

# MIDNIGHT IN MIDDLEDEW



Residents of Middledew have woken each night to find livestock slaughtered and drained of blood. Their landlords, the Lawtons, seem more concerned with the local bandit problem and their daughter's nuptials than the murder of farm animals. When the attacks begin to spread to people, however, the villagers reach out for help from seasoned adventurers.

Suggested Level: 7

## BACKGROUND

Damien Blackbriar got more than he bargained for when he married Elsebeth Lawton, heiress to lands that include the village of Middledew. Unknown to him, the Lawtons are a family of werebats who pass their curse to those who marry into the family. On their wedding night, Damien was turned by Elsebeth. Terrified, he fled and hid in a forest cave on the family's expansive lands.

Not knowing how to cope with the hunger and the instincts of a werewolf, Damien did his best to make a life for himself. At night, he snuck into the nearby village of Middledew to feed on cattle and steal various items to bring back to his cave. Meanwhile, the primal urges of his affliction grew and grew. In the past week, Damien has begun attacking people and passing on his affliction to others—primarily to the bandits who unknowingly share Thornwood forest with him. Now, several werebats roost in a cave near Middledew, and their infection is set to spread farther still.

## RUNNING THIS ADVENTURE

This adventure is split up into three chapters.

**Chapter I: Middledew.** The characters arrive in the village of Middledew and learn of its growing problem with some unknown creature. When one villager turns into a werewolf, a spreading infection is identified and the stakes are raised.

**Chapter II: Find a Cure.** The only cure for the werewolf affliction is a rare plant that blooms during a full moon on a nearby cliff face. Luckily, the full moon is tonight, but getting the plant may prove more challenging than expected.

**Chapter III: Find the Source.** With the cure in hand, characters track the source of the attacks and infection to a nearby forest that is known for its inhospitable nature.

## NO EASY CURE

The Lawton family's werewolf infection that is spreading to others is not a curse, but a mutagenic contagion. It cannot be cured with the casting of *remove curse*, and it defies *lesser restoration*. A more powerful spell, such as *greater restoration* or *wish* may remove the affliction at your discretion. Barring that, however, a cure must be concocted from local plants by an herbalist.



## ADVENTURE HOOKS

Use one of the following hooks to pull characters into this adventure.

- Nightly, Middledew's cattle have been found dead from blood loss, and recently a villager—Sylvia Barrows—has narrowly escaped attack by “a flying black creature.” The local lords are uninterested in the issue, so the village alderman has sent out a call for the help of any brave adventurers in the area.
- Elsebeth Lawton, heiress to the lands in and around Middledew, has put out a call for help. Her husband, Damien Blackbriar, disappeared on the night of their wedding. She will pay 100 gp for information regarding his whereabouts and 500 gp for his safe return. She suggests starting the search in the nearby village of Middledew.
- While traveling through the area, the characters stumble upon the injured body of a villager, covered in bite marks and scratches. The man introduces himself as Antony Forsythe and says he was attacked by “a large black creature.” He has lost a lot of blood and is weak, but can give the characters directions to his home in Middledew if they help him get there. The alderman, Eric Hayward, will need to know of the attack.

## WELCOME TO MIDDLEDEW

Nestled in a verdant valley and surrounded by fertile farmland, the village of Middledew can be described in as little as two words: “quaint” and “idyllic.” Thatched roofs, fresh flowers, and the smells of baked goods are the hallmarks of life within Middledew.

The services provided to outsiders here are few and far in between. A converted farmhouse serves as the local watering hole, boasting a single room for rent, and the local blacksmith concerns himself with shoeing horses and repairing farm equipment. The spiritual health of the villagers is tended to by a farmer who moonlights as a priest after his pigs are slopped and his chickens fed.

As far as villages go in this part of the land, Middledew is on the younger side, having been established only seventy six years ago. Several of the hundred-or-so residents count themselves as “founders,” though none were more than toddlers at the time.

Despite its young age and small size, Middledew does well for itself in a financial sense. The fertile nature of its valley soil makes for impressive crop yields which, in turn, yield impressive sums of money in the form of trade and exports. Most of that money, however, is remanded to the Lawton family: the liege-lords of the area.

