

5th Edition Fantasy

the night comes down

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the night comes down

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INTRODUCTION

The Night Comes Down is an adventure for around 4 characters of 6th level. The son of a minor noble family in Kirkachmill has disappeared after setting out to visit Lady May Deacon in Fettercairn. Rumours of bandits in the area have worried his family and so they have hired our heroes to investigate.

Although not directly linked to *Howling at the Moon*, this adventure is set in the same region. It is therefore possible that our heroes have been hired as they have previous experience of the area.

BACKGROUND

Deacon Manor has been a fixture of Fettercairn for as long as anyone can remember. A large amount of land in the local area is owned by the Deacon family and the manor has been the ancestral home. Often called the Lord and Lady of the Manor, the Deacons are not, in fact, nobility with the title being an honorific from those in the village where they are well liked.

When their daughter, “Lady” May, came of age, she moved to the city of Kirkachmill to finish her education. Her visits home, once frequent, dwindled over the last few years. During her last visit, her parents met their untimely demise when their horse and carriage somehow crashed off a bridge leading to their home.

Unfortunately, not everything is as it seems. While living in Kirkachmill, Lady May “fell in with the wrong crowd”. This crowd wasn’t your regular young nobles carousing and causing drunken problems though. This crowd were under the sway of a vampire, one who sired Lady May who then returned to her family home.

In order to hide her affliction from her parents, she arranged an accident that caused their horse and carriage to careen off the bridge into the gully below. Their ghosts haunt this spot, wishing to have their bodies laid to rest in a dignified manner.

However, the family manor and lands are a worthy prize and occasionally suitors would visit. Some would be scared off before meeting Lady May but one young man was more persistent. To his own doom. It is this young man's disappearance that our heroes have been hired to investigate.

JOURNEY TO FETTERCAIRN

Fettercairn is roughly 2 days travel west from the city of Kirkachmill. As the GM's discretion the journey could be uneventful or random encounters could potentially occur. To determine random encounters, roll 1d20 once per day. On a result of 18-20 a random encounter occurs. Roll once on the following table or pick an encounter if you prefer.

RANDOM ENCOUNTER TABLE

d8	ENCOUNTER
1	1 brown bear
2	1 ettin
3	2d4 scouts (elves). The elves are from a village in the forest to the south. Only a couple of elves will initially appear, the rest will be hidden in the treeline. They are indifferent to the heroes initially.
4	1 owlbear
5	1 druid . The druid is travelling from some standing stones in the west. If asked about the road ahead, he warns the heroes of bandits operating in the area.
6	1 bandit captain , leading 1d8 bandits
7	1 ankheg
8	1 giant owl . This encounter will only occur at night. The giant owl is an ally of the elves from the forest.

FETTERCAIRN

Fettercairn is situated on the main road to Kirkachmill from the west and, as such, is an important stopping point for travellers. The Slaughtered Lamb coaching inn is the primary focal point for visitors, but the mill also benefits from this traffic. The remainder of the village is occupied by farmers or those who work in them, the inn, or the mill.

