

TMR2

**A campaign for 4-6 characters
starting Levels 10 and higher**

The Mineral Point Vampire

A 5E Dungeons and Dragons Campaign

Tim Krause



Dungeon Module TMR2

The Mineral Point Vampire



by Tim Krause

A 5E MODULE FOR 4-6 PLAYERS, LEVEL 10+

The design of this module blends the look of old-school modules of the 1980s with 5E rules. Continue to explore the historical places and mythical monsters of Ouisconsin (Wisconsin).

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Preface

This module can be played as a stand-alone adventure, or as a continuation of **TMR1: On Ouisconsin**. Originally, the plan was for TMR1 to be the first in a series of modules that would provide adventures involving the historical places and mythical beasts of each of the fifty states of the United States. And that's still the plan.

However, Wisconsin is full of fascinating places and beasts. The idea for *The Mineral Point Vampire* surfaced suddenly when Christina Streiff found an article chronicling decades worth of sightings in a town that is also famous for the Ridgeway Phantom, the haunted Walker House and Pendarvis—the original settlement at Mineral Point.

This module takes a creative look at all of those myths within the framework of 5E. For those players in or around Wisconsin, this is another great opportunity to go see another part of the state.

The locations in this module are real. I leave it to the GM and players to decide where the truth begins and ends with the creatures herein.

This is not a module for beginners, neither as player nor as GM. TMR1 and TMR2 were originally impromptu adventures comprised only of sketches of maps and monsters. These modules attempt to create that kind of atmosphere but with a little more guidance to help forge a sense of challenge and fun.

A capable GM will adapt to how players perform. Players will also need to recognize that this is not a simple dungeon to just crawl or explore, but rather, it's a dungeon of both great risks and rewards.

Contributors

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Dedication

To **Donna and Greg Krause** for putting up with *Dungeons & Dragons*. One of the best Christmas presents I ever received was *Dungeons & Dragons Basic Rules* (I still have the original books) from you. I remember mesmerizing Saturday mornings crouched on the floor of Walden Books in the London Square Mall in Eau Claire, Wisconsin, captivated by modules, new sets of rules, dice and lead miniatures. I still have most of them.

Some of my favorite times were spent in the basement of my parents' house. It was like a second bedroom, a workshop, an artist's sanctuary, and a chemist's lab. It was cold, damp: no one else in the family seemed interested in the space. Of my fondest memories: painting lead miniatures in my dad's workshop. I still have them, and they remain my perennial favorites when I play 5E today.

Dungeons & Dragons was also the focal point of raucous Saturday afternoons in the Chippewa Falls library, of sleepovers, and of pizza parties. I'm often asked how *Dungeons & Dragons* can be more fun as an adult: the money for beer and pizza, miniatures, of course!

One of the thoughts that often preoccupies me: how do we get to where we are in life? I'm convinced it is never one experience, never one influence, never one person.

However, consider the ways in which something as simple as any game can encourage creativity, imagination, and storytelling as much as critical thinking, scientific inquiry, and intentional problem-solving: that's *Dungeons & Dragons*.

Sometimes, influences like *Dungeons & Dragons* fall in the land of the imagination, to be trusted, not knowing the end, but knowing that it's the adventure that matters above all else.

To **Gilbert and Frances Krause** for inspiring me to read and to imagine by giving me what I consider my first adult book: *Grimm's Fairy Tales*.

To **Raymond and Lois Rapienski** for poetic inspiration and the knowledge that squirrel does not taste like chicken. Neither does rabbit nor venison.

To **Mr. Bradley Dale**, Gorgo's original cleric protector, and **Mr. James Bailie**, the first among the finest Dungeon Masters (ca. 1981-1982).

Introduction

The party agrees that they will travel together as far as **Mineral Point** before deciding upon continuing as a party or going their separate ways. They come upon Mineral Point as the sun is slowly setting, bathing the small settlement in a beautiful glowing, golden light.

Residents are starting to light lanterns and torches, and the chilly air carries the smells of wood fire and the intoxicating aroma of dinner: venison stew, grilled quail, fresh breads, and pies. This is a quiet community, and the party gets the impression that many of the residents lead quiet lives and largely keep to themselves. As the party approaches the center of town, they notice a small number—around a dozen or so—of sandstone houses. Although they don't appear neglected exactly, it is apparent that they are empty. There is a small wooden sign that announces this is an area called **Pendarvis**.

Pendarvis is also unusually quiet, and even the golden light from the setting sun seems somehow muted. The party gets the sense that for the residents of Mineral Point, it is almost as though Pendarvis—central in their midst—doesn't even exist.

One of the most obvious signs along Commerce Street, the main street in town, is a large placard in front of an inviting looking establishment that identifies itself as the Mineral Point Inn. While the party may explore other areas of Mineral Point, the storyline for the main adventure starts in the Mineral Point Inn.

As the party begins their exploration, they are led to believe that there is little to no connection between the ghosts, phantoms and Vampires that plague Mineral Point. However, they should quickly discover clues that there may be something more sinister at play in Mineral Point.

For a party that pays attention to their surroundings, there are added bonuses that incorporate the local flora and fauna of Wisconsin.

The GM should also be aware that this adventure has a number of houses, rooms, and other areas that are intended to either (a) add flavor to the adventure;

and/or (b) offer some small reward for the band of adventurers. Part of the goal is certainly to add flavor, but part of the goal is to also dispel the feeling that anything drawn on a map is immediately useful or relevant. Sometimes, a room is just a room.

Please Note: The section on the **Tunnels of Mineral Point** provides the GM with an alternative way of playing the Vampire in this module. Although the Vampire has been placed in the **Merry Christmas Mine**, the Vampire could also use the tunnels in Pendarvis and Mineral Point to more aggressively attack the party. They also explain one way in which the Vampire appears to suddenly disappear. The tunnels do not connect to Merry Christmas Mine.

Whether the GM chooses this option or not, a party finding the secret tunnels might also creatively use them to their advantage in many of their encounters in Mineral Point and Pendarvis.

Successfully Ending this Adventure

This adventure should be run on a successful end, in terms of experience, rather than on gaining experience points. If the party successfully defeats the Vampire and buries the body in the appropriate plot in Graceland Cemetery, they each gain a level.

Experience points are provided for monsters should the GM be running a game for a group more accustomed to gaining points, rather than achieving milestones.

Note: Many sections of this module begin with sections in italics. These are intended to give the GM background to add flavor to the module, if so desired. It is up to the GM to decide to work in this content through an NPC, through a History Check, or other means.

GM Assist

The appendix includes an optional resource called **GM Assist**. My general philosophy is that a player is meta-gaming when rolling some of their own saves, particularly persuasion and perception. Players shouldn't know the roll, only the outcome of their current situation.

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The most troubling to me as a GM: the party being aware of a player's death save. While it is true that there may be outward signs of a player's impending death, too often does the party try and time when to bring a player back based on the outcome of an immediate threat. While a GM might describe the player's state, if anyone is watching, actual results should be less obvious.

There are two ways to use **GM Assist**: (1) For persuasion and perception, you could ask players for their modifiers, and make all rolls yourself, doing the same with death throws. (2) Alternatively, you could ask players to roll them at the beginning of game play. If you do the alternative, do not disclose how you will enter their rolls into GM Assist.

GM Attack!

Given the nature of the tunnels and their connections, it is possible that the Vampire could stealthily attract the Graceland Ghost, Walker House Headless Ghost, and Pendarvis Hauntings for a combined attack. In some respects, the GM should have some discretion; in other respects, as a level 10 adventure, your party should be stretched and challenged to its absolute limits! If there's no risk of dying, there's no fun!

GM Magic Items

The careful party will discover a number of *unique* magic items in the houses of Pendarvis. They are "common" magic items from *Xanathar's Guide to Everything*. All of them appear to do some rather mundane things; however, they were selected in particular for *The Mineral Point Vampire* to encourage players to be creative in their approach.

For example, players finding the **Horn of Silent Alarm** may realize it might help in setting ambush to the Ridgeway Phantom. Other items should factor into other encounters in this adventure.

At the GM's discretion, reward individual players who develop and successfully deploy creative solutions with these magic items by awarding them with an **Inspiration** point for each solution. Avoid disclosing that you are doing so, at least until the adventure has ended.

Mineral Point

While Pendarvis failed to achieve prominence, settlers determined on making their fortunes on shallow deposits of lead and zinc made Mineral Point a central focus of Ouisconsin.

With Mineral Point's early success as a mining community, came almost equally early horrific events: there were duels in the streets and in the dining halls; hangings at hotels; and reports of hauntings in the very mines that drove the success of Mineral Point.

The Flora and Fauna of Mineral Point

For rangers, and other characters who favor either grasslands or woodlands, Mineral Point offers some excellent findings.

Around the houses of Pendarvis, for each house there is a 75% chance of finding **wild asparagus**. The GM can roll (1d6) up to twice per house with the result of:

- | | |
|-----|--------------------------------|
| 1-3 | two bunches of wild asparagus |
| 4-6 | four bunches of wild asparagus |

Each bunch will either restore 1 level of fatigue or 1d4 hit points.

Around Trinity Church and Old Military Road, there is a 50% chance of finding **morel mushrooms**. The GM can roll (1d6) up to twice per location with the result of:

- | | |
|-----|--------------|
| 1-3 | four morels |
| 4-6 | eight morels |

Two morels will restore 1d6 hit points (and taste absolutely amazing).

Around Graceland Cemetery, there is a 100% chance of finding **false morel mushrooms**. The GM can roll (1d6) up to twice per location with the result of:

- | | |
|-----|----------------|
| 1-3 | 2 false morels |
| 4-6 | 4 false morels |

The character in the party finding the morels can make a nature saving throw (dc 10) as false morels are easy to spot: they are slimy, their tops are flat, and they are solid (rather than hollow). Consuming a false morel will cause 1d12 damage with no saving throw.

The Tunnels of Mineral Point

The introduction offers some suggestions for how to include the secret tunnels of Mineral Point in to the adventure.

To summarize, however, the tunnels connect:

- Graceland Cemetery to Walker House
- Mineral Point Inn to Pendarvis House
- Pendarvis House to Mineral Point Inn*
- Pendarvis House to Trelawny House
- Pendarvis House to Walker House
- Rowhouse to Trelawny House
- Trelawny House to Pendarvis House
- Trelawny House to Rowhouse
- Trelawny House to Walker House
- Walker House to Graceland Cemetery
- Walker House to Pendarvis House

* Note: There is no map for the Mineral Point Inn. The secret door is in the cellar.

Use the **Mineral Point (M1)** map if any encounters spillover into the secret tunnels.

Armory

Adelard, the smith, will speak little of the Vampire other than to confirm what Margery at the Mineral Point Inn reported. You may need to cross-reference the notes in the Mineral Point Inn depending upon the order of encounter in Mineral Point.

However, Adelard is an expert smith and has a variety of items for sale that may benefit the party. He is also very humble, but he will hint that there seems to be something special about the minerals that he forges from the Merry Christmas Mines. They are, his clients tell him, nearly magical in nature.

He will limit the party in purchasing only one item per party member.

Graceland Cemetery

This is the oldest cemetery in the Ouisconsin area. Many of the grave markers record infant deaths, recorded only by their names and dates of birth and death. Even those have faded with the winds and rains of time.

Although the cemetery has an air of formality to it: it's surrounded by wrought iron, it also has the small feel of a family cemetery given how few plots and tombstones are located inside the fence.

The stones of adults make note of incurable illnesses, violent deaths in the mines, and mysterious deaths on the dark roadsides.

The party, if they have not already, will find two tombstones from Graceland Cemetery in the basement of the Walker House. They will also notice, as they walk around town, that almost all of the houses have tombstones adorning their lawns that are likely from Graceland Cemetery.

The party will also note that there is one crypt in the center surround by the tombstones of approximately six infants, as well as a family plot that entombs a mother, father, and their two children (northeast corner).

1. Entrance

However the party chooses to enter the cemetery, ask them to roll a stealth check (fail). Whether the gate creaks, or they trip as they jump the fence, the party will make themselves known. This means there is no chance of a surprise round.

What the party will realize is that there is something ominous about this little cemetery, even if they can't quite figure out what the source of the feeling might be.

2. Tomb

The tomb dominates the cemetery, and the surname "Cirranus" adorns the top of the tomb. The name is unfamiliar to the party.