It is, in part, the financial success of the village that has drawn bandits to the nearby Thornwood forest. These bandits accost traders and merchants who travel the road near the village. They rarely injure their targets, and have never killed anyone. Despite this, their presence in the area is irksome to all who live here.



# CHAPTER I

## MIDDLEDEW

In this chapter, the characters arrive in the village of Middledew and become acquainted with the residents. If the party does not encounter him as part of their adventure hook, Antony Forsythe arrives in the village shortly after the characters and is brought into the taproom (Area 1D) for recuperation.

When Antony's affliction is discovered, or he transforms into a werebat (see "The Turning" event), move on to Chapter II.

When the characters arrive in the village, read or paraphrase the following:

Middledew is a quaint farming village nestled within a picturesque valley, surrounded by rolling fields of wheat, corn, and other crops. The handful of small houses that make up the village are made of sturdy stone and wood, each with a thatched roof and a small garden plot. One in particular is covered in cloves of garlic that fill the area with a pungent scent.

In the distance to the east, a dense forest looms on the horizon, its canopy stretching high into the sky. To the west, towering cliffs overlook the valley, casting long shadows as the sun sets. Despite its isolated location, the villagers of Middledew are a friendly and welcoming people, always willing to offer a helping hand to travelers passing through.

All villagers know and can share the following information:

- The killings began two weeks ago. It started with small animals, then larger farm animals, and eventually fully grown cattle.
- Yesterday, a villager named Sylvia Barrows narrowly escaped an attack by what everyone thinks is the culprit behind the killings.

- Bandits have been seen on the roads, extorting tolls out of travelers and merchants.
- Various household items have gone missing from the village in the past two weeks, such as rugs, chairs, and even a bed. No one saw who took the items, or where.
- If the characters are looking for a place to stay, Hafram Wargut has a room available. Normally the taproom has a room available, but it is currently occupied by another adventurer who has come to help.
- Hafram Wargut and a handful of others believe the culprit to be a vampire. As a result, Hafram has hoarded all of the garlic in the village and placed it in and around his house.

## CHAPTER LOCATIONS

The following sections describe locations found in the village of Middledew.

### 1A. ALDERMAN'S HOUSE

Whichever adventure hook brings characters to the village of Middledew, the alderman's house is likely their first stop. When they arrive, read or paraphrase the following:

The village alderman's house sits at the center of the tiny farming village, its wooden frame weathered and worn by time. A small garden with a variety of vegetables and herbs grows in the front yard. Inside, the house is warm and welcoming, with a large hearth in the main room and comfortable furnishings throughout.

Eric Hayward (NG human **commoner**) is responsible for the leadership and representation of Middledew. He deals with the local liege-lords on a regular basis. Having seen that they are less than concerned about the recent goings on in the village, Eric has sent out a call for help.



In addition to being the village alderman, he is the resident healer and herbalist. He sells *potions of healing* for 50 gp each, which take one hour to brew.

Eric can share the following information:

- Anyone who puts a stop to the attacks receives a reward of 500 gp or a homestead in the village.
- The characters aren't the only ones here to tackle the problem—another villager, Hafram Wargut, has hired a vampire hunter.

**Treasure.** The alderman's house contains 300 gp, 50 sp, and 25 cp in a locked chest, alchemist's supplies worth 50 gp, and three bottles of wine valued at 10 gp each.

## 1B. HAFRAM'S HOUSE

As the character's approach Hafram's house, read or paraphrase the following:

This house is covered in bulbs of garlic and stands out with its pungent odor that wafts through the air. Every inch of the wooden structure, from the roof to the door frames, is covered in strings of garlic bulbs, drying in the sun. The smell of garlic is overpowering, and can be detected from a distance.

Ever since his prized cow was found drained of blood last week, Hafram (N dwarf **commoner**) has been convinced that a vampire is at work in Middledew. To protect himself and his young daughter, Ophelia (N dwarf noncombatant), Hafram has covered his house in fragrant cloves of garlic. The smell is a nuisance for the entire village, but few complain louder than Ophelia, who must live with it.