1. THE SLAUGHTERED LAMB

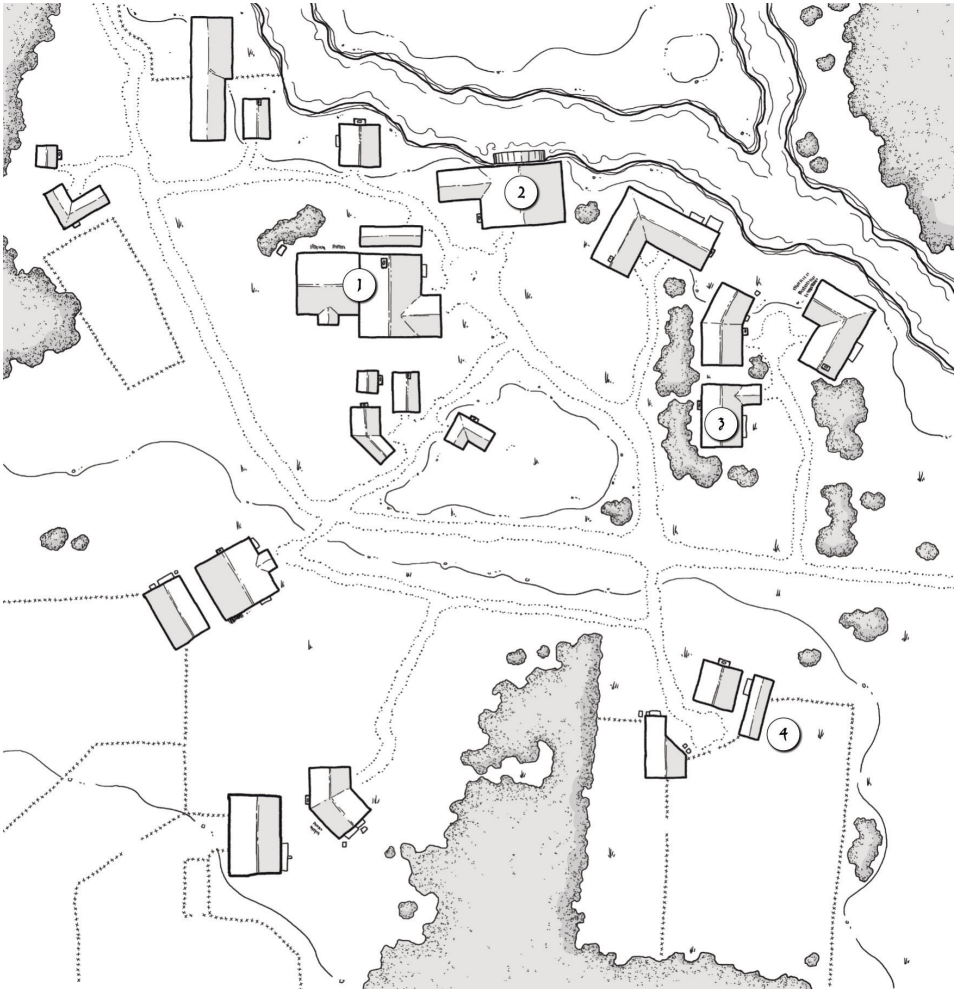
Kess has run the Slaughtered Lamb since he moved to the village and has been assisted by his wife Alex for the last 6 years. The Lamb (as it is more commonly known) employs a handful of people from the village in various roles, although it is Alex who is the true brains behind everything. More on Kess' history can be found in *Howling at the Moon*.

2. THE HIRSH MILL

The mill has been in the Hirsh family since it was built. Jay Hirsh prides himself on supporting many of the local community by buying their wheat to mill into flour. This is then sold to merchants in Kirkachmill. Jay is ably assisted by his son, also called Jay but known locally as Jason, while his daughter is married to Kess.

3. KALI'S BREWERY

Its location on the main trade road has meant that the Lamb has a steady flow of visitors requiring liquid refreshment. The village's previous brewer of ale passed away a few years ago and his wife, Kali, took up the task. She doesn't call herself a brewer though and doesn't think much of the ales she makes but others do like them. Her current brew is a stout called Black Swan.



4. caskbow's pig farm

One of the first buildings that can be seen as you enter Fettercairn from the Kirkachmill road, is Cedric Caskbow's pig farm. Contrary to popular opinion the farm itself doesn't smell. The same, unfortunately, cannot be said for Cedric! Many first time visitors to Fettercairn see Cedric, a balding halfling, feeding his pigs worry for his safety as he disappears beneath a sea of pigs. He always comes up unscathed, although a little dirtier.

other villagers

There are several villagers that our heroes may encounter. Most are outlined below and can be found working the fields, drinking in the inn, selling their wheat at the mill, or elsewhere as needed. There are several rumours specific to the village that can be learnt. Most villagers know at least one rumour from the Rumours Table. The rumour can be generated randomly or picked as required. Each rumour has been noted as True (T) or False (F).

