value in this room.

CHAPTER III

This chapter begins once the characters have finished exploring Lucian's lair and have decided on a course of action. No matter what they decide to do, events are taking place at the chancellor's office.

Lucian's assault has been a disaster. Magnus, anticipating his rival's actions, laid a trap for the vampire. Now, Lucian is being held captive. Wrapped in chains and subdued, he is now hanging from the audience chamber's ceiling awaiting the first rays of daylight. Magnus, Elara Blackthorn, and eight guards look on, waiting for the vampire to burst into flames.

OPEN POSSIBILITIES

With the events leading up to Lord Harrington's murder potentially laid bare for them, the characters are free to decide what to do next. The possibilities are wide open, and require improvisation to accommodate.

Do they rush to Lucian's aid, or him to die? Do they confront Magnus, knowing that he is a traitor to his people and a cunning manipulator? Is Delilah alive or dead? What about Bartholomew?

The answer to each of those questions effects how the final chapter of this adventure plays out.

CONCLUSION

The characters' actions have shaped the future of Lothburgh. Did they side with the Chancellor against the evil scourge of the night? Did they stand up against Magnus' corruption and deception? Or did they lay waste to all involved? Below are some possible outcomes to this adventure.

SIDED WITH LUCIAN

With Magnus removed, a power vacuum forms within the Central District. It is filled by an up-and-coming politician who sweeps the details of Magnus' removal under the rug, instead choosing to expose his treasonous dealings with the rival foreign nation.

If Delilah survives, she and Lucian disappear together and are never seen again.

If either Delilah or Bartholomew are killed by the characters, Lucian reluctantly forgives them, blaming Magnus' manipulations, instead.

Treasure. The characters are rewarded with 50 gp each. They get to keep the sword, Dawn. If Bartholomew lives, the party is also gifted one clockwork automaton that will serve as an ally.

SIDED WITH MAGNUS

With Lucian dead, Magnus has little else standing in his way on the road to power. He heralds the characters as the saviors of Lothburgh, and vows to wipe out any additional vampires in the city. He uses this as an excuse to link his political rivals to an imagined "vampiric scourge," which is enough to see them either deposed or executed.

Treasure. As promised, the characters are rewarded with 500 gp each after they return the sword, Dawn. Magnus also allows them to stay at a cottage on his estate grounds in Lothburgh for as long as they want, where they are constantly spied upon.

IRWIN'S INHERITANCE

The sealed letter in Lord Harrington's desk, addressed to Irwin, detailed the inheritance plan for the Harrington estate. If given to Irwin, he will press his claim and attempt to inherit.

If Magnus remains in power, he will do everything he can to block the inheritance, citing Irwin's "dubious parentage." He will absorb the estate's financial resources into his own accounts before handing what little is left over to Irwin.

If Magnus is deposed or killed, Irwin inherits the Harrington estate in full and becomes a useful ally within Lothburgh. He offers rooms at his new manor house to the characters to use as a base of operations, if they so choose, and also gives each party member 500 gp as a reward for their work.

ADVENTURE STAT BLOCKS

CR
3

Bartholomew Crane

Medium Humanoid (Gnome), Neutral Good

Hit Points		AC	Prof. Bonus		Pass. Perc.
60		14	+2		15
STR	DEX	CON	INT	WIS	CHA
12	18	14	12	16	11
+1	+4	+2	+1	+3	+0

Languages: Common, Gnomish, Elvish

Saving Throws: Dexterity +6, Wisdom +5

Senses: Darkvision 60 ft.

Skill Bonuses: Perception +5, Sleight of Hand +7

Speed: 30 ft.

Features

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

Actions

Multiattack. Bartholomew attacks twice with Solstice.

Solstice. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) radiant damage.

Bonus Actions

Quick Repair. As a bonus action, Bartholomew can repair a clockwork ally within 5 feet of himself. The ally regains 9 (2d8) hit points.

Reactions

Clockwork Commander. Bartholomew can issue a command to a clockwork ally within 30 feet that can hear him, allowing that ally to immediately make one attack.

BARTHOLOMEW CRANE

The Crane family has resided in Lothburgh for generations. Each generation of the family has taken care of the Raven's Perch clock tower, tending its gears and springs with a meticulous attention to detail. Through wars and famines, booms and busts, the clock tower and its warden family seemed one of the few constants in the city's history.