The tomb is made from sandstone. Likely the family expected it to stand the test of time, but any dwarf in the party will recognize the folly of that plan.

If the party enters the tomb, they will find four caskets. There is nothing special about them, and if the party opens them, they will

find the remains of four humans and nothing more. However, they will also notice a stairway leading to a lower level.

3. Family Plot

There are a number of solitary tombstones in Graceland Cemetery, and they tell part of the story of Mineral Point rather well. This was a boomtown of young miners hoping to get rich, but for many of whom, their lives were cut far too short. Whether or not they had loved ones is difficult to tell. Either they arrived and died alone, or their families moved on to more prosperous locales.

There are two notable exceptions:

(1) the crypt is surrounded by roughly half a dozen tombstones, all of family members.

(2) The other is perhaps more curious. Located at the back northeast of the cemetery is the only family plot. It is comprised of a monument for the family, Melchor. There are four individual stones, three to the left and one to the right of the monument.

The three to the left bear the names Melchor (father), Clara (mother), and Gerhart (son). The party will be able to surmise the familial relationships.

The lone tombstone bears the name **Albrecht**.

There is nothing unusual about the three tombstones on the left; however, the one on the right has a name and birthdate inscribed.

Given that there is only a birthdate on the tombstone, it is apparent that the family never learned the demise of this family member.

This burial site was intended for the miner who became the Vampire. Father Anselm at **Trinity Church** is the only one with this knowledge. Burying the Vampire in this location is the only way to completely and



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successfully end this adventure. If Father Anselm is asked directly if the name of the Vampire is “Albrecht,” he will confirm and tell the party about the burial site, as well as how to complete their quest.

4. Crypt

This is the lower level to the tomb. It appears empty. There is a secret door in the northeast corner that leads to the **Walker House**. The **Ghost of Graceland Cemetery** guards the secret door.

THE GHOST CHALLENGE

XP 7,200

Medium, Monstrosity, Neutral Evil

DEFENSE

Armor Class	17 (natural armor)
Hit Points	225 (30d8 + 90)
Damage Resistance	bludgeoning, piercing and slashing while in dim light or darkness
Senses	darkvision 60ft., passive Perception 10
Languages	Common

OFFENSE

Life Hunger. If a creature the Hungry can see regains hit points, the Hungry regains two benefits until the end of its next turn: it has advantage on attack rolls, and its bite deals an extra 22 (4d10) necrotic damage on a hit.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (-2)	11 (+0)	6 (-2)

ACTIONS

Multiattack: The Hungry makes two attacks: one bite and one claw.

Bite: *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 13 necrotic damage.

Claw: *Melee Weapon Attack:* +8 to hit, reach 10ft., one target. Hit: 18 (4d6 + 4) slashing damage. If the target is medium or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. While grappling a creature, the Hungry cannot attack with its claws.

The Mineral Point Inn

The Mineral Point Inn is a modest, but clean and welcoming establishment. If the party arrives late in the day, there will be a fire in the main fireplace. About a half dozen tables and chairs are arranged in a semi-circle around the fire. On the opposite wall from the fireplace is a small bar that seats another half dozen or so patrons.

When the party arrives, the Inn is bustling, but not overly loud. There is one table in the center of the room that is open. Otherwise all of the seats are taken.

There is only one waitress, and she looks to be a bit frazzled. She'll introduce herself tersely as **Margery**. She tells the party that if they're eating, they'll get a pint of ale, a wild game pasty and figgy hobbin. The pasty is primarily venison, carrots and potatoes. Figgy hobbin is a dessert with a spice the party doesn't recognize (cinnamon) and caramel, topped off with whipped cream.

If the party is observing the Inn while they eat, they notice that most of the talk is reserved to individual tables or to the patrons at the bar. Everyone seems very much to keep to themselves. A more perceptive member of the party might, however, notice that everyone in the Inn seems to be keeping a close eye on the windows, as the sun continues to set.

As the gold fades from the evening sky, the Inn starts to clear out quickly until only the party and Margery remain. She will approach the party finally—it's clear that she's had an exhausting dinner hour. She has a curious look on her face and asks the party if they're just passing through and looking for a place to stay.

If the party agrees, she'll offer rooms at the Inn. She'll also mention that the **Walker House** just down the road has larger rooms, but she glances away as she mentions it. If asked, she'll whisper that she's heard that it is haunted. Margery won't talk about the Walker House in any detail, but she will also warn the party that they shouldn't be out on the streets of Mineral Point after dark if they know what is good for them.

If pressed even the slightest bit, Margery will share in a whisper that Adelard, the owner of the armory is convinced that he saw the Mineral Point Vampire out on **Old Darlington Road** no less than two nights ago. He ran before the Vampire could see him.

It is readily apparent to the adventurers that Margery very much believes what she is telling the group. She will tell them that it isn't just Adelard who has seen the Vampire: it has been plaguing Mineral Point for many years—decades it seems. She tells the party, though, that it has also been at least a couple of years since anyone has seen the Vampire.

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The sighting by Adelard is a little different because Margery tells the party that it was most often seen in and around Mineral Point's Graceland Cemetery (on the southwest corner of town, if asked).

As a bit of a tangent, Margery will tell the party that as the local mine (Merry Christmas Mine) stopped producing as much ore, increasingly strange things started happening around town. In addition to the Vampire, the city is plagued by a Phantom, and the residents are convinced the Walker House is haunted. Regardless, all of the residents are especially concerned about the Vampire—hence their desire to be in the safety of their own homes when darkness fell.

Margery will tell the party that the Vampire is different, though. When residents talk about the phantom, she tells you, the descriptions vary so wildly that it is not even clear that they are even seeing the same phantom. Some claim to have seen the ghost of a man with a whip, walking with them or chasing them. Some have reported dogs, sheep and farm animals while others claim to have seen a headless horseman, or young and old women.

With the Vampire it has been different as everyone who claims to have seen it, all describe it in frighteningly similar terms. All describe the male figure as a tall, thin, pale and imposing caped figure. All have asserted that what they saw seemed like a Vampire.

Until Adelard saw the Vampire recently, it had been a couple of years since Rolf, the town Constable last saw the Vampire. Like many sightings, Rolf had been getting reports that local residents were seeing the Vampire haunting Graceland Cemetery. Although it was dark and snowy, Rolf thought to head out and at least placate the residents by investigating. Rolf in fact spotted the Vampire in the cemetery, but it realized it had been seen and fled the scene. Rolf later described the departure as inhuman in its speed, and the Vampire got away.

Rolf and a handful of residents returned the next day and confirmed footprints that led up to the six foot tall fence surrounding the cemetery. Rolf recounted watching the Vampire leap the fence. In spite of the previous night's snow, however, there were no footprints on the other side of the fence. Without any other leads, Rolf dropped his investigation. And until Adelard's recent sighting, things had been completely quiet, with no sightings.

Margery asks for the group's help. She tells you that residents are leaving town, claiming that it is the

dying mine that is forcing them to leave. However, she believes that it is a combination of the Vampire, Phantom and whatever haunts the Walker House that is at the root of the mass exodus. She begs you help rid Mineral Point of these creatures—starting with the Vampire as it seems to be causing the most immediate fear for the residents.

Margery will also ask that you speak directly to Rolf in case he has any additional information. She will hint that there may also be a reward for the destruction of the Vampire.

Mineral Point Stockade and Jail

The Mineral Point Stockade and Jail resembles the other buildings in the area: short, made of sandstone, with thick walls.

Rolf is the town Constable that last saw the Vampire. If pressed, he won't share much more information than the party was able to gain from Margery at the Mineral Point Inn. They will quickly realize that Rolf is relatively quiet, not prone to gossip, but will share what few facts he possesses.

However, Rolf will eventually mention that he currently has one prisoner, Abelard. What distinguishes the prisoner, is that he has turned himself in because he believes he recently saw the Vampire near the Merry Christmas mine and is hoping that the prison cell and bars will protect him from the ethereal monster.

If pressed, Abelard will join the party in their quest for the Vampire—regardless of the stage of their efforts. He will tell the party that he is a Missionary of sorts, and had come to Mineral Point because of the troubles he was hearing were going on in the Village. He quickly realized, however, that it was going to take more than just himself to free the Village of the creatures that are haunting them.

Rolf will also tell the party that there is a reward for proof of the Vampire's demise—as the local villagers are inherently suspicious that even the bravest and strongest of adventurers can defeat the creature.

He asks for both of the Vampire's eye-teeth. In exchange, the party may take possession of one of the homes in Pendarvis. It is worth noting that removing the Vampire's eye teeth will not irrevocably kill the Vampire nor will it end the adventure.

Trinity Church

Also made of limestone, the spire of Trinity Church's bell tower looms over all of Mineral Point.

Father Anselm will strike the party as a lonely, introspective priest. If asked for assistance, he offers it without hesitation. His requests for donations are high, though he is also unapologetic. He will inform the party that not only do they not have other options, but that because Mineral Point is on the decline, he has to do what he can to keep Trinity Church up and running.

If pressed, perhaps through a persuasion (DC 12) check, Father Anselm may be persuaded to reduce his fees by (based on follow-up percentage roll by GM):

0-10	5%
11-25	10%
26-66%	15%
67-89%	20%
90-100%	25%

Death (HP 0)	Restored to 1 HP	1,500 gp
Poison	Cure Poison	500 gp
Heal	1d10	500 gp
Exhaustion	Long Rest	250 gp

The priest has no potions or spells for sale, though he is always open to take donations.

Father Anselm, if asked, will refuse to join the party. However if he is told that the party is trying to eliminate the Vampire, he will tell them that there is an empty grave plot in Graceland Cemetery. If they bury the Vampire there, it will finally rest in peace. If the party specifically asks if it is the plot for Albrecht son of Melchor he will confirm.

For a small fee of 10 gp, the entire party may complete a safe, long-rest at Trinity Church.

Walker House



The party will eventually learn that the Walker house has been around for as long as anyone can remember. It originally served as a meeting house for the region until a series of horrific things happened. Mineral Point executed someone (no one remembers his name) by hanging. Not soon after, there was a sword duel and a local resident was run straight through and died on the dining room floor of the Walker House.

Local rumor has it that the hanging started with the guilty party being marched to the Walker House in front of his own coffin, local residents beating the coffin with mead bottles at every step.

Within a short year, the Walker House closed and stood vacant, slowly rotting away at its timbers. Anyone who dared venture within footsteps of the Walker House reported feeling immediate panic after hearing deep breathing, heavy footsteps, and occasional blood-curdling screams.

More recently, a bold teen reported approaching the house around midnight and looking into what he believed to be the dining room windows. Although he didn't stay long (he ran screaming for his life), he was convinced he saw a headless man in faded grey clothing seated at the dining room table, alone.

When the party enters the Walker House, their choice of entry (any door or window), will squeak loudly. As GM you may allow a stealth roll, though consider it an automatic fail.

The house isn't pitch black, but it's a grey sort of shadowy. The house creaks with age, though players will recognize that it's the house talking, not necessarily creatures inhabiting the house.

Presuming that the party enters on the main floor, they will get the sense that, in its day, the Walker House was the place that you wanted to stay if you were visiting either Pendarvis or Mineral Point.

However, it's obvious that the Walker House has stood empty for many years.

If the party chooses to, they may fortify and spend one long-rest on the second floor of the Walker House before the haunting begins.

1. Main Pub

The Walker House was clearly an intimate place. On the main floor, the bar seats no more than a half a dozen patrons, and there are only three tables that see roughly ten more.

Everything is covered in dust, the wood is grey with age and sunlight. The party will readily recognize the neglect of the Walker House.

From the Main Pub, there is a doorway to a kitchen area, and a stairway leading up.

There is no one in this area, so it is entirely up to the party to decide what to do next.

2. Sleeping Quarters 1

This is the most luxurious of the rooms at the Walker House. There is a king size bed, large dresser, a night stand and even an ornate bed pan so the guest doesn't have to leave the room for any reason should he or she choose not to.

Although the room is dark, there is a small oil lamp on top of the dresser.

There are two copper pieces on the night stand—an odd detail as it seems a small tip for an innkeeper. Perhaps the last occupant left in a rush.

3. Sleeping Quarters 2

This is a standard room at the Walker House. The bed is much smaller than in Sleeping Quarters 1 (a full size bed), the dresser much smaller, and it lacks both a night stand or a bed pan.