Convincing Hafram that the problem is not a vampire, and that the garlic is useless, requires a DC 18 Charisma (Persuasion) check. This check can be made with advantage if characters have successfully examined recently killed livestock or Antony Forsythe, and determined that the

attacks were not vampire-related. Alternatively, characters can convince him that he doesn't need so much garlic with a successful DC 14 Charisma (Persuasion or Intimidation) check.

Hafram can share the following pieces of information:

- Because the local lords seem distracted by nearby bandit attacks, Hafram hired a vampire hunter at his own expense. The hunter, Marcus, is currently staying at the taproom despite an invitation to stay at Hafram's house.
- He has a spare room for anyone dealing with the village's problem, provided they can stand the smell of garlic.

## 1C. SYLVIA'S HOUSE

As the characters approach Sylvia's house, read or paraphrase the following:

You see a small and cozy cottage situated near the edge of a wheat field. The inviting scent of freshly baked bread drifts from an open window. The walls of the house are crafted from hand-hewn logs, and a thatched roof provides shelter from the elements. Just outside the front door, a small herb garden thrives, and you notice a plume of smoke rising from the chimney, indicating a warm fire inside.

Sylvia Barrows (CN halfling **commoner**) is one of two recent survivors of an attack by Damien Blackbriar. Unlike Antony, she escaped the encounter unscathed and uninfected. When the characters arrive, she invites them into her house and provides them freshly baked bread and tea. She regards the attack as one of the most exciting events of her life, and is eager to recount the tale again and again, embellishing it a bit more each time.

She can share the following information:

- Two days ago, while gathering herbs during sunset at the base of the Argentum Cliffs, she was attacked by a "flying black shape."



- She was gathering herbs to replenish her baking and cooking supplies.
- During her escape from the attack, she lost a family heirloom that she carried around for good luck: a hand-carved statuette that her father made when she was a girl.
- Like Hafram, she believes the creature to be a vampire and she wishes to hang garlic around her house. Unfortunately, Hafram will not spare any of the garlic that he has hoarded.
- There is a vampire hunter in town named Marcus, who is staying at the taproom.

**Developments.** After sharing the above information, Sylvia asks if the characters would be willing to look for her lost statuette. She can provide one of her famous apple pies as a reward.

## 1D. MIDDLEDEW TAPROOM

As characters approach the taproom, read or paraphrase the following:

You see a modest sized house that has been converted into a makeshift brewery. The smell of hops and barley fills the air, and the sound of bubbling vats and clinking glasses can be heard from outside. The front door of the house has been replaced with a large wooden barrel, serving as both a door and a sign announcing the name of the establishment. Inside, the walls are lined with shelves full of various brewing supplies, and large copper vats dominate the far wall. The wooden tables and chairs are worn but sturdy, and there is a cozy fire burning in the hearth, providing warmth and comfort.

The twins Drew and Antony Forsythe (NG human **commoners**) never liked farming, and decided to convert their family home into a brewery. In addition to converting some of the village's grain harvest into a rather strong ale,

the taproom also has a single spare room it rents out to travelers. The room is currently taken by Marcus Harrowhall, the "vampire hunter" that was invited by Hafram Wargut.

**Marcus Harrowhall.** Marcus (NE human **assassin**) has never killed a vampire in his life. He is, however, a capable liar in the employ of Damien Blackbriar's father-in-law, Leifus Lawton. Marcus has been sent to track Damien and bring him back to the Lawton estate, dead or alive. Although the characters' arrival complicates Marcus' plans, he will do his best to turn their success to his advantage before arranging an "unfortunate accident" for them.

**Antony's return.** When Antony is brought back to Middledew, either by the characters or by other villagers, he returns to his quarters in the taproom. If the characters are the ones to bring Antony back, his brother Drew offers them a round of ale as a reward, on the house.