ojo RUMOURS TABLE

- | | |
|----|---|
| 1 | Kess is hiding something from his past. (T see <i>Howling at the Moon</i>) |
| 2 | Deacon Manor is haunted. (F) |
| 3 | Jay Hirsh is working with bandits so he can get wheat cheaply. (F) |
| 4 | The road to Deacon Manor has seen attacks by wolves. (T) |
| 5 | Lief used to be a pirate. (F) |
| 6 | When Lady May came home, her carriage windows were covered. (T) |
| 7 | Jason and Angmar have been secretly seeing each other. (T) |
| 8 | Lady May died in Kirkachmill and an impostor has taken her place. (F) |
| 9 | Kess is an outlaw, wanted in Kirkachmill. (F) |
| 10 | The Deacon's were not buried in the family plot. (T) |



villager	brief description	distinguishing features
Erurainon Rovandor	Male elf. Local gossip. Knows all the rumours on the Rumours Table and will happily share them if he receives suitable recompense.	Wears large, round glasses
Thrial Brightmaster	Male dwarf. Fisherman. Does not believe any rumour he knows and will make sure the heroes are aware of it.	Flame-red hair.
Ladore Talraidal	Female elf. Bowyer. Can often be found in the Lamb when traders pass through trying to sell her wares to the guards.	Tattoo of leaf on inside right wrist.
Angmar Bladewalker	Female human. Works in the Lamb's stables. Loves horses.	Always smiling.
Lief Ashglade	Male human. Ageing (mid-50s) barkeep in the Lamb. Former farmer who retired due to injury.	Has a wooden right leg below the knee.
Juliana Keenseeker	Female human. Cook at the Lamb. Also helps Alex with cleaning rooms.	Partially deaf
Alec Wells	Male human. Bandit spy. Pretends to be a messenger travelling to Kirkachmill but is actually looking for marks.	Extremely charismatic and very proficient liar (Deception +6)
Edmund Keenseeker	Male human. Son of Juliana who works at the mill as a labourer.	Going prematurely bald.
Fendrel Cornwallis	Male human. Farmer. Lives in the Lamb while his home is rebuilt following a goblin attack.	Always has an ear of wheat in his mouth.



DEACON MANOR

Deacon Manor is located some 5 miles outside of Fettercairn to the south west. The private drive to the manor can be found 3 miles down the road, marked on either side by stone pillars.

THE BRIDGE

Around half a mile from the pillars, the drive bridges a gully. The right side of the bridge has obvious signs of damage. Closer inspection reveals the remains of a coach at the bottom of the gully (some 30 ft. below). It is not difficult to climb down to the bottom of the gully where the heroes will disturb four **swarms of rats**. Once the rats have been dealt with, the heroes will find the remains of four corpses: the Lord and Lady Deacon and their two servants. If the heroes disturb the corpses of the Lord or Lady, then their ghosts will rise. These ghosts do not wish any harm on the heroes and will, instead, plead with them that they be laid to rest properly. The only item of interest on the corpses is a single iron key. This key unlocks the door leading to the Lord and Lady's private quarters in the manor (area 7).