Such as it was, until the vampire scourge. Nearly every member of the Crane family was killed, drained and cast aside like cattle. But young Bartholomew remained, and took up the charge to fight against the darkness with a group of adventurers led by Lucian D'Arte: The Blades of Morning.

Day by day, building by building, block by block, Bartholomew and The Blades hunted down the vampires in their lairs. By the end of their campaign, and at the end of their final climactic battle against the undead monsters, only Bartholomew remained of the brave adventurers who wielded swords of sunlight. Or so everyone thought.

After the dust settled and fanfare died down, Bartholomew retreated to the privacy and seclusion of his family's clock tower. Inside, he harbored the hunter-turned-vampire, Lucian, who had fallen in the penultimate battle against the darkness, and risen shortly after into undeath.

Since then, the last of the Crane line has guided and mentored his undead friend, keeping him on the path of light and goodness. Thanks to Bartholomew, some semblance of humanity remains in Lucian D'Arte, and it might just be enough to save Lothburgh once again.

CR
3

Clockwork Automaton

Medium Construct, Unaligned

Hit Points	AC	Prof. Bonus	Pass. Perc.		
45	16	+2	12		
STR	DEX	CON	INT	WIS	CHA
16	14	15	6	10	1
+3	+2	+2	-2	+0	-5

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Damage Immunities: Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical attacks that aren't Adamantine

Languages: Understands common but can't speak

Senses: Darkvision 60 ft.

Skill Bonuses: Perception +2

Speed: 30 ft.

Features

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

Actions

Multiattack. The automaton makes two melee attacks.

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

Crystalline Burst (Recharge 5-6). The automaton emits a burst of energy from its crystals in a 15-foot radius. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Tightened Springs (1/Day). The automaton winds up its internal springs, granting it advantage on its next attack roll or saving throw.

Reactions

Riposte. When the automaton is hit by a melee attack, it can use its reaction to deflect the blow. The attacker must make a DC 13 Dexterity saving throw. On a failed save, the attacker takes 5 (1d10) lightning damage, or half as much damage on a successful save.

CR
7

Clockwork Guardian

Large Construct, Unaligned

Hit Points	AC	Prof. Bonus	Pass. Perc.		
130	17	+3	13		
STR	DEX	CON	INT	WIS	CHA
20	10	16	6	10	1
+5	+0	+3	-2	+0	-5

Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Damage Immunities: Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical attacks that aren't Adamantine

Languages: Understands common but can't speak

Senses: Darkvision 60 ft.

Skill Bonuses: Perception +3

Speed: 30 ft.

Features

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

Actions

Multiattack. The guardian makes two melee attacks.

Arm Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Flamethrower (Recharge 5-6). The guardian shoots fire in a 30 foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much on a success.

Bonus Actions

Overdrive (1/Day). The guardian overclocks its internal gears, gaining a surge of power. On its next turn, all of its attacks and saving throws are made with advantage.

Reactions

Clockwork Repair (Recharge 6). The guardian can activate its self-repair systems as a reaction. It regains 30 hit points and gains resistance to all damage types until the start of its next turn.

CR
6

Elara Blackthorn

Medium Humanoid (Half-Elf), Neutral Evil

Hit Points	AC	Prof. Bonus	Pass. Perc.		
105	15	+3		13	
STR	DEX	CON	INT	WIS	CHA
11	16	14	13	11	10
+0	+3	+2	+1	+0	+0

Damage Resistances: Poison

Languages Thieves' cant plus any two languages

Saving Throws: Dexterity +6, Intelligence +4

Skill Bonuses: Acrobatics +6, Deception +3, Perception +3, Stealth +9

Speed: 30 ft.

Features

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

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

Sneak Attack. Once per turn, Elara 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 Elara that isn't incapacitated and Elara doesn't have disadvantage on the attack roll.

Actions

Multiattack. Elara makes two attacks, only one of which can be with her crossbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Cunning Action. Elara can take a bonus action to take the Dash, Disengage, or Hide action.

Stunning Strike (3/day). Elara can use her bonus action to attempt to stun a creature she hit with a shortsword. The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of Elara's next turn.