This room is much dustier though if the party decides to look they will see faint foot prints in the dust on the floor that appear to be relatively recent. None of the footprints lead into the room: they lead out to the hallway. There is only one set of footprints.

If they choose, the party can trace the steps down to the cellar and to one of the two secret doors, at the GM's discretion.

4. Sleeping Quarters 3

This is a moderately priced room at the Walker House. It resembles **Sleeping Quarters 2**, though is slightly larger. There is also a basic bed pan under the bed.

At the top, back of the dresser is a small, ornate comb. It is black, almost obsidian. The center of the comb show-cases a beautiful red ruby. The ruby is worth 50 gp. However, the comb is cursed: anyone grabbing it should make a **wisdom save** (dc 15). Failure results in a compulsive desire to comb one's hair once every ten minutes. Each instance results in the loss of roughly ten percent of the character's hair until they are completely bald.

5. Sleeping Quarters 4

This is a standard room at the Walker House. It is the same as sleeping quarters 2.

6. Cellar

The cellar in the Walker House is very small, dark and damp. If the party is large, only four will fit in the cellar. The walls are made of the same stone as the house proper.

It is cold, dark and damp.

The party need only be in the cellar for a few short minutes and two headless ghosts will appear in the center of their midst. The party should roll for surprise (+5 for the ghosts).

Assuming the ghosts are defeated, there is nothing in the cellar of value, or otherwise.

However, a search of the walls will indicate two secret doors: one on the west wall, and one on the south. The former hides a tunnel that will take the party to Graceland Cemetery (family plot) and the latter to Pendarvis House.

THE MINERAL POINT VAMPIRE

Headless Ghosts (2) Challenge 7

XP 2,900

Large, Undead, Unaligned

DEFENSE

Armor Class	17 (natural armor)
Hit Points	142 (15d10 + 60)
Damage Resistance	poison, charmed, exhaustion, frightened, paralyzed
Senses	blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages	understands commands given in any language but does not speak

OFFENSE

Regeneration. Regains 10 hit points at the start of its turn if it has at least 1 hit point.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

ACTIONS

Withering Touch. *Melee weapon attack:* + 5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Horrible Visage. Each non un-dead creature within 60 feet of the ghost that can see it must succeed on a DC 13 wisdom save or be frightened for 1 minute. If the save fails by 5 or more the target also ages 1d4 x 10 years.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed. The ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body. The possession lasts until the body drops to 0 hit points.

Pendarvis

Located on Shake Rag Street, Pendarvis is a mini-ghost-town within a ghost-town. Prior to Mineral Point, scores of miners rushed to Pendarvis in the hopes of getting rich off of a variety of mineral deposits in a large mine just outside of town (Merry Christmas Mine).

During its height, Pendarvis was home to hundreds and hundreds of miners and their families. However, reports of a haunted mine, and new mines to the west meant that the population of Pendarvis dwindled quickly.

However, given its central location to the region, Mineral Point sprung up around it and was a hub for

artistic and social activity for the area. But it wasn't long before Mineral Point succumb to the same hauntings.

Most of the old cabins built in Pendarvis have long since been torn down but a handful remain. They are considered to be haunted by the locals who tend to avoid them.

You may choose to remind the party that their reward for killing the Vampire is a house in Pendarvis—some reward indeed.

Entering Pendarvis will be entirely uneventful.

Kiddlywink Pub

The party is likely to come across Kiddlywink Pub first and it is likely to take them a bit by surprise: it is surrounded by a soft golden glow, it looks well-cared for and like a safe, comfortable place.

From the outside, it is well kept: the windows are shuttered with freshly painted blue wood-slats. Fresh firewood stands stacked and at the ready by the backdoor. Around the house, the shrubs are neatly trimmed and in full bloom.

If the party chooses to enter, they will encounter a small, one-room pub with only a few small tables and a fireplace. Although there is no one present, there is a freshly lit fire in the fireplace, torches in sconces on the wall look recently lit, and the walls are adorned with rich, mahogany woodwork.

Each table contains a bottle of what the party will readily discern is cherry mead. If tasted, they will recognize that it has powerful medicinal properties.

Kiddlywink Pub is meant to confuse and disarm the party.

If the party tastes the mead it will have the properties mentioned earlier. If they leave with any of the bottles of mead, those carrying it should perform a **Perception** check (DC 15). Off the premise it turns ice cold. If they return to the inn, the mead's temperature returns to normal. The party may come and go as often as they want with the mead but there is only one full dose per bottle.

THE MINERAL POINT VAMPIRE

If used outside of Kiddywink Pub, there is no effect.

If used inside Kiddywink Pub, the effect is based on the most serious affliction for the party member:

Death (HP 0)	Restored to 1 HP
Poison	Cure Poison
Heal	1d10
Exhaustion	Long Rest

These are powerful bottles of mead. However, this is also a challenging adventure. The GM may, at their discretion, all the party to search and discover additional bottles of mead.

1. Bar

This is a small, intimate bar area. The bartender's name is Gunter, and he's a relatively talkative guy especially if the party is buying his meads and ales.

If asked, he'll tell the party that Mineral Point has fallen on difficult times and is haunted by ghosts, phantoms and Vampires. Depending upon how the party starts the adventure, this is not necessarily news.

He will, however, say more about the Vampire, suggesting that he doesn't think the Vampire can fly or turn invisible. He thinks there is another explanation for why it seems to disappear as quickly as it does. As a mining community, he believes that there might be the remnants of mining shafts underneath Mineral Point and Pendarvis that the Vampire is knowledgeable about, and which the local residents are not.

If pressed, however, the bartender will shrug his shoulders, and express uncertainty about the location of those mining shafts and tunnels. He invites the party to search the cellar of the Kiddywink Pub. It's up to you to determine how much time the party searches for entry-way into the tunnels: there is no such entrance at the Pub.

Gunter will also offer the party a thank you gift for helping to vanquish the Vampire: a **Tankard of Sobriety**. The tankard will allow the drinker to drink any non-magical alcoholic beverage into it without becoming inebriated. It has no effect on other liquids.

2. Seating Area

This is an extremely small seating area with only two tables. Whenever the party arrives, they will have Kiddywink Pub to themselves. If they do not sit at the bar, either a waitress or the bartender will engage them in the same conversation about the Vampire.

3. Kitchen

Like the rest of Kiddywink Pub, the kitchen is small. The main feature is a brick, wood-fired oven used for cooking all of the fare in the Pub.

Pendarvis House



Pendarvis House gives the party its first glimpse of what awaits them. In contrast to Kiddywink Pub, it is unusually dark, looks like it lacks from decades of repairs and may even be unsafe to enter.

From the outside, it is unkempt, the windows are black eyes into the souls of the building, and the slats that comprise the siding of Pendarvis House show black air between them, as many of them hang like loose teeth. Around this house, the shrubs are unkempt, and hide large portions of the house, where the leaves haven't died off and the blooms haven't faded.

1. Bedroom

The rooms in Pendarvis House are modest in size, though tasteful. Although, dark and dusty it is evident that the room was comfortable. In addition to a full size bed, there is a modest dresser and two side tables by the bed.

There is nothing of value or interest in the bedroom.

2. Bedroom

This bedroom is identical to the first bedroom.

There is a small doll on an end table next to the bed. If any party member approaches within five feet, the doll will say: "Please rescue me." This is a **Talking Doll**. If attuned to it after a short rest, it can speak up to six phrases of no more than six words each. The phrases may be changed and then spoken when approached within five feet. If attunement to the doll is lost, it forgets the six phrases.

3. Sitting Room

Despite its dark and dusty current state, this was an ornate, formal sitting room. Most likely, the formal chairs, couches and tables will make them feel ill-at-ease. Likely, the furnishings are valuable; however, the party will likely have no way of either removing them or of selling them.

4. Dining Area

More than any other room in Pendarvis House, or elsewhere in Pendarvis, does the party get a true sense of what Pendarvis must have been like as a boom town.

Although dark and dusty, it is apparent that the dining room was the center of Pendarvis House, and perhaps the community as well. It is dominated by one large, dark table that could easily seat twenty guests.

The table is still set. There are multiple candelabra set across the center of the table and the entire length. There are places set with china (modest, at best) and the table gives the sense that dinner might be served at any given moment.

Surrounding the table are multiple buffets stacked with dishes for later courses.

While an impressive room that sets the stage for what Pendarvis House may have been like, there is nothing of worth or to encounter.

5. Kitchen

The kitchen is dominated by a large fire place and butcher block preparation area. It is well-provisioned, with pots and pans hanging from iron hooks on the ceiling. One gets the impression there is likely a cold storage area near-by.

6. Cellar

The party will find most of the cellars in Pendarvis surprisingly empty.

There are secret doors leading to the following tunnels:

Mineral Point Inn (Northwest)
Trelawny House (East)
Walker House (South)

Given the opportunity and the multiple connection points, it is most likely the Vampire will try and engage the party with the rest of the ghosts and the phantoms in the cellar of Pendarvis House.

7. Attic and Storage

The attic and storage area are fraught with danger and death as it is home to a lich. Note that this is not the lich's lair, and locating its lair is not part of the adventure. Should the GM choose, it could become a side adventure for the party.

THE MINERAL POINT VAMPIRE

In this situation, the lich is under the control of the Vampire. If the lich's hit points drop below 25, it will attempt to flee, returning to the Vampire. If possible, it will use the tunnel system.

Lich Challenge 21

XP 33,000

Medium, undead, evil

DEFENSE

Armor Class	17 (natural armor)
Hit Points	135 (18d8 + 54)
Saving Throws	Con +10, Int +12, Wis +9
Skills	Arcana +18, History +12, Insight +9 Perception +9
Damage Resistance	cold, lightning, necrotic
Immunities	poison, bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immun.	Charmed, exhaustion, frightened, paralyzed, poisoned
Senses	truesight 120 ft., passive Perception 19
Languages	Common plus up to five other languages

OFFENSE

Legendary Resistance. (3/day) can choose to succeed on a failed save

Spellcasting. Ability to attack is DC 20, +12 to hit with attacks (Note: this lich has a slightly modified spell list)

Cantrips mage hand, ray of frost
 1st level (4) detect magic, magic missile, shield
 2nd level (3) detect thoughts, invisibility, Melf's acid arrow
 3rd level (3) animate dead, counterspell, dispel magic, fireball
 4th level (3) blight, dimension door
 5th level (3) cloudkill, scrying
 6th level (1) globe of invulnerability
 7th level (1) finger of death
 8th level (1) power word stun
 9th level (1) power word kill

STATISTICS

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. Succeed on DC 18 Constitution save or be paralyzed for 1 minute. May repeat saving throw every turn.

LEGENDARY ACTIONS

The lich can use up to 3 legendary actions.

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its paralyzing touch.

Frightening Gaze (Costs 2 Actions). Fixes gaze on character within 10 ft, which must succeed on a DC 18 Wisdom save or become frightened for 1 minute. May repeat save at end of each turn.

Disrupt Life (Costs 3 Actions). All living creatures within 20 feet must make a DC 18 Constitution save or take 21 (6d6) necrotic damage on a failed save, or half on a successful one.

Polperro House



In their time, there is little question that Pendarvis and Polperro House represented the finest of living in Pendarvis. Where Polperro may fall behind is in that it appears to have started out as a small, one-story house for a mining family. Over the years, a second and third story were added. Most recent: a two story addition at the back of the house.

From the outside it is as unkept as the other houses, even though it stands as tall and straight as any other in Pendarvis.

The party should be led to understand that for the past-glory of Polperro House, it is extremely unlikely that they would have the time or financial means to take on the restoration of this house unless they were to choose to retire from their adventuring ways (which they may always choose to do).

1. Entry-way

Polperro House was likely owned by a mine manager or local official as the entry-way

believes a certain formality not seen in some of the other houses of Pendarvis. The house is not lavish, but the furnishings are certainly a step or two above what the adventurers have seen so far in Pendarvis.

2. Sitting Room

Polperro House has multiple sitting rooms, a feature that makes it unique to the other cottages in Pendarvis. They give the adventurers the sense that Polperro House was one of the social centers of Pendarvis.

This sitting room is one of the more informal of the three, though it comfortably seats three to four individuals at small end tables and with over-stuffed chairs.

There are sconces on the walls, though they are sparse suggesting the room would be dimly lit in the evening. This lends itself more to the charm of the room than anything else.