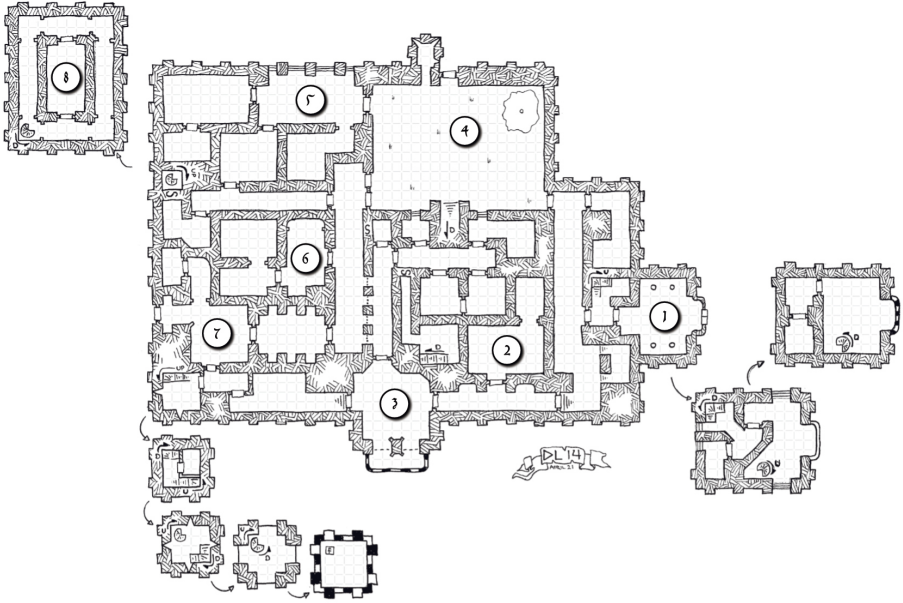
DRIVEWAY

The main drive leading to the looks like it was once shaded by lovely trees and well tempt bushes. However, these are now twisted and overgrown to such a degree that, even at the height of midday, very little light breaks through the canopy and the shadows that form appear to move of their own accord. If the heroes approach the trees, bats drop down and fly away. Meanwhile, there is a 50% chance of a pack of wolves, who are guarding the grounds, picking up the scent of the heroes and attacking them. This pack consists of four **dire wolves** leading 8 wolves.





manor house—GROUND FLOOR



Since the death of Lord and Lady Deacon, the manor has been left to run down slightly. All of the original house staff have either been killed or turned into thralls or spawn.

A room-by-room breakdown of the manor hasn't been provided. Instead, the map above has been broken down into sections. The main foes in each are detailed along with any other important information. This allows GMs to include elements that better reflect their campaign.

Lady May (see p16) can be found anywhere (except section 8) as appropriate to way the heroes approach their investigation of the manor. Her resting place can be found in section 12.

1. ENTRANCE

The main entrance to the manor is a large room. Within are some closets and chests containing outdoor clothing while the far door, leading into the rest of the manor, is flanked by two suits of armour.

These suits are actually **animated armour** and will attack anyone who moves past a line parallel with the first columns unless they say the passphrase (the actual passphrase isn't known to anyone outside of the current household).

2. LIBRARY

The Lord's large collection of books with a reading room beyond. The Lord's collection covers a wide variety of subjects, especially astronomy which held a particular interest for him. (The tower to the south-west of the manor leads up to a telescope that the Lord used to watch the night sky.)

3. SUN ROOM

The sun room faces to the south and offers stunning views of the surrounding countryside. As with the main entrance, this room is protected by two **animated armour**. Here they stand in the each corner of the southern wall and will attack anyone who approaches the south wall unless they speak the passphrase.

4. PRIVATE GARDEN

The manor's private garden was once full of beautiful bushes, flowers, and trees. Now these are twisted and warped. Within the garden are two vampire thrall (see p19) who were once house staff. One will attempt to run down the stairs to the basement when the heroes approach to warn Lady May while the other tries to delay the heroes.

5. DINING ROOM AND KITCHEN

The original dining room and kitchen of the manor, along with a pantry occupy this section of the Manor. The current occupants of the manor do not tend to receive guests often but, when they do, they are entertained here. A **vampire spawn**, formerly the cook, can be found here.

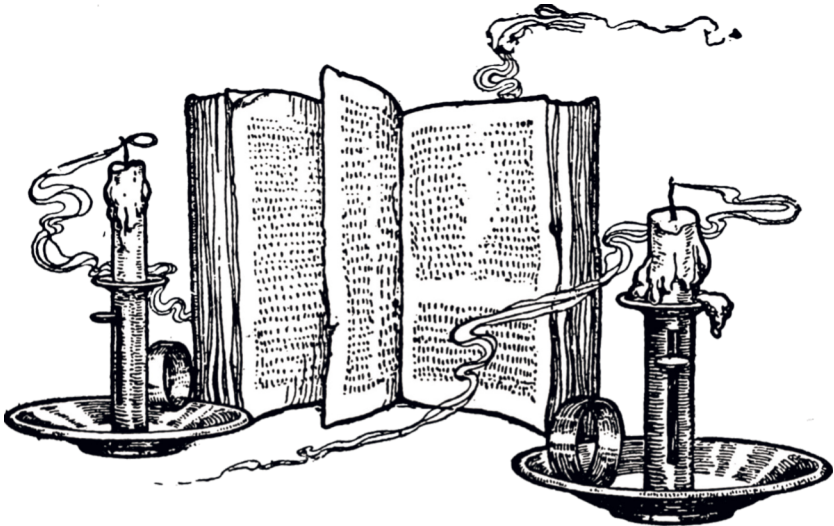
6. lady may's private quarters

Before Lady May became a vampire patrician, these were her private quarters. Although Lady May no longer “rests” here, she still visits it often. The dressers contain expensive clothes and personal items. Those of value include a silk robe with gold embroidery (250 gp), box of turquoise animal figurines (250 gp), 1d6 gold bracelets (25 gp each), 1d4 embroidered silk handkerchiefs (25 gp each).