Reactions

Uncanny Dodge. When an attacker Elara can see hits her with an attack, she can use her reaction to halve the attack's damage against her.

CR
1/8

Guard

Medium Humanoid (Any Race), Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.		
11	16	+2	12		
STR	DEX	CON	INT	WIS	CHA
13	12	12	10	11	10
+1	+1	+1	+0	+0	+0

Languages: Any one language (usually Common)**Speed:** 30 ft.

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.

CR
4

Irwin

Medium Humanoid (Human), Neutral Good

Hit Points	AC	Prof. Bonus	Pass. Perc.		
85	17	+2	12		
STR	DEX	CON	INT	WIS	CHA
18	14	15	10	12	14
+4	+2	+2	+0	+1	+2

Languages: Common**Skill Bonuses:** Athletics +6, Acrobatics +4**Speed:** 30 ft.

Features

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

Bare Knuckle Fighting Style. Irwin's unarmed strikes deal an additional 7 (2d6) bludgeoning damage.

Actions

Multiattack. Irwin makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) bludgeoning damage from Bare Knuckle Fighting Style.

Bonus Actions

Reckless Attack. On his turn, Irwin can gain advantage on all melee weapon attack rolls he makes during that turn, but attack rolls against him have advantage until his next turn.

Lucian D'Arte

Medium Humanoid (Vampire), Neutral

Hit Points	AC	Prof. Bonus	Pass. Perc.		
135	17	+3	16		
STR	DEX	CON	INT	WIS	CHA
18	18	18	15	16	20
+4	+4	+4	+2	+3	+5

Damage Resistances: Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical attacks

Languages: Common, Elvish, Gnomish

Saving Throws: Strength +7, Dexterity +7

Senses: Darkvision 120 ft.

Skill Bonuses: Athletics +7, Perception +6, Stealth +7

Speed: 30 ft.

Features

Legendary Resistance (3/Day). If Lucian fails a saving throw, he can choose to succeed instead.

Regeneration. Lucian regains 20 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 Lucian takes radiant damage or damage from a holy water or sacred weapon, this trait doesn't function at the start of his next turn.

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

Vampire Weaknesses. Lucian has the following vampire weaknesses:

- **Sunlight Hypersensitivity.** While in sunlight, Lucian takes 20 radiant damage at the start of his turn.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into his heart while incapacitated in his resting place, Lucian is paralyzed until the stake is removed.
- **Running Water.** Lucian can't willingly enter a body of running water.

Actions

Multiattack. Lucian makes two attacks, only one of which can be a bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. Instead of dealing damage, Lucian can grapple the target (escape DC 16) if it is a Medium or smaller creature.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Lucian, incapacitated, or restrained. *Hit:* 8 (1d8 + 4) piercing damage plus 17 (5d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Lucian 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.

Charm. Lucian targets one humanoid he can see within 30 feet of him. If the target can see Lucian, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Lucian. The charmed target regards Lucian as a trusted friend to be heeded and protected. Although the target isn't under Lucian's control, it takes his requests or actions in the most favorable way it can. Each time Lucian or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Lucian is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Legendary Actions

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

Move. Lucian moves up to his speed without provoking opportunity attacks.

Claw Attack. Lucian makes one claw attack.

Bite Attack (Costs 2 Actions). Lucian makes one bite attack.

CR
1/8

Noble

Medium Humanoid (Any Race), Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.
9	15	+2	12

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

Languages: Any two languages**Skill Bonuses:** Deception +5, Insight +4, Persuasion +5**Speed:** 30 ft.

Actions

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

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.CR
1/2

Thug

Medium Humanoid (Any Race), Any Non-Good Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.
32	11	+2	10

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

Languages: Any one language (usually Common)**Skill Bonuses:** Intimidation +2**Speed:** 30 ft.

Features

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.CR
3

Veteran

Medium Humanoid (Any Race), Any Alignment

Hit Points	AC	Prof. Bonus	Pass. Perc.
58	17	+2	12

STR	DEX	CON	INT	WIS	CHA
16	13	14	10	11	10
+3	+1	+2	+0	+0	+0

Languages: Any one language (usually Common)**Skill Bonuses:** Athletics +5, Perception +2**Speed:** 30 ft.

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

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