Characters who examine Antony's wounds and succeed on a DC 15 Wisdom (Medicine) check can determine that the wounds are infected, and the infection is spreading. A DC 17 Intelligence (Nature) check reveals that the wounds were not made by a vampire, but by some other large creature. If the Intelligence (Nature) check succeeds by 5 or more, characters can determine that the culprit is a werebat.

## THE TURNING

Antony Forsythe, if not killed or cured of his affliction, will transform into a **werebat fledgling** at nightfall and attack his brother, Drew. Patrons of the taproom raise an alarm and take up arms against the newly-transformed Antony.

If he is not killed or subdued quickly, Antony will escape and fly toward Thornwood forest, where Damien's cave is located. If he succeeds, he joins the final encounter in Chapter III.

Because of the attack, Drew Forsythe is infected with lycanthropy. He rightfully fears that he, too, will transform if a cure is not found.



# CHAPTER II

## FIND A CURE

This chapter begins when either Antony Forsythe is diagnosed with a form of lycanthropy, or his brother Drew is infected when Antony transforms and attacks. After the encounter, the characters are sent on a search for a rare plant that will help cure Drew and maybe put a stop to the attacks.

When the characters return to the village with the plant in-hand, move on to Chapter III.

## THE DUST SETTLES

After Antony Forsythe is killed, subdued, or escapes, it becomes clear that he—and perhaps his brother—carry an infection of some kind. At that point, Eric Hayward offers to brew a potion that will cure the affliction.

In order to create the potion, Eric needs a cutting of the silverleaf flower: a rare plant that only blooms under a full moon. Luckily, the full moon is tonight and a bloom or two may be found on the Argentum Cliffs, located two miles west of Middledew. Eric urges the characters to make haste toward the cliffs and retrieve a cutting of the plant.

If the characters lack climbing gear, Marcus Harrowhall is happy to provide them with gear that he has secretly sabotaged.

### Silverleaf

This delicate flower glows with an eerie silver light akin to the full moon under which it blooms. These plants are exceedingly rare, and exceedingly valuable to interested herbalists. Aside from its curative properties in the realm of lycanthropy, this plant is also known to grant temporary darkvision for those who drink concoctions made with it.

## ARGENTUM CLIFFS

Six hundred feet tall and ten miles long, these cliffs overlook the fertile valley in which Middledew resides. During full moons, the rare silverleaf plant can be seen blooming among the cliff's crevices. As characters approach the cliffs, read or paraphrase the following:

The Argentum Cliffs rise before you, its cracked and craggy face bathed in the light of the full moon. Six hundred feet tall and ten miles long, the cliff looms tall over the valley basin. As you draw closer, you notice a soft glow about half way up the cliff face: the silverleaf plant in full bloom, creeping from a rocky crevice to glimmer in the moonlight.

Upon arriving at the base of the cliffs, characters can clearly see the gentle glow of the silverleaf plant halfway up the cliff face. In order to retrieve it, they must climb or fly—going around to the top of the cliff is not an option due to its length. Characters with the ability to fly are likely to retrieve the plant with little difficulty. Lacking that ability, however, the climb is difficult and perilous.

## CLIMBING THE CLIFFS

In order to scale the Argentum Cliffs, characters will need climbing gear or some other ability that will allow them to traverse a vertical surface. Characters who are using traditional climbing gear will need to make a series of Strength (Athletics) checks to ascend the cliff. The DC for these checks starts at 16 and climbs by 1 each time. With each check, characters climb 100 feet. On a failed check, roll on the Climbing Challenges table, re-rolling on duplicate results.

**Faulty equipment.** If any characters use the sabotaged equipment from Marcus Harrowhall, make a secret roll behind the screen for each of their Strength (Athletics) checks, and use



the result of the lowest roll. If the secret roll is more than 5 points lower than the player's roll, a piece of the equipment (rope, piton, etc.) breaks during the climb.