7. lord and lady deacon's private quarters

This section was originally the private quarters of Lord and Lady Deacon. It has since been occupied by two vampire spawn. There is a door leading out of the manor in the west. The key for this can be found on the corpses of the Lord and Lady. Otherwise it is a very hard lock to pick (DC 25).

Any valuables that were once within these quarters have been removed. Some are now in Lady May's quarters and others have been sold or taken to Kirkachmill.



8. hidden library

This library, the existence of which is unknown to anyone still living, houses the Lord's library of valuable books. At the GM's discretion some of these may be heretical or otherwise of interest to religious or arcane practitioners. No values have been given for these.

manor house—basement

Aside from the keyed areas, the Manor basement also contains a number of undead roaming the corridors. Whenever the heroes move into a non-keyed room or section of corridor roll 1d6, on a 5 or 6, they encounter one of these undead, the exact type can be determined by rolling 1d8 and consulting the table opposite:

There are a maximum of one vampire spawn, one wraith, four ghouls, and 2 ghasts in these sections.

d6	undead
1	Vampire Spawn
2	Wraith
3-6	Ghoul
7-8	Ghast



9. ENTRANCE TO BASEMENT

The Deacon family crypts and wine cellar can be found beneath the manor. The wine cellar is immediately to the west of the entrance to the basement while the crypts are deeper within.

Also deeper within are other corridors and rooms. The reasons for some of these rooms are lost to the mists of time and most remain empty.

10. FAMILY CRYPT

The family crypt contains all of the previous members of the Deacon family and is where Lord and Lady Deacon wish to be interned. Presently there is a **vampire spawn** here, searching through the crypts for hidden treasures.

11. LADY MAY'S CRYPT

This section of the basement leads to Lady May's resting place. The door from this section to the corridor in the east is locked although the lock mechanism is full of rust and cannot be picked. The only way to get through this door is to break it down. This will require a DC 20 Strength check. The door is wide enough for two heroes to work together in breaking down the door allowing the hero who's leading the effort—or the one with the highest ability modifier—to make the check with advantage.

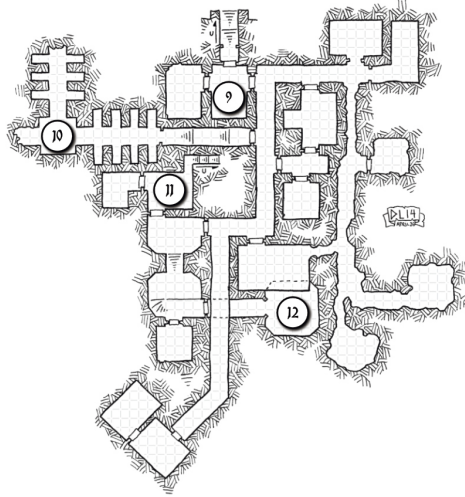
Further into the section, down the first set of stairs are four **swarms of bats** and two giant vampire bats (see p20).

12. LADY MAY DEACON'S RESTING PLACE

Should the heroes defeat Lady May elsewhere in the manor, she will use her *misty escape* ability to return here. Her magical items will fall to the floor when she enters this form.

After spending an hour in her resting place she will regain 1 hp and then her *regeneration* ability will allow her to regain further hit points unless the heroes do something to stop this.

If the heroes are unable to stop Lady May before she fully regenerates her hit points, she will rest as long as possible before seeking them out to extract her revenge and regain her magical items.



stat blocks

lady may deacon (vampire patrician)

Medium undead, lawful evil

Armor Class 17 (armour of resistance (radiant) (chain mail) and ring of protection)/16 (natural armour)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

str	dex	con	int	wis	cha
15 (+2)	18 (+4)	18 (+4)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Str +3, Dex +9, Con +5, Int +4, Wis +6, Cha +10

Skills Deception +9, Intimidation +9, Perception +5, Persuasion +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks; radiant (from armour)

Senses darkvision 120 ft., passive Perception 15

Languages Common, Dwarvish, Elvish, and Halfling

Challenge 10 (5,900 XP)

Cruel Combatant. A melee weapon deals one extra die of its damage and an extra 3 (1d6) necrotic damage when Lady May hits with it (included in the attack).