There is nothing of value in the sitting room.

3. Kitchen

The kitchen in Polperro House is truly a marvel: gleaming pots and pans hang from the ceiling, but the true center-piece is a large cooking hearth. The adventurers will quickly appreciate that this was a kitchen that was meant for cooking large meals and entertaining.

Over the years, however, the kitchen has fallen into great disrepair and it is evident it would require significant work to restore it to its original state.

4. Dining Room

The dining room in Polperro House was clearly the focal point of the home. It is adorned with rich, dark wood and a dining room table that easily could seat two dozen guests.

There is an ominous, almost oppressive feel to the dining room as the table is still set, there are still candles on the table. The impression the party gets is that Polperro House easily could have been abandoned within hours of the last planned dinner party.

Although the furnishings on the table clearly were of value at some point, everything has fallen into such disrepair in Polperro that nothing of value remains.

5. Formal Sitting Room

The formal sitting room in Polperro was reserved for the most important of guests as evidenced by the much more lavish furnishings and décor.

6. Hallway

Although serving a largely utilitarian fashion to connect the bedrooms of the home, faded portraits adorn the walls, and are separated by unlit wooden sconces.

There is nothing of value in the Hallway. However, the party continues to feel that something about Polperro House is different than the other houses of Pendarvis.

Should the party choose to rest for the night here, they may but if they stay in Rooms 1-4, the most they will accomplish is a short rest because of nightmares. The nightmares are specific to each of the rooms and the GM should determine, within the parameters given, the details of those nightmares. Party members will have no way of judging whether or not they can believe their nightmares.

7. Room 1

Occupants of this room will have nightmares about what they believe is the old mine shafts and tunnel system under Pendarvis. In the nightmare they are being chased by an unknown creature. They will learn the location of one tunnel entrance, but there is

only a fifty percent chance that it is in the correct location.

8. Room 2

When the occupants of this room awaken, they are convinced that they were having nightmares about the Merry Christmas Mine and they are certain this is home to the Vampire.

As GM, remember that the Vampire has access to the tunnel system and is still likely to attack the party outside of the mine.

9. Room 3

Occupants of this room meet two shadowy figures in one of the abandoned houses of Pendarvis. When they awaken, they are convinced one of them is telling the truth about their identity and the other one is lying. This dream references Bredon and Korag, both of whom are ultimately lying about their identity.

10. Room 4

In the nightmares experienced in Room 4, the party will get fleeting images of a wooden walkway flanked by three guard houses. They awaken with the general feeling that the guard houses might somehow have protected them from some unseen creature.

11. Storage and Larder

This is a unique room to Polperro. Where the rest of Pendarvis and Mineral Point would be expected to take advantage of root cellars and other underground storage for their perishable goods, this room (on the second floor) serves an identical purpose.

The party will readily notice a series of old, rusting pipes that descend through the floor and likely (through unknown means) carried cold air into this storage and larder area.

The room, however, is haunting with long-since decayed carcasses of venison, hare, wild boar and geese. One might imagine, however, in its day, the extravagance that such a larder brought to Polperro house.

Although the party may look, there are no tunnels connecting Polperro to the larger network of tunnels connecting other houses and structures in Pendarvis.

12. Attic

When the party is on the second floor of Polperro House have them make an active Perception check (DC 10). For those who succeed, they have the impression, from the outside of the house, that there should be a third story.

Checks in the hallway, active Perception check (DC 14) will reveal the secret door and stairway to the third floor of Polperro House: the attic.

For all of the previous glamour and splendor of the rest of Polperro, the attic looks like the hiding place of a lunatic. Most of what is contained in the attic has no value: rusted cooking pots, old furniture (eaten through by rats), books that are full of dry rot.

Each party member in the attic may make no more than two Investigation saves (DC 16). Upon success, the first party member will find a scroll of **Holy Weapon**. The scroll is cast as a bonus action and imbues a weapon of choice with holy power, allowing it to emit bright light in a 30-foot radius.

The weapon attacks made with it deal an extra 2d8 radiant damage on a hit and will deliver full damage to any creature in this adventure.

As a bonus action, the player can dismiss the spell; it will emit a burst of radiance causing one creature of choice (within 30 ft.)

to make a Constitution saving throw or take 4d8 radiant damage and be blinded for one minute. On a successful save, damage is half and the creature is not blinded. A blinded creature may make an additional Constitution save at the end of each additional turn. Success ends the effect.

Trelawny House

The party will draw a lot of similarity between Trelawny House and Pendarvis. It looks as gloomy, dangerous and broken down. It is two story, built of limestone and in significant disrepair.

1. Dining and Sitting Area

When the party first opens the door they will be able to see both the dining and sitting area and the kitchen. The light is dim, but the kitchen appears to be devoid of life.

The dining and sitting area on the other hand appears to have a shadowy figure sitting in a faded red chair in the corner of the room. The figure will allow the party to approach and invite those to sit who wish (there are two empty chairs).

The figure is an elderly human male who appears to be at least in his eighties. He is dressed rather plainly and has no belongings in plain sight. If asked, he will introduce himself as **Bredon**, the previous owner of Trelawny House.

Anyone in the party may make a Deception check (DC 15) to learn that Bredon may not be entirely honest in his story. Otherwise, he tells the party that he was passing through Mineral Point and had heard that Pendarvis had fallen on hard times. He will tell the party that he worries especially about the Vampire.

Bredon is actually under the control of the Vampire. He will offer, however, to join the party in their quest to destroy it. Under no circumstances will Bredon attack the party

until the Vampire is present and has attacked. If necessary, Bredon will flee and go directly to the Vampire to tell it of the party's presence.

If the party discovers the identity of Bredon and attempts to attack, Bredon will also make every attempt to flee, most likely through one of the three tunnels in the cellar of Trelawny House.

If the party pursues Bredon into any of the tunnels, they will encounter the Vampire in 1d10 turns, and the Vampire will have at least one (if not more) of the legendary monsters of Mineral Point to fight alongside it.

2. Kitchen

A modest kitchen comprises the remainder of the first floor of Trelawny House. There are two stairwells: one leading to the cellar; the other to the second floor of the house.

The kitchen contains all of the basics required of cooking. Everything is covered in dust and cobwebs. There is a very small wood cooking stove in the corner.

The kitchen otherwise contains nothing of value.

3. Cellar

Dusty crates and cobwebby casks clutter the small cellar of Trelawny House. If Bredon makes it to the cellar first roll 1d6 to determine which tunnel he takes:

1-2	Pendarvis House
3-4	Rowhouse
5-6	Walker House

Use the direction Bredon is headed to determine which additional creatures may be accompanying the Vampire.

If the party makes it to the cellar first, there is nothing of value in the cellar, and the crates and casks make it difficult to search for any of the three secret tunnels. Each player may search each of the four walls once, rolling a Perception (DC 17) check. Given the clutter and crumbling limestone walls, these secret entrances to the tunnel system are especially difficult to locate.

4. Master Bedroom

The master bedroom takes up all of the upper story of Trelawny House. What it possesses in lavish space, it lacks significantly in its furnishing. The party suspects it has been many, many years since the master bedroom looked as regal as it once may have.

If the party inspects the room, each may roll 1 Perception check (DC 16) to find a **Mystery Key** in the drawer of the nightstand next to the decaying four poster bed. The mystery key has a 5 percent chance of unlocking any lock. Once it unlocks something the key will disappear.

Bredon (Archmage)

Challenge 12

XP 8,400

Medium, Humanoid, Neutral

DEFENSE

Armor Class	12 (15 with mage armor)
Hit Points	99 (18d8 + 18)
Saving Throws	Int +9, Wis +6
Skills	Arcana +13, History +13
Damage Resistance	damage from spells; non magical bludgeoning, piercing and slashing
Senses	passive Perception 12
Languages	any six
Magic Resistance	Advantage on any saves against magic

OFFENSE

Spellcasting. Spell save DC 17, +9 to hit

Cantrips firebolt, light, mage hand, shocking grasp
 1st level (4) detect magic, identify, mage armor, magic missile
 2nd level (3) detect thoughts, mirror image, misty step
 3rd level (3) counterspell, fly, lightning bolt
 4th level (3) banishment, fireshield, stoneskin
 5th level (3) cone of cold, scrying, wall of force
 6th level (1) globe of invulnerability
 7th level (1) teleport
 8th level (1) mind blank
 9th level (1) time stop

STATISTICS

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

ACTIONS

Dagger. Melee or ranged attack. +6 to hit, reach 5ft., or ranged 20/60 ft. Hit 4 (1d4 + 2) piercing damage.

Rowhouse

The Rowhouse appears no different than the rest of the houses in Pendarvis. It is one story but has the same gloomy, dangerous, broken down look as the rest of Pendarvis. It is different, however, once the party enters: the rowhouse appears to be nothing more than a flophouse for miners who are likely in Pendarvis to make a quick silver piece or two and head on down the road.

1. Entry-way

The entry-way does little more than provide access to four small rooms and a common area for the miners who would have been temporarily calling the Rowhouse home.

2. Room 1

To call the rooms in the Rowhouse modest, would be generous. There are four very small rooms, with beds a small table and wooden chair. On each table there is a solitary candle, though each is burned nearly to a nub.

The party might reasonably choose to use the Rowhouse as a safehouse of sorts as they explore Pendarvis. Should they choose to do so, there is no risk of late night attack *provided that they do not spend the night in the Common Area (4)*. If they do, the Vampire will automatically attack with surprise.

3. Room 2

Room 2 is identical to the other three rooms.

4. Common Area

The common area includes a very small fireplace for cooking and a run-down, faded and cracked wooden table with six chairs surrounding it. It's quite clear that those living in the Rowhouse had likely seen better times and were hoping that Mineral Point was going to somehow magically turn things around for them.

Seated at one of the tables is a cloaked humanoid figure. Upon approach, the young male appears to be half-orc, and he will introduce himself as **Korag**. Korag and Bredon do not know each other. However, what they also do not know is that they both are under the influence of the Vampire—a fact they will only discover if they add the Vampire in attacking the party.

Korag will tell the party that he fancies himself a bit of a mercenary and has heard tales of gems still to be had for the brave soul that would venture in the Merry Christmas Mine. He has only recently arrived and was planning on spending the night in the Rowhouse. He will express

shock if the party mentions they suspect that the mine might also be home to the Vampire. The party may role a deception check (DC 15) at any time. If they succeed, and Korag is aware of that fact, he too will attempt to flee. Because there are no tunnels in the Rowhouse, Korag will first attempt to reach Trelawny House. Depending on how the party chooses to pursue him, he will choose another house with tunnels if he must.

Korag will act the same way that Bredon does in terms of the timing of when he attacks the party (see Trelawny House, Dining and Sitting area).

There is a trapdoor in the northwest floor of the common area.

5. Room 3

Room 3 is identical to the other three rooms.

6. Room 4

Room 4 is identical to the other three rooms.

THE MINERAL POINT VAMPIRE

Korag (Assassin) Challenge 8

XP 3,900

Medium, Humanoid (half-orc), neutral

DEFENSE

Armor Class 15 (studded armor)
Hit Points 78 (12d8 + 24)
Saving Throws Dex +6, Int +4
Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9
Damage Resistance Poison
Senses passive Perception 13
Languages Thieve's cant plus two languages

OFFENSE

Assassinate. Advantage on attack rolls against any character that hasn't taken a turn. Any such hit counts as a critical hit.

Evasion. If subjected to a Dexterity saving throw that allows for half damage, can elect to take no damage on success, and half on fail.

Sneak attack. One per turn, can deal an extra 14 (4d6) damage when it hits with advantage, or when the target is within 3 feet of an ally of the assassin.

STATISTICS

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

ACTIONS

Multiattack. Makes two shortsword attacks.

Shortsword. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing, and target must make DC 15 Constitution save, taking 24 (7d6) poison damage on fail, or half upon success.

Light Crossbow. Ranged weapon attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing and must make a DC 15 Constitution save, taking 24 (7d6) damage on fail, or half upon success.

Merry Christmas Mine Hill

This area was historically mined for lead because it laid near the surface of the land. When settlers came to the area they discovered even more rich veins of lead in arrows they could reach with nothing more than shallow holes.

These shallow holes resembled local badger holes and the miners quickly became known as Badgers—a nickname that stuck in Ouisconsin!