**Descent.** Once characters retrieve the silverleaf plant, they must make their way back down the cliff. If they have not encountered all of the challenges listed in the Climbing Challenges table, roll on it again once during their descent.

d6	Climbing Challenge
1	<b>Slick rain.</b> Clouds roll in unexpectedly and, after a peal of thunder, a heavy rain begins to pour down. The next skill check or saving throw made on the cliff face is made with disadvantage.
2	<b>Loose rocks.</b> What looked like a solid handhold comes away from the cliff face in a shower of stone. The climbing character must make a DC 13 Strength saving throw to maintain their footing, and each character below them must make a DC 13 Dexterity saving throw to avoid the falling rocks or take 4 (1d6) bludgeoning damage.
3	<b>The Rival.</b> Marcus Harrowhall tries to sabotage the character's attempts to retrieve the silverleaf plant. See "The Rival" event.
4	<b>Hostile wildlife.</b> The climbing route takes characters near the nest of a pair of <b>giant eagles</b> who attack the nearest character until killed or pacified with a DC 15 Wisdom (Animal Handling) check. Treasure. The eagle's nest holds three eggs and a hand-carved statuette that belongs to Sylvia Barrows.
5	<b>Thick fog.</b> A thick fog rolls in and envelopes the cliff face and hides the silverleaf plant from view. Characters must make a successful DC 15 Wisdom (Perception) check to gain sight of the plant again or they make the rest of their Strength (Athletics) checks with disadvantage.
6	<b>Broken equipment.</b> A piece of equipment that the characters are using to climb (rope or a piton, for example) breaks, causing them to slide backwards. It will take one more Strength (Athletics) check to reach the silverleaf plant. Ignore this result during descent.

## EVENTS

The following events occur during this chapter to add challenge to the climb and to introduce the Thornwood bandits.

### THE RIVAL

Marcus Harrowhall has followed the characters to the cliffs. He does whatever he can to covertly sabotage the characters' efforts to retrieve the silverleaf plant without being seen. He wears a hooded cloak and black mask to hide his identity, and will try to escape at the first sign of being spotted.

Some ways that he may attempt to sabotage the character's attempts include:

- Fire arrows at their climbing rope.
- Pickpocket the silverleaf plant after it has been retrieved.
- Set fire to any equipment left behind at the cliff base.

### BANDIT ATTACK

While on the road back to Middledew, the characters are set upon by five Thornwood **bandits** who demand a toll for safe passage. If attacked, the bandits will attempt to flee if their number is reduced to three or fewer.

The bandits can be followed to their encampment in Area 3B with a successful DC 25 Wisdom (Survival) check.



## RETURN TO MIDDLEDEW

As soon as characters bring the silverleaf plant to Middledew, they encounter a raucous scene. Read or paraphrase the following:

As you reach the outskirts of Middledew, the tranquility of the night is broken by panicked shouts, slamming doors, and running feet. Inside the village, several residents huddle together, each carrying a torch and one sharp farming implement or another. At your approach, the group breaks apart and Hafram Wargut marches to meet you.

"It's taken Ophelia! She stepped out to fetch water, and the next I heard she was screaming. I ran out and saw the blasted creature flying away with her toward Thornwood forest!"

While the party was on their way back to Middledew, Damien paid a visit to the village and carried Ophelia off to Area 3C. She is still safe, but not for long.

Hafram has gathered the villagers to march on the forest themselves. If Marcus Harrowhall has not blown his cover, he has taken up a leadership role for the group in the hopes they will kill Damien for him. Convincing the group to stay in the village requires a DC 16 Charisma (Persuasion or Intimidation) check.

Regardless of whether the band of villagers stays or goes into the forest, Eric Hayward is ready to concoct a cure for the werebat lycanthropy using the silverleaf plant. The process takes half an hour, after which he administers the cure to Drew Forsythe and, if he still lives, Antony Forsythe. There is enough for three more doses, which are given to the characters to keep hold of.

## CHAPTER III

### FIND THE SOURCE

In this chapter, the characters enter the Thornwood forest in search of the werebat that has been terrorizing Middledew. In the forest they find a camp of bandits whom they may have encountered before (see the "Bandit Attack" event in Chapter II), but find it has been torn to shreds. Deeper in the forest is the cave where Damien is hiding with his growing brood.

## CHAPTER LOCATIONS

The following sections describe locations within the Thornwood forest.