Misty Escape. When she drops to 0 hp outside her resting place, Lady May transforms into a cloud of mist instead of falling unconscious, provided that she isn't in sunlight or running water. If she can't transform, she is destroyed. While she has 0 hp in mist form, she can't revert to her vampire form, and she must reach her resting place within 2 hours or be destroyed.

While in mist form she can't take any actions, speak, or manipulate objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without

squeezing, and she can't pass through water. She has advantage on Strength, Dexterity, and Constitution saving throws, and she is immune to all nonmagical damage, except the damage she takes from sunlight.

Once in her resting place, she reverts to vampire form. She is then paralysed until she regains at least 1 hp. After spending 1 hour in her resting place with 0 hp, she regains 1 hp.

Noble Resilience (Recharges after a Long Rest). Lady May can ignore the effects of sunlight for up to 1 minute.

Regeneration. Lady May regains 15 hp at the start of her turn if she has at least 1 hp and isn't in sunlight or running water. If she takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

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

Vampire Weaknesses. Lady May has the following flaws:

- *Forbiddance.* Lady May can't enter a residence without an invitation from one of the occupants.
- *Harmed by Running Water.* Lady May takes 20 acid damage if she ends her turn in running water.
- *Stake to the Heart.* If a piercing weapon made of wood is driven into Lady May's heart while she is incapacitated in her resting place, she is paralysed until the stake is removed.
- *Sunlight Hypersensitivity.* Lady May takes 20 radiant damage when she starts its turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.



actions

Multiattack. Lady May can use her Bone-Chilling Gaze. She then makes two attacks, only one of which can be a bite attack.

Rapier +2. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) piercing damage plus 3 (1d6) necrotic damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Lady May, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and Lady May regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a **vampire spawn** under Lady May's control.

Bone-Chilling Gaze. Lady May targets one humanoid she can see within 30 feet. If the target can see Lady May, the target must succeed on a DC 17 Charisma saving throw or become paralysed with fear until the end of its next turn.

Release the Hounds! (1/Day). Lady May calls 4d6 hunting hounds (use **mastiff** statistics) to its side. These creatures arrive in 1d4 rounds, helping Lady May and obeying her spoken commands. The beasts remain for 1 hour, until Lady May dies, or until she dismisses them as a bonus action.

magic items

Armor of resistance (radiant) (chain mail), Boots of Speed, Rapier +2, Ring of Protection. All special abilities from these items have been noted in the stat blocks. Full details can be found in the SRD.



vampire thrall

Medium humanoid (any race), any non-good alignment

Armor Class 12

Hit Points 52 (8d8 + 16)

Speed 30 ft.

str	dex	con	int	wis	cha
14 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Con +4

Senses darkvision 30 ft., passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Blood-Bound. If the thrall has not consumed 1 ounce of blood from a vampire within the past week, it is poisoned for 1 week and it loses darkvision and its Keen Senses, Limited Regeneration, Spider Climb, and Sunlight Sensitivity traits until it consumes 1 ounce of vampire blood.

Keen Senses. The thrall has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Limited Regeneration. The thrall regains 2 hp at the start of its turn if it has at least 1 hp and isn't in sunlight. If the thrall takes radiant damage, this trait doesn't function at the start of the thrall's next turn.

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

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

ACTIONS

Multiattack. The vampire thrall makes two longsword attacks.

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

GIANT VAMPIRE BAT

Large beast, unaligned

Armor Class 13

Hit Points 60 (8d10 + 16)

Speed 10 ft., fly 60 ft.



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

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the bat can't bite another target. The bat regains hp equal to the necrotic damage dealt.

OTHER CREATURES

Where a monster has been mentioned in **bold**, their stat block can be found in the SRD.

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the night comes down

Deacon Manor used to be a friendly and welcoming place. Often hosting nobles from far and wide as well as supporting the local community of Fettercairn. However, since the return of Lady May, and the unfortunate death of her parents, things have changed. Very few people visit now and those that do never return...

The Night Comes Down is a horror-themed adventure for the 5th edition of the world's oldest fantasy role playing game suitable for 6th level characters.