The resourceful miners figured out how to digger ever deeper deposits. Not only did their fortunes grow, but the new settlers quickly drove out the

individuals who were more native to the area. To the suspicious of Mineral Point that's where the trouble began and rumors of haunted mine shafts started.

As the mine shafts grew ever deeper, the rumors of haunting grew more frequent and ominous—with some suggesting that the miners had awoken a local spirit unhappy that its local treasures were being stole at the expense of its people.

The mine is exceptionally dark, so the party will require night vision and torches for them to see. They will notice that the walls are rough-hewn and give the impression that the miners were eager to dig ever deeper into the land. Initially, if they search for any evidence of tracks, struggle or fighting, they will find none (the GM might encourage them to roll, regardless).

At the GM's discretion, the Vampire might appear at any time while the party is in Merry Christmas Mine. If not, they will encounter the Vampire in its lair (9). The Vampire's lair includes information on the Vampire's background and serves to conclude the module. If the party has other ghosts and phantoms to encounter, the adventure may continue.

1. Entrance

The entrance to the Merry Christmas Mine is surprisingly both very wide and very low. The visible stone in the earth is the same stone out of which the houses in Pendarvis were constructed. Although extremely faded with time, there are pick and axe marks in the stone and it is clear that many miners hands dug this mine.

The ground is fine sand, the same color and composition as the stone. Whether imagined or real, the party gets the sense that miners used hand carts to remove whatever minerals they recovered from the mine.

They will also notice a fairly extensive network of mostly shallow, but sometimes deep, cracks in the rocks around the entrance and extending into the mine.

THE MINERAL POINT VAMPIRE

Roughly every turn the party is in the mine, the GM should roll with the following results:

- 1-50% Nothing happens
- 51-60% Light tremors; there is no noise but the tremors are perceptible
- 61-75% Dust and light debris falls from the ceiling
- 76-79% Heavier debris falls from the ceiling; 1d4 damage, no save
- 80-82% Roll to determine if the mine shaft in front of or behind the party collapses
- 83-100% Nothing happens

The GM should continue to roll even when the party is in combat and results apply to monsters equally.

If the mine shaft collapses, it will take the party six rounds to dig an opening large enough for them to pass through one at a time. The GM may make allowances for characters with higher strength or expertise with mining or stonework. Continue to roll as the party digs themselves out.

Additionally, determine the location of the collapse. If any party members fall in the location, they take 1d12 damage with no save. Mine collapses are sudden, and there is virtually nothing one can do to avoid them.

The party should also be warned that not only is the mine dangerous, but it is easy to get lost. **The GM will provide general directions; however, it is up to the party to generate their own map.**

The GM should provide maps for key encounters, however.

There is also a risk of a random encounter with the creatures living in the mine. The GM should roll every five turns or so, and there is only a ten percent chance of a

random encounter.

Use the following table to determine the creature and number of creatures encountered by the party:

Creature	Number
Badger, Giant	1d8
Banshee Hoarders	1d6
Behir	1
Elemental, Earth	1d6

2. NW Mining Site

The walls here still glitter with flecks of gold. If the party inspects, they will quickly determine that the gold can be removed easily. The GM should note that this is **Fool's Gold** and worthless. Given the tables below, the party may spend however long they want mining this area.

Given the risk of mining the area, focus exclusively on the following table and assume to wandering monsters for the party's duration in this area of the mine.

For every turn the party spends in this site, the chance of a failure in the mine should use this table instead:

- 1-30% Nothing happens
- 31-40% Light tremors; there is no noise but the tremors are perceptible
- 41-55% Dust and light debris falls from the ceiling
- 56-79% Heavier debris falls from the ceiling; 1d4 damage, no save
- 80-89% Roll to determine if the mine shaft in front of or behind the party collapses
- 90-100% Nothing happens

Additionally, determine the location of the collapse. If any party members fall in the location, they take 1d12 damage with no save. Mine collapses are sudden, and there is virtually nothing one can do to avoid them.

3. Staging Point

If the party spends enough time in this area, they may realize that it is the safest area in the mine—the GM should suspend rolling for the possibility of a mine collapse when the party is in this area. Likewise, if the party chooses to rest here, there is no chance of attack.

The party broadly gets the sense that the miners used this area to prepare for forays deeper into the mines as there is evidence of places where they pitched tents and made very small cooking fires.

4. SE Mining Site

After a steep descent into the mines, the party finds themselves in an area that has been heavily mined over the years.

5. SE Dead-End

The party will get the sense that the rich mining area that they just left, led the miners ever deeper underground in search of wealth. Although this area appears to be more lightly mined, they will get the sense that it was still heavily mined, likely for multiple different ores.

A tunnel, and further descent leads off to the north from this mine spur. The party will easily notice that the temperatures have dropped significantly, the walls, ceiling and floor are slick with water, and the descent appears to be treacherous.

Unless by magical means, the party will be neither able to descend or ascend to the end of this mine shaft without the use of ropes, pitons, and/or grappling hooks. Aided by unmagical means, each member of the party

on ascent and descent will need to make 3 Dexterity or Strength saves (DC 12). Each failed save will require a new save and result in 6 hp damage from falling.

There is nothing of note in the main area or the mine shaft that descends to the north.

6. W Dead-End

To the best of the player's abilities, this looks like the most recent excavation in the mine, and there is evidence that the miners were less after ore at this stage of the mine's history, and more for gems.

A Nature or Perception (DC 12) check will reveal that the walls not only glitter with small purple gems, but that many of them are covered with small blood specks—which ultimately turn out to be blood. A further check (DC 14) will reveal pick axe and other marks in the rock that seem to indicate this part of the mine was abandoned.

The miners had a small handful of encounters with the Vampire by the time they reached this section of the mine, and quickly determined they had to abandon it or risk their lives.

The party may choose to inspect and mine the small purple gems. They are small for amethyst, but have the same transparent deep purple that the party is likely to recognize.

For each attempt, the party has a 30% chance of successfully mining up to 15 amethysts each valued at 50 gp each. Failure results in shattering the gem.

While the party mines the area, the risk of mine collapse and other calamity (see beginning of this section of the module) still applies.

7. N Dead-End

This part of the mine is decidedly different than the rest. At this point, the party has descended further into the mine perhaps except for the north tunnel at the end of the **SE Dead-End (5)**. However, the walls appear to be of softer rock, resembling the same rock used by the miners for their cottages in Pendarvis.

A very faint blue hue emanates from the walls. This section of the mine is rich with Azurite—an opaque stone, mottled with deep blue. Each stone is worth 5 gp and there is a 75% of mining each one. Set no limit to the number of gems the party may mine, but roll for the risk of mine collapse and other calamity (see beginning of this section of the module).

As the party is reaching the Vampire's Lair, there is no risk of random encounter with other creatures in this part of the mine.

8. SSE Dead-End

It will not be clear to the party if this section of the mine had been fully explored or not. They are likely aware that they have reached what is easily the bottom-most part of the mine they have explored so far.

THE MINERAL POINT VAMPIRE

This section of the mine, however is covered with bat guano, the ceiling (if they look) is thick with bats (harmless). The floor contains the bones and limited remains of small animals, and the smell in the air is putrid.

Additionally, the party will easily note the skeletal remains of what appear to be a variety of humanoids.

There is otherwise nothing of note or value in this section of the mine.

9. SW Dead-End (and Vampire Lair)

When the Vampire shows itself, it will be in true form, and not in the more human form that it uses when it has been seen in Mineral Point.



Once the party has defeated the Vampire, they will find a journal among its possessions in its lair. It tells the story of an early miner who had been turned into a Vampire. Working in the Merry Christmas mine turned out to be good cover for the miner for a very long time given the dark conditions. It was relatively easy to masquerade as a human and occasionally take a miner to satisfy its need for blood. No one suspected anything, as miners disappearing in the mine were an almost daily occurrence.

However, the same fate befell the miner-turned-Vampire as those he preyed upon: one afternoon, a mine shaft collapsed and trapped the Vampire.

The mine shaft was one of the deepest, and also rather unproductive. For years, the Vampire existed in an odd, almost hibernation state, semi-conscious. However,

without human blood, the only sensation that permeated that semi-consciousness was a deep, gnawing pain in its bones as it craved human blood.

The Vampire was cursed with the inability to die, though it begged unmercilessly for it with every thought, no matter how fleeting.

The Vampire speculates that eventually the rest of the mine was also becoming increasingly barren until they returned to the mine shaft in which it was entombed.

The miner who inadvertently freed the Vampire was not only completely exhausted but likely caught off guard by the horrifying visage of the Vampire. Even in a nearly depleted state, the Vampire made quick work of the miner, and its strength quickly returned.

After years of being trapped in the mine, the Vampire vowed to exact revenge on the remaining residents of Mineral Point.

To be successful, the party must bury the Vampire in the appropriate plot in Graceland Cemetery. They may also extract its two eye-teeth to get the reward of a house in Pendarvis.

Should the party only extract the eye-teeth, the Vampire will return the following night (the GM should contrive a way to keep the party in Mineral Point). The Vampire will continue to do so until the party figures out how to destroy it completely.

THE MINERAL POINT VAMPIRE

Vampire Challenge 13

XP 10,000

Medium undead (shape changer), lawful evil

DEFENSE

Armor Class	16 (natural armor)
Hit Points	144 (17d8 + 68)
Saving Throws	Dex +9, Wis +7, Cha +9
Skills	Perception +7, Stealth +9
Damage Resistance	necrotic, bludgeoning, piercing and slashing from non-magical attacks
Senses	darkvision 120 ft., passive Perception 17
Languages	the languages it knew in life

OFFENSE

Shape changer. Can morph into a tiny bat, or medium cloud of mist.

Resistance (3/day). If fails a saving throw, can choose to succeed instead.

Misty Escape. When HP drop to 0, the Vampire transforms into a cloud of mist. Has two hours to reach resting place or be destroyed.

Regeneration. Regains 20 HP at the start of every turn provided it has at least 1 HP. Trait does not work turns immediately following radiant damage or damage from holy water.

Spider Climb. Vampire can climb difficult surfaces, including upside down on ceilings without making an ability check.

Vampire Weaknesses. The Vampire has the following weaknesses:

Forbiddance. Cannot enter a residence without an invitation from one of the occupants.

Harmed by running water. 20 acid damage if it ends its turn in running water.

Stake to the heart. If a piercing wooden weapon is driven into the Vampire's heart, paralyzed until removed.

Sunlight hypersensitivity. 20 radiant damage if it starts its turn in sunlight. Disadvantage on attack rolls and ability checks.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

ACTIONS

Multi-attack. Makes two attacks, only one of which can be a bite.
Unarmed Strike. Melee attack: +9 to hit, 5 ft. reach. Hit: 8 (1d8 + 4) bludgeoning. Instead of damage, can attempt to grapple (escape DC 18).

Bite. Melee attack: +9 to hit, 5 ft. reach. Hit: 7 (1d6 + 4) piercing plus 10 (3d6) necrotic damage. Target's hit point maximum is reduced by an amount equal to necrotic damage and the Vampire gains the same amount. Reduction until after a long rest. Target dies if HP is reduced to 0. Humanoids slain and buried this way will arise the next night as a vampire under the vampire's control.

Charm. Targets one humanoid within 30ft. Target must save on a DC 17 Wisdom save against magic. The target is willing to be

bitten by the vampire. Target may save any time the vampire attempts something harmful.

Children of Night (1/day). Vampire magically calls 2d4 swarms of bats or rats. Creatures arrive in 1d4 turns. Bats will remain for 1 hour or until the vampire dies or dismisses them.

LEGENDARY ACTIONS

The vampire can take 3 legendary options per day.

Move. The vampire moves up to its speed without provoking attacks of opportunity.

Unarmed Strike. Vampire makes one unarmed strike

Bite (2 actions). Vampire makes one bite attack.

THE MINERAL POINT VAMPIRE

Random Monster Encounters

Badger, Giant Challenge 0

XP 10

Tiny, Unaligned

DEFENSE

Armor Class 10
Hit Points 3 (1d4 + 1)
Senses passive Perception 11
Keen Smell Advantage on Wiscom checks for smell

STATISTICS

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

ACTIONS

Bite. +2 to hit, reach 5 ft. Hit: 1 piercing damage.