### 3A. BRIAR PATCH

The perimeter of Thornwood is what has given the forest its name. Dense tangles of thorny vines wrap around the outer edges of the forest, preventing entry to all but the smallest of creatures, those who can fly, or those who know the vines' secret.

When the characters approach the edge of the forest, read or paraphrase the following:

As you approach the dense thicket of vines that surround Thornwood Forest, you are met with a wall of tangled greenery, woven together so tightly that you can barely see through it. The vines are thick, covered in sharp thorns that glint in the dim light.

The vines of Thornwood forest are sensitive to vibrations of various kinds. They will attack any creature that puts weight on them, jostles them, or attacks them. Attacks from the vines deal 4 (1d6) piercing damage plus 7 (2d6) poison damage.

The vines can be lulled by playing music within 20 feet of them and making a DC 12



Charisma (Performance) check with a musical instrument. Additionally, characters can get through the vines by moving them gently with a DC 17 Dexterity (Sleight of Hand) check.

Alternatively, characters can try to burn the vines or attack them. If characters attack the vines, roll for initiative. Each 10 foot section of vine within 20 feet of a character acts as an enemy in combat, using the **Thornwood vines** statblock.

### 3B. BANDIT CAMP

Along the path toward the werebat cave is a camp belonging to the bandits who have plagued the countryside for some time. The characters may have encountered the camp's residents before (see the "Bandit Attack" event in Chapter II).

Werebats have recently attacked the camp, killing all but one bandit. As characters approach the camp, read or paraphrase the following:

As you come around a bend, a camp seems to materialize before you from the trees and dense underbrush. Ten shredded tents and the smoldering remnants of a campfire are all that remain, however, as it is clear the camp has recently been terrorized. Smears of blood can be seen on the ground and tent flaps, and several bodies lay twisted on the ground, their skin pallid and bloodless. From behind a tree, you hear a moan of pain.

The lone survivor of the attack is Talia Helsworth (NE tiefling **bandit**). She is severely injured and covered in open wounds.

Talia can share the following information:

- The bandits have been plundering the roads in the area for several months now.
- The camp's attackers were "covered in black fur, with big wings, long fangs, and eyes that glowed like coals."

- Members of the camp have been disappearing over the past few days. She swears some of the beasts attacking the camp were wearing the shredded clothing of her missing companions.
- She believes the beasts are holed up in a cave not far from the camp, and can point the way.

In addition to Talia's directions to the cave, characters can follow the werebats' trail through the forest with a successful DC 13 Wisdom (Survival) check. Failing that, they stumble across the cave entrance after two hours of searching.

**Developments.** If the characters do not heal Talia, she will die from her wounds within the hour. If she is healed, she will turn into a fledgling werebat the following night unless given a cure.

### 3C. WEREBAT CAVE

The entrance to the cave is hidden behind a thick pile of tree limbs and brambles. When he first arrived, Damien tried to make a new life for himself while struggling with his lycanthropy. Various items that he has stolen from Middledew are scattered around the entrance: broken teacups, forks and spoons, wooden chair legs, torn clothing, and more.

When characters enter the cave, read or paraphrase the following:

Inside the cave, the musty air clogs your nostrils. The walls of the cave are rough and uneven, and the sound of dripping water echoes through the large chamber. Several feet past the entrance, the cave floor all but drops away to an underground lake thirty feet below. In the midst of the lake is a small island, atop which is a hodgepodge arrangement of furniture—a bed, two chairs, a small dresser, a rug. Someone has built a bedroom here of stolen furniture.



Damien has done his best to make a home in this cave using stolen furniture from Middledew. Ophelia is here, huddled up on one of the chairs and shivering from the cold. She has not yet been attacked or drained by any of the werebats.

Damien (NE **werebat prime**) and five **werebat fledglings** are hiding in hybrid form among the stalactites above. They can be spotted by characters with a Wisdom (Perception) check of DC 20 or higher. If they go unnoticed, they will watch the characters intently, and will attack once they reach the inner island.

**Developments.** If the characters still have a dose of the lycanthropy cure, they can forcibly administer it to any grappled werebat.