Banshee Hoarders Challenge 4

XP 1,100

Medium, Undead, Chaotic Evil

DEFENSE

Armor Class 12
Hit Points 58 (13 d8)
Saving Throws Wis +2, Cha +5
Damage Resistance Acid, fire, lightning, thunder, bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunity cold, necrotic, poison
Condition Immunity charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages Common, Elvish

OFFENSE

Detect Life. Can magically sense life up to 5 miles away. Knows general direction, but not exact locations.

Incorporeal Movement. Can move through other creatures and objects, but takes 5 (1d10) damage if she ends her turn inside a person or an object.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

ACTIONS

Corrupting Touch. Melee Spell Attack: +4 to hit, reach 5 ft., Hit: 12 (3d6 + 2) necrotic damage.

Horridifying Visage. Creatures within 60 ft. make a DC 13 Wisdom save or be frightened for 1 minute. Can repeat saving throw at the end of every turn, but with disadvantage if banshee is in sight.

Wail (1/day). Releases a mournful wail. Creatures within 30 ft. make a C Constitution save. Failure: hit points drop to 0. On success target takes 10 (3d6) psychic damage.

Behir Challenge 11

XP 7,200

Huge monstrosity, neutral evil

DEFENSE

Armor Class 17 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 50 ft., climb 40 ft.
Skills Perception +6, Stealth +7
Damage Resistance lightning
Senses darkvision 90 ft., passive Perception 16
Languages Draconic

STATISTICS

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

ACTIONS

Multiattack. Makes two attacks: one to bite and one to constrict.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft. Hit: 22 (3d10 + 6) piercing damage.

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft. Hit: 17 (2d10 + 6) bludgeoning plus 17 (2d10 + 6) slashing. Target is grappled (escape DC 16).

Lightning Breath (Recharge 5-6). Exhales a line of lightning 20 feet long and 5 feet wide. DC 16 Dexterity saving throw taking 66 (12d10) lightning damage on failed save, or half as much on success.

Swallow. If target is grappled, bite attack means target is also swallowed. Target is blind and restrained. 21 (6d6) acid damage at the beginning of every turn. If the behir takes 30 points damage or more on a single turn, it must succeed on a DC 14 Constitution save or regurgitate the target.

Elemental, Earth

Challenge 5

XP 1,800

Large, Elemental, Neutral

DEFENSE

Armor Class	17 (natural armor)
Hit Points	126 (12d10 + 60)
Damage Vuln.	Thunder
Damage Resistance	bludgeoning, piercing, and slashing from non-magical attacks
Damage Immunity	poison
Cond Immunity	exhaustion, paralysis, petrified, poisoned, unconscious
Senses	darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages	Terran

OFFENSE

Earth Glide. Can burrow through nonmagical, unworked earth and tone. It does not disturb the material it is moving through.
Siege Monster. Deals double damage to objects and structures.

STATISTICS

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

ACTIONS

Multiattack. Makes two slam attacks.
Slam. Melee weapon attack: +8 to hit, reach 10 ft. Hit: 14 (2d8 + 5) bludgeoning damage.

Old Military Road: Ridgeway Phantom

The Old Military Road was originally designed to connect three forts in Ouisconsin that no longer exist. If the party embarks on the Road, they will discover that portions are under water and foot-high stumps in many case complicate travel to the point that they will travel at half-speed at best.

In most cases, the road is little more than a lane for one traveler at a time through land that is mostly prairie, dotted with swamps ditches and often impassable land on both sides.

If your party played On Ouisconsin! they will note that the Ridgeway Phantom looks identical to what they encountered in the prior adventure.

The Phantoms were twin boys in life. One of them was burned to death in a fireplace. The other froze to

death one dark winter night, while hiding in the woods from unknown attackers.

1. Board Walk

The board walk was constructed through the wettest, most difficult swampland southeast of Mineral Point. If any encounters bring the party back to this portion of Old Military Road, they can fight side-by-side on the board walk.

However, if the party, intentionally or otherwise, leaves the board walk they will make all of their attacks and saves at disadvantage.

2. Guard House 1

The guard houses are nearly identical in construction and proximity to the road. A fighter or ranger might readily note that they are situated to try and give advantage when defending any attacks from the road as it extends to the southeast. There are arrow slots and very small windows facing the southeast and the party may decide to use the guard houses depending on their encounters on the road.

Should the party use the guard houses, any ranged attack through the window (at a party member) will be at disadvantage. Doors are all on the west side of the guard houses if there are any attempts to enter them.



3. Guard House 2

Nearly identical to Guard House 1, the perceptive play (active Perception DC 10) will notice that there is a horn hanging from the south wall on a hook. There are no other differences.

The horn is a **Horn of Silent Alarm**; it has four charges. Requiring an action to sound the horn, one creature of choice within 600

ft. can hear the horn (provided they are not deafened). No other creature hears sound coming from the horn. The horn recharges 1d4 expended charges daily at dawn.

At your discretion, the party may find the horn in enough time to use it for this particular encounter.

4. Guard House 3

Guard House 3 is identical to the first two Guard Houses.

5. Swamp

The Ridgeway Phantom will either a) attempt to lure the party into the swamp; or b) attempt to escape through the swamp.

The swamp is dark, humid, and the sounds of insects, frogs and other swamp-life is overwhelming. There are large cypress-like trees, over-run with vines.

On a successful Nature check (DC 12), the party suspects quick sand, sink holes and other treacherous reasons for staying out of the swamp, and on the board walk.

Should the Ridgeway Phantom lure the party into the swamp, all attacks are at disadvantage for characters possessing a Dexterity score below 12.

Critical failures in the swamp are treacherous. Have players role 1d20 with the following outcomes:

1 **Quicksand!** The player should roll an additional 1d20 as a death save. Failing the roll, the character sinks so suddenly, the party is unable to save him or her.

On a successful roll, the party may devise an attempt to save their party member with a DC 10 Dexterity or Strength roll, which-

-ever is higher. Upon success, the afflicted party member still incurs 14 points of damage.

2-4 **Entangled!** The player should roll a DC 12 Dexterity or Strength roll or become entangled in vines. They may continue to roll the save or face triple disadvantage until they are able to cut themselves free from the vines.

5-10 **Infested!** The party member is overcome with gnats, flies and mosquitos. The player should roll a DC 12 Dexterity save or deduct 2 points on both rolls at disadvantage until the current encounter has ended.

11-14 **Swamp Gas!** The party member released a pocket of swamp gas. All party members within a 10 ft. radius needs to make a Constitution save or take 12 points poison damage. Saving rolls take half (6 points).

15-17 Nothing eventful happens.

18-19 **Sink Hole!** The party member steps into a sink hole nearly up to his or her knee. The player should roll a DC 14 Dexterity save or fracture their shin. A save still incurs 5 point damage.

Failing other means of transportation, this injury slows the party's speed from 30 ft./round to 5 ft./round. Further, the party member is limited to ranged and spell attacks only. All defense rolls are at disadvantage.

20 Nothing eventful happens.

THE MINERAL POINT VAMPIRE

Ridgeway Phantom Challenge 4

XP 1,100

Medium, Undead, Chaotic Evil

DEFENSE

Armor Class	11
Hit Points	45 (10d8)
Speed	0 ft., fly 40 ft. (hover)
Senses	dark vision 60', passive Perception 11
Languages	Common
Damage Resistance	acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons
Damage Immunity	cold, cerotic, poison
Condition Immunity	charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained.

OFFENSE

Withering Touch. Melee Weapon Attack +5 to hit, reach 5 ft., one target. Hit: 17 (4d6+3) necrotic damage.

Etherealness. Move between planes of existence.

Horrifying Visage. Creatures within 60 ft. save on a DC 13 Wisdom saving throw or they will be scared for 1 minute (10 melee rounds). If save fails by five or more, target also ages 1d4 x 10 years.

Possession. One humanoid within 5 ft. makes a DC 13 Charisma saving throw or is possessed by the phantom; the phantom disappears and controls the body.

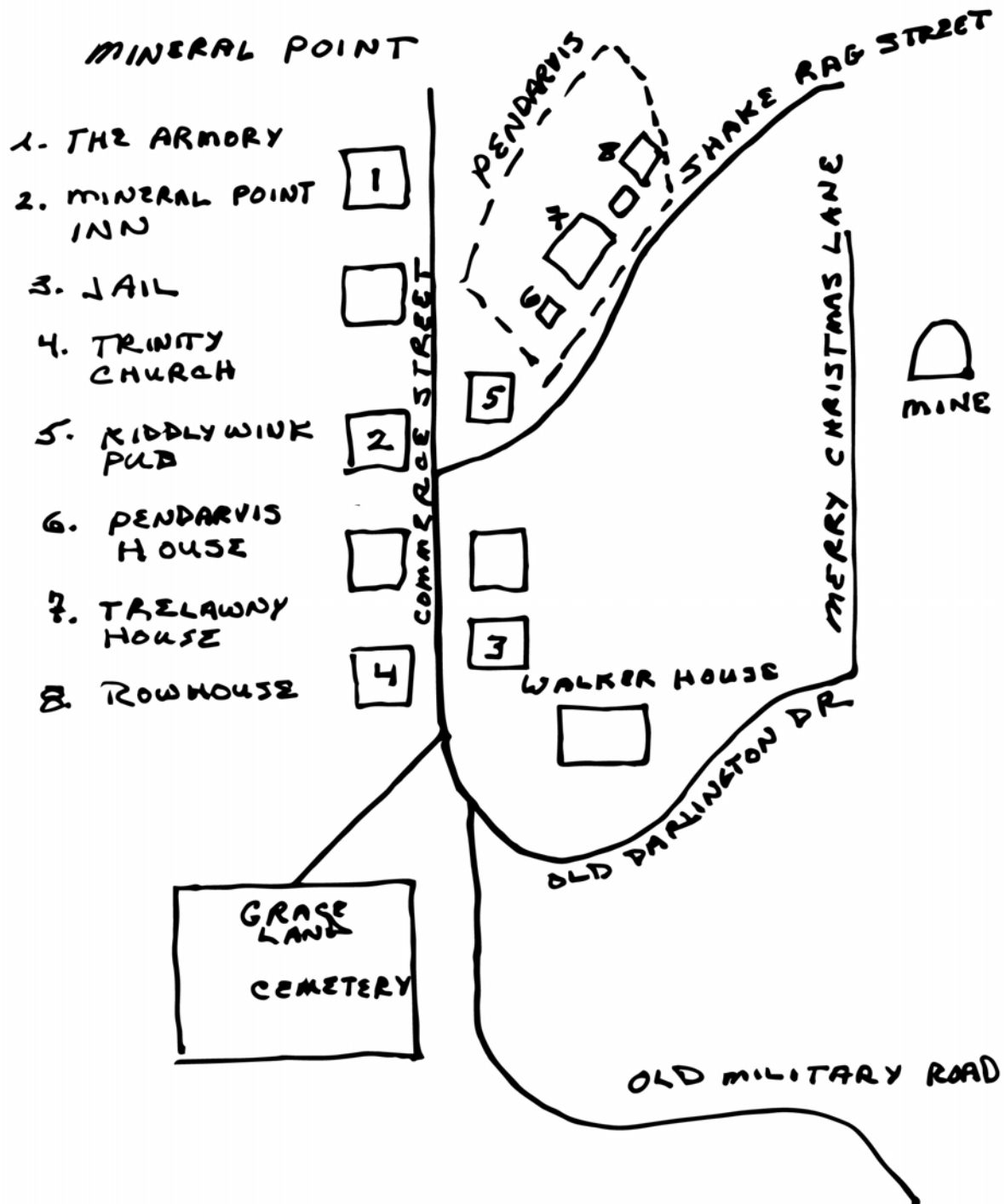
STATISTICS

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

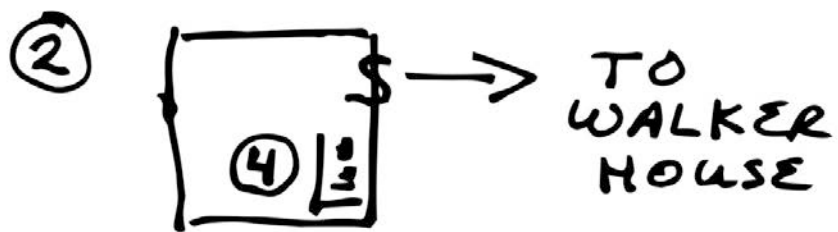
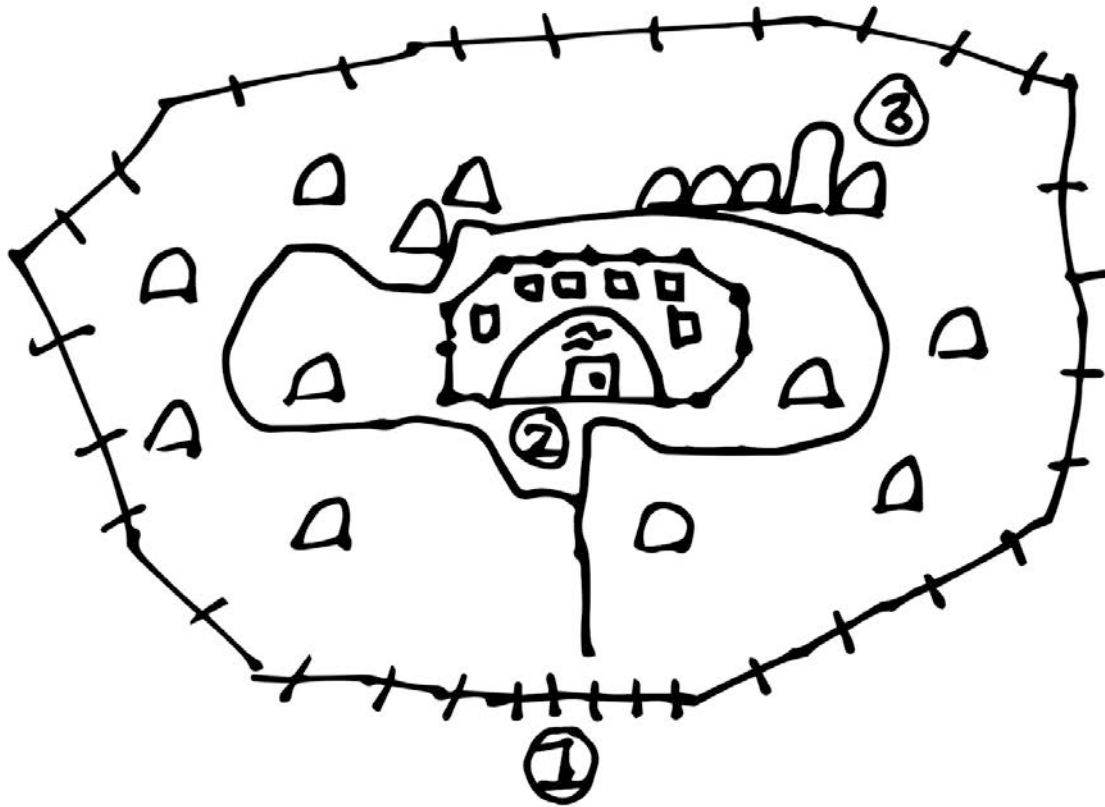
ACTIONS

Ethereal Site. See 60 ft. into the ethereal plane when it is on the Material Plane and vice versa.

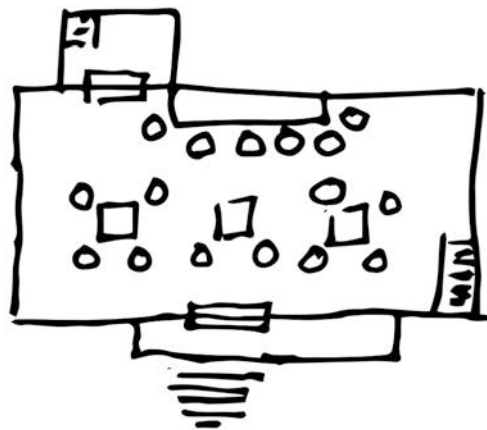
Incorporeal Movement. Can move through other creatures and objects as if they were difficult terrain. It takes 5 (1 d10) damage if it ends its turn inside an object.