**Treasure.** The cave contains jewels worth 20 gp, a gold ring worth 10 gp, a vial of perfume worth 5 gp, a pouch of spices, and two candlesticks worth 10 gp each.

## THE AMBUSH

If Marcus Harrowhall is still alive, he will attempt to sabotage the characters and take Damien back to the Lawtons, dead or alive. Possibilities of how he might do this include the following:

- Set a trap for the characters outside the cave in an attempt to kill them and take credit in their stead.
- Enter the cave during the fight and attempt to subdue Damien before killing the characters and the rest of the werebats.
- If the characters leave Damien's body behind, he will take it back to the Lawton estate to collect his reward.

## CONCLUSION

With the werebat threat eliminated, life around Middledew can finally go back to normal. Characters are able to collect their promised reward from the village alderman and, if Ophelia is returned home safely, collect an additional 100 gp (and as much garlic as they can carry) from Hafram Wargut.

Any werebat fledglings who were administered a dose of the lycanthropy cure will attempt to return to their previous lives.

If Marcus Harrowhall isn't killed and leaves empty-handed, he goes into hiding to avoid Leifus Lawton's ire and the terrible punishment that awaits him as a result of his failure.

**Damien is Cured.** If Damien is cured, he tells the characters about the Lawtons' true nature and promises to make reparations to the village of Middledew.

If the characters were hired by Elsebeth Lawton, they are free to return to her with information about Damien's location to receive their 100 gp reward. Damien will not return to the Lawton's willingly, but if subdued, he can be delivered to Elsebeth for the full 500 gp reward.





3C

3B

# BANDIT CAMP AND CAVE





1A

1C

1D

# THE VILLAGE OF MIDDLEDEW





1B



# ADVENTURE STAT BLOCKS

CR  
8

## Assassin

*Medium Humanoid, Any Non-Good Alignment*

Hit Points		AC	Prof. Bonus	Pass. Perc.	
78		15	+3	13	
STR	DEX	CON	INT	WIS	CHA
11	16	14	13	11	10
+0	+3	+2	+2	+0	+0

**Damage Resistances:** Poison

**Languages:** Thieves' cant plus any two languages

**Saving Throws:** DEX +6, INT +4

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

**Speed:** 30 ft.

## Features

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

**Evasion.** If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only

half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack.** Once per turn, the assassin deals an extra 14 (4d6) 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

## Actions

**Multiattack.** The assassin makes two shortsword attacks.

**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.

CR  
1/8

## Bandit

*Medium Humanoid, Any Non-Lawful Alignment*

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

**Languages:** Any one language (usually Common)

**Skill Bonuses:** Medicine +4, Religion +2

**Speed:** 30 ft.

## Actions

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

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



CR  
1

## Giant Eagle

*Large Beast, Neutral Good*

Hit Points		AC	Prof. Bonus	Pass. Perc.	
26		13	+2	14	
STR	DEX	CON	INT	WIS	CHA
16	17	13	8	14	10
+3	+3	+1	-1	+2	+0

**Languages:** Giant Eagle, understands Common and Auran but can't speak them

**Speed:** 10 ft., fly 80 ft.

### Features

**Keen Sight.** The eagle has advantage on Wisdom (Perception) checks that rely on sight.

### Actions

**Multiattack.** The eagle makes two attacks: one with its beak and one with its talons.

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

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

CR  
3

## Thornwood Vines

*Large Plant, Unaligned*

Hit Points		AC	Prof. Bonus	Pass. Perc.	
60		14	+2	7	
STR	DEX	CON	INT	WIS	CHA
17	12	14	1	5	1
+3	+1	+2	-5	-3	-5

**Damage Immunities:** Poison

**Damage Resistances:** Bludgeoning, Psychic

**Languages:** —

**Senses:** Blindsight 30 ft.

**Speed:** 5 ft., climb 5 ft.

### Features

**False Appearance.** While the Thornwood vine remains motionless, it is indistinguishable from a normal plant.

### Actions

**Constrict.** *Melee Weapon Attack:* +5 to hit, reach 20 ft., one creature. *Hit:* The target takes 10 (2d6 + 3) bludgeoning damage, and it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and it takes 21 (6d6) poison damage at the start of each of its turns. The vine can constrict only one target at a time.

**Thorn Volley (Recharge 5-6).** *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one creature. *Hit:* 12 (2d10+1) piercing damage, plus 7 (2d6) poison damage.



# WEREBAT FLEDGLING

Newly-turned werebats are referred to as “fledglings.” They operate mostly on instinct, and are drawn to their creator and the rest of the brood. Those who are infected unknowingly become a great danger to those around them when they finally turn, often causing the deaths—or accidental infection—of loved ones.

**Instinctive Follower.** Upon turning, the werebat fledgling knows where its pack master is, and will set out at once to reach them.

**Super Spreader.** Unable to control their shape-shifting abilities and their new hungers, werebat fledglings pose a great threat to the world outside of their pack. At best, they may spread the infection further. At worst, they draw unnecessary attention to their pack.

CR  
3

## Werebat Fledgling

*Medium Humanoid (Shapechanger), Neutral Evil*

**Hit Points**   **AC**   **Prof. Bonus**   **Pass. Perc.**

58   14   +2   14

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**

16   14   14   10   11   10

+3   +2   +2   +0   +0   +0

**Damage Immunities:** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Languages:** Common (can't speak in bat form)

**Senses:** Blindsight 30 ft. only in Bat or Hybrid form

**Skill Bonuses:** Perception +2, Stealth +4

**Speed:** 30 ft., fly 30 ft.

## Features

**Shapechanger.** The werebat fledgling can use its action to polymorph into a bat-humanoid hybrid or into a large bat, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. During a full moon, it must transform.

**Keen Hearing and Smell.** The werebat has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Echolocation.** The werebat can't use its blindsight when deafened.

## Actions

**Multiattack.** (Humanoid or Hybrid Form Only). The werebat makes two attacks: one with its bite and one with its talons or spear.

**Bite (Bat or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werebat lycanthropy.

**Talons.** (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

**Spear (Humanoid Form Only).** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.



# WEREBAT PRIME

The werebat prime is a lycanthrope that leads its own pack. In the case of Damien Blackbriar, this position of authority happened quite accidentally, but his background as a nobleman prepared him quite well for it.

CR  
9

## Werebat Prime

*Medium Humanoid (Shapechanger), Neutral Evil*

**Hit Points**   **AC**   **Prof. Bonus**   **Pass. Perc.**

135            15            +3            14

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**

16            18            16            12            11            10

+3            +4            +3            +1            +0            +0

**Damage Immunities:** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Languages:** Common (can't speak in bat form)

**Saving Throws:** Dexterity +6

**Senses:** Blindsight 30 ft. only in Bat or Hybrid form

**Skill Bonuses:** Perception +3, Stealth +6

**Speed:** 30 ft., fly 30 ft.

## Features

**Shapechanger.** The werebat prime can use its action to polymorph into a bat-humanoid hybrid or into a large bat, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The werebat prime has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Echolocation.** The werebat prime can't use its blindsight when deafened.

**Instinctive Family.** All pack members instinctively know where the werebat prime's lair is located, and are drawn to it.

**Supersonic Communicator.** The werebat prime can communicate with nearby members of the pack supersonically, issuing orders just out of normal hearing range.

**Pack Tactics.** The werebat prime has advantage on attack rolls against another creature if at least one of the werebat prime's allies is within 5 feet of the target creature and the ally isn't incapacitated.

## Actions

**Multiattack.** (Humanoid or Hybrid Form Only). The werebat prime makes three attacks: one with its bite and two with its talons or rapier.

**Bite (Bat or Hybrid Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werebat lycanthropy.

**Talons.** (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

**Rapier (Humanoid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

## Bonus Actions

**Pack Leader.** The werebat prime commands one of its allies to make an attack against a target within range.

## Reactions

**Wing Shield.** The werebat prime uses its wings to deflect incoming attacks. Until the start of its next turn, it gains +3 to AC, including against the triggering attack.