M2: Graceland Cemetery

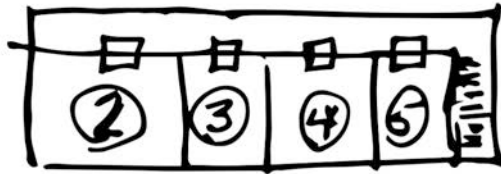


M3: Walker House

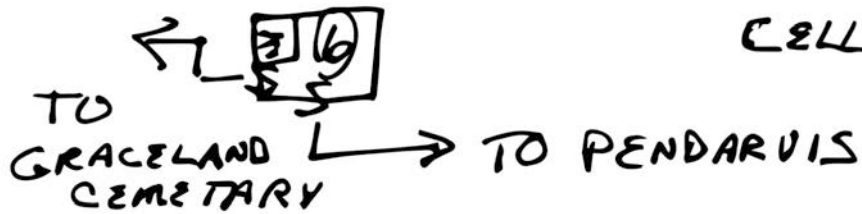


FIRST FLOOR

①

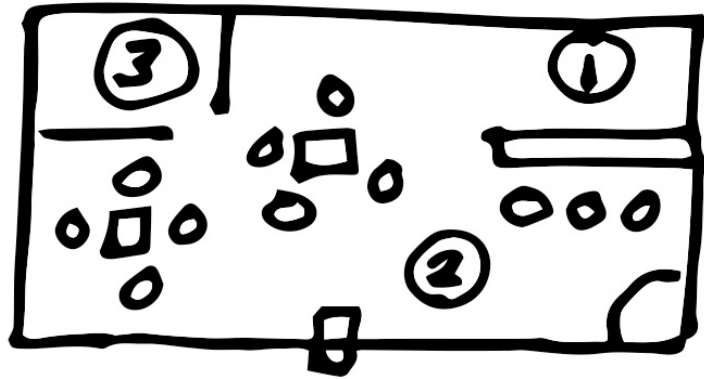


SECOND FLOOR

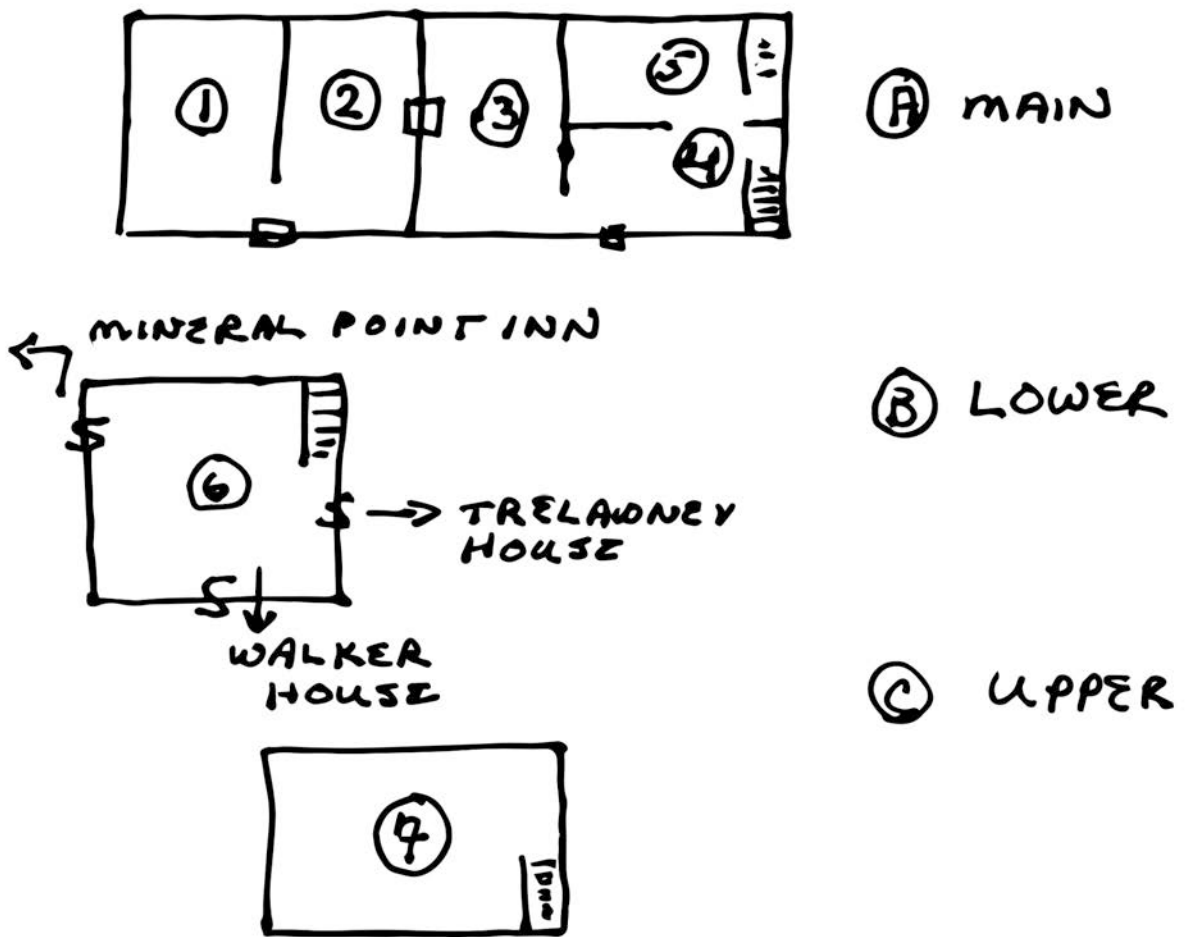


CELLAR

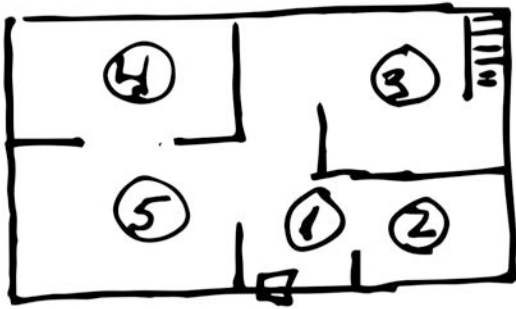
M4: Kiddlywink Pub



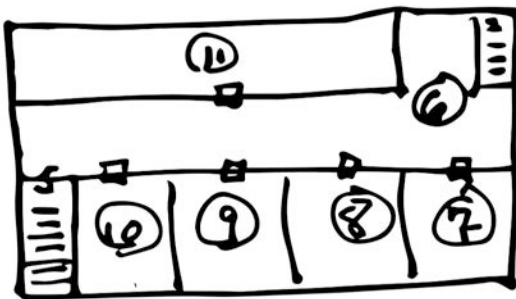
M5: Pendarvis House



M6: Polperro House



Ⓐ FIRST FLOOR

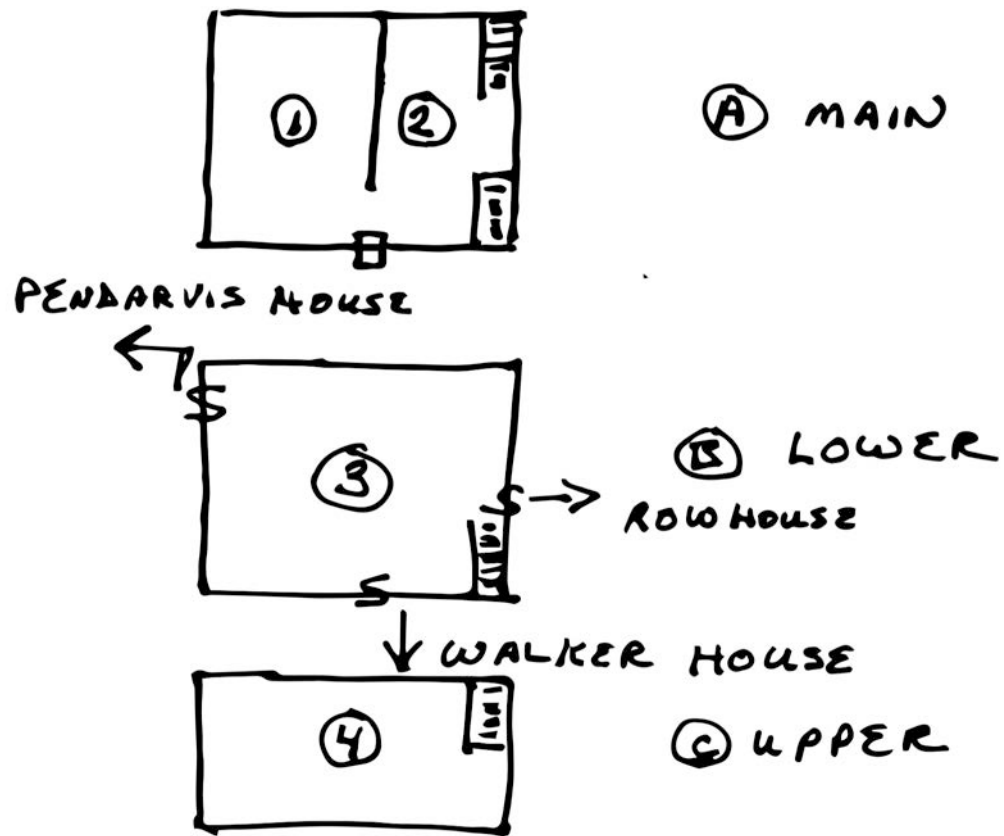


Ⓑ SECOND FLOOR

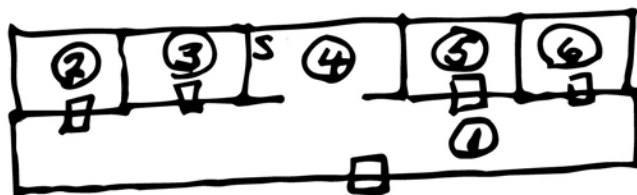


Ⓒ THIRD FLOOR

M7: Trelawny House

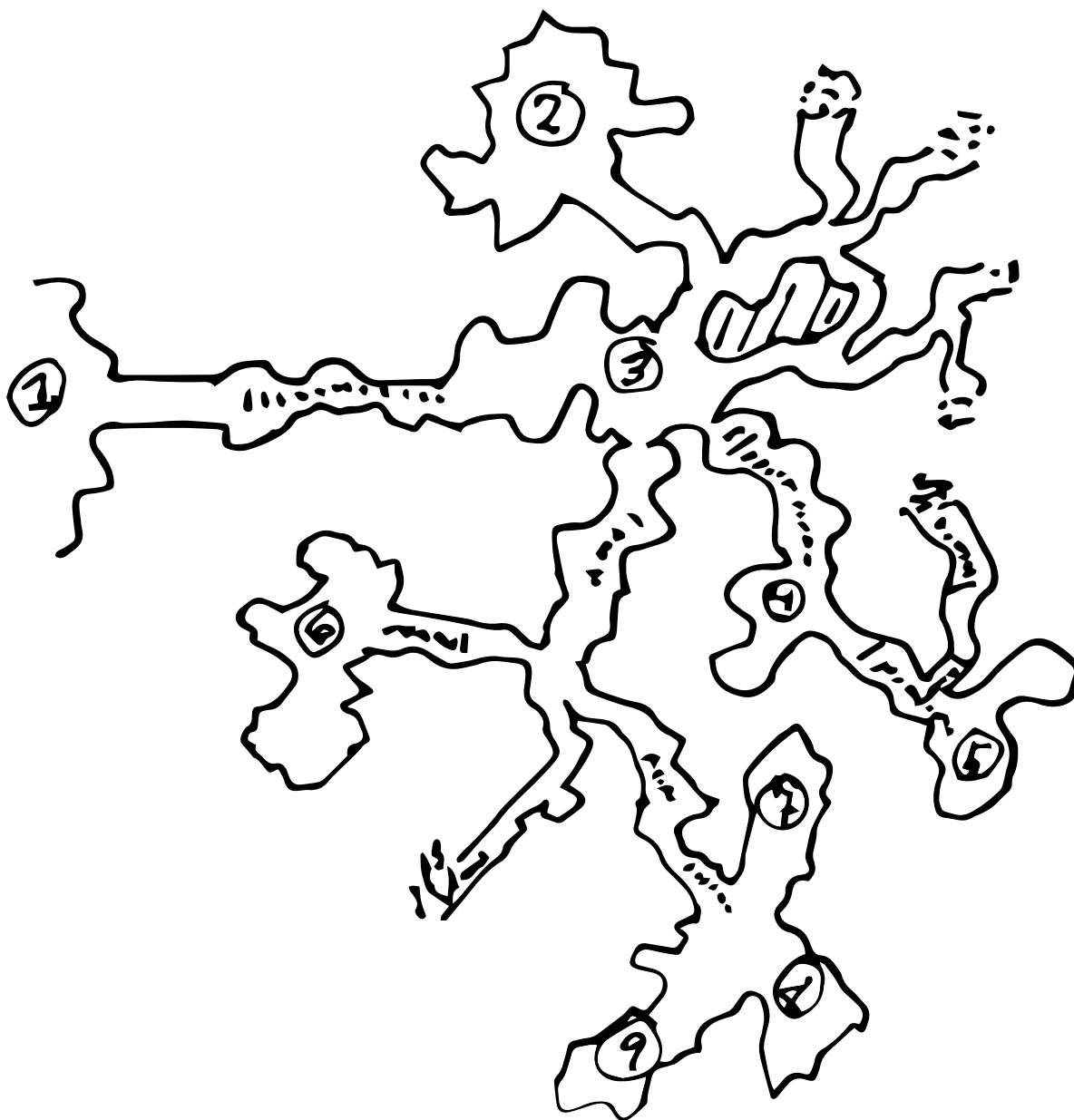


M8: Rowhouse

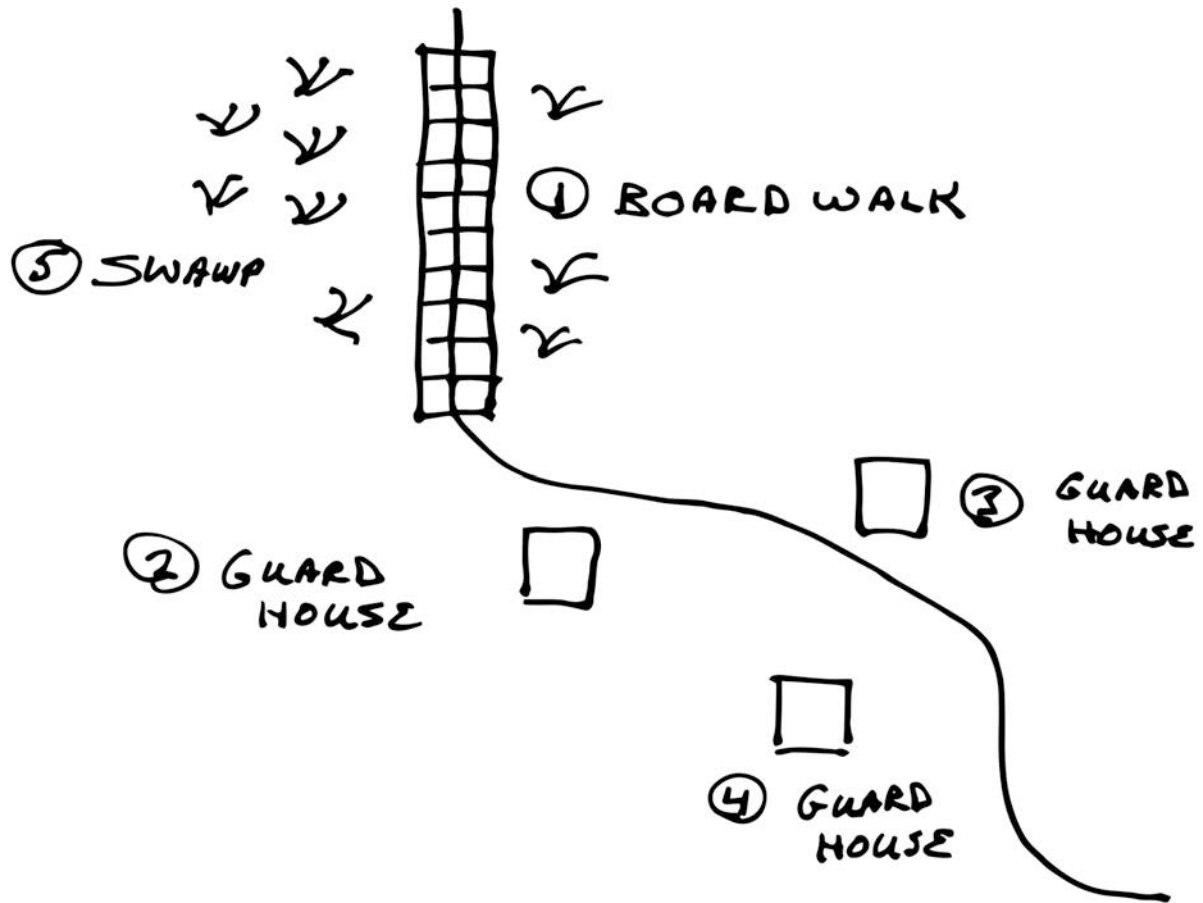


M9: Merry Christmas Mine

MERRY CHRISTMAS MINE



M10: Old Military Road



Monsters

Graceland Cemetery Ghost



Walker House Headless Ghost



Ridgeway Phantom



Merry Christmas Mine Vampire



Appendix

GM Assist

Name	Per 1	Per 2	Per 3	Per 4	Per 5	Psn 1	Psn 2	Psn 3	D 1	D 2	D3	D4	D5	D6

Per Perception
Psn Persuasion
D Death

Instructions: At the beginning of the adventure, ask your players to make five perception and five persuasion rolls. Place them in the grid above in reverse order for each type of roll so that players do not meta-game on the order of their rolls.

(Optional) Inform the players that you have prepared death rolls for them and that part of the adventure is that you will not reveal the results of death rolls.

NPC: Abena

Abena is a middle-age male, who is being held in the jail in the hopes of protecting himself from the Vampire, which he recently saw at the Merry Christmas mine. He will join the party if asked.

Human, Missionary, Neutral (treat as Cleric); 6th Level

Armor Class	20 (studded armor)	Initiative	+10
Hit Points	55 (7 d10)	Proficiency	+3
Speed	30'		

STR	DEX	CON	INT	WIS	CHA
12 (0)	20 (+5)	14 (+1)	14 (+2)	14 (+2)	9 (-1)

Saving Throws	Str +3, Dex +8
Skills	Animal Handling +5, Nature +5, Perception +5, Sleight of Hand +8, Stealth +8, Survival +5
Senses	Passive Perception: 12
Languages	Common, Elvish, goblin, orc
Favored Terrain	Forest
Favored Enemies	Humanoids, +2

Weapon	ATK Bonus	Damage
Crossbow	+10	d8 + 7
Longsword	+9	d8 + 5 (or d10 if 2-handed)
Shortsword	+9	d6 + 5

Fighting Style	Archery
Hunter's Prey	Horde Breaker (make 2 nd attack on another creature within 5' of prev. target)

Boots of Elvenkind	Silence, advantage on stealth saves
Ring of Protection +1	+1 on all saving throws

Spellcasting (save DC 12; +4 to hit with spell attacks)

ACTIONS**Spells:**

Cantrips (4): Guidance, minor illusion, sacred flame, spare the dying
 1st level (4 slots): Hail of thorns, goodberry, cure wounds, hunter's mark
 2nd level (3 slots): Enhance ability, find traps, silence
 3rd level (3 slots): Animate dead, dispel magic, feign death

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THE MINERAL POINT VAMPIRE

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The Mineral Point Vampire

A 5E Dungeons and Dragons Campaign

Tim Krause

Having survived an encounter with Lord Vathris, the party agreed to travel together as far as Mineral Point. On their way to the Mineral Point Inn, they note an older part of town with a neglected wooden sign that says PENDARVIS.

Over dinner and ale, the party learns that Mineral Point has long been in decline. Residents are moving away after reporting a headless ghost in the Walker House, another ghost haunting Graceland Cemetery.

Most troubling of all: residents consistently report seeing what they believe to be a vampire. Most of the sightings are around Graceland Cemetery but they come and go in streaks. However, everyone's descriptions of the vampire are nearly identical and the vampire has appeared again in recent days.

The party will also learn that the villagers avoid Pendarvis: it is abandoned and generally believed to be haunted itself.

The request of the party is simple: start with destroying the vampire, but rid Mineral Point and Pendarvis from all that haunts it in the hopes that the area will return to days of past glory.

A campaign for 4-6 characters starting Level 